

## Traladaran Sword Maiden

**Prime Requisite:** Wisdom

**Experience Bonus:** 5% for Wisdom 13-15, 10% for Wisdom 16-18

**Hit Dice:** 1d6 per level up to 9th level.

Starting with 10th level +1 hp per level and Constitution adjustments no longer apply

**Maximum Level:** 36

**Armor:** Can only wear leather armor or cloth

**Weapons:** No blunt or missile weapons, may only use slashing or piercing weapons. May dual wield or use two handed weapons. May not use a shield.

**Special Abilities:** Turning Undead, Clerical Spells, Incremental Armor Increase, Improved Initiative

When Baron Ludwig von Hendriks first came to Karameikos he did not come peacefully as others did. He took the former town of Halag by storm, slaughtering indiscriminately any native, even if they did bow down and grovel.

His next target was the Church of Traladara. His black garbed soldiers burst through the doors, followed closely by a tribe of goblins, bought and paid for with Thyatian gold. The Male priests were slaughtered where they stood and female priests did not suffer much better, some barely escaping with their lives.

Those whom survived, rallied together taking to outskirts and underground tunnels. They grabbed the blades of the dead, breaking their vows against bladed weapons. They said their prayers to Halav, but it was in Petra they found their salvation.

Other women, the beaten, the widowed and the lame came to them, seeing them as a dry place in the storm. The Daughters of Petra as they call themselves forged themselves anew, and drilled and practiced martial styles once foreign to them.

Their vows they found had not been broken, but were torn from them, and in that realization so their faith returned to them. Now blessed by their own hands once more, their fervor only strengthened.

Over the next 28 years their numbers have slowly grown. They have worked alongside the Traladaran Hunters to form an underground resistance movement. They have found or created tunnels to help lead folks safely outside the Black Eagle Barony.

Due to this, when a Sword Maiden becomes to well known, she is often encouraged to escape from the Barony and start her life over free. Most however have taken to adventuring instead. Perhaps seeking ways to build their own strength. Find like minds to help in the liberation of Halag (Fort Doom).

**Prime Requisite:** A Sword Maiden's prime requisite is Wisdom. They receive a 5% bonus to experience if their Wisdom is between 13-15. If their Wisdom is between 16-18 they receive a 10% bonus to experience.

**Hit Dice:** A Sword Maiden rolls a 1d6 (1-6) for hit points plus Constitution bonus per level until level 9. They receive +1 hit point per level every level after that.

Traladaran Sword Maiden		Spells/Level						
Level	XP	1	2	3	4	5	6	7
1	0	-	-	-	-	-	-	-
2	1,800	1	-	-	-	-	-	-
3	3,600	2	-	-	-	-	-	-
4	7,200	2	1	-	-	-	-	-
5	14,400	2	2	-	-	-	-	-
6	30,000	2	2	1	-	-	-	-
7	60,000	3	2	2	-	-	-	-
8	120,000	3	3	2	1	-	-	-
9	240,000	3	3	3	2	-	-	-
10	340,000	4	4	3	2	1	-	-
11	440,000	4	4	3	3	2	-	-
12	540,000	4	4	4	3	2	1	-
13	640,000	5	5	4	3	2	2	-
14	740,000	5	5	5	3	3	2	-
15	840,000	6	5	5	3	3	3	-
16	940,000	6	5	5	4	4	3	-
17	1,040,000	6	6	5	4	4	3	1
18	1,140,000	6	6	5	4	4	3	2
19	1,240,000	7	6	5	4	4	4	2
20	1,340,000	7	6	5	4	4	4	3
21	1,440,000	7	6	5	5	5	4	3
22	1,540,000	7	6	5	5	5	4	4
23	1,640,000	7	7	6	6	5	4	4
24	1,740,000	8	7	6	6	5	5	4
25	1,840,000	8	7	6	6	5	5	5
26	1,940,000	8	7	7	6	6	5	5
27	2,040,000	8	8	7	6	6	6	5
28	2,140,000	8	8	7	7	7	6	5
29	2,240,000	8	8	7	7	7	6	6

30	2,340,000	8	8	8	7	7	7	6
31	2,440,000	8	8	8	8	8	7	6
32	2,540,000	9	8	8	8	8	7	7
33	2,640,000	9	9	8	8	8	8	7
34	2,740,000	9	9	9	8	8	8	8
35	2,840,000	9	9	9	9	9	8	8
36	2,940,000	9	9	9	9	9	9	9

Traldaran Sword Maiden Saving Throws Table									
Levels	1-4	5-8	9-12	13-16	17-20	21-24	25-28	29-32	33-36
Death Ray/Poison	11	9	7	6	5	4	3	2	2
Magic Wands	12	10	8	7	6	5	4	3	2
Paralysis/Turn to Stone	14	12	10	8	6	5	4	3	2
Dragon Breath	16	14	12	10	8	6	4	3	2
Rod/Staff/Spell	15	13	11	9	7	5	4	3	2

