

## HUMAKTAYE – DRACONSMERIAN

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CLASS ABILITIES
1	34	9	3	Single	1S/1D	Aura of True Death Bloodrage vs. Undead Discern Undead Draconsmerian Berserk* Locate Returning Spirit Utilise Any Armour Utilise Any Weapon
2	38	11	6	Ambidex Thrown Double	1S/2D	Immune ALL Fear Perform Humak Death Ritual Sense Undead 30'
3	42	13	9		2S/2D	Craft Stake
4	46	15	12		2S/3D	Sense Tainted Strength 1
5	50	17	15		3S/4D	+3LPs vs Undead Crushing Weapon Recognise Summoner of Undead Strength of Mind
6	54	19	18		4S/4D	Undead Lore
7	58	21	21		4S/5D	Resist Infidel Magik 1
8	62	23	24		6S/7D	+6LPs vs. Undead Holy Fire 1 Immune Disease Resist Infidel Magik 2
9	66	25	27		6S/7D	Consecrate Blessed Weapon Holy Fire 2 Resist Infidel Magik 3 Sacred Cut Strength 2
10	70	27	30		7S/8D	Perform Blood Oath Spiritual Essence
11	76	30	35		8S/8D	Holy Fire 3 Mighty Blow 1/3 levels vs. Undead Spiritual Bloodrage vs. Undead Strength 3
12	82	33	40		9S/10D	Coldrage vs. Undead Death Lore

Draconsmerian Humaktaye Specialists do not gain abilities marked with \*

## CLASS DESCRIPTION

The Humaktaye are the slayers of Undead, and thirst for their destruction. A Humaktaye has the following obligations:

1. Humaktaye will never rob from the dead.
2. The ultimate blasphemy is Necros, who the Humaktaye believe is the entity who slew their god. They will never speak his name.
3. Those who summon (and control) the Undead and are to be killed upon revelation of their 'profession'. Depending on the individual this may include any who try to prevent a Humaktaye from carrying out his duty.
4. To a Humaktaye, being brought back from the dead is spitting in the face of god (How the Lords of Death feel about it is perhaps another matter). *Some* individuals will tolerate others being brought back. If a Humaktaye is brought back from the dead he will slay himself after the offending priest (or assuring himself that others will do the deed for him).
5. Humaktaye cannot be raised as Undead.
6. A Humaktaye will not willingly accept a Bless from a priest of any other religion.
7. Humaktaye often wear war paint to honour their gods.
8. A Humaktaye's hatred for the Undead is such that they will gladly give their lives for the Lords of Death in an attempt to destroy any and all Undead. A Humaktaye must have a good reason for not berserking at the sight of Undead and those who summon them. For example a 3<sup>rd</sup> level Humak has no chance of defeating a spectre, not berserking would be forgivable.
9. Should a Humaktaye fail to carry out his sacred duty, he may be required to cleanse his soul of its taint before acquiring any further levels. That is if the cult doesn't decide to excommunicate him for the crime of failure.

A Humaktaye must be buried either in a sacred burial ground or on the exact site of their death. The Body must be buried with all of their possessions in their former life. Humaktaye should always ensure that their brethren have been treated correctly.

Note that the Lords of Death hold a special place in their mind for any Humaktaye who successfully destroys the abominable summoners of Undead – Necromancers. Should a Humaktaye successfully destroy a Necromancer, they *may* see fit to generously reward their servant with restoration of Power, abilities, bonus XP, etc. Ref's Discretion!

## CLASS ABILITIES.

**A Humaktaye's natural healing is NOT transferable**

**A Humaktaye's skill picks are from the standard Warrior tables**

**Undead – For the purpose of a Humaktaye's abilities and defences, Undead also includes Necromancers and the Summoners of Undead by Profession. Priests and Anti-Paladins who have Raising/Summoning Undead miracles and the like will count, although a character or monster who has picked up Raise Skeleton 2/day will not count.**

**Aura of True Death** - The *Aura of True Death* provides Immunity to mortal Undead Effects (M3 or lower) of equal or lesser level than their Humaktaye level. This Immunity only applies to undead effects caused directly by undead creatures, and not to undead effects cast by Necromancers duplicating the effects themselves through the use of Rituals or other means.

Additionally, the Humaktaye can spend Power to bolster the level of their Immunity at a cost of 2 Power per additional level. This can be used in 2 ways, and will never place the Humaktaye in a Power coma.

The first is reactively, and the Power will automatically be spent if the Humaktaye is hit by an Undead effect to which they are not Immune.

The second is pre-emptively, whereby the Humaktaye can bolster their Immunity for one minute at a time.

e.g. Ulfgar the 8<sup>th</sup> rank Humaktaye is attacked by a Planeshifting Spectre (10<sup>th</sup> level Undead). It hits him with a *Quad Level Drain*, and Ulfgar reactively spends 4 Power to Resist the effect. He then spends an additional 4 Power to raise his Immunity to 10<sup>th</sup> rank for 1 minute, during which time the Spectre's other Quad Level Drain and Irrevocable Power Drains are unable to affect him. Note that this Immunity does nothing against the Spectre's Spirit damage!

