

# CHARLATAN

*“I’m not stealing power, just borrowing it” he thought as he rose from his prayers before the altar. “These paladins are always preaching about sharing anyway. Their god can just share with mine for a while”. Satisfied at his justification, the charlatan bowed before the altar, then swiped the jewelled icon before heading out...*

*The noble smiled as he switched positions of the goblets, having spotted the charlatan slipping something into his wine. Little did he know, years of handling white-eye had inured her to its effects. And she had poured plenty of the poison into her cup before letting herself be seen...*

The charlatan goes by many names, anything to hide their true identity as a trickster, thief and downright scoundrel. Whilst other rogues can be prone to relying on violence to cover their tracks, the charlatan uses the gifts granted by their patron deities to their advantage, sowing confusion and chaos to mask their presence.

## Becoming a Charlatan

The base classes from which a character can become a charlatan are **priest** and **rogue**. When a character from either of these classes reaches a new level at any point between 4<sup>th</sup> and 10<sup>th</sup>, they can choose to give up their former life and become a charlatan.

As per all prestige classes, when a character chooses to follow the path of the charlatan, their currently known skill list is compared to the skill list of the charlatan. Any known skills that do not appear on the charlatan list are lost and the XP cost is reimbursed to the character; these XP can be immediately spent on new skills from the charlatan skill list. From the point that a character becomes a charlatan, they can only purchase skills from the list in this document or from the general list in the main player’s manual.

Finally, any priest spells already known are compared to those on the charlatan spell lists. Any known spells that do not appear on this list are lost and replaced with the same number of spells from the same circles of the charlatan spell list. A charlatan is not able to cast any spells above 4<sup>th</sup> circle, so any known spells above this circle will be permanently lost.

## CLASS ABILITIES

### Armoured Caster

Although wearing armour benefits the physical protection of the charlatan, it does inhibit the casting of spells. Whilst wearing leather armour, spells cast have an increased casting cost at the rate of 1 PP per armoured location. Casting a spell whilst wearing a full set of leather armour (head, body, upper and lower limbs) would incur a 4 PP penalty for casting, whilst casting the same spell whilst only wearing a leather helm would only incur a 1 PP penalty.

### Dodging in Armour

It is possible, yet difficult to dodge incoming blows whilst wearing armour. In order to attempt this, a charlatan must be trained in the armour mastery skill, showing their experience in wearing armour. To signify the extra effort required to carry out such a feat, the cost (in defensive points) increases depending upon the armour worn.

- Cloth armour does not convey a penalty to the dodging of a blow.
- Leather armour conveys a 2 DP penalty to the dodging of a blow.

The increased points cost is the same whether the character is wearing only one piece of armour or a full suit. This signifies the additional weight and the destabilising effect of wearing armour.

There are skills that a character can take to lessen the penalty for dodging in armour. The precise details are given in the class skill lists.

### Lightly Armoured

In an ideal world, a charlatan would never need to rely on armour to protect them, relying instead on their cunning and guile to get them out of dangerous situations. However, an ideal world has not been found yet and so armour sometimes is needed. A charlatan can use cloth or leather armour; metal armour is too restrictive and obvious to be of sufficient use.

### Poisoner

All charlatans are adept in the preparation and use of poisons. When a character embarks on the path of the charlatan, they receive for free the apprentice level of the “poison lore” skill from the general skill list and a level of ritualism (if they are not already trained in poisoning and ritualism) and given the recipes for two basic combat poisons. For more information, please refer to the Poisons system document.

### Short Weapons Only

The charlatan revels in working closely with others and in such close, intimate settings, there isn’t room for large, unwieldy weapons such as swords, axes and staves. No, if a charlatan ever needs to resort to physical violence, it is with a small, discrete weapon such as a knife, dagger or sap. As such, a charlatan cannot use or take weapon skills relating to weapons over 18” in length. Charlatans will not use missile weapons (bows or crossbows) but will use thrown weapons if circumstances dictate.

