



DarkLore world



Special Preview

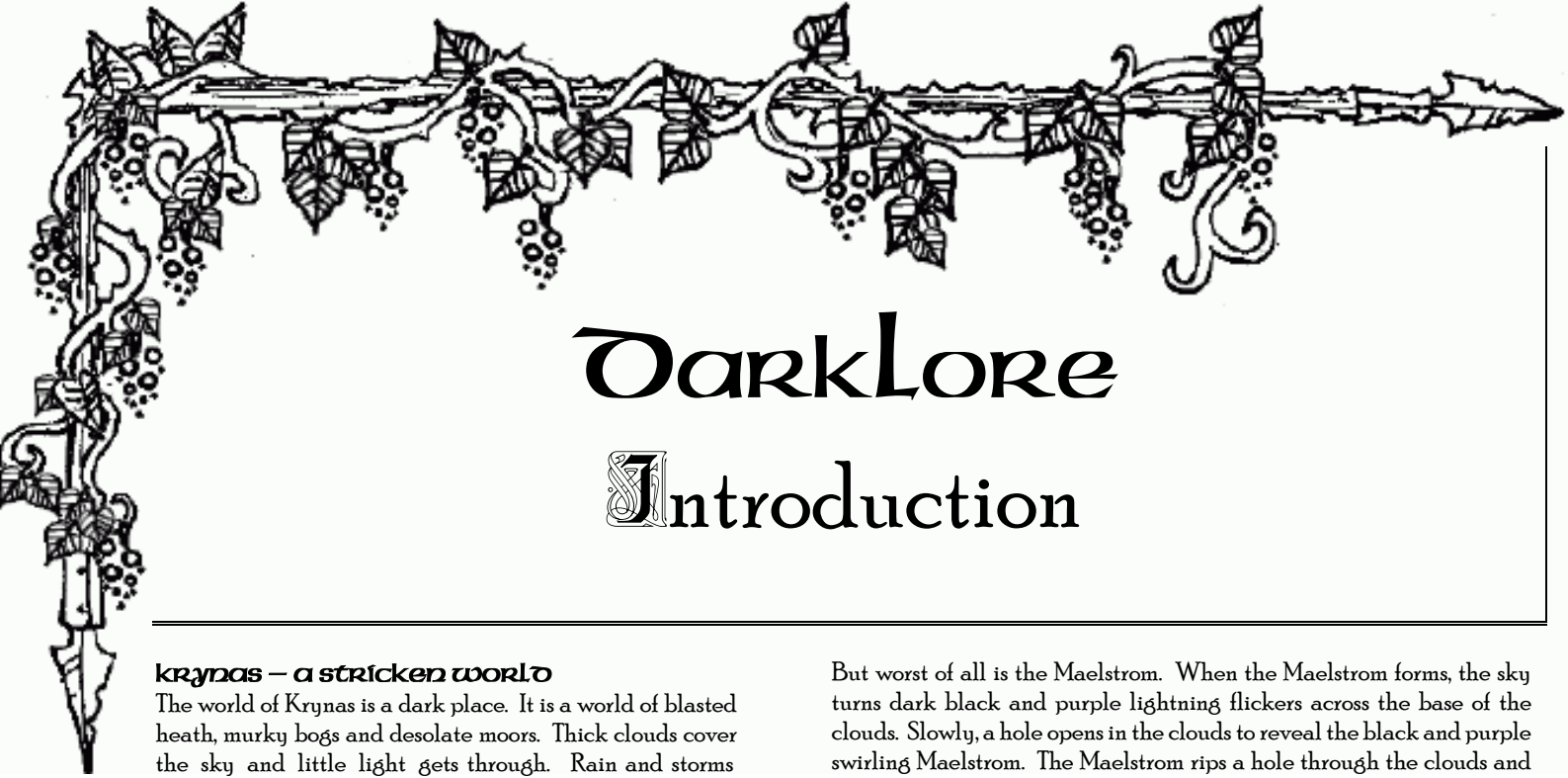


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DarkLore

Introduction

Krynas – a stricken world

The world of Krynas is a dark place. It is a world of blasted heath, murky bogs and desolate moors. Thick clouds cover the sky and little light gets through. Rain and storms

govern the people more than any laws imposed by petty rulers. This is a world engulfed by darkness and wracked by powerful winds and strange multi-coloured lightning. It is a strange, hostile world where the forces of nature have been spun out of control, disrupted by magical forces. Dark magics are encroaching and there is a feeling of impending doom.

In the past, mere centuries ago, the petty Gods of Krynas made war upon each other and took the lands of man and kith as their battlefields. The Gods raised great armies of men to fight their enemies. They melded their divine powers into destructive forces to smite their foes, and the cities of their enemies. And caught in the middle of this war was the men and kith of Krynas, suffering the vanity of the gods. The time following this war is known as the Shattering. The world seemed to have been torn apart by the power of the magic unleashed by the Gods and their followers. Even now, approaching half a millennium after the wars, the world is still battered by the aftershock.

No one knows why the Godswar ended. One day the skies turned black at noon, and ripped with fire and ice. The earth shook violently and many cities were rained with rocks and reduced to rubble. Some claim a greater, older, power rose up and unleashed hell to destroy the Gods so that kith and man may live on their world as it was made for them. Some claim this was the creator returned from the stars. Druids claim it was mother earth, awakening to destroy her infection. Some say there was a final battle, and the Gods destroyed each other, although are divided on whether it was the power used or the destruction itself that sundered the earth and skies. There are even a few who claim the downfall of the gods was of human origin. They believe a powerful wizard or heroic warrior, or more likely a group of mighty heroes, mastered strange powers to banish the Gods.

However they went, the Gods left a legacy. A world wracked by strange magical storms. A world where the sun never breaks through the thick cloud cover and the brightest light is akin to what you or I may understand as twilight. This has become known as the Cloak of Acheron, a darkness that engulfs the land, making it barren and unable to produce enough food for its people. More darkness has come with this enshrouding darkness. The lands have become plagued with the walking dead. New magicians – wizards – have arisen, and are being slowly driven mad by their failure to control the forces of magic. In jealousy, they hunt down sorcerers, the inheritors of the True Magic. The Cloak of Acheron has become used to describe all malign forces that are growing in power as the world seemingly approaches its end.

But worst of all is the Maelstrom. When the Maelstrom forms, the sky turns dark black and purple lightning flickers across the base of the clouds. Slowly, a hole opens in the clouds to reveal the black and purple swirling Maelstrom. The Maelstrom rips a hole through the clouds and thunders to the ground, crackling with magical energy. It twists and forms a powerful magical whirlwind. No sage, no matter how wise, understands the nature of this power. The villagers in the regions where it strikes most readily say it feeds on man and kith, often changing direction to avoid a house or animal where it can instead pick a human.

The clerics of the old Gods still roam the world. Many are hated or feared as they preach of their God's return. They are left devoid of magic and powers, but passionate in their beliefs. Some say their God was banished by another, evil, God and when they have built up their power they will return to the world. Others say that their Gods were the victors in the final battle, and left the world to its fate without their guiding hand. They claim that the people deserted their God in His time of need and he will return when the people have repented and will bring back the sun. Whether they use the carrot or the stick there are two things that they say in common: that the gods will return, and that it is the fault of the people that the world is in the state it is in today. New gods have arisen, too. The people have begun to worship the servants of their fallen gods, the angels and demons of the heavens and hells. There are thousands of cults in the world. Each with its own patron creature, granting limited magical powers to their few followers.

The world has changed much since the time before the Shattering and the Godswar. Mighty empires once ruled across continents, but now many of the greatest of the world's cities are left as rubble for treasure hunters or sunken below the frothing seas. Once, Krynas was a place of trade and bold sea travel that circumnavigated the globe. Now the oceans are too treacherous to travel, and with no sun or stars to navigate by only a fool would try. The Krynas of today is a land of small kingdoms and independent city-states. Many rulers are petty, grasping at what little power they can hold on to. Wars between neighbours are common in all levels of society. Resources are scarce and there is much competition to claim a sizeable portion of what is a small pie. The world is one of conflict and adversity. Where nature does not destroy, the armies of man will surely follow.

Krayn – a beacon of hope

On the continent of Krayn, the remnants of the empire from which it takes its name still exist. There are societies and factions that have remained to this day, travelling across the wilderness and keeping lines of communication open at all costs. Many such groups maintain guilds and Waystations in the cities and villages of Krayn. Some groups are open about their comings and goings, but others are more secretive. In the cities, rumours are rife about secret societies. For every rumour you hear expect at least half to be unfounded paranoia.

Krayn has suffered less than other continents. Its vast size has meant that there are prairie lands sheltered from many of the rainstorms. The cloud cover is much less thick, enabling a passable crop to be grown. The merchants' networks are well established and the trade between nations is fast and organised. Alliances and minor empires have been forged here, and it provides some semblance of civilization in a barbarous time. Here on Krayn, the fight for survival is still with us, but is much less ferocious. The cloud cover is much less thick, enabling a passable crop to be grown. The merchants' networks are well established and the trade between nations is fast and organised. Alliances and minor empires have been forged here, and it provides some semblance of civilization in a barbarous time. Here on Krayn the fight for survival is still with us, but is much less ferocious.

Conflicts are still present, and rule the way of life. However, it rarely comes down to desperate measures. Hence communities, cultures, kingdoms and technologies have been able to develop. The need for tools of war has fuelled new technologies and organisations. Magic has become a deadly weapon of war, with many schools training Wizards for the battlefield. Cannons and muskets have begun to appear in some quarters. War has become a very bloody and costly affair. Many rulers don't have the resources to wage regular war, and political intrigue has become the mainstay of the larger courts of the land. And this is a game that the societies can compete in on an equal footing with the largest Kingdoms.

The political world is changing before the eyes of the people of Krayn. The balance of power is shifting. The ordinary man is gaining influence and respect as simple crafts and goods become as important as gold and steel. The rulers of Krayn need to grow in savvy and cunning, as subjects become citizens. Merchants and thieves are growing in power, as they no longer require huge armies to carve out their empires. There are many scrambling for the spoils as old powers begin to die out and new ones rise from the dregs.

Krayn is also rife with monsters. The tracks between the cities are preyed on by many bands of raiding parties; Orcs and Goblins are common. More sinister enemies lurk in the night: evil undead monsters secretly move amongst men and kith, forming their dark plans and growing in dark power. For more experienced characters, there are the demons and devils that remain, uncontrolled by any evil Gods they seek

the campaign primer

This preview introduces you to the world of Krynas and the DarkLore campaign setting. The first product in this line will be the Campaign Primer. This is a short but free supplement to kick start your adventures in the DarkLore World. It provides you with all the basics to begin adventuring. Within you will find details of the player character races, basic classes and a beginning selection of Career classes. There are new systems for magic and to represent your character's growing political influence. The world of DarkLore is introduced, and you are provided with brief introduction to the lands, peoples and powers of the world. Combined, this information should give you the bare minimum to begin adventuring in our world. Further supplements will cover the different areas of the continent of Krayn in greater detail, providing different areas of the continent of Krayn in greater detail, providing new classes

and other game material alongside details of the major players and important locations of region. We will also unveil the story arc of the campaign, as the Cloak of Acheron descends upon the world. You will have the chance to play out the roles of the chosen heroes of your own fantasy novel, customising and shifting the story arc and moulding it to meet the needs of your own game. Look out for the forthcoming supplements for The DarkLore World from Malladin's Gate Press and expand the Campaign Primer into a whole new game experience as you explore this dark fantasy world, and save Krynas from the encroaching Cloak of Acheron.

what's new?

