

# *Guardians of Utaemia*

## *Trainer 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.

# Trainer

The Trainer has the amazing abilities to train certain creatures in the most extra-ordinary ways. With the Trainer's Whip, the magical weapon that subdues and aids the Trainer in his or her task of subduing and teaching a creature, he or she can go up against terrible creatures and become victorious without blade or blood.

# Prerequisites:

1. Seeker abilities: “Creature Studies”: Trainer must know the specific species and breed of a creature in order to understand its behavioral patterns. In having this knowledge, the trainer will be able to commence in its training. See: “Note”

## Note

Specific creature classes that can be trained are as follows:

**Animal: Yes**

**Animated: No**

**Dead: No**

**Enchanted: Yes**

**Fiend: Yes**

**Gaseous: No**

**Insect: Yes**

**Mind: No**

**Monster: Yes**

**Organic: No**

**Undead: No**

2. Seeker abilities: “Weapon Studies” (Whip)

# Animal Training (Ability)

Enables the Training of Animal Class Creatures.

## Prerequisites:

Adventurer ability: “Training Apprentice”

Misc.: A Trainer’s Whip must be wielded by the Trainer.

Seeker ability: “Animal Studies”

Trade-Skill: “Riding” (you only need the level of proficiency in this Trade-Skill to ride the creature you are training).

Modification Point cost: 10

Ability-points to invoke: 5

Area of Effect: One Animal

Avoidance-roll: Pit Mental-strength vs. the Animal’s Mental-strength (race to 4) and win to succeed.

Damage: None.

Duration: Permanent

Effect time: Instant.

**Explanation:** This ability will teach an Animal one basic obedience behavior (sit, come, stay, lay down, defend, retreat, attack, kill, subdue, no, okay, etc.). Once the whip is cracked, and this ability has succeeded, the Trainer will no longer need the whip during the remainder fo the time it will take to train the Animal that one command.

If the Trainer fails the avoidance-roll this specific Animal can never be taught that specific command by the Trainer that has attempted it.

For every level the Trainer is above the Animal he or she is attempting this abiliy upon, there will be a +1 added to the dice-roll when pitting mental-strength against the Animal’s. On the other hand there will be a +1 added to the dice-roll in favor of an Animal if it is higher level as well.

**Hand movement:** Trainer must crack the Trainer’s Whip close to the Animal he or she is attempting to teach. The whip cannot actually strike the Animal.

Healing: None.

Immunities: A wounded or diseased Animal cannot be trianed in this fashion until healed or cured.

Invoke time: 1 hour (720 turns).

Maximum adjustment: None.

Notes: None.

**Range:** As long as the Trainer can crack his or her Trainer’s Whip in the same space, yet not actually striking the Animal, the “Range” does not matter.

Resting time: None.

Special: None.

**Susceptibilities:** Newborn Animals cannot avoid the power of this ability, but they cannot be more than 1 week old.

Value: Scroll: 10,000 white-gold

# Enchanted Creature Training (Ability)

Enables the Training of Enchanted Class Creatures.

## Prerequisites:

Seeker Abilities: “Animal Studies”, “Enchanted Studies”, “Fiend Studies”, “Insect Studies” and “Monster Studies”

Misc.: A Trainer’s Whip must be wielded by the Trainer.

Adventurer Abilities: “Animal Training”, “Fiend Training”, “Monster Training”, “Training Adept”, “Training Apprentice”, “Training Master”, “Training Novice”

Trade-Skill: “Riding” (you only need the level of proficiency in this Trade-Skill to ride the creature you are training).

Modification Point cost: 40

Ability-points to invoke: 20

Area of Effect: One Enchanted creature

Avoidance-roll: Pit Mental-strength vs. the Enchanted creature’s Mental-strength (race to 4) and win to succeed.

Damage: None.

Duration: Permanent

Effect time: Instant.

**Explanation:** This ability will teach a Enchanted creature one basic obedience behavior (sit, come, stay, lay down, defend, retreat, attack, kill, subdue, no, okay, etc.). Once the whip is cracked, and this ability has succeeded, the Trainer will no longer need the whip during the remainder fo the time it will take to train the Enchanted creature that one command.

If the Trainer fails the avoidance-roll this specific Enchanted creature can never be taught that specific command by the Trainer that has attempted it.

For every level the Trainer is above the Fiend he or she is attempting this abiliy upon, there will be a +1 added to the dice-roll when pitting mental-strength against the Enchanted creature’s. On the other hand there will be a +1 added to the dice-roll in favor of a Enchanted creature’s if it is higher level as well.