## LEVEL PROGRESSION

Whilst a character that chooses to become a charlatan may be up to a 10<sup>th</sup> level priest or rogue, they start their career as a charlatan again at level 1. From that time onwards, all future XP spent increases their charlatan level, as detailed below. The following table details the number of experience points needed to be spent to reach each level, along with any bonuses granted at each level.

Level	Experience Points	Bonus	Note
1	Starting points (minimum of 33)	Initiate charlatan; determine the domain(s) through which the charlatan draws power and two 1 <sup>st</sup> circle spells (if not already known)gain apprentice poisoner skill and level of ritualism if not already trained in these	Any skills that do not appear in the charlatan or general skill lists are lost and the XP cost reimbursed
2	+ 9	+2 priest points (PP)	
3	+ 18	Base hits increase to 2/1	If not already at 2/1
4	+ 28	None	
5	+ 39	May learn Master level skills	
6	+ 49	None	
7	+ 60	+2 priest points (PP)	
8	+ 72	None	
9	+ 83	May learn Grand Master skills	
10	+ 95	None	
11	+ 107	+2 priest points (PP)	
12	+ 120	Base hits increase to 2/2	
13	+ 133	May resist up to two spells per day	
14	+ 146	None	
15	+ 159	+2 priest points (PP)	

16	+ 172	None	
17	+ 186	None	
18	+ 200	Base hits increase to 3/2	
19	+ 214	+2 Priest Points (PP)	

## CLASS SKILLS

The following table details the XP cost for each skill available to the charlatan. Only skills from this list and from the general skill list in the player’s manual can be taken by a charlatan; any other skills must be unlearned and their XP cost be reimbursed. Skills highlighted in grey are from the priest class manual and those highlighted in blue are from the rogue class manual; if a skill has an asterisk (\*) next to it, the skill is slightly different to that from the original manual and so directly replaces the former skill.

Skill	Apprentice	Expert	Master	Grand Master
Armour Mastery	3	5	7	9
Camouflage	3	4	5	6
Charlatan Lore *	3	4	5	6
Defensive	3	4	5	6
Distraction	3	4	5	6
Divine Power	2	3	4	5
Divine Power Advanced	4	5	6	7
Dodge	3	4	5	6
Experienced Poisoner	4	5	6	7
Hide in Plain Sight	3	4	5	6
Offensive	3	4	5	6
Pick Pocket	3	4	5	6
Quick Fingers	4	5	6	7
Read Scroll	3	4	5	6
Scoundrel’s Prayer *	4	5	6	7
Scroll Writing *	3	4	5	-
Short Weapon Mastery	3	4	5	6
Silver Tongue	4	5	6	7
Spell Study	2	3	4	5

### Armour Mastery

Through extensive training, the charlatan can make the most of the protection granted by their armour.

*Prerequisites are Cloth Armour Use and Leather Armour Use*

<i>Apprentice</i>	+1 hit on all locations covered by armour; this bonus is lost if the armour covering a particular location is removed, either intentionally or at the end of a combat encounter in which the armour was destroyed.
<i>Expert</i>	May use dodges whilst wearing armour
<i>Master</i>	The DP penalty for dodging in armour is reduced by 1 to a minimum of 1.
<i>Grand Master</i>	The DP penalty for dodging in armour is reduced by 1 (2 total) to a minimum of 1.

### Camouflage

With the use of certain types of cloth, a stationary item can be hidden from view to all but the most trained of eyes.

<i>Apprentice</i>	The charlatan is given a 50cm x 50cm square of red chequered cloth
<i>Expert</i>	The red chequered cloth increases in size to 100cm x 100cm
<i>Master</i>	The charlatan is also given a 50cm x 50cm square of black chequered cloth; this is much harder for an observer to spot
<i>Grand Master</i>	The black chequered cloth increases in size to 100cm x 100cm



**Charlatan Lore**

This skill allows the charlatan to learn their spells through prayer to their god.