**Bloodrage vs. Undead** - Allows the Humaktaye to enter a full berserk against Undead and those who **seriously** violate the Humaktaye faith. The stats are as follows:

- Full 15 minutes of bloodrage,
- Physical damage reduced by ½ after armour,
- +6 Strength,
- No wind up required, a suitable warcry must be used ("Ayhak Humaktaye!" is popular),
- -1 point of sanity is lost upon leaving the Bloodrage,
- Weapon skills and abilities may be used in a Bloodrage,
- Shields may not be used in a Bloodrage,
- There is a 15second wind-down period from Bloodrage.

**Discern Undead** - This will allow the Humaktaye to identify a specific undead type e.g. Zombie, Ghoul, Vampire and if the undead is currently being controlled by a summoner. It will also indicate the level and if the undead is of a special nature. When used with Undead Lore will allow a Humaktaye to discover more detailed information about an undead or necromantic item.

**Draconsmerian Berserk** - Allows the Humaktaye to enter a full berserk against a target, provided they have Power remaining. The stats are as follows:

- Full 15 minutes of berserk,
- Physical damage reduced by ½ after armour,
- +6 Strength,
- A 30 second wind up required (cued by the referee),
- -1 point of sanity is lost upon leaving the Berserk,
- 1 point of Power is used to enter the Berserk,
- Weapon skills and abilities may not be used in a Berserk,
- Shields may not be used in a Berserk, nor may a character with this ability ever use a shield,
- There is a 30second wind-down period from Berserk.

**Locate Returning Spirit** - This will locate the exact location of any creature with a Returning Undead Spirit within 30ft, appearing in their mind as a "radar blip".

**Utilise Any Weapon and Armour** - Humaktaye are able to utilise any armour type, and any weapon type. The only restriction to this is that a Humaktaye may not use both a spiritual and magical weapon/armour at the same time they must choose either/or.

**Immune To All Fear** - Humaktaye are immune to all fear effects refs discretion.

**Perform Humak Death Ritual** - This ability will send the sprit of any deceased mortal (Ref's discretion) directly to the Realm of the Dead, the Humaktaye afterlife regardless of the recipient's own religion. This ability is essentially at will, however it must be fully phys-repped; including chanting, burial shroud, songs of passage etc. It should take approximately 10-15 minutes to complete.

**Sense Undead** - Using this ability a Humaktaye can detect the presence of undead within a 30' radius. This does not give a specific location, but simply reveals if there is any undead presence in range. NB. This also detects any Necromancers's Avenging Spirit, etc.

**Craft Stake** - This ability allows the Humaktaye to create a stake from any suitable material (Ref's discretion - obviously one cannot create a steak from air or magma etc). One such stake can be made per weekend.

**Sense Tainted** - This ability will give the Humaktaye a "Yes" or "No Answer" to whether there is anyone or anything tainted by Undeath within 15 feet. Whether someone is tainted is at the Referee's discretion. The sorts of things that qualify are: people with Perm curses of a Necromantic deity/patron, people with the ability to summon Undead, people with perm damage from Undead, anyone who has been involved in a necromantic ritual, those with an Undead Returner, etc.

**Strength 1** - Grants the Humaktaye +3 points of Strength.

**+XLPs vs. Undead** - Grants the Humaktaye bonus damage vs. Undead for each time it is gained by the Humaktaye. These bonus damages stack with each other, although they will not go above Stress Resistance.

**Crushing Weapon** - This allows the Humaktaye to wield any weapon of shortsword size or larger as if it were a heavy, blunt weapon for the purposes of dealing with Undead. They may now call "Blunt" with a suitable weapon against Undead, although they will lose 6LPs damage for wielding the weapon in a way it was not designed for.

**Recognise Summoner of Undead** - This ability will identify to the Humaktaye all of those persons who summon spirits of the Undead by way of their profession. For example: Necromancer, Anti-Paladin, Evil Priests with Raise/Summon Undead miracles (e.g. a priest of the Brotherhood of the Undead). It will also identify their profession, not just a "Yes" or "No answer". This will NOT identify individuals who have simply acquired some random ability to summon Undead - e.g. a Warrior with 'Raise Skeleton' twice per day.

**Strength of Mind** - The Humaktaye is now Immune to all mortal Mind Affecting spells, rituals and abilities cast by Undead.

**Resist Infidel Magik 1** - The Humaktaye will now take half effect from mortal 1<sup>st</sup> to 3<sup>rd</sup> Sphere Necromancy.

