

## Nightblade Base Lists 3.35

### ADRENAL FOCUS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Adrenal Focus I *	self	—	self	U
2)	Preparation	self	1 rnd/lvl	self	U
3)	Adrenal Focus II *	self	—	self	U
4)	Deflect I *	1 attack	—	self	U
5)	Adrenal Focus III *	self	—	self	U
6)	Mountain Heart I *	self	1 min/lvl	self	Us
7)	Deflect II *	2 attacks	—	self	U
8)	Body Armor/Weaponry I	self	1 min/lvl	self	U
9)	Spell Dodge I *	1 spell	—	self	U
10)					
11)	Body Armor/Weaponry II	self	1 min/lvl	self	U
12)	Deflect III *	3 attacks	—	self	U
13)	Prepare Shattering Blow	1 attack	1 rnd	self	U
14)	Spell Dodge II *	2 spells	—	self	U
15)	Mountain Heart II *	self	1 min/lvl	self	Us
16)	Body Armor/Weaponry III	self	1 min/lvl	self	U
17)					
18)					
19)					
20)	Prepare Death Strike	1 ambush	1 rnd	self	U
25)	Mountain Heart III *	self	1 min/lvl	self	Us
30)	Deflect IV *	4 attacks	—	self	U
50)	Body A./W. True	self	1 min/lvl	self	U

**1. Adrenal Focus I** — In the round that this spell is cast, the caster may use a one-handed weapon or a Rank I Martial Arts attack form (strikes or sweeps) in combat. Instead of his normal OB, the caster's OB consists of: (1) his Directed Spell skill rank bonus for *Adrenal Focus I* **PLUS** (2) his SD stat bonus **PLUS** (3) any applicable weapon bonus **PLUS/MINUS** (4) a modification obtained from a roll on the General column of the Base Spell Attack Table. Before this roll is made, the caster must state what percentage of his OB will be used on offense and what percentage on defense (e.g., 30% offense/70% defense, 50% offense/50% defense, etc.). No modifications to the Base Spell Attack roll are allowed other than those given by a *Preparation* spell. After the caster's OB is determined, combat proceeds normally. **NOTE:** *The GM may wish to initially restrict each caster of this spell to one of the Martial Arts attack forms and/or one or two different one-handed weapons; and then allow more to be picked up through training.*

**2. Preparation** — Allows caster to add +10 (or +1 per level, whichever is higher) to his base attack roll when using any of the *Adrenal Focus* spells.

**3. Adrenal Focus II** — As *Adrenal Focus I*, except the caster may use a two-handed weapon, one of the Rank 2 or 3 Martial Arts forms or any thrown weapon.

**4. Deflect I** — Allows the caster to deflect a melee or missile attack directed against him: increase the defender's normal DB against that attack by 1-100 (open-ended high).

**5. Adrenal Focus III** — As *Adrenal Focus I*, except that the caster may use a missile weapon or one of the Rank 4 Martial Arts forms.

**6. Mountain Heart I** — For the duration of this spell, the caster may ignore the effects of any 1 wound which causes him additional hits, stun, stunned/unable to parry, bleeding and percentage subtractions from his abilities. At the end of the duration all hits, penalties and stun rounds take effect normally. Only one *Mountain Heart I* spell can be active at a time.

**7. Deflect II** — As *Deflect I*, except that the caster may either deflect two attacks (roll separately for the DB increases) or have

his DB against one attack increased by 2-200. If deflecting two attacks both attacks must be in the caster's field of vision.

**8. Body Armor/Weaponry I** — This spell hardens the casters body so that all Martial Arts attacks may be performed on the mace attack table (limited to a maximum of 105 for Rank I forms, 120 for Rank II forms and 135 for Rank III forms). For the duration of this spell the caster's body is also treated as AT 4 (if not wearing other armor).

**9. Spell Dodge I** — As *Deflect I*, except caster may dodge one elemental attack spell: the modification is 1-100 (open-ended high) plus any normal modifications. Area attack spells may not be dodged.

