

# ADEPT

**I**ntellectual, scholar, mystic, the adept specializes in the sciences and arts of the mind. Adepts are known and respected throughout the world for their knowledge and insight. They're particularly known for their skill in the arcane arts. Just as well known, but discussed only in whispers, are adepts who study the dark art of sorcery and risk losing themselves to Shadow in their quest for power.

Adepts fill many roles in the world of *Blue Rose*. Their arcane powers range from subtle visions and insight into the psyche to overt manipulations of the physical world through the shaping arts. Healers, adepts with the power to cure injuries and disease, are respected nearly everywhere. Healer graduates of Aldis's Royal College are allowed free passage virtually anywhere, so long as they observe the laws of the land.

## Game Abilities

Adepts have the following game abilities:

**Abilities:** Mental abilities are more important to adepts than physical ones. In particular, adepts tend to require strong Wisdom and Charisma scores, since many of the arcane arts depend on will and force of personality. Intelligence is nearly as important, given the adept's emphasis on scholarship. This is particularly true of shapers, whose arts depend on a

keen mind. Adepts also find a healthy Constitution helpful, especially if they plan to exercise their arts in the field rather than in the comfort of a college or hermitage.

**Favored Skills:** Choose any 4, plus Craft (any) and Knowledge (any).

**Known Skills:** Choose 2 + Intelligence score (minimum of 1 known skill).

**Favored Feats:** Arcane, General.

**Starting Feats:** Choose 4.

## Adept Paths

The following sets of starting skills and feats are examples of different types of adepts. (The paths assume an Intelligence score of +0.)

### Animist

Animists specialize in the Animism Talent and its arcana. Animists are often drawn to wild places and creatures. They feel a kinship with all living things. Some animists are fierce hunters, while others eat only what is freely given from nature, typically fruits and grains harvested without killing the plants, and no animal flesh.

**Starting Skills:** Handle Animal, Survival.

**Starting Feats:** Animism Talent, Arcane Training (Beast Reading, Enhance Self), Familiar, Wild Empathy.

### Arcanist

An arcanist is a generalist adept, practicing several arcane arts rather than focusing on just one. Arcanists have a broad range of talents at their command, but tend not to develop them as much as specialists do.

**Starting Skills:** Concentration, Knowledge (arcana).

**Starting Feats:** Arcane Training (Mind Touch, Psychic Shield), Arcane Training (Manipulate Object, Move Object), Psychic Talent, Shaping Talent.

### Contemplative

A contemplative focuses on the meditative arts, looking inward to master mind over body.

Contemplatives often find places among spirit dancers, and some take levels of expert as well as adept. Others live isolated from the outside world as they seek greater understanding from within.

## THE ADEPT

Level	Attack	Defense	Toughness	Fortitude	Reflex	Will	Reputation
1st	+0	+2	+0	+0	+0	+2	+1
2nd	+1	+3	+1	+0	+0	+3	+1
3rd	+1	+3	+1	+1	+1	+3	+1
4th	+2	+3	+2	+1	+1	+4	+2
5th	+2	+4	+2	+1	+1	+4	+2
6th	+3	+4	+3	+2	+2	+5	+2
7th	+3	+5	+3	+2	+2	+5	+2
8th	+4	+5	+4	+2	+2	+6	+3
9th	+4	+5	+4	+3	+3	+6	+3
10th	+5	+6	+5	+3	+3	+7	+3
11th	+5	+6	+5	+3	+3	+7	+3
12th	+6	+7	+6	+4	+4	+8	+4
13th	+6	+7	+6	+4	+4	+8	+4
14th	+7	+7	+7	+4	+4	+9	+4
15th	+7	+8	+7	+5	+5	+9	+4
16th	+8	+8	+8	+5	+5	+10	+5
17th	+8	+9	+8	+5	+5	+10	+5
18th	+9	+9	+9	+6	+6	+11	+5
19th	+9	+9	+9	+6	+6	+11	+5
20th	+10	+10	+10	+6	+6	+12	+6

*Starting Skills:* Concentration, Heal.

