

WHITE
BOX
CLASSES
THE RAIDER

外伝

The Raider

You worship and serve a deity of the referee's design that has ordained you to find one of her lost relics (of the referee's designs) that has been cast out of the heavenly planes and into one of the multitude of tombs, throughout the realms, by her jealous brother. Consequently, you are a clerical spell-caster and adept grave robber.

Raider Class Abilities

Weapon/Armor Restrictions

Raiders have no weapon or armor restrictions.

Spell Casting

Raiders cast divine spells from the Clerical Spell List, as per the Raider Spell Advancement Table. Each day, the Raider makes a prayer and is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Raiders get +2 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Raiders possess an XP bonus like Clerics.

Raider Magic

Orb of Daylight

You can create a shimmering globe of light with a level of brilliance moderated by the referee. It will last for 1d6 hours and one can be created per level of XP.

Trap Killer

By focusing on a dungeon for a moment, you can thereafter instantly disarm traps and maintain this disarming ability for 1d4 hours a day per level of XP.

Legend and Lore

Many believe the Raider is not actually a mortal, but an incarnation of the brother of the same deity that empowered the individual that is seeking this Goddess' lost relics. Others believe that this incarnate God is not one, but a multitude of Angels that fell from grace and were exiled from the heavenly planes for embracing evil.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Detect Trap

You are trained in the detection of any variety of trap that may attempt to injure (naturally or supernaturally) or kill you and any fellow party members that are in your company.

Scale Wall

You can adeptly climb almost any surface that is set before you.

Silent Raider

You make little to no noise as you move.

Raider Mastery Abilities

Adept Raider

When you have attained to a measure of power determined by the referee, you are skilled in physical movements. Acrobatics is extremely, supernaturally, easy for you.

Raider Sight

By a measure of power, determined by the referee, you can engage in commune with your God and acquire information on the perils of the tomb you are in.

Table 1: Raider Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	2+1	+0	13
3	3,000	3	+1	12
4	6,000	3+1	+1	11
5	11,500	4	+2	10
6	23,500	4+1	+2	9
7	48,000	5	+3	8
8	96,000	5+1	+4	7
9	192,000	6	+5	6
10	384,000	6+1	+6	5
11	640,000	7	+6	5
12	920,000	7+1	+7	5
13	1,240,000	8	+7	5
14	1,680,000	8+1	+8	5
15	2,286,000	9	+8	5

Table 2: Raider Spell Advancement

Level	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	1	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	3	3	3	2	2
9	3	3	3	2	2
10	4	4	3	3	3
11	4	4	3	3	3
12	4	4	4	3	3
13	5	5	5	4	4
14	5	5	5	4	4
15	5	5	5	5	5

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