The Martial Professions

Armsmen
KNOWLEDGE SKILLS

Knowledge Name	Build Cost	Knowledge Description	Duration	Prerequisites
Armor Efficiency	4	This ability increases the total armor points of the characters armor (not including magical armor or shields) by 25%.	Constant	None
Leather Soak	4	As long as the character is wearing 10 points of Armor (before modifications for Armor Efficiency, magical armor, or shields), this Knowledge will always provide a damage soak of 1, to a minimum of 1 damage.	Constant	None
Studded Leather / Chain Soak	5	As long as the character is wearing 20 points of Armor (before modifications for Armor Efficiency, magical armor, or shields), this Knowledge will always provide a damage soak of 2, to a minimum of 1 damage	Constant	Leather Soak
Plate Soak	6	As long as the character is wearing 40 points of Armor (before modifications for Armor Efficiency, magical armor, or shields) and a Plate armor chest piece, this Knowledge will always provide a damage soak of 3, to a minimum of 1 damage.	Constant	Studded Leather/ Chain Soak
Armsmen Stamina	3	This knowledge will grant the Armsmen +10 healable Essence	Constant	None
Blind Fighting	6	This ability allows a person to fight in any condition that they cannot see. This includes, but is not limited to, total darkness (unless it is simply real world dark) or any ability that causes blindness. This does not allow the person to see anything in the dark or when blind, only to react and engage in combat once it is initiated.	Constant	None
Feint	8	Through use of this skill, the Armsmen may retain 2 vigor from any skill that does not land on his target for a minimum of 1 vigor. Possible reasons for non- effect could be the use of dodge, parry, invulnerability, or simply a missed attack.	Constant	Break Limb
Florentine	4	This Knowledge allows the character to use both a One-handed sized and a Small sized weapon at the same time in different hands. They may use the weapons in both an offensive and defensive manner.	Constant	Any Weapon
Florentine Master	5	This Knowledge allows the character to use two One- handed sized weapons at the same time in different hands. They may use the weapons in both an offensive and defensive manner.	Constant	Florentine, Weapon Proficiency
Florentine Grand Master	6	This Knowledge allows the character to use any two weapons at the same time in different hands. They may only use weapons that can be wielded with one hand offensively.	Constant	Florentine Master, Weapon Proficiency x2
Florentine Proficiency	4, 6, 8	Each purchase of this Knowledge will allow all off- hand attacks from the character to strike for +1 damage.	Constant	Equal number of Weapon Proficiencies

Knowledge Name	Build Cost	Knowledge Description	Duration	Prerequisites
Hand to Hand	4	This Knowledge allows a person to use their fists as weapons. Fists are represented by small white or flesh colored claws. Fist weapons can be up to 24" in total length. Fists can be broken with a Break Limb effect. Break weapon effects are useless against them. No damage is taken from weapons when they hit a fist. However, weapon cast spells cannot be blocked by fists. Fist weapons cannot be disarmed. The character may only use 1-3 Vigor cost Skills through fists.	Constant	None
Hand to Hand Proficiency	12	Each purchase of this Knowledge will allow the character to swing for +1 damage with each Fist.	Constant	Hand to Hand
Literacy	2	This skill grants a character the ability to read and write the common language.	Constant	None
Missile Master	4	This Knowledge will allow the character to wield all Ranged Weaponry.	Constant	None
Shield	5	This ability allows the user to use any size shield.	Constant	None
Strength +1	15	This Knowledge will grant the character +1 strength.	Constant	Weapon Proficiency x2
Sundered Arms	4	This skill will allow the character to fight with a weapon that has received a break weapon effect. During this time, the weapon will strike for half of its base damage and proficiencies the character knows and cannot have any new spells cast upon it. Strength bonuses still apply as normal. If the weapon is struck with a second break weapon, it will shatter beyond use	Constant	Weapon Proficiency x2
Weapon Master	3	This ability allows the character to wield all types of Melee Weaponry.	Constant	None
Weapon Proficiency	10, 12, 14	Each purchase of this ability will allow the character to swing +1 damage with a particular style of weaponry in their main-hand. The available styles of proficiencies are One-handed, Two-handed or Missile weaponry. If the character is using a bastard weapon, only the proficiencies of the style they are using it in (One- or Two-handed) would apply. Each style must be purchased individually, and the build cost progression is for each style of weapon.	Constant	Any Weapon
Teach	4	This ability will allow a person to teach any skill that they know for any profession for which they satisfy the prerequisites to teach. Advanced skills and lists as well as hidden skills and hidden sub-lists cannot be taught by player characters. A character cannot teach a profession until she has an advanced list in that profession and cannot teach a sub-profession until she knows at least 15 build worth of skills from that sub-profession.	Constant	Any 5 Vigor cost Armsmen Skill
Utilize Component	3	This ability allows a character to recognize, harvest, dissect, and use components. The most common components can be used by characters for mana and vigor. Other components may have different effects as described by the component. Characters with this knowledge may also harvest raw components located in-game and grants the knowledge required to dissect components from different creatures. Harvesting and dissecting a component takes 1 minute. For mana and vigor components this will harvest 2 points per minute. A single character may only harvest a maximum of 10 points from a single component node each hour. Components can be traded between players, however all components wither and die at the end of the weekend.	Constant	None
Martial Essence	1	Armsmen may purchase up to 2 healable essence per level at a rate of 1 build per essence. Starting at level 1.	Constant	None