*Starting Feats:* Arcane Training (Body Control, Psychic Shield), Arcane Training (Enhance Self, Enhance Senses), Meditative Talent, Self-Healing.

## Healer

Among the most respected adepts, healers study the secrets of life and how to restore health to the sick and injured. There are few places in Aldea where a healer is not welcome, even among those who normally mistrust the arcane arts. Although it's not often discussed, there is a dark side to the healing arts; some of the most corrupt sorcery involves the power to twist and bend life to suit the sorcerer's will.

*Starting Skills:* Concentration, Heal.

*Starting Feats:* Arcane Training (Body Control, Cure), Arcane Training (Mind Touch, Psychic Shield), Healing Talent, Psychic Talent.

## Psychic

Psychic adepts plumb the depths of the psychic arts, the hidden powers of the mind and soul. They are among the most subtle and complex of arcana, but also some of the most dangerous and tempting. Psychics facilitate communication across Aldis and often serve as envoys of the sovereign, but other nations, particularly Jarzon, mistrust them, never knowing what insights a psychic might have.

*Starting Skills:* Concentration, Sense Motive.

*Starting Feats:* Arcane Training (Mind Touch, Psychic Shield), Arcane Training (Mind Reading, Illusion), Iron Will, Psychic Talent.

## Shaper

Shapers master the arcane arts affecting the physical world, including the primal elements of nature. They are the crafter adepts, the makers and builders. Just as they can create, so too can shapers destroy.

*Starting Skills:* Concentration, Craft (any).

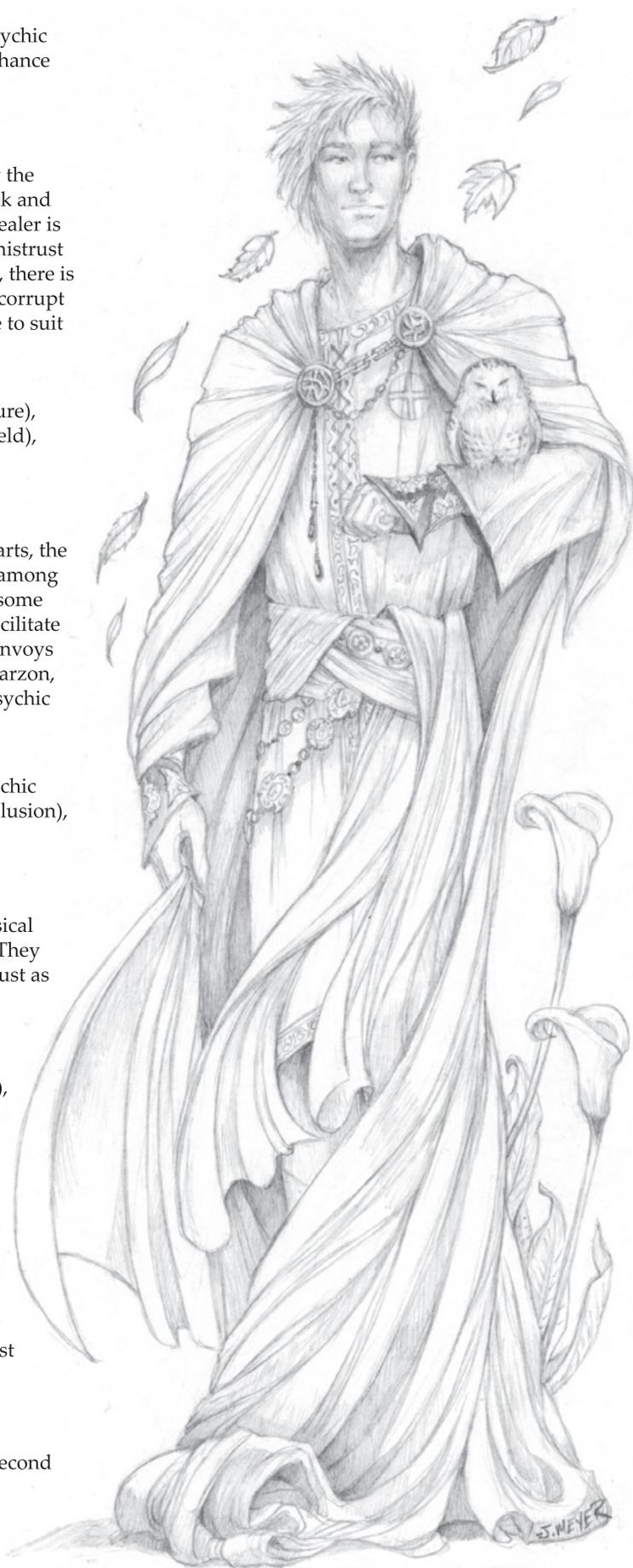
*Starting Feats:* Arcane Focus (shaping), Arcane Training (Manipulate Object, Move Object), Arcane Training (choose two of Earth Shaping, Fire Shaping, Plant Shaping, Water Shaping, or Wind Shaping), Shaping Talent.