**Hand movement:** Trainer must crack the Trainer’s Whip close to the Enchanted creature he or she is attempting to teach. The whip cannot actually strike the Enchanted creature.

**Healing:** None.

**Immunities:** A wounded or diseased Enchanted creature cannot be trianed in this fashion until healed or cured.

**Invoke time:** 1 hour (720 turns).

**Maximum adjustment:** None.

**Notes:** None.

**Range:** As long as the Trainer can crack his or her Trainer’s Whip in the same space, yet not actually striking the Enchanted creature, the “Range” does not matter.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Newborn Enchanted creatures cannot avoid the power of this ability, but they cannot be more than 1 week old.

**Value:** Scroll: 40,000 white-gold

# Fiend Training (Ability)

Enables the Training of Monster Class Creatures.

**Prerequisites:**

Seeker Abilities: “Animal Studies”, “Fiend Studies”, “Insect Studies” and “Monster Studies”

Misc.: A Trainer’s Whip must be wielded by the Trainer.

Adventurer Abilities of: “Animal Training”, “Training Apprentice” and “Training Novice”.

Trade-Skill: “Riding” (you only need the level of proficiency in this Trade-Skill to ride the creature you are training).

Modification Point cost: 30

**Ability-points to invoke:** 15

**Area of Effect:** One Fiend

**Avoidance-roll:** Pit Mental-strength vs. the Fiend’s Mental-strength (race to 4) and win to succeed.

**Damage:** None.

**Duration:** Permanent

**Effect time:** Instant.

**Explanation:** This ability will teach a Fiend one basic obedience behavior (sit, come, stay, lay down, defend, retreat, attack, kill, subdue, no, okay, etc.). Once the whip is cracked, and this ability has succeeded, the Trainer will no longer need the whip during the remainder of the time it will take to train the Fiend that one command.

If the Trainer fails the avoidance-roll this specific Fiend can never be taught that specific command by the Trainer that has attempted it.

For every level the Trainer is above the Fiend he or she is attempting this ability upon, there will be a +1 added to the dice-roll when pitting mental-strength against the Fiend’s. On the other hand there will be a +1 added to the dice-roll in favor of a Fiend if it is higher level as well.

**Hand movement:** Trainer must crack the Trainer’s Whip close to the Fiend he or she is attempting to teach. The whip cannot actually strike the Fiend.

**Healing:** None.

**Immunities:** A wounded or diseased Fiend cannot be trained in this fashion until healed or cured.

**Invoke time:** 1 hour (720 turns).

**Maximum adjustment:** None.

**Notes:** None.

**Range:** As long as the Trainer can crack his or her Trainer’s Whip in the same space, yet not actually striking the Fiend, the “Range” does not matter.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Newborn Fiends cannot avoid the power of this ability, but they cannot be more than 1 week old.

**Value: Scroll:** 30,000 white-gold

# Monster Training (Ability)

Enables the Training of Giant Insect and Monster Class Creatures.

## Prerequisites:

Adventurer Abilities: “Animal Training”, “Training Apprentice” and “Training Novice”.

Misc.: A Trainer’s Whip must be wielded by the Trainer.

Seeker Ability: “Animal Studies” and “Monster Studies”

Trade-Skill: “Riding” (you only need the level of proficiency in this Trade-Skill to ride the creature you are training).

Modification Point cost: 20

Ability-points to invoke: 10

Area of Effect: One Giant Insect or Monster

Avoidance-roll: Pit Mental-strength vs. the Giant Insect or Monster’s Mental-strength (race to 4) and win to succeed.

Damage: None.

Duration: Permanent

Effect time: Instant.

**Explanation:** This ability will teach an Giant Insect or Monster one basic obedience behavior (sit, come, stay, lay down, defend, retreat, attack, kill, subdue, no, okay, etc.). Once the whip is cracked, and this ability has succeeded, the Trainer will no longer need the whip during the remainder fo the time it will take to train the Giant Insect or Monster that one command.

If the Trainer fails the avoidance-roll this specific Giant Insect or Monster can never be taught that specific command by the Trainer that has attempted it.

For every level the Trainer is above the Giant Insect or Monster he or she is attempting this abiliy upon, there will be a +1 added to the dice-roll when pitting mental-strength against the Giant Insect or Monster’s. On the other hand there will be a +1 added to the dice-roll in favor of an Giant Insect or Monster if it is higher level as well.

**Hand movement:** Trainer must crack the Trainer’s Whip close to the Giant Insect or Monster he or she is attempting to teach. The whip cannot actually strike the Giant Insect or Monster.

Healing: None.

