

Chapter 1

SOCIAL CHALLENGES

SOCIAL INTERACTION is one area that is particularly challenging to represent in the rules. A balance must be reached between simulating the powers of persuasion or leadership that a character may have without removing the need for the player to play his or her role. With the addition of the Knave and the Priest professions, the need for more guidelines for social challenges has been highlighted in much the same way as the issues of Stealth and Perception were brought into the game with the advent of the Assassin.

Presented here is a system whereby the GM can resolve social challenges which requires the players to choose what they say carefully but without the need for frequent skill rolls. The most important characteristic in these rules is the characteristic Looks but the character's background is also a factor.

Encounter Reactions

Once the type and number of the encounter is determined, working out the basic attitude of the creatures or NPC's involved is the next step. Of course the GM may use common sense or predetermine their attitude but if something random is preferred then the following table (Table 1.1) can be used to determine the encounter's predisposition.

Table 1.1

Example	Roll	Result	Attitude
Orcs, Goblins	1d6	2-3	Hostile
Gnomes, Dwarves	2d4	4-5	Unfriendly
Elves	2d6	6-7-8	Indifferent
Innkeepers	3d4	9-10	Friendly
Kinfolk	1d6+6	11-12	Helpful

Encounter Attitudes

Hostile indicates that the encounter will either attack, threaten, rob or flee while **Unfriendly** creatures might insult, threaten, warn, or mislead depending on the encounter's modus operandi. **Indifferent** indicates either that the PCs are ignored or are treated in the same way as they behave themselves. **Friendly** means that the those encountered will offer advice or provide limited assistance while **Helpful** means that some protection, shelter, healing and aid are available.

Example

The company of Sir Jorin are travelling through Fenring forest when a pack of wolves picks up their scent. The GM rolls 2d4 (wolves are seldom friendly) and the resulting 5 means that although they howl and snarl, they do not give chase. A few days later, the company walk into Giant Spider territory. This time the GM rolls a 1d6 and the resulting 3 means they attack. Weakened by their encounter with the arachnids things are looking bleak until they come across a party of elven scouts. The GM rolls a 2d6 so things could go either way but the fortunate result of 11 means that they are given shelter, food and healing.

Table 1.2

Attitude	Looks
Hostile	18
Unfriendly	15
Indifferent	12
Friendly	9
Helpful	6

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Parley

No skill is necessary to attempt parley. To engage in negotiations the spokesman of the party must either have the required Looks score (see Table 1.2) or roll a 1d20 under their Looks score. Success indicates that the attitude has improved by one degree (e.g. *Unfriendly to Friendly*)- a critical improves it by two degrees. A failure ends negotiations. A fumble worsens reactions by one degree and ends negotiations. The GM should take into consideration the party's appearance and behaviour (e.g. arriving uninvited and unannounced, armed to the teeth, smelly and dirty, covered in blood etc.)

Example

Sir Jorin's party had been fortunate to have received the assistance of the Elves of Fenring as they arrived at the village of Saxton all clean and fresh. The GM rolled an encounter of Friendly and they enjoyed a warm welcome. However, the following day they are met on the road by the sheriff's patrol. The reaction roll is unfriendly as they view all armed strangers with suspicion. Sir Jorin's player says that he is greeting them and assuring them that they are but peaceful messengers passing through. Jorin's Looks are insufficient so he must be successful in his roll or the bailiff will insist they hand over their weapons on pain of arrest!

Social Class

The Looks score required may be modified by the PC's social class. This modifier also applies to Looks when rolling under the score on a 1d20. These modifiers only apply within "civilised" areas such as Albany, Albion etc. If Barbarians return to their cultures the GM and player must agree on their social class amongst his or her own people (see Table 1.4)

Example

Sir Jorin's play attempts parley with the bailiff and states that he is a knight of Albion in the service of his liege. While his Looks score an average 12 Jorin's status as Gentry means that his effective Looks is 14. Although this is not enough to assuage the bailiff's suspicions automatically the player must now roll under 14 in order for the bailiff to allow them to pass unhindered.

Table 1.3

Social Class	Looks modifier
Nobility	+3
Gentry	+2
Craftsmen, Professionals, Freemen	+1
Menials, Surfs	+0
Cottars	-1
Outlaws, Riff raff	-2
Charcoal Burners	-3

Renown

Characters of a higher Renown may add the following bonus to their roll. These only apply to areas that know of their exploits and provided that their exploits have been for the benefit of the people and the country. If the party's exploits have been selfish then there is no bonus and villainous parties (i.e. "evil PCs") gain a penalty of instead of bonus.