## Seer

Adepts specializing in the visionary arts have special insights and greater awareness. From Roamer fortunetellers to the wise seers of Aldis's royal court to the wild-eyed prophets of the Purist faith, seers can shape the future as much as they witness it.

*Starting Skills:* Notice, Sense Motive.

*Starting Feats:* Arcane Training (Psychic Shield, Second Sight), Arcane Training (Scrying, Visions), Fortune's Favor, Visionary Talent.



## EXPERT

The lands of Aldea are bound together by complex social ties. The job of creating, maintaining, and occasionally exploiting these ties belongs to the expert. Experts range from well-schooled nobles and regional administrators to traveling bards and storytellers, from merchants with an eye for profit to cunning thieves with an eye for an easy mark. Some experts choose to focus on the ability to handle any social situation, while others emphasize physical skills allowing them to avoid unwanted entanglements, including with the law. Many of the Sovereign's Finest are experts.

Adventuring experts tend to combine a measure of physical and social skill. They have to be able to endure long journeys yet be ready to negotiate with various parties when they reach the journey's end. Experts essentially handle everything adepts and warriors do not.

### Game Abilities

Experts have the following game abilities:

**Abilities:** Agility is the name of the game for experts, both physical agility (represented by Dexterity) and social agility (represented by Charisma), with a bit of mental agility (represented by Intelligence) thrown in for good measure. Nimble experts are

often trained in skills like Acrobatics and Ride, while the personable and charming ones focus on skills like Bluff and Diplomacy. Wisdom is useful to experts in avoiding danger, from traps to deception, and keen Intelligence can help an expert go far (and pick up a few extra useful skills).

**Saving Throws:** All experts use the Toughness save shown in the table, but they vary in their Fortitude, Reflex, and Will saves. Choose two of these three to be good saves and one to be normal, consulting the appropriate column in the table. For example, your expert's Fortitude save might be normal, while her Reflex and Will saves are good. At 1st level, her base Fortitude save would be +0, while her base Reflex and Will saves would be +2. Another option is to choose one good save and two normal saves to get a +1 bonus to Defense.

**Favored Skills:** Choose any 12, plus Craft (any).

**Known Skills:** Choose 6 + Intelligence score (minimum of 1 known skill).

**Favored Feats:** Expert, General.

**Starting Feats:** Armor Training (light), and choose 3 others.

### Expert Paths

The following sets of starting skills and feats are examples of different types of experts. (The paths assume an Intelligence score of +0.)

#### Bard

Bards are keepers of lore through song and story. They work as traveling entertainers, and some rural folk, particularly Rezeans and the forest folk of the Pavin Weald, hold to the Old Kingdom traditions affording bards the right of safe passage and hospitality. It's considered bad luck among them to harm a bard. Bards are typically skilled in navigating social customs, and they often acquire feats to enhance their performance skills.

**Qualities:** Good Saves (Reflex and Will).

**Starting Skills:** Bluff, Diplomacy, Gather Information, Knowledge (history), Perform (stringed instruments), Sense Motive.