**Undead Lore** - This allows a Humaktaye (due to the time spent contemplating their Death Gods) to have some knowledge of the undead, their history and items associated with them. This will give for example possible weaknesses of a known type of Undead. It will also allow a Humaktaye some insight into necromantic items. (Ref's Discretion)

**Holy Fire 1** – This ability allows the Humaktaye to channel his spirit down his weapon, which causes it to burst into ‘Holy’ Flames. It can be used to make one weapon wielded by the Humaktaye cause Spiritual damage for 2 Power per minute (equivalent to a Power weapon).

**Immune Disease** – The Humaktaye is now Immune to the diseases and afflictions that are caused, suffered or carried by Undead. They suffer half effect from Diseases not from an Undead.

**Resist Infidel Magik 2** – The Humaktaye is now entirely Immune to mortal 1<sup>st</sup> to 3<sup>rd</sup> Sphere Necromancy.

**Consecrate Blessed Weapon** – The Humaktaye gains the ability to consecrate a weapon of their choosing with their righteous mettle. The weapon now deals “Blessed” damage for the purposes of affecting creatures, and will additionally act to Perm Bless a creature if it is impaled into it. Should the Humaktaye lose their Blessed Weapon through virtuous use they may consecrate another freely, otherwise it will cost them 5XP per Humaktaye level.

**Holy Fire 2** – The Humaktaye may now use their Holy Fire ability to deal Fire Magic damage, for 2 Power per minute.

**Resist Infidel Magik 3** – The Humaktaye can now resist any mortal spell or ritual cast at them by an Undead. The cost is 1 Power per spell level per Mantic level (rituals count for double cost except for Necromancy, due to the Humaktaye’s intense focus and training). Note that this will allow the Humaktaye the ability to resist any ongoing area effects which he can recognise. I.e. this would allow the Humaktaye to resist the strength drain from the 4<sup>th</sup> Sphere *Shadow of the Night* for 4 Power or the Hexing part of the 5<sup>th</sup> Sphere *Aspect of Death* for 5 Power, they could not resist the Immunity to Physical of an *Aspect of Death*, as this affects the Necromancer, not the Humaktaye..

**Sacred Cut** – The Humaktaye upon gaining this ability may enact a *Sacred Cut* at any given opportunity. Upon repeating the words;

*“An Offering to thee, a soul for thee, Dabalah.”*

and proceeding to kill their sentient victim with a single attack such as a throat slit, or similarly sacrificial strike the victim’s soul is delivered to their Patron. The Humaktaye Gods will reward the Humaktaye with 1LP to TB for each Hit the target had when they were on full health. Additionally, any mortal Returning Spirit of the victim is sent to the Humaktaye Lords and may not be used!

**Strength 2** –The Humaktaye gains an addition 6 points of Strength.

**Perform Blood Oath** – The Humaktaye is able to perform a dark ritual, binding souls to the Lords of Death with their own blood.

This works as follows;

1. The 'casting' Humaktaye must make a cut upon each person partaking of the ritual (traditionally this is done in the palm of the hand) and their bloods mix together, then oath is then sworn.
2. Each character involved in the ritual must swear the oath, with the exception of the caster - he may elect not to if all parties are agreed.
3. A number of characters up to the Humaktaye's level may be involved in the ritual.
4. This oath will be worded and spoken aloud by the caster.
5. Each person involved in the ritual loses 3lps permanently from the location cut.
6. If anyone who has sworn the oath should ever break it they will instantly be struck down dead as their soul is given to the Lords of Death in penance for the violation.
7. The Humaktaye can perform this ritual once ever.
8. He can participate in an additional number of rituals (equal to half his level) if a Humaktaye Priest is also participating in it.

**Spiritual Essence** – Whilst in Bloodrage vs. Undead, for a cost of 3 Power per minute the Humaktaye may attune his body so closely to his Death Lords that he channels Spiritual energy through his body and begins to glow in a radiant white light. Whilst in this state all of the characters physical armour becomes Spiritual and the character gains Spirit sight.

**Holy Fire 3** – The Humaktaye may now use their Holy Fire ability to deal Holy damage for 4 Power per minute.

**Mighty Blow 1/3 levels vs Undead** – this allows the Humaktaye to strike a melee blow that is three times their normal damage, when fighting Undead. This skill is usable once per three Humaktaye levels

**Spiritual Bloodrage** – The Bloodrage of the Humaktaye becomes so attuned to their purpose that it is now Spiritual in nature.

**Strength 3** – The Humaktaye gains an additional +9 points of Strength.

**Coldrage vs. Undead** – this reduces the damage from melee combat dealt to the Humaktaye by Undead. This allows the Humaktaye to enter a state of rage against an Undead. A Humaktaye in this state will take only one quarter (1/4) of all normal Physical damage after armour. The Humaktaye gains +6 points strength whilst in Cold rage. The Humaktaye 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 Skeletal Knight). This allows the Humaktaye 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 four Humaktaye levels per day.

**Death Lore** – Through prayer and devotion, the Humaktaye may ask his Gods 1 COMM3 question per 5 levels each weekend relating to Undead, and the destruction thereof.