

The Warrior

The Warrior is the master of combat. He is the strong arm of any group, battling enemies head on with all the weapons of war he is trained in. Whether with sword and shield, spear and dagger or the great two handed sword, the warrior will hold off their foes.

Due to the sheer variety of weapons in the world, and the number of different fighting techniques, no two Warriors are likely to be the same (even if some dismiss them all as mere thick-headed shields of meat). A Warrior might focus on sheer brute strength to win the day, or be able to work themselves into a berserk rage. At the other end of the spectrum there are Warriors who focus on a single weapon to master, who learn to weave and dodge as they fight to lessen the blows of their enemies. Other Warriors learn the use of firearms, thrown daggers or the bow, although most treat these weapons as a back-up.

A Warrior's place in battle is at the front, protecting their comrades. Although others might be able to match a Warrior's skill with weapons, the Warrior's stamina is unmatched, as anyone who goes toe-to-toe with one will soon find out.

WARRIOR

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	34 : 34	8	3	Single	1S/1D	2	Utilise Any Armour Utilise Any Weapon
2	40 : 38	9	6	Any 1 Skill*	2S/2D	2	
3	46 : 42	10	9	Any 1 Skill*	2S/2D	2	
4	52 : 46	11	12	Any 1 Skill*	2S/3D	2	
5	58 : 50	12	15	Any 1 Skill*	3S/4D	2	
6	64 : 54	13	18	Any 1 Skill*	4S/4D	2	
7	70 : 58	14	21		4S/5D	3	
8	76 : 62	15	24		6S/7D	2	Armour Affinity Weapon Affinity
9	82 : 66	16	27		6S/7D	3	
10	88 : 70	17	30		7S/8D	4	
11	97 : 76	19	35		8S/8D	4	
12	106 : 82	21	40		9S/10D	5	

*CHOICE OF: DOUBLE-HANDED, MISSILE, AMBIDEXTROUS, FIREARMS, THROWN

Human Warriors Gains 34:6 Life Points

Elven Warriors Gains 34:4 Life Points

CLASS ABILITIES.

Utilise Any Weapon and Armour

Warriors are able to utilise any armour or shield type, and any weapon type. The only restriction to this is that a warrior may not use both a spiritual and magical weapon/armour at the same time they must choose either/or.

Armour Affinity

A Warrior's skill in wearing armour is such that they treat any worn armour as one craft grade higher (to a maximum of Superior Crafted). E.g. A Warrior wearing Master Crafted Chain treats it as Superior Crafted and gains 12pts AC. This also counts for mystic armour.

Weapon Affinity

A Warrior's skill with weapons is such that they treat any wielded weapon as one craft grade higher (to a maximum of Superior Crafted). E.g. A Warrior wielding a Master Crafted Sword treats it as Superior Crafted and deals +12lps damage with it. This also counts for mystic weapons.

A Warrior's natural healing is NOT transferable

Warrior Ability Tables

Table One	
Alliance Initiation	Master Bowyer
Apprentice Armour Smith	Master Weapon Smith
Apprentice Bowyer	Marksmanship
Apprentice Weapon Smith	Missile Mastery 1
Bind Runes	Reflex 1
Bind Runic Strength 1	Repair
Body Weaponry	Resist Disarm
Bowyer	Resist Knockdown
Cut To Bleed	Shield Mastery 1
Deadeye	Subdue
Dexterity	Thrown Mastery 1
Disarm Parry	Turn Blow
Hone Edge	Weapon Mastery 1
Improved Reload	Weapon Smith
Leap	

Table Two	
Armour Smith	Master Armour Smith
Arrow Cutting	Missile Mastery 2
Backstab	Reflex 2
Bind Runic Armour 1	Shield Mastery 2
Bind Runic Raunensong 1	Smash
Bind Runic Reflection 1	Spiritual Enhancement
Bind Runic Speed Self 1	Stamina 1
Bind Runic Strength 2	Strength 1
Body Weaponry 2	Thrown Mastery 2
Dodge	Torture
Enhance Stress Resistance	Track
Heroic Leap	Weapon Mastery 2
Hone To Perfection	