Knowledge Name	Build Cost	Knowledge Description	Duration	Prerequisites
Mana	1, 2	The character may purchase 1 healable Mana at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Mana thereafter.	Constant	None
Vigor	1, 2	The character may purchase 1 healable Vigor at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Vigor thereafter.	Constant	None

VIGOR SKILLS

Skill Name	Build Cost	Casting Cost	Effect	Duration	Target	Skill Description	Prerequisites
Armor Patch	5	2v	Tactical	1 Minute	Any	This skill allows a character to repair 25% of the armor point value of a target suit of armor after 1 minute of work. The armor may be worn at the time. Doubling the cost and spending an additional minute will repair a total of 50% of the armor points to the suit of armor. After this skill has been used on a suit of armor, it cannot be used again until the armor has been repaired to its full value by a smith or through another skill.	Armor Efficiency
Block	3	3v	Tactical	Instant	Self	This ability allows a character wielding a weapon or shield to stop any one instance of numerical damage from a physical source that is not delivered from behind.	Any Weapon or Shield
Break Limb	4	3v	Offensive	Instant	Any	When striking any of the limbs of the Target, the character may use this Skill to cause a Break effect to the limb. If struck on an arm with this skill, that arm will now strike for half damage rounded down with a weapon as well as be unable to throw spells. If a target is struck in the leg with this skill, the target may only walk at a heel-to-toe rate	Stun
Break Shield	6	4v	Offensive	Instant	Any	This skill will break a target shield struck by the character in combat.	Break Weapon
Break Weapon	4	4v	Offensive	Instant	Any	This skill will break a target weapon struck by the character in combat	Weapon Proficiency
Bypass Armor	3	2v	Offensive	Instant	Any	This skill will allow a character to strike for Essence damage for one strike. This skill may not be used in conjunction with any damage enhancing effects	Critical Strike
Cleave Armor	6	4v	Offensive	Instant	Any	This skill will strike a targets armor and reduce its full repair value by half. The armor may receive a second Cleave Armor to bring its value to 0.	Weapon Proficiency

Skill Name	Build Cost	Casting Cost	Effect	Duration	Target	Skill Description	Prerequisites
Critical Strike	3	3v	Offensive	Instant	Any	This skill will cause a physical attack by the character to inflict 2 times the normal continuous damage of the same type as a normal combat strike. The character should call "Crit X damage" where X is the amount of damage they will inflict. They should also specify the damage type if it is not normal damage.	Weapon proficiency
Deflect	4	4v	Tactical	Instant	Self	This defense allows a character wielding a shield to stop any one effect from a physical source that is not delivered from behind	Block
Disarm	2	1v	Offensive	Instant	Any	This Skill will cause the Target to drop their weapon and be unable to pick it up for 5 seconds. This Skill is delivered by striking the Target in the arm holding the weapon. If the weapon is two-handed, the Target need only remove the hand of the arm struck for 5 seconds.	Weapon Proficiency
Disarm Master	5	3v	Offensive	Instant	Any	This Skill will cause the Target to drop their weapon and be unable to pick it up for 5 seconds, including two-handed weapons. This Skill is delivered by striking the weapon.	Disarm
Feat of Strength	4	2v	Tactical	1 minute	Self	This skill will grant the character an additional +1 strength.	Strength +1
Hamstring	3	2v	Offensive	1 minute	Any	This skill forces a target to move at a heel-to-toe rate and take 1 Essence damage per step. This skill must be delivered to the leg.	Stun
Intercede	3	2v	Tactical	Instant	Any	This skill will allow a character to strike a target in combat and take any physical or magical effect that was just delivered to the target onto herself. Intercede may be followed with an appropriate defense to stop the attack as if it had hit the interceding character, but avoidance defenses like dodge and evade cannot be used as the interceding character has deliberately placed herself in the way of the attack.	Block
Knock Back	3	3v	Tactical	Instant	Any	By striking a target in the tunic area the character can drive their opponent back 10 feet.	Stun, Block
Lock Weapon	4	3v	Tactical	30 Seconds	Any	This skill can lock one of the character's weapons with one of his targets preventing either combatant from taking any action with that weapon. The user can end this effect when they wish.	Disarm Master
Parry	6	5v	Tactical	Instant	Self	This defense allows a character wielding a weapon or shield to stop any one physical attack from the front or back.	Block

