

Guardians of Utaemia

Warrior Abilities

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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.

Warrior

The Warrior is a common front line fighter. In wars and large scale battles, Warriors are the bulk of all forces present within a kingdom. If a Warrior is part of a guild, and a war breaks out on the continent, or an allied nation, a request will be sent foremost to his or her guild for aid.. Warriors have indispensable strengths.

Prerequisites

Seeker abilities:

“Armor Proficiency” (all)

“Basic Defense / Offense”

“Weapon Studies” (Sword (any type), Bow (any type), or Crossbow, Dagger)

Trade-Skills:

“Riding” (Normal and Difficult).

Antagony (Ability)

Enrage a foe, manipulating emotions, thus making him or her more reckless in battle.

Prerequisite: None.

Modification Point cost: 20

Ability-points to invoke: 10

Area of Effect: One opponent.

Avoidance-roll: Pit Mental-strength vs. your foe's Mental-strength and win to succeed (single roll).

Damage: None. See: "Explanation"

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant.

Explanation: The Warrior can preform this rather powerful ability by pitting his or her Mental-Strength against his or her rival. If victorious, the Warrior's enemy will become enraged and reckless, being penalized with a -2 to offense and defense per 5 levels the Warrior has advanced.

Hand movement: None. This is a verbal or physical taunt. The Warrior will use any means and methods he or she can think of to enrage the enemy.

Healing: None.

Immunities: Creatures with an intelligence of 1 to 4 are not effected.

Invoke time: 3 turns (15 seconds) in which time the Warrior can only defend, quietly taunting his or her opponent into a careless rage. This ability can only be attempted once upon an enemy per 24 hours.

Maximum adjustment: None.

Notes: None.

Range: The creature only has to see and / or hear the Warrior, perceiving what he or she is doing. The "Range" will be up to the wisdom of the G.M.

Resting time: None.

Special: None.

Susceptibilities: A Warrior will gain a +1 per 10 levels advanced when preforming Antagony upon an already maddened or enraged creature. This does not mean a creature that is angry will be susceptible to this ability. A creature that will fall into this category, being more susceptible to being Antagonized will be a creature that has broken into unnatural anger.

Value: Scroll: 20,000 white-gold

Battle-Cry (Ability)

Warrior will have a bonus to strike during a battle situation.

Prerequisite: None.

Modification Point cost: 15

Ability-points to invoke: 7

Area of Effect: Warrior only.

Avoidance-roll: avoidance-roll vs. “Faith”

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant.

Explanation: If a Warrior’s avoidance-roll is successful he or she will gain a bonus of +1 to offensive strikes per 2 levels advanced. The downside to this is there will also be a penalty of -1 to defense per 2 levels advanced as well.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Warrior only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 15,000 white-gold

Battle-Fury (Ability)

Warrior will have +1 attack per turn until physically wounded

Prerequisite: None.

Modification Point cost: 50

Ability-points to invoke: 25

Area of Effect: Warrior only.

Avoidance-roll: None.

Damage: None.

Duration: Level of the warrior x2.

Effect time: Instant.

Explanation: This ability will give the Warrior one extra weapon strike per turn for the “Duration”.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Warrior only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 50,000 white-gold

Berserker's Rage (Ability)

Gives a permanent bonus to strike with a single chosen weapon.

Prerequisite: You must be proficient with a weapon to invoke Berserker's Rage upon it.

Modification Point cost: 20

Ability-points to invoke: 10 Modification-points used to invoke this ability upon a weapon will be willingly forfeit forever.

Area of Effect: This ability can only be used on one single weapon. And unless the weapon chosen is destroyed, it can never be invoked upon another weapon again. If case the invoked weapon is destroyed, modification-points will not regenerate (in other words, once the 10 points is used, it is gone forever).

Avoidance-roll: None.

Damage: None.

Duration: Permanent

Effect time: 10 turns (50 seconds)

Explanation: When this ability is invoked upon a chosen weapon, that weapon will gain a +1 per 5 levels that the Warrior advances. The Warrior must choose a specific weapon, and will forever gain a bonus to all offensive strikes while using it.

This weapon is known as a Warrior's Soul Weapon.

Note: If Warrior chooses a long sword, only that specific long sword will gain the Berserker's Rage ability (not another long sword of exactly the same make -- only that long sword). Another cannot be fashioned in this way (See: "Area of Effect").

Hand movement: Warrior must hold the weapon desired with at least one hand while he or she concentrates the ability of Berserker's Rage into it.

Healing: None.

Immunities: None.

