

The Black Cape Invented by Thampion

Description:

The Black Cape is a mighty warrior, everyone respect him and all intelligent people is a little afraid of him.

The Black Cape could be the special force whose sole loyalty is to their King. This secret order works directly under him and above all the law. Enrollment in this society is only open to the fittest and bravest. Once in, the member is there for life, whether they stay in with the King or not.

The normal tasks of the Black Cape range from riot control to elimination of political enemies, local or otherwise.

Role:

The Black Cape is powerful warrior, he has strong self-discipline, he thrusts his own skills and power. He is the last one who leaves the battlefield, and he would rather die than surrender himself. If he has a chief, he is the most loyal trooper the chief can get since he never will tell anyone who send him, and he would rather die than surrender.

Requirements

To be a Black Cape, the character needs at least the following stats STR. 14, DEX. 11, CON. 11.

Secondary Skills:

Usually a Black Cape has used most of his life to fight and go adventuring. Therefore there isn't any secondary skills required.

Weapon Proficiencies:

The Black Cape is an exceptional weapon user, and he gets his primary weapon specialized at no cost, and will have learned to fight with left arm as well as his right arm (the proficiency of Ambidexterity).

As a fearsome warrior, the Black Cape can learn to use any weapon, but one weapon is only for him, the Great Battle Axe! This weapon are usually used in pairs, on in each hand!

	Cost	Weight	Size	Type	Speed	Damage
Great Battle Axe	10 gp	10 lbs	M	S	9	1d8+1/2d4+2

None-weapon Proficiencies:

Bonus Proficiency: Blind-fighting.

Recommended: (General) Direction Sense, Riding Land-based, Swimming, Weather Sense, (Priest) Reading/Writing, (Rogue) Disguise, Jumping, Tightrope Walking, Tumbling, (Warrior) Endurance, Running, Survival, Tracking.

Equipment:

The Black Cape may use his starting wealth at what he want to.

Special Benefits:

The Black Cape gets a +3 to Str. +2 to Dex, and +2 to Con. These adjustments can not get higher than the racial highest possible. When a Black Cape trades with people, they have tendency to sell thinks at lower cost than normally because of his force of personality.

The Black Cape have a special None-weapon Proficiency called Calisthenics, This proficiency is a rigorous proficiency where characters "work out" and train to improve their physical statistics to be used for 1 turn, then he may not do any hard physical manouvers for a hour.

There are three different types of this proficiency, Strength, Dexterity and Constitution. The Black Cape has to buy this proficiency for each ability he wants to improve. Calisthenics cost 3 points and is ability/0.

An example:

A Black Cape has 17 in Strength. He buys the proficiency and then gains one point of strength, bringing him up on 18. If he had had 18/25 he would get 18/51. A human has a Max. Str. of 18/00, but with this proficiency he can reach 19 because of the hard training program.

If the Black Cape spend 2 more points on the same ability (his strength) the chosen ability will be raised by two points (like 16-18 or 18/90-19). When further three points is spend, the score is raised by 3 points. These numbers are not cumultative, so in order to increase an ability with 3 points, 6 points must be spend on the proficiency!

The Black Cape also has the thief abilities: Open Locks, Move Silently, Hide in Shadows, Detect Noise, Climb Walls. The Base Scores are: OL 5% MS 10% HS 10% DN 5% CW 50%.

The character gets 20% more for each level he increases, no more than 10% can be used on one skill. The racial, dexterity and armor adjustments, is the same as for the thief.

He can those proficiencies from General, Rogue and Warrior.

Special Hindrances:

Every one has a wise fear for the Black Cape, this gives him -3 reaction adjustment when he meets people.

A Black Cape's experience levels:

01		11	1,050,000
02	0,002,750	12	1,400,000
03	0,005,500	13	1,750,000
04	0,011,000	14	2,400,000
05	0,022,000	15	2,700,000
06	0,044,000	16	3,000,000
07	0,088,000	17	3,300,000
08	0,176,000	18	3,600,000
09	0,352,000	19	3,900,000
10	0,704,000	20	4,000,000

When the Black Cape is off duty, normal life bores them. They want action, and action is usually at someone else's expense. Black Capes is also known to perform tasks not be possible for mortals, mages included. Black Capes often have a lot of enemies, some of them is very powerful. These enemies will often be about 4-5 levels higher than the Black Cape, or in a position which could prove dangerous to him, for example, a 1st level Black Cape often has an enemy at level 5-6. Every month there will be a 10% chance that the enemy will try to do something in order to get rid of the Black Cape.

Wealth Options:

A Black Cape gets the starting wealth as a warrior (5d4 x 10 GP). He may use them at anything he wants, at any time.

Races:

The most common Black Capes is a Human, but if the DM. wants it he can give license to other races.

Final Note:

It's only males that can be Black Capes.