Table Three	
Animosity	Mighty Blow
Berserk	Poleaxe
Bind Runic Armour 2	Reflex 3
Bind Runic Raunensong 2	Reflex 4
Bind Runic Speed Self 2	Runic Initiation
Bind Runic Strength 3	Stamina 2
Crushing Blow	Strength 2
Frenzy	Utilise Chivalric Weapons
General Weapons Mastery 1	Weapon Mastery 3

Table Four	
Cold Rage	River Flow Technique
Enmity	Shin Parry
Forearm Parry	Stamina 3
Full Reflexive Defence	Strength 3
General Weapons Mastery 2	Sure Handed
Master Chivalric Weapons	Sure Footed
Missile Mastery 3	Weapon Mastery 4

Skill Descriptions

Table One

Alliance Initiation – by use of this skill, the Warrior and a high priest of any aligned cult perform a simple ceremony where the Warrior donates 1 permanent power to the priest, but in return can receive blessings from priests of that religion, even though it may not be the Warriors primary religion. This skill can be taken a maximum of 4 times – as long as the religions are not juxtaposed.

Apprentice Armour Smith - This allows the Warrior to make Armour - Refer to Makes rules handbook.

Apprentice Bowyer – This allows the Warrior to make Bows – Refer to Makes rules handbook.

Apprentice Weapon Smith - This allows the Warrior to make Weapons - Refer to Makes rules handbook.

Bind Runes – Allows a Warrior who has purchased *Runic Initiation* to have one rune point bound into them per time this ability is purchased. This may be used on any Runic ability, but does not recharge as normal runes and must be recharged by a rune wielder before it can be cast again. It should be noted that unlike specific bound runic abilities (e.g. *Bind Runic Strength 1*), the purchase of this skill will make you classify as a Rune Wielder.

Bind Runic Strength 1 – Allows a Warrior to cast Runic Strength 1 (+4 strength for 5 minutes or one encounter) once per charge. Once cast, this ability must be recharged by a rune wielder able to cast Runic Strength before it may be used again. Requires *Runic Initiation* to be purchased first.

Body Weaponry 1 – this allows the Warrior to inflict damage with hands and feet – +6 LPs damage – **NB** anyone choosing this skill will be checked for safety in unarmed fighting.

Bowyer – this enhances the Warrior’s Bow making skills – Refer to Makes rules handbook.

Cut To Bleed – this skill allows the Warrior to inflict a cut upon a person in such away as for it to keep bleeding at the rate of 1LP per min. The added effect of this is it makes concentrating on casting very hard, spell casters cannot cast, psionics cannot be cast, etc. The bleeding requires mystical healing to stop. Natural Healing and bandages will not work. The Warrior may use this ability 1 per 4 levels per day.

Dead Eye – allows the Warrior to fire a shot doing their Point Blank damage at their Range distance once per day

Dexterity – this gives the Warrior 1 point of dexterity armour.

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

Hone Edge – this allows the Warrior to sharpen a blade to do extra damage on the first blow - this is 6LPs extra damage and is above stress resistance – limited by systems max. The Warrior may hone 1 blade per level per weekend.

Improved Reload – this allows the warrior to reduce the reload time of firearms by 10 seconds(See Firearms rules). Can be bought multiple times, but will never drop the reload below the weapon's minimum.

Leap – this allows the Warrior 1/4 levels/day to leap 15 foot horizontally or 10 foot vertically.

Master Bowyer – This further enhances a Warrior's Bow making skills – Refer to Makes rules handbook.

Master Weapon Smith – This further enhances a Warrior's Weapon making skills – Refer to Makes rules handbook

Marksmanship – this skill allows the Warrior to fire 1 shot per day at one and a half times their normal maximum range. Not usable at the same time as the Dead Eye ability.

Missile Mastery 1 – this allows the Warrior to inflict an additional 6LPs damage with a favoured missile weapon – bow, blow pipe cross bow etc.

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

Repair Skill – this allows the Warrior to maintain the equipment between mission, On missions it will allow the Warrior, should he have some suitable tools, to fix armour and equipment that has been damaged through rends this takes 10 minutes per rend.

Resist Disarm – this allows the Warrior to resist a disarm parry from an opponent. This skill is usable 1 per 4 levels per day.

Resist Knockdown – this allows the Warrior to ignore the effects of a knockdown – whether it be from a bow shot, melee skill etc. This skill is usable 1 per 4 levels per day.

Shield Mastery 1- this grants the Warrior plus 1 dexterity armour whilst using a shield. This also adds 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.