Example

While the bailiff's diffidence begins to annoy our knight his companion Gwyllim of Eastmarch asks "Do you know with whom you speak? This is Sir Jorin, slayer of the Beast of the Shrivens Hills!" The GM then factors in the PC's Renown. As a 5th Rank Knight his effective Looks is now 15 and the bailiff allows Sir Jorin to pass unmolested and fully equipped.

Table 1.5

Renown	Looks modifier
Rank 1-3	+0
Rank 4-6	+1
Rank 7-9	+2
Rank 10-12	+3
Rank 13+	+4

Culture Shock

The Looks score required may be modified by the PC's when dealing with culture's other than their own. This means that in Albion, for example, Thulanders are seen as little under surfs and Nomads from the Khanates are seen as worse than outlaws (i.e. invaders, escaped slaves, etc.). See Table 1.6

Table 1.6

Culture	Penalty	Example
Foreign	1	Albion-Thuland
Radically different culture	3	Albion-Khanate/elves, dwarves
Inhuman	5	orcs, voluceth, fey
Monstrous	7	Monsters
Other Worldly	10	titans, demons, spirits, elementals

Table 1.4

Barbarian Social Class	Looks modifier
High King	+3
Jarl, Tribal Leader, Chiefs	+2
Warriors, Freemen	+1
Thralls	+0
Coward, Bastard, Bad Name	-1
Exiled Clan/Tribe	-2
Cursed Ones	-3

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Example

Sir Jorin encounters an Imp who had hitched a ride in his saddlebags. The GM rolls a 6 on a 2d4 for the reaction so the attitude is open to negotiation, perhaps curious. Jorin attempts parley but does not benefit from his social class or his renown and incurs a penalty of 5 reducing his effective Looks to 7. This means that in order to gain the Imp's trust and possibly gain the gossip that it knows, the player must roll 7 or below.

Persuasion

No skill is required to persuade or convince an individual or group. The difficulty depends on the case the character is making and how far it affects the person or people he or she is trying to persuade. Determine the number based on the argument the player has made and the NPC's predisposition. Social Rank bonuses and Culture Penalties may apply. All **Knaves and Priests** subtract half their rank from the difficulty.

Table 1.7

argument	target audience	Looks
solid	onside /unaffected	6
convincing	favourable/not directly affected	9
debatable	undecided/at some risk	12
dubious	sceptical and/or at significant risk	15
unreasonable	in direct disagreement/at extreme risk	18
crazy	not even listening	21

Example

Sir Jorin is trying to persuade his liege lord Baron Grissaile to allow him to take a group of castle soldiers out to rescue Sir Jorin's knavish friend Gwyllim of Eastmarch. The Baron is reluctant to risk the half-dozen men that his knight has requested (difficulty 15) but Jorin's player has made an impassioned plea and has reminded the Baron that Guillermo was the man who revealed the plot to have the Baron poisoned and found Aldred's spies (difficulty 9). The GM decides that the aggregate difficulty is 12 and so Jorin's player does not need to make a Looks roll for the Baron to agree to the request.

NB: Had the player failed to think of a good reason for the Baron's aid, the difficulty would have been 15 and a roll of 14 or lower would have been required.

Deception

No skill is required to lie or deceive an individual or group. The difficulty depends on the lies and how gullible or shrewd their targets are (See Table 1.8). Social Rank bonuses and Culture Penalties may apply. All **Knaves** (not **Priests**) and **Assassins** with the Disguise skill subtract half their rank from the difficulty.

Table 1.8

deception	target audience	Looks
close to the truth	trusting and/or unaffected	6
believable	unsuspecting and/or not directly affected	9
plausible	wary and/or at some risk	12
implausible	sceptical and/or at significant risk	15
unbelievable	suspicious and/or at extreme risk	18
ridiculous	previous target of lies	21

Example

Gwyllim of Eastmarch is met at the gates of baron Aldred's castle by the sentry. After being told to halt and state his business. "I am the here at the invitation of the Baron's son Almeric." which is plausible. However the guard is suspicious after the trouble Aldred has had with his neighbours. The GM decides that the Looks required is 15. However, Guillermo is an accomplished liar and this is reduced to 12 by his Rank. The guard salutes and stands aside and no roll is required from the player.

