

One Page Profession - The Trickster

Not as specialised as an Assassin and more suited to the adventuring life.
A thief-come-mercenary who can turn his hand to all sorts of mischief.

Tricksters must have Reflexes of at least 9.

Attack 13

Defence 6

Magical Defence 4

Evasion 5

Stealth 13

Perception 5

Health Points 1d6+7

Climbing – Tricksters use the same climbing rules as an Assassin (Dragon Warriors, p. 46), deducting half their rank from the difficulty of the climb.

Inner Sense, Disguise, Pick Lock & Pilfer – these skills operate in the same fashion as the basic Assassin abilities (Dragon Warriors, p. 43 & 47), but the Trickster may add his rank to Stealth when resolving any disguise or pilfering rolls.

Armour – Tricksters suffer -2 from ATTACK and DEFENCE for wearing chainmail; -4 for plate (the same penalties as an Assassin).

Starting Equipment – lantern, flint-&-tinder, pack, dagger, mail vest (PG, pg. 115), 2-20 florins, crossbow, quiver with 6 quarrels, sword.

Advancement – Tricksters advance in rank the same way as Barbarians.

Skills of the Mighty – Tricksters may choose one Skill of the Mighty from the Knight selection on attaining 8th rank, and each rank thereafter. The Warlock skills Appraise Enemy, Arrow Cutting, Fight Blind and Unarmed Combat, and the upgraded Assassin skills Climb, Disguise, Jump, Pick Lock and Pilfer are also available to the Trickster.

Background – Tricksters use the Mystic background tables when determining past history and origins