

Fighter Skills		<a href="#">Index Sheet</a>		
Skill Name	Skill Cost	Pre-requisites	Description	
Fighter: +1 Loc	3	None	Grants +1 loc to all locations	
Fighter: +2 Loc	6	Plus 1 Loc	Grants +2 total loc to all locations	
Fighter: +3 Loc	9	Plus 2 Loc	Grants +3 total loc to all locations	
Fighter: +4 Loc	12	Plus 3 Loc	Grants +4 total loc to all locations	
Fighter: +5 Loc	15	Plus 4 Loc	Grants +5 total loc to all locations	
Fighter: +6 Loc	18	Plus 5 Loc	Grants +6 total loc to all locations	
Armour Proficiency Initiate	3	Special, Armour Care	The character is sufficiently familiar with his chosen type of armour he is able to use it to best effect. This effectively increases the value of the armour worn by one	
Armour Proficiency Journeyman	5	Special, Armour Care, Armour Proficiency Initiate	The character is sufficiently familiar with his chosen type of armour he is able to use it to best effect. This effectively increases the value of the armour worn by two. (Does not stack with Armour Proficiency Initiate)	
Armour Proficiency Master	8	Special, Armour Care, Armour Proficiency Initiate, Armour Proficiency Journeyman	The Wearer is so skilled with the use of this type of armour that he is able to absorb a extra special armour damaging effect. This means light armour could take a crush and heavier armours would be able to take two. Note that light armour even if it takes a crush when the wearer has this skill is destroyed and cannot be repaired.	
Berzerk	3	None	<p>This skill allows a character to go into a berserk fury on a pre-determined trigger and will attack anything moving. When in berserk, the character doubles his NORMAL loc. Additional protection such as that granted by armour is not doubled. Spells affect the character normally unless they affect the mind. Subdues and mind effect spells including sleep spells do not affect a character in berserk. In addition, whilst in berserk the character gains +1 level of strength. The berserk lasts for 5 minutes. The first time a character berserks in a day it takes 15 minutes of sleep or 30 minutes of rest to recover. For every additional time, the recovery duration is increased by 15 minutes. So after the second berserk the recovery times increase to 30 minutes of sleep or 45 minutes of rest</p>	
Defensive Mastery	4	Special, Armour Care	A fighter is so comfortable in his armour he is able to stack a layer of light armour with his metal armour. In game terms this means he may wear furs or leather armour under his metal armour and get the bonuses of both at the same time.	
Disarm	1	None	Allows the character with this skill to disarm an opponent of any single-handed weapon. The target must drop the weapon to the ground and then pick it up again.	
Dodge In Plate	4	Special, Armour Care and Dodges	This skill allows a character to uses Dodges while wearing heavy armour	
Double Strength	4	Strength, Special	<p>Double Strength allows the character:</p> <ul style="list-style-type: none"> <li>To carry two people at walking pace or one at normal speed. <ul style="list-style-type: none"> <li>To break light chains</li> </ul> </li> <li>To call knockback 10ft FOUR times during any combat</li> </ul>	
Fortitude	4	Special	This skill doubles the characters death times	
Quad Strength	8	Special, Triple Strength	<p>Quad Strength allows the character:</p> <ul style="list-style-type: none"> <li>To carry four people at walking pace or three at normal speed. <ul style="list-style-type: none"> <li>To break magical bindings</li> </ul> </li> <li>To call knockback 10ft EIGHT times during any combat</li> <li>To purchase the crush call to use with single handed blunt weapons</li> </ul>	
Resist Disarm	1	None	Allows a character to resist the effects of the disarm ability.	
Strength	2	None	<p>The strength skill allows the character:</p> <ul style="list-style-type: none"> <li>To carry one person at walking pace.</li> <li>To break ropes if they are tied with them</li> <li>To call knockback 10ft TWICE during any combat</li> </ul>	
Subdue	2	None	Allows a character to render another character unconscious by using a blunt weapon and striking him over the back of the head. The target must be unaware of the attacker for this to work.	

Triple Strength	6	Special, Double Strength	<p>Triple Strength allows the character:</p> <ul style="list-style-type: none"> <li>• To carry three people at walking pace or two at normal speed.</li> <li>• To break any non magical bindings</li> <li>• To call knockback 10ft SIX times during any combat</li> <li>• To purchase the crush call to use with two handed blunt weapons</li> </ul>
Weapon High Journeyman	5	Special, Weapon Mastery	This skill allows a character who already had the weapons Mastery skill to do one triple combat per day
Weapon High Mastery	9	Special, Weapon High Specialist	This skill allows a character who already has weapons High Specialist to do perm triples with his main hand weapon
Weapon High Specialist	7	Special, Weapon High Journeyman	This skill allows a character who already has Weapon High Journeyman to do four triple combats per day
Weapon Initiate	3	Special	A character must choose a particular weapon type e.g. long-sword or hand mace. Then, once per day, he can do doubles (2 points of damage) with that weapon for one combat or 5 minutes, whichever is the shorter. This skill can only be bought once. If a warrior wishes to advance his skills with a weapon, he must learn the next level of skill. This skill can only be used with weapons of long-sword size or greater. It may also be used with bows but not crossbows. It should also be noted that this only allows the user to do doubles with the weapon in his/her primary hand, if they are using two weapons they cannot do doubles with both.
Weapon Initiate Ambidex	5	Special	This skill is the same as weapon initiate but allows the character to do doubles with a weapon in each hand
Weapon Mastery	7	Special, Weapon Specialist	This skill allows a character who already has the Weapon Specialist Skill to do doubles permanently with the chosen weapon
Weapon Specialist	5	Special, Weapon Journeyman	This skill allows a character with weapon initiate to perform four double combats per day
Weapon Specialist Ambidex	7	Special, Weapon Initiate Ambidex	This skill is the same as weapon specialist but allows the character to do four double combats per day and do doubles with a weapon in each hand when using a double combat
Weapons Mastery Ambidex	9	Special, Weapon Specialist Ambidex	This skill allows a character to call doubles with two weapons simultaneously as long as both weapons are of the same type as his chosen one.
Crush	4	Triple Strength	Allows characters to do one crush call per day, must use a blunt weapon and must have at least triple strength
Resist Subdue	1	None	Allows the character to resist one subdue per day
Shield Mastery	2	Armour Care, Special	Shield expert – increases armour worn by 1 when a shield is used