

WEAPONS MUQQUADAM

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	30:25	8	1	Single Ambidex Thrown Missile	1S		Utilise Any Weapon Utilise Improvised Weapon Utilise Light Armour
2	32:27	9	2	Double-Handed	2S/2D	1	General Weapon Mastery 1 1 Dex AC
3	34:29	10	3		2S/3D		General Weapon Mastery 2 1 Dex AC*
4	36:31	11	4		3S/3D	1	Disarm Parry 1/ 2 lvls*
5	38:33	12	5		4S/4D		1 Dex AC Smash (with Axe or Mace) 1/ 2 lvls*
6	40:35	13	6		4S/5D	1	Cut to Bleed (with sword or dagger) 1/ 2 lvls*
7	42:37	14	7		6S/6D		Crushing Blow (with Axe or Mace) 1/ 2 lvls* Trip (with Staff, Axe or Polearm) 1/ 2 lvls*
8	44:39	15	8		6S/7D	1	Stun (with Staff or Mace) 1/ 2 lvls*
9	46:41	16	9		6S/7D		General Weapon Mastery 3 Power Weapon 1 Dex AC
10	48:43	17	10		8S/8D	1	General Weapon Mastery 4 Full Reflexive Defence Mighty Blow 1/ 4 levels
11	51:46	19	12		9S/9D		Poleaxe (with staff or Polearm) 1/ 5 lvls 1 Dex AC
12	54:49	21	14		10S/10D	2	General Weapon Mastery 5

A HUMAN WEAPONS MUQQUADAM GAINS 30:2 LIFE POINTS

AN ELVEN WEAPONS MUQQUADAM GAINS 25:2 LIFE POINTS

All Abilities marked * may be doubled for the cost of 40xp for each ability. (e.g a Weapons Muqqadam may spend 40xp at 4th level and gain disarm parry 1/level as opposed to 1/ 2 levels) Each ability may only be doubled once!

Class Restrictions

- Weapons 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,
- Weapons Muqqadams are a weapon master class although they never gain self weapons
- Weapons Muqqadam skill points are from the Warrior base class.

Class Abilities

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

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

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

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

General Weapon Mastery 2 – this skill gives the Weapons Muqqadams +6LPs damage with any weapon type (does not stack with weapon masteries) for a total of plus 12 lps.

1 Dex AC* – this gives the Weapons Muqqadams 1 point of dexterity armour per time this skill is listed – if this skill is double for the xp cost it doubles all dex ac gained from this point.

Disarm Parry* this allows the Weapons Muqqadams to disarm an opponents weapon by striking with their own weapon.

Smash* (with Axe or Mace) - this allows the Weapons Muqqadams with a strike of their axe or mace to break open a door, break a shield etc (refs discretion)

Cut To Bleed* (with sword or dagger) - By targeting an artery in the opponent's body, a Weapons Muqqadams can cause a wound to open that causes 1 lp per minute damage (1 Hit to monsters). The affected person cannot cast. This cannot be healed by non-magical means, save a Stop Bleeding

Crushing Blow* (with Axe or Mace) this allows the Weapons Muqqadams with Axe or Mace to strike a location and reduce it to zero LPS

Trip* (with Staff, Axe or Polearm) the Weapons Muqqadams may use Staff, Axe or Polearm 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.

Stun* (with Staff or Mace) The Weapons Muqqadams aims to stagger his opponent with a blow , rather than causing any actual damage. The victim is unable to move, speak or cast spells for 30 seconds or until hit for damage.

General Weapon Mastery 3 – this skill gives the Weapons Muqqadams +6LPs damage with any weapon type (does not stack with weapon masteries) for a total of plus 18 lps.

Power Weapon - This ability allows the Weapons Muqqadam to 'energise' a weapon (not an improvised weapon) to inflict either Magical or Spiritual damage (but not both at the same time) for a temporary power cost of 2 power per minute.

General Weapon Mastery 4 – this skill gives the Weapons Muqqadams +6LPs damage with any weapon type (does not stack with weapon masteries) for a total of plus 24 lps.

Full Reflexive Defence – the Weapons Muqqadams by use of this skill achieves a state of supreme reflexive capability and by doing so burns dexterity AC to dodge blows one for one. Once initiated a Weapons Muqqadams should inform the ref by calling “FRD”. This ability must run its course and will end by midnight or when the Weapons Muqqadams has dodged X number of blows, X being the amount of Natural dexterity the Weapons Muqqadam has. (Gods charms, Elven cloaks, Blesses or potions do not add to NATURAL dexterity) Once finished the natural dexterity is gone for 24 hours. FRD will work against all but the most potent of melee blows (refs Discretion). It will work against the likes of Pole Axe, crushing blows, mighty blows etc.

Mighty Blow – this allows the Weapons Muqqadams to strike a melee blow that is three times their normal damage.

Poleaxe (with staff or Polearm) – this allows the Weapons Muqqadams to strike a blow to the torso (main body part) of a target opponent which will reduce the target to zero LPs.

General Weapon Mastery 5 – this skill gives the Weapons Muqqadams +6LPs damage with any weapon type (does not stack with weapon masteries) for a total of plus 30 lps.