

MUQQUADAM

| RANK | LIFE POINTS | HUMAN POWER | NAT HEAL | WEAPON TYPE | STRESS RESIST | SKILL PTS | CLASS ABILITIES |
|------|-------------|-------------|----------|-------------------------------|---------------|-----------|---|
| 1 | 30:27 | 8 | 2 | Single Ambidex Thrown Missile | 1S | | +1 Dex Utilise Improvised Weapon Utilise Any Weapon Utilise Light Armour |
| 2 | 33:29 | 9 | 4 | Double-Handed | 2S / 2D | 1 | Combat Weapon Mastery |
| 3 | 36:31 | 10 | 6 | | 2S / 3D | 1 | Weapon Mastery 2 + 1 Dex |
| 4 | 39:33 | 11 | 8 | | 3S / 3D | | Weapon Mastery 2 +1 Dex |
| 5 | 42:35 | 12 | 10 | | 4S / 4D | 1 | Weapon Mastery 2 |
| 6 | 45:37 | 13 | 12 | | 4S / 5D | 2 | Weapon Mastery 3 +1 Dex Speed Self |
| 7 | 48:39 | 14 | 14 | | 6S / 6D | | Weapon Mastery 2 Weapon Mastery 3 |
| 8 | 51:41 | 15 | 16 | | 6S / 7D | 2 | Weapon Mastery 4 + 1 Dex |
| 9 | 54:43 | 16 | 18 | | 6S / 7D | 1 | Weapon Mastery 4 Weapon Mastery 5 + 1 Dex |
| 10 | 57:45 | 17 | 20 | | 8S / 8D | 2 | Weapon Mastery 3 Weapon Mastery 3 |
| 11 | 62:48 | 19 | 23 | | 9S / 9D | 2 | Weapon Mastery 4 Weapon Mastery 5 + 1 Dex |
| 12 | 67:51 | 21 | 26 | | 10S / 10D | 3 | + 1 Dex |

A Human Muqqadam On **50xp** Base Gains 30:3 Life Points

An Elven Muqqadam On **50xp** Base Gains 27:2 Life Points

Class Restrictions

- Muqqadams are always lawful or neutral, but can be good neutral or evil.
- They will allow themselves to be blessed.
- They will never use Firearms,
- Muqqadams are a weapon master class although they never gain self weapons
- Muqqadams choose their skills from the Warrior skill tables

Class Abilities

+1 Dex – this gives the Muqqadams 1 point of dexterity AC per time this skill is listed.

Utilise Improvised Weapon – Muqqadams have an uncanny knack of finding the balance of anything weapon-like, even something such as a rock off the ground (ref's discretion!)

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

Utilise Light Armour – This allows the Muqqadams to be able to use armour of up to a maximum of 4 AC.

Combat Weapon Mastery – This ability allows a Muqqadam to inflict +6lps damage with any weapon and 6lps damage with improvised weapons. This ability stacks with Weapon Masteries, and with strength.

Weapon Mastery – A Muqqadam gains multiple weapon masteries. Where the Muqqadam gains Weapon Mastery x multiple times, this should be taken in a different specified weapon each time. In order to gain the higher weapon masteries in a particular weapon, obviously the lower weapon masteries must be taken in the same weapon.

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

Weapon Mastery 3– this skill gives the Muqqadam plus 6 lps damage with a type of weapon i.e. Daggers, Long swords etc for a total of plus 18 lps with the chosen weapon type. Requires the Muqqadam to have *Weapon Mastery 1 and 2* in the same weapon type.

Speed Self - This skill allows the musketeer to focus his dexterity and speed to avoid damage from incoming attacks. When the musketeer activates the skill he gains his current level in Speed Self points, which can be spent on either the level of Speed Self or the duration. E.g. an 9th level musketeer has 9 points, which could be spent on Speed Self 4 for two times a day and speed self 1 once a day, Speed Self 1 for nine times a day or any similar combination. Note that a musketeer is limited to using Speed Self of a level up to half his own level rounded down, so the 9th level musketeer could use up to Speed Self-4.

Speed Self 1 halves the damage a musketeer takes against physical damage only, Speed Self 2 the musketeer 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

Speed self does not work on area effects or if the musketeer is halted in any way

Weapon Mastery 4– this skill gives the Muqqadam plus 6 lps damage with a type of weapon i.e. Daggers, Long swords etc for a total of plus 24 lps with the chosen weapon type. Requires the Muqqadam to have *Weapon Mastery 1,2 and 3* in the same weapon type.

Weapon Mastery 5– this skill gives the Muqqadam plus 6 lps damage with a type of weapon i.e. Daggers, Long swords etc for a total of plus 30 lps with the chosen

weapon type. Requires the Muqqadam to have *Weapon Mastery 1,2,3 and 4* in the same weapon type.