

# One-Page Profession - The Trickster

([Wyane Imlach](#))

Not as specialised as an Assassin and more suited to the adventuring life. A thief-cum-mercenary who can turn his hand to all sorts of mischief.

Tricksters must have Reflexes of at least 9. Attack 13 Stealth 13 Defence 6 Perception 5 Magical Defence 4 Health Points 1d6+7 Evasion 5

**Climbing** – Tricksters use the same climbing rules as an Assassin (Dragon Warriors p46), deducting half their Rank from the difficulty of the climb.

**Inner Sense, Disguise, Pick Lock, and Pilfer** – these skills operate in the same fashion as the basic Assassin abilities (Dragon Warriors pp 43 & 47), but the Trickster may add his Rank to STEALTH when resolving any disguise or pilfering rolls.

**Armour** – Tricksters suffer -2 from ATTACK and DEFENCE for wearing chainmail; -4 for plate (the same penalties as an Assassin).

**Starting Equipment** – lantern, flint-&tinder, pack, dagger, mail vest (PG p115), 2-20 florins, crossbow, quiver with 6 quarrels, and a sword.

**Advancement** – Tricksters advance in rank the same way as Barbarians.

**Skills of the Mighty** – Tricksters may choose one Skill of the Mighty from the Knight selection on attaining Rank 8, and each Rank thereafter. The Warlock skills Appraise Enemy, Arrow Cutting, Fight Blind, Unarmed Combat, and the upgraded Assassin skills Climb, Disguise, Jump, Pick Lock, and Pilfer are also available to the Trickster.

**Background** – Tricksters use the Mystic background tables when determining past history and origins.

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