

The Voyager

"Life is to be lived and the world is to be seen."

Playing the Voyager

The Voyager is a swashbuckling seafarer with a passion for traveling. Though the sea is their preferred mode of travel, Voyagers will accept any offer they can to see more of the world. They live to voyage and adventure, and usually have a hard time staying in one place for very long.

Whips and other light weapons are their favorites, but Voyagers tend to seek out and learn to wield different weapons from all around the world.

Likewise, the Voyager tends to prefer foreign garments that tend to be more regal than one would normally wear in a given situation.

Limitations

Armor Restrictions

Voyagers tend to avoid heavier armor because of the danger it poses in the water, but they are not limited in what armor type they can wear.

- No restrictions

Weapon Restrictions

Voyagers prefer whips, light weapons, and weapons from foreign lands, but they are not limited in what types of weapons they can use.

- No restrictions



The Voyager

Creating the Voyager

Attribute Requirement

Agility: 7
Speed: 5

Life and Faith

Life: 2d6^(GE) + (*Strength* + *Endurance* + *Wisdom*)
Faith: 1

Gifts

Seafaring
Signaling
Speak [additional language]
Swimming
W.S. Combat Arms

Class Skills

Choose four (4) Talents and three (3) Crafts at Level 1.
You may select Skills from the following list or Weapon Skills from the list below:

Acrobatics
Acting
Camp
Carpentry
Demonology
Mechanics
Medical
Play Wind Instrument
Political Science
Preach
Read/Write
Read/Write: [additional language]
Singing
Sneak
Trap Works
Weaponry

Weapon Skills

You may select a Weapon Skill from the following list in place of selecting a Talent or Craft.

W.S. Hand to Hand
W.S. Kick Attack
W.S. Shield Play
W.S. Thrown

Initial Equipment

Long Whip (1d6 Damage)
Long Dagger (2d8 Damage)
Padded Leather Jerkin (AP: Chest; DEF: +3)
Cloth Breeches (AP: Legs; DEF: +1)
Boots (AP: Feet; DEF: N/A)
Pouch of 2d6 Gold, 1d6 Silver
Sleeping blanket, small pack, torch
2d6 Food Rations

Progressing the Voyager

Experience points

The following is a list of Experience points needed to attain each new level.

1.	0
2.	1,150
3.	2,450
4.	4,050
5.	6,100
6.	8,750
7.	12,150
8.	16,450
9.	21,800
10.	28,350
11.	36,250
12.	45,650
13.	56,700
14.	69,550
15.	84,350

Life and Faith

Add the following to the Voyager's *Life* and *Faith* upon reaching each new level:

Life: +1d6^(GE)
Faith: +1