

Juggernaut Studies

Taps into the following abilities of the Juggernaut

Modification Point cost: 2



Prerequisites

1. Seeker Abilities: "Armor Proficiency" (ALL types of armor, including shields)
2. Seeker Abilities: "Basic Defense / Offense"
3. Seeker Abilities: "Combat Prowess"
4. Seeker Abilities: "Weapon Studies" (all swords, dagger and lance).
5. All Argonaught and Warrior abilities (Seeker and Adventurer) 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

Presence of the Dragon

Gifts the Juggernaut 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 Juggernaut a presence of fear. When the Juggernaut invokes this ability and faces a single opponent, that opponent must pit Mental-strength against the Juggernaut and win (single roll). Each opponent the Juggernaut 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 Juggernaut 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