

Axeman

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CLASS ABILITIES
1	30 : 27	8	1	Single	1S	Hafted Parry 1 Utilise Heavy Weapon Utilise Medium Armour Utilise Self Axe Utilise Shield
2	34 : 30	9	2	Thrown	2S	Self Weapon Mastery 1 Turn Blow 1/4 levels
3	38 : 33	10	3	Double Handed	2S / 3D	Bladed trip 1/ 3 levels
4	42 : 36	11	4	Any one skill *	3S / 3D	Self Weapon Mastery 2 Smash 1/4 levels
5	46 : 39	12	5		4S / 4D	Disarm Weapon or Shield 1/4 Levels Hafted Parry 2
6	50 : 42	13	6	Any one skill *	4S / 5D	Body Weaponry 1 Dodge x1 day Thrown Axe Mastery 1 Turn Blow 1/4 levels
7	54 : 45	14	7		6S / 6D	Crushing Blow 1/4 levels Resist Disarm at will Self Weapon Mastery 3 Strength 1
8	58 : 48	15	8		6S / 7D	Hafted Parry 3 Power Axe Riverflow technique x1 day
9	62 : 51	16	9		6S / 7D	Thrown Axe Mastery 2 Self Weapon Mastery 4
10	66 : 54	17	10		8S / 8D	Armour Cutting 1/4 levels Focus Blow 1/4 levels
11	72 : 59	19	12		9S / 9D	Self Weapon Mastery 5 Strength 2
12	78 : 64	21	14		10S / 10D	Thrown Axe Mastery 3 Hafted Parry 4 Decapitating Blow 1/day

* Choice of Missile or Ambidextrous

A Human Axeman Gains 30:4 Life Points

An Elven Axeman Gains 27:3 Life Points

Class Restrictions/Limitations

Axemen tend to come from rural stock. Axemen are typically ex-foresters or farmhands, and are usually bigger, plainer and more aggressive than their Swordsman counterparts. As weapon specialists they automatically gain a "self" axe at 1st level. Axeman will wear armour but only up to chainmail. Axeman can (and often do) use shields. Axemen will accept blesses. Axes are large and heavy, and therefore count as heavy bladed weapons capable of counting as both bladed and blunt for the purpose of damage types.

Class Abilities

Hafted Parry 1 - this grants the Axeman +1 dex Ac. The Axeman must be holding their axe to gain this AC.

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

Utilise Heavy Weapon - This allows the Axeman to be able to use any Heavy Weapon.

Utilise Self Axe - Only one of these may be owned at any time. Self weapon 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 Axeman will need to retrain at a cost of 10XP per level they have attained. The Self axe counts as Master Crafted

Utilise Shield - This allows the Axeman to use Shields of any size.

Self Weapon Mastery 1 - this gives the Axeman plus 6 lps damage with the self Axe

Turn Blow 1 per 4 levels - this allows the Axeman to reduce the damage a melee blow does by half before armour. This will work on all but the most powerful mystic types

Bladed Trip 1 per 3 levels - the Axeman may use the hook of their axe 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.

Self Weapon Mastery 2 - this gives the Axeman plus 6 lps damage with the self Axe

Smash 1 per 4 levels - this allows the Axeman with a strike of their axe to break open a door , break a shield etc (refs discretion)

Disarm Weapon or Shield 1 per 4 levels - this allows the Axeman to strike an opponents weapon or shield from theirs hands to land some distance away.

Hafted Parry 2 - this grants the Axeman +2 dex Ac(total of 3 dex ac). The Axeman must be holding their axe to gain this AC

Body Weaponry 1 - this allows the Axeman to inflict damage with hands and feet - 6 lps damage - **NB** any one will be checked for safety in unarmed fighting before using this skill

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

Thrown Axe Mastery 1 - this gives the Axeman plus 6 lps damage when throwing any axes or their self axe. NB their self weapon masteries do not count when their self axe is being thrown.

Turn Blow 1 per 4 levels - this allows the Axeman to reduce the damage a melee blow does by half before armour. This will work on all but the most powerful mystic types

Crushing Blow 1 per 4 levels - this allows the Axeman with a suitably blunt / heavy bladed (axe) weapon, or body weaponry to strike a location and reduce it to zero LPS.

Resist Disarm at will - this gives the Axeman the ability to ignore most disarm parry's (refs discretion)

Self Weapon Mastery 3 - this gives the Axeman plus 6 lps damage with the self Axe

Strength 1 - this skill permanently grants the Axeman +3 points of strength.

Hafted Parry 3 - this grants the Axeman +3 dex Ac(total of 6 dex ac). The Axeman must be holding their axe to gain this AC

Power Axe - This ability allows the Axeman to 'energise' his self-weapon to inflict either Magical or Spiritual damage (but not both at the same time) for a temporary power cost of 1 power per minute

River Flow Technique 1 per day - by use of this skill the Axeman is 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).

Thrown Axe Mastery 2 - this gives the Axeman plus 6 lps damage when throwing any axes or their self axe. NB their self weapon masteries do not count when their self axe is being thrown

Self Weapon Mastery 4 - this gives the Axeman plus 6 lps damage with the self Axe

Armour Cutting 1 per 4 levels - this allows the Axeman to make a strike though all physical armour. The strike also destroys any physical armour on the location struck.

Focus Blow 1 per 4 levels - this allows the Axeman to strike a blow at double damage.

Self Weapon Mastery 5 - this gives the Axeman plus 6 lps damage with the self Axe.

Strength 2 - this gives the Axeman + 6 additional strength.

Thrown Axe Mastery 3 - this gives the Axeman plus 6 lps damage when throwing any axes or their self axe. NB their self weapon mastery do not count when their self axe is being thrown

Hafted Parry 4 - this grants the Axeman +4 dex Ac(total of 10 dex ac). The Axeman must be holding their axe to gain this AC

Decapitating Blow 1 per day - the Axeman strikes with such force that their opponents head is torn from their shoulders. The strike is essentially a location off to the head (obviously this is an exceptionally fatal experience). **NB** in using this skill the Axeman player **MUST NOT** aim their blow at their opponents head, the strike should be targeted at the upper chest or shoulders.