

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: For every 5 points of lust gained, restore a point each of HP and Sanity

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.

Class Missions

Easy - Humble the Priest: Word is that one or more exceptionally self-righteous men of the cloth are on a pilgrimage in the area. Perhaps someone should put to the test how 'holy' they really are. After 2d4 Road Exploration, you will come across 1d4-2 Priests (at least 1) guarded by 1d4 Guards. You can either engage them in combat, attempt a Hard Seduction test to have sex with them, or a Very Hard Persuasion or Intimidation test to make them recant their faith through reason or force. Failure to seduce or deconvert will result in combat regardless. If you defeat them in combat, you gain +2 Criminal and +1 Vigilance in addition to the fame. If you manage to seduce or influence them, you gain +1 Corruption and roll on the Major Corruption table. Failure will increase your Vigilance by +3. Your reward is 150 + 1d4 x 25 Gold, either looted from the caravan or gifted by the former priest(s).

Difficult - Slavery Deal: A shady looking fellow approaches with a business opportunity. He's asking you to deliver 2d4 slaves to a camp occupied by dark forces - you can either play the deal straight, or release the slaves a short distance from town and continue on to punish the would-be buyers. If the former, you roll one less die when attempting Sneaking or Running tests for the first slave, along with every two slaves after the first one (so two less dice for three slaves, three less dice for five slaves, and so on). Roll 1d6 to determine where you're going. With a 1 or 2, you're merely going deeper into the Forest, nearing the mountains. With a 3 or 4, you're entering a cave. With a 5 or 6, you're entering some ancient ruins. After 2d4 Forest Exploration, you must go through 2d4 Cave, Ruins, or more Forest Exploration as appropriate before you reach your destination. When you reach your destination, roll 1d4 to see who you're delivering the slaves to, depending on where you're going.

Forest: 2d4 Orcs (1-2), 2d4 Bandits and 1d4 Brigands (3-4)

Caves: 2d4 Goblins and 1d4 Goblin Warriors (1-2), 2d4-1 Lizardmen (3-4)

Ruins: 2d4 Cultists and 1d4-2 (at least 1) Cultist Mages (1-2), 1d4 Dark Elf Warriors and 1d4-3 Dark Elf Sorceresses (3), 1d4-2 (at least 1) Minotaurs (4)

If you have the slaves then when you reach your destination, you'll be expected to give the recipients something a little "extra". Seduction tests are one difficulty easier, but you have to please all of them. It takes a successful Hard Bluff, Haggle, Intimidation, or Persuasion test to tell them to back off. Failing this or not bringing the slaves to begin with they will attempt to rape you, and all of them have maxed out Lust, capturing you afterwards to make up for any losses. Whether you defeated or satisfied them, successfully dealing with the issue yields 250 + 2d4 x 50 Gold and either +1 Criminal if you completed the transaction, or an additional +1 fame if you freed the slaves.