

Animist

An Animist is a shaman, a druid, a spirit-monger. Animists above all know the Secret Name of any thing that lies upon the world under the endless skies, and can call it to empower their spells. Animists are masters of the healing arts, and can summon ancient Spirits of Nature at their service. Play an Animist if you want to be one with Nature and help your companions with your wise counsel and healing skills.

ANIMIST VOCATIONAL SPELL LORES

Aspects of Nature	Master of Animals
Channeling	Master of Plants
Chanting	Miracles
Cleansing	Movements of Nature
Communion	Nature's Path
Earth Mould	Soul Soothing
Healing	Sounds & Lights
Lore of Nature	

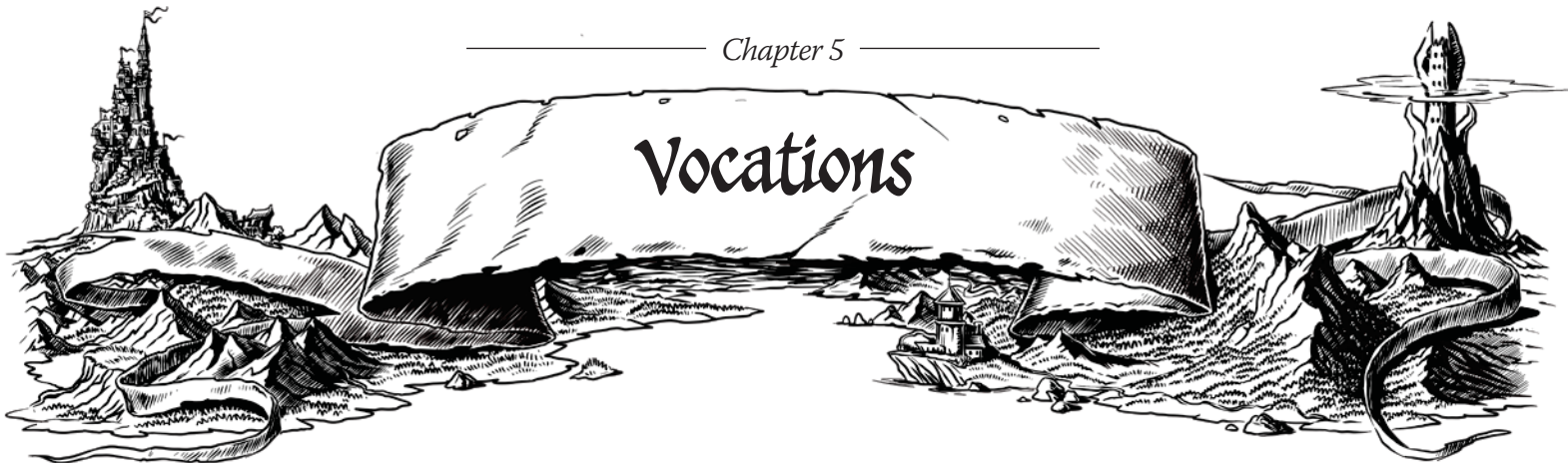
ANIMIST DEVELOPMENT POINTS & VOCATIONAL BONUSES

Armor	DP:	0
Combat	DP:	1
1st Skill Choice	Voc. Bonus:	
2nd Skill Choice	Voc. Bonus:	
3rd Skill Choice	Voc. Bonus:	
4th Skill Choice	Voc. Bonus:	
5th Skill Choice	Voc. Bonus:	
Adventuring	DP:	2
Athletics	Voc. Bonus:	
Ride	Voc. Bonus:	
Hunting	Voc. Bonus:	+5
Nature	Voc. Bonus:	+15
Wandering	Voc. Bonus:	+5
Roguary	DP:	1
Acrobatics	Voc. Bonus:	
Stealth	Voc. Bonus:	
Locks & Traps	Voc. Bonus:	
Perception	Voc. Bonus:	+5
Deceive	Voc. Bonus:	
Lore	DP:	4
Arcana	Voc. Bonus:	+10
Charisma	Voc. Bonus:	+5
Cultures	Voc. Bonus:	+5
Healer	Voc. Bonus:	+20
Songs & Tales	Voc. Bonus:	+5
Spells	DP:	5
Spell Lore	Voc. Bonus:	+10
Body	DP:	0
Body	Voc. Bonus:	
MP per Level		2

[1.12]



[1.13]



Each character in *Against the Darkmaster* has a Vocation, which represents a mix of innate aptitude and specific, intense training. A character's Vocation describes how their apprenticeship and natural inclination influence their starting abilities and also how easy (or difficult) it is for them to develop Skills in various fields of expertise. There are six core Vocations in *VsD*: Warrior (War), Rogue (Rog), Wizard (Wiz), Animagist (Ani), Champion (Cmp), and Dabbler (Dab).

