

# HALBERDIER

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL PICKS	CLASS ABILITIES
1	30 : 27	8	2	Single Double- Handed	1S / 1D	2	Utilise Heavy Weapons Utilise Medium Armour Utilise Self Weapon
2	33 : 30	9	4	Thrown	2S / 2D	2	Self Weapon Mastery 1
3	36 : 33	10	6		2S / 3D	1	Hafted Parry 1 Hafted Trip
4	39 : 36	11	8	Any 1 skill*	3S / 3D	2	Self Weapon Mastery 2
5	42 : 39	12	10	Any 1 skill*	4S / 4D	1	Hafted Parry 2
6	45 : 42	13	12		4S / 5D	1	Resist Disarm Self Weapon Mastery 3
7	48 : 45	14	14	Any 1 skill*	6S / 6D		Poleaxe
8	51 : 48	15	16		6S / 7D	2	Hafted Parry 3 Power Blade Self Weapon Mastery 4
9	54 : 51	16	18		6S / 7D		Poleaxe Surehandedness
10	57 : 54	17	20		8S / 8D	2	Self Weapon Mastery 5
11	62 : 59	19	23		9S / 9D	2	Poleaxe
12	67 : 64	21	26		10S / 10D	4	Sweeping Blow

\*choice of Missile, Ambidextrous, Firearms

A Human Halberdier Gains 30:3 Life Points

An Elven Halberdier Gains 27:3 Life Points

## Class Restrictions/Limitations

- The Halberdier is a specialist halberdier who is trained more for the pike block and line formations seen on the battlefields. Halberdiers generally rise from the lower ranks. Their personality types are more varied than those of their swordsman counterparts, and they can come from almost any race.
- They may receive blesses

- They start with a Self Weapon (pike, spear other pole weapon). They also start adventuring career with a secondary hand weapon (dagger or short sword) this is NOT a self weapon.
- They may do blunt damage with the haft of their self weapon

## Class Abilities

**Utilise Heavy Weapon** – This allows the Halberdier to be able to use any Heavy Weapon.

**Utilise Medium Armour** – This allows the Halberdier to be able to use armour of up to a maximum of 8 AC.

**Utilise Self Halberd** – Only one of these may be owned at any time. Self weapon are immune to mystical effects (eg black blade, blade dull). Should a Self- weapon be lost then it will have to be replaced with an exact copy (ten times the cost of an equivalent weapon). Also the Halberdier will need to retrain at a cost of 10XP per level they have attained.

**Self Weapon Mastery 1** – this gives the Halberdier plus 6 LPs damage with the self Weapon

**Hafted Parry 1** – this grants the Halberdier +1 Dex AC. The Halberdier must be holding their self weapon to gain this AC.

**Hafted Trip 1 per 3 levels** – the Halberdier may use the haft of their pole weapon to trip one opponent, who must be approximately human sized. The target must fall flat to the floor, though they can get up again immediately.

**Self Weapon Mastery 2** – this gives the Halberdier plus 6 LPs damage with the self Weapon

**Hafted Parry 2** – this grants the Halberdier +2 Dex AC (total of 3 Dex AC). The Halberdier must be holding their self weapon to gain this AC

**Resist disarm at will** – this gives the Halberdier the ability to ignore most disarm parry's (refs discretion)

**Self Weapon Mastery 3** – this gives the Halberdier plus 6 LPs damage with the self Weapon

**Poleaxe** – this allows the Halberdier to strike a blow to the torso (main body part) of a target opponent which will reduce the target to zero LPs. This skill may be used once for each time it is listed per day.