The DarkLore game is an entirely new concept in D20 Role-playing. The system is based more closely on D20 modern than the original D20 fantasy rules. Generic base classes are used, which can be freely multiclassed, and combined with a wide selection of Career classes to boost your expertise. Combat is deadly, and parties must combine their abilities to survive. Threats come from more than just rampaging monsters, with many political factions vying for power. One wrong step can make you a very powerful enemy. There is little magic in the world, and fewer magic items. Wizards are driven mad trying to control dark arcane forces, whereas sorcerers are hunted down and becoming a dying breed. This creates a darker, lower-powered game world, where your characters struggle against powerful enemies with limited magical powers and items. Instead you must rely on your wits, and your ability to play the game of intrigue.

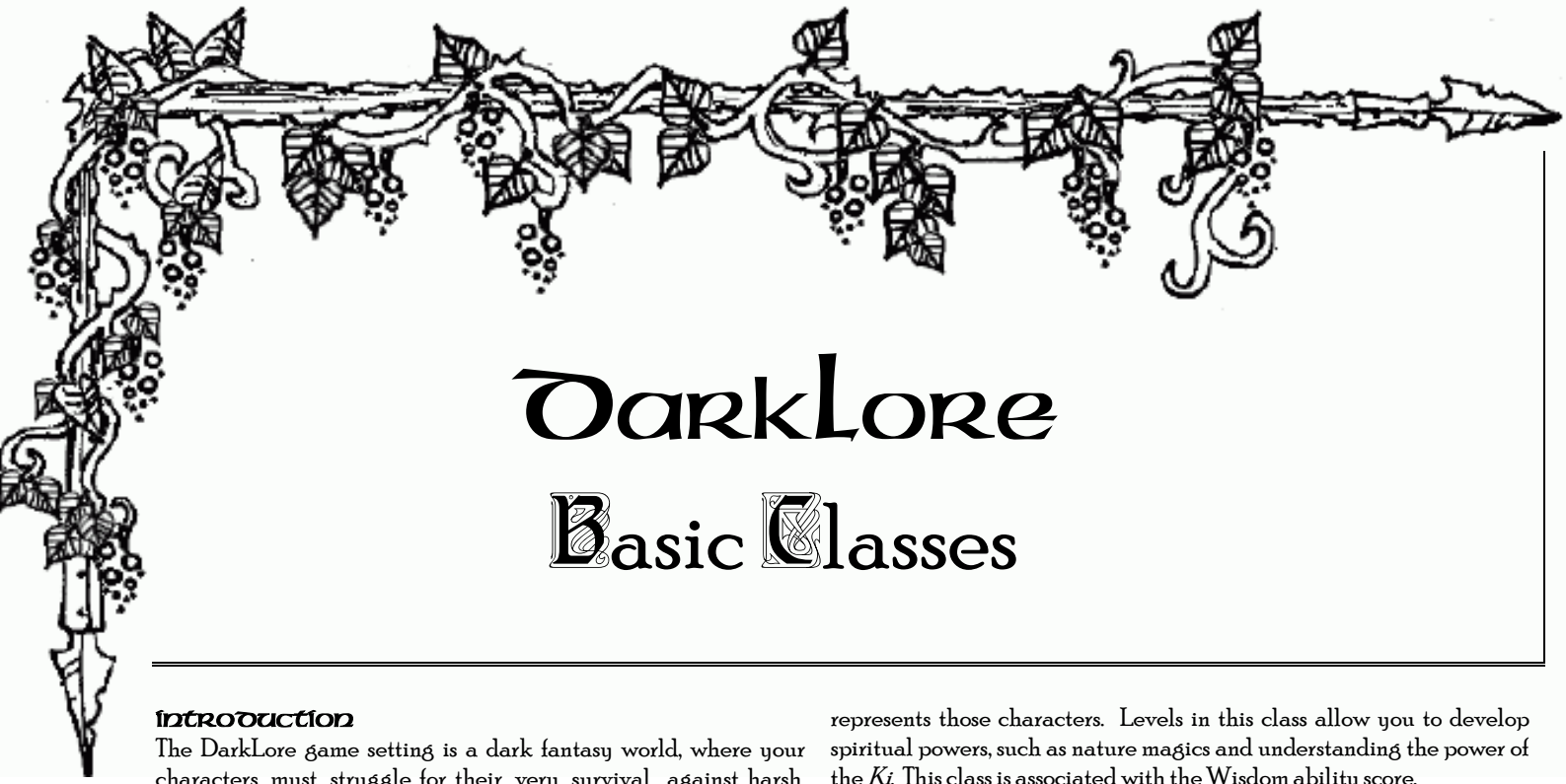
atmosphere

The atmosphere of the DarkLore game is one of hardship and struggling against overwhelming odds. The borders between good and evil aren't as clearly defined as in other fantasy worlds. Intrigue, by its nature, encourages a softening of morals. Chivalry is becoming a forgotten practice. Characters in the DarkLore World don't merely need to worry about the evil sorcerer and his Orc horde, as they will have just as deadly enemies to contend with in the market place or the court.

The main theme is conflict. Nearly everywhere the characters travel they will find some form of battle. From a simple border dispute between farmers that turns ugly, to the ten thousand-strong armies of the Mage Lords uniting to march on the Dürmanian upstarts. However, this is also a time for heroes. There is tyranny everywhere, and much opportunity to fight for good. There are greater plots afoot behind the petty wars and squabbles, and it can be down to a small few to save the world from the impending doom of The Cloak of Acheron.

There is also a large degree of paranoia for the characters to get to grips with. How do they know that they aren't secretly being manipulated into defeating one evil baron, only to the benefit of a much greater power? There are wheels within wheels in the DarkLore world, and secrets within secrets. As the game develops and story arc develop through future supplements, the characters will uncover more and more of the secrets of the world. This discovery will move the game forward. There are large changes imminent to the political landscape of the continent, if not the entire world, and your characters can play a large part in deciding the outcome... if unknowingly.





DarkLore

Basic Classes

Introduction

The DarkLore game setting is a dark fantasy world, where your characters must struggle for their very survival against harsh conditions of nature and the rapidly approaching end of the world. To heighten this atmosphere, characters in the DarkLore game setting are typically weaker than those who have taken levels of a standard character class. Characters on Krynas are defined by what they do, rather than any heroic stereotyping. As such, your character selects a number of different small career classes as they progress. These are added to your core character which is defined by one of six generic basic classes. Like the character classes in D20 Modern, these classes are each associated with one of the six ability scores. However, unlike D20 Modern, these classes have been designed with an appreciation of the roles of characters in a fantasy campaign and the way in which they approach life. Despite the relative power of a DarkLore character to other standard character classes, they are still a cut above those characters that do not follow an adventuring life. They have talents above those of the masses and are capable of achieving heroic feats. This creates a situation where the characters feel that they are not up to the challenges that face them, but are the only ones capable of even attempting to meet them.

The six basic classes in the DarkLore World are as follows:

Warrior: In the harsh world of the Cloak of Acheron, many will find the need to fight, whether to protect or to take what they desire. Warriors are the class for characters who want to be good in melee combat and skilled with weapons and armour. This class is associated with the Strength ability score.

Thief: There are many large cities, teeming with life and crime. Many characters will come from this background and have learned the skills of surviving on the streets. Level of this class provide you character with the stealth and guile to survive the mean streets, whether by way of you wits, skill or a knife in your enemy's back. This class is associated with the Dexterity ability score.

Outlander: Those who eschew the cities and live in the hostile wilderness are tough and highly skilled. The Outlander class represents these characters, who live alone and survive off the land. Levels in this class provide you with skill with the bow and at surviving the wilds. This class is associated with the Constitution ability score.

Scholar: Those privileged in live will often place learning before the need for skill at arms or the ability to survive the streets or wilderness. This class represents those characters who seek knowledge and, often, the power it can provide. Those who take levels in this class can master magical forces and develop a great knowledge. This class is associated with the Intelligence ability score.

Devout: Despite the lack of gods in the DarkLore game world, there are those who devote their lives to a spiritual path of some description, this class

represents those characters. Levels in this class allow you to develop spiritual powers, such as nature magics and understanding the power of the *Ki*. This class is associated with the Wisdom ability score.

Destined: Those who are touched by destiny have been chosen for a specific purpose. This class equips characters with the special talents that make them stand out from others. Levels in this class can provide a wide range of powers, such as the magic of a draconic heritage or the being a chosen Champion of Good. This class is associated with the Charisma ability score.

Career Classes

There are two other types of classes that your characters can choose to develop. Career classes represent the different 'job' options available to your character, enabling them to develop their skills and abilities. These classes are always only three levels and can usually be progressed into from as little as second character level. Heroic classes are the equivalent of prestige classes, and can be readily used in any standard D20 system game. These classes represent those characters who have achieved heroism and can achieve the feats that legends are written about.

Multiclassing

DarkLore characters are free to multiclass between any of these basic classes and the career and advanced career classes presented below. Players are not only encouraged to develop their character through adding career classes and heroic classes to their starting basic class, but to mix levels of a variety of basic classes. For example, a typical Bard character can be created by taking levels of Thief, Scholar and Destined without having to take a career class at all.

Class Descriptions

The class descriptions that follow detail the six basic classes and twelve example career classes. More career classes and heroic classes will be detailed in forthcoming DarkLore supplements. Most of the class description will be easily recognisable; however the action points may be strange to those of you who are not already familiar with D20 Modern. The uses of Action Points will be described fully in the Campaign Primer. Please note also that the number of skill points given include the standard +1 for humans. Other races that do not have this ability are noted in the races chapter of the Campaign Primer as having one less skill point per level. As most races do provide this additional skill point, we hope this will not cause too much confusion.

Spellcaster Classes and Level

There are a number of talents that increase your spellcaster level and develop your spellcasting ability. These talents provide you with a different spellcaster class for each basic class. Spellcaster levels are not interchangeable between classes.



the warrior

The warrior learns, above all, to fight. They are expert with weapons and armour and have a great deal of skill at arms. They are trained in the arts of war and melee combat. These characters are experts with weapons and with their fists. They can be fierce berserkers or foppish swashbucklers. This training makes them powerful men and women with great athletic power and stamina.

Example Warriors

Mercenaries and other professional soldiers, berserkers from the wild lands of Neth or Caeldar, pit fighters from the Kraynan gladiator pits, nobles trained in combat, pirates or swashbuckling rapier fighters are all good examples of the types of classes that can be created using the Warrior class.

game rule information

The warrior class has the following game statistics:

Ability: Strength is the primary ability score of the Warrior. However, a high Dexterity and Constitution adds to their combat prowess, and swashbuckling warriors will also favour Intelligence and Charisma.

Hit Dice: d8

Action Points: 2 + ¼ character level (rounded down)

Class Skills: The following skills (and their key ability score) are class skills of the Warrior class: Bluff (Cha), Climb (Str), Craft (Structural) (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (current events, tactics) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Tumble (Dex) and Swim (Str).

