

9

Celtic Characters

This chapter presents new Character Classes for the CELTIC AGE setting. Some of these replace existing classes from the standard game. The following regular Classes from the standard game are not allowed in CELTIC AGE: Barbarian, Bard, Druid, Monk, Paladin, and Wizard. Bard and Druid are replaced by the Fili and Celtic Druid Classes below. Additionally, none of the Prestige Classes from the standard game are available in this setting. Finally, the Aristocrat NPC Class is only available to Roman characters. Noble Celts typically come from one of the other PC Character Classes. All of the material in this chapter is designated Open Game Content for license purposes.

New Character Classes

The following classes are available to PC's starting their careers.

Celtic Druid

This class is based upon the culturally authentic version of the druids and replaces the Druid Class from the standard game. Druids are, for lack of a better term, keepers of wisdom. Their name translates as "oak knowledge," which implies the depth of a mature oak tree with its vast number of rings rather than a specialized knowledge of trees. More loosely, it can be translated as "highly wise."

Druids are the ultimate authority on planting and harvesting. They read the stars and the weather patterns to determine the best time to perform each activity. They also are experts in the care of animals, acting as veterinarians when necessary. Finally, they use their knowledge of herbs to help keep the other members of their tribe healthy, helping to proof them against disease and curing sickness when it is encountered.

This level of knowledge and wisdom helps to elevate one within the tribe. Druids frequently mediate disputes and act to see that the law is upheld. Those that do not do so are forbidden from making sacrifices to the gods. This is a powerful punishment because the gods will not accept sacrifices over which a Druid does not preside. They are the people's connection to the gods' favor, and it is therefore dangerous to cross Druids.

They make fine adventurers owing to their skill with nature. While most prefer to stay with

their tribes and watch over them, some Druids do venture out into the world, particularly in time of war.

They can be helpful on the field of battle, and their knowledge of nature helps guide smaller groups reliably and safely to their destinations.