**Hafted Parry 3** – this grants the Halberdier +3 Dex AC (total of 6 Dex AC). The Halberdier must be holding their self weapon to gain this AC

**Power Blade** –This ability allows the Halberdier to ‘energise’ his self–weapon to inflict either Magical or Spiritual damage (but not both at the same time) for a temporary power cost of 1 power per minute

**Self Weapon Mastery 4** – this gives the Halberdier plus 6 LPs damage with the self Weapon

**Sure Handed** – this allows the Halberdier who has already bought the skill *Resist Disarm* to be immune to disarm parry, fumble spells or practically anything else including a slippery object being dropped by the Halberdier. (referees discretion)

**Self Weapon Mastery 5** – this gives the Halberdier plus 6 LPs damage with the self Weapon

**Sweeping Blow** – this allows the halberdier to strike all enemies around them in a 360 degree area. The Blow is 1 and half times the halberdiers normal damage

## Halberdier Ability Tables

Table One	
Apprentice Weapon Smith	Leap
Cut to Bleed	Reflex 1
Dexterity	Subdue
Disarm Parry	Turn Blow
Enhance Stress Resistance	Weapon Smith

Table Two	
Alchemist	Master Weapon Smith
Apprentice Alchemist	Reflex 2
Arrow Cutting	Resist Knockdown
Body Weaponry 1	Spiritual Enhancement
Discern Alchemy	Strength 1
Dodge	Utilise Chivalric weapons
General Weapons Mastery 1	

Table Three	
Cold Rage	Reflex 3
Focus Blow	Stamina 1
General Weapons Mastery 2	Strength 2
Master Chivalric Weapons	Sure-footedness

Table Four	
Enhanced Natural Healing	Reflex 4
Full Reflexive Defence	River-flow Technique
General Weapons Mastery 3	Shin Parry

## Skill Descriptions

### Table One

**Apprentice Weapon Smith** – This allows the Halberdier to make Weapons – Refer to Makes rules handbook.

**Cut To Bleed** – this skill allows the Halberdier to inflict a cut upon a person in such away as for it to keep bleeding at the rate of 1LP per min. The added effect of this is it makes concentrating on casting very hard, spell casters cannot cast, psionics cannot be cast, etc. The bleeding requires mystical healing to stop. Natural Healing and bandages will not work. The Halberdier may use this ability 1 per 4 levels per day.

**Dexterity** – this gives the Halberdier 1 point of dexterity armour.

**Disarm Parry** – this allows the Halberdier to disarm an opponent's weapon by striking with their own weapon, this skill is usable 1 per 4 levels per day.

**Enhance Stress Resistance** – this skill raises the Halberdier's stress resistance by one hit.

**Leap** – this allows the Halberdier 1 time per 4 levels a day to leap 15 foot forward horizontally or 10 foot vertically or backwards.

**Reflex 1** – this gives the Halberdier 1 point of dexterity armour.

**Subdue** – this allows the Halberdier to deal non-lethal melee damage as skillfully as they may deal lethal melee damage. The call of Subdue should be added to the damage call to make this clear. For every Hit of subdue damage inflicted 1LP is lethal damage. E.g. a Halberdier does triple subdue to a fellow party member to try and knock them out as they are in a rune of pain – 3LPs of the damage is real, the other 15 are Subdued. The target has taken 18LPs damage but only 3 of it has actually done any real hurt. When using Subdue it is not possible to accidentally kill the person being subdued. Without the Subdue skill, any untrained attempt to deal non-lethal melee damage is limited to a Subdue Single (6LPs). Any attempt to deal more than that without training will always deal full lethal damage.

**Turn Blow** – this allows the Halberdier to reduce the damage a melee blow does by half before armour. This will work on all but the most powerful mystic types. This skill is usable 1 per 4 levels per day.

**Weapon Smith** – this enhances the Halberdier's weapon making skills – refer to current makes rules.

## Table Two

**Alchemist** – this further enhances the Halberdier’s potion making skills – Refer to Makes rules handbook.

**Apprentice Alchemist** – This allows the Halberdier to make potions – Refer to Makes rules handbook.

**Arrow Cutting** – by use of this skill the Halberdier can halve all damage from ranged attacks of a physical nature that hit him with the exception of gunshot.

**Body Weaponry 1** – this allows the Halberdier to inflict damage with hands and feet – +6 LPs damage – **NB** anyone choosing this skill will be checked for safety in unarmed fighting.

**Discern Alchemy** – this allows the Halberdier to discern the various potions in the world – Refer to Makes rules handbook.