Skill points at first level: (3+Int Modifier) x 4

Skill points at Each Additional Level: 3+Int Modifier

CLASS FEATURES

The following are the class features of the Warrior class:

Weapons and Armour Proficiencies: The Warrior is proficient with all simple and martial weapons, with light and medium armours and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Defence bonus: As the Warrior progresses they learn to best position themselves to avoid being hit by their enemies' attacks. As such their AC increases as they progress levels by the defensive bonus listed in table 1. At third level the Warrior gains a +1 to their AC, at sixth level this is increased to +2, and at eighth level this is improved again to +3.

Bonus Feats: At first, second, fourth, sixth, eighth and tenth level, the warrior gains a bonus feat. This can be chosen from the following list: *Blind-Fight*, *Exotic Weapon Proficiency*, *Dodge (Mobility, Spring Attack)*, *Expertise (Improved Disarm, Improved Trip, Whirlwind Attack)*, *Heavy Armour Proficiency*, *Improved Critical*, *Improved*

Table 1 The Warrior

Level	Base Attack Bonus	For Save	Ref Save	Will Save	Defence Bonus	Special
1	+1	+1	+0	+0	+0	Bonus Feat, Talent
2	+2	+2	+0	+0	+0	Bonus Feat
3	+3	+2	+1	+1	+1	Talent
4	+4	+3	+1	+1	+1	Bonus Feat
5	+5	+3	+1	+1	+1	
6	+6	+3	+2	+2	+2	Bonus Feat, Talent
7	+7	+4	+2	+2	+2	
8	+8	+4	+2	+2	+3	Bonus Feat
9	+9	+5	+3	+3	+3	Talent
10	+10	+5	+3	+3	+3	Bonus Feat

Unarmed Strike (Stunning Fist), Mounted Combat (Trample, Ride-By Attack, Spirited Charge), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Weapon Finesse and Weapon Focus. The character must meet the usual requirements for the feat.

Talents: At first, third, sixth and ninth level the Warrior gains a class talent. These talents must be selected from one of the following talent trees. Some trees have a set order, whilst others provide a list that can be chosen from. As long as your character meets the requirements of the individual talent, you can select your talent from any of the trees.

Beginning Talents: A level 1 Warrior can choose from Brawler, Extreme Effort, Fighting Technique, Rage 1/day or Weapon Specialist.

EXTREME EFFORT TALENT TREE

Warriors' focus on strength allows them to perform great feats, pushing their body to its limits of physical power. This tree represents the ability of a warrior to draw upon their inner might to achieve a single feat of strength. This is called an Extreme Effort, and can be made whenever the character is attempting a Strength ability check or a Strength-based skill check. You must state that you are using this ability before making the check. All extreme effort attempts require a full round action and is an extraordinary ability.

Extreme Effort: The extreme effort provides the character with a +2 bonus to the chosen Strength ability check or Strength-based skill check.

Improved Extreme Effort: The extreme effort provides the character with an additional cumulative +2 bonus (+4 in total) to the chosen Strength ability check or Strength-based skill check.

Prerequisites: Extreme Effort

Advanced Extreme Effort: The extreme effort provides the character with an additional cumulative +2 bonus (+6 in total) to the chosen Strength ability check or Strength-based skill check.

Prerequisites: Extreme Effort, Improved Extreme Effort

FIGHTING TECHNIQUE TALENT TREE

Those warriors who come from a noble lineage are often trained in formal fighting arts. This talent tree allows these characters to develop specific fighting styles through their skill points.

Fighting Technique: The character with this talent selects one fighting technique (see *Unearthed Adventurers* for more details of fighting techniques), this skill is now classes as a class skill for any levels the character takes in Warrior. This talent can be taken multiple times, each time selecting a new Fighting Technique skill.

Prerequisite: Although not technically a true prerequisite for this talent, all fighting technique skills have a feat requirement before you can buy any ranks in that skill. Hence this talent can be taken if the character does not have the required feat, but will not be able to take any ranks in the skill, and therefore use the skill until they have gained the required feat.

Defensive Stance: The character with this ability becomes skilled at defending themselves when in their fighting technique's stance. Whilst they are in the Stance, they receive a bonus to their AC equal to their Intelligence modifier. The defensive stance can be broken by any character who takes a move equivalent action and makes a Sense Motive check, contested by the warrior's Bluff skill. If successful the warrior is forced out of their defensive stance and must spend a move equivalent action to re-enter it. This talent need only be selected once to apply to all fighting techniques the character knows. This is an extraordinary ability.

Prerequisites: Fighting Technique

Master Swordsman: Those who have mastered multiple swordsman arts become versatile fighters able to switch between stances and maximise the potential of their fighting styles. However, this puts a demand on the characters skill points beyond what the Warrior class can provide. This talent allows the character to spend 5 + Int modifier skill points for each level of warrior they take.

Prerequisites: Any two Fighting Techniques.

RAGE TALENT TREE

The wild warriors of the north and the orcish raiding parties often fight in a frenzied berserk state. This talent allows the character to become a

wild raging barbarian warrior, causing terror and devastation in the wake of their charge. During their rage the character gains a temporary +4 bonus to their Strength and Constitution and a +2 morale bonus to all Will saves, but suffers a -2 Penalty to AC. This increases the characters hit points by 2 points per character level, but these hit points are lost when the rage subsides. As such these points are not lost first in the normal manner for temporary hit points. While in their rage, the Warrior cannot use skills or abilities that require patience and concentration. This includes spell casting, maintaining a fighting technique stance and using skill such as Craft, Knowledge and Handle Animal. This is an extraordinary ability.

Rage 1/day: The character can go into rage once per day.

Rage 2/day: The character can go into rage twice per day.

Prerequisites: Rage 1/day

Rage 3/day: The character can go into rage three times per day.

Prerequisites: Rage 1/day, Rage 2/day

Rage 4/day: The character can go into rage four times per day.

Prerequisites: Rage 1/day, Rage 2/day, Rage 3/day

Greater Rage: The Warrior with this talent increases the bonus from their rage to +6 to strength and Constitution and +3 morale bonus to will saves.

Prerequisites: Rage 1/day, Rage 2/day, Rage 3/day

UNARMED DAMAGE TREE

Many Warriors are simple brawlers who fight in the taverns and streets of the cities. Others are highly trained professional boxers or fist-fighters. All of these characters are capable of delivering powerful strikes with their hands alone.

Brawler: The character with this talent does 1d4 of either subdual or bludgeoning damage with their unarmed attacks. Small characters deal 1d3 bludgeoning damage instead. This is an extraordinary ability.

Flurry of Blows: Characters with this talent are skilled at delivering a fast and furious attack of accurately placed unarmed attacks. As a full attack action, they may make one extra attack in the round at their highest attack modifier. However, all attacks are at an additional -2 penalty to hit. For example, at sixth level, Boris has to attacks at +8 and +3. He may instead make three attacks at +6, +6 and +1. The damage for the offhand attack is not reduced. If the character wishes to make an offhand attack with a melee weapon, or attack with a melee weapon and make an offhand unarmed strike, they cannot use flurry of blows and must apply the usual penalties for two-weapon fighting. This is an extraordinary ability.

Prerequisites: Brawler

Street Fighter: The Warrior's unarmed damage is increased by one dice class. Medium sized characters can now cause 1d6 damage and small characters 1d4. This is an extraordinary ability.

Prerequisites: Brawler

Pugilist: The character with this talent is the master of their unarmed attacks. The Warrior's unarmed damage is increased by one more dice class. Medium sized characters can now cause 1d8 damage and small characters 1d6. This is an extraordinary ability.

Prerequisites: Brawler, Flurry of Blows, Street Fighter.

WEAPON SPECIALISATION TALENT TREE

A Warrior is, above anything else, a master of arms. Characters who develop this talent tree enhance their prowess with a chosen weapon. Each level of this tree can be purchased multiple times, each time selecting a different weapon.

Weapon Specialist: Gain +1 to hit and damage with the selected weapon. This is an extraordinary ability.

Weapon Expert: Gain an additional +1 to hit and damage with the selected weapon. A character with this talent will therefore have +2 to hit and damage with their chosen weapon. This is an extraordinary ability.

Prerequisites: Weapon Specialist

Weapon Master: Gain an additional +1 to hit and damage with the selected weapon. A character with this talent will therefore have +3 to hit and damage with their chosen weapon. This is an extraordinary ability.

Prerequisites: Weapon Specialist, Weapon Expert.

the thief

The Thief has grown up on the mean streets of Krayn. They are quick, stealthy and often deadly. Thieves have graduated from the University of Life and have become experts at taking what they need. Amongst their motley crew they number thieves, bandits, murderers and assassins. They are the detritus at the bottom of civilisation's barrel. However, this does not exclude them from following a moral code, and many Thieves can be seen as the true heroes, fighting tyranny and oppression. The Thief is very much the typical character of the DarkLore World, embodying the truly downtrodden life that all heroes are striving to overcome.

Example Thieves: Highwaymen, street urchins, freedom fighters, burglars, merchants, grave robbers, assassins or smugglers are all good examples of the Thief class.

game rule information

The Thief class has the following game statistics:

Ability: The Thief's key ability score is Dexterity. More combat-minded Thieves will benefit from a high strength, whilst others will find Intelligence and Charisma or Wisdom useful. Life on the streets will invariably beat a hardy Constitution into most Thieves.

Hit Dice: d6

Action Points: $2 + \frac{1}{4}$ character level (rounded down)

Class Skills: The following skills (and their key ability score) are class skills of the Thief class: Balance (Dex) Bluff (Cha), Climb (Str), Craft (Mechanical) (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (current events, folklore) (Int), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Pick Pocket (Dex), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex) and Use Rope (Dex).

Skill points at first level: $(7 + \text{Int Modifier}) \times 4$

Skill points at Each Additional Level: $7 + \text{Int Modifier}$

CLASS FEATURES

The following are the class features of the Thief class:

Weapons and Armour Proficiencies: The Thief is proficient with all simple weapons and with light armours. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Defence bonus: As the Thief progresses they learn to best position themselves to avoid being hit by their enemies' attacks. As such their AC increases as they progress levels by the defensive bonus listed in table 2. At first level the Thief gains a +1 to their AC, at second level this is increased to +2, and at fourth level this is improved again to



Table 2 The Thief

Level	Base Attack Bonus	For Save	Ref Save	Will Save	Defence Bonus	Special
1	+0	+0	+1	+0	+1	Talent
2	+1	+0	+2	+0	+2	Bonus Feat
3	+2	+1	+2	+1	+2	Talent
4	+3	+1	+3	+1	+3	Talent
5	+3	+1	+3	+1	+3	Bonus Feat
6	+4	+2	+3	+2	+4	Bonus Advantage, Talent
7	+5	+2	+4	+2	+4	Talent
8	+6	+2	+4	+2	+5	Bonus Feat
9	+6	+3	+5	+3	+5	Talent
10	+7	+3	+5	+3	+6	Talent

+3, at sixth level the bonus becomes +4, it grows to +5 at eighth level and by tenth level the Thief has a +6 bonus to their AC.

Bonus Feats: At second, fifth and eighth level, the Thief gains a bonus feat. This can be chosen from the following list:

Alertness, Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Quick Draw, Run, Skill Focus, Two-Weapon Fighting (Improved Two-Weapon Fighting) and Weapon Finesse. The character must meet the usual requirements for the feat.

