

Fighters

Fighter-class characters are characters who are specially skilled at fighting and/or acts of physical strength/prowess.

There are two classes of fighters:

Fighter

Fighters are trained in fighting skill. They have double the number of hit points for each body part. (They can receive 2 hits to each arm or leg and 4 hits to the torso before losing use of those body parts.) They also gain abilities that represent increased skill in battle:

parry

Called immediately after being hit. Negates that hit.

disarm

Called immediately after hitting an opponent. In addition to any damage the opponent takes, the opponent can't use their weapon for 5 seconds (counted by the recipient)

stun

Called immediately after hitting an opponent. The opponent is unable to fight (attack, defend or cast spells) and must move at half speed (as if under the influence of a *slow* spell) for 5 seconds.

taunt

Opponent must immediately attack the fighter who uses the ability. If they are fighting someone else, they may defend themselves but must disengage and then immediately attack the fighter who taunted them.

Duration: until the opponent has been fighting the fighter for 5 seconds.

Barbarian

Barbarians are tough, but not terribly smart (roleplay accordingly). Barbarians are legendary for their ability to channel their anger so that they can keep fighting without noticing damage to themselves.

Abilities that barbarians gain include:

rage

When raging, all damage is delayed, and takes effect immediately after the rage stops.

Raging continues as long as the barbarian is in combat. Note that *rage* may not be used in combination with *backlash*.

The raging ends if:

- a 5-second period elapses when the barbarian does not attack¹⁾ someone
- the barbarian is hit with a *calm* spell.

- The barbarian takes enough damage to the torso to be knocked unconscious.

backlash x

The barbarian may do extra damage on a hit, but each point of extra damage also does the same amount of damage back to the barbarian (to a body part of the barbarian's choice). The maximum amount of damage from a *backlash* hit is one less than the amount of damage the barbarian's own appendage can take before being rendered useless. For example, if the barbarian has leather armor (absorbs one hit) and a leg that can absorb hits, the barbarian is limited to using hits worth of damage from that leg, so that the leg still has one hit left. All damage from a use of the *backlash* ability must be applied to the same body part; damage cannot be split among multiple body parts. Note that *backlash* may not be used in combination with *rage*.

taunt

Opponent must immediately attack the fighter who uses the ability. If they are fighting someone else, they may defend themselves but must disengage and attack the fighter who taunted them.

Duration: until the opponent has been fighting the fighter for 5 seconds.

¹⁾

swing a weapon or cast a spell

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