NB: Had the player failed to mention the name of the Baron, the GM would have left the difficulty at (18 minus 3 for his Rank) 15: challenging even for the charming Knave!

A Note on Disguise

As noted above the Disguise skill aids in attempts at deception. What is more, if a PC or NPC also has the skill Diplomacy, you can imitate the manner of those of a higher social rank if yours are not known to the people you have encountered: this effectively raises the perceived social class of the Knave for every 3rd Rank granting the effective bonuses. This is risky since, should the deception be discovered, accusations of fraud and imposter could lead to dire consequences.

Example

Knowing that Alred's son Americ is away on a sea voyage, Gwyllim of Eastmarch poses as a friend from Ongus he met in Albion's Court. Seeming as a member of the Gentry he receives a bonus of +1 to his effective Looks score. Hopefully Guillermo knows enough about courtly life to pass as a courtier or he could find himself locked in a dungeon as an imposter!

Chapter 2

PROFESSIONS

Knave

While the Knave is a welcome addition to the list of professions the rules covering its skills were not completely clear. Presented here is an alternative to the rules presented in the *Player's Guide*. The Attack, Defence, Evasion, Magical Defence, Stealth, Perception, Health Points and Minimal Requirements remain the same as per *Players Guide* p. 10.

Special Abilities

The number of skills and the rate of new skills per Rank remain the same as per *Players Guide* p. 10. The skills themselves, on the other hand, have changed.

Abilities are chosen from this list: those with an asterisk can be taken more than once

Diplomacy
Disguise*
Distract *
Infuriate/Pacify*
Magic Hands
Merchant*
Performance*
Pick Locks*
Pilfer*
Polyglot
Read Folk
Track
Bodyguard (Rank 3 onwards)
False Trail (Rank 3 onwards)
Gossip (Rank 3 onwards)
Intimidating (Rank 3 onwards)
Luck of the Devil (Rank 6 onwards)
Network (Rank 6 onwards)
Last Words (Rank 6 onwards)
Sense Falsehood (Rank 6 onwards)
Ace in the Hole (Rank 8 onwards)
Apothecary (Rank 8 onwards)
Hypnotic Suggestion (Rank 8 onwards)
Words are Power (Rank 8 onwards)

Diplomacy

This covers knowing the social graces of a particular culture, class or group that you encounter. This skill is NOT necessary in order to persuade, negotiate or interact. What it does do is eliminate the penalties for being from an alien culture or lower social rank. You know the taboos and the social graces. This means you subtract the Rank of the character from any penalty.

Disguise*

As per Assassin (see *Dragon Warriors*, p. 47).

Distract *

As per Knave (see *Players Guide* p. 10)

Infuriate/Pacify*

As per Knave (see *Players Guide* p. 10)

Literate

If the character has failed in their roll for literacy when determining their background, this may be chosen in order to acquire the ability to read and write. If a GM is feeling particularly generous the skill could be awarded "free".

Linguist (requires literacy)

With this the Knave gains the advantages as per Priest (*Players Guide* p. 10). Moreover, the Knave may decipher in an unfamiliar language or code. At third rank he or she can grasp for the simplest messages, at 6th Rank a standard text and at 8th Rank he or she can understand ancient or exotic texts. This requires a roll under the Knave's Intelligence.

Magic Hands

As per Knave (see *Players Guide* p. 10)

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Merchant*

As the Secondary Skill Merchant (see *Players Guide* p. 107) at Intermediate level. This skill may be selected a second time to reach Advanced level.

Performance*

This allows the Knave to be skilled in the performing arts: music, acting, dancing, singing, oratory and tale-telling. The player may decide how many and which arts at character creation. may add others later with GM permission. This allows the Knave to make a modest living. At 3rd Rank the Knave can make a meagre living. He may take the skill again at to becomes a celebrated artist and be paid handsomely. Finally he may take the skill a third time to give a performance fit for kings If the GM decides it is appropriate he or she may grant a bonus to social rolls made directly after a performance Any character may, sing, tell tales, dance or play a musical instrument but this skill provides the benefits below.

Pick Locks*

As per Assassin (see *Dragon Warriors*, p. 47).

Table 2.1

Performance Skill taken	Daily Income: 1d6	Social rolls bonus
no	pennies	+0
once	florins	+1
twice	crowns	+2
three times	moderate gems	+3

Pilfer*

As per Assassin (see *Dragon Warriors*, p. 47).

