

# *Guardians of Utaemia*

## *Gladiator Abilities*

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# Adventurer Abilities and Spells:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain abilities, miscellaneous modifications, combat adjustments, experience point modifiers, spells and more.

When you create your character (your Seeker) you will be level zero. While you are a Seeker (from 0 to 5th level), you may ONLY choose Seeker Abilities. Upon advancing to level #6, you will no longer be considered "Seeker", but an adventurer. It will then be up to you to decide what you will be based on what abilities and spells you learn.

Notes and things you should be aware of:

Abilities and Spells do not stack (or add together) unless otherwise specifically stated.

# Gladiator

The Warrior of the fight. The Gladiator is skilled in the art of one-on-one fighting, especially gaining abilities within the Gladiators Arena. The dance of the blade is their sport. The Gladiator feeds upon all battles, relishing in victory (whether to the death or not).

## Prerequisites:

1. Seeker Abilities: "Combat Prowess"
2. Seeker Abilities: "Weapon Studies" (all weapon types).

# Dance of The Gladiator (Ability)

Increases defense and avoidance-rolls. This ability can be purchased multiple times.

Modification Point cost: 5

**Ability-points to invoke:** None. Passive ability that is always in effect.

**Area of Effect:** Gladiator

**Avoidance-roll:** None.

**Damage:** None.

**Duration:** 1-D4 turns x the level of the Gladiator

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

**Explanation:** +1 to all defensive and avoidance-rolls dealing with the physical body while fighting in a group, or during a contest at a gladiators arena.

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

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

**Maximum adjustment:** +23

**Notes:** None.

**Range:** Gladiator only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value: Scroll:** 17,000 white-gold

# Flash of The Blade (Ability)

Adds damage to weapon-strike against an opponent.

Modification Point cost: 10

Ability-points to invoke: 5 per successful strike.

Area of Effect: Gladiator's weapon(s)

Avoidance-roll: None.

Damage: Added 1-D6 per 3 levels advanced.

Duration: 1-D6 +1 turns

Effect time: Instant.

Explanation: This ability will cause added damage to each and every successful weapon strike for the "Duration".

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Gladiator only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 36,000 white-gold

# Foe Bane (Ability)

Subtracts damage from a foes weapon-strikes against you.

Modification Point cost: 10

Ability-points to invoke: 5 per successful strike.

Area of Effect: Foe's weapons.

Avoidance-roll: None.

Damage: None.

Duration: 1-D6 +1 turns

Effect time: Instant.

Explanation: This ability will negate 1-D6 damage per 3 levels advanced from each and every successful weapon strike your foe deals out against you physically for the "Duration".

Hand movement: None.

Healing: None.

Immunities: Omen blades are not effected by the power of this ability.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Any weapon that physically strikes the Gladiator

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 36,000 white-gold

# Foe Mastery (Ability)

Adds permanent damage to weapon-strikes against a single creature that the Gladiator has studied.

Modification Point cost: 20

Ability-points to invoke: None.

Area of Effect: One specific breed of creature within a species.

Avoidance-roll: None.

Damage: Added 1-D6 per 3 levels advanced.

Duration: 1-D6 +1 turns

Effect time: Instant.

Explanation: This ability will add 1-D6 damage per 5 levels advanced against a foe that you have studied (must be a specific breed within a species).

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Gladiator only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 36,000 white-gold



# Knock Back (Ability)

Knocks a foe back during combat, possibly gaining one extra strike.

Modification Point cost: 8

Ability-points to invoke: 4

Area of Effect: One creature

Avoidance-roll: Pit Strength vs. your foe's Strength and win to preform a successful knock-back.

Damage: None.

Duration: 1 turn (5 seconds)

Effect time: Instant.

**Explanation:** If your offensive roll is +50 over the defensive roll or your opponent, you can add 4 ability points into the attack and pit your Strength vs. your opponent's Strength. If you win, you will abruptly force back your opponent 3 spaces (15'). This ability will only work on an opponent that has an equal or lesser strength than your own. When this happens, if you win an initiative roll with your foe, you will gain one extra strike.

**Hand movement:** Only that you attack your opponent.

**Healing:** None.

**Immunities:** An opponent with a higher Strength than your own.

**Invoke time:** Instant.

**Maximum adjustment:** None.

**Notes:** None.

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

**Resting time:** None.

**Special:** None.

**Susceptibilities:** A stunned opponent will pit Strength against you at 1/2 Strength.

**Value:** Scroll: 26,000 white-gold

# Solidity (Ability)

Less likely to be thrown off balance by a physical attack.

Modification Point cost: 10

Ability-points to invoke: 5

Area of Effect: Gladiator only.

Avoidance-roll: Pit Strength vs. your foe's Strength and win to succeed.

Damage: None.

Duration: Instant.

Effect time: Instant.

**Explanation:** This ability will be a defense against being run down and thrown back, or to the ground by a forceful attack. If you win the Strength vs. Strength, an ability, or a physical exertion to throw you down or knock you back will fail against you.

Hand movement: None.

Healing: None.

Immunities: A foe with x2 or greater than your own Strength cannot be thwarted by using this ability.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5')

Resting time: None.

Special: None.

**Susceptibilities:** You must know your opponent is upon you, or this ability cannot work. Also, this ability will not work against surprise attacks.

Value: Scroll: 20,000 white-gold