

THE MARTIAL PROFESSIONS

Spellsword

KNOWLEDGE SKILLS

Knowledge Name	Build Cost	Knowledge Description	Duration	Prerequisites
Bladed Weaponry	3	This skill allows a person to use any bladed weapon including small weapons, bastard blades, one and two handed weaponry.	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
Demon Hunter	5,7	For every purchase of this knowledge the Spellsword gains +1 to his melee damage against demons. This increased damage only affects demons	Constant	None
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
Literacy	2	This skill grants a character to the ability to read and write the common language.	Constant	None
Shield	5	This ability allows the user to use any size shield.	Constant	None
Weapon Proficiency	10, 12,	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 th Rank Spellsword Spell or Kinara

Knowledge Name	Build Cost	Knowledge Description	Duration	Prerequisites
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
Hybrid Essence	1	For every character level they possess the Spellsword may purchase 1 healable essence at a rate of 1 build per essence. Starting at level 1.	Constant	None
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	Skill Description	Duration	Effect	Target	Prerequisites
Block	3	3v	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.	Instant	Tactical	Self	Any weapon or shield
Deflect	4	4v	This defense allows a character wielding a shield to stop any one effect from a physical source that is not delivered from behind	Instant	Tactical	Self	Block
Critical Strike	3	3v	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	Instant	Offensive	Any	Weapon Proficiency
Stun	3	3v	This skill causes the 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.	5 seconds	Tactical	Any	Any Weapon

Skill Name	Build Cost	Casting Cost	Skill Description	Duration	Effect	Target	Prerequisites
Break Limb	4	3v	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.	Instant	Offensive	Any	Stun
Disarm	2	1v	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.	Instant	Offensive	Any	Weapon Proficiency
Sever Limb	6	5v	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	Instant	Offensive	Any	Break Limb

SPELLSWORD SPELLS

Rank	Spell Name	Build Cost	Casting Cost	Spell Description	Duration	Effect	Target	Prerequisites
Verbal	<i>I invoke the Essence within to ...</i>							
1	Detect Demon	2	1v	This spell will allow a caster to determine if their target is a demon. This will not pierce the illusions that are associated with greater demons.	Instant	Instant	Any	Literacy
1	Grant Demon Hide	2	1v	This spell will grant the caster +5 non-healable essence.	6 hours	Instant	Self	Literacy
1	Glow of Erebus	2	1v	This spell will allow the caster to summon a red light. A flashlight with a red gel covering the beam is suggested to be used when this spell is cast. This may be used to light a building.	6 hours	Instant	Light	Literacy
1	Summon an Imp Blade	2	1v	This spell will allow the caster to create a dagger from thin air. This dagger will do infernal damage to any target, however when fighting demons, this weapon will do +2 abyssal damage. An out of game note: The caster must provide the physical representation of this spell, or the spell will fail. A hold may not be called to accomplish this.	30 minutes	Instant	Self	Literacy
1	Call forth Demon Fire	2	1v	This spell will allow the caster to summon forth a bolt of energy that will do 5 abyssal damage to the target	Instant	Instant	Any	Literacy
1	Spell of the Dao: Curse you with Weakness	2	1v	The target of this spell will swing -1 melee damage to a minimum of 1 damage. A target may not be affected by more than one of these spells at a time.	1 minute	Instant	Any	Literacy

Verbal

I invoke the Essence within to...

Rank	Spell Name	Build Cost	Casting Cost	Spell Description	Duration	Effect	Target	Prerequisites
2	Summon a Demon Grip	3	2v	This spell will prevent all attacks that would cause the target to be disarmed	6 hours	Invoked/ 1Minute	Any	Equal number of Rank 1 Spellsword Spells
2	Summon Demon Leather	3	2v	This spell will grant the target +5 non-repairable armor points. This armor is the first to be used. The target must be wearing at least one piece of armor for this spell to be effective.	6 hours	Instant	Any	Equal number of Rank 1 Spellsword Spells
2	Curse you to Fumbling	3	2v	This spell causes the target to drop whatever is in one hand. The caster must state which hand is affected.	Instant	Instant	Any	Equal number of Rank 1 Spellsword Spells
2	Curse you with Sloth	3	2v	This spell will cause the target to slow their movement to a heel-toe pace. In addition, if the target is a demon the target takes 1 damage per step. This spell can only work on one target at a time.	1 minute	Instant	Any	Equal number of Rank 1 Spellsword Spells
2	Cast an Infernal Boon	3	2v	When cast the Spellsword declares a vigor skill or spell. The Spellsword becomes immune to that spell/skill for 1 minute.	1 minutes	Instant	Self	Equal number of Rank 1 Spellsword Spells
2	Spell of the Saber: Possess the Demonic Mind	3	2v	This spell will dominate the will of lesser demons, rank 1-3, forcing them to obey the commands of the caster. Any attack from the caster will break this effect	5 minutes	Channeled	Demon	Equal number of Rank 1 Spellsword Spells

