

# WARRIOR POET

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	27 : 26	9	6	Single	1S		Ut Medium Armour Ut Medium Weapons Ut Shield
2	31 : 29	10	12	Double-Handed	1S/2D	1	+1 Dex
3	35 : 32	12	18	Thrown	2S/2D	1	
4	39 : 35	13	24		2S/3D	1	+2 Dex
5	43 : 38	15	30	+1 Skill	3S/4D	3	
6	47 : 41	16	36	+1 Skill	4S/4D	2	
7	51 : 44	18	42		4S/5D	1	+3 Dex
8	55 : 47	19	48		6S/7D	1	
9	59 : 50	21	54		6S/7D	1	
10	63 : 53	22	60		7S/8D	3	
11	69 : 58	25	69		8S/8D	1	
12	75 : 63	27	78		9S/10D	2	

\* Choice Of: Ambidextrous, Missile, Firearms.

Human Warrior Poets gain 27:4 lifepoints

Elven Warrior Poets Gain 26:3 lifepoints

## Class Restrictions

Warrior-Poets may use shields and these they infinitely prefer to be either of the buckler or target variety.

Warrior-Poets will invariably play for the role of second rank warrior (except in battles where they often lead the charge).

Only Worldsmith Priests, InnerFlames or Bards can bless minstrels.

All Warrior-Poets have loose affiliation to Dusk Island.

Warrior Poets natural healing is transferable.

## Class Abilities

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

**Utilise Medium Weapon** – This allows the Warrior-Poet to be able to use any Medium Weapon.

**Utilise Shield** – This allows the Warrior-Poet to use Shields of any size.

**+X Dex-** this gives the Warrior-Poet X point of dexterity armour per time this skill is listed.

## Warrior Poet Ability Tables

Table 1
Disarm Parry
Dodge
En Garde
Reflex 1
Reflex 2
Shield Mastery 1
Strikedown
Turn Blow
Weapon Mastery 1

Table 2
Crushing Blow
Reflex 3
Sprint Burst
Strength 1
Sure Handed
Weapon Mastery 2

Table 3
Bardic Armorata
Minor Bard Song
Speed self
Weapon Mastery 3

## Skill Descriptions

### Table 1

**Disarm Parry** – this allows the Warrior Poet to disarm an opponents weapon by striking with their own weapon. This skill is usable 1 per 4 levels per day.

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

**En Garde** - This ability allows the Warrior Poet, in an amazing display of dexterity, to return their sword to his hand following a Disarm, Fumble, etc. The Warrior Poet kicks / flips the sword back into his hand in an effective 'Time Freeze'. Note that the sword must be within reachable distance of a hand or foot for the skill to work; it will not retrieve a sword from 10' away, etc. This skill is usable once per level per day.

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

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

**Shield Mastery 1**- this grants the Warrior Poet +1 dex ac whilst using a shield. This also adds plus 1 Hit breaking resistance to the shield. I.e. shield mastery 1 means a normal shield would take a 6 Hit blow to break as opposed to a 5 Hit blow.

**Strike Down** - Allows the Warrior Poet to strike an opponent to the floor using the flat of his blade (no damage inflicted) this can be done once per 2 levels per day.

**Turn Blow** - this allows the Warrior Poet 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 Mastery 1** - this give the Warrior Poet +6LPs damage with a favoured melee weapon type e.g. a long sword.

## Table 2

**Crushing Blow** - this allows the Warrior Poet with a suitably blunt / heavy bladed (axe) weapon, or body weaponry, to strike a location and reduce it to zero LPS. This skill is usable 1 per 4 levels per day.

**Reflex 3** - this gives the Warrior Poet an additional 3 Dex Ac. Requires *Reflex 1 and Reflex 2* (giving a total of 6 dex).

**Sprint Burst** - This ability allows the user to sprint at a speed  $\frac{1}{2}$  again their top speed. This burst lasts for 20 seconds only.

Physical representation is done by calling "sprint burst" and over twenty seconds counting the steps taken then in a time freeze after this allowing the sprinter to take half those paces again! This ability is usable twice plus once per level.

**Strength 1** - this skill permanently grants the Warrior Poet +3 points of strength.

**Sure Handed** - this allows the Warrior Poet to be immune to Disarm Parry, Fumble spells, or practically anything else including a slippery object being dropped by the Warrior Poet. (referees discretion)

**Weapon Mastery 2** - this skill gives the Warrior Poet +6LPs damage with a type of weapon i.e. Daggers, Long swords etc for a total of +12LPs with the chosen weapon type. Requires the Warrior Poet to have *Weapon Mastery 1* in the same weapon type.

## Table 3

These skill picks may not be purchased until 9<sup>th</sup> rank, even if you have the skill picks available before then!

**Bardic Armorata** - this allows the Warrior Poet to go one point above normal AC limits and also provides one point of Bardic AC

**Minor Bard Song** - This allows the Warrior Poet access to one minor Bard song (Table one Bard song), which is cast off the Warrior Poet power in the form of Bardic Power.

**Weapon Mastery 3** - this gives the Warrior Poet a further plus 6 lps damage with a particular weapon type. Requires *Weapon Mastery 1 and 2* in the same weapon type.

### Warrior Poet Songs & Glamours

Level	Song Type	Songs	Glamours
1			
2			1
3			2
4	Song of Bravery	1	2
5	Song of Stamina	2	3
6	Song of Calm	3	3
7	Song of Command	4	4
8	Song of Rest	5	4
9	Song of Forgetfulness	6	5
10		7	6
11		8	7
12		10	9