

# ASHALE

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	34	8	3	Single	1S	2	Utilise Any Armour Utilise Any Weapon
2	40	9	6	Any 1 Skill*	1S/2D	2	
3/1	46	10	9	All	2S/2D		Berserk Vs Demons a/w Discern / Recognise Demon
4/2	50	12	12		2S/3D	1	Recognise Type / Level Of Demon Sense Demon 15' +3LPs Damage Vs Demons
5/3	54	14	15		3S/4D	2	Resist Low Level Demonic +1 AC Vs Demons
6/4	58	16	18		4S/4D		Immune To Demonic Mind Affecting, Stamina 1
7/5	62	18	21		4S/5D	1	Affect Demons Weapon Mastery 1 +6 LPs Damage Vs Demons
8/6	66	20	24		6S/7D	1	Immune To Low Level Demonic +2 AC Vs Demons
9/7	70	22	27		6S/7D	2	Mighty Blow Vs Demons Resist Demonic Effects +12 LPs Damage Vs Demons
10/8	74	24	30		7S/8D	3	Coldrage Vs Demons
11/9	80	27	35		8S/8D		Taunt Demon x1 day +2 Ac Vs Demons and Demonists
12/10	86	30	40		9S/10D	3	Banish Demonic Casting

\* Choice Of: Ambidextrous, Thrown, Missile, Firearms, Double-Handed

## Class Restrictions

1. At full third rank a Warrior may opt to become an Ashale.
2. The Ashales skill picks are from the Warrior tables
3. Ashale are normally of either good or evil in alignment. Any outside of this are the exception (see Ref.)

## Class Abilities

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

**Berserk Vs Demons a/w** – Allows a Ashale to initiate berserk against anything they KNOW is a Demon (of opposite Alignment – Good/Evil), or a Summoner of such, or a demon or summoner of such of same alignment if they actively go against the Ashale. 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 Ashale loses all Weapon Masteries, cannot use a shield, cannot use any skills such as Dodge, Turn Blow, Mighty Blow etc. This allows the Ashale 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

**Discern / Recognise Demon** – this allows the Ashale, by sight and or mannerism tell if a creature is a demon

**Recognise Type / Level of Demon** – this allows the Ashale to tell what type of demon they are facing ie Power demon , War demon etc, and to what degree of power level ie minor, standard, major etc

**Sense Demon 15'** – this allows the Ashale to sense if there is a Demon with 15 foot of them, and if they are already berserking to sense where the demon is, even if it uses the likes of invisibility

**+X Ips Damage Vs Demons** – this gives the Ashale the listed amount of damage when fighting demons or summoner there off.

**Resist Low Level Demonic** – this allows the Ashale to half effect from 1<sup>st</sup> to 3<sup>rd</sup> sphere demonic spells

**+X AC Vs Demons** this gives the Ashale the listed amount of AC when fighting demons or summoner there off.

**Immune to Demonic Mind Affecting** – this makes the Ashale Immune to anything the demon or user of demonic powers may do that affects the mind, i.e. control, *Beguile* (not Possession)

**Stamina 1** – this skill permanently raises the Ashale total body by 3LPs.

**Affect Demons** – this skill allows the Ashale by recognising the demon type and level, to put his specialised knowledge of fighting them to use. The Ashale is able to channel the inner hatred to affect the demon through the weaknesses the Ashale has recognised. This has the affect of allowing the Ashale for 4 power per minute to affect the demon they are fighting with their weapons, their weapons will affect even if the demon is not normally affected by the ordinary non mystical weapon being used. NB this skill only works with normal weapons, and may not necessarily work on all demons, especially unique ones. The Refs decision is final.

**Weapon Mastery 1** – this gives the Ashale +6LPs damage with a favoured melee weapon type e.g. a long sword.

**Immune Low Level Demonic** – this makes the Ashale take no effect from 1<sup>st</sup> to 3<sup>rd</sup> sphere demonic spells

**Mighty Blow Vs Demons** - this allows the Ashale to strike a melee blow that is three times their normal damage, when fighting demons or summoner's there off. This skill is usable once per three Ashale levels

**Resist Demonic Effects** – high ranking Ashale have gained a tolerance for the creatures they hunt. This can be seen in their ability to seemingly ignore the spells and effects of even the most powerful types. At a cost of 1 power per level of Demonic ritual (or ritual cast by a demon) the Ashale can resist the effects of temporary or damaging rituals. Permanent rituals (ie *Swear Oath*) can be resisted in the same way but the cost in power is permanently spent. This will only work against rituals which are cast at the Ashale, so such rituals as *Ward Pact* and *Raise Pandemonium* cannot be resisted.

**Coldrage Vs Demons** – this reduces the damage from melee combat dealt to the Ashale by a demon. This allows the Ashale to enter a state of rage against a demon, or summoner of. An Ashale in this state will take only one quarter (1/4) of all normal physical damage after armour. The Ashale gains +6 points strength whilst in cold rage. The Ashale may still use all weapon masteries and skills whilst in cold rage. This skill should be declared against a specific opponent in an encounter (e.g. cold rage vs that Balrog). This allows the Ashale 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 four Ashale levels per day.

**Taunt Demon** – this taunts a demon to only fight the Ashale for the encounter

**Banish Demonic Casting** - Removes a demons or Demonists casting abilities for 24 hours. This will affect all such in the small area around the target to a max of 10 foot area, this is usable once per day