Table 2.2

performance skill taken	money scrounged: 1d6	items scavenged	examples	Max. Cost	Min. Availability
none	pennies	essentials	food, water, clothes, shelter	1F	100%
once	florins	widely available, inexpensive	accommodation, hot meals, beer, cheap weapons	10F	50%
twice	crowns	finer things	fine wine, good clothes, weapons	100F	20%
three times	moderate gems	luxury items and shady items	silk, jewellery, contraband	100C	05%

Polyglot

The character begins fluent in a second language (and may roll for a third as normal) and gains the advantages of the skill Natural Linguist as Knave (see *Players Guide* p. 10) Moreover he or she can recognise any language with a d20 roll under his or her Intelligence. At 3rd Rank, if the language is related to a language he or she knows, then a second roll, after a few minutes of concentration, allows the character to understand the general gist and basic message. This does not allow the character to converse, however. At 6rd Rank the Knave may attempt to understand the gist of languages not related to a language he or she already speaks. At 8th Rank this allows totally alien, ancient or unique languages.

Read Folk

As per Warlock Appraise Enemy (see *Dragon Warriors*, p. 39).

Streetwise*

Any character can beg but this skill is how urchins and beggars make a living at it. It is the urban equivalent of the Hunter skill Forage or the Secondary Skill Survival but rather than finding just food and water, the Knave can procure not only basics but other useful item. It may provides alms or alternatively this skill allows one to find things that may have “dropped off the bag of a wagon”. The Knave must spend a days and roll under his or her Looks on a 1d20 using any modifiers for class and culture. Taken more than once allows the Knave to find rarer and more expensive goods. (see Table 2.2) This skill is also used to recognise and contact the criminal world as well as be aware of local law enforcement, size up districts and speak *The Cant*. Without this skill all social rolls suffer from Culture Penalties and the predisposition roll is 2d4

Track*

As Knight Skill (see *Dragon Warriors* p. 64)

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3rd Rank Talents

Bodyguard

As per Knave (see *Players Guide* p. 10)

False Trail*

As per Hunter (see *Players Guide* p. 14)

Gossip

As per Knave (see *Players Guide* p. 10)

Intimidating

As per Knight/Barbarian (see *Players Guide* p. 119)

6th Rank Talents

Last Words

This represents the last plea for mercy, final chance to bargain for one's life etc. This ability may be used during combat and make his or her enemy stop and listen. This almost supernatural influence is achieved if the Knave uses his rolls under his or her Looks+Rank minus the Perception of his target. The effect lasts for a number of minutes on the dice roll. At the end of that period a persuasion roll must be made. In the meantime the Knave may attempt other tricks such as Distract or Hypnotic Suggestion etc or may simply be buying time.

Luck of the Devil

This is a simple ability: once per game session the player may roll any dice roll again and take either result. This includes fumbles and natural rolls of one. The player may choose for the GM to roll again in place of re-rolling his own dice too. This represents the "nine-lives" aspect of the Knave in questing and should be narrated as a "close-shave." Fate often has a way of keeping the balance and so often people near to the lucky devil find he or she is somewhat of a Jinx.

Example

Guillermo of Eastmarch comes face to face with a Gorgon, and the DM rolls (under 80%) that our Knave has met its gaze. The player invokes his luck and the GM re-rolls, this time scoring over 80%. He narrates that he had just turned around to speak to his henchmen when the Gorgon surprised the troupe and Guillermo suddenly realises he is speaking to a statue and he can hear the hissing Gorgon is right behind him.

Network

As per Knave (see *Players Guide* p. 10)

Sense Falsehood

As per Knave (see *Players Guide* p. 10)

Rank 8 Talents (Skills of the Mighty)

Ace in the Hole

This is the ultimate back-up plan. This ability can only be used once and then it is lost permanently, (unless the Knave uses his next acquired skill upon advancing a Rank). When used this Knave survives no matter what. Even if a Malgash drags her down into the Abyss or while fighting his nemesis he plummets off the top of a waterfall, the Knave will live. The Knave is out of that adventure and probably missing for the rest of the game session but he will back next time with one Hell of a story. (Note: If your group are using Fate Points, the skill choice replaces all spent Fate Points).

Apothecary

Like some Assassins, some Knaves have learned the sciences of compounds and drugs in order to further their subtle craft. Their creations are not magical but the result of drugs, herbs, extracts and venoms. The potions they can produce are limited but they do require Al-chemical Equipment (200C 80%/20%/--). The Knave may make Poison and Theriac taking the same costs and time as a Sorcerer would with the same chance of failure as a Sorcerer of the same Rank. If the skill is taken a second time the Knave can make a Love Philtre and a Potion of Control as well as a liquid called Sleeping Draught which must be drunk but costs and works the same as Sands of Slumber.