**Dodge** – this allows the Halberdier to dodge one melee blow per day, this will include mystical weapons. (*refs discretion for the more powerful mystical weapons*)

**General Weapon Mastery 1** – this skill gives the Halberdier +6LPs damage with any weapon type (does not stack with weapon masteries).

**Master Weapon Smith** – This further enhances a Halberdier’s Weapon making skills – Refer to Makes rules handbook

**Reflex 2** – this gives the Halberdier 2 points of dexterity armour. Requires *Reflex 1* first (gives total of 3 dexterity).

**Resist Knockdown** – this allows the Halberdier to ignore the effects of a knockdown – whether it be from a bow shot, melee skill etc. This skill is usable 1 per 4 levels per day.

**Spiritual Enhancement** – This skill permanently grants the Halberdier an additional 2 points of power. This skill may be purchased more than once.

**Strength 1** – this skill permanently grants the Halberdier +3 points of strength.

**Utilise Chivalric Weapons** – This gives the halberdier one chivalric weapons point per two levels. See Chivalric Weapons Table.

## Table Three

**Cold Rage** – this allows the Halberdier to enter a state of rage against an opponent. A Halberdier in this state will take only one quarter (1/4) of all normal physical damage after armour. The Halberdier gains 6 points strength whilst in cold rage. The Halberdier may still use all weapon masteries and skills whilst in cold rage. This skill should be declared against a specific opponent in an encounter (e.g. cold rage vs. that Gil commander). This allows the Halberdier to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through), until the target has been killed or escaped. There is no wind down to this skill – once the target has died or escaped the Cold Rage ends immediately. This skill is usable once per six levels per day.

**Focus Blow 1 per 4 levels** – this allows the Halberdier to strike a blow which does twice their normal damage

**General Weapons Mastery 2** –this skill gives the Halberdier +6LPs damage with any weapon type (does not stack with weapon masteries). Requires *General Weapons Mastery 1*.

**Master Chivalric Weapons** – This enhances a Halberdier’s chivalric weapons use to a further one point per level. Requires *Utilise Chivalric Weapons*.

**Reflex 3** – this gives the Halberdier 3 more dexterity AC must have Reflex 1 and 2 (total of 6 dexterity).

**Stamina 1** – this skill permanently raises the Halberdier’s total body by 3LPs.

**Strength 2** – this skill permanently grants the Halberdier +6 points of strength must have strength 1

**Sure Footed** – this allows the Halberdier who has already bought the skill *Resist Knockdown* to now be immune to the effects of trip, strike down, knock down from gun or bow. (ref’s discretion)

## Table Four

**Enhanced Natural Healing** – this skill doubles the amount of natural healing the Halberdier has.

**Full Reflexive Defence** – the Halberdier by use of this skill achieves a state of supreme reflexive capability and by doing so burns dexterity AC to dodge blows one for one. Once initiated a Halberdier should inform the ref by calling “FRD”. This ability must run its course and will end by midnight or when the Halberdier has

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dodged X number of blows, X being the amount of Natural dexterity the Halberdier has. (Gods charms, Elven cloaks, Blesses or potions do not add to NATURAL dexterity) Once finished the natural dexterity is gone for 24 hours. FRD will work against all but the most potent of melee blows (refs Discretion). It will work against the likes of Pole Axe, crushing blows, mighty blows etc.

**General Weapons Mastery 3** –this skill gives the Halberdier +6LPs damage with any weapon type (does not stack with weapon masteries). Requires *General Weapons Mastery 2*.

**Reflex 4** – this gives the Halberdier a further 4 points of Dex AC. Requires *Reflex 1, Reflex 2 and Reflex 3*. (Gives a total of 10 dexterity)

**River Flow Technique 1 per day** – by use of this skill the Halberdier is able to halve the damage of all melee blows before armour for one encounter or 5 minutes. This will work on all but the most potent of mystical weapons (ref's discretion).

**Shin Parry** – this allows the Halberdier to turn a physical blow aside and take only 1LP damage from the blow. The area of parrying is knee cap to toe and an attempt must be made to parry the blow. This does not work on any mystical blows. The Halberdier can parry a trip from a weapon skill, but not from hands etc grabbing the Halberdier's legs.