

Magehome LARP

AN EXTRACT FROM THE MAGEHOME LARP

PLAYER'S PRIMER

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AN INTRODUCTION TO THE
ADVENTURER
CLASS OUTLINE



ADVENTURER

The *Adventurer* is the most multi skilled of the *Class Outlines*. They have a large cross section of skills and are even able to use magic to a limited degree. Priestly powers are not available to them but that hardly limits this jack-of-all-trades.



Adventuring is one of the oldest professions and as such they are a common character to come across. These people adventure for the sake of adventure and can quite often be found in dark dingy corners of taverns buying maps from dark strangers or in the middle of some forgotten land making maps of their travels to sell later. The *Adventurer* is one of the most useful kinds of people to have with you for their sheer ability to turn their hands to most things. From martial prowess and scouting disciplines, all the way through to some of the shadier skills,

almost nothing is out of reach for the *Adventurer*.

SKILLS AVAILABLE

SKILL/ABILITY

Alchemical Script
 Alchemy – Concoction – Shard I
 Ambidexterity
 Armour - Light
 Armour - Medium
 Armour - Heavy
 Armour - Elven Mail
 Backstab
 Bind Minor Wound
 Bind Major Wound
 Body Points - Basic (2)
 Body Points - Body Building
 Body Points - Endurance
 Bravery
 Cartography



Component Foraging
 Cover Tracks
 Creature Knowledge
 Cut Throat
 Detect Traps
 Disarm Traps
 Discern Disguise
 Discern Forgery
 Discern Poisoning
 Discern Wounds
 Disguise
 Etiquette
 Evaluate
 Forest Lore
 Forgery
 Identify Tracks
 Literacy - Basic
 Literacy - Advanced
 Lore
 Magical Script
 Numeracy - Basic
 Numeracy - Advanced
 Open Locks
 Orientation
 Power (49)
 Shield
 Skinning
 Spells - 1 Power
 Strength
 Strength Subdual
 Subdue
 Survival - Arctic
 Survival - Desert
 Survival - Forest
 Survival - Mountain/Hill
 Survival - Open Planes
 Survival - Sea
 Survival - Underground
 Teach
 Tracking Indoor
 Tracking Outdoor
 Trail Walk
 Weapon Skill - 1 handed
 Weapon Skill - 2 handed
 Weapon Skill - Bow
 Weapon Skill - Dagger
 Weapon Skill - Pole
 Weapon Skill - Thrown
 Weapon Smith – Repair