

Deminaught Studies

Taps into the abilities of the Deminaught.

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, dagger, lance, bow and crossbow).
5. Know all Argonaught, Warrior and Juggernaught abilities (Seeker and Adventurer abilities must be known).

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Counter Strike

Gain a strike against a foe that strikes you.

Modification Point cost: 2

Ability-points to invoke: 2 Passive ability that is always in effect.

Area of Effect: Self only.

Avoidance-roll: None. See: "Explanation"

Damage: Not applicable.

Duration: Instant.

Effect time: Instant.

Explanation: If wounded in the flesh, your Deminaught will roll initiative with the foe that wounded him or her. If you win initiative, you will gain 1 attack during your foe's turn (this will be during your defensive turn) with a starting -40 to strike successfully.

See the following chart for furthering this skill:

At level 20 = Advanced Counter Strike: -30 to strike

At level 30 = Veteran Counter Strike: -20 to strike

At level 40 = Mastered Counter Strike: -10 to strike

At level 50 = Assertion Counter Strike: No penalties to strike

Hand movement: None.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: Passive ability that is always in effect.

Maximum adjustment: Not applicable.

Notes: None.

Range: Argonaught only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 8,000 white-gold

Dragon Resistance

Gives the Deminaught a Damage-reduction to outer armor worn.

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. See: "Explanation"

Damage: Not applicable.

Duration: Permanent while wearing any type of armor (not shield or clothing).

Effect time: Permanent

Explanation: Gives the Deminaught a Damage-reduction to outer armor worn, +1 per 20 levels advanced above level #0 (i.e., 2 at 20th, 3 at 40th, etc.)

Hand movement: None.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: Passive ability that is always in effect.

Maximum adjustment: Not applicable.

Notes: None.

Range: Outer armor only. If only wearing skin armor, this ability will still work.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 12,000 white-gold