

Guardians of Utaemia

Guardian Abilities

Challengergames.net

Copyright © 2006 By Michael G. Giles All rights reserved. None of the information in Guardians of Utaemia may be reproduced in any way shape or form, or by any means, without express written consent by the author, Michael G. Giles

Adventurer Abilities and Spells:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain abilities, miscellaneous modifications, combat adjustments, experience point modifiers, spells and more.

When you create your character (your Seeker) you will be level zero. While you are a Seeker (from 0 to 5th level), you may ONLY choose Seeker Abilities. Upon advancing to level #6, you will no longer be considered "Seeker", but an adventurer. It will then be up to you to decide what you will be based on what abilities and spells you learn.

Notes and things you should be aware of:

Abilities and Spells do not stack (or add together) unless otherwise specifically stated.

Guardian

Guardians are protectors. They hire themselves out to others as wardens and protectors. The Guardian is a specialized character. You must complete the full experience points of any level #10, or higher level, character to choose this special path. But, you may not be a Seeker, ready to advance to level 11 (or higher) and choose Guardian.

One can become a Guardian only if The Guardians Test has been passed in the Guardians Tower. This test is a trial given to a character who has completed the sixth level qualifications for any character type. If this test is failed, the person who fails this test cannot be taken again for one full year.

Guardians Test: When one requests to be a guardian, he or she will be given two items:

1. Guardian Robe: This will cost no small amount of white-gold (usually 50,000). This robe is fashioned similar to the Monks Robe (martial arts gi), but instead of pants for the bottom half, it will have the split skirt style. This is for easy movement and for concealing multiple items upon the legs if so desired. As normal, armors can be worn under the Guardians Robe if so desired.

The color of the Guardian Robe will always be black.

A most unique enigma about the Guardians Robe are the borders of the top part of the robe. When not officially guarding someone, or something, the bordering hemline is black just as the rest of the material. But when a guardian has given a "The Oath of The Guardian", taking upon him or herself a Ward (that which is being guarded), the border of the Guardian Robe will change, and silver runes will appear, covering the entire hemline, inside and out. These runes are meaningless to all others but the Guardian and the Ward; they are a sign that the Guardian has a Ward (that is all they are for).

2. Guardian Blade: The Guardian Blade will be given to the Guardian upon the successful completion of three tests by the Guardian Council. These three tests will be strictly up to the G.M. (the guardian in search of the Guardian Blade will usually be given three duties to guard someone or something to prove he or she has the ability to preform as a guardian). The council will not risk giving a Guardian Blade to anyone who merely requests one. They deem it important to test the guardian on three missions. If these missions are preformed successfully, and to the council's approval, the blade will be presented to the guardian during a recorded ceremony and feast. The blade will be awarded at no cost (the Guardian can request the blade be any style of sword). See: "Sword, Guardian" in the Enchanted Weapon section of the Treasure Book for full details on this blade.

Prerequisites:

1. Seeker Abilities: "Weapon studies" (Bows (all), Dagger, Swords (all))
2. Trade-Skill, "Ambidextrous"
3. Trade-Skill, "Basic Defense / Offense" (all areas of survival must be at 40%+)
4. Trade-Skill, "Survivalist" 5. Pass the three trials within the "Guardians Tower".

Augmentation (Ability)

Added bonus to avoidance-rolls while guarding something or someone.

This ability can be purchased multiple times.

Modification Point cost: 5

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

Area of Effect: Guardian only.

Avoidance-roll: None.

Damage: None.

Duration: Passive ability that is always in effect while guarding.

Effect time: Passive ability that is always in effect while guarding.

Explanation: While guarding something or someone, this ability will give the guardian a +1 to all avoidance-rolls.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Passive ability that is always in effect while guarding.

Maximum adjustment: +23 on all avoidance-rolls

Notes: None.

Range: Guardian only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 180,000 white-gold

Blood Oath (Ability)

Added bonus to defense and offense while guarding when wounded

This ability can be purchased multiple times.

Modification Point cost: 5

Ability-points to invoke: Passive ability that is always in effect while physically wounded.

