

# Deminaught Studies

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

Modification-point cost: 2



# Prerequisites

1. Seeker Ability: "Armor Proficiency" (all types of armor).
2. Seeker Ability: "Basic Defense / Offense".
3. Seeker Ability: "Combat Prowess".
4. Seeker Ability: "Weapon Studies" (all swords, dagger, lance, bow and crossbow).
5. Special: Know all Argonaught, Warrior and Juggernaught abilities (Seeker and Adventurer abilities must be known).

# Battle Shout

Increase the Defense/Offense and Moral checks for all allies within the "Area of Effect".

Modification Point cost: 2

Ability-points to invoke: 2

Area of Effect: 1 space (5') x the Deminaught's strength.

Example: If the Deminaught has a 33 strength, the "Area of Effect" of this ability will be 33 spaces out in all directions from the current position of the Deminaught. This ability moves with the Deminaught.

Avoidance-roll: None.

Damage: None.

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

Effect time: Instant.

Explanation: Initially, this ability will grant the Deminaught and all allies within the "Area of Effect" +1 to Defense/Offense and Moral Checks for the "Duration" of the ability.

There will be a bonus of +1 / 3 levels advanced. See: "Maximum adjustment".

Hand movement: None. The Deminaught must be able to verbally shout for this ability to take effect.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: Instant.

Maximum adjustment: +6

Notes: None.

Range: This ability will emanate from the current position of the Deminaught. This ability's "Area of Effect" will move with the Deminaught.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 6,000 white-gold

# Counter Strike

Deminaught has a chance to strike a foe which strikes and wounds him or her during combat.

**Modification Point cost:** 2

**Ability-points to invoke:** 2

Passive ability that is always in effect. 2 ability-points will be automatically used when this ability works, even if the Defensive-Strike misses its target or is evaded.

**Area of Effect:** All foes which wound the Deminaught and are within range of the Deminaught's hand-held striking range.

**Avoidance-roll:** None.

**Damage:** The damage of one counter-strike based on the weapon wielded by the Deminaught.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** This ability will give the Deminaught a chance of gaining 1 free counter-strike against each and every attacker which successfully wounds him or her in combat if within range of a hand-held weapon strike. This ability will not work against foes which are unseen, or against surprise attacks. If the Deminaught has an ability of premonition, or anything like it, warning him or her of an impending attack, a successful initiative against a foe, and a successful avoidance-roll vs. "Awareness" will enable this ability as normal.

**Chance:** 10% A 19-20 on a D20 roll will indicate the Deminaught can roll to strike once against the foe who has wounded him or her. Note this attack may be evaded by the attacker as normal.

**Hand movement:** This passive ability is always in effect, which means the Deminaught will instantly punch, or strike once with the hand-held weapon he or she is wielding.

**Healing:** None.

**Immunities:** This ability will not work against unseen and undetected foes. See: "Explanation".

**Invoke time:** Passive ability that is always in effect. When this ability works, 2 ability-points will be spent to invoke it. If ability-points are too low, this ability will not work.

**Maximum adjustment:** 10% This ability stacks with other similar abilities.

The Juggernaught's Seeker Ability: "Defensive Strike" has already been stacked with this ability.

**Notes:** None.

**Range:** As “Area of Effect”.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** Scroll: 16,000 white-gold

# Dragon Resistance

Gives the Deminaught a Damage-reduction to outer armor worn.

**Modification Point cost:** 2

**Ability-points to invoke:** Passive ability that will exact 2 ability points if it works.

**Area of Effect:** Self only.

**Avoidance-roll:** None. See: “Explanation”

**Damage:** Not applicable.

**Duration:** Permanent while wearing any type of armor (not shield or clothing).

**Effect time:** Permanent

**Explanation:** Gives the Deminaught a Damage-reduction to outer armor worn, +1 per 20 levels advanced above level #0 (i.e., 2 at 20th, 3 at 40th, etc.)

**Hand movement:** None.

**Healing:** Not applicable.

**Immunities:** Not applicable.

**Invoke time:** Passive ability that is always in effect.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** Outer armor only. If only wearing skin armor, this ability will still work.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

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

# Talon

Gives the Deminaught a permanent +1-D12 damage to any hand-held weapon wielded.

**Modification Point cost:** 2

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

**Area of Effect:** Deminaught only.

**Avoidance-roll:** None.

**Damage:** + 1-D12

**Duration:** Permanently in effect.

**Effect time:** Permanently in effect.

**Explanation:** The Deminaught will gain a permanent +1-D12 damage to any hand-held weapon he or she wields.

See: "Susceptibilities".

**Hand movement:** None.

**Healing:** Not applicable.

**Immunities:** Not applicable.

**Invoke time:** Passive ability that is always in effect.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** Outer armor only. If only wearing skin armor, this ability will still work.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** This damage bonus will not be added if the Deminaught is not fully trained in the weapon he or she is wielding.

**Value:** Scroll: 15,000 white-gold