

# KAMARTHIAN

| RANK | LIFE POINTS  | POWER                   | WEAPON TYPE  | STRESS RESIST | MAX PHY AC   | CLASS ABILITIES                        |
|------|--------------|-------------------------|--------------|---------------|--------------|--|
| 1    | As per class | As per class +1 / level | As per class | As per class  | As per class |  |
| 2    |              |                         | Missile      |               |              |  |
| 3    |              |                         |              |               |              | +1 Dex                                 |
| 4    |              |                         |              |               |              |  |
| 5    |              |                         |              |               |              |  |
| 6    |              |                         |              |               |              | Shortbow Mastery I OR Thrown Mastery I |
| 7    |              |                         |              |               |              |  |
| 8    |              |                         |              |               |              | +1 Axe Mastery                         |
| 9    |              |                         |              |               |              |  |
| 10   |              |                         |              |               |              | Defensive Leap 1/Day                   |
| 11   |              |                         |              |               |              |  |
| 12   |              |                         |              |               |              |  |

**KAMARTHIAN** : this tribe of Elindanians descend from the mighty Horde of Horselords that terrorized most of the continent. Hill dwelling folk, these tough, tanned skinned peoples no longer ride the ponies their ancestors were famous for but the Horde is still a force to be reckoned with.

The Kamarthians favour Martial and Spiritual classes and Kamarthian have a cultural class, the Vandal which is a spiritual Axe Master.

- Kamarthians will only wear leather (AC4) or furs (AC3) armour.
- Upon leaving their Tribe they will be gifted a suit of armour from their Mother along with a weapon of their choice from the list below:
- Kamarthians can only use Short Bows, Spears, Short Swords, Daggers, Hand Axes, Battle Axes, Whips, Clubs and Throwing Axes.
- Kamarthians have the same immunities and locational splits as humans.
- Upon death a Kamarthian is to be returned to the Clan to be buried with the artefacts of their Family.
- All Kamarthians can go on a Spiritual Quest to learn Power Weapon
- Kamarthians can use small shields.

**+1 Dex** - This grants the Kamarthian +1 Dexterity AC

**Shortbow Mastery I** - this allows the Kamarthian to inflict an additional 6LPs damage with a Shortbow.

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**Thrown mastery I** - this grants the Kamarthian +6LPs damage with thrown weapons.

**+1 Axe Mastery** - This allows the Kamarthian to deal an additional 6LPs damage with an Axe. This is in addition to any other Weapon Mastery.

**Defensive Leap** - the Kamarthian may with a 5 foot run up leap up to 15 foot horizontally across flat terrain or up to 10 foot vertically. This ability is usable once per day. The Kamarthian can only use this ability defensively. This includes leaping to their allies to protect them, leaping into a breach in a castle wall to guard it, falling back from combat etc. The Kamarthian is able to block/parry blows when using this ability.