**Starting Feats:** Armor Training (light), Fascinate (Perform), Sensitive, Taunt.

#### THE EXPERT

Level	Attack	Defense	Toughness	Good Save	Normal Save	Reputation
1st	+0	+2	+0	+2	+0	+1
2nd	+1	+2	+1	+3	+0	+1
3rd	+2	+3	+2	+3	+1	+1
4th	+3	+3	+3	+4	+1	+2
5th	+3	+4	+3	+4	+1	+2
6th	+4	+4	+4	+5	+2	+2
7th	+5	+5	+5	+5	+2	+2
8th	+6	+5	+6	+6	+2	+3
9th	+6	+6	+6	+6	+3	+3
10th	+7	+6	+7	+7	+3	+3
11th	+8	+7	+8	+7	+3	+3
12th	+9	+7	+9	+8	+4	+4
13th	+9	+8	+9	+8	+4	+4
14th	+10	+8	+10	+9	+4	+4
15th	+11	+9	+11	+9	+5	+4
16th	+12	+9	+12	+10	+5	+5
17th	+12	+10	+12	+10	+5	+5
18th	+13	+10	+13	+11	+6	+5
19th	+14	+11	+14	+11	+6	+5
20th	+15	+11	+15	+12	+6	+6

## Noble

Nobles range from the chosen nobility administering the provinces of Aldis to the clan chiefs of Rezea to islander hearth-heads to the ecclesiastical lords of Jarzon to the Lich King's loyal governors. Some nobles are worthy of the name, with the best interests of their people at heart. Others are corrupted, either by greed or the touch of Shadow. Nobles navigate the often-dangerous waters of society with greater skill than anyone.

*Qualities:* Good Saves (Reflex and Will).

*Starting Skills:* Diplomacy, Gather Information, Knowledge (nobility), Notice, Sense Motive, Ride.

*Starting Feats:* Armor Training (light), Favors, Inspire (competence), Inspire (courage).

## Scout

Although the scouts of the Sovereign's Finest are the most famed, scouts are found in many lands. They're known for their combination of wilderness lore and social skills, making them excellent emissaries. Scouts also blaze new trails, help establish treaties and alliances, and spy on enemies, gathering valuable information. Aldin scouts often have some talent for psychic arcana, something other nations find disconcerting.

*Qualities:* Good Saves (Fortitude and Reflex).

*Starting Skills:* Notice, Ride, Search, Sense Motive, Sneak, Survival.

*Starting Feats:* Armor Training (light), Track, Wild Empathy, plus either Arcanum (Mind Touch) or Arcanum (Second Sight).

## Spirit Dancer

Spirit dancers follow an ancient and noble tradition rooted in the meditative arts. In the Old Kingdom, spirit dancers were renowned for their artistry and mastery over the body. Their academies were widespread, and students came from every land to study under their masters. Spirit dancers were persecuted during the rule of the Sorcerer Kings, driving their tradition underground. It survived hidden in folk dances and harvest celebrations and was part of the Great Rebellion. In the time since, the spirit dancer tradition has slowly grown again in Aldis.

*Qualities:* Good Save (Reflex), +1 Defense.

*Starting Skills:* Acrobatics, Concentration, Escape Artist, Jump, Perform (dance), Sneak.

*Starting Feats:* Armor Training (light), Arcanum (Battle Dance), Arcanum (Body Control), Improved Strike.