Hypnotic Suggestion

As per Knave (see *Players Guide* p. 10)

Words are Power

As per Knave (see *Players Guide* p. 10)

Equipment, Armour and Advancement

All rules for equipment, armour and advancement are the same as the original rules for the Knave (see *Players Guide* p. 10)

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Vices and Virtues

Knaves are complex and duplicitous people by their very nature. While an Assassin may be cold-blooded and a Knight may be courageous and honourable, the Knave will have two paradoxical sides of his or her personality. All players who choose to play the Knave profession must select one Virtue and one Vice for their character.

Vices

As people who make their living through manipulation and deceit, the Knave understands vice all too well. One vice in particular will be at the heart of the Knave both in how he manipulates others and where his or her own weaknesses might lie. There are seven vices that a player may choose from, but the player and GM should feel free to come up with others.

The list of seven vices are:

Avarice: Money is what you desire and money is your favourite tool. You use bribery and corruption and your ambition is to get rich.

Luxury: The finer things in life is what you live for. Good food, good wine and not a day worked to get it. You ply your guests with the best money has to offer.

Lust: Carnal knowledge and the pleasures of the flesh is your passion but you also use sex and pleasure to manipulate others too: seduction and even blackmail,

Power: Friends in high places, influences and ultimately control is what you seek, Everything else is a means to an end. You excel at networking and diplomacy.

Dark Secrets: While others use information to achieve power, you use your influence to gain learn more secrets. Knowledge is not only the means but the ends.

Vanity: Whether you seek the adoration of a lover or the worship of a crowd, you seek praise, compliments and attention.

Vengeance: Whether it is a personal vendetta or a twisted sense of justice the Knave is motivated by destroying his enemies. What's more he or she knows how to use other people's grudges to their advantage.

Optional rule: The GM may offer a bonus to rolls if the Knave uses his signature Vice: a +1 or more depending on the inventiveness of the player. Conversely, the Knave may incur a penalty when resisting his signature Vice. Furthermore, the GM may add 1-5 extra experience points if the player role-plays his or her vice and it is to the character's disadvantage.

Virtues

The Knave is usually an amoral character but each one has an Achilles heel, a soft side for something good or right or innocent. While living and breathing corruption and lies the Knave retains some of his humanity by holding on to something pure or true. This one virtue can be chosen from the list below but the player and GM should feel free to come up with others. For the Knave, people who represent his secret Virtue are "off-limits" and may even come under his or her protection. Naturally many Knaves are loathe to reveal this side of their nature as it could prove dangerous to their reputation, if not their lives.

The list of seven virtues are:

Courage: Surrounded by cowards and sneaks, you respect anyone that will stand their ground. For you, all others virtue depends on bravery to keep them: A virtue that is not upheld in the face of threat is no real virtue.

Faith: To a cynic and nihilist like yourself, a true believer is both ludicrous and yet fascinating. Despite your scorn, you can't help but respect this person's unfathomable conviction and it amuses you to protect them.

Honesty: In a world of lies and deceit where you can believe nothing you hear and only half of what you see, an honest person comes as a huge relief. You value the company of at least one person you can believe.

Innocence: In a corrupt world it is the innocent that make the world bearable. You must protect this purity if only to save you from your own brooding cynicism and misanthropy.

Justice: In a dog-eat-dog world you have a soft spot for the underdog. The poor, the downtrodden or the oppressed can bring out the Robin Hood in you.

Loyalty: Everyone has their price, or their breaking point, So to meet the exception is to find a something literally priceless. You would not trade that for all the High King's gold.

True Love: You are more aware than most just how sacred marriage vows are and just how fleeting romance is. Lust and vanity is what passes for love, so when you encounter True Love you want to see it prevail.

Optional rule: The GM may award 1-5 extra experience points if the player role-plays his or her vice and it is to the character's disadvantage. The GM may reduce the experience point of an adventure if the player blatantly ignore their taboo. Other alternatives might be a curse as per *Dragon Warriors* p. 123

Dragon Warriors

Friends or Foes

Friends or Foes was published before the Knave profession was introduced. However, quite a few of those featured in the supplement make for good examples of Knaves as presented in these rules. Below are the statistics for these characters as Knaves: the scores have been kept as close to the originals as possible and the Rank has not been adjusted, with one exception: Ealdun, who has been given a higher Rank to match the abilities in the character's description.