*Replaces any levels of Priest Lore*

<i>Apprentice</i>	May learn 1 <sup>st</sup> circle spells beyond their starting spells; may choose two additional 1 <sup>st</sup> circle spells
<i>Expert</i>	May learn 2 <sup>nd</sup> circle spells; may choose one 2 <sup>nd</sup> circle spell
<i>Master</i>	May learn 3 <sup>rd</sup> circle spells; may choose one 3 <sup>rd</sup> circle spell
<i>Grand Master</i>	May learn 4 <sup>th</sup> circle spells; may choose one 4 <sup>th</sup> circle spell

**Defensive**

The ability to increase your defensive combat styles points

<i>Apprentice</i>	+5 defensive points (DP)
<i>Expert</i>	+5 defensive points (DP)
<i>Master</i>	+5 defensive points (DP)
<i>Grand Master</i>	+5 defensive points (DP)

**Distraction**

The charlatan can make the most of a momentary distraction to pick a pocket or apply a poison.

*Requires an element of roleplay to create or highlight the distraction (e.g. shouting "look over there!")*

<i>Apprentice</i>	Can call a "time freeze" for 5 seconds once per day; can move freely during this time but not cause damage to a target
<i>Expert</i>	Can call a "time freeze" for 10 seconds once per day; can move freely during this time but not cause damage to a target
<i>Master</i>	Can call a "time freeze" for 15 seconds once per day; can move freely during this time but not cause damage to a target
<i>Grand Master</i>	Can call a "time freeze" for 20 seconds once per day; can move freely during this time but not cause damage to a target

**Divine Power**

This is the raw power granted by the charlatan's deity, which allows the casting of spells.

<i>Apprentice</i>	+5 priest points (PPs)
<i>Expert</i>	+5 priest points (PPs)
<i>Master</i>	+5 priest points (PPs)
<i>Grand Master</i>	+5 priest points (PPs)

**Divine Power Advanced**

This gives the charlatan more power to cast more spells, more often.

*Prerequisite is Divine Power at master level*

<i>Apprentice</i>	+5 priest points (PPs)
<i>Expert</i>	+5 priest points (PPs)
<i>Master</i>	+5 priest points (PPs)
<i>Grand Master</i>	+5 priest points (PPs)

**Dodge**

Allows the avoidance of blows in combat. It is not possible to dodge wearing any armour unless another skill allows it.

*In order to dodge a blow, the charlatan must have seen the source of the blow.*

<i>Apprentice</i>	Dodge common blow; +1 defensive point (DP)
<i>Expert</i>	Dodge rare blow; +1 defensive point (DP)
<i>Master</i>	Dodge ranged blow; +1 defensive point (DP)
<i>Grand Master</i>	Dodge magic effect or very rare blow (calling master dodge); +1 defensive point (DP)

### Experienced Poisoner

Through the repeated handling of poisons, the charlatan becomes more efficient when using poisons whilst also building up a level of resistance to their effects.

*Prerequisite is Poison Lore to the same level of expertise; for more information, please refer to the Poisons system document.*

<i>Apprentice</i>	May use a poison 1 more time than quoted by the Poison Lore skill
<i>Expert</i>	Can create stable, long-lasting poisons; created poisons will last for 2 events instead of 1
<i>Master</i>	Becomes immune to poisons administered by the ingestion route
<i>Grand Master</i>	Becomes immune to poisons administered by the contact route

### Hide in Plain Sight

The charlatan can hide whenever in the company of allies or non-hostile, non-player characters (NPCs). They can move and interact with objects whilst within 3' of their allies.

*Reasonable role-playing of hiding is required. Each attempt at hiding costs 1 OP or 1 DP (player's choice).*

<i>Apprentice</i>	Can hide when accompanied by 4 allies
<i>Expert</i>	Can hide when accompanied by 3 allies
<i>Master</i>	Can hide when accompanied by 2 allies
<i>Grand Master</i>	Can hide when accompanied by 1 ally

### Offensive

The ability of the charlatan to hone their offensive combat styles.