Skill Name	Build Cost	Casting Cost	Effect	Duration	Target	Skill Description	Prerequisites
Power Strike	5	5v	Offensive	Instant	Any	This skill will cause a physical attack by the character to inflict 3 times the normal continuous damage of the same type as a normal combat strike. The character should call "Power strike X damage" where X is the amount of damage they will inflict. They should also specify the damage type if it is not normal damage	Critical Strike, Weapon Proficiency x2
Retain	3	2v	Tactical	Instant	Self	This skill will stop the character from letting go of or dropping a weapon, shield, or item being held when a skill would normally force them to do so. This has no effect if the player has dropped the item for any reason other than the use of an in-game skill, spell, or effect.	Weapon Proficiency
Riposte	6	5v	Tactical	Instant	Self	This defense allows a character wielding a weapon or shield to stop any one effect from a physical source not delivered from behind, and then strike the Target that originally used the effect with the exact same effect.	Parry
Sever Limb	6	5v	Offensive	Instant	Any	When striking any of the limbs of the Target, the character may use this Skill to cause a Sever effect to the limb, completely removing the limb. If a leg is removed, then the target may not move.	Break Limb
Shield Bash	3	4	Tactical	5 Seconds	Any	This skill will allow the character hit a target within weapon reach with a spell packet and inflict them with a stun effect. The character must be wielding a shield to use this skill. At no time may someone bash another player with their shield.	Shield, Stun
Stun	3	3v	Tactical	5Seconds	Any	This skill causes a character's target to be unable to walk, attack, cast, or use any Defensive Skills. Latent defenses may be invoked. Any Offensive action taken against the Target will end this effect. This Skill must be delivered to the Tunic Area.	Any Weapon
Sure Shot	5	3v	Offensive	Instant	Any	This skill will cause any numerical Ranged weapon attack to automatically hit the target. The target may use defensive skills to stop this attack. The character still must be able to feasibly inflict the ranged attack at the distance the target is. The ammunition must then be dropped and will not be able to be retrieved until the end of the combat.	Missile Mastery
Willpower	5	3v	Tactical	Instant	Self	This defense allows a character to stop any one mind effect. The use of willpower does not need to be called unless the mind effect specifies otherwise.	Block
Banner of Arms	5	5v, 3e	Channeled	30 Minutes	Banner	This Banner will allow allies who are in sight of it to receive a Vigor efficiency of 1, to a minimum cost of one Vigor. This banner takes 4 minutes to raise.	None

DISCIPLINE SKILLS

All disciplines must take at least two minutes to perform. Armsmen leading Disciplines do not benefit from the effects.

Discipline Name	Build Cost	Casting Cost	Effect	Duration	Target	Discipline Description	Prerequisites
Discipline of essence	5	4v	Instant	1 hour	Any Other	At the completion of the Discipline, all participants will gain +5 non-healable Essence.	None
Discipline Name	Build Cost	Casting Cost	Effect	Duration	Target	Discipline Description	Prerequisites
Discipline of Vigor	5	4v	Instant	1 hour	Any Other	At the completion of the Discipline, all participants will gain +5 healable Vigor	None
Discipline of Skill	5	Varies	Instant	1 hour	Any Other	At the completion of the Discipline, all participants will gain the ability to use a skill that the leader of the Discipline knows. The Skill must be chosen at the casting of this Discipline and may not be a skill they have gained temporarily, including through service point gifts. The target uses this skill from his own vigor pool. The casting cost of this Discipline is the cast cost of the skill gained, per person.	None
Discipline of Fury	5	4v	Invoked	1 hour	Any Other	At the completion of the Discipline, all participants invoke it to use a single Offensive skill that they know 3 times in a row while only expending the Vigor cost for a single use. This skill must be chosen at the casting of the Discipline. This Discipline may only be invoked once per casting. The normal Offensive Skill cool-down does not apply when invoking this Discipline.	None