VOCATIONAL BONUSES

Each Vocation gives a series of fixed bonuses to specific Skills, called Vocational Bonuses. They represent the edge that members of that Vocation have over other characters, thanks to their focused training. These bonuses are applied during character creation, as soon as one's Vocation is chosen.

Please refer to the Vocation Development Points and Vocational Bonuses Table to find out the Vocational Bonuses of each Vocation.

VOCATIONAL SPELL LORES

Vocational Spell Lores are those that characters belonging to a specific Vocation can learn and cast without restrictions, as explained in detail in the Magic and Spells chapter.

DEVELOPMENT POINTS

Members of each Vocation gets a certain amount of Development Points (DP) for each Level to distribute between their Skills. Development Points are spent to buy Skill Ranks on a 1:1 basis. A maximum of 2 Skill Ranks can be purchased at each new Level - so basically a maximum of 2 Development Points can be spent on a single Skill at each new Level. Development Points can also

be set apart and transferred to different Skill Categories. This is made on a 2:1 basis.

For example a character has 2 DPs spare from developing Skills in various Categories, and decides to transfer them to another Category. That character will get to spend 1 point this way in the new Category. This point can be stacked with those already possessed in that Category (e.g. if they already had 3 DPs to spend, they will now have 4).

MAGIC POINTS

GAIN PER LEVEL

Characters add this number to their maximum number of Magic Points (MPs) each Level, including first Level (see *Magic and Spells* chapter for more).

Skill Ranks from other categories can be transferred here on a 2:1 basis from any other category. For example a character who already gains 2 MPs per Level can gain a one-time additional MP by transferring 2 DPs from any other Skill Category.

Example (continued): Nik wants to play a Wizard, so his character will have 1 DP in both Adventuring and Roguery; and 5 DPs in both Lore and Spell Lores; and 0 DP in Armor, Combat, and Body. Since he's a little worried about the Body category, he'll trade 1 DP from the Adventuring Category and 1 from Lore to convert them into 1 point for the Body Category.

He spends the rest of the DPs like this:

Spell Lores works exactly like any other Skill. Being a Wizard, Nik's character has access to all the Spell Lores in the Wizard's Vocational Spell Lores List. Nik invests his 5 DPs to buy two ranks in the Mind Control Spell Lore, one rank in Sounds & Lights, one in Eldritch Frost, and one rank in Eldritch Movements.

VOCATION DEVELOPMENT POINTS (DP) & VOCATIONAL BONUSES

		Warrior	Rogue	Wizard	Animist	Dabbler	Champion
Armor	DP:	2	1	0	0	1	2
Combat	DP:	5	3	0	1	2	3
1st Skill Choice	Voc. Bonus:	+20	+10			+5	+15
2nd Skill Choice	Voc. Bonus:	+20	+5			+5	+10
3rd Skill Choice	Voc. Bonus:	+20	+5				+5
4th Skill Choice	Voc. Bonus:	+20					
5th Skill Choice	Voc. Bonus:	+20					
Adventuring	DP:	4	4	1	2	3	3
Athletics	Voc. Bonus:	+10	+5			+5	+10
Ride	Voc. Bonus:	+10	+5			+5	+10
Hunting	Voc. Bonus:	+5	+5		+5		+5
Nature	Voc. Bonus:	+5	+5		+15		+5
Wandering	Voc. Bonus:	+5	+5		+5	+5	+5
Roguary	DP:	2	5	1	1	3	0
Acrobatics	Voc. Bonus:		+20			+15	+5
Stealth	Voc. Bonus:		+20			+15	
Locks & Traps	Voc. Bonus:		+20			+10	
Perception	Voc. Bonus:		+20		+5	+10	+5
Deceive	Voc. Bonus:		+20	+5		+10	
Lore	DP:	0	1	5	4	1	1
Arcana	Voc. Bonus:			+15	+10	+5	+5
Charisma	Voc. Bonus:			+10	+5	+5	+10
Cultures	Voc. Bonus:			+15	+5		
Healer	Voc. Bonus:			+5	+20		
Songs & Tales	Voc. Bonus:			+10	+5		
Spells	DP:	0	0	5	5	3	3
Spell Lores	Voc. Bonus:			+15	+10	+5	+5
Body	DP:	2	1	0	0	1	2
Body	Voc. Bonus:	+15	+5				+5
MP per Level		0	0	3	2	1	1

[1.7]

