

TORCHBEARER

The Paladin

A warrior dedicated to fighting for the will of the Immortals of Law, the paladin swears vows to the Lords to earn their favor. Uncomfortable in the hustle of cities and the subtleties of temple life, paladins are dispatched to the wilds to hone their craft and earn the favor of the Immortals by battling the forces of Chaos in their dens and lairs.

Human Paladin Class Overview

Class	Paladin
Raw Abilities	Distribute 8 points between Will and Health; neither stat may have a rating lower than 2 or higher than 6.
Special Rule	Health may never be higher than Will
Skills	Fighter 3, Orator 3, Rider 3, Theologian 2, Ritualist 2
Starting Trait	Feared in Hell

Human Paladin Starting Options

Special Skill	Choose one of the following skills and give it a rating of 3: Criminal, Hagglor, Pathfinder, Survivalist
Feared in Hell	A paladin's righteous fury is known to all demons and evil spirits. These forces quail when facing one so pure of purpose. Thus a paladin must always be vigilant against temptation, lest a simple act lead to evil deeds.
Starting Weapon	Any except bow or crossbow plus optional shield as second weapon.
Starting Armor	Leather armor and helmet if shield is not taken as second weapon.
Alignment	Must be Lawful



Paladin Level Benefits

Level 1

Paladin

The paladin can wear any armor and use a helmet and shield. She can use any weapon except bow and crossbow. In addition, Paladins must be Lawful. If her alignment should ever change, all level benefits are lost and the paladin becomes a warrior of the same level.

Lastly, a paladin must remain strictly disciplined. Health cannot advance higher than Will. If enough tests are earned to advance Health over Will, the player must wait until Will advances first. If Will is ever reduced due to injury or sickness, Health cannot advance further until Will catches up.

Level 2

Holy Orders

The first lesson one learns when one takes the holy orders is to sense evil in the hearts of others. Make a Will test vs the target's Nature. If successful, the GM reveals one of the following: alignment, an evil trait or the last evil deed committed by the target.

Armored

As the warrior benefit of the same level.

Level 3

Stubborn

As the warrior benefit of the same level.

Vow to the Lords of Hunger

When made hungry and thirsty, the paladin may choose to instead take the angry condition. If already angry, then the paladin is made hungry and thirsty.

Level 4

Vow to the Lords of Healing and Fire

By laying hands on the sick or afraid, the paladin grants the unfortunate soul a free recovery test (for the afraid or sick conditions). The power can only be used once per camp or town phase and must abide by standard recovery rules.

Vow to the Lords of Light and Darkness

With a supplication to the great lords of light and dark, the paladin causes her weapon to glow with a holy dweomer. The glow provides light as a candle and lasts for four turns. Rather than wind, this light can only be doused if the paladin's faith, resolve or vows waver. Can be used once per adventure phase.

Level 5

Chevalier

The paladin's order bestows a fiery, puissant warhorse upon the holy warrior. The horse is Nature 7 with the descriptor *Tireless Pursuit*. It also has Steel Hooves (+1s Attack) which can be used by the paladin in place of her own weapon—even if disarmed. If the warhorse is killed or lost, the paladin must quest for another.

Vow to the Lords of Hell

The paladin's holy symbol acts as a weapon in banish or abjure conflicts against demons or other creatures of chaos: +1D Attack, +1s

Level	Fate	Persona	Paladin Benefits	
1	0	0	Paladin	
2	3	3	Holy Orders	Armored
3	7	6	Stubborn	Vow to the Lords of Hunger
4	13	9	Vow to the Lords of Healing and Fire	Vow to the Lords of Light and Darkness
5	19	12	Chevalier	Vow to the Lords of Hell



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TORCHBEARER

The Thief

Born on the streets, thieves were brought into a tough life. Their cradle was the gutter, their bread was the cruelty of strangers and their fathers were brutal guildmasters. Forced to survive amidst the uncaring in the cities and towns, some urchins deem the adventurer's life to have better odds and at least a small hope of escape from destitution and a life ended on the gallows. With them they bring cunning, bravado and hard-won skills valuable in any group of scoundrels.

Human Thief Class Overview

Class	Thief
Raw Abilities	Distribute 8 points between Will and Health; neither stat may have a rating lower than 2 or higher than 6.
Weapons	Sword, hand axe, dagger, bow and crossbow
Skills	Criminal 3, Manipulator 3, Scout 3, Dungeoneer 2, Fighter 2
Starting Trait	Devil May Care

Human Thief Starting Options

Special Skill	If you choose Criminal when selecting from the human special skill list, start the skill at rating 4 rather than 3.
Devil May Care	Thieves are rakes and libertines. Their swagger and ability to spit in the eye of danger helps them win admirers and keep a steady hand when others would shake in their boots. It can also lead them to take foolish risks to protect their reputations.
Starting Weapon	Dagger
Starting Armor	None
Alignment	May not be Lawful



Thief Level Benefits

Level 1

Thief

The thief wears leather armor and cannot use a helmet or shield (except as described below). A thief can wield swords, hand axes, daggers, bows and crossbows. Also, a thief may not be of the Lawful alignment. If the thief's alignment is ever changed to Lawful, the player can choose to retire the character or become a warrior of equivalent level.

Level 2

Surprise Attack

Add +1s to any Feint action (in addition to any weapon or Might bonuses) when the action is made from a hidden or concealed position.

Improvisational

A bit of wire, a sliver of metal, a shard of bone—a thief always has tools available for Criminal or Dungeoneer tests regarding traps, escaping, locks and similar.

Level 3

Cloak and Dagger

A cloak (worn or held in the hand) can be used as a shield. Must be armed like a regular shield in a conflict.

Concealed Pocket

The thief conceals a small pack 1 item or small weapon (like a dagger or sling) on the torso in addition to other inventory.

Level 4

Good Ear

By listening at a portal, entryway, door or gate, a thief can gain useful information. At the cost of one turn, but no roll, the thief can discern if the chamber is occupied or unoccupied and roughly how many occupants there are. This benefit does not work against the undead or oozes.

Hide In Shadows

When hiding in dim light while wearing a cloak or appropriate dark clothing (and remaining quiet and slow moving), the thief imposes a -1s penalty to all attempts to detect her.

Level 5

Pickpocket

A thief always has a ready source of cash when in town—from certain involuntary donations to her purse. Resources is minimum 1 rather than 0. If Resources is 0 in town, advance it to 1 immediately. If Resources is higher than 1, the thief may make a free Criminal test in town to alleviate one of the residents of some of their financial burdens. Success generates 1D of cash. The cost of failure is up to the gamemaster...

Keep Your Back to the Wall

Years on the job have honed the thief's instincts for finding a safe place to rest. Add +1 to the Camp Events table for underground constructs and natural caves.



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Level	Fate	Persona	Thief Benefits	
1	0	0	Thief	
2	3	3	Surprise Attack	Improvise
3	7	6	Cloak and Dagger	Concealed Pocket
4	13	9	Good Ear	Hide in Shadows
5	19	12	Pickpocket	Keep Your Back to the Wall