Bonus Advantages: At sixth level the Thief receives a bonus Advantage rank (see the New Systems in the Campaign Primer for details on advantages). This may be selected from the following Advantages: *Guild Status, Secret Society Status or Wealth.*

Talents: At first, third, fourth, sixth, seventh, ninth and tenth level the Thief gains a class talent. These talents must be selected from one of the following talent trees. Some trees have a set order, whilst others provide a list that can be chosen from. As long as your character meets the requirements of the individual talent, you can select your talent from any of the trees.

Beginning Talent: A level 1 Thief can choose from Evasion, Increased Speed, Sneak Attack +1d6 or Traps.

DEFENSIVE TALENT TREE

The Thief's life leads them to develop the ability to avoid danger. This talent tree allows the Thief to develop extraordinary abilities for avoiding danger.

Evasion: The Thief is capable of quickly ducking out of the way or dodging for cover. If they are exposed to any effect that would normally allow them to make a Reflex saving throw for half damage (such as many damaging spells) the Thief takes no damage if they pass the saving throw. If they fail the save, they take the full damage as usual. This ability can only be used if the Thief is wearing light or no armour. This is an extraordinary ability.

Uncanny Dodge I: The Thief with this talent can add their Dexterity modifier to their AC regardless of being caught flat footed or being struck by a concealed attacker. The Thief still loses their Dexterity bonus when immobilised. This is an extraordinary ability.

Prerequisites: Evasion

Uncanny Dodge II: This ability allows the Thief to react to opponents equally well when surrounded. The character can no longer be flanked by opponents on opposite sides. This is an extraordinary ability.

Prerequisites: Evasion, Uncanny Dodge I.

Defensive Roll: The Thief's swift reactions allow them to avoid potentially life threatening attacks. When they are hit for damage that would reduce them below zero hit points during combat, they can attempt to roll with the attack and reduce the damage it may cause. The Thief is allowed to make a Reflex saving throw at a DC equal to the damage dealt. If they pass this saving throw the damage caused is halved. This ability may be attempted once per day and cannot be used if the character is immobilised. As this is a special use of the Reflex saving throw it cannot be used in conjunction with Evasion or other similar abilities unless the specifically state that they can be used with *Defensive Roll*. This is an extraordinary ability.

Prerequisites: Evasion, Uncanny Dodge I, Uncanny Dodge II.

Slippery Mind: The Thief is equally capable of avoiding the effects of mind affecting powers as they are physical damage. The character with this ability is able to wriggle free of spell or other magical affects that would compel them to perform an action, or any other form of controlling effect. If they fail a Will save to avoid affects such as these, the Thief is able to make a second attempt to break free from the spell, or effect, one round later. This bonus saving throw can only be attempted once. This is an extraordinary ability.

INCREASED SPEED TALENT TREE

Many Thieves are super-quick and light on their feet. This talent tree allows them to increase their base movement. This is an extraordinary

ability. Dwarf characters count as small creatures for determining the effects of this talent.

Increased Speed: The Thief's base speed is increased by 10 ft. Small characters' base speed is increased by 5 ft.

Improved Increased Speed: The Thief's base speed is increased by an additional 10 ft, whether they are small or medium sized. Medium characters will now have an additional 20ft movement, whereas Small characters will have an additional 15 ft.

Prerequisites: Increased Speed.

Advanced Increased Speed: The Thief's base speed is increased by an additional 10 ft. Small characters' base speed is increased by 5 ft. Medium characters will now have an additional 30ft movement, whereas Small characters will have an additional 20 ft.

Prerequisites: Increased Speed, Improved Increased Speed.

STEALTHY ATTACK TALENT TREE

Thieves with this talent tree often become assassins or footpads, stalking their victims and striking before their presence is detected.

Sneak Attack: The Thief with this talent is able to strike quickly and effectively against opponents who cannot properly defend themselves. This ability functions in the same manner as the Rogue ability of the same name. See *Core Rulebook I* for more details. When the Thief successfully hits with a sneak attack, it deals an additional 1d6 damage. This is an extraordinary ability.

Improved Sneak Attack: The Thief with this talent increases the damage caused by a sneak attack by an additional 1d6 (total 2d6 additional damage).

Prerequisites: Sneak Attack.

Advanced Sneak Attack: The Thief with this talent increases the damage caused by a sneak attack by an additional 1d6 (total 3d6 additional damage).

Prerequisites: Sneak Attack, Improved Sneak Attack.

Opportunist: The character with this ability can spot openings in a character's defence that invariable occur when someone has been hit. Once per round the Thief may make an attack of opportunity against a character that has just been struck by a melee attack. This attack counts against the Thief's attacks of opportunity for the round, but can only be made once per round even if the character has multiple attacks of opportunity. This is an extraordinary ability.

Prerequisites: Sneak Attack, Improved Sneak Attack.

Crippling Strike: The Thief with this talent is capable of a devastating sneak attack. They can strike someone with such a crippling blow that they are actually weakened by the attack. When the character makes a successful sneak attack, the target character also suffers on point of strength ability damage. This is recovered at a rate of one point per hour. This is an extraordinary ability.

Prerequisites: Sneak Attack, Improved Sneak Attack, Advanced Sneak Attack.

TRAPS SPECIALIST TREE

This talent tree provides the Thief with excellent skills at disarming traps and an ability to keep out of the reach of a triggered device.

Traps Specialist: Characters with this ability can use their Search skill to find traps when the DC of the check is greater than 20. All other characters can only attempt to find traps if the DC is 20 or lower. In addition, the Thief with this talent can attempt to disable magical traps with the Disable Device skill. Only characters with this talent are capable of disabling such magical traps. This is an extraordinary use of the Disable Device skill.

Trap Defence: The Thief with this ability has learned to dive for cover the instant they hear the telltale click of a triggered trap mechanism. The character gains a +1 bonus to all reflex saving throws to avoid the effects of traps and a +1 AC bonus against any surprise attacks made by any type of trap.

Prerequisites: Traps Specialist, Uncanny Dodge I

Improved Trap Defence: This talent provides an additional +1 (+2 total) to the Reflex saves and AC versus traps.

Prerequisites: Traps Specialist, Uncanny Dodge I, Trap Defence.

the outlander

Outlanders are tough wilderness men and women. They live outside the ranges of settlements of all sizes and are skilled with bows and other ranged weapons. Their life in the wilds is often a lonely one, and many seek companionship with adventuring parties, guiding them across the dangerous terrain.

Example Outlanders: Woodsmen, guides, scouts, outriders and bandits are all good examples of the Outlander class.

game rule information

The Outlander class has the following game statistics:

Ability: The Outlander's key ability score is Constitution. Life in the wilderness is always tough. Their familiarity with nature and mastery of survival techniques makes Wisdom a very useful ability score. Dexterity is required to enhance their ability with ranged weapons and Strength will be useful in most combat situations.

Hit Dice: d10

Action Points: 2 + ¼ character level (rounded down)

Class Skills: The following skills (and their key ability score) are class skills of the Outlander class: Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (mechanical, structural) (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (current events, nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Resolve (Cha), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex) and Wilderness Lore (Wis).

Skill points at first level: (5+Int Modifier) x 4

Skill points at Each Additional Level: 5+Int Modifier

CLASS FEATURES

The following are the class features of the Outlander class:

Weapons and Armour Proficiencies: The Outlander is proficient with all simple weapons and martial weapons and with light armours. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Defence bonus: As the Outlander progresses they learn to best position themselves to avoid being hit by their enemies' attacks. As such their AC increases as they progress levels by the defensive bonus listed in table 2. At third level the Outlander gains a +1 to their AC, at sixth level this is increased to +2, and at eighth level this is improved again to +3.

Bonus Feats: At second, fifth and eighth level, the Outlander gains a bonus feat. This can be chosen from the following list:

Alertness, Dodge (Mobility, Spring Attack), Endurance, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Great Fortitude, Iron Will, Lightning Reflexes, Mounted Combat (Mounted Archery),



Table 3 The Outlander

Level	Base Attack Bonus	For Save	Ref Save	Will Save	Defence Bonus	Special
1	+0	+1	+1	+0	+0	Talent
2	+1	+2	+2	+0	+0	Bonus Feat
3	+2	+2	+2	+1	+1	Talent
4	+3	+3	+3	+1	+1	Talent
5	+3	+3	+3	+1	+1	Bonus Feat
6	+4	+3	+3	+2	+2	Talent
7	+5	+4	+4	+2	+2	Talent
8	+6	+4	+4	+2	+3	Bonus Feat
9	+6	+5	+5	+3	+3	Talent
10	+7	+5	+5	+3	+3	Talent

Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Run, Skill Focus, Toughness and Track. The character must meet the usual requirements for the feat.

Talents At first, third, fourth, sixth, seventh, ninth and tenth level the Outlander gains a class talent. These talents must be selected from one of the following talent trees. . As long as your character meets the requirements of the individual talent, you can select your talent from any of the trees.

Beginning Talent: A level 1 Outlander can choose from Accuracy, Aimed Shot, Elemental Resistance, First Favoured Enemy, First Favoured Terrain or Nature Sense.

ACCURACY TALENT TREE

Outlanders are familiar with the lie of terrain and the manner in which creatures move across it and where they are likely to hide. This talent tree allows them to use this knowledge to the best of their ability.

Accuracy: The character with this talent gains a +1 to hit a chosen class of ranged weapon; Bows, Crossbows or Thrown Weapons (including slings). This talent can be selected multiple times, each time a different weapon group must be selected. This is an extraordinary ability.

Improved Accuracy: This talent increases the bonus gained from the Accuracy talent to +2. This must be selected for a weapon group that the character has an existing Accuracy talent. This talent can be selected multiple times, each time a different weapon group must be selected. This is an extraordinary ability.

Prerequisites: Accuracy

Advanced Accuracy: This talent increases the bonus gained from the Accuracy talent to +3. This must be selected for a weapon group that the character has an existing Accuracy talent. This talent can be selected multiple times, each time a different weapon group must be selected. This is an extraordinary ability.

Prerequisites: Accuracy, Improved Accuracy.

AIMED SHOT TALENT TREE

This talent tree improves the Outlanders ability with ranged weapons through practiced and concentrated aiming.

Aimed Shot: With this talent the character is able to take time over their shot in order to shot precisely and accurately. The Outlander takes a full round attack action with any ranged weapon and makes a Concentration skill check against a DC 20. Any AC modifiers for cover of the target are applied to this check. If this check is successful, the character attacks with a +2 bonus to hit. If the roll fails the character does make the attack and effectively loses their action for that round.

Improved Aimed Shot: This ability increases the bonus to hit from an aimed shot by a further +2 (total +4).

Prerequisites: Aimed Shot

Advanced Aimed Shot: This ability increases the bonus to hit from an aimed shot by a further +2 (total +6).

Prerequisites: Aimed Shot, Improved Aimed Shot.

ARCHERY TALENT TREE

This talent tree represents the abilities of Outlanders with the bow. This is particularly favoured by Outlanders from races that favour the bow

Indirect Fire: The path of an arrow fired from a bow is naturally an arc. This ability makes good use of this, allowing the character to target enemies who cannot be seen. They must know where the enemy is to attempt the shot, such as by having their location revealed by an ally. They are at -4 to hit when attempting to hit an enemy in this manner.

