

HUSCARL

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	34:30	8	2	Single Double- Handed	1S/1D		Bloodrage Utilise Heavy Armour Utilise Any Weapon Utilise Lesser Self Weapon
2	38:33	9	4		2S/2D	1	
3	42:36	10	6		2S/3D		Double Handed Mastery I +3 Strength
4	46:39	11	8		3S/3D		Poleaxe
5	50:42	12	10	Thrown	4S/4D		
6	54:45	13	12	Ambidex	4S/5D	1	Vault
7	58:48	14	14		6S/6D		
8	62:51	15	16		6S/7D		Poleaxe
9	66:54	16	18		6S/7D	1	Armour Piercing Blow +6 Strength
10	70:57	17	20		8S/8D		Cold Rage
11	76:62	19	23		9S/9D		Double Handed Mastery 2 +6 Strength
12	82:67	21	26		10S/10 D	2	Hafted Trip Poleaxe

A HUMAN HUSCARL GAINS 34:4 LIFE POINTS

AN ELVEN HUSCARL GAINS 30:3 LIFE POINTS

- All Huscarls start with chain mail and a self weapon (2 handed halberd, polearm or axe).
- A Huscarl will leave a mission should his/her armour be destroyed and not immediately replaceable.
- All Huscarls are Huscarls dedicated to a lord of some kind (usually of a House or similar) which must be decided at character creation.
- Huscarl skill points are from the Warrior base class.

Class Abilities

Bloodrage – the Huscarl may activate this ability at will in defence of the organisation they are dedicated to, with the use of an appropriate warcry. They take half Physical damage after armour +6 points strength – stress resistance still in effect for level, Weapon masteries and weapon skills can be used. This allows the huscarl to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through) until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 15 second wind down period to this skill. 1 Sanity is lost per use of this skill.

Utilise Heavy Armour – This allows the Huscarl to be able to use armour of 6 AC up to a maximum of 12 AC.

Utilise Any Weapon – Huscarls are able to utilise any weapon type.

Utilise Lesser Self Weapon – Only one of these may be owned at any time. Lesser Self weapons are resistant to *Shatter*, *Disintegration* and *Warp Touch/Range*. If a Huscarl is able to get a better (e.g. magical etc.) halberd, then this would become their preferred weapon.

Double Handed Mastery 1 – this gives the Huscarl plus 6 lps damage with double handed weapons.

+X Strength – this gives the Huscarl X additional strength.

Poleaxe – this allows the Huscarl to strike a blow to the torso (main body part) of a target opponent which will reduce the target to zero LPs. This requires the use of a pole arm weapon type and is usable once per day.

Vault – This allows the Huscarl to perform a 30' leap using their halberd as a pole vaulter would once per two levels per day.

Armour Piercing Blow – This allows the Huscarl to do all his damage through physical AC. This skill is usable once per two levels per day.

Cold Rage – this allows the Huscarl to enter a state of rage against an opponent. A Huscarl in this state will take only one quarter (1/4) of all normal physical damage after armour. The Huscarl gains +6 points strength whilst in cold rage. The Huscarl 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 Huscarl 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 two levels per day.

Double Handed Mastery 2 – this gives the Huscarl plus 6 lps damage with double handed weapons.

Hafted Trip – the Huscarl 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. This skill is usable once per three levels per day.