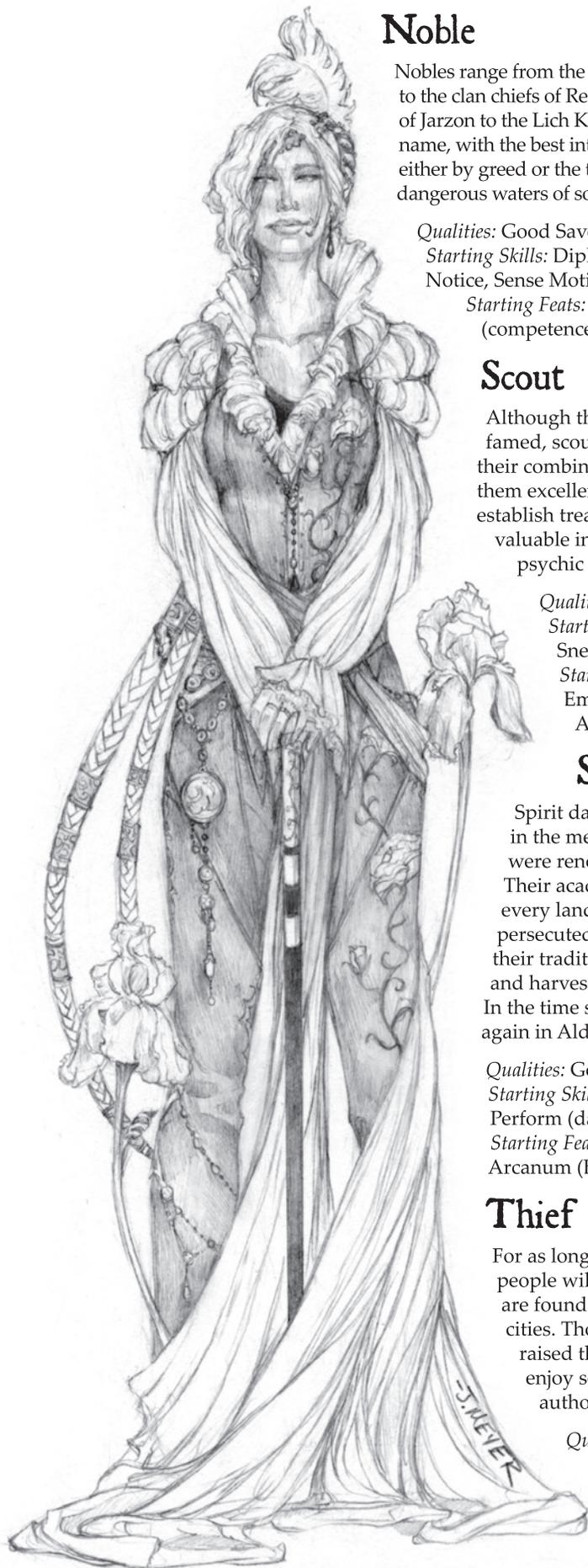
## Thief

For as long as there have been things of value, there have been people willing to do anything to acquire them. Petty thieves are found everywhere in the world, more so in the great cities. Those cities are also home to master thieves, who have raised theft to an art form. Some of these daring rogues enjoy secret admiration in some circles, as they evade authorities and carry out their cunning crimes.

*Qualities:* Good Save (Reflex), +1 Defense.

*Starting Skills:* Climb, Disable Device, Escape Artist, Search, Sleight of Hand, Sneak.

*Starting Feats:* Armor Training (light), Canny Defense, Surprise Attack, Trapfinding.



# WARRIOR

**F**lashing blades, clashing shields, and the roar of combat are the life of the warrior. Throughout the lands are brave men and women willing to fight, kill, and die in the name of a cause. For some it is the safety of their homeland and their loved ones. For others it is religious zeal, gold, or the simple joy of battle. Warriors include trained and disciplined soldiers, heroic knights, grizzled hunters, savage mercenaries, and daring swashbucklers. Although they don't command the mysterious powers of adepts or the influence of experts, warriors have courage and skill at arms, and for them, it's enough.

Warriors include the Sovereign's Guard and Rose Knights of Aldis, woodsmen who venture into the wilds of the Pavin Weald and the Veran Marsh, the fierce riders of Rezea, and the grim legions of Jarzon.

## Game Abilities

Warriors have the following game abilities:

**Abilities:** Warriors prize physical abilities over mental ones.

Strength is important in skill at arms and striking a powerful blow. Dexterity allows warriors to evade attacks and gives them accuracy with their bows and other ranged weapons. Constitution may be warriors' most important quality, granting them the endurance to sustain long marches and to fight on when others fall due to injury or fatigue.

