

Skill at arms II

- 01 **Enemy:** Character is hunted by a powerful enemy or lesser deity. Roll at the start of each session. On a roll of 01-05 the enemy is suddenly very close by and character must hide or flee. Character knows the location of an item/person/place the enemy seeks.
- 02 **Inner rage:** +30 to enter frenzy, -30 to exit frenzy.
- 03 **Impulsive:** -30 to all concentration skills, +10 initiative.
- 04 **Slow and heavy:** Character has "big bones" and movement rates drop by 25%. -Knockback effects are halved -1 serv to unbalancing crits.
- 05 **Fearlessness:** The Character does not believe in the use of shields. He has been taught that they are for the cowardly and weak. All the characters 1 handed adolescence weapon ranks are moved to two handed weapons, missile or polearms (choose any combination).
- 06 **Weapon of choice:** A special weapon is bequeathed to the character, choose between; +15 non-magic, +5 magic, or well balanced -2 to fumble range (min 01).
- 07 **Instinctive defense:** Gains +15 to defense bonus.
- 08 **Battle Cry:** May shout a loud battle cry before entering combat and gain +10 OB to his offensive and defensive bonuses for the duration of the combat.
- 09 **Sturdy build:** Has a one level critical reduction against all crushing, unbalancing and impact crits.
- 10 **Resilient:** All bleeding results are reduced by 1. Bleeding of 1 per round are ignored.
- 11 **Battle Reflexes:** Gain +30 to initiative
- 12 **Weapon Control:** In one selected category of weapons user fumbles two lower than stated by weapon (min 01).
- 13 **Stability Sense:** Reduce all stun rounds by one. One round of stun has no effect.
- 14 **Blazing Speed:** Base rate increases by 25'
- 15 **Vigilant:** With the swiftness of a predator and the keen eye of an eagle, he remains ever alert to his surroundings, deftly dodging and weaving out of harm's way. Character gains +5 DB bonus. Enemies gain no bonus against character for flank attacks, and only +10 for rear attacks.
- 16 - 40 **+5** SD/Co/Ag/Qu/St (choose one)
- 41 - 85 **+10** SD/Co/Ag/Qu/St (choose one)
- 86 - 96 **+15** SD/Co/Ag/Qu/St (choose one)
- 97 - 00 **+20** Any one stat