

Blackguard

Blackguards are dark knights, outfitting themselves in much a similar manner to the Paladin, but wielding the corruptive magics of demonkind rather than godly miracles. Church hierarchies decry them as power-mad villains and harlots whoring out body and soul for power; but while many do indeed fit this image; their ranks also include those who simply fight fire with fire, cutting a bloody path to destroy the unjust wherever they lurk - regardless of what anyone else thinks.

Regular Skills: Blacksmithing, Intimidation, Resistance, Seduction, Running, Mental Strength, 2 Regular Skills of your choice

Combat Skills: Swords, Axes, Maces, Daggers, Blocking, Spears, Halberds, Dodge, Brawling, Parrying, Arcane Spellcasting

Class Abilities

Dark Magic: Start as Trained in Arcane Spellcasting and take two Dark Spells of your choice.

Passion: When aroused or horny, Mental Strength, Resistance, and attack rolls take a +1/+2 die *bonus* rather than a penalty. All other rolls suffer a penalty as usual.

Spite: You gain an additional die for attacking Forces of Order and Outlaws.

Corrupt Fighter: For every 2 Major Corruptions, increase the damage of your attacks (not Spells) by 1 per Success.

Power from the Darkness: When you destroy a being of great evil, you take some of its power for yourself. You may roll on the Major Corruption table whenever you defeat an enemy with the trait: Champion of Chaos.

Combat Ability: You also start with one Combat Ability of your choice.

Starting Gear: Iron Breastplate or Padded Jacket, either a one-handed weapon of your choice + shield or a two-handed weapon of your choice. 100 Gold.