<i>Apprentice</i>	+5 offensive points (OP)
<i>Expert</i>	+5 offensive points (OP)
<i>Master</i>	+5 offensive points (OP)
<i>Grand Master</i>	+5 offensive points (OP)

### Pick Pocket

Allows the charlatan to steal an item from another player character (PC) or non-player character (NPC).

*To accomplish this task, they must plant a theft token (a tennis-ball or golf-ball sized object) on the target in question. Upon successful planting of the token, the charlatan will ask a referee to retrieve the stolen item, along with the token. This skill can also be used to plant items on another PC or NPC.*

<i>Apprentice</i>	May use large token to steal one random, small in-game item from the location (e.g. pocket or bag) the token is placed
<i>Expert</i>	May use large or small token to steal one random, large or small (as per token) in-game item from the location the token is placed
<i>Master</i>	May use large token to steal one small, chosen, non-magical item from the individual (the location of the planted token is irrelevant)
<i>Grand Master</i>	May use large token to steal any one small, chosen item from the individual (the location of the planted token is irrelevant)

### Quick Fingered

The charlatan makes best use of their pickpocketing skills; their light fingers are able to successfully lift more items from their target, more of the time.

*Prerequisite is Pick Pocket to the same level of expertise*

<i>Apprentice</i>	May choose one of two random items when successfully picking a pocket
<i>Expert</i>	May choose two of three random items when successfully picking a pocket
<i>Master</i>	May use the small token when attempting to steal specific items
<i>Grand Master</i>	May choose up to three items when successfully picking a pocket

**Read Scroll**

This allows the charlatan to read a scroll that they have found on their travels.

*Any scroll can be read by a character with this skill; the only limitation is the circle of the spell, as dictated by the proficiency level in this skill.*

*Scrolls are cast by tearing them in half and calling "by the power of this scroll, spellcasting [spell name]"*

<i>Apprentice</i>	1 <sup>st</sup> and 2 <sup>nd</sup> circle scrolls may be read
<i>Expert</i>	Up to 4 <sup>th</sup> circle scrolls may be read
<i>Master</i>	Up to 6 <sup>th</sup> circle scrolls may be read
<i>Grand Master</i>	All scrolls may be read

**Scoundrel's Prayer**

A charlatan may pray at any shrine they find to recover lost power. This is not always a sensible option and as such, the rate of recovery is less than would be expected.

*Replaces Prayer*

<i>Apprentice</i>	May recover 5 PP per day after 1 hour of prayer
<i>Expert</i>	May recover 5 PP per day after 30 minutes of prayer
<i>Master</i>	May recover 10 PP per day after 1 hour of prayer
<i>Grand Master</i>	May recover 10 PP per day after 30 minutes of prayer

**Scroll Writing**

This allows the charlatan to transfer scrolls into their spell books.

*Only scrolls of spells that appear in the spell list of a character can be written into their spell book; if the spell is not on their spell list, any attempt to write it to a character's spell book will immediately fail.*

*Attempting to write a scroll into a spell book will destroy the scroll, whether the attempt is successful or not.*

*Every player has a remote chance of successfully achieving this task; this is 10% for 1<sup>st</sup> & 2<sup>nd</sup> circle spells and lower for higher circle spells. A dice is rolled when this is attempted; if the player fails then the scroll is lost and not transferred into the book. If scroll writing with another charlatan or priest, the level of the highest participant may be taken.*

<i>Apprentice</i>	1 <sup>st</sup> and 2 <sup>nd</sup> circle spells 60%; 3 <sup>rd</sup> and 4 <sup>th</sup> circle spells 30%
<i>Expert</i>	1 <sup>st</sup> and 2 <sup>nd</sup> circle spells 95%; 3 <sup>rd</sup> and 4 <sup>th</sup> circle spells 60%
<i>Master</i>	1 <sup>st</sup> and 2 <sup>nd</sup> circle spells 100%; 3 <sup>rd</sup> and 4 <sup>th</sup> circle spells 95%

**Short Weapon Mastery**

This grants the charlatan access to advanced techniques in the use of short weapons (blunt or sharp).

