

Thane (OD2)

Creation Summary

Attack	13		Initial Equipment
Defence	5	Magical Defence	4
Stealth	14	Evasion	5
Perception	6	Health Points	1d6+7

Spear (2d4, 4) or war axe (d6, 5); shield; chain hauberk (AF 3); dagger (d4, 3); lantern; flint-and-tinder; backpack; 1d20 florins.

Advancement Summary (p130)

+1	Attack, Defence, Health Points, and Magical Defence	Each rank
+1	Perception and Stealth	Odd ranks
+1	Evasion	Ranks 5, 9, and 13

Armour Proficiencies (p71)

Mail Armour: -2 Attack and Defence
Plate Armour: -4 Attack and Defence

Basic Skills

All gained at 1st rank:

Carouse

+4 Strength to resist strong drink.

Forage

Move at half-speed to live off the land. Also support up to 1d4 people. In winter, can only forage for himself. Terrain must be similar to home (choose grassland, mountain, or swamp).

Shield Wall

Minimum of 3 people in a shield wall to give everyone +1 defence.

Spear and Shield Combat

Use a spear 1-handed; shield blocks blow on 1-2 on a d6; -2 to attack with any weapon except sword, axe or spear; cannot use ranged weapons except thrown weapons.

Advanced Abilities

Select one each at 1st, 3rd, 6th and 9th rank (abilities marked * require Thane's round shield, which costs 100 florins to replace):

Fearless

Must be 6th rank to learn. +5 to rank to resist fear. Spells that cause fear have no effect.

Intimidate

Battlecry as free action causes a fright attack with a strength of the Thane's rank +3, minus enemy's rank. Thane must roll less than the result on 2d10 for each target. Target flees for 1d4 rounds if successful (not rout).

Reckless Charge

Half move and attack at -2 Attack during first round of combat. Move at least 3m for +1AB.

Shield Bash*

If shield blocks a blow, bash the opponent with the shield (-3 Attack). Defender may apply full defence against this attack. Causes (d3, 2) damage, and high strength will not augment AB or damage.

Shield Breaker*

May throw spear to lodge in enemy's shield, or use an edged weapon to break an opponent's shield. Only works against magical shields if the attacking weapon is magical.

Shield Mastery*

Full defence against two foes in front of the Thane. May only be used twice per combat. Thane is at -2 Attack.

Taunt

Free action. Target must roll higher than the Thane's rank on d20 to resist (to which the target may add half his rank, rounded up). If taunted, target moves for 1d4 rounds towards the Thane, or targets all ranged\spell attacks at the thane. Target may move double speed.

Player Quick Reference Sheet – Thane (OD2)

Throw Gaer Bolae

Throw a serrated spear as a javelin (2d4, 4). Target may only move at half speed if struck. Takes an additional 1HP damage if he moves more than 1m without removing the spear as a full round action, which causes another 1HP damage if he fails a Reflexes check (difficulty 9). High strength adds to AB, but not damage.

Unstoppable

Must be 3rd rank to learn. Strength+6 to resist poison (including alcohol). Potions only affect the Thane if he rolls 4d6-6 above his Strength.

Good Death

All Thanes get this at 9th rank. Carry on fighting until -10HP. Gains +2 Attack, Armour Bypass and Damage once HP drop below zero. Cannot be healed or raised once this ability is triggered.

Flaws

All Thanes must roll 1d20 for a flaw, representing a shadow cast by their own greatness.

d20	Flaw
1-3	Boastful
4-6	Amorous
7-12	Drunkard
13-15	Gambler
16	Honour-Bound
17	Bound Totem
18	Unseen Master
19	Gentled
20	Truth Geas

Boastful

The Thane must exaggerate his prowess in tales he tells of his deeds. Will often be challenged by other fighting men or hotbloods looking to make a name for themselves (10% chance of either in each village or town the Thane enters)

Amorous

The Thane is a magnet to lower-class members of the opposite sex. May cause difficulties with betrotheds and husbands. Some women may not be lightly spurned and seek revenge (10% chance of either in each village or town the Thane enters).

Drunkard

The Thane seeks out strong drink, spending much of his time and money drinking. Test Psychic Talent on 4d6 to resist opportunities to drink. The Thane starts with no starting wealth.

Gambler

The Thane is unable to refuse a wager and will often be indebted to others. Starting characters owe 6d20 florins to someone powerful. The Thane may resist a wager by testing Psychic Talent on 4d6.

Geasa

Geasa are magical prohibitions that carry a heavy burden for breaking. The Thane suffers -4 to Attack and Defence, and may not earn experience if he fails to comply with his geas at all times. The Thane must undertake a redemption quest to restore the geas.

Honour-Bound

The Thane will never refuse a challenge to single combat by any man, no matter how powerful.

Bound Totem

The Thane must never eat the flesh of a certain animal, may not kill this animal and must do everything he can to protect all such creatures when they are in sight.

Unseen Master

The Thane is bound to obey the commands of some eldritch being, who will always have a means of communicating with the Thane.

Gentled

The Thane will never refuse a cry for help from one in danger, no matter from whom it comes.

Truth-Geas

The Thane may not knowingly lie or give an answer that is less than the whole truth, no matter what was asked, who asked, or the consequences for answering.