Prerequisites: Any one talent from the Accuracy or Aimed Shot talent trees.

Zen Archery: The character with this ability can substitute their Dexterity modifier to hit for their Wisdom modifier when making an attack with any type of bow (excluding crossbows).

Prerequisites: Any one talent from the Accuracy or Aimed Shot talent trees.

DAMAGE REDUCTION TALENT TREE

This talent tree allows the outlander to shrug off blows due to their enhanced physical toughness. These talents are supernatural abilities.

Elemental Resistance: The character gains an amount of energy damage

resistance equal to their Constitution modifier. The Outlander must select one type of elemental energy; acid, cold, electricity, fire or sonic/ concussion energy. This talent may be taken multiple times, each time the character must select a different energy type.

Damage Reduction 1/-: When they are hit by ranged or melee weapons, the Outlander with this talent reduces this damage by 1 (minimum 0).

Prerequisites: Elemental Resistance.

Damage Reduction 2/-: The Outlander's damage reduction is increased by +1 (+2 in total)

Prerequisites: Damage Reduction 1/-, Elemental Resistance.

Damage Reduction 3/-: The Outlander's damage reduction is increased by an additional +1 (+3 in total)

Prerequisites: Damage Reduction 1/-, Elemental Resistance.

FAVOURED ENEMY TALENT TREE

Outlanders are often found protecting the fringes of civilisation from the incursions of monsters of varying descriptions. This talent tree represents the ways in which these characters specialise with certain classes of creature.

First Favoured Enemy: The character chooses one favoured enemy, as described in *Core Rulebook I* under the ranger class ability of the same name. They gain a +1 against this enemy when making Bluff, Listen, Sense Motive, Spot and Wilderness Lore skill checks. They also gain this bonus to damage when making melee or ranged attacks within 30 ft of the intended target.

Second Favoured Enemy: The Outlander selects a second favoured enemy and gains a +1 bonus as described above against that enemy. Their bonus against their first favoured enemy increases by an additional +1 (+2 in total).

Prerequisites: First Favoured Enemy

Third Favoured Enemy: The Outlander selects a third favoured enemy and gains a +1 bonus as described above against that enemy. Their bonus against their existing favoured enemies increases by an additional +1 (first enemy = +3 total, second enemy = +2 in total).

Prerequisites: First Favoured Enemy, Second Favoured Enemy

FAVOURED TERRAIN TALENT TREE

The Outlander is normally found patrolling a given region, protecting it against incursions by monsters. This leads them to become very familiar with a specific type of terrain.

First Favoured Enemy: The character chooses one favoured terrain type; Aquatic, Desert, Forrest, Hills, Jungle, Mountains, Plains, Swamp or Underground. They gain a +1 when making Hide, Listen, Move Silently, Search, Spot and Wilderness Lore skill checks when in their favoured terrain.

Second Favoured Enemy: The Outlander selects a second favoured terrain and gains a +1 bonus as described above when in that terrain. Their bonus in their first favoured terrain increases by an additional +1 (+2 in total).

Prerequisites: First Favoured Enemy

Third Favoured Enemy: The Outlander selects a third favoured terrain and gains a +1 bonus as described above when in that terrain. Their bonus in their existing favoured terrain increases by an additional +1 (first terrain = +3 total, second terrain = +2 in total).

Prerequisites: First Favoured Terrain, Second Favoured Terrain.

NATURE LORE TALENT TREE

The outlander who invests in talents from this tree has developed a great understanding of the wilds and understands its ways.

Nature Sense: The character with this talent can identify plants and animals (and therefore any special traits) with perfect accuracy. They can also detect whether water is safe to drink or dangerous to drink.

Woodland Stride: The character with this talent may move through terrains overgrown with natural plants that might be damaging or impede their movement at their normal rate and without suffering any damage. This does not include magically manipulated plants.

Prerequisites: Nature Sense.

Trackless Step: The outlander with this talent can never be tracked in natural surroundings.

Prerequisites: Nature Sense, Woodland Stride.

the scholar

Scholars are the least suited to the adventuring life. They are often sickly bookworms who spend much of their time reading in dusty libraries. However, in the fantasy world of DarkLore there are magical arts to be studied and secret powers to be discovered in the lost ruins of Krayn. Scholars put learning before all else. They seek knowledge, and are often found meddling with the magical arts.

Example Scholars: Wizards, scribes, explorers and professors are excellent examples of the Scholar class.

game rule information

The Scholar class has the following game statistics:

Ability: The Scholar's key ability score is Intelligence. They seek learning and knowledge where ever it may be found, and can often find them selves in many life-threatening situations. Constitution and Dexterity may just help to keep a scholar alive a little longer. Their mental discipline often favours Wisdom, as it builds the strength of will.

Hit Dice: d4

Action Points: 2 + ¼ character level (rounded down)

Class Skills: The following skills (and their key ability score) are class skills of the Scholar class: Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Mechanical, Smith-craft, Structural, Visual Art, Writing) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Intuit Direction (Wis), Knowledge (arcana, current events, folklore, nature, natural philosophy, supernatural philosophy, religion, tactics) (Int), Open Lock (Dex), Perform (Cha), Profession (Wis), Research (Int), Resolve (Cha), Scry (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int) and Use Magical Device (Cha).

Skill points at first level: (9+Int Modifier) x 4

Skill points at Each Additional Level: 9+Int Modifier

CLASS FEATURES

The following are the class features of the Scholar class:

Weapons and Armour Proficiencies: The Scholar is proficient with all simple weapons but not with any type of armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Defence bonus: As the Scholar progresses they slowly learn to best position themselves to avoid being hit by their enemies' attacks. As such their AC increases as they progress levels by the defensive bonus listed in table 4. At fourth level the Scholar gains a +1 to their AC, at seventh level this is increased to +2, and at tenth level this is improved again to +3.



Table 4 The Scholar

Level	Base Attack Bonus	For Save	Ref Save	Will Save	Defence Bonus	Special
1	+0	+0	+0	+1	+0	Talent
2	+1	+0	+0	+2	+0	Bonus Feat, Talent
3	+1	+1	+1	+2	+0	Talent
4	+2	+1	+1	+3	+1	Talent
5	+2	+1	+1	+3	+1	Bonus Feat, Talent
6	+3	+2	+2	+3	+1	Bonus Advantage, Talent
7	+3	+2	+2	+4	+2	Talent
8	+4	+2	+2	+4	+2	Bonus Feat, Talent
9	+4	+3	+3	+5	+2	Talent
10	+5	+3	+3	+5	+3	Talent

Bonus Feats: At first, second, fifth and eighth level, the scholar gains a bonus feat. This can be chosen from the following list:

Brew Potion, Combat Casting, Craft Magic Arms and Armour, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Dodge, Empower Spell,Enlarge Spell, Expertise, Extend Spell, Forge Ring, Heighten Spell, Iron Will, Leadership, Maximise Spell, Quicken Spell, Run, Scribe Scroll, Silent Spell, Skill Focus, Spell Focus, Spell Penetration Still Spell and Track.

Bonus Advantages: At sixth level the Scholar receives a bonus Advantage rank (see the New Systems in the Campaign Primer for details on advantages). This may be selected from the following Advantages: *Church Rank, Guild Status, Heirloom, Noble Title or Secret Society Status.*

Talents: At every level the Scholar gains a new class talent. These talents must be selected from one of the following talent trees. Some trees have a set order, whilst others provide a list that can be chosen from. As long as your character meets the requirements of the individual talent, you can select your talent from any of the trees.

Beginning Talent: A level 1 Scholar can choose from Prepare Cantrips, Linguist or Savant.

ARCANE SECRET TALENT TREE

Those scholars who study ancient and mysterious magics have the ability to unlock powerful magical secrets. This talent tree includes a number of special abilities that can be taken when you have developed your spellcasting ability.

Secret of Understanding: This talent allows the character to gain an instant master of a new skill. They may choose a skill with which they have no ranks and immediately gain four ranks in that skill. This talent may be taken multiple times, each time requiring to be taken for a new skill.

Prerequisites: Intelligence 11+, Prepare Cantrips, Prepare First Level spells, Prepare Second Level Spells.

Secret of Health: The character has learned the secret of good health and clean living and instantly gains 3 hit points. This talent may be taken multiple times.

Prerequisites: Intelligence 13+, Prepare Cantrips, Prepare First Level spells, Prepare Second Level Spells.

Secret of Inner Focus: This talent provides the character with an iron will, giving them a +1 bonus to all Will saves.

Prerequisites: Intelligence 13+, Prepare Cantrips, Prepare First Level spells, Prepare Second Level Spells.

Secret of Mystical Resistance: The character with this talent develops a great resistance to poisons, diseases, magical attacks and other effects. This gives them a +1 bonus to all Fortitude saves.

Prerequisites: Intelligence 13+, Prepare Cantrips, Prepare First Level spells, Prepare Second Level Spells.

Secret of Expeditious Avoidance: This talent provides the character with lightning reflexes, giving them a +1 bonus to all Reflex saves.

Prerequisites: Intelligence 13+, Prepare Cantrips, Prepare First Level spells, Prepare Second Level Spells.

Secret Attack Kata: The character with this talent has mastered a special combat kata that makes it very difficult for their opponents to avoid their attacks. They gain a +1 bonus to all Attack rolls.

Prerequisites: Intelligence 15+, Prepare Cantrips, Prepare First Level spells, Prepare Second Level Spells, Prepare Third Level Spells.

Secret Defence Kata: The character with this talent has mastered a special combat kata that makes it very difficult for their opponents to hot them in combat. They gain a +1 dodge bonus to their total defence.

Prerequisites: Intelligence 15+, Prepare Cantrips, Prepare First Level spells, Prepare Second Level Spells, Prepare Third Level Spells.

Secret of Unearthed Lore: This talent provides the character with additional spells per day and added to their spell book. They gain an additional level 1 and 2 spell per day and a number of new scrolls for their spell book equal to double their intelligence modifier. These scrolls may be of level 1 or 2. They do not increase their spellcaster level.

Prerequisites: Intelligence 17+, Prepare Cantrips, Prepare First Level spells, Prepare Second Level Spells, Prepare Third Level Spells, Prepare

Third Level Spells, Any one other talent from the Arcane Secrets talent tree, Scribe Scroll.

SAGACIOUS TALENT TREE

Scholars are often found amongst the ranks of sages and wise men across the continent. This talent tree provides abilities for characters to develop their knowledge and learning.

Savant: Select one of the following skills: Alchemy, Appraise, Craft (Mechanical, Smith-craft, Structural, Visual Art, Writing), Decipher Script, Disable Device, Forgery (Int), Knowledge (any two skills), Research, Scry, Search and Spellcraft. The scholar can add a bonus equal to their class level when making skill checks with their chosen skill. This talent may be taken multiple times, each time the character must select a different skill. Note that if you select a knowledge skill you may choose two different skills and apply the bonus to any checks on both skills.

Designer's Note: The Bardic Knowledge character trait can be reproduced with a Savant talent for Knowledge (current events) and Knowledge (Folklore). Any classes that require the character to have the Bardic Knowledge ability are qualified for if the character has the Savant ability for these two skills, even if it is held over multiple Savant abilities.

