

MERCENARIES

GUILD

Innovative accessories and playing aids for the serious gamer.

TEN NEW ORIENTAL CLASSES



Tired of the same old classes ? Now you can enjoy the adventure again in a far east setting. Mercenaries Guild presents ten new classes to increase your playing fun.

Mercenaries Guild is a ComRes Associates Company

WELCOME TO THE MERCENARIES GUILD

You are now a member is good standing! All you have to do is mail a postcard with your name and address on it. For this you will get on our mailing list and will receive advance notice of all our new products. your name may be included in our play test group and you may receive some of our products free. Incourage all your friends to join. All they have to do is send in their names and addresses. The more the merrier and that way we know what products you want to see and you can help us develop them.

Thanks,

Charles Hubbard

Charles Hubbard, Guildmaster

THE MERCENARIES GUILD

3911-B MARCOM STREET
RALEIGH, N.C. 27606

WE WOULD LIKE TO GIVE A SPECIAL NOTE OF THANKS TO THE MEMBERS WHO PARTICIPATED IN MAKING THESE PRODUCTS AVAILABLE:

Jeff Cooke - Head Scribe
Randal Atkins - Head orc herder
Barry Newberry - General Factotum

Tom Winters - Head Limner
Robert Tarpey - Head orc
Mark Holman - Lesser Potentate

and especially to Sam Adams - Head Thaumaturge
for printing the whole thing.

This product is copyrighted under national and international laws and reproduction is prohibited.

THE HACHIDAI

DESCRIPTION: The hachidai are a powerful class in the oriental society that represents the fighter/magic user classes. The benefit of the hachidai is that they can cast the attack spells of the magic user and still wear the armor and use the weapons of a fighter. The hachidai training was called the 'the way of the right hand' which referred to the directness of their attack and the fact that they didn't have any subterfuge or sneakyness in their manners. They will fight along side the samurai although the samurai consider them to be effeminate and cowards. The hachidai can not use the martial arts abilities of the monk because they spend much of their time studying magic. Also they cannot use any two handed weapons nor can they carry a shield as these interfere with the casting of the magic.

SPECIAL ABILITIES OF CLASS: They can wear armor and cast spells. They have the ability to dispell magic at will. The chances of success are the same as a magic user of the same level. They can also detect magic in use and can detect magic on an item. For example they can detect magic in use if some one is trying to conceal their alignment or if someone is trying to cast a spell on them. They can detect magic that has been placed on an item such as the magic on weapons and on armor.

ATTACK/SAVING THROW TABLE: As a fighter of the same level.

HIT DIE TYPE: Eight sided.

MAXIMUM NUMBER OF HIT DIE: Twelve.

SPELL ABILITY: They can cast magic user spell up to sixth level but they can only cast the attack spells or the ones labeled 'evocation'. Their spell books work the same as a magic user of the same level.

CLASS LEVEL LIMITS: The highest level attainable is twelve.

ARMOR PERMITTED: Any up to splint mail.

SHIELD PERMITTED: None.

WEAPONS PERMITTED: Any weapon normally usable by a fighter except that no two handed weapons are permitted.

ALIGNMENTS PERMITTED: Any.

RACES PERMITTED: Any that can normally be magic users.

USABLE MAGIC ITEMS: Any that are normally usable by a fighter or magic user.

ADVANCEMENT TABLE: Advances as a ranger.

NOTES: The hachidai consider themselves to be superior to the samurai although they don't tell the samurai that. They consider themselves to be as good a fighter and superior in that they can cast magical spell also.

THE HACHIDAI



THE ORINAGA

DESCRIPTION: The orinaga are the oriental equivalent to an assassin/illusionist. Their training permits them to use illusionist spells to confuse their intended targets. For example they can the illusion of a floor over a pit full of stakes or they could create the illusion of a street brawl to attract the attention of the target away from the assassin while he sneaks up behind.

SPECIAL ABILITIES OF CLASS: They can cast illusionist spells and maintain them while committing an assassination attempt.

ATTACK/SAVING THROW: As an assassin of the same level.

HIT DIE TYPE: Six sided.

MAXIMUM NUMBER OF HIT DIE: Seventeen.

SPELL ABILITY: They can cast all illusionist spells of an illusionary nature of spells dealing with shadow magic. The number of the spells that they get is the same as the number of spells as an illusionist of the same level.

CLASS LEVEL LIMITS: Seventeen.

ARMOR PERMITTED: None except for magical protection items.

SHIELD PERMITTED: None.

WEAPONS PERMITTED: The weapons that are normally used by assassins.

