

# *Guardians of Utaemia*

## *Deminaught 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.

# Deminaught

Far greater than the warrior, Argonaught and the Juggernaught. The Deminaught can transform him or herself into a Deminaught Dragon. Greater than the warrior, Argonaught and the Juggernaught, the Deminaught is a physical force of power to be reckoned with. There is might in his or her blade, power in the mind, body and spirit. This is the final phase of the warrior he or she started so long ago.

## Prerequisites:

1. Seeker Abilities: "Physical Body"
2. Trade-Skill, "Combat Powess"
3. Trade-Skill, "Weapon Studies": Sword (any 7 types), Bow or Crossbow (all types), Dagger, 5 more of personal choice

# Damage-Resistance (Ability)

This ability will give the Deminaught the % chance that NO damage will occur when actually hit in the flesh.

Modification Point cost: 10

Ability-points to invoke: 5

Area of Effect: Self only.

Avoidance-roll: None.

Damage: None.

Duration: 1-D4 +1 turns +1 per 5 levels advanced.

Effect time: Instant.

Explanation: When invoked, this ability will have a 5% chance of turning any physically damaging attack that strikes the Deminaught's flesh. This ability can be purchased multiple times.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: 30% (this ability can be purchased a maximum of 6 times; no more).

Notes: None.

Range: Self only.

Resting time: None.

Special: None.

Susceptibilities: Omen weapons cannot be thwarted by the power of this ability.

Value: Scroll: 50,000 white-gold

# Fear-Resistance (Ability)

The Deminaught 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 Deminaught, he or she will have a 1% chance per level 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:** 60% Fear-Resistance

**Notes:** None.

**Range:** Deminaught only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value: Scroll:** 20,000

## Minotaur's Luck 3 (Ability)

Further the uncanny, regenerating, luck of the Minotaur.

This ability can be purchased multiple times.

Modification Point cost: 10

**Ability-points to invoke:** Passive ability.

**Area of Effect:** Deminaught only.

**Avoidance-roll:** None.

**Damage:** Not applicable.

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

**Effect time:** Permanent ability.

**Explanation:** You will gain 1 pont of Minotaur's Luck. It is exactly as the Minotaur's Ability in that you will not lose your next physical offensive turn if used. Minotaur's Luck used will regenerates at a rate of 1-D4 points per 1 turn (5 seconds). This ability can be purchased multiple times.

**Hand movement:** Not applicable.

**Healing:** Not applicable.

**Immunities:** Not applicable.

**Invoke time:** Not applicable. Minotaur's Luck must be written into the character sheet. Keep this luck separate from your normal luck.

**Maximum adjustment:** 20

**Notes:** None.

**Range:** Self only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value:** Scroll: 250,000 white-gold

# Mirrored Fear (Ability)

This ability may cause a creature's ability to cast or radiate fear (magically or naturally) to turn back upon it.

Modification Point cost: 15

Ability-points to invoke: 7

Area of Effect: One target.

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

Damage: None.

Duration: As the duration of the fear ability or spell of the creature attempting to effect you.

Effect time: As the "Effect time" of the creature's ability or spell being cast upon you.

Explanation: This ability will actually reflect fear directed at the Deminaught back upon the one who has attempted to invoke or cast it.

Hand movement: None.

Healing: None.

Immunities: Fearless creatures are not effected by the power of their own ability or spell to cause fear.

Invoke time: Instant.

Maximum adjustment: As the "Maximum adjustment" of the fear ability or spell being cast upon the Deminaught.

Notes: None.

Range: If a fear ability or spell can effect, or reach out to effect, the Deminaught, it can be Mirrored back upon the one who invoked or cast it.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 25,000 white-gold

# Mirrored Pain (Ability)

This ability may cause a creature's ability to inflict, cast, or radiate pain (magically or naturally) to turn upon itself.

Modification Point cost: 15

Ability-points to invoke: 7

Area of Effect: One target.

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

Damage: None.

Duration: As the duration of the pain ability or spell of the creature attempting to effect you.

Effect time: As the "Effect time" of the creature's ability or spell being cast upon you.

Explanation: This ability will actually reflect pain directed at the Deminaught back upon the one who has attempted to invoke or cast it.

Hand movement: None.

Healing: None.

Immunities: Creatures that do not feel pain are not effected by the power of their own ability or spell to cause it.

Invoke time: Instant.

Maximum adjustment: As the "Maximum adjustment" of the pain ability or spell being cast upon the Deminaught.

