

# ULLRATHA KNIGHTS

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	RUNE POINTS		CLASS ABILITIES
1	As base class	As base class	As base class	As base class	1S			As base class
2	As base class	As base class	As base class		As base class			As base class
3 (1)	As base class	As base class	As base class	All	2S/2D	T	S	Utilise Runes, Discern Runes, Sense runes / Runic, Sense FOE Ullratha Training Berserk
						4	2	
4 (2)	+3	+1	+4		2S/3D	8	4	
5 (3)	+3	+1	+4		3S/4D	12	6	+1 Runic AC Vs FOE
6 (4)	+3	+1	+4		4S/4D	16	8	
7 (5)	+3	+1	+4		4S/5D	20	10	+3 Lps Damage Vs FOE
8 (6)	+3	+1	+4		6S/7D	24	12	
9 (7)	+3	+1	+4		6S/7D	28	14	+6 Lps Damage
10 (8)	+3	+1	+4		7S/8D	32	16	+2 Runic AC Vs FOE
11 (9)	+5	+2	+6		8S/8D	38	19	
12 (10)	+5	+2	+6		9S/10D	44	22	+2 Runic AC Vs FOE +6 Lps Damage Vs FOE

At 3<sup>rd</sup> rank a character may opt to become an Ullratha Knight. They are assigned to a legion and / or commando unit and are initiated into the runic cult. Any Warrior abilities gained prior to becoming an Ullratha Knight are retained upon initiation to the cult.

Only specialists continue to progress in their starting class in addition to gaining their Ullratha skills and casting. The cost for this is a total of 100xp - 50xp paid at 3<sup>rd</sup>/1<sup>st</sup>, 50xp at 8<sup>th</sup>/6<sup>th</sup>. They may empower their starting class abilities/casting for a cost of 1 rune point per encounter.

Ullratha Knights may only use Necromantic and Runic items. Specialists with casting may also use items that are suitable for their casting type. (Check with a ref if you are unsure.)

## Class Abilities

**Utilise Runes** – upon attaining the Ullratha Knight status, the character gains access to rune casting, this is in the form of rune points. The rune point amounts will be told to the character upon assignment to their legion. These rune points can then be used to buy and cast abilities from the rune table. Rune points refresh themselves automatically at midnight every night, regardless of rest.

**Discern Runes** – following a brief inspection, the Ullratha may discern the types and number of runes currently in use by an individual rune user within 30 foot. It will also reveal any runic enhancements or effects active upon an item.

**Sense runes / Runic** – this allows the Ullratha to sense the presence of runes or runic empowered items within 30 foot of the knight. It does not give type, number, or location of such items.

**Sense FOE** – this allows the Ullratha to sense the presence of FOE beings or creatures within 30 foot of the Ullratha this includes any direction, through walls, above and below etc. This ability does not reveal the type or number or location of the FOE, but merely their presence within the Ullratha's range.

**Ullratha Training** – An Ullratha Knight can resist any mystic command that requires them to harm another Ullratha.

If an Ullratha is beguiled and resists a command in this way, the beguilement will end.

If a possessed Ullratha resists such a command, the possession remains in place and alternative commands that do not involve harming Ullratha will still be obeyed. A possessed Ullratha can choose to commit suicide rather than obey any commands.

**Berserk** – Ullratha have the option to enter a berserk state in limited circumstances, if their pair is harmed, or killed they may choose to berserk, if they are vastly outnumbered by FOE (ref's Discretion) they may choose to enter a berserk state

**Berserk** – Allows the Ullratha to berserk for one encounter. In this state they gain 6 points of strength and take only 1/2 of all physical damage that they would normally take from a blow – this damage reduction has no effect on mystical damage. When in this raged state the Ullratha loses all weapon masteries, cannot use a shield, cannot use any skills such as rune casting, dodge, turn blow, mighty blow etc. This allows the Ullratha 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 30 second wind down period to this skill. 1 Sanity is lost per use of this skill.

+ **X Runic AC Vs FOE** – this gives the Ullratha a number of Runic AC when facing FOE.

+ **X Lps Damage Vs FOE** – this gives the Ullratha extra damage when fighting FOE.

+ **6 Lps Damage** – this gives the Ullratha general extra damage regardless of opponent.

### Additional Class specifics

*Bearsark*

Ullratha in the Bearsark Legion are trained differently from other Legions.

Their Life Point gain is +6, Nat Heal gain is +3 and Rune Points are 2 per level.  
They are never specialists.

They also gain the following at 1<sup>st</sup> level Ullratha Knight:

Locate FOE - this allows the Bearsark who has sensed an FOE to locate the exact location of the FOE. This skill is usable as long as the Bearsark is able to see.