

Abilities

Notes (Definitely not definitive!):

Abilities go with specific classes.

In combat:

- Parry: (can parry a normal hit, not magic) negates one hit. (Player says "PARRY" immediately after being hit.). Probably 1 per combat at low level & increase.
- Disarm: Hit opponent's weapon or something—make it challenging? and say "DISARM". Either drop weapon or can't use weapon for 5 seconds (recipient counts). 1 per combat
- Stun: recipient can't do anything for 5 seconds (or until they take damage) (recipient counts).
- Dodge: (rogue) like parry.
- Bulwark or Juggernaut: physical hits blocked for 5 seconds (high level)
- Taunt: opponent must attack taunter, not anyone else for 5 seconds (can distract from killing blow)
- Distract: rogue anti-taunt (go fight somebody else.
- Hide (rogue): like invisible, but rogue must freeze in special position (both arms crossed in an X across chest)
- Search: negates hide
- Traps: mat with label in corner. Disarm trap: 15 seconds. Grab wrong corner and trap goes off. Or trap level listed on bottom. Or #1-4 on bottom. Must choose equal to or below your level.
- Skills (e.g., lockpicking)

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Last update: **2021/06/08 15:27**