Abelard of Clyster (page 6)

Knave, Rank 1 Armour Factor 0
Attack 11 (rags)
Defence 5 Movement 10
Magical Attack -- Stealth 14
Magical Defence 3 Perception 8
Health Points 8 Evasion 5

Characteristics: Str 10, Ref 12, Int 12, PT9, Lks 9

Skills & Abilities: Diplomacy, Disguise, Literate, Polyglot, Merchant, Read Folk, Streetwise,

Notes: Vengeance (vice), Justice (virtue)

Equipment: A sealed pot containing 40 florins, 10 crowns and three jewelled broaches worth 50 florins each.

Marcus Dorsteny (page 22)

Knave, Rank 3 Armour Factor 1
Attack 12 (Gambeson)
Defence 6 Movement 10
Magical Attack -- Stealth 16
Magical Defence 5 Perception 10
Health Points 9 Evasion 5

Characteristics: Str 7, Ref 12, Int 14, PT12, Lks 11

Skills & Abilities: Diplomacy, Infuriate/Pacify, Literate, Polyglot, Merchant, Streetwise (twice)

Notes: Avarice (vice), Courage (virtue)

Equipment: staff, shortsword, travelling clothes, 'fair day' clothes, 100 florins, merchant's wagon and horse, other items for sale at the GM's whim.

Ealdun the Fool (page 23)

Knave, Rank 6 Armour Factor 0
Attack 17 (rags)
Defence 13 Movement 10
Magical Attack -- Stealth 14
Magical Defence 8 Perception 8
Health Points 12 Evasion 7

Characteristics: Str 8, Ref 16, Int 15, PT 12, Lks 11

Skills & Abilities: Diplomacy, Gossip, Magic Hands, Polyglot, Performance (twice), Literate, Read Folk, Sense Falsehood

Notes: Loyalty (vice), Dark Secrets (virtue)

Guy Lupus (page 36)

Knave, Rank 3 Armour Factor 2
Attack 15 (padded)
Defence 9 Movement 10
Magical Attack -- Stealth 17
Magical Defence 6 Perception 8
Health Points 8 Evasion 7

Characteristics: Str 14, Ref 18, Int 14, PT13, Lks 10

Skills & Abilities: Distract, Literate, Polyglot, Pick Locks, Pilfer, Streetwise (twice),

Notes: Gold (vice), Faith (virtue). Guy is fluent (& literate) in Elleslandic, Visic, Bacchile.

Equipment: backpack, bedroll, sword, padded armour, staff, crossbow, 30 quarrels, misc equipment (rope, hand lantern, etc.), If met after completing an assignment Guy can be carrying an artefact appropriate to the current adventure, worth d100 florins.

Rocelin the Minstrel (page 44)

Knave, Rank 2 Armour Factor 1
Attack 12 (Gambeson)
Defence 7 Movement 10
Magical Attack -- Stealth 15
Magical Defence 4 Perception 9
Health Points 6 Evasion 7

Characteristics: Str 8, Ref 13, Int 14, PT11, Lks 15

Skills & Abilities: Diplomacy, Literate, Performer (twice), Polyglot, Read Folk

Notes: Vanity (vice), Honesty (virtue).

Pontianak (page 54)

Knave, Rank 2 Armour Factor 0
Attack 13 Movement 10
Defence 7 Stealth 15
Magical Attack -- Perception 9
Magical Defence 5 Evasion 5
Health Points 7

Characteristics: Str 9, Ref 12, Int 16, PT12, Lks16

Skills & Abilities: Diplomacy, Literate, Linguist, Polyglot, Merchant, Read Folk,

Notes: Vengeance (vice), Innocence (virtue)

She speaks *fluent* Nazerine, *intermediate* Opalarian, *intermediate* Coradian Traders Argot, a number of Mungodan languages to the *intermediate* and *basic* level. She is fluent in the languages of her homeland.

Equipment: Rich clothing, quill, official documents, parchment, 200-500 florins worth of stones and jewellery, a Seal of Marazid ring.

A Rogues Gallery

These four characters can be used as examples of Knaves for the GM and inserted into the campaign. The first is Gwilym of Eastmarch, from the examples earlier and the following three might be familiar to fans of fantasy literature and television.