ALIGNMENTS PERMITTED: Any non-good or non-lawful alignment.

RACES PERMITTED: Humans, Gnomes, Mingols, or Kleshites.

USABLE MAGIC ITEMS: None except for magical protection items such as bracers of defense or rings of protection.

ADVANCEMENT TABLE: Advances as an assassin.

NOTES: The orinaga are frequently caught disguised as a rumiko, a fighter/illusionist. The only way to tell is that the orinaga can not function if they are wearing armor nor can they cast spells.

THE SUBOTAI

DESCRIPTION: The subotai class is the same as the normal thief class combined with the archer class. This class is named for a famous legendary thief/archer. They get special training with a bow and are very accurate even at long ranges. They get one extra attack per round and do one extra hit point of damage for every hit.

SPECIAL ABILITIES OF CLASS: They are stronger in combat than a thief because of the increased damage that they do with a bow.

ATTACK/SAVING THROW: As a thief of the same level.

HIT DIE TYPE: Six sided.

MAXIMUM NUMBER OF HIT DIE: Seventeen.

SPELL ABILITY: None.

CLASS LEVEL LIMITS: Seventeen.

ARMOR PERMITTED: Leather only.

SHIELD PERMITTED: None.

WEAPONS PERMITTED: Any that is normally usable by a thief and the special laminated bamboo longbow.

ALIGNMENTS PERMITTED: Any non lawful alignments.

RACES PERMITTED: Any.

USABLE MAGIC ITEMS: None except magical armor and weapons.

ADVANCEMENT TABLE: Advances as a thief.

NOTES: They do not have any minuses to hit for long ranges. They get one extra attack per round with a bow and always get one extra point of damage for every hit. They also get a bonus of plus one to hit with the bow. This is in addition to the bonuses that an elf or other race would normally get. The bows are made to fit the height of the race of the character so any race can be a subotai.

THE SAMURAI

DESCRIPTION: The samurai is the oriental equivalent to the paladin. The only differences are that a samurai is not concerned with the lower classes or their treatment. To him lawful good applies to the society as a whole and mostly to the upper classes. He would think nothing of using a peasant to test the edge of his sword or killing a peasant who refused to get out of his way. Generally the samurai is more thoughtful of others than that but it is apparent that his mental processes are much different than the mental processes of the paladin.

SPECIAL ABILITIES OF CLASS: In addition to the paladin abilities the samurai can use martial arts similar to that of the monk, but he can't use any of the monk's other powers.

ATTACK/SAVING THROW TABLES: As a paladin of the same level.

HIT DIE TYPE: Ten sided.

MAXIMUM NUMBER OF HIT DIE: Fifteen.

SPELL ABILITY: Clerical spells up to the limit allowed by the paladin.

CLASS LEVEL LIMITS: None.

ARMOR PERMITTED: Any up to splint mail.

SHIELD PERMITTED: Any.

WEAPONS PERMITTED: Any. In addition they get one extra attack if they are using the katana and will do double damage. The problem is that katanas are very hard to find.

ALIGNMENTS PERMITTED: Lawful good only.

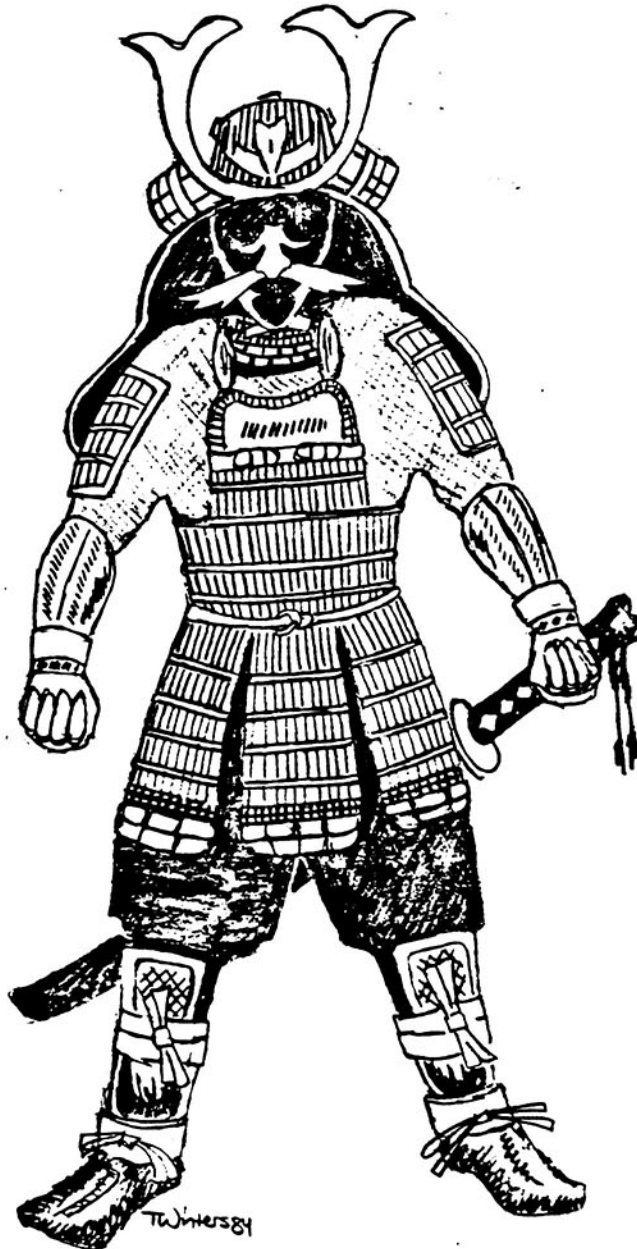
RACES PERMITTED: Only races permitted to be paladins can be samurai.