Invoke time: 10 turns (50 seconds)

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: 24 hours.

Special: None.

Susceptibilities: None.

Value: Scroll: 20,000 white-gold

Carnage (Ability)

Warrior will further the ability of the Warrior's Soul Weapon (See: "Berserker's Rage").

Prerequisite: Adventurer ability: "Berserker's Rage"

Modification Point cost: 30

Ability-points to invoke: 15

Area of Effect: Warrior only.

Avoidance-roll: None.

Damage: See: "Explanation"

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant.

Explanation: Continuation of the ability of Berserker's Rage. Permanent to strike with a chosen weapon. Warrior must use the Warrior's Soul Weapon to invoke this ability upon, thus gaining the following while the "Duration" is in effect:

+1 to strike per 5 levels advanced.

+ 1-D12 damage per 3 levels advanced.

Hand movement: Must hold the Warrior's Soul Weapon with at least one hand while he or she invokes Carnage.

Healing: None.

Immunities: Only the Warrior's Soul Weapon can be used by this ability. See: "Berserker's Rage".

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 30,000 white-gold

Cleave (Ability)

A sword attack that causes x2 damage and possibly stuns.

Prerequisite: None.

Modification Point cost: 16

Ability-points to invoke: 8

Area of Effect: Sword warrior is holding only.

Avoidance-roll: None.

Damage: If this strike hits, the weapon-damage will be x 2

Duration: One sword attack, whether it hit or not.

Effect time: Instant.

Explanation: Cleave causes x2 damage on your sword attack if it successfully strike your foe. If your offensive roll is +30, or higher, above your defender's, you will pit your strength against the strength of your opponent (one single roll check). If you win, your opponent will forfeit the next offensive turn (and can only defend).

Hand movement: Warrior must be wielding the sword.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: x2 damage only.

Notes: None.

Range: See: "Area of Effect"

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 20,000 white-gold

Dance of The Blade (Ability)

For this ability's "Duration" the Warrior will not have to be proficient in a sword to use it.

Prerequisite: None.

Modification Point cost: 10

Ability-points to invoke: 5

Area of Effect: One sword of any type.

Avoidance-roll: avoidance-roll vs. "Intelligence"

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant.

Explanation: This ability will negate the penalty for using a sword of any type that you are not proficient with for the "Duration" of the ability.

Hand movement: Warrior must be wielding the sword.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: Not applicable.

Notes: None.

Range: Touch.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 10,000 white-gold

Fear-Resistance (Ability)

Warrior will have resistance to fear influences.

Prerequisite: None.

Modification Point cost: 20

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

Area of Effect: Self only.

Avoidance-roll: None.

Damage: Not applicable.

Duration: Permanent

Effect time: Permanent

Explanation: When any form of outside influence, in the form of fear, assails the Warrior, he or she will have a 1% chance per level advanced to not be effected by it.

This ability does not stack with another ability, item's power, or spell that aids in resisting fear (but the greater Fear Resistance will be considered always).

Hand movement: None.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: Passive ability that is always in effect.

Maximum adjustment: 30% Fear-Resistance

Notes: None.

Range: Warrior only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 20,000

Half-Moon Crescent (Ability)

Warrior will feign a frontal assault, but actually step offline just before striking in an attempt to throw off your opponent's defenses.

Prerequisite: None.

Modification Point cost: 16

Ability-points to invoke: 8

Area of Effect: Warrior only.

Avoidance-roll: This Sword-technique will be successful if Warrior wins an initiative roll against an attacking opponent.

Damage: None.

Duration: 1 turn (5 seconds)

Effect time: Instant.

Explanation: The Half-moon Crescent attack is designed to create a breach in the defenses of your foe by the skillful use of the sword.

If the Warrior can win the initiative roll against an opponent he or she will manipulate an attack adjustment of: +1 on all strikes per 3 levels advanced for the full duration of the turn.

Description:

The Warrior will feign a frontal assault, at the last moment stepping off-line of attack, attempting to manipulate opponent's defensive guard slightly away from him or her, thus catching opponent attempting to defend a frontal assault while the actual attack is front-side. Simply win an initiative roll against your opponent to succeed in this.

Note:

If your opponent does not fall to this form of attack, Warrior will still gain his or her attacks as normal (without any penalties or bonuses).

Hand movement: None. But the Warrior must have the space to step to the front-side while attacking, or this technique will not work.

Healing: None.

Immunities: Special vision abilities may negate this form of bonus for the Warrior (discretion of the game master).

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: The creature that the Warrior is physically attacking.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 16,000 white-gold