Verbal

I invoke the Essence within and the Lords of Erebus to

Rank	Spell Name	Build Cost	Casting Cost	Spell Description	Duration	Effect	Target	Prerequisites
3	Curse you to Confusion	4	3v	This spell will allow the caster to confuse his enemy to the point where the target of this spell will not remember how to use a weapon, spells, or his name. Any damage taken by the victim will break the spell. This spell can only work on one target at a time. This is a mind effect	1 minute	Instant	Any	Equal number of Rank 2 Spellsword Spells
3	Hold you at Bay	4	3v	This spell will keep the target 10 feet away from the caster. The caster must keep one arm extended with palm out to maintain this spell. The caster may also choose to keep other targets that are demons at bay; however, the Spellsword must pay 1 vigor for every additional demon held in this manner and must strike the additional target with a spell packet. Additional demons added to the effect of this spell are only effected for the remaining duration of the spell.	5 minutes	Channeled	Any	Equal number of Rank 2 Spellsword Spells

Rank	Spell Name	Build Cost	Casting Cost	Spell Description	Duration	Effect	Target	Prerequisites
3	Invoke Blood Pact	4	3v	After paying the initial 3vigor. This spell will allow the caster to transfer vigor into essence, at a rate of 1 vigor for 3 points of essence, upon casting. When invoked the Spellword will be healed for that amount of essence. This spell will also reactively invoke if the caster is dropped to 0 essence. This spell can only be invoked once per tag.	Instant	Reactive/ Invoked	Self	Equal number of Rank 2 Spellword Spells
3	Bestow a Blade of Wounding	4	3v	This spell will allow the target bladed weapon to swing for Essence damage. This spell is only effective when cast on bladed weapons	5 minutes	Instant	Bladed Weapon	Equal number of Rank 2 Spellword Spells
3	Spell of the Scimitar: Cripple your Skill	4	3v	Upon casting, the Spellword names a skill. This spell will cause the target to spend an additional 5 vigor every time they use the named skill. Only vigor skills may be targeted.	1 minute	Instant	Any	Equal number of Rank 2 Spellword Spells

Verbal

I invoke the Essence within and the Lords of Erebus to....

4	Invoke the Armor of Samael	5	4v	Once invoked, this spell augments the target's essence by 100. During this time, the target of this spell may only swing 1 damage regardless of proficiencies or weapon enhancements. However, effects from the knowledge, Demon Hunter, will still function under this effect. Furthermore, the target is restricted from using offensive vigor skills and the target's movement is slowed to a heel-to-toe pace. The target of this spell does not need to be willing. If cast on an unwilling target the duration is 1 minute. If the unwilling target is a demon the duration is 5 minutes. If the target is a willing target the duration is 15 minutes.	15 minutes or 5 minutes/ 1 minute on unwilling target	Instant	Any	Equal number of Rank 3 Spellword Spells
4	Bestow an Abyssal Blade	5	4v	When Cast on a bladed weapon, once invoked, this spell will make that weapon swing for +2 abyssal damage for the duration of the spell. This spell only effects bladed weapons.	6 hours	Invoked/ 5 Minutes	Bladed Weapon	Equal number of Rank 3 Spellword Spells
4	Summon a Wall of Demon Barring	5	4v	This spell creates a 10' by 10' wall of abyssal power that demons cannot pass. The caster must keep one arm extended with palm out to maintain this spell. Walls require the caster carry a flashlight. The flashlight beam must be directed at the ground at the point where the wall is cast and slowly pivoted back and forth to mark the length of the wall. Targets that are caught in the wall at time of casting do not take any damage and can choose to appear on either side of the wall.	5 minutes	Channeled	Wall	Equal number of Rank 3 Spellword Spells

Rank	Spell Name	Build Cost	Casting Cost	Spell Description	Duration	Effect	Target	Prerequisites
4	Banner of the Spellsword	5	4v, 3e	This powerful magic allows the casters allies to share his prowess against de-buffing a foe. This banner will allow all who are in sight to extend the duration of a negative effect against an enemy target to 5 minutes. This only affects spells that have a duration that is greater than instant. For the complete rules on raising a banner please reference the Ritualist section of the rule book on raising banners.	30 minutes	Channeled	Banner	Equal number of Rank 3 Spellsword Spells
4	Infernal Reflection	5	4v	When invoked, this spell will enable the target to reflect one numerical melee damage attack back on the attacker. In addition, it will reflect any spell that is cast by demon back onto the original caster. The target that invokes this spell does not take the damage directed against him.	6 hours	Invoked	Any	Equal number of Rank 3 Spellsword Spells

Verbal

I invoke the Essence within and the Lords of Erebus Long Forgotten to....