**Favored Skills:** Choose any 6, plus Craft (any).

**Known Skills:** Choose 2 + Intelligence score (minimum of 1 known skill).

**Favored Feats:** General, Martial.

**Starting Feats:** Armor Training (all), Weapon Training, and choose 2 others.

## Warrior Paths

The following sets of starting skills and feats are examples of different types of warriors. (The paths assume an Intelligence score of +0.)

### Clan Warrior

Brave and fierce, most clan warriors come from the plains of Rezea. Although the Old Kingdom coined the term *barbarian* to refer to these and other less civilized peoples, their traditions are ancient and their ways honorable. Other warriors who follow this path are found among islanders, in Kern, and in the Pavin Weald—anywhere on the edges of civilization.

**Starting Skills:** Intimidate, Survival.

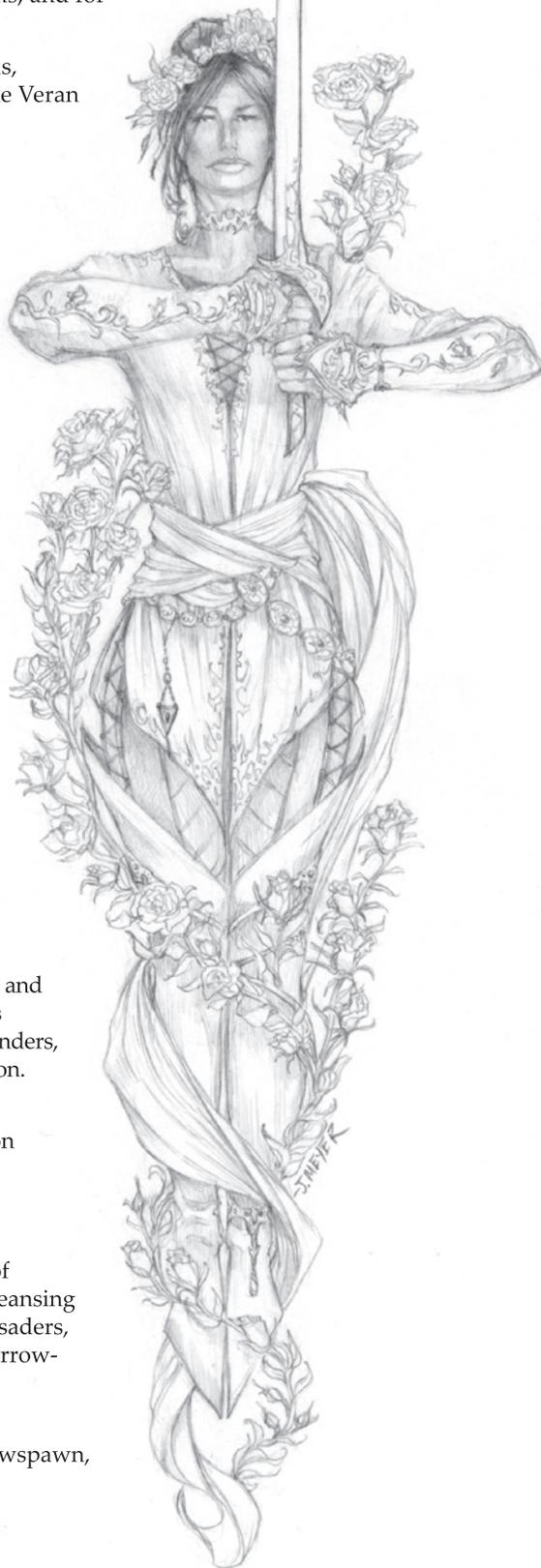
**Starting Feats:** Armor Training (all), Great Toughness, Rage, Weapon Training.

### Crusader

The zeal of the Church of Pure Light has given rise to a new type of warrior, the crusader, devoted to the cause of righteousness and cleansing the world of Shadow. Many young Jarzoni dream of becoming crusaders, and some are true to their oaths and ideals. Other crusaders are narrow-minded zealots, using their faith as an excuse for violence.