**11. Body Armor/Weaponry II** — As *Body Armor/Weaponry I*, except all Martial Arts attacks may be performed on the Warhammer attack table (all criticals are crush) and caster's body is treated as AT 11.

**12. Deflect III** — As *Deflect I*, except caster may deflect three separate attacks (roll separately for the DB increases) or have his DB against one attack increased by 3-300. If deflecting multiple attacks all attacks must be in the caster's field of vision.

**13. Prepare Shattering Blow** — This spell is cast the round before any melee attack. Resolve the attack normally and then determine what was struck by the attack. If that attack was parried, the parrying object (sword, shield etc) was struck. If the attack missed, nothing was struck. If a critical specifying a location resulted, that location was struck. If a non-specific critical resulted, roll to determine what was struck: 1-20 weapon; 21-60 shield (arm if no shield); 61-80 arm; 81-00 leg. If the attack struck a shield or a weapon, the object must make a RR or it is shattered. If the strike struck a section of the body, the bone(s) must make a RR or it be shattered.

**14. Spell Dodge II** — As *Spell Dodge I*, except caster may dodge two elemental attacks (increasing his DB with 1-100 against each of them) or have his DB against one attack increased by 2-200. If deflecting multiple attacks all attacks must be in the caster's field of vision.

**15. Mountain Heart II** — As *Mountain Heart I*, except caster may delay the effects of 2 separate wounds. This spell may be cast if a *Mountain Heart I* spell is already active to delay the effects of another critical.

**16. Body Armor/Weaponry III** — As *Body Armor/Weaponry I*, except all Martial Arts attacks may be performed on the Morning Star attack table (all criticals are crush) and caster's body is treated as AT 12.

**20. Prepare Death Strike** — This spell may be cast the round before an ambush. The caster may modify any critical result by ±5 in addition to any ambush skill ranks modification.

**25. Mountain Heart III** — As *Mountain Heart I*, except caster may delay the effects of 3 separate wounds. This spell may be cast if *Mountain Heart I* and *Mountain Heart II* is already active to delay the effects of yet another critical.

**30. Deflect IV** — As *Deflect I*, except caster may deflect four separate attacks (roll separately for the DB increases) or have his DB against one attack increased by 4-400. If deflecting multiple attacks all attacks must be in the caster's field of vision.

**50. Body Armor/Weaponry True** — All Martial Arts attacks may be performed on the Flail attack table (criticals are crush) and caster's body is treated as AT 20.

## SPECIAL NOTES

1) If *Mountain Heart I* is active it cannot be cast again (without cancelling the first spell). Instead the *Mountain Heart II* must be used if the Nightblade want to delay the effects of a second critical. To delay the effects of a third critical (while already having cast *Mountain Heart I* and *II*) a *Mountain Heart III* spell must be cast.

2) The *Mountain Heart II* and *III* can also be used to delay two or three separate criticals occurring in the same round.

3) The *Mountain Heart* spells cannot delay the effects of immediate death, severed limbs or shattered bones. All other effects can be delayed. For example: If the Nightblade receives a critical stating death in 12 rounds (stunned and unable to parry) due to a spear piercing his arm, the casting of *Mountain Heart* allows him to act for 12 rounds, but unless measures are taken against the deadly wound he will still die when the 12 rounds is up.

4) The *Prepare Shattering Blow* spell can shatter weapons, shields or bones. All non-magical items resist as if they were level 1. Magical items may have a level equal to their bonus, i.e a +15 weapon counts as 15<sup>th</sup> lvl for RR purposes. If the bones of arms or legs are target for RR, use victims level versus the attackers level, with no Base Attack Roll or RR-bonuses applied.

5) Shattered arms or legs are rendered useless and victims suffering from such wounds acts at -50 (for arms) or -75 (for legs). If the critical result specifies a penalty, use only the highest penalty, **do not** add them together.