

SOLDIER

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	30:27	8	4	Single Missile Double-Handed	1S/1D		Utilise Heavy Weapons Utilise Medium Armour Utilise Self Weapons
2	33:29	9	8		2S/2D	1	Self Weapons Mastery 1
3	36:31	10	12	Ambidex	2S/3D		Reflex 1
4	39:33	11	16	Thrown	3S/3D	1	Self Weapons Mastery 2
5	42:35	12	20		4S/4D		Hafted Trip Thrown Mastery 1
6	45:37	13	24		4S/5D	1	Reflex 2 Shoot To Disarm
7	48:39	14	28		6S/6D		Self Weapons Mastery 3
8	51:41	15	32		6S/7D	1	Reflex 3 Shoot To Disable
9	54:43	16	36		6S/7D		Enhanced First Aid Disarm Parry
10	57:45	17	40		8S/8D	1	Poleaxe Thrown Mastery 2
11	62:48	19	46		9S/9D		Self Weapons Mastery 4 +6 Strength
12	67:51	21	52		10S/10D	2	Shoot To Kill

A Human Soldier Gains 30:3 Life Points
An Elven Soldier Gains 27:2 Life Points

Class Restrictions

- Soldiers can and will be blessed.
- Soldiers' natural healing is transferrable.
- Soldiers may come from any background, but some things remain the same. Soldiers start their training at 16 years old for a period of a year. They then do 5 years service before being able to leave the army and start an adventuring career. Due to this a soldier starts adventuring at a minimum age of 22.
- Soldier skill points are from the Warrior base class.

Class Abilities

Utilise Heavy Weapon – This allows the Soldiers to be able to use any Heavy Weapon.

Utilise Medium Armour – This allows the Soldiers to be able to use armour of up to a maximum of 8 AC.

Utilise Self Weapons - Soldiers Start With 2 Self Weapons - A Self-Bow And A Self-Pike\Halberd. Only one of each these may be owned at any time. Self weapons are immune to mystical effects (eg 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 soldier will need to retrain at a cost of 10XP per level they have attained.

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

Reflex 1 – This grant the soldier one point of dexterity

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

Hafted Trip - the soldier 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 four levels per day

Thrown Mastery 1 – this gives the soldier plus 6 LPs damage when throwing their self weapon or spears (self weapon masteries or impale may not be used when self weapon is thrown)

Reflex 2 – This grant the soldier a further two points of dexterity and stacks with Reflex 1.

Shoot To Disarm - The soldier 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.

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

Reflex 3 - This grant the soldier a further three points of dexterity and stacks with Reflex 1 and 2.

Shoot To Disable - Reduces a limb to 0 lps, effectively causing a Location Out. The ability may not be used against a 'vital' location (head, chest, or abdomen). This skill is usable once per two levels per day.

Enhanced First Aid – this doubles all the soldiers natural healing

Disarm Parry - this allows the Soldier to disarm an opponents weapon by striking with their own weapon, This skill is usable once per two levels per day.

Poleaxe – this allows the Halberdier to strike a blow to the torso (main body part) of a target opponent which will reduce the target to zero LPs. This skill may be used once per four levels per day.

Thrown Mastery 2 this grants the Shivman a further +6LPs damage with thrown weapons. Must have Thrown Mastery 1.

Self Weapons Mastery 4 – this gives the solider plus 6 lps damage with each of their self weapons

+6 strength – this gives the solider 6 additional strength.

Shoot To Kill - The solider 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 skill **cannot** be combined with Deadly Accuracy, and is usable once per day