

# Friar (OD1)

## Creation Summary

<b>Attack</b>	12			<b>Initial Equipment</b>	
<b>Defence</b>	6	<b>Magical Defence</b>	5	Lantern, flint-and-tinder, backpack, dagger (d4, 3), and	
<b>Stealth</b>	13	<b>Evasion</b>	4	6d6 florins. They also have 15 florins to put towards a suit	
<b>Perception</b>	6	<b>Health Points</b>	1d6+6	of armour and 10 florins to put towards weapons, any	
<b>Psychic Talent</b>	must be 9+			excess must come from their starting money.	

## Advancement Summary (p130)

+1	Attack, Defence, Health Points, and Magical Defence	Each rank
+1	Stealth	Ranks 4, 7, 10, etc.
+1	Perception	Odd Ranks
+1	Evasion	Ranks 5, 9, and 13

## Armour Proficiencies (p71)

<b>Mail Armour:</b>	-2 Attack and Defence
<b>Plate Armour:</b>	-4 Attack and Defence

## Piety

Piety is gained by Friars at Rank 1. The Friar may roll an additional d6 to ward off unholy creatures (e.g., Friars roll 4d6+Rank to ward off Vampires with a crucifix).

## Skills

Friar's gain 1 Skill at 1<sup>st</sup> rank. Skills marked with an asterisk (\*) may be taken twice. Skills marked with two asterisks (\*\*) may be taken any number of times.

### Chirurgy\*

This skill requires 6d20 minutes and surgeon tools, which cost 40 florins. Causes 1HP damage to the target but on a successful Intelligence check will negate the 4-day lead time for natural healing to occur.

If taken a second time, the 1HP damage caused by the use of this skill will only occur on a roll of 1-3 on a d10.

### Engineering

Reduce time for building projects by 10%. Also grants +2 Evasion and Perception to dodge or notice for constructed features, devices, and features in artificial environments.

### Folk Remedy\*

+1 Magical Defence. Skill may be taken a second time for a total of +2 Magical Defence.

### Herbalism\*\*

Grants a HERBALISM factor of 10. Taken multiple times, each subsequent selection grant +1 bonus. May only be taken at most once per Rank.

### Labour

+2 encumbrance limit.

### Legend and Folklore

Friar knows basic facts about legendary creatures, artefacts, and history. An Intelligence test may be required to know less well-known facts.

### Track\*

Roll 1d20 under Perception to follow trail up to 3 days old. Reroll each time you change terrain. Add 1d4 per day over 3. See rulebook p63.

Selecting this a second time grants +2 Perception for tracking attempts.

### Vigil

Survive twice as long without food and water and can do without sleep for 3 days. Also grants +1 Health Point and +2 Magical Defence against spells that cause weakness, weariness or sleep.

## Player Quick Reference Sheet – Friar (OD1)

### Combat Trainings

Friar's gain 1 Combat Training at 1<sup>st</sup> rank and at ranks 4, 7, 10, etc. Friars may choose to learn a Skill instead of Combat Training.

#### Appraise Enemy

Requires an Intelligence of 11+. Determine profession and rank of a target by rolling d20 below Friar's Psychic Talent score.

#### Armour Training

May fight in full mail without penalty. Penalty for fighting in full plate reduced to -2 to Attack and Defence.

#### Expert Parry

Requires Armour Training. Parry a blow with a shield on a roll of 1 or 2 on 1d10.

#### Master Bowman

Requires Weapon Group Training in Weapon Group VI. +1ABR with arrows. 50% chance to fire second arrow each combat round.

#### Ride Warhorse

May ride a warhorse (p245).

#### Weapon Group Training

Choose a Warlock Weapon Group for +2 to Attack with weapons in that group. May be taken multiple times, each time for a new Weapon Group.

#### Weapon Skill

Must have Weapon Group Training in the appropriate Weapon Group. Different skill per melee weapon. +1ABR with that weapon.

### Charismata

Friar's gain 1 Charismata at 1<sup>st</sup> rank and at every odd rank thereafter. Friars may choose to learn a Skill instead of a Charismata. Charismata marked with an asterisk (\*) may be taken twice. Charismata marked with two asterisks (\*\*) may be taken any number of times.

#### Cast out Devils

Direct magical attack against infernal creatures using the Friar's Attack score vs. target's Magical Defence. Range 10m, causes 1d6HP damage.

#### Discernment\*

May see spirits. Taken a second time, may see infernal/angelic creatures for what they are.

#### Drink and Deadly Thing\*\*

Roll one fewer d6 to resist poisons. Each additional pick removes a further d6.

#### Exhortation

+2 bonus to Morale and Fright Checks to allies within 10m (not including the Friar).

#### Lay Hands on the Sick\*

Immune to disease. Taken a second time, the Friar may cure diseases in others.

#### Ministration

Friar makes a good first impression in many social settings, including those of intelligent non-humans.

#### Prophecy

Once per day, test Psychic Talent with 3d10. GM provides some information about a distant event from the past, present or future. Friar has no control over information gained.

#### Speaking in New Tongues\*

Friar may speak an additional language for 1 minute by making an Intelligence Check (+3 for simple languages; -2 for complex languages; -5 for abstruse languages). A second pick opens up the Arcane language and the Friar may read magical scrolls on a successful Intelligence Check with a -5 penalty.

#### Succour to the Weak\*

Friar recovers all reversible characteristic damage the round after it is caused (irreversible damage is unaffected). If taken a second time, Friar can cure reversible characteristic damage in others.

#### Taking up Serpents

Friar will not be attacked by any beast (magical beasts, if susceptible at all, get a Morale Check to resist). If beast is threatened or attacked, effect is broken.

#### Under the Cross

Friar may bear a cross as a standard. Adds an additional d6 to his Piety. When bearing his cross aloft, allies within 10m gain +1 against Morale and Fright Checks (cumulative with Exhortation, but Friar still does not benefit).

#### Word of Wisdom

Motivates someone by talking to them. Grants +2 to all rolls involving the target's Rank, Psychic Talent, or Intelligence. Target also gains +2 to Magical Attack and Magical Defence.

#### Working of Miracles\*\*

Friar may call upon a single miracle, but not for personal gain.