Subdue – this allows the Warrior to deal non-lethal melee damage as skillfully as they may deal lethal melee damage. The call of Subdue should be added to the damage call to make this clear. For every Hit of subdue damage inflicted 1LP is lethal damage. E.g. a Warrior does triple subdue to a fellow party member to try and knock them out as they are in a rune of pain – 3LPs of the damage is real, the other 15 are Subdued. The target has taken 18LPs damage but only 3 of it has actually done any real hurt. When using Subdue it is not possible to accidentally kill the person being subdued. Without the Subdue skill, any untrained attempt to deal non-lethal melee damage is limited to a Subdue Single (6LPs). Any attempt to deal more than that without training will always deal full lethal damage.

Thrown Mastery 1 – this grants the Warrior +6LPs damage with thrown weapons.

Turn Blow – this allows the warrior 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 gives the Warrior +6LPs damage with a favoured melee weapon type e.g. a long sword.

Weapon Smith – this enhances the warrior's weapon making skills – refer to current makes rules.

Table Two

Armour Smith – this enhances the warrior's armour making skills- refer to current makes rules.

Arrow Cutting – by use of this skill the Warrior can halve all damage from ranged attacks of a physical nature that hit him with the exception of gunshot.

Backstab – this skill allows the Warrior to do 6LPs extra damage to an un-armoured opponent, or to do their normal damage through any Physically Worn Armour, this attack must be made from behind and unnoticed.

Bind Runic Armour – Allows a Warrior to cast Runic Armour (makes Physically Worn Armour into Runic Armour for 10 minutes or two encounters) once per charge. Once cast, this ability must be recharged by a rune wielder able to cast Runic Armour before it may be used again. Requires *Runic Initiation* to be purchased first.

Bind Runic Raunensong 1 - Allows a Warrior to cast Raunensong 1 (+4 runic damage to a weapon above stress resistance for 5 minutes or one encounter) once per charge. Once cast, this ability must be recharged by a rune wielder able to cast Raunensong 1 before it may be used again. Requires *Runic Initiation* to be purchased first.

Bind Runic Reflection 1 - Allows a Warrior to cast Reflection 1 (reflects first blow or targeted damaging effect) once per charge. Once cast, this ability must be recharged by a rune wielder able to cast Reflection 1 before it may be used again. Requires *Runic Initiation* to be purchased first.

Bind Runic Speed Self 1 - Allows a Warrior to cast Runic Speed Self 1 (Halves all physical damage after armour for 5 minutes or one encounter) once per charge. Once cast, this ability must be recharged by a rune wielder able to cast Runic Speed Self 1 before it may be used again. Requires *Runic Initiation* to be purchased first.

Bind Runic Strength 2 - Allows a Warrior to cast Runic Strength 2 (+9 strength for 10 minutes or two encounters) once per charge. Once cast, this ability must be recharged by a rune wielder able to cast Runic Strength 2 before it may be used again. Requires *Runic Initiation* to be purchased first.

Body Weaponry 2 – this allows the Warrior to deal an additional 6LPs damage with body weaponry. Requires *Body Weaponry 1*.

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

Enhance Stress Resistance – this skill raises the warriors stress resistance by one hit.

Heroic Leap – this allows the Warrior 1/4 levels/day to to leap 30 foot horizontal or 30 foot vertical. Requires the skill *Leap* first.

Honed to Perfection- a Warrior already having the skill *Hone Edge* may take this skill which may be used in a few ways

1) a blade (1 per level) may be honed so that the first blow does +12LPs damage and the second blow does +6LPs damage before the blade returns to normal.

2) 1 blade per 4 levels can be honed for +6LPs damage for one encounter.

3) 1 blade can be enhanced for +12LPs damage for one encounter before returning to normal.

The Warrior must choose which way this skill is used each weekend of attendance.

Damage bonus is above stress resistance, but systems max still applies.

Master Armour Smith – this further enhances the Warrior’s armour making abilities – Refer to current Makes Rules Handbook.

Missile Mastery 2 - this allows the Warrior to inflict an additional 6LPs damage with a favoured missile weapon. Requires *Missile mastery 1*.