**Starting Skills:** Knowledge (religion), Intimidate.

**Starting Feats:** Armor Training (all), Favored Foe (darkfiend, shadowspawn, or unliving), Smite Foe, Weapon Training.



## PLAYING THE GUARD OR ROSE KNIGHTS

A group of *Blue Rose* heroes could make up part of a small company of the Sovereign's Guard. The Narrator can portray the other members of the company, usually between twelve and twenty-five people. For players who want exciting military adventures focused on fighting bandits and monsters and performing critical rescue work, this option is ideal. The only potential difficulty is if the heroes start at 1st level; they will be, at best, junior officers under the company's commander. In this sort of game, players must be willing to accept having a Narrator character as their leader, or the Narrator could start the heroes out at a slightly higher level (say 3rd or 4th).

For players wanting a knightly game, the heroes can be members of the Rose Knights, who are the military champions of Aldis, just as the Sovereign's Finest are the kingdom's diplomats, couriers, and troubleshooters. The Rose Knights provide a heroic knight archetype ideally suited to romantic fantasy. If not all the players in a group want to play knights, the few knights could be on assignment with the Sovereign's Finest, or they could begin as nonknights but aspire to the knighthood, providing a useful character goal.

### Knight

The highest order of warriors in Aldea are knights, heavily armored and usually mounted. They form the elite forces of any army. Knighthood has a long association with nobility, but many famous knights rose from the ranks of the common folk. Some of the famed knightly orders include the Knights of the Blue Rose in Aldis, the Knights of the Pure Light in Jarzon, and the dreaded Knights of the Skull, elite warriors of the Lich King, some of them unliving.

*Starting Skills:* Diplomacy, Ride.

*Starting Feats:* Armor Training (all), Mounted Combat, Weapon Focus (swords), Weapon Training.

### Ranger

Unlike heavily armored knights, rangers travel lightly, favoring stealth and speed. They are skilled in woodcraft and hunting, both for food and in times of war. Many rangers earn their living as guides and hunters, while others are attached to armies as forward observers and elite fighters. More than most warriors, rangers favor archery. A stealthy sniper in the depths of the woods can be a fearsome foe.

*Starting Skills:* Sneak, Survival.

*Starting Feats:* Armor Training (all), Point Blank Shot, Track, Weapon Training.

### Soldier

By far the most common warriors are soldiers, from the rank and file to the officers of great armies. Soldiers may be volunteers, conscripts, or even mercenaries with no allegiance to anyone other than their current employer.

*Starting Skills:* Notice, Ride.

*Starting Feats:* Armor Training (all), Weapon Focus (spear or another appropriate weapon), Weapon Specialization (same weapon as Weapon Focus), Weapon Training.

## THE WARRIOR

Level	Attack	Defense	Toughness	Fortitude	Reflex	Will	Reputation
1st	+1	+3	+1	+2	+0	+0	+0
2nd	+2	+3	+2	+3	+0	+0	+0
3rd	+3	+4	+3	+3	+1	+1	+1
4th	+4	+4	+4	+4	+1	+1	+1
5th	+5	+5	+5	+4	+1	+1	+1
6th	+6	+5	+6	+5	+2	+2	+1
7th	+7	+6	+7	+5	+2	+2	+2
8th	+8	+6	+8	+6	+2	+2	+2
9th	+9	+7	+9	+6	+3	+3	+2
10th	+10	+7	+10	+7	+3	+3	+2
11th	+11	+8	+11	+7	+3	+3	+3
12th	+12	+8	+12	+8	+4	+4	+3
13th	+13	+9	+13	+8	+4	+4	+3
14th	+14	+9	+14	+9	+4	+4	+3
15th	+15	+10	+15	+9	+5	+5	+4
16th	+16	+10	+16	+10	+5	+5	+4
17th	+17	+11	+17	+10	+5	+5	+4
18th	+18	+11	+18	+11	+6	+6	+4
19th	+19	+12	+19	+11	+6	+6	+5
20th	+20	+12	+20	+12	+6	+6	+5