

# The Husar Invented by Thampion

## Description:

The Husar is an excellent scout and a good fighter. He is often met in an army where he is one of the most loyal forces of his king. The Husar will rather die than lose his king if he can save him.

When the Husar has been sent on a mission, he never deviates from it. He only wants to fight with his granted sabre, and he only fights with something else, if he knows the sabre doesn't work against his particular opponent.

## Role:

The Husar trusts his skills and is very proud of himself. If someone insults him harshly, he will make a duel. The Husar has a strong code of conduct: if someone hits a woman, the worst punishment isn't enough. He is very gallant and polite, self-disciplined and moral is always in top even in the worst situations.

The Husar needs at least the following stats: STR.13, DEX.13, INT.11 and CHR.16.

## Weapon proficiencies:

The Husar is a good weapon user, and he gets his primary weapon specialized at no cost. He fights with left arm as well as with right arm (ambidexterity).

The Husar can choose a gunpowder weapon as his secondary weapon, but it may never be more specialized than his primary weapon.

## Nonweapon proficiencies:

Bonus proficiency: Etiquette, Heraldry, Riding landbased.

Recommended: (General) Direction Sense, Fire building, Fishing, Swimming, Weather Sense. (Priest) Reading/Writing, Religion. (Warrior) Survival, Tracking.

## Equipment:

The Husar may use his starting wealth on whatever he wants. Read the benefits in special Hindrances.

## Special Benefits:

The Husar has a charming way to be if he is in female company. This can be a very good thing under some circumstances, since he gets a +2 in reaction role when he meets a woman.

When the Husar is in the nature, he gets a +1 to all checks like Survival, Tracking etc.

When he reaches 5<sup>th</sup>. level, the king he works for, will reward him with an excellent sabre. When he fights with this sabre it will function as a +1 sabre when determining weapon speed, because it is "his" sabre. He can be Grand Master in his sabre and pistol:

1<sup>st</sup> 1. specialized +1/+2 = att/dam.

5<sup>th</sup> 1. Weapon Master +2/+3.

8<sup>th</sup> 1. High Master +3/+3 +1 speed.

12<sup>th</sup> 1. Grand Master +1 att./round +Dam gets 1 dice higher  $\Leftrightarrow 1D6 \Rightarrow 1D8$ .

When he reaches 7<sup>th</sup>. level he can catch a charger horse (much in way the Paladin receives his Battle Steed). When he sees a horde of horses, he can see which horse that "belongs" to him.

The Husar has the following abilities: Move Silently, Hide in Shadows, Detect Noise and Climb Walls. The base score is 0 %

At first level the Husar gets 30%, but can add no more than 15% on one skill. In the following levels he gets 20%. All other adjustments are as the thief.

The Husar has a sense of danger, at first level he has a chance of 10% to sense danger. After that he gets 2% at each level to max 90%.

When the Husar is on horseback he gets no DEX. Benefits.

## Special Hindrances:

The Husar only fights with his sabre, pistol or bare hands, in special circumstances he can fight with other weapons. An example: he knows that the creature only can be hit by magical weapons, and the only magical weapon he has is a long sword.

The Husar has no armor, than his suit. This has the same AC adjustment as studded leather. He never uses shield. The Husar can only be specialized in his sabre and pistol.

Only males can be a Husar.

## Wealth Options:

A Husar gets starting wealth as a warrior (5d4 x 10GP). He may use them at what he wants except on weapons, the only weapons he may buy, is a sabre and a pistol.

## Races:

The Husar can be Human, Elf and Half-Elf.