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

Shield Mastery 2 - this grants the Warrior an additional +2dex AC whilst using a shield. Requires *Shield Mastery 1* (giving a total of 3 Dex Ac) and adds 2 Hits breaking resistance to the shield. I.e. shield mastery 2 means a normal shield would take a 7 Hit blow to break as opposed to a 5 Hit blow.

Smash - this allows the Warrior with a suitable weapon axe, pole arm, 2handed weapon to break open a door, break a shield etc (ref’s discretion). Usable 1 per 4 levels per day.

Spiritual Enhancement – This skill permanently grants the Warrior an additional 2 points of power. This skill may be purchased more than once.

Stamina 1 – this skill permanently raises the Warrior’s total body by 3LPs.

Strength 1 – this skill permanently grants the Warrior +3 points of strength.

Thrown Mastery 2 - this grants the Warrior a further +6LPs damage with thrown weapons. Requires *Thrown Mastery 1*.

Torture - this skill allows the warrior to extract information from an unwilling subject by mean of torture. They are able to extract either three one word answers to three closed questions, or it can be used to get one detailed answer to an open ended question. The question must be answered and the answers given must be the truth. The subject will die at the end of torture ordeal. NB the answers must be known by the subject.

Track - Allows the Warrior to track known prints/markings. Warriors may learn these through study and any known tracks should be recorded by a referee on a track card! Track may also allow a Warrior to follow the trail of someone who has passed through – depending upon conditions (ref’s discretion)

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

Table Three

Animosity - This allows a warrior at will to berserk against a specific type of adversary. The enemy type must be cleared with a referee. When in this raged state the warrior loses all weapon masteries, cannot use a shield, cannot use any skills such as dodge, turn blow, mighty blow etc. The warrior gains 6 points of strength and has all normal physical damage reduced by $\frac{1}{2}$ what the warrior would normally take after armour. While in a Berserk state the warrior will keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through berserk) until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 30 second wind down period at the end of the berserk. 1 Sanity is lost per use of this skill.

Berserk - Allows the warrior to berserk for one encounter per 5 levels per day. In this state they gain 6 points of strength and take only $\frac{1}{2}$ 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 warrior loses all weapon masteries, cannot use a shield, cannot use any skills such as dodge, turn blow, mighty blow etc. This allows the warrior 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.

Bind Runic Protection 4 - Allows a Warrior to cast Runic Protection 4 (+ 4 points Runic AC for 20 minutes or four encounters) once per charge. Once cast, this ability must be recharged by a rune wielder able to cast Runic Protection 4 before it may be used again. Requires *Runic Initiation* to be purchased first.

Bind Runic Raunensong 2 - Allows a Warrior to cast Raunensong 2 (+ 9 runic damage to a weapon above stress resistance for 10 minutes or two encounters) once per charge. Once cast, this ability must be recharged by a rune wielder able to cast Raunensong 2 before it may be used again. Requires *Runic Initiation* to be purchased first.

Bind Runic Speed Self 2 - Allows a Warrior to cast Runic Speed Self 2 (Thirds all physical damage after armour for 10 minutes or two encounters) once per charge. Once cast, this ability must be recharged by a rune wielder able to cast Runic Speed Self 2 before it may be used again. Requires *Runic Initiation* to be purchased first.

Bind Runic Strength 3 - Allows a Warrior to cast Runic Strength 3 (+ 16 strength for 15 minutes or three encounters) once per charge. Once cast, this ability must be recharged by a rune wielder able to cast Runic Strength 3 before it may be used again. Requires *Runic Initiation* to be purchased first.

Crushing Blow - this allows the Warrior 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.

Frenzy - this skill allows the Warrior for 1 encounter per 4 levels to enter a frenzied combat state. In this state, the Warrior takes only $\frac{2}{3}$ of all physical damage. When in this raged state the warriors Weapon masteries and weapon skills can be used. This allows the warrior 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.

General Weapon Mastery 1 - this skill gives the Warrior +6LPs damage with any weapon type (does not stack with weapon masteries).

Mighty Blow – this allows the warrior to strike a melee blow that is three times their normal damage. This skill is usable once per day.

Poleaxe - this allows the Warrior 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.

Reflex 3 – this gives the Warrior an additional 3 Dex AC. Requires *Reflex 1 and Reflex 2* (giving a total of 6 dexterity).