Linguist: The scholar with this talent tree is a master linguist, capable of speaking many languages and being able to translate new languages after a short time of study. Whenever a character with this talent encounters a new language, they can make an intelligence check to see if they can understand it. The character's class level is applied as a bonus to this ability. For a written language, this bonus applies to the character's decipher script skill check instead. The DC of this check is based on the number of steps the language is away from the another language that the character knows on the language web. The base DC is 10, with 5 added for each node on the language web that must be crossed to reach the language. See the *New Systems* chapter for more details and the language web for Krayn.

SPELL PREPARATION TALENT TREE

This talent tree allows the character to develop their magical knowledge by learning to prepare magical spells.

Spell books: Each of the talents listed below provides the character with a number of additional scrolls. If the character has the *Scribe Scroll* feat these spells are considered to have been automatically scribed into their spell book at no additional cost. If the character does not possess this feat they must make a Use Magical Device check at a DC equal to 10 + the spell level whenever they attempt to prepare a spell. If they fail, the spell is still memorised, but the scroll is used up by the preparation. That spell may be cast as normal that day, but cannot be cast again until another scroll of that spell is acquired.

Prepare Cantrips: This talent allows the character to prepare a number of level 0 spells (cantrips) equal to their Intelligence modifier. These spells must be selected from the *Shadowmagic* spell list (see chapter six for more information on the different types of magic in the DarkLore campaign setting). The character also gains a scroll for every listed level 0 spell on their list. The Scholar with this talent counts as a spell caster for caster level checks and feat requirements, but has a caster level of zero.

Prerequisites: Intelligence 10+.

Designer's Note: If you wish to use these base classes to construct your own campaign world you do not have to restrict your character's spell selection to those on the *Shadowmagic* list. This list is a slightly modified version of the Wizard/Sorcerer list, and any changes have been made for purposes of setting flavour.



Spell preparation tree and your Intelligence modifier:

Your intelligence modifier functions in the normal manner for gaining bonus spells. You must be able to cast spells of the level listed to be able to also cast the bonus spell you may have gained due to your high Intelligence score. Spell saving throw DCs are also calculated based on your intelligence score in the usual manner.

STRATEGY TALENT TREE

The scholar is not only a character of learning and study, they are also known for their intelligence and ability to solve problems and develop strategies. These talents represent ways in which these abilities can manifest.

Exploit Weakness: After one round of combat the character can attempt to find a weakness in their opponent. They must select one opponent, take a move equivalent action make an Intelligence ability check against a DC of 15. The scholar's character level applies as a modifier to this check. If successful, the character can use their intelligence modifier instead of their Strength or Dexterity modifier for any attack rolls against the selected opponent for the remainder of the combat.

Prerequisite: One talent from the Sagacious talent tree.

Plan: The character is skilled at making detailed plans that allow them to remain in control of a situation. They can only use this ability when they have had time to plan for a situation and cannot use it, for example, if ambushed. It will take at least ten minutes to devise a plan, but the GM may increase this for more complex situations. The character makes an intelligence ability check, adding their scholar class level against a DC of 10. If successful they gain a plan bonus of +1. For every five points that they beat the target number by this bonus increases by +1, to a maximum of +3. The plan bonus is applied to all skill checks and attack rolls that are related to the situation that has been planned for. This bonus applies for the first three rounds, after which it is reduced by 1 every round until it is lost (when it is reduced to zero).

Prerequisite: One talent from the Sagacious talent tree.

Trick: The character can confuse their opponents with a cunning ploy or deception. The target must have an intelligence score of 3 or higher to be affected by this ability, must be within 30 ft and must be able to hear and understand the scholar. A trick takes a full round action, during which the character makes an intelligence ability check, adding their class level, against a DC of 15. The target character becomes *Dazed* for one round, but may make a Reflex save (DC 10 + scholar's class level) to avoid the trick.

Prerequisite: One talent from the Sagacious talent tree.

WIZARDRY TALENT TREE

This talent tree provides the character with a number of additional magical talents that focus and characterise the Scholar's spell casting abilities.

Specialist Wizard: This talent allows the Scholar to become a specialist wizard, selecting one school of magic with which they wish to specialise and choosing a corresponding number of disallowed schools. The rules for selecting a school of specialisation are described in *Core Rulebook I*. The character with this talent can prepare an additional spell per day of every level that they are able to cast. However, this spell must be selected from their specialist school of magic.

Prerequisites: Prepare Cantrips

Spell Mastery: The wizard scholar with this talent gains the Spell Mastery feat.

Prerequisites: Prepare Cantrips, Prepare First Level Spells, Prepare Second Level Spells, Prepare Third Level spells, Scribe Scroll. See *Core Rulebook I* for more details on this feat.

Summon Familiar: The scholar with this talent can summon a magical familiar to embody an aspect of their study and provide them with enhanced powers. Details of familiars and their powers can be found in *Core Rulebook I*.

Prerequisites: Prepare Cantrips

Prepare First Level Spells: This talent allows the character to prepare one level 1 spell per day. The character gains a number of scrolls of first level spells equal to their Intelligence modifier. This talent may be selected a number of times equal to the Scholar's intelligence modifier. There is no restriction as to the selection of spells that may be taken when the character gains this talent for a second or subsequent time. The character's spell caster level increases by one each time they purchase this talent.

Prerequisites: Intelligence 11+, Prepare Cantrips.

Prepare Second Level Spells: This talent allows the character to prepare one level 2 spell per day. The character gains two scrolls of second level spells. This talent may be selected a number of times equal to the Scholar's intelligence modifier. There is no restriction as to the selection of spells that may be taken when the character gains this talent for a second or subsequent time. The character's spell caster level increases by one each time they purchase this talent.

Prerequisites: Intelligence 12+, Prepare Cantrips, Prepare First Level Spells, Caster level 2+.

Prepare Third Level Spells: This talent allows the character to prepare one level 3 spell per day. The character gains two scrolls of third level spells. This talent may be selected a number of times equal to the Scholar's intelligence modifier. There is no restriction as to the selection of spells that may be taken when the character gains this talent for a second or subsequent time. The character's spell caster level increases by one each time they purchase this talent.

Prerequisites: Intelligence 13+, Prepare Cantrips, Prepare First Level Spells, Prepare Second Level Spells, Caster level 4+.

Prepare Fourth Level Spells: This talent allows the character to prepare one level 4 spell per day. The character gains two scrolls of fourth level spells. This talent may be selected a number of times equal to the Scholar's intelligence modifier. There is no restriction as to the selection of spells that may be taken when the character gains this talent for a second or subsequent time. The character's spell caster level increases by one each time they purchase this talent.

Prerequisites: Intelligence 14+, Prepare Cantrips, Prepare First Level Spells, Prepare Second Level Spells, Prepare Third Level Spells, Caster level 6+.

Prepare Fifth Level Spells: This talent allows the character to prepare one level 5 spell per day. The character gains two scrolls of fifth level spells. This talent may be selected a number of times equal to the Scholar's intelligence modifier. There is no restriction as to the selection of spells that may be taken when the character gains this talent for a second or subsequent time. The character's spell caster level increases by one each time they purchase this talent.

Prerequisites: Intelligence 15+, Prepare Cantrips, Prepare First Level Spells, Prepare Second Level Spells, Prepare Third Level Spells, Prepare Fourth Level Spells, Caster level 8+.

the devout

Devout characters of the DarkLore world make up the ranks of the cults, the covens of druids and the monks of the Order of the True Hand. These characters are characterised by a focus and belief that drives them onwards and ever forwards. This passion can lead to clashes with others of differing mind sets, but many believe in tolerance and compassion and are ready to forgive or work with those whose philosophies they distrust or despise. In the differing areas of Krayna there are many who have forged a devout and pure life, whatever the nature of their belief.

Example Devouts: Devout characters are often Druids (with some levels of Outlander), worshipping the creator or mother earth, others are monks, undead or demon hunters, cultists of demons or saints or even priests of the Church of Malladin.



Skill points at Each Additional Level: 3+Int Modifier

CLASS FEATURES

The following are the class features of the Devout class:

Weapons and Armour Proficiencies: The Devout is proficient with all simple weapons and with light and medium armours and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Defence bonus: As the Devout progresses they slowly learn to best position themselves to avoid being hit by their enemies' attacks. As such their AC increases as they progress levels by the defensive bonus listed in table 5. At fourth level the Devout gains a +1 to their AC, at seventh level this is increased to +2, and at tenth level this is improved again to +3.

Bonus Feats: At first, second, fifth and eighth level, the scholar gains a bonus feat. This can be chosen from the following list: *Armour Proficiency (Heavy), Brew Potion, Combat Casting, Deflect Arrows, Dodge, Expertise, Extra Turning, Exotic Weapon Proficiency, Great Fortitude, Improved Disarm, Improved Trip, Improved Unarmed Strike, Iron Will, Leadership, Power Attack, Spell Penetration, Stunning Fist, Sunder, Toughness and Track.*

game rule information

The Scholar class has the following game statistics:

Ability: The Devout's key ability score is Wisdom. They follow a driving belief, and find that Wisdom is the source of their strength of will and sense of purpose. Charisma is also highly useful to a Devout character, as many of their talents are enhanced by a strong personality. Constitution and Dexterity may just help to keep a scholar alive a little longer. Strength may be important to characters with a martial focus, whereas others may prefer Intelligence to bolster their skills allowance.

Hit Dice: d8

Action Points: 2 + ¼ character level (rounded down)

Class Skills: The following skills (and their key ability score) are class skills of the Devout class: Alchemy (Int), Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Craft (Visual Art, Writing) (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (arcana, current events, folklore, nature, supernatural philosophy, religion) (Int), Perform (Cha), Profession (Wis), Scry (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), Wilderness Lore and Use Magical Device (Cha).

Skill points at first level: (3+Int Modifier) x 4

Table 5 The Devout

Level	Base Attack Bonus	For Save	Ref Save	Will Save	Defence Bonus	Special
1	+0	+1	+0	+1	+0	Talent
2	+1	+2	+0	+2	+0	Bonus Feat
3	+1	+2	+1	+2	+0	Bonus Advantage, Talent
4	+2	+3	+1	+3	+1	Talent
5	+2	+3	+1	+3	+1	Bonus Feat
6	+3	+3	+2	+3	+1	Talent
7	+3	+4	+2	+4	+2	Talent
8	+4	+4	+2	+4	+2	Bonus Advantage, Bonus Feat
9	+4	+5	+3	+5	+2	Talent
10	+5	+5	+3	+5	+3	Talent

Bonus Advantages: At third and eighth level the Devout receives a bonus Advantage rank (see the New Systems in the Campaign Primer for details on advantages). This may be selected from the following Advantages: *Church Rank, Noble Title, Secret Society Status or Wealth.*

Talents: At first, third, fourth, sixth, seventh, ninth and tenth level the Devout gains a class talent. These talents must be selected from one of the following talent trees. Some trees have a set order, whilst others provide a list that can be chosen from. As long as your character meets the requirements of the individual talent, you can select your talent from any of the trees.

Beginning Talent: A level 1 Devout can choose from Foresight Dodge, Pray for Orisons, Purity of Body, Slow Fall, Turn/Rebuke Undead and Unarmed Attacks.

