

HARRIERS

The most common soldier within the ranks of any Elven army, these fighters are trained to be equally deadly with the sword or the bow. Due to their effectiveness on many battlefields, a large number of humans and other races have begun to follow this profession.

| RANK | LIFE POINTS | HUMAN POWER | NAT HEAL | WEAPON TYPE | STRESS RES | SKILL POINTS | CLASS ABILITIES |
|------|-------------|-------------|----------|-----------------|------------|--------------|---|
| 1 | 30:27 | 8 | 2 | Single, Missile | 1S | 2 | +1 Dex AC Utilise Light Armour Utilise Medium Weapons Utilise Self Weapons |
| 2 | 33:29 | 9 | 4 | Ambidex | 2S | 1 | Dodge Self Weapons Mastery 1 |
| 3 | 36:31 | 10 | 6 | | 2S | 2 | Salvage/Repair arrow |
| 4 | 39:33 | 11 | 8 | Thrown | 3S | 1 | Disarm Parry |
| 5 | 42:35 | 12 | 10 | | 4S | | +1 Dex AC Self Weapons Mastery 2 |
| 6 | 45:37 | 13 | 12 | Double-Handed | 4S/5D | 1 | +1 Dex AC Dodge |
| 7 | 48:39 | 14 | 14 | | 6S/6D | 2 | Self Weapons Mastery 3 Speed Self |
| 8 | 51:41 | 15 | 16 | | 6S/7D | 1 | +1 Dex AC Shoot To Disarm |
| 9 | 54:43 | 16 | 18 | | 6S/7D | | Deadly Accuracy Power Sword |
| 10 | 57:45 | 17 | 20 | | 8S/8D | 2 | +1 Dex AC Mighty Blow Self Sword Mastery 4 |
| 11 | 62:48 | 19 | 23 | | 9S/9D | 3 | Dodge Mighty Shot |
| 12 | 67:51 | 21 | 26 | | 10S/10D | 2 | Shoot To Kill |

A Human Harrier On a **50xp** Base Gain 30:3 Life Points

An Elven Harrier On a **50xp** Base Gain 27:2 Life Points

Class Restrictions

- They may be Lawful or Neutral, but either way they are equally as dedicated to the ideals of honour as a Swordsman.
- They will allow themselves to be blessed.
- They begin their Adventuring career with both a self-bow and self-sword. Their Self Weapon Masteries apply to both weapons equally except where noted otherwise.
- Harrier skill points are from the Warrior base class.

The Harriers Coda

1. Harriers never attack anyone or anything in the back (to such an extent that lives have been saved by turning one's face to a wall).
2. They will not attack anybody or anything that yields.
3. Harriers have two options to back down in any fight. I) they can yield to a single opponent, so long as this option has been specifically stated in the current rules for the duel. If the Duel is to the death no such option occurs. If no specific rules have been laid then the Harrier may choose to 'interpret their options'. Failure to comply with the coda (whether the opponent is a Harrier or not) can and will result in a 'chivalric rage' by the wronged weapons master. II) Harriers may retreat (always in good order- never running) if they feel that they and their group are outnumbered and cannot win. In this event, although the Harrier may be the one to call 'retreat', they will always endeavour to be the last to break combat. 'Suffer not fools' though.
4. Although it is not forbidden, a dedicated Harrier should be unwilling to despatch an unconscious opponent.
5. They will never rob the dead.

Class Abilities

+1 Dex AC - this gives the Harrier 1 point of dexterity armour per time this skill is listed.

Utilise Light Armour - this allows the Harrier to use a maximum of AC 4 as armour.

Utilise Medium Weapon - This allows the Harrier to be able to use any Medium Weapon.

Utilise Self Weapons - Only one of each of these may be owned at any time. Self weapons are immune to mystical effects (e.g. 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 Harrier will need to retrain at a cost of 10XP per level they have attained.

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

Self Weapons Mastery 1 - this gives the Harrier plus 6 lps damage with each of their self weapons.

Salvage/Repair Arrow - this skill is usable at will, it will give the Harrier a greater chance to recover fired arrows and repair to a usable state where this is needed in a short time. (*refs discretion*)

Disarm Parry - this allows the Harrier to disarm an opponents weapon by striking with their own weapon, this skill is usable 1 per 3 levels per day.

Self Weapons Mastery 2 - this gives the Harrier plus 6 lps damage with each of their self weapons

Self Weapons Mastery 3 - this gives the Harrier plus 6 lps damage with each of their self weapons

Speed Self - This skill allows the Harrier to focus their dexterity and speed to avoid damage from incoming attacks. A Harrier has their level in Speed Self points, which

can be spent on either the level of Speed Self or the duration. E.g. an 8th level Harrier has 8 points, which could be spent on Speed Self 4 for two times a day, Speed Self 1 for eight times a day or any similar combination. Note that a Harrier is limited to using Speed Self of a level up to half their own level, so the 8th level Harrier could only use up to Speed Self-4.

Speed Self 1 halves the damage a Harrier takes against physical damage only, Speed Self 2 the Harrier takes one third damage, Speed Self 3 one quarter damage is taken and so on.

When activated the speed self chosen lasts for 5 minutes.

Shoot To Disarm - The Harrier can aim specifically to disarm a target. The ability must be announced before making the shot. If the arrow hits, the target must drop his weapon, to land some distance away. This skill is usable once per three levels per day.

Deadly Accuracy - If the missile physically strikes the target, the Harrier may call his damage against a specific location. If it misses and passes within arm's length of the target, he may still call the damage but it will hit a random location. This skill is usable twice per day.

Power Sword - This ability allows the Harrier to 'energise' their self sword to inflict either Magical or Spiritual damage (but not both at the same time) for a temporary power cost of 1 power per minute.

Mighty Blow - this allows the Harrier to strike a melee blow that is three times their normal damage. This skill is usable once per time it is listed.

Self Weapons Mastery 4 - this gives the Harrier plus 6 lps damage with each of their self weapons.

Mighty Shot - Allows the Harrier to inflict triple his normal damage for one missile shot (arrow) per time listed. This can exceed systems max damage.

Shoot To Kill - The Harrier carefully aims for a vital location on his target. The ability must be announced before the shot is fired, at which point the target will be killed outright if the arrow hits. If the arrow misses, the skill is wasted. This ability **cannot** be combined with Deadly Accuracy, and is usable once per day.