Master Physicker Veteran Increase IQ to 12. Increase IQ to 14. ST must be 14 or more. Add talents: DX must be 12 or more. Chemist (3) Missile Weapons \times 3 (3) Add talents: Language (one) (1) Shield Expertise (2) * Literacy (1) Toughness \times 2 (4) Weapon Expertise Naturalist (2)

Physicker (2)

Master Physicker (2)

Student Crossbowman Leader 0 Increase IQ to 11. Increase IQ to 9. Add talents: Add talents: Add talents: Brawling (1) or Alertness (2) Unarmed Combat (1) Carousing (1) Area Knowledge (1) Crossbow (1) Languages (any 3) Charisma (2) Missile Weapons \times 3 (3) Literacy (1) Diplomacy (1) Writing (1) Physicker (2) Advanced students may learn the Unarmed Combat (1) Scholar talent and add abilities like Area Knowledge, Mathematician, Naturalist, (1) or Tactics (1) Priest, and more languages.

(main weapon) (3)

If the main weapon is a polearm, Shield Expertise should be exchanged for some other talent.

A really experienced veteran might add Quick-Draw for his main weapon, and even Weapon Mastery.

Bowman

Add talents:

Bow (2)

Apprentice Thief Journeyman Thief Beastmaster Increase IQ to 13. Increase IQ to 10. Increase IQ to 11. Add talents: Add talents: Add talents: Alertness (2) Climbing (1) Alertness (2) Climbing (1) Locksmith (1) Animal Handler (2) Detect Traps (1 w/Alertness) Pickpocket (1) Locksmith (1) Driver (1) Pickpocket (1) Recognize Value (1) Tracking (1) Recognize Value (1) Silent Movement (2) Vet (2) Silent Movement (2) Streetwise (1) Streetwise (1)

Expert Thief Spy Master Thief 1000 Increase IQ to 18. Increase IQ to 15. Increase IQ to 15. Add talents: Add talents: Add talents: Acute Hearing (2) Acute Hearing (2) Alertness (2) Assess Value (1) Alertness (2) Climbing (1) Alertness (2) Climbing (1) Detect Traps (1 w/Alertness) Climbing (1) Detect Traps (1 w/Alertness) Literacy (1) Detect Traps (1 w/Alertness) Locksmith (1) Locksmith (1) Locksmith (1) Pickpocket (1) Remove Traps (1) Pickpocket (1) Recognize Value (1) Silent Movement (2) Recognize Value (1) Silent Movement (2) Stealth (2) Silent Movement (2) Stealth (2) Streetwise (1) Streetwise (1) Streetwise (1)

Good Ol' Boy Merchant **Master Merchant** Increase IQ to 10. Increase IQ to 13. ST must be 12 or more. Add talents: Add talents: Add talents: Area Knowledge Area Knowledge (trading (trading area) (1) Brawling (1) area) (1) Assess Value (1) Carousing (1) Business Sense (2) Business Sense (2) Language: Dwarvish Charisma (2) Language (one) (1) or Orcish (1) Language (one) (1) Literacy (1) Literacy (1) Toughness (2) Recognize Value (1) Recognize Value (1) Streetwise (1) Streetwise (1)

Jack of All Trades Delver Entertainer Increase IQ to 10. Increase IQ to 9. Add talents: Add talents: Carousing (1) Add talents: Acrobatics (2) Climbing (1) Acute Hearing (2) Bard (2) Handyman (1) Alertness (2) Climbing (1) Language (one) (1) Climbing (1) Mimic (1) Swimming (1) Streetwise (1) **Detect Traps** (1 w/Alertness) A pure entertainer, with no points in weapons, could add talents such as Charisma, languages, and even unarmed combat.

Expert Delver Increase IQ to 12. Add talents: Acute Hearing (2) Alertness (2) Recognize Value (1)

Climbing (1) **Detect Traps** (1 w/Alertness)

Running (2)

Swashbuckler

Increase IQ to 11.

DX must be 12 or more.

Must choose Sword as a weapon talent.

Add talents:

Charisma (2)

Courtly Graces (1)

Fencer (3)

Literacy (1)

Two Weapons (1)

Captain

Increase IQ to 10.

Add talents:

Area Knowledge (local waters) (1)

Boating (1)

Captain (2)

Diplomacy (1)

Seamanship (1)

Swimming (1)

Knight

Increase IQ to 11.

Add talents:

Courtly Graces (1)

Expert Horsemanship (2)

Horsemanship (1)

Literacy (1)

Pole Weapons (2) *

Shield (1) *

Sword (2) *

Tactics (1)

This card specifies weapons, to make sure the character has the traditional knightly skills. But this knight will have to gain *expertise* in weapons before taking a place at the Round Table!

Expert Naturalist

Increase IQ to 12.

Add talents:

Alertness (2)

Languages (two) (2)

Literacy (1)

Naturalist (2)

Expert Naturalist (2)

Warrior

Increase IQ to 9.

ST must be 12 or more.

DX must be 12 or more.

Add talents:

Toughness (2)

Weapon Expertise (3)

Quick-Draw (main weapon) (1)



Increase IQ to 12.

Add talents:

Acute Hearing (2)

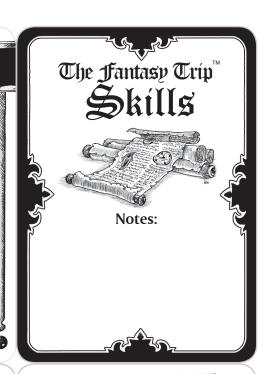
Area Knowledge (1)

Naturalist (2)

Toughness (2)

Tracking (1)

Woodsman (1)



Skill Card Instructions

Pick a skill card and add it to your fighter card to give an instant specialist. Some of these specialists, of course, are far more than starting characters. A veteran, for instance, would have 38 points in stats.

The talent list leaves 3 IQ "unused" to allow the fighter to know a weapon, plus Shield or Knife. Fighters who put more points into weapons, such as knowing both Bow (2) and Sword (2), will have to drop equivalent points from their specialist abilities.

If you want a specialist character who is not a fighter, of course, you can drop some weapon talents to make room for other abilities. It's not a bad idea, though, to let even a "non-fighter" know how to use a spear or crossbow, so he can be useful in fights without getting right into the middle of the scrum.

 $\begin{array}{c} \text{Copyright} \circledcirc 2019 \text{ by} \\ \text{Steve Jackson Games Incorporated} \end{array}$

Card ornamentation copyright William McAusland, used with permission.