DIVINE BALANCE TALENT TREE

Through a focus on the balance of mind and body, the Devout becomes able to perform physical feats without thinking. This allows them to move their bodies with lightning speed and react unnaturally quickly. Talents from this tree need to be tied in with an appropriate ethos. If the chosen code of conduct is broken, the character will lose the benefit of all talents from this tree.

Foresight Dodge: With this talent the character can add their Wisdom bonus to their AC as a foresight bonus. This bonus applies even if the character is flat footed or otherwise denied their Dexterity bonus to AC, but not if they are immobilised. This ability can only be used if the character is wearing no armour.

Improved Foresight Dodge: This talent increases the bonus from Foresight dodge by +1.

Prerequisites: Foresight Dodge.

Advanced Foresight Dodge: This talent increases the bonus from Foresight dodge by and additional +1 (total +2).

Prerequisites: Foresight Dodge, Improved Foresight Dodge.

Slow Fall: With this ability the character is capable of slowing their descent when falling. Any damage received from falling is reduced by a distance of 10 ft.

Improved Slow Fall: The damage from falling is now reduced by an additional 10 ft (total 20 ft).

Prerequisites: Slow Fall

Advanced Slow Fall: The damage from falling is now reduced by an additional 10 ft (total 30 ft).

Prerequisites: Slow Fall, Improved Slow Fall.

PHYSICAL PURITY TALENT TREE

This talent tree emphasises a mystical purity of body that can lead to a high level of control of your body and vastly improved physical health. As with other divine talents, talents from this tree need to be tied in with an appropriate ethos. If the chosen code of conduct is broken, the character will lose the benefit of all talents from this tree.

Purity of Body: The character with this talent gains immunity to all diseases except for magical diseases.

Divine Health: This talent improves the character's physical purity to include any magical diseases.

Prerequisites: Purity of Body.

Wholeness of Body: With this talent, a character can cure her own wounds. She can cure up to twice her current level in hit points each day, and she can spread this healing out among several uses. Wholeness of body is a supernatural ability.

Prerequisites: Purity of Body, Divine Health.

Diamond Body: With this talent, the character gains immunity to poison of all kinds. Diamond body is a supernatural ability.

Prerequisites: Purity of Body, Divine Health, Wholeness of Body.

PRAY FOR SPELLS TALENT TREE

This talent tree allows the character to develop divine spellcasting abilities. A character with this talent tree must choose a specific patron power to follow. They must adhere to the restrictions of their patron's ethos. If they break this they will lose the ability to use all of the talents from this tree. Available patrons and the details of their ethos can be found in the Campaign Primer.

Pray for Orisons: This talent allows the character to pray for a number of level 0 spells (orisons) equal to their Intelligence modifier. These spells must be selected from one of the following spell lists *Celestial Magic, Infernal Magic or Earth Magic* (see chapter six for more information on the different types of magic in the DarkLore campaign setting). The Scholar with this talent counts as a spell caster for caster level checks and feat requirements, but has a caster level of zero.

Prerequisites: Wisdom 10+.

Designer's Note: If you wish to use these base classes to construct your own campaign world you do not have to restrict your character's spell selection to those on the *Celestial, Infernal or Earth Magic* lists. These represent the unique planar structure of the DarkLore world and how this affects the nature of magic. Alternatively you can use the Cleric list in place of Celestial or Infernal magic and the Druid list in place of the earth magic list.

Pray for First Level Spells: This talent allows the character to prepare one level 1 spell per day. This talent may be selected a number of times equal to the Devout's wisdom modifier. The character's spell caster level increases by one each time they purchase this talent.

Prerequisites: Wisdom 11+, Prepare Orisons.

Pray for Second Level Spells: This talent allows the character to prepare one level 2 spell per day. This talent may be selected a number of times equal to the Devout's wisdom modifier. The character's spell caster level increases by one each time they purchase this talent.

Prerequisites: Wisdom 11+, Prepare Orisons, Prepare First Level Spells, Spellcaster level 2+.

Pray for Third Level Spells: This talent allows the character to prepare one level 3 spell per day. This talent may be selected a number of times equal to the Devout's wisdom modifier. The character's spell caster level increases by one each time they purchase this talent.

Prerequisites: Wisdom 11+, Prepare Orisons Prepare First Level Spells, Prepare Second Level Spells, Spellcaster level 4+.

Pray for Fourth Level Spells: This talent allows the character to prepare one level 4 spell per day. This talent may be selected a number of times equal to the Devout's wisdom modifier. The character's spell caster level increases by one each time they purchase this talent.

Prerequisites: Wisdom 11+, Prepare Orisons Prepare First Level Spells, Prepare Second Level Spells, Prepare Third Level Spells, Spellcaster level 6+.

Pray for Fifth Level Spells: This talent allows the character to prepare one level 5 spell per day. This talent may be selected a number of times equal to the Devout's wisdom modifier. The character's spell caster level increases by one each time they purchase this talent.

Prerequisites: Wisdom 11+, Prepare Orisons Prepare First Level Spells, Prepare Second Level Spells, Prepare Third Level Spells, Prepare Fourth Level Spells, Spellcaster level 8+.

Pray for spells tree and your Wisdom modifier:

Your Wisdom modifier functions in the normal manner for gaining bonus spells. You must be able to cast spells of the level listed to be able to also cast the bonus spell you may have gained due to your high Wisdom score. Spell saving throw DCs are also calculated based on your Wisdom score in the usual manner.

PURE MATERIAL CHANNELLING TALENT TREE

Natural Philosophers of the DarkLore world believe that there are four pure forms from which all things are crafted; positive and negative forms of matter and energy. A potent strength of purpose and fervent belief allows characters to channel raw power from the positive or negative material planes with the strength of their mind alone. Whilst this is not entirely the most readily manipulated of magics, there are certain creatures, namely undead, that have a vulnerability to its ravages.

Turn/Rebuke Undead: With this ability the character is capable of using their powers to force undead to cower and flee. For rules on

turning and rebuking undead, see *Core Rulebook I*. The character can turn or rebuke undead at a level equivalent to a cleric of level equal to the number of class levels they have had this talent for. For example, a seventh level Devout who took this talent at level three turns undead as a fourth level cleric. Your alignment determines whether you turn or rebuke undead in the same way as it does for clerics.

Abort to Cure/Cause Wounds: The character with this talent may abort any divine spells prepared for the day to a *Cure Wounds* or *Cause Wounds* spell of equal level. Your alignment determines whether you abort to cure or cause wounds spells in the same way as it does for clerics.
Prerequisites: Turn/Rebuke Undead, Pray for Orisons, Pray for First Level Spells.

Divine Smite: This power allows the character to smite an opposed alignment, either Evil, Chaos, Good or Law. This ability functions in the same manner as the Paladin Smite Evil ability, except that you may choose alternative alignments to smite. When purchased, the character must choose one Alignment to smite. They have an alignment that is opposed to the chosen alignment. For Example, a Chaotic Neutral character cannot choose Smite Good or Smite Evil, but can choose Smite Law.

Prerequisites: Turn/Rebuke Undead.

SPELL DOMAIN TALENT TREE

This talent tree allows the character to cast spells from a selected Domain list. Patron powers and their associated domains can be found in the Campaign Primer. A domain can only be selected if it fits with the character's Patron or ethos.

Primary Domain: This power allows the character to cast one domain spell of every level up to one level higher than they can currently cast divine spells. There are no level 0 domain spells. They select one domain list only when choosing this talent. This domain spell must be prayed for in the same manner as cleric spells. For example, a character who has the Pray for Orisons talent only can cast one level 1 spell from their domain, whereas a character who can cast spells of up to third level can cast one spell from their domain for each level up to level 4. The character's spell caster level increases by one when they purchase this talent. The character must have sufficient Wisdom to cast a spell of the given level.

Prerequisites: Wisdom 11+, Prepare Orisons.

Additional Domain: This talent allows the character to choose their domain spell for their Primary Domain from an additional domain. This talent may be selected a number of times equal to the Devout's wisdom modifier. The character's spell caster level does *not* increase when they purchase this talent.

Prerequisites: Wisdom 11+, Prepare Orisons, Primary Domain.

Secondary Domain: This talent allows the character to prepare an additional domain spell per day of every level up to one level lower than they can normally cast from their main spell list. There are no level 0 domain spells. This domain spell must be prayed for in the same

manner as cleric spells. The character's spell caster level increases by one when they purchase this talent.

Prerequisites: Wisdom 11+, Prepare Orisons, Pray for First Level Spells, Pray for Second Level Spells, Primary Domain.

Tertiary Domain: This talent allows the character to prepare an additional domain spell per day of every level up to three levels lower than they can normally cast from their main spell list. There are no level 0 domain spells. This domain spell must be prayed for in the same manner as cleric spells. The character's spell caster level increases by one when they purchase this talent.

Prerequisites: Wisdom 11+, Prepare Orisons, Pray for First Level Spells, Pray for Second Level Spells, Pray for Third Level Spells, Pray for Fourth Level Spells, Primary Domain, Secondary Domain.

UNARMED COMBAT TALENT TREE

The monks of the Order of the True Hand are known for their deadly fighting styles. This talent tree represents the disciplines that this path masters. The secret behind this path involves a level of focus and discipline that can only be achieved by those of a devout mind. As with other divine talents, talents from this tree need to be tied in with an appropriate ethos. If the chosen code of conduct is broken, the character will lose the benefit of all talents from this tree. None of these talents can be used if the character wears any armour.

Unarmed Attacks: This talent provides the character with the basic ability to fight effectively with their unarmed attacks. They gain the ability to do 1d6 damage (1d4 for small characters) of either bashing or subdual damage with their unarmed attacks and can use the flurry of blows attacks. However, the devout will still provoke attacks of opportunities unless they take the Improved Unarmed Strike feat.

Improved Unarmed Damage: The character with this talent is capable of dealing 1d8 damage (1d6 for small characters) with their unarmed blows.

Prerequisites: Unarmed Attacks, Base Attack Bonus +2

Advanced Unarmed Damage: The character with this talent is capable of dealing 1d10 damage (1d8 for small characters) with their unarmed blows.

Prerequisites: Unarmed Attacks, Improved Unarmed Attacks, Base Attack Bonus +4

Ki Strike: This talent allows the character's unarmed attacks to function as if they were form a +1 weapon for the purposes of damage reduction. They do not gain an additional +1 to damage or attack rolls.

Prerequisites: Unarmed Attacks, Base Attack Bonus +5

Unarmed Combat Feat: This talent allows the character to select a bonus feat from the following list: *Deflect Arrows*, *Exotic Weapon Proficiency (with any specialist monk weapon)*, *Improved Trip*, *Improved Unarmed Strike* and *Stunning Fist*. When purchasing these feats they can ignore any requirements for the feat. However, these feats can only be used if the character is not wearing any armour.

Prerequisites: Unarmed Attacks





the Destined

Destined characters have been touched by fate in many varied and mysterious ways. As such it is difficult to define them as any one individual type of character. Some are sorcerers, gifted with a draconic heritage, others are chosen by a patron power, the creator or fate itself for a special quest or to become the champion of their cause. Fate plays a critical role in the DarkLore game and taking levels in this class makes sure you make the most of your character's destiny.

