

DRUDGE ANGEL

In the decades and centuries that followed Dragul's arrival on Rivium, the vampire lord and his Nosferatu seized control of the vast central lands of Andora from the Empires of Men and named his new kingdom Yeld. Yeld stretched from Andora's west coast and across her central plains and into the great icy north. Dragul and his followers ruled this land thru terror and military supremacy, but not all the Nosferatu were loyal to their master. Some Nosferatu sought power in their own right, and left Yeld to explore the world of Rivium on their own. Some thought themselves Dragul's better, and waged war against their lord, while a few were sympathetic to the humans on which they preyed and fought side by side with the armies of men and elves against the forces of Yeld. These Nosferatu were among Dragul's greatest foes, and he hunted them mercilessly. A Nosferatu outside the service of Yeld knew his years were numbered.

The Goddess Suria, in her infinite wisdom and glory, offered the renegade warriors of Yeld a pardon. If they would give themselves body and soul to the service of Suria they would receive the protection of the Goddess and her order, and divine powers to mark them as being forgiven in the eyes of their new master. These Nosferatu would become dark paladins in the service of Suria, mighty warriors to aid in the wars against Dragul.

Throughout the great Yeld wars and in the centuries that followed these Nosferatu warriors became known as Drudge Angels. The Drudge Angels were both honored and feared by the worshippers of Suria. Bound to serve the Goddess of Light but free to drink the blood of their enemies, the Drudge Angels found it difficult to live in the realms of men and elves and became wanderers and pilgrims, traveling the roads between the temples of Suria and living in the shadows of the great cities of Andora. Few Drudge Angels remain today, and new ones are rare as the Order of Suria is reluctant to extend the honor in this new age of mistrust and war. It is a rare cleric who will see the potential for good in the dead heart of a Nosferatu.



DRUDGE ANGEL (Combat/Arcana) (Nosferatu Only)

The Drudge Angel is an alternate profile for the Paladin trade with the following changes:

- *The Drudge Angel does not gain the **Sacred Boon** or **Exorcism** abilities.
- *The Drudge Angel does not gain the **Heal Minor** spell and instead gains the **Courage** spell.
- *The Drudge Angel does not accept a vow of poverty and may roll on the wealthy Table if the option becomes available

***The Dark Vow** Nosferatu that have become Drudge Angels have taken a vow to serve the Goddess Suria by protecting her followers and destroying her enemies. **The Drudge Angel may only drink the blood of evil beings.** The definition of “evil” is left to the GM and player, but it will always include all Nosferatu (excluding other Drudge Angels), servants of Lucifer and users of Diabolic Magic. **Drudge Angels are the only Nosferatu which may drink the blood of another Nosferatu to sustain their thirst. If the Drudge Angel Violates the Dark Vow in any way they immediately loose all abilities associated with this trade including the ability to cast Divine Magic.**

***Dark Righteousness** Even though Sirius has pardoned them the Drudge Angels are still Nosferatu and possess the strength and savagery of the children of Dragul. This aggressiveness can be channeled by these dark paladins against the enemies of their new master. **Drudge Angels receive a +1 bonus to all Strike and Damage rolls against evil beings as described in the Dark Vow ability.**

***Divine Protection** The Drudge Angel fights under the warrant and protection of Suria. **Drudge Angels always roll +1D for all will rolls to negate damage from Diabolic magic. Drudge Angels also are not held to the call of their Nosferatu masters.**

***Gift of Suria:** Suria leaves her mark on those who have served her loyally. Upon reaching 425 Exp a Drudge Angel grows great feathered wings. These wings allow the character to fly at twice their normal run rate. There is a 50% chance that a character’s wings are hit when rolling a 12-18 on the damage location chart. Damaged or destroyed wings grow back completely within a week.

The starting attribute bonuses for a Paladin are:

STR:+2 DEX:+1 WIL:+2 END:+2 DIP:+1 ART:+2 ORA:+2

In addition to this, a Paladin receives the following:

***50 points** to spend on any attributes, skills, etc.

***One DOT** in divine magic

***One divine spell** that can be cast

***One weapon proficiency**

Theology	KNO	2 DOTs
Offensives	STR	2 DOTs
Defenses	STR	2 DOTs
Occult	KNO	2 DOTs
Tact	DIP	1 DOT
Weapon Repair	KNO	1 DOT
Armor Repair	KNO	1 DOT
Riding Skills	KNO	1 DOT
Resist Evil	WIL	2 DOTs
Peacekeeping	DIP	1 DOT