

# Argonaught Studies

Taps into the following abilities of the Argonaught.

Modification Point cost: 2



# Prerequisites

1. Seeker Abilities: "Armor Proficiency" (all types of armor, including shields).
2. Seeker Abilities: "Basic Defense / Offense"
3. Seeker Abilities: "Combat Prowess"
4. Seeker Abilities: "Weapon Studies" (all swords adn dagger).    5. Know all Seeker and Adventurer Warrior abilities.

# Courage (Ability)

The Argonaught will have resistance to fear influences.

Prerequisite: None.

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.

**Damage:** Not applicable.

**Duration:** Permanent

**Effect time:** Permanent

**Explanation:** Courage will give you a +1% added resistance to fear (which stacks to your current warrior's "Fear-Resistance"), +1% per 2 levels advanced after learning this ability.

**Hand movement:** None.

**Healing:** Not applicable.

**Immunities:** Not applicable.

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

**Maximum adjustment:** +5%. Remember this ability stacks with your Warrior's Ability, "Fear-Resistance".

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**Notes:** None.

**Range:** Argonaught only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value:** Scroll: 2,000 white-gold

# Danger Sense (Ability)

The Argonaught will have a chance to sense imminent danger.

Prerequisite: None.

Modification Point cost: 2

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

**Area of Effect:** 1 league (3 miles) per 10 levels advanced above level #0

**Avoidance-roll:** None.

**Damage:** Not applicable.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** Gives the Argonaught the distinct feeling that danger is about to happen to him or herself and allies.

There is a 1% chance +1% per level advanced. If comrades are split up, this ability will still inform the Argonaught of impending danger if they are within the "Area of Effect".

**Hand movement:** None.

**Healing:** Not applicable.

**Immunities:** Not applicable.

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

**Maximum adjustment:** 6%

**Notes:** None.

**Range:** Argonaught only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value:** Scroll: 6,000 white-gold