Immunities: A wounded or diseased Giant Insect or Monster cannot be trianed in this fashion until healed or cured.

Invoke time: 1 hour (720 turns).

Maximum adjustment: None.

Notes: None.

**Range:** As long as the Trainer can crack his or her Trainer’s Whip in the same space, yet not actually striking the Giant Insect or Monster, the “Range” does not matter.

Resting time: None.

Special: None.

**Susceptibilities:** Newborn Monsters cannot avoid the power of this ability, but they cannot be more than 1 week old.

Value: Scroll: 20,000 white-gold



# Training Adept (Ability)

Enables the Training of Fiend Class Creatures.

## Prerequisites:

Adventurer abilities: “Training Apprentice” and “Training Novice”

Misc.: A Trainer’s Whip must be wielded by the Trainer.

Seeker abilities: “Animal Studies”, “Fiend Studies”, “Insect Studies” and “Monster Studies”

Trade-Skill: “Riding” (you only need the level of proficiency in this Trade-Skill to ride the creature you are training).

Modification Point cost: 40

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

**Area of Effect:** One Fiend

**Avoidance-roll:** Pit Mental-strength vs. the Fiend’s Mental-strength (race to 4) and win to succeed.

**Damage:** None.

**Duration:** Permanent

**Effect time:** Instant.

**Explanation:** This ability will bring under control one Fiend Class creature so that it will pay heed to the Trainer. Thus, the training can then begin. If the Trainer fails the avoidance-roll this specific Fiend can never be trained by the Trainer that has attempted Training Adept on it.

For every level the Trainer is above the Fiend he or she is attempting this ability upon, there will be a +1 added to the dice-roll when pitting mental-strength against the Fiend’s. On the other hand there will be a +1 added to the dice-roll in favor of a Fiend if it is higher level as well.

**Hand movement:** Trainer must crack the Trainer’s Whip close to the Fiend he or she is attempting to bring under subservience. The whip cannot actually strike the Fiend.

**Healing:** None.

**Immunities:** A wounded or diseased Fiend cannot be subdued by the power of Training Apprentice.

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

**Maximum adjustment:** None.

**Notes:** None.

**Range:** As long as the Trainer can crack his or her Trainer’s Whip in the same space, yet not actually striking the Fiend, the “Range” does not matter.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Newborn Fiends cannot avoid the power of this ability, but they cannot be more than 1 week old.

**Value: Scroll:** 40,000 white-gold

# Training Apprentice (Ability)

Enables the Training of Animal Class Creatures.

## Prerequisites:

Adventurer ability: None.

Misc.: A Trainer's Whip must be wielded by the Trainer.

Seeker ability: "Animal Studies"

Trade-Skill: "Riding" (you only need the level of proficiency in this Trade-Skill to ride the creature you are training).

Modification Point cost: 20

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

**Area of Effect:** One Animal

**Avoidance-roll:** Pit Mental-strength vs. the Animal's Mental-strength (race to 4) and win to succeed.

**Damage:** None.

**Duration:** Permanent

**Effect time:** Instant.

**Explanation:** This ability will bring under control one Animal Class creature so that it will pay heed to the Trainer. Thus, the training can then begin. If the Trainer fails the avoidance-roll this specific Animal can never be trained by the Trainer that has attempted Training Apprentice on it.

For every level the Trainer is above the Animal he or she is attempting this ability upon, there will be a +1 added to the dice-roll when pitting mental-strength against the Animal's. On the other hand there will be a +1 added to the dice-roll in favor of an Animal if it is higher level as well.

**Hand movement:** Trainer must crack the Trainer's Whip close to the Animal he or she is attempting to bring under subservience. The whip cannot actually strike the Animal.

**Healing:** None.

**Immunities:** A wounded or diseased Animal cannot be subdued by the power of Training Apprentice.

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

**Maximum adjustment:** None.

**Notes:** None.

**Range:** As long as the Trainer can crack his or her Trainer's Whip in the same space, yet not actually striking the Animal, the "Range" does not matter.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Newborn Animals cannot avoid the power of this ability, but they cannot be more than 1 week old.

**Value:** Scroll: 20,000 white-gold

# Training Bond (Ability)

Enables the Trainer to Train a creature, no longer needing the use of a Trainer's Whip.

## Prerequisites:

Adventurer abilities: "Training Adept", "Training Apprentice", "Training Master" and "Training Novice"

Seeker ability: "Animal Studies", "Enchanted Studies", "Fiend Studies", "Insect Studies" and "Monster Studies"

Trade-Skill: "Riding" (you only need the level of proficiency in this Trade-Skill to ride the creature you are training).

