

Guardians of Utaemia
Argonaught Abilities
Challengergames.net

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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.

Argonaught

Greater than the warrior with some formidable abilities. The Argonaught can transform into one of the five great bears (Black, Brown, Giant Black, Giant Brown, and Prehistoric Cave).

Prerequisites:

1. Seeker Abilities, "Combat Prowess"
2. Trade-Skill, "Physical Body"
3. Must have all Warrior Abilities (both seeker and adventurer abilities).
4. Seeker Abilities, "Weapon Studies" (Sword (any 3 types), Bow or Crossbow (any 2 types), Dagger, 1 more of personal choice)

Fear Resistance (Ability)

40% Fear-Resistance.

Modification Point cost: 8

Ability-points to invoke: Passive ability.

Area of Effect: Self only.

Avoidance-roll: None.

Damage: Not applicable.

Duration: Permanent

Effect time: Permanent

Explanation: This ability will give a 40% chance of immunity to fear. When any form of outside influence, in the form of fear, assails the Argonaut, he or she will have a % chance of not being 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: Not applicable. Passive ability always in effect.

Maximum adjustment: Not applicable.

Notes: None.

Range: Self only.

Resting time: Not applicable.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 18,000 White-gold

Fortitude (Ability)

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

This ability can be purchased multiple times.

Modification Point cost: 20

Ability-points to invoke: 10

Area of Effect: Argonaught only.

Avoidance-roll: None.

Damage: None.

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

Effect time: Instant.

Explanation: While the "Duration" is in effect, this ability will negate physical damage to the Argonaught. 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: 4

Notes: None.

Range: Argonaught only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 75,000 white-gold

Keeper of the Blade (Ability)

This ability grants added damage to each successful weapon strike.

This ability can be purchased multiple times.

Modification Point cost: 15

Ability-points to invoke: + 1-D6 damage: 3, + 2-D6 damage: 6, + 3-D6 damage: 9, + 4-D6 damage: 12

Area of Effect: Weapon wielded (if two weapons are being wielded, the "Ability-points to invoke" will double).

Avoidance-roll: Yes: Avoid vs. "Mental-strength" to preform this ability.

Damage: + 1-D6, 2-D6, 3-D6, or 4-D6 damage added to each weapon strike, depending on level of ability.

Duration: 1 turn (5 seconds) per level of the Argonaught.

Effect time: Instant.

Explanation: This ability grants the added damage of +1-D6 to each successful strike for the "Duration:".

Hand movement: None.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: Instant.

Maximum adjustment: 4-D6

Notes: None.

Range: Self only.

Resting time: Not applicable.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 50,000 white-gold

Mind Link 1 (Ability)

Argonaught can mentally speak mind to mind with his or her steed.

Modification Point cost: 15

Ability-points to invoke: 7

Area of Effect: Argonaught and creature being communicated with.

Avoidance-roll: Argonaught's steed must make a successful Avoidance-roll vs. "Awareness".

Damage: Not applicable.

Duration: 12 turns (60 seconds) + 1 turn (5 seconds) per level after gaining this ability.

Effect time: Once the target makes a successful Avoidance-roll vs. "Awareness", the "Duration:" will begin.

Explanation: The Argonaught can speak mind to mind of his or her steed.

Hand movement: None.

Healing: Not applicable.

Immunities: Mindless creatures are not effected by this ability.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Common: 10 spaces (50') x your level.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 50,000 white-gold

Minotaur's Luck 1 (Ability)

Gain 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: Argonaught 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 point 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 regenerate 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: 10

Notes: None.

Range: Self only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 50,000 white-gold

Transformation 1 (Ability)

Argonaught can shape-shift into a common Black Bear.

Modification Point cost: 14

Ability-points to invoke: 7

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 Argonaught wishes to change back (which takes 3 turns (15 seconds)).

Effect time: Instant.

Explanation: The Argonaught has the ability to transform into a common Black Bear of equal level, yet still gain the bonuses of weapons, armor, and defensive treasure items which protect the wearer.

Hand movement: None.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: Transformation will take 3 turns (15 seconds).

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: 25,000 white-gold

Transformation 2 (Ability)

Argonaught can shape-shift into a common Brown Bear.

Modification Point cost: 16

Ability-points to invoke: 8

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 Argonaught wishes to change back (which takes 3 turns (15 seconds)).

Effect time: Instant.

Explanation: The Argonaught has the ability to transform into a common Brown Bear of equal level, yet still gain the bonuses of weapons, armor, and defensive treasure items which protect the wearer.

Hand movement: None.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: Transformation will take 3 turns (15 seconds).

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: 50,000 white-gold