Area of Effect: Guardian only.

Avoidance-roll: None.

Damage: None.

Duration: Passive ability that is always in effect while physically wounded.

Effect time: Passive ability that is always in effect while physically wounded.

Explanation: While guarding something or someone, this ability will give the guardian a +1 to both DEFENSE and OFFENSE when physically wounded.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Passive ability that is always in effect while physically wounded.

Maximum adjustment: +23 defense / offense

Notes: None.

Range: Guardian only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 180,000 white-gold

Combat stability (Ability)

Only fall on an attack-roll of 01% when guarding.

Modification Point cost: 30

Ability-points to invoke: 15

Area of Effect: Guardian only.

Avoidance-roll: None.

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: While guarding, the Guardian will only fall on an 01% attack-roll. The usual ruling on this is an attack-roll of 01-02.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: Not applicable.

Notes: None.

Range: Guardian only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 12,000 white-gold

Gift (Ability)

The Guardian takes damage for the one being guarded

Modification Point cost: 40

Ability-points to invoke: Passive ability that is always in effect, but will drain 20 ability points each and every turn that it is used.

Area of Effect: The guardian's ward.

Avoidance-roll: Avoidance-roll vs. "Awareness"

Damage: None.

Duration: Passive ability that is always in effect.

Effect time: Instant.

Explanation: For this to be successful the guardian must make a successful Avoidance-roll vs. "Awareness". This ability can be withheld by the guardian if he or she so chooses.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Passive ability that is always in effect.

Maximum adjustment: None.

Notes: None.

Range: 1 league (3 miles) x the level of the guardian. The guardian does not have to see his or her ward in order to take damage for him or her.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 400,000 white-gold

Movement Detection (Ability)

While guarding, guardian can sense movement without having to see.

Modification Point cost: 60

Ability-points to invoke: 30

Area of Effect: 1space (5') x the awareness of the guardian.

Avoidance-roll: Avoidance-roll vs. "Awareness"

Damage: None.

Duration: 1 minute (12 turns) x the level of the guardian.

Effect time: Instant.

Explanation: Can sense the physical movement of another.

Hand movement: Two hands. Guardian covers his or her own eyes with both hands, blocking his or her vision, and then moves the hands outward until he or she can see clearly.

Healing: None.

Immunities: Intangible and gaseous creatures are not detected by this ability.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: None.

Notes: None.

Range: Guardian only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 85,000 white-gold

Presence Detection (Ability)

Sense a stalker using special abilities of concealment.

Modification Point cost: 24

Ability-points to invoke: 12

Area of Effect: 3 spaces (15') out all the way around the Guardian

Avoidance-roll: Avoidance-roll vs. "Awareness" at 1/4 chance (rounded down) +1 per 5 levels advanced.

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: Can sense that there is a stalker, using a special ability to conceal him or herself, though the exact location is not detected (i.e., thief hiding or performing presence, invisibility, spirits in the vicinity, etc.).

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 3 turns (15 seconds)

Maximum adjustment: 91%

Notes: None.

Range: Guardian only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 28,000 white-gold

Sleeping Pain (Ability)

Feel no pain while guarding.

Modification Point cost: 10

Ability-points to invoke: 5

Area of Effect: Guardian only.

Avoidance-roll: None.

Damage: None.

Duration: 1 turn (5 seconds) x the Guardian's level.

Effect time: Instant.

Explanation: While guarding there is a %chance that a guardian will feel absolutely no pain if wounded or effected by an ability that causes pain.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: None.

Notes: None.

Range: Guardian only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 8,000 white-gold

Weapon stability (Ability)

Only lose weapon on an attack-roll of 03% when guarding.

Modification Point cost: 30

Ability-points to invoke: 15

Area of Effect: Guardian only.

Avoidance-roll: None.

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: While guarding, the Guardian will only lose a weapon on an 03% attack-roll. The usual ruling on this is an attack-roll of 03-04.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: Not applicable.

Notes: None.

Range: Guardian only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 12,000 white-gold