Notes: None.

Range: If a pain ability or spell can effect, or reach out to effect, the Deminaught, it can be Mirrored back upon the one who invoked or cast it.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 25,000 white-gold

## Shield of War (Ability)

Negates physical damage from attacks (as does damage-reduction)

This ability can be purchased multiple times.

Prerequisite: Must have the Maximum adjustment of the Argonaught Ability: "Fortitude" and the "Juggernaught" ability: "Foe Bane".

Modification Point cost: 30

Ability-points to invoke: 15

Area of Effect: Deminaught only.

Avoidance-roll: None.

Damage: None.

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

Effect time: Instant.

Explanation: While the "Duration" is in effect, this ability will negate physical damage to the Deminaught. Any time he or she is struck with a weapon damage will be negated by 1. This ability can be purchased multiple times.

Hand movement: Two hands. Cross hands in front of chest and quickly lower them down.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: 12 Note that you must have the prerequisite of the Argonaught Ability, "Fortitude", and "Juggernaught" ability: "Foe Bane" meaning you will already have a damage-reduction adjustment of 12 when you start purchasing this ability. If you buy all 12 adjustments of Foe Bane, you will end up with a total of 20 (you can only purchase this ability 12 times).

Notes:

Range: Deminaught only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 300,000 white-gold

# Terrorize (Ability)

This ability will give the Deminaught extra damage caused per strike.

This ability can be purchased multiple times.

Modification Point cost: 20

Ability-points to invoke: 10

Area of Effect: Deminaught and any weapon he or she strikes a foe with.

Avoidance-roll: None.

Damage: See: "Explanation"

Duration: 1 turn (5 seconds) x the level of the Deminaught

Effect time: Instant.

Explanation: This ability will give a +1 added damage with any physical weapon he or she is wielding.

Hand movement: 1 or 2 hands. The Deminaught will simply raise the weapon up in front of his or her foe and bow slightly.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Deminaught only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 40,000 white-gold

## The Fall of T`SaR (Ability)

This form of attack is a drop down assault that will cause x5 damage if successfully preformed.

Modification Point cost: 50

Ability-points to invoke: 25

Area of Effect: One target only.

Avoidance-roll: None. See: "Explanation"

Damage: x5 See: "Explanation"

Duration: Instant.

Effect time: Instant.

**Explanation:** This attack is designed to cause as much damage as possible on the attack. The Warrior must drop from above his or her opponent, and strike with all the strength that can be mustered. This attack does not have to be a surprise attack to be preformed successfully.

**Success chance:** This Sword-technique will be successful if Warrior wins an initiative roll against his or her opponent.

**Attack description:** Warrior falls upon opponent from a height anywhere above the victim, bringing his or her weapon down upon the target. With this attack, only one strike can be had. If the strike is successful, accompanied with a successful avoidance-roll vs. "Strength", it will cause x5 damage. Warrior bonuses: +30 to strike opponent or object.

If opponent evades The fall of Touch.`SAR, the Warrior preforming it will still be able to finish his or her attacks as normal (in other words, if a Warrior usually has 3 attacks, and this sword technique is preformed, and it is evaded, he or she will still have two more attacks (discretion of the G.M.).

Opponent's penalties: None.

**Hand movement:** None. But you must drop down from above your opponent.

**Healing:** None.

**Immunities:** None.

**Invoke time:** Instant.

**Maximum adjustment:** x5 damage.

**Notes:** None.

**Range:** target only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** Scroll: 175,000 white-gold

# Transformation (Ability)

Deminaught can shape-shift into a Deminaught Dragon.

Modification Point cost: 60

Ability-points to invoke: 30

Area of Effect: Self only.

Avoidance-roll: Yes: A successful avoidance-roll vs. "Magic" is needed to successfully shape-shift.

Damage: Not applicable.

Duration: 72 hours or until the Deminaught wishes to change back (which takes 3 turns (15 seconds) of undisturbed meditation).

Effect time: Instant.

Explanation: The Deminaught has the ability to transform into a Deminaught Dragon of equal level, yet still gain the bonuses of rank weapons, classed armor and defensive treasure items which protect the wearer.

Hand movement: None.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: Transforming into the Deminaught Dragon will take 3 turns (15 seconds) of undisturbed meditation to make the alteration from humanoid to dragon.

Maximum adjustment: Not applicable.

Notes: Only one attempt to preform a Transformation can be attempted per 24 hours.

Range: Self only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 300,000