USABLE MAGIC ITEMS: Only magical weapons and armor. The samurai considers magic to be the weaklings way.

ADVANCEMENT TABLE: As a paladin.

NOTES: All samurai must be lawful good. As been mentioned earlier this is not exactly the same as that enforced upon a paladin. The samurai is very conscious of honor and he will not use any weapons that are not considered to be weapons of honor although he is capable of using them in an emergency. The most dishonorable thing that a samurai can suffer is the loss of his weapons and to be bound by an opponent. If this happens the samurai must kill this person within five days or he must kill himself to regain honor. If a samurai is captured and gives his word not to escape then he will not under any circumstances try. Therefore his opponents should not tie him or remove his weapons. Other situations will affect the samurai in a similar manner. For example if a samurai is given a mission and he fails he must make amends or will suffer great loss of honor.

THE SAMURAI



THE SANIYO

DESCRIPTION: The saninyo are the oriental fighter/clerics. They can cast some clerical spells and still attack as a fighter. The training that they receive is called 'the way of the heart' because they are more concerned with healing and helping the fighters than they are about conquest or honor. They go around the battle field helping friend and foe alike and are generally not attacked when they are healing or helping.

SPECIAL ABILITIES OF CLASS: They can bind wounds and stop bleeding and do general first aid. This will restore from one to four hit points of damage to the recipient immediately. They can ease pain and promote healing normally as well as cast healing spells when necessary.

HIT DIE TYPE: Eight sided.

MAXIMUM NUMBER OF HIT DIE: Seventeen.

SPELL ABILITY: They can cast any clerical spell of first level and any clerical spell that is of the healing or curing nature. The number of spells they get is the same as a cleric of the same level. They can also use any spell that removes curses, raises dead, or resurrects.

ATTACK/SAVING THROW TABLES: As a fighter of the same level.

CLASS LEVEL LIMITS: Unlimited.

ARMOR PERMITTED: Any.

SHIELD PERMITTED: Any.

WEAPONS PERMITTED: They may use any weapon although they prefer to use weapons that stun rather than weapons that kill.

ALIGNMENTS PERMITTED: Any non-evil alignments.

RACES PERMITTED: Any that can normally be clerics.

USABLE MAGIC ITEMS: Any that are normally usable by clerics.

ADVANCEMENT TABLE: Advances on the clerical table.

NOTES: The saninyo revere life and will not willingly slay anyone or anything unless it is totally necessary. They are total vegetarians and are very conscious of their health and diet. Therefore they have twice the life span that the race of the character would normally have. They also do not suffer any penalties from aging and they still get all the benefits.

THE RUMIKO

DESCRIPTION: The rumiko is the oriental equivalent the fighter/illusionist. The training that a rumiko receives is called 'the way of the left hand' because they rely upon deceit and deception to accomplish their goals. The rumikos benefits are that they can fight as good as a fighter and still cast spells. They are limited in the levels that they can attain.

SPECIAL ABILITIES OF CLASS: Wear armor and cast some illusionist spells.

ATTACK/SAVING THROW TABLES: As a fighter of the same level.

HIT DIE TYPE: Eight sided.

MAXIMUM NUMBER OF HIT DIE: Twelve.

SPELL ABILITY: They can cast any illusionist or magic user spell that is labeled 'illusion' up to sixth level of ability.

CLASS LEVEL LIMITS: Twelve.