Example Scholars: Champions of good and sorcerers are good examples of the Destined Class, as are any heroes who happen to find themselves drawn into unnecessary adventures or quests.

game rule information

The Destined class has the following game statistics:

Ability: The Destined's key ability score is Charisma. Fate is fickle, and it is always those with a natural heroism or strength of character that are chosen. The paths of the destined are varied and littered with many challenges. All other ability scores are in some way useful to the destined character.

Hit Dice: d6

Action Points: $2 + \frac{1}{4}$ character level (rounded down)

Class Skills: The following skills (and their key ability score) are class skills of the Destined class: Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Mechanical, Smith-craft, Structural, Visual Art, Writing) (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Intuit Direction (Wis), Knowledge (arcana, current events, folklore, supernatural philosophy) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Resolve (Cha), Ride (Dex), Scry (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), Spot (Wis) and Use Magical Device (Cha).

Skill points at first level: $(5 + \text{Int Modifier}) \times 4$

Skill points at Each Additional Level: $5 + \text{Int Modifier}$

CLASS FEATURES

The following are the class features of the Destined class:

Weapons and Armour Proficiencies: The Destined is proficient with all simple weapons but not with any type of armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Defence bonus: As the Destined progresses they learn to best position themselves to avoid being hit by their enemies' attacks. As such their AC increases as they progress levels by the defensive bonus listed in table 6. At third level the Outlander gains a +1 to their AC, at sixth level this is increased to +2, and at eighth level this is improved again to +3.

Bonus Advantages: At first, third and eighth level the Destined receives a bonus Advantage rank (see the New Systems chapter in the

Table 6 The Destined

Level	Base Attack Bonus	For Save	Ref Save	Will Save	Defence Bonus	Special
1	+0	+0	+1	+1	+0	Bonus Advantage, Talent
2	+1	+0	+2	+2	+0	
3	+2	+1	+2	+2	+1	Bonus Advantage, Talent
4	+3	+1	+3	+3	+1	Talent
5	+3	+1	+3	+3	+1	
6	+4	+2	+3	+3	+2	Talent
7	+5	+2	+4	+4	+2	Talent
8	+6	+2	+4	+4	+3	Bonus Advantage
9	+6	+3	+5	+5	+3	Talent
10	+7	+3	+5	+5	+3	Talent

Campaign Primer for details on advantages). This may be selected from the following Advantages: *Destiny*, *Heirloom*, *Noble Title* or *Secret Society Status*.

Talents: At first, third, fourth, sixth, seventh, ninth and tenth level the Destined gains a class talent. These talents must be selected from one of the following talent trees. Some trees have a set order, whilst others provide a list that can be chosen from. As long as your character meets the requirements of the individual talent, you can select your talent from any of the trees.

Beginning Talent: A level 1 Destined can choose from Champion of the Cause, Inspire Courage, Lay on Hands, Minor Arcane Gift or Sorcerous Heritage.

ARCANE GIFTS TALENT TREE

The character with this talent tree has been granted an arcane gift; a special magical ability to help them fulfil their destiny.

Minor Arcane Gift: The character has a spell ability that maybe used a number of times per day equal to their charisma modifier. This can be any spell form any Sorcery path, provided it is of level 0.

Lesser Arcane Gift: The character has a spell ability that maybe used a number of times per day equal to their charisma modifier. This can be any spell form any Sorcery path, provided it is of level 1.

Prerequisites: Destined level 3

Lesser Arcane Gift: The character has a spell ability that maybe used once per day equal to their charisma modifier. This can be any spell form any Sorcery path, provided it is of level 2.

Prerequisites: Destined level 6

Major Arcane Gift: The character has a spell ability that maybe used once per day. This can be any spell form any Sorcery path, provided it is of level 3.

Prerequisites: Destined level 9

COMPASSIONATE HEALING TALENTREE

This talent tree is used by the pure of heart who have learned to channel the magical force of positive material and use it to heal.

Lay on Hands: This ability functions in exactly the same way as the paladin ability of the same name.

Cure Disease: The character may cast the *Cure Disease* spell as a spell like ability once per week. This talent may be bought a number of times equal to the character's Charisma modifier.

FATED CHAMPION TALENT TREE

This talent tree represents those destined characters who have taken vows to fight for a cause and have been granted gifts by fate to help them succeed.

Champion of the Cause: The character with this talent receives a +1 bonus to their Base Attack score and is proficient with a single chosen martial weapon.

Divine Grace: The character is protected by their patron or the righteous power of their cause. They can add their Charisma modifier to all of their saving throws.

Prerequisites: Champion of the Cause.

Detect Enemies: The character can select one type of enemy, either a specific alignment or undead. They can cast the associated *Detect* spell at will. This is a spell like ability.

Prerequisites: Champion of the Cause.

Special Mount: The character's patron has provided them with a special mount to aid them in their quests. This functions as a Paladin's mount. To determine the special abilities and attributes of the mount, calculate the character's paladin level as being equal to the number of levels since taking this talent, plus five. Therefore a ninth level destined character who takes this talent at seventh level is considered a 7th level paladin for determining the abilities of their mount.

Prerequisites: Champion of the Cause, Divine Grace, Destined level 7.

MYSTIC MUSIC TALENT TREE

This talent tree allows the character to develop a magical ability through their performance. They can use their songs, stories, rallying speeches or other performances to channel magical power.

Inspire Courage: The character with this talent can to inspire courage in his or her allies. To be affected, an ally must hear the character sing or other wise perform for a full round. The effect lasts as long as the character maintains the performance and for 5 rounds after they have stopped (or 5 rounds after the ally can no longer hear the character). While performing, the bard can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. Inspire courage is a supernatural, mind-affecting ability.

Prerequisites: Perform 3 Ranks.

Countersong: This talent allows the character to counter magical effects that depend on sound (but not spells that simply have verbal components). As with inspire courage, a destined character may sing, play, or recite a countersong while taking other mundane actions, but not magical actions. Each round of the countersong, the character makes a Perform check. Any creature within 30 feet (including the character) who is affected by a sonic or language-dependent magical attack may use the character's Perform check result in place of his saving throw if, after rolling the saving throw, the Perform check result proves to be better. The character may keep up the countersong for 10 rounds. Countersong is a supernatural ability.

Prerequisites: Inspire Courage, Perform 3 Ranks.

Fascinate: This talent allows the character to fascinate other creatures with their music, wit or other form of performance. The creature to be fascinated must be able to see and hear the character and must be within 90 feet. The character must also be able to see the creature. The creature must be able to pay attention to the character. The distraction of a nearby combat or other dangers prevents the ability from working. The destined character makes a Perform check and the target can negate the effect with a Will saving throw equal to or greater than the character's check result. If the saving throw succeeds, the destined cannot attempt to fascinate that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the performance for up to 1 round per class level. While fascinated, the target's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an ally of the character moving behind the fascinated creature) allows the fascinated creature a second saving throw against a new Perform check result. Any obvious threat, such as casting a spell, drawing a sword, or aiming, automatically breaks the effect. While fascinating (or attempting to fascinate) a creature, the character must concentrate, as if casting or maintaining a spell. Fascinate is a spell-like, mind-affecting charm ability.

Prerequisites: Inspire Courage, Perform 3 Ranks.

Inspire Competence: The character with this talent can help an ally succeed at a task. The ally must be able to see and hear them, and must be within 30 feet. The destined character must also see the creature. The ally gets a +2 competence bonus on his skill checks with a particular skill as long as he or she continues to hear the performance. The GM may rule that certain uses of this ability are infeasible. The character can maintain the effect for 2 minutes (long enough for the ally to take 20). Inspire competence is a supernatural, mind-affecting ability.

Prerequisites: Inspire Courage, Perform 6 Ranks.

Suggestion: This talent allows the character to make a suggestion (as the spell) to a creature that he has already fascinated (see above). A Will saving throw (DC 13 + the character's Charisma modifier) negates the effect. Suggestion is a spell-like, mind-affecting charm ability.

Prerequisites: Inspire Courage, Fascinate, Perform 9 Ranks.

Inspire Greatness: To inspire greatness, the character must sing, or make an other type of performance, and the creature must hear them for a full round, as with inspire courage. The creature must also be within 30 feet. A creature inspired with greatness gains temporary Hit Dice, attack bonuses, and saving throw bonuses as long as he or she hears the bard continue to sing and for 5 rounds thereafter. All these bonuses are competence bonuses. The target gains the following boosts: +2 Hit Dice (d10s that grant temporary hit points), +2 competence bonus on attacks, and +1 competence bonus on Fortitude saves. Apply the target's Constitution modifier, if any, to each bonus Hit Die. These extra Hit Dice count as regular Hit Dice for determining effects such as the sleep spell.

The character may inspire greatness in only one character at a time. Inspire greatness is a supernatural, mind-affecting enchantment ability. *Prerequisites:* Inspire Courage, Inspire Competence, Perform 12 Ranks.

SORCERY TALENT TREE

This talent tree represents those who have the true blood of dragons and have awakened their magical power. This allows you to develop your spellcasting ability. As you develop your sorcery talents your spellcaster level increases and you develop new spells known. Your spellcaster level determines the number of spells that you can cast each day, as shown in table 6a.

Table 6a Sorcery Spells per Day

Spellcaster Level	Spells Per Day			
	0	1	2	3
0	2	-	-	-
1	3	0	-	-
2	3	1	-	-
3	3	2	0	-
4	3	3	1	-
5	3	3	2	-
6	3	3	2	0
7	3	3	3	1
8	3	3	3	2

This is not a complete table, but covers all possible spellcaster levels available to the Destined Class. An expanded table will be included in the Campaign Primer.

Sorcerous Heritage: The character with this talent has developed their first initial signs of sorcerous blood. They any know two cantrips (level 0 spells) chosen from any sorcery path. The character with this feat counts as a spell caster, but with a caster level of 0.

Sorcerous Path: The character with this talent has developed their sorcery ability by focusing on a specific path of sorcery. They choose one of the sorcery spell paths (see the magic section in the Campaign Primer) and now know the level 0 and level 1 spell from that list. The character's Spellcaster level increases by one when they take this talent. If the character already knows selected the level 0 spell from the path they may select any other spell from another sorcery path.

Prerequisites: Sorcerous Heritage.



Improved Sorcerous Path: The character with this talent has developed their sorcery ability by focusing further on a specific path of sorcery. They choose one of the sorcery spell paths (see the magic section in the Campaign Primer) and now know the level 2 spell from that list. The character's Spellcaster level increases by one when they take this talent.

Prerequisites: Sorcerous Heritage, Sorcerous Path, Spellcaster level 3+.

Advanced Sorcerous Path: The character with this talent has reached the pinnacle of their power on a given path of sorcery. They choose one of the sorcery spell paths (see the magic section in the Campaign Primer) and now know the level 3 spell from that list. The character's Spellcaster level increases by one when they take this talent.

Prerequisites: Sorcerous Heritage, Sorcerous Path, Improved Sorcerous Path, Spellcaster level 6+.

Sorcery tree and your Charisma modifier:

Your Charisma modifier functions in the normal manner for gaining bonus spells. You must be able to cast spells of the level listed to be able to also cast the bonus spell you may have gained due to your high Charisma score. If number of spells listed is 0, you can apply your bonus spell, where appropriate, but not where the table shows a hyphen. Spell saving throw DCs are also calculated based on your Charisma score in the usual manner.

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