<i>Apprentice</i>	Double blow style; +2 offensive points (OP)
<i>Expert</i>	Staggering blow style (blunt) and through blow style (sharp); +2 offensive points (OP)
<i>Master</i>	Stunning blow style (blunt) and disarming blow style (sharp); +2 offensive points (OP)
<i>Grand Master</i>	Critical blow style; +2 offensive points (OP)

**Silver Tongue**

The charlatan can use the "suggestion" spell to assist with conversations. The number of times the spell can be used per day is governed by the skill level of the charlatan; each casting costs 1 PP.

<i>Apprentice</i>	Can cast "suggestion" spell 2 times per day in conversation
<i>Expert</i>	Can cast "suggestion" spell 4 times per day in conversation
<i>Master</i>	Can cast "suggestion" spell 6 times per day in conversation
<i>Grand Master</i>	Can cast "suggestion" spell 8 times per day in conversation

**Spell Study**

This skill allows the charlatan to learn additional spells beyond those initially learnt.

<i>Apprentice</i>	Can choose an additional 1 <sup>st</sup> circle spell from the list; +1 PP
<i>Expert</i>	Can choose an additional 2 <sup>nd</sup> circle spell from the list; +2 PP
<i>Master</i>	Can choose an additional 3 <sup>rd</sup> circle spell from the list; +3 PP
<i>Grand Master</i>	Can choose an additional 4 <sup>th</sup> circle spell from the list; +4 PP

## COMBAT SUMMARY

The following table summarises the full range of offensive calls that can be made by a charlatan, along with the relevant points cost.

Offensive		Defensive	
Call	Cost (OP)	Call	Cost (DP)
Critical (blow)	6	Dodge common blow	1
Disarm (blow)	3	Dodge ranged blow	1
Double (blow)	1	Dodge rare blow	3
Stagger (blow)	3	Dodge very rare blow	6
Stun (blow)	3		
Through (blow)	1		

## SPELL LIST

The following table and list details the spells available to the charlatan.

1 <sup>st</sup> circle	2 <sup>nd</sup> circle	3 <sup>rd</sup> circle	4 <sup>th</sup> circle
<b>Core Spells</b>			
Dedicate holy symbol	Bless	Hold major undead	Invisibility to undead
Detect divine	Light	Open mundane lock	Transfer piety
Detect magic	Resist fear		
Heal wounds 1			
Hold minor undead			
<b>Charlatan Domain Group 1</b>			
Beast of burden	Hold person	Command 3	Antidote
Drop	Slow poison	Detect lies	
<b>Charlatan Domain Group 2</b>			
Create dark	Release bonds	Conceal truth	Invoke fury
Spirit rope	Sleep touch	Detect secret	

In a similar style to all other priests, charlatans have access to a core set of spells and then an additional set of spells as dictated by the domains by which their deity is described. However, in the case of the charlatan path, the domains have been grouped into two broader spheres. The domain groups are detailed in the following table.

Charlatan Domain Group 1	Charlatan Domain Group 2
Control	Arcane
Creation	Chaos / Change / Freedom
Healing	Death
Knowledge / Divination	Destruction
Nature	Moon / Night
Order	Secrets / Thievery
Protection	Travel / Gateways
Sun / Day	War / Strength

When a character becomes a charlatan, if they do not already follow a chosen deity (i.e. they have come to the charlatan class as a rogue and not a priest), they must choose the domains that describe their deity, as per the creation of a new priest character.

If the charlatan follows a deity that has a domain in each group, they can choose from which domain group they will take their additional spells. This allows the deity of the charlatan to shape the destiny of their follower.

