

# *Guardians of Utaemia*

## *Juggernaught 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.

# Juggernaught

Greater than the warrior and the Argonaught with increasing abilities at lower and mid-range levels as well as the abilities he or she currently possess. The Juggernaught can transform into a Rock Troll.

# Prerequisites:

1. Seeker Abilities: "Basic Defense / Offense"
2. Seeker Abilities: "Weapon Studies" (Sword (any 5 types), Bow or Crossbow (all types), Dagger, 3 more of personal choice)
3. Trade-Skill, "Combat Prowess".
4. All Argonaught and Warrior abilities (both seeker and adventurer abilities).

# Awareness Surge (Ability)

Awareness will increase by +1 per purchase (max. = +23)

This ability can be purchased multiple times.

Modification Point cost: 5

Ability-points to invoke: 5 (while this ability is in effect, Modification Points will not regenerate).

Area of Effect: Juggernaught only.

Avoidance-roll: Avoidance-roll vs. "Awareness"

Damage: None.

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

Effect time: Instant.

Explanation: When this ability is invoked, your awareness will be increased for the "Duration" of this ability by +1 for every time you have purchased this ability.

Example: If you have spent 20 Modification Points to buy up to a +4 Awareness, every time you invoke this ability, you will gain a +4 added to your Awareness for the "Duration".

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: +23

Notes: None.

Range: Juggernaught only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 10,000 white-gold

# Fear-Resistance (Ability)

The Juggernaught will have resistance to fear influences.

Prerequisite: None.

Modification Point cost: 20

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

**Area of Effect:** Self only.

**Avoidance-roll:** None.

**Damage:** Not applicable.

**Duration:** Permanent

**Effect time:** Permanent

**Explanation:** When any form of outside influence, in the form of fear, assails the Juggernaught, he or she will have a 1% chance per level to not be 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:** Passive ability that is always in effect.

**Maximum adjustment:** 50% Fear-Resistance

**Notes:** None.

**Range:** Juggernaught only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value:** Scroll: 20,000

# Foe Bane (Ability)

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

This ability can be purchased multiple times.

Prerequisite: Must have the Maximum adjustment of the Argonaught Ability: "Fortitude"

Modification Point cost: 25

Ability-points to invoke: 12

Area of Effect: Juggernaught only.

Avoidance-roll: None.

Damage: None.

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

Effect time: Instant.

**Explanation:** While the "Duration" is in effect, this ability will negate physical damage to the Juggernaught. 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:** 8 Note that you must have the prerequisite of the Argonaught Ability, "Fortitude", meaning you will already have a damage-reduction adjustment of 4 when you start purchasing this ability. If you buy all 8 adjustments of Foe Bane, you will end up with a total of 12 (you can only purchase this ability 8 times).

See: "Deminaught" for furthering this ability.

**Notes:**

**Range:** Juggernaught only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value: Scroll:** 150,000 white-gold

# Minotaur's Luck 2 (Ability)

Further the uncanny, regenerating, luck of the Minotaur.

This ability can be purchased multiple times.

Prerequisite: Argonaught Ability: "Minotaur's Luck 1"

Modification Point cost: 10

**Ability-points to invoke:** Passive ability.

**Area of Effect:** Juggernaught 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:** 15

**Notes:** None.

**Range:** Self only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value:** Scroll: 150,000 white-gold

# Pain Mask (Ability)

Masks the pain of wounds in that they are not felt for a time.

Modification Point cost: 15

Ability-points to invoke: 7

Area of Effect: Juggernaught only.

Avoidance-roll: None.

Damage: None.

Duration: 1 hour (720 turns) x your level.

Effect time: 3 turns (15 seconds)

Explanation: Pain Mask will enable a Juggernaught to feel no pain from any type of physical injury for the "Duration" of the ability.

Hand movement: One hand. Touch each side of your head at the temples with your forefinger and thumb.

Healing: Numbs the pain of wounds only. There is no healing nature to this ability.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Juggernaught only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 10,000 white-gold

# Sleep Resistance (Ability)

Resist sleep without any side effects for no rest.

Modification Point cost: 10

Ability-points to invoke: 5

Area of Effect: Juggernaught only.

Avoidance-roll: None.

Damage: None.

Duration: 1 hour (720 turns) x your level.

Effect time: Instant.

**Explanation:** This ability will aid the Juggernaught to avoid sleep without having any sleep penalties enforced.

Sleep weariness will be overcome, and sleep will not have to be had. This ability will free you from penalties for lack of sleep.

**Hand movement:** One hand. Bring your hand up to your eyes and rub them as if they itch.

**Healing:** None.

**Immunities:** Only natural sleep can be overcome by this ability.

**Invoke time:** 1 turn (5 seconds)

**Maximum adjustment:** None.

**Notes:** None.

**Range:** Juggernaught only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** Scroll: 10,000 white-gold

# Terrorize (Ability)

Terrorize a foe, causing it to flee in terror.

Modification Point cost: 20

Ability-points to invoke: 10

Area of Effect: One foe.

Avoidance-roll: Pit Mental-strength vs. your foe's Mental-strength and win to succeed.

Damage: None.

Duration: Juggernaught's level  $\div$  5 (rounded down).

Effect time: Instant.

Explanation: One foe may be terrorized by the grimness of the Juggernaught. This will cause a foe to flee the Juggernaught's presence.

Hand movement: One hand. Hold a hand out to your foe in claw fashion.

Healing: None.

Immunities: Fearless abilities will negate the effects of this.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: A foe can only be effected if it is equal, or lower, level and has a lower mental-strength than the Juggernaught.

Notes: None.

Range: 1 space (5')

Resting time: None.

Special: If cornered, an effected creature will fight, but with a penalty of -15 to defense and offense.

Susceptibilities: None.

Value: Scroll: 12,000 white-gold

# Transformation (Ability)

Juggernaught can shape-shift into a Rock Troll.

Modification Point cost: 30

Ability-points to invoke: 15

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 Juggernaught wishes to change back (which takes 3 turns (15 seconds) of undisturbed meditation).

Effect time: Instant.

Explanation: The Juggernaught has the ability to transform into a Rock Troll of equal level, yet still gain the bonuses of rank weapons, classed armor and defensive treasure items which protect the wearer.

Hand movement: None.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: Transforming into the Rock Troll will take 3 turns (15 seconds) of undisturbed meditation to make the alteration from humanoid to troll.

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: 250,000 white-gold