

# Gladiator Studies

Taps into the abilities of the Gladiator. Once Gladiator Studies has been purchased, a character can then proceed to purchase the actual spells and abilities of the Gladiator.

Modification Point cost: 2

# Prerequisites

1. Seeker Abilities: "Armor Proficiency" (one type of armor).
2. Seeker Abilities: "Basic Defense / Offense".
3. Seeker Abilities: "Combat Prowess".

# Adrenaline Surge

Increases your defensive abilities with a shield.

**Modification Point cost:** 2

**Ability-points to invoke:** Passive ability that is always in effect.

**Area of Effect:** Shield only.

**Avoidance-roll:** None.

**Damage:** None.

**Duration:** Permanent while holding shield.

**Effect time:** Instant.

**Explanation:** Increases the defensive ability of a shield held on the arm by +1. Every 5 levels advanced, you will gain an additional +1 defense.

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Invoke time:** 1 turn (5 seconds)

**Maximum adjustment:** +20

**Notes:** None.

**Range:** Shield only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value: Scroll:** 7,500 white-gold

# Combat Moral

Increases you and your defensive and offensive abilities while ally's are near.

Modification Point cost: 2

Ability-points to invoke: 1 per offensive / defensive adjustment.

Area of Effect: All allies within sight of the Gladiator ("Awareness" = the spaces out all the way about you).

Avoidance-roll: None.

Damage: None.

Duration: One battle.

Effect time: Instant.

Explanation: For every ally fighting along side the Gladiator, there will be a +1 added to attacks and defensive rolls, including the avoidance-rolls of "Sudden-Death" and "Annihilation-Strike"

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: +20

Notes: None.

Range: Gladiator only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 23,000 white-gold

# Counter Strike

The chance to gain a free strike against your foe every time you are struck.

**Modification Point cost:** 2

**Ability-points to invoke:** Passive ability that is always in effect.

**Area of Effect:** Any foes who have struck the Gladiator. Damage does not need to be done to the Gladiator; merely a strike against him or her.

**Avoidance-roll:** None, though a foe can evade the Counter Strike as normal.

**Damage:** The damage the Gladiator can do with the hand-held weapon he or she is wielding.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** This ability will have a chance of invoking automatically whenever the Gladiator is struck with a weapon, considering the one who strikes is within hand-held range to hit. The chance to Counter Strike is 5% (roll a D20. If a 20 is rolled, the Gladiator will Counter Strike one time during his or her defensive or offensive turn).

Even an invisible attackers can be struck by this Counter Strike, though penalties for fighting blind will be fully in effect.

**Hand movement:** Gladiator merely needs to be holding a hand-held weapon in hand. If the Gladiator is not holding a weapon in hand when this ability invokes, he or she will punch the attacker once.

**Healing:** None.

**Immunities:** None.

**Invoke time:** 1 turn (5 seconds)

**Maximum adjustment:** +20

**Notes:** If the Gladiator is struck by another's countering strike during his or her offensive turn, this ability will still be checked for. In other words, this ability has a chance to Counter Strike ANYTIME the Gladiator is struck (whether damage has occurred or not).

**Range:** See: "Area of Effect".

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** Scroll: 9,000 white-gold.

# Intimidation

Force fear into the heart of your foes.

**Modification Point cost:** 2

**Ability-points to invoke:** 2 per foe the Gladiator is attempting to effect.

**Area of Effect:** All spaces that connect to the space the Gladiator is standing upon.

**Avoidance-roll:** Yes, vs. "Fear".

**Damage:** None.

**Duration:** 1 turn (5 seconds) + 1 turn per 10 levels advanced.

**Effect time:** Instant.

**Explanation:** The Gladiator's presence will cause Gladiator's Fear to inflict foes of the Gladiator who do not successfully make an avoidance-roll vs. "Fear". When Intimidation is successful, the afflicted will suffer a loss of 1 attack per turn for the "Duration" of Intimidation (even down to 0 attacks per turn). Always, the most damaging attack of a foe will be negated first.

**Hand movement:** None. When this ability is invoked, the Gladiator will present him or herself viciously toward all within the effected area in hopes of causing foe to waver in their attack.

**Healing:** None.

**Immunities:** Fearless creatures cannot be effected by the power of this ability.

**Invoke time:** 1 turn (5 seconds)

**Maximum adjustment:** None.

**Notes:** Remember, 2 ability-points will be spent for EACH FOE the Gladiator is attempting to effect.

**Range:** See: "Area of Effect".

**Resting time:** None.

**Special:** This ability's "Duration" will be at x2 if a foe is currently gripped by any fear effect.

**Susceptibilities:** None.

**Value:** Scroll: 8,000 white-gold.

# Moral

Gladiator will gain a bonus to all avoidance-rolls for self and allies within the "Area of Effect".

**Modification Point cost:** 2

**Ability-points to invoke:** 2

**Area of Effect:** Gladiator and all allies within 20 spaces (100') of the Gladiator.

**Avoidance-roll:** None.

**Damage:** None.

**Duration:** 1 turn (5 seconds) + 1 turn per 3 levels advanced.

**Effect time:** Instant.

**Explanation:** This ability will give the Gladiator and all his or her allies a bonus to all avoidance-rolls for the "Duration". The bonus given is as follows:

Gladiator's	avoidance-roll
<u>Level:</u>	<u>Bonus:</u>
0	+1
1	+2
2	+3
3	+4
4	+5
5	+6

This ability stacks with other similar abilities:

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Invoke time:** 1 turn (5 seconds)

**Maximum adjustment:** +6

**Notes:** None.

**Range:** See: "Area of Effect".

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** Scroll: 12,000 white-gold.

# Tempered Steel

Gives a bonus of 1 Damage-Reduction vs. physical attacks.

Modification Point cost: 2

Ability-points to invoke: 2

Area of Effect: Gladiator or other.

Avoidance-roll: None.

Damage: None.

Duration: 1 hour + 1 hour x the current level of the Gladiator.

See: "Note".

Effect time: Instant.

**Explanation:** This ability will give the Gladiator, or another, a Damage-Reduction of 1. When struck by any physical attack, 1 damage will be subtracted from the total, exactly as a set of outer plated armor gives a Damage-Reduction.

This ability stacks with other similar abilities:

**Hand movement:** Two hands. The Gladiator will strike the chest with his or her fists to complete the invocation of this ability.

Healing: None.

Immunities: The unwilling cannot be effected by the power of this ability.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: +6

Notes: This ability will fade away if there is a break of 10+ turns in the current situation.

Range: See: "Area of Effect".

Resting time: 1 turn (5 seconds).

**Special:** This ability can be invoked multiple times, adding protection for self and others, but ability-points will not begin to regenerate until the "Duration" is expired for each Tempered Steel invoked.

Susceptibilities: None.

Value: Scroll: 15,000 white-gold.