

SHIVMEN

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CLASS ABILITIES
1	27:25	8	2	Single, Ambidex	1S	+1 Dex AC / Level Forearm Parry Utilise Light Armour Utilise Light weapons Utilise Self Dagger
2	30:27	9	4		2S	Self Weapon Mastery 1 Stop Bleeding 1/2/day
3	33:29	10	6		2S	Turn Blow 1/3/day
4	36:31	11	8	Thrown	3S	Cut To Bleed 1/4/day Thrown Dagger Mastery 1
5	39:33	12	10	Missile	4S	Backstab Speed Self Self Weapon Mastery 2
6	42:35	13	12		4S	Dodge 1/3/day
7	45:37	14	14	Double-Handed	6S/6D	Cut To Disable 1/4 Day Self Weapon Mastery 3 Thrown Dagger Mastery 2 Utilise Secondary Weapon
8	48:39	15	16		6S/7D	Backstab Mastery 1
9	51:41	16	18		6S/7D	Cut To Disable +1/Day Thrown Dagger Mastery 3
10	54:43	17	20		8S/8D	Acrobatics Forearm Parry Becomes Mantic I Self Weapon Mastery 4
11	59:46	19	23		9S/9D	Cut To Disable +1/Day Thrown Dagger Mastery 4
12	64:49	21	26		10S/10D	Missile Deflection A/W Self Weapon Mastery 5

A HUMAN SHIVMAN GAINS 27:3 LIFE POINTS

AN ELVEN SHIVMAN GAINS 25:2 LIFE POINTS

CLASS RESTRICTIONS AND LIMITATIONS

1. Shivman only wear plain clothes and on occasion leather armour, which cannot cover the arms, lest it impair parrying. The exception to this being vambraces which may be worn as it does not impair movement.
2. Shivman can be any alignment. Though a Lawful Shivman would not use their skills to throat-slit or backstab.
3. A Shivman's pride in their own natural lightning fast reflexes mean they will not under any circumstance accept anything that will alter or enhance this further (e.g. Dex Bless, Godscharm that grants Dex AC, Potion of Dexterity etc).

CLASS ABILITIES

+1 Dex AC / Level – this gives the Shivman 1 point of Natural Dexterity AC per level

Forearm Parry -If a Shivman successfully parries a physical blow between the tip of the elbow and the wrist then will only suffer 1 lp bruising damage regardless of the damage called. This will include absolute effects such as crushing blow/location out, poleaxe, decapitation/location off and cut to bleed.

Utilise Light Armour – This allows the Shivman to be able to use armour of up to a maximum of 4 AC

Utilise Light Weapon – This allows Shivman to be able to use any Light Weapon.

Utilise Self Dagger -. 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 Shivman will need to retrain at a cost of 10XP per level they have attained.

Self Weapon Mastery 1 – This gives the Shivman +6LPs damage with their Self dagger.

Stop Bleeding - This allows a Shivman to stop the blood flow from an injury caused by either a cut to bleed or similar effect. It can be used to stop a half throat-slit but not a full one. The Shivman must 'pinch' the wound for at least 10 seconds for it to stop the bleeding sufficiently.

Turn Blow – this allows the Shivman 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 3 levels per day.

Cut To Bleed - By targeting an artery in the opponent's body, a Shivman 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. The Shivman may use this ability once per 4 levels per day.

Thrown Dagger Mastery 1 – this grants the Shivman +6LPs damage with thrown Daggers. NB their self weapon masteries do not count when their self dagger is being thrown.

Backstab – this skill allows the Shivman 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.

Self Weapon Mastery 2 – This gives the Shivman +6LPs damage with their Self dagger.

Dodge – this allows the Shivman to dodge one melee blow, this will include mystic weapons (*refs discretion for the more powerful mystical weapons*) usable 1 per 3 levels per day

Cut To Disable - Reduces a limb to 0 lps, effectively causing a Location Out. The ability may not be used against a 'vital' location (head, chest, abdomen).

Self Weapon Mastery 3 - This gives the Shivman +6LPs damage with their Self dagger.

Thrown Dagger Mastery 2 - this grants the Shivman +6LPs damage with thrown Daggers. NB their self weapon masteries do not count when their self dagger is being thrown.

Utilise Secondary Weapon - Allows the Shivman to use his self weapon masteries with a second non-mystical dagger. However, this does not give the Shivman a second 'self' dagger, it merely allows him to use two daggers with equal potency. The Shivman must be wielding their self-dagger in one hand to use this ability.

Backstab Mastery 1 - this gives the Shivman +6LPs damage when using backstab.

Speed Self - This skill allows the Shivman to focus his dexterity and speed to avoid damage from incoming attacks. When the Shivman activates the skill he gains his current level in Speed Self points, which can be spent on either the level of Speed Self or the duration. E.g. an 8th level Shivman has 8 points, which could be spent on Speed Self 4 for two times a day, Speed Self 1 for eight times a day or any similar combination. Note that a Shivman is limited to using Speed Self of a level up to half his own level, so the 8th level Shivman could use up to Speed Self-4.

Speed Self 1 halves the damage a Shivman takes against physical damage only, Speed Self 2 the Shivman takes one third damage, Speed Self 3 one quarter damage is taken and so on.

When activated the speed self chosen lasts for 5 minutes

Thrown Dagger Mastery 3 - this grants the Shivman +6LPs damage with thrown Daggers. NB their self weapon masteries do not count when their self dagger is being thrown.

Acrobatics - This grants the Shivman a variety of gymnastic style manoeuvres:

Back flip (1 power) allows the Shivman to back flip from a standing position up to 6' away changing facing if they so wish.

Leap (1 power) allows the Shivman to jump 30' from a standing start (no run up needed), or a 10' vertical leap.

Tree Swing (2 power / min) allows the Shivman whilst there is suitable overhead coverage (e.g. trees) to effectively walk on air.

Kip up allows the Shivman to instantly stand from a prone position (ref's discretion)

Break Fall allows the Shivman to fall 10' per level without sustaining damage (ref's discretion)

Forearm Parry Becomes Mantic I - this allows the Shivman to now parry mantic 1 blows using their forearm parry skill, so they will only suffer 1 lp bruising damage from physical and Mantic 1 blows parried. This will include absolute effects such as crushing blow/location out, poleaxe, decapitation/location off and cut to bleed.

Self Weapon Mastery 4 - This gives the Shivman +6LPs damage with their Self dagger.

Thrown Dagger Mastery 4 - this grants the Shivman +6LPs damage with thrown Daggers. NB their self weapon masteries do not count when their self dagger is being thrown.

Missile Deflection - The ability to deflect any physical missile shot, thrown or fired at the Shivman (includes gunshot if the Shivman is looking at the firer). The attack therefore does no damage to the Shivman. The Shivman must make an actual attempt to deflect the missile in order for this skill to work. Note that arrows fired by

a Bowman or Crossbowman (missile Weapons master's) are not deflected by this skill and must be physically dodged or turned by the player!

Self Weapon Mastery 5 - This gives the Shivman +6LPs damage with their Self dagger.