



PAINLESS



The painless is a fighter spezialized in light- armored combat. His special upbringing and training allow for missions under extreme conditions. The painless is usually cut eunuch and has gone through systematic torture so he learns to endure more pain than any other combattant in the field.

I am nameless, the warlord knows not how many of us serve among his host. But on the morrow in the field we will make ourselves known, as we were taught to.

Prime Stats: Self Discipline and Constitution

PAINLESS SPELL LISTS

The Painless has no base lists, though he may learn (at a high development point cost) spells from his chosen realm of magic.

PROFESSION BONUSES

Armor • Light.....+15	Combat Maneuvers.....+15
Body Development.....+15	Awarness Group.....+15
Weapon group †+20	
† except Missile Group	

SKILLS AND SKILL CATEGORIES

Armor • Heavy10	Outdoor • Animal5/5
Armor • Light2/2/2	Outdoor • Environment .2/3
Armor • Medium8/8	Power Awareness8
Artistic • Active2/5	Power Manipulation18
Artistic • Passive10	Power Point Develop.20
Athletic • Brawn2/4	Science • Basic3/7
Athletic • Endurance1/4	Science • Specialized10
Athletic • Gymnastics2/5	Self Control2/5
Awareness • Perceptions .2/6	Special Attacks2/5
Awareness • Searching ...2/6	Special Defenses13
Awareness • Senses2/6	Subterfuge • Attacks3/9
Body Development2/4	Subterfuge • Mechanics ..3/9
Combat Maneuvers4/8	Subterfuge • Stealth1/4
Communications8/8	Technical • General3/7
Crafts10/10	Technical • Professional ...8
Directed Spells40	Technical • Vocational .5/12
Influence7/7	Urban8
Lore • General1/3	Weapon • Category 11/4
Lore • Magical10	Weapon • Category 22/4
Lore • Obscure10	Weapon • Category 34/8
Lore • Technical2/4	Weapon • Category 45
Martial Arts • Strikes ...3/6	Weapon • Category 59
Martial Arts • Sweeps3/8	Weapon • Category 69
	Weapon • Category 79

The weapon categories are: 1-H Concussion, 1-H Edged, 2- Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The Player should assign one of the categories to each of the weapon categories above.

Everyman Skills: Body Development, Pole Arms.

Occupational Skills: None.

Restricted Skills: Channeling, Armor Heavy Skills, Missile Group.

Special: RR Fear +100; No passing out after 50% of the remaining hits are taken.



Madavar Professions



SPELL DEVELOPMENT

Arcane Open35	Own Realm Closed45
Other Realm Base120	Own Realm Open.28
Other Realm Closed110	Own Realm Other Base ...90
Other Realm Open100	

TRAINING PACKAGES

Adventurer29	Herbalist20
Amateur Mage36	Highwayman16
Animal Friend25	Hunter29
Assasin22	Innkeeper30
Athlete24	Knight34
Berserker ‡25	Librarian41
Burglar23	LoMASTER30
Cavalier25	Martial Artist30
Chamberlain27	Mercenary31
City Guard21	Merchant26
Cloistered Academic29	Mother ‡23
Con Man22	Noble ‡23
Crafter24	Panhandler25
Crusading Academic30	Performer28
Cut Purse25	Philosopher32
Detective23	Pirate27
Diplomat ‡30	Sailor18
Doctor23	Scout20
Escort24	Scribe33
Explorer27	Shaman Priest27
Farmer26	Soldier †22
Gladiator †39	Spy26
Gossip18	Traveller14
Guardian30	Wanderer28
Guide18	Weapon Master †34
Guild Member25	Veterinarian20
Henchman †22	Zealot ‡25

†: Typical

‡: Not normally allowed