

## Skill at Arms.

- 01- **Hemophilia:** All bleeding results are doubled
  - 02- **Psychotic Temper:** Base (40 – SD Mod)% chance of responding to an insult or offense with a killing fit.
  - 03- **Slow:** Character's movement rates drop by 25%.
  - 04- **Poor Concentration:** -25 to all concentration skills.
  - 05- **Uncoordinated:** Each time the character fails a maneuver, he receives an A unbalancing critical.
  - 06- **Terrible Fearlessness:** Base (40 – SD Mod)% chance of charging heedless into a combat situation.
  - 07- **Near Sighted:** OB is modified by –30 for all missile weapons.
  - 08- **Tender Skin:** Cannot wear any metal armor without breaking out into a rash. The character is then at –10 for all actions.
  - 09- **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 2HDweapons or polearms.
  - 10- **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).
  - 11- **Master Warrior:** The character is able to learn one more rank in his primary weapon skill at a development point cost of 10.
  - 12- **Subtle:** Stalk/Hide skill bonus modified by +25
  - 13- **Mind over Matter:** +25 all Adrenal Moves skills.
  - 14- **Instinctive Defence:** Gains +15 to defence bonus.
  - 15- **Defensive Edge:** Gains +25 to all parries.
  - 16- **Warrior Extraordinaire:** In the Characters hands all melee weapons gain +10
  - 17- **Sturdy build:** Has a one level critical reduction against all crushing, unbalancing and impact crits.
  - 18- **Natural Physique:** Half development point cost for Body Development. Maximum racial body hits are increased by 50%.
  - 19- **Resilient:** All bleeding results are reduced by 1. Bleeding of 1 per round are ignored.
  - 20- **Battle Reflexes:** Gain +30 to initiative
  - 21- **Weapon Control:** In one selected category of weapons user fumbles 2 lower than stated (min 01).
  - 22- **Fearless:** Resistance to fear is x3 level.
  - 23- **Immovable Will:** Immune to fear and charm attacks. Sleep attacks are halved for attack level and duration.
  - 24- **Stability Sense:** Reduce stun rounds by one. 1 round of stun has no effect.
  - 25- **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.
  - 26- **Unbeliever:** Resist magic at x3 level, may not use spells or spell devices.
  - 27- **Peripheral Vision:** Enemies gain no bonuses for flank attacks, shields will still loose effect at flanks and rear.
  - 28- **Lightning Strike:** may use 150% of one single attack OB to make two separate attacks in one round.
  - 29- **Subconscious preparation:** Readies missile weapons one round faster than normal. No initiative penalty when drawing first melee weapon.
  - 30- **Trained Footman:** May make Martial Arts Rank 1 sweeps in addition to any other action each round.
  - 31- **Blazing Speed:** Movement rate increases by 25%
  - 32- **Light Sleeper:** PC may make perception rolls to wake and take action immediately from normal sleep. Sleep spells attack at half level and duration.
  - 33- **Look Of Eagles:** Those who are allies, troops or henchmen under the PC never panic while he's well and within sight.
  - 34- **Reverbentive Strength:** While striking a foe in melee he delivers one additional unbalancing crit two ranks below any other criticals dealt.
  - 35- **Outdoorman:** PC gets +50 to all forage, fire starting and locate shelter rolls while outdoors. He also receives +20 to all tracking, set traps, disarm traps, and stalk/hide when outdoors.
  - 36- **Tensile:** The player and GM choose one critical type the character receives a critical reduction of 2 in.
  - 37- **Great Arm:** All missile ranges increase by 50%, this does not include crossbows, arbalests or siege machinery.
  - 38- **Dominance:** Receives +50 to resistance rolls versus mind controlling or altering spells. This include sleep spells.
  - 39- **Tolerance:** Character can sustain an additional 50 points of damage after reaching zero hit points. He keeps standing to a HP score of –50, unless his temp CO is lower in which case he's dead.
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| 40-44 | +10 SD/Co (choose one)                    |
| 45-49 | +10 Ag/Co                                 |
| 50-54 | +10 Qu/Co                                 |
| 55-59 | +10 St/Co                                 |
| 60-64 | +10 Ag/SD                                 |
| 65-69 | +10 Qu/SD                                 |
| 70-74 | +10 St/SD                                 |
| 75-79 | +10 Qu/Ag                                 |
| 80-84 | +10 St/Ag                                 |
| 85-89 | +10 St/Qu                                 |
| 90-99 | +15 SD/Co/Ag/Qu/St                        |
| 100   | +20 Any one stat (including mental stats) |