Modification Point cost: 200

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

**Area of Effect:** Not applicable.

**Avoidance-roll:** Not applicable.

**Damage:** None.

**Duration:** Permanent

**Effect time:** Permanent

**Explanation:** This ability will relieve the Trainer of having to use a Trainer's Whip to train a creature that is lower level than his or her current level.

**Hand movement:** Not applicable.

**Healing:** None.

**Immunities:** None.

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

**Maximum adjustment:** None.

**Notes:** None.

**Range:** Not applicable.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value: Scroll:** 200,000 white-gold

# Training Master (Ability)

Enables the Training of Enchanted Class Creatures.

## Prerequisites:

Adventurer abilities: “Training Adept”, “Training Apprentice” and “Training Novice”

Misc.: A Trainer’s Whip must be wielded by the Trainer.

Seeker abilities: “Animal Studies”, “Enchanted Studies”, “Fiend Studies”, “Insect Studies” and “Monster Studies”

Trade-Skill: “Riding” (you only need the level of proficiency in this Trade-Skill to ride the creature you are training).

Modification Point cost: 50

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

**Area of Effect:** One Enchanted creature.

**Avoidance-roll:** Pit Mental-strength vs. the Enchanted creature’s Mental-strength (race to 4) and win to succeed.

**Damage:** None.

**Duration:** Permanent

**Effect time:** Instant.

**Explanation:** This ability will bring under control one Enchanted Class creature so that it will pay heed to the Trainer. Thus, the training can then begin. If the Trainer fails the avoidance-roll this specific Enchanted creature can never be trained by the Trainer that has attempted Training Master on it.

For every level the Trainer is above the Enchanted creature he or she is attempting this ability upon, there will be a +1 added to the dice-roll when pitting mental-strength against the Enchanted creature’s. On the other hand there will be a +1 added to the dice-roll in favor of an Enchanted creature if it is higher level as well.

**Hand movement:** Trainer must crack the Trainer’s Whip close to the Enchanted creature he or she is attempting to bring under subservience. The whip cannot actually strike the Enchanted creature.

**Healing:** None.

**Immunities:** A wounded or diseased Enchanted creature cannot be subdued by the power of Training Apprentice.

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

**Maximum adjustment:** None.

**Notes:** None.

**Range:** As long as the Trainer can crack his or her Trainer’s Whip in the same space, yet not actually striking the Enchanted creature, the “Range” does not matter.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Newborn Enchanted creatures cannot avoid the power of this ability, but they cannot be more than 1 week old.

**Value:** Scroll: 50,000 white-gold

# Training Novice (Ability)

Enables the Training of Giant Insect and Monster Class Creatures.

## Prerequisites:

Adventurer ability: “Training Apprentice”

Misc.: A Trainer’s Whip must be wielded by the Trainer.

Seeker abilities: “Animal Studies”, “Insect Studies” and “Monster Studies”

Trade-Skill: “Riding” (you only need the level of proficiency in this Trade-Skill to ride the creature you are training).

Modification Point cost: 30

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

**Area of Effect:** One Giant Insect or Monster

**Avoidance-roll:** Pit Mental-strength vs. the Giant Insect or Monster’s Mental-strength (race to 4) and win to succeed.

**Damage:** None.

**Duration:** Permanent

**Effect time:** Instant.

**Explanation:** This ability will bring under control one Giant Insect or Monster Class creature so that it will pay heed to the Trainer. Thus, the training can then begin. If the Trainer fails the avoidance-roll this specific Giant Insect or Monster can never be trained by the Trainer that has attempted Training Novice on it.

For every level the Trainer is above the Giant Insect or Monster he or she is attempting this ability upon, there will be a +1 added to the dice-roll when pitting mental-strength against the Giant Insect or Monster’s. On the other hand there will be a +1 added to the dice-roll in favor of an Giant Insect or Monster if it is higher level as well.

**Hand movement:** Trainer must crack the Trainer’s Whip close to the Giant Insect or Monster he or she is attempting to bring under subservience. The whip cannot actually strike the Giant Insect or Monster.

**Healing:** None.

**Immunities:** A wounded or diseased Giant Insect or Monster cannot be subdued by the power of Training Apprentice.

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

**Maximum adjustment:** None.

**Notes:** None.

**Range:** As long as the Trainer can crack his or her Trainer’s Whip in the same space, yet not actually striking the Giant Insect or Monster, the “Range” does not matter.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Newly hatched Giant Insects or newly born Monsters cannot avoid the power of this ability, but they cannot be more than 1 week old.

**Value: Scroll:** 30,000 white-gold