5	Banish the Corrupting Foe	6	5v	This spell allows the caster to remove demonic, or other influences, inhabiting the target. This spell takes 1 minute to cast and upon completion the influence is removed and	5 seconds	Instant	Any	Equal number of Rank 4 Spellsword Spells
5	Curse of the Vaath	6	5v	This Prayer will cause the target to be unable to spend any Vigor, including to fuel Skills or Spells. This will not stop a racial ability.	5 minutes	Instant	Any	Equal number of Rank 4 Spellsword Spells
5	Cripple your Weapon	6	5v	The victim of this spell is unable to use proficiencies, strength, and enhancements effectively causing him to swing for normal, base damage for the spell's duration. The target may still use any vigor skills that they know.	5 minutes	Instant	Any	Equal number of Rank 4 Spellsword Spells
5	Summon a Cloud of Brimstone	6	5v	This spell will grant the caster +1 armor soak. This soak stacks with other soak effects.	30 minutes	Instant	Self	Equal number of Rank 4 Spellsword Spells
5	Raise a Wall of Hell Fire	6	5v	This spell allows the caster to raise a 10' by 10' wall of hellfire that will deal 15 abyssal damage against anyone who attempts to pass through the wall. Standing in direct line of the wall, a person will take the effect every 5 seconds. Walls require the caster to carry a flashlight. The flashlight beam must be directed at the ground at the point where the wall is cast and slowly pivoted back and forth to mark the length of the wall. Targets that are caught in the wall when cast will take 15 abyssal damage then have their choice of which side of the wall to appear on.	5 minutes	Channeled	Wall	Equal number of Rank 4 Spellsword Spells

RITUALS

All Kinaras take one minute per rank to cast and require a one-handed blade to be focused into. Kinara blades are unshatterable and last for two hours. Kinara blades can be disarmed and will be disenchanting if they are separated from the Spellsword for more than 10 minutes or if any person that is not a bound Spellsword handles them while they are separated from the caster. Spellswords can pass their Kinara blades to other bound Spellswords, but the blade will still become disenchanting after being away from its original wielder for more than 10 minutes.

All Kinaras must be learned in-game.

Rank	Ritual Name	Build Cost	Casting Cost	Ritual Description	Duration	Effect	Target	Prerequisites
1	Ritual of Lord D'Virr	3	2v, 1e	Enchants the Spellsword's blade with the power of Lord D'virr. This allows the Spellsword to swing for +0 abyssal damage and grants them the ability to weapon cast through their Kinara blade.	2 hours	Instant		Literacy
2	Ritual of Lord Ghuwiel	4	3v, 1e	Enchants the Spellsword's blade with the power of Lord Ghuwiel. The Kinara blade will swing for silver damage. This ritual may also summon a dagger to the Spellsword and grants them the Florentine ability. Both weapons also have the power to deflect any spell that touches it, giving the Spellsword the power to "bat" away spell packets	2 hours	Instant		Ritual of Lord D'Virr
3	Ritual of Lady Nethea	5	4v, 1e	Enchants the Spellsword's blade with the power of Lady Nethea. This Kinara blade will swing +1 abyssal damage, and +2 abyssal damage against demon kind. The Spellsword may also choose to swing Demon Bane damage at the cost of 2 vigor per attack.	2 hours	Instant		Ritual of Lord Ghuwiel
4	Ritual of Lord Necriope	6	5v, 2e	Enchants the Spellsword's blade with the power of Lord Necriope. The Kinara blade will swing for +0 Mithril damage and grants the knowledge of the Skill Block for 2 vigor per use and the Skill Parry. The ritual may also summon a shield to the caster and grants the caster the ability to use it	2 hours	Instant		Ritual of Lady Nethea
5	Ritual of Lord Ariak	7	6v, 2e	Enchants the Spellsword's blade with the power of Lord Ariak. The Kinara blade swings +2 magic damage. The ritual may also summons a second blade to the casters off hand and the knowledge Florentine Master. This second blade is a twin to the first and also swings for +2 magic damage	2 hours	Instant		Ritual of Lord Necriope

