

# Gladiator Studies

Taps into the abilities of the Gladiator, making it possible to learn all the abilities of this class.

Modification Point cost: 2

# Prerequisites

1. Seeker Studies: "Armor Proficiency (one type of armor)"
2. Seeker Studies: "Basic Defense / Offense"
3. Seeker Studies: "Man-at-arms"

# Adrenaline Surge

Increases your defensive abilities with a shield.

Modification Point cost: 2

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

Area of Effect: Shield only.

Avoidance-roll: None.

Damage: None.

Duration: Permanent while holding shield.

Effect time: Instant.

Explanation: Increases the defensive ability of a shield held on the arm by + 1. Every 5 levels advanced, you will gain an additional + 1 defense.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: +20

Notes: None.

Range: Shield only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 7,500 white-gold

# Combat Moral

Increases you and your defensive and offensive abilities while ally's are near.

Modification Point cost: 2

Ability-points to invoke: 1 per offensive / defensive adjustment.

Area of Effect: All allies within sight of the Gladiator ("Awareness" = the spaces out all the way about you).

Avoidance-roll: None.

Damage: None.

Duration: One battle.

Effect time: Instant.

Explanation: For every ally fighting along side the Gladiator, there will be a + 1 added to attacks and defensive rolls, including the avoidance-rolls of "Sudden-Death" and "Annihilation-Strike"

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: +20

Notes: None.

Range: Gladiator only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 23,000 white-gold