Reflex 4 - this gives the Warrior a further 4 points of Dex AC. Requires *Reflex 1, Reflex 2 and Reflex 3*. (Gives a total of 10 dexterity)

Runic Initiation – This allows a warrior to take part in a Runic Initiation ceremony after which they may have runes bound into them by any rune user. This can be done in one of two ways. They may either purchase *Bind Runes* (Table 1), or they may purchase a specific Runic ability (e.g. *Bind Runic Speed Self 1*) which may then be charged up by a rune user able to cast that rune. These abilities may then be used by the warrior once per adventure per charge. Note that bound runes do not recharge themselves in the same way as those of other rune users and must be recharged by a rune wielder before they may be used again.

Note that the Warrior must first find someone to perform the Runic Initiation. This is not a service provided by the Adventurer's Guild!

Stamina 2 – this gives the Warrior an additional permanent 6LPs total body. Requires *Stamina 1*.

Strength 2 – this skill permanently gives the Warrior an additional 6 points strength. Requires *Strength 1*.

Utilise Chivalric Weapons – This gives the warrior one chivalric weapons point per two levels. See Chivalric Weapons Table.

Weapon Mastery 3 – this gives the Warrior a further +6LPs damage with a particular weapon type. Requires *Weapon Mastery 1 and 2* in the same weapon type.

Table Four

Cold Rage – this allows the warrior to enter a state of rage against an opponent. A Warrior in this state will take only one quarter (1/4) of all normal physical damage after armour. The warrior gains +6 points strength whilst in cold rage. The warrior may still use all weapon masteries and skills whilst in cold rage. This skill should be declared in an encounter, This allows the warrior 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 six levels per day.

Enmity – this skill allows the warrior to cold rage against a pre-specified type of opponent. This skill is at will, but you must check with a referee what you are allowed to have enmity against.

Forearm Parry- this allows the Warrior to turn a physical blow aside and take only 1LP damage from the blow. The area of parrying is knuckles to elbow and an attempt must be made to parry the blow. This does not work on any mystical blows.

Full Reflexive Defence – this skill allows the user for 1 encounter per 6 levels to achieve a state of supreme reflexive capability. This state gives the user one FRD Dodge per point of Natural dexterity they have, (Gods charms, Elven cloaks, Blesses or standard potions do not add to NATURAL dexterity.) FRD Dodges may be used whenever a normal Dodge could be used. (Note that if the user has something that would enhanced their normal Dodges that does not apply to FRD Dodges and vice-versa.) This ability lasts for 5 minutes / 1 encounter, and any unused FRD Dodges at the end of this period are lost.

General Weapons Mastery2 -this skill gives the Warrior +6LPs damage with any weapon type (does not stack with weapon masteries). Requires *General Weapons Mastery 1*.

Master Chivalric Weapons – This enhances a warriors chivalric weapons use to a further one point per level. Requires *Utilise Chivalric Weapons*.

Missile Mastery 3 - this allows the Warrior to inflict an additional 6LPs damage with a favoured missile weapon. Requires *Missile Mastery 1 and 2*.

River Flow Technique- this skill allows the user for 1 encounter per 6 levels to be able to halve the damage of all melee blows before armour. This will work on all but the most potent of mystical weapons and lasts 5min or one encounter (refs discretion).

Shin Parry – this allows the Warrior to turn a physical blow aside and take only 1LP damage from the blow. The area of parrying is knee cap to toe and an attempt must be made to parry the blow. This does not work on any mystical blows. The Warrior can parry a trip from a weapon skill, but not from hands etc grabbing the Warriors legs.

Stamina 3- this gives the Warrior a permanent additional 9LPs total body. Requires *Stamina 1 and Stamina 2*.

Strength 3 – this gives the Warrior a permanent +9 points strength. Requires *Strength 1 and Strength 2*.

Sure Handed – this allows the Warrior who has already bought the skill *Resist Disarm* to be immune to disarm parry, fumble spells or practically anything else including a slippery object being dropped by the Warrior. (referees discretion)

Sure Footed – this allows the Warrior who has already bought the skill *Resist Knockdown* to now be immune to the effects of trip, strike down, knock down from gun or bow. (referees discretion)

Weapon Mastery 4 – this gives the Warrior a further +6LPs damage (giving a total of +24 lps damage) with a particular weapon type. Requires *Weapon Mastery 1 and 2 and 3* in the same weapon type.