ARMOR PERMITTED: Any armor up to chain mail.

SHIELD PERMITTED: None because that would interfere with casting magical spells.

WEAPONS PERMITTED: No two handed weapons permitted because that would interfere with the magic use.

ALIGNMENTS PERMITTED: Any.

RACES PERMITTED: Any that can be illusionists.

USABLE MAGIC ITEMS: Any that can normally be used by an illusionist or a fighter.

ADVANCEMENT TABLE: Advances using the ranger table.

NOTES: The rumiko would rather confuse their enemy and then hit them from their blind side than to fight them directly. This lead to the belief that the rumiko are cowards and weaklings which they are not. They are fierce fighters when necessary. The rumiko have no martial arts capability due to the fact that they study magic most of their time.

THE NIKAMATA

DESCRIPTION: The nikamata is the oriental equivalent of the fighter/druid. The training that they get is called 'the way of the spirit' because of their belief that each and everything has a spirit and that all things have an alignment that is part of their nature. They believe that these spirits have powers and that these powers can be invoked with the correct knowledge. Unlike the normal druid the nikamata can use fighter weapons but is very careful what he does in life as everything that he touches has a spirit that may curse him if he offends it. For example he would pray and ask for forgiveness to the spirit before cutting down a tree for fire wood.

SPECIAL ABILITIES OF CLASS: They can wear the armor and use the weapons of a fighter and still cast druid spells.

ATTACK/SAVING THROW: They attack and save the same as a fighter of the same level.

HIT DIE TYPE: Eight sided.

MAXIMUM NUMBER OF HIT DIE: Eleven with an extra one at first level the same as a druid.

SPELL ABILITY: They can cast any of the spells that a druid can except that they cannot cast any healing or curing type spells. The number of spells that they get are the same as the spells of a druid of the same level.

CLASS LEVEL LIMITS: Fifteenth level.

ARMOR PERMITTED: Any armor up to chain mail.

SHIELD PERMITTED: Any.

WEAPONS PERMITTED: Any except that they cannot use any pole arms.

ALIGNMENTS PERMITTED: Any neutral alignment.

RACES PERMITTED: Any race that can normally be a druid.

USABLE MAGIC ITEMS: Any that are normally usable by a druid.

ADVANCEMENT TABLE: Advances as a druid.

NOTES: The nikamata are animal lovers and can communicate with any normal animal at will. They can get the animals to help them and to run errands for them and to watch out for them while they sleep. This power does not extend to any monsters or giant animals. You will seldom see a nikamata without a pet or two following him around.

THE OBAKI

DESCRIPTION: The obaki are the oriental equivalent to a fighter/mentalist. Their special training enables them to use psionics in their assassination attempts. The obaki are called 'ghosts' because of their abilities to use stealth. Legends say that an obaki once stole the crown from the king's head at a coronation ceremony in front of all the people and no one saw him.

SPECIAL ABILITIES OF CLASS: They are strong hypnotists and can hypnotise anyone almost at will.

ATTACK/SAVING THROW: As an assassin of the same level.

HIT DIE TYPE: Six sided.

MAXIMUM NUMBER OF HIT DIE: Seventeen.

SPELL ABILITY: None.

CLASS LEVEL LIMITS: Seventeen.

ARMOR PERMITTED: None.

SHIELD PERMITTED: None.

WEAPONS PERMITTED: The weapons that a normal assassin can use.

ALIGNMENTS PERMITTED: Any non-good and non-lawful alignment.

RACES PERMITTED: Humans, halflings, dwarves, kleshites, and mingols.

USABLE MAGIC ITEMS: None except for items of magical protection such as bracers of defense or a ring of protection.

ADVANCEMENT TABLE: They advance as assassins.

NOTES: The hypnotist abilities are not automatic. The chance of success is twenty percent per level of the obaki minus five percent per level of the opponent minus one percent for every point of the opponent.

THE OBAKI



THE HAJIMAI

DESCRIPTION: The hajimai are the oriental equivalent of the fighter/mentalist. The training that they get is called 'the way of the head' because it teaches psionics and psionic abilities. The benefits are that they can use a psionic discipline and still attack as a fighter. In other words they can enlarge themselves and still attack.

SPECIAL ABILITIES OF CLASS: Enhanced psionic abilities and psionic advancement.

ATTACK/SAVING THROW: As a fighter of the same level.

HIT DIE TYPE: Eight sided.

MAXIMUM NUMBER OF HIT DIE: Nine.

SPELL ABILITY: None.

CLASS LEVEL LIMITS: Twelve.

