

# Juggernaught Studies

Taps into the following abilities of the Juggernaught. Once Juggernaught Studies has been purchased, a character can then proceed to purchase the actual abilities of the Juggernaught.

Modification Point cost: 2



# Prerequisites

1. Seeker Ability: "Armor Proficiency" (ALL types of armor, including shields).
2. Seeker Ability: "Basic Defense / Offense".
3. Seeker Ability: "Combat Prowess".
4. Seeker Ability: "Weapon Studies" (all swords, daggers and Lances).
5. To become a Seeker Juggernaught, all Adventurer and Seeker Argonaught abilities must be known).

# Assault of the Dragon

Gives the Juggernaught +1 damage to the weapon wielded.

Modification Point cost: 2

**Ability-points to invoke:** Passive ability that is always in effect.

**Area of Effect:** Weapon you are attacking with.

**Avoidance-roll:** None.

**Damage:** +1 damage to any and all weapons wielded.

**Duration:** Permanent ability.

**Effect time:** Always in effect.

**Explanation:** This ability will give the Juggernaught a +1 damage to any weapon he or she uses.

**Hand movement:** Not applicable.

**Healing:** None.

**Immunities:** None.

**Invoke time:** Passive ability that is always in effect.

**Maximum adjustment:** +1 damage.

**Notes:** None.

**Range:** As “Area of Effect”.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value: Scroll:** 10,000 white-gold

# Defensive-Strike

Juggernaught has a chance to strike a foe which strikes and wounds him or her during combat.

**Modification Point cost:** 2

**Ability-points to invoke:** 2 Passive ability that is always in effect. 2 ability-points will be automatically used when this ability works, even if the Defensive-Strike misses its target or is evaded.

**Area of Effect:** All foes which wound the Juggernaught and are within range of the Juggernaught's hand-held striking range.

**Avoidance-roll:** None.

**Damage:** The damage of one counter-strike based on the weapon wielded by the Juggernaught.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** This ability will give the Juggernaught a chance of gaining 1 free counter-strike against each and every attacker which successfully wounds him or her in combat if within range of a hand-held weapon strike. This ability will not work against foes which are unseen, or against surprise attacks. If the Juggernaught has an ability of premonition, or anything like it, warning him or her of an impending attack, a successful initiative against a foe, and a successful avoidance-roll vs. "Awareness" will enable this ability as normal.

**Chance:** 5% A 20 on a D20 roll will indicate the Juggernaught can roll to strike once against the foe who has wounded him or her. Note this attack may be evaded by the attacker as normal.

**Hand movement:** This passive ability is always in effect, which means the Juggernaught will instantly punch, or strike once with the hand-held weapon he or she is wielding.

**Healing:** None.

**Immunities:** This ability will not work against unseen and undetected foes. See: "Explanation".

**Invoke time:** Passive ability that is always in effect. When this ability works, 2 ability-points will be spent to invoke it. If ability-points are too low, this ability will not work.

**Maximum adjustment:** 5% This ability stacks with other similar abilities.

**Notes:** None.

**Range:** As "Area of Effect".

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** Scroll: 8,000 white-gold

# Presence of the Dragon

Gifts the Juggernaught with a fear presence.

**Modification Point cost:** 2

**Ability-points to invoke:** 2

**Area of Effect:** One opponent within range

**Avoidance-roll:** Pit Mental-strength vs. your foe's Mental-strength and win to succeed.

**Damage:** None.

**Duration:** 1 turn (5 seconds) x your current level.

**Effect time:** Instant.

**Explanation:** This ability will give the Juggernaught a presence of fear. When the Juggernaught invokes this ability and faces a single opponent, that opponent must pit Mental-strength against the Juggernaught and win (single roll). Each opponent the Juggernaught faces in combat must pit Mental-strength vs. your foe's Mental-strength, or incur the following penalty: Target fails: - 1-D10 +1 to opponent's defense per 10 levels advanced

**Hand movement:** None.

**Healing:** None.

**Immunities:** Fearless creatures are not effected.

**Invoke time:** Instant.

**Maximum adjustment:** None.

**Notes:** If the Juggernaught turns away from a foe effected by this ability, this ability will fail against that opponent.

**Range:** 1 space (5')

**Resting time:** None.

**Special:** None.

**Susceptibilities:** The fear penalty to a target's defense will double if your opponent is already afraid.

**Value:** Scroll: 16,000 white-gold

# Stone Skin

Gives the Juggernaut a temporary Damage-Reduction vs. physically damaging attacks.

**Modification Point cost:** 2

**Ability-points to invoke:** 2

**Area of Effect:** Juggernaut only.

**Avoidance-roll:** None.

**Damage:** None.

**Duration:** 1 turn (5 seconds) +1 turn x your current level.

**Effect time:** Instant.

**Explanation:** This ability will give the Juggernaut a Damage-Reduction vs. physical damage caused by a physical weapon-strike against his or her flesh (i.e., sword, dagger, claw, teeth, arrow, etc.).

This physical damage-reduction is ONLY taken AFTER all other Damage-Reductions have been calculated (i.e., armors, items, abilities and spells that give damage-reduction are always calculated first).

Stone Skin will reduce damage taken to the flesh as follows:

**Level:**   **Damage-Reduction:**

0 - 1<sup>st</sup>:     1-D4

2<sup>nd</sup> - 3<sup>rd</sup>:   1-D6

4<sup>th</sup> - 5<sup>th</sup>:   1-D8

Example: Each time a level #3 Juggernaut is struck, roll 1-D6. If a 4 is rolled, simply subtract 4 from the damage he or she takes.

**Hand movement:** None.

**Healing:** None.

**Immunities:** Not applicable.

**Invoke time:** Instant. A player must state he or she is using this ability at the BEGINNING of the turn, or it cannot be used until the following turn.

**Maximum adjustment:** 1-D8.

**Notes:** If the Juggernaut physically turns away from facing a foe, this ability will fail against that opponent. In other words, you must not have your back turned against an enemy, or this damage-reduction will not work.

This ability stacks with other similar abilities.

Do not stack 1-D4, 1-D6 and the 1-D8 together as you level up. Once 2<sup>nd</sup> level is attained, the 1-D4 damage-reduction will be gone, replaced by the 1-D6 damage-reduction, etc.

**Range:** Juggernaut only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** This ability is useless against Omen Weapons.

**Value:** Scroll: 9,000 white-gold.