Antidote	Any potion and poison effects on the touched target cease; this does not heal any damage caused by the effects.
Beast of burden	Encumbrance limit of the touched target is increased by 20 for 1 hour.
Bless	Target touched item is sanctified, making it immune to shatter or warp effects (from spells or crushing blows) for a maximum of 3 hours. Blessing a weapon does not allow it to do holy damage. Blessed water is classed as holy water (used in certain rituals). The phys rep must be clearly marked with a WHITE ribbon or other marker.
Command 3	Target must obey the next 3 word command issued by the caster as closely as possible; the command cannot directly damage the target (e.g. "stab your chest" will not work on a target, but "attack that troll" will work). As soon as the command is enacted, the effects of the spell dissipate.
Conceal truth	For the next 5 minutes, any lies told by the caster will be believed by any that hear them.
Create dark	Creates an area of darkness, extinguishing light sources around the caster. The area is determined by the volume of the casting verbals, at the discretion of the attending referee.
Dedicate holy symbol	Changes an existing mundane object into the focus by which the character channels power from their deity. This is the only spell that can be cast without a holy symbol; a holy symbol is required for casting all other spells. A character can only have one holy symbol at a time.
Detect divine	Can detect whether an item has any divine properties. No details of the properties can be determined, only their presence or absence.
Detect lies	For the next 5 minutes, the caster can detect whether any lies are told within their presence (the attending referee will indicate any lies). This spell does not force the truth to be told in the presence of the caster.
Detect magic	Can detect whether an item has any magical properties, or is affected by a curse. No details of the magic or curse can be determined, only their presence or absence.
Detect secret	Caster can discover all secret doors or hidden objects within a 10' radius.
Drop	Target must release whatever is held in the hands; the held object must hit the floor before being picked up. Works on objects held in two hands.
Heal wounds 1	Heals one point of damage taken by the touched location of the target.
Hold major undead	Target major undead creature (e.g. mummy or lich) is held in place for 30 seconds; it cannot move at all for the duration. Any physical or spell damage taken will immediately break the held effect. Will also affect minor undead creatures.
Hold minor undead	Target minor undead (e.g. zombie, skeleton or ghoul) is held in place for 30 seconds; it cannot move at all for the duration. Any physical or spell damage taken will immediately break the held effect.
Hold person	Target humanoid (e.g. human, orc, elf or lizard) is held in place for 30 seconds; it cannot move at all for the duration. Any physical or spell damage taken will immediately break the held effect.

Invisibility to undead	Caster vanishes from the sight of any undead creatures, placing hand above head (effectively timed out, not hidden). Can move but not interact with objects without breaking the effect, for up to 5 minutes. Cannot be detected by undead creatures.
Invoke fury	The touched target enters a berserk rage, as per the barbarian skill, for the next 30 seconds. During this time, the target treats everyone (friend and foe alike) as a potential target and will attack everything they can reach. The target ignores all physical damage (including broken bones and magical damage) until the spell dissipates and they take the effect of all blows taken. During the rage, the target can be targeted by and is susceptible to magical effects.
Light	Summons a source light, which is centred on the caster's hand, for up to 5 minutes. The light cannot be removed from the caster's hand but may be cancelled before the end of the duration (phys rep of torch or light stick needed).
Open mundane lock	The touched, target, non-magical lock is unlocked.
Release bonds	Touched target is released from any restraints.
Resist fear	Target can resist the next fear effect placed upon it, either through spells or environmental sources. Can also be used to remove the effects of a fear spell currently being experienced, allowing the target to return to the source of fear.
Sleep touch	Touched target falls to the floor asleep. Unless awoken by others, this effect lasts 5 minutes. For the first 10 seconds nothing can wake the target, including damage.
Slow poison	Delays all poisons effects on the touched target for an hour, during which they may be healed normally.
Spirit rope	The caster creates a 50' length of divine rope which hangs down from a specified point. Any character can climb the rope. Lasts for a maximum of 5 minutes.
Transfer piety	The caster transfers energy from themselves to the touched target, restoring up to 5 PP at the cost of one PP per point over the base cost of the spell.