ARMOR PERMITTED: Any up to splint mail except that they can never wear a helm of any sort.

SHIELD PERMITTED: Any.

WEAPONS PERMITTED: Any that a normal fighter could normally use.

ALIGNMENTS PERMITTED: Any.

RACES PERMITTED: Any that can normally have psionics.

USABLE MAGIC ITEMS: None except magical weapons and armor.

ADVANCEMENT TABLE: Advances as a fighter.

NOTES: The psionics that they have are the same as the normal psionics except that they get an automatic bonus of twenty five points to their attack and defense. They advance and acquire their disciplines in the normal manner except that they start at first level. In addition they get to add twenty to the die rolls to determine attack modes, defense modes, and disciplines.

THE OKISHITA

DESCRIPTION: The okishita are the oriental equivalent to a cleric/assassin. Their training allows them to use the reverse of all clerical healing spells to harm their opponent. This class is greatly feared because they can cause death from a distance and leave no marks behind to indicate that the target was assassinated.

SPECIAL ABILITIES OF CLASS: The kill from a distance without leaving a mark on the target.

ATTACK/SAVING THROW: As an assassin of the same level.

HIT DIE TYPE: Six sided.

MAXIMUM NUMBER OF HIT DIE: Seventeen.

SPELL ABILITY: They can cast the reverse of clerical healing and curing spells only. At high levels they can cause instant death with no saving throw.

CLASS LEVEL LIMITS: Seventeen.

ARMOR PERMITTED: None.

SHIELD PERMITTED: None.

WEAPONS PERMITTED: The weapons that a normal cleric would carry.

ALIGNMENTS PERMITTED: Any non-good and non-lawful alignment.

RACES PERMITTED: Half orcs, humans, kleshites, mingols, and karhosta

USABLE MAGIC ITEMS: Only items of a protection nature such as rings of protection.

ADVANCEMENT TABLE: As assassins.

NOTES: Their ability to cast harm spells is their major weapon. The number of spells that they get is the same as a cleric of the same level. The spells that they can use are the reverse of the spells that normally heal or cure. These spells are labeled necromantic or abjuration. When they cast these spells the target saves a some minuses depending on the level of the caster. The minuses are computed by dividing the level of the caster by three and rounding down. The saving throws are alway made verses spells and not verses death magic.

MERCENARTES GUILD



LOOK FOR OUR OTHER PRODUCTS

FANTASY ROLE PLAYING AIDS

CHARACTER RECORD SHEETS
THIEVES KIT
TEN NEW ORIENTAL PLAYER CLASSES
TEN NEW PLAYER CLASSES
TEN NEW RACES FOR CHARACTERS
NEW SPELLS FOR MAGIC USERS
NEW SPELLS FOR ILLUSIONISTS
NEW SPELLS FOR CLERICS
NEW SPELLS FOR DRUIDS
NEW PSIONIC DISCIPLINES
ARTIFACTS AND RELICS
UNIQUE SWORDS AND WEAPONS
THE DECK OF MANY THINGS
THE SPELL BACKFIRE RESULTS TABLE

SCENARIOS

CITY AND TOWN ADVENTURES
THE TOMB OF OMPHAL

SCENARIOS (CONT.)

THE SHRINE OF TAKATA
THE TOMB OF ATUAN
THE CASTLE OF SILVERTHORNE
THE VILLAGE AT SILVERTHORNE FERRY
THE VOYAGE TO TYROS
THE PIRATES COVE
THE LOST CITY OF QUALMAR
THE TEMPLE AT TARANDUIN
THE CASTLE AT FLEURIN
THE ARROW OF TORVALD
THE CRYSTAL GRIFFON
THE MOORS OF TARN
THE TOWN OF WODEN-DOR
THE WITCH OF WODEN-DOR
THE CASTLE AT KALIMAR
THE CASTLE OF ALKAZAR
THE CASTLE OF ALHAMBRA
THE QUEST FOR THE GOLDEN EGG

THE SUMMER HOUSE
THE JEWELS IN THE FOREST

OTHER GAMES AND AIDS

NINJA: THE GAME
THE NEW MONOPOLY
STARFLEET BATTLES:
ENERGY ALLOCATION SHEETS
CARRIER OPERATIONS
DRONE, FIGHTER, AND SHUTTLE
MOVEMENT CONTROL SHEETS
SHIPS LOG AND DIARY
FLEET OPERATIONS MANUAL
CONTROLLERS TOOL KIT
EXPANDED CAMPAIGN MANUAL

AND MUCH, MUCH MORE TO
COME IN THE NEAR FUTURE.