

Military Packages

Occupations that require military skills. Including mercenaries, soldiers, deullists, etc..

The Greatswordsmen

by *Enforcer84*

5 Strong: +5 STR

6 Tough: +3 CON

2 WF: Common Melee Weapons

3 +1 Level with Blades

6 +3 Levels with Greatswords

2 NO WAY CAN HE LIFT THAT! (+5 STR; only for STR MIN on large weapons; -1)

15 Whirlwind Attack: Hole In The Middle (+1/4), Area Of Effect (up to 3" Radius; +1) for up to 30 Active Points of HKA (37 Active Points); OIF (Greatsword of Opporotunity; -1/2), Concentration (0 DCV; -1/2), Extra Time (Full Phase, -1/2)

7 Gigantic Sword Defense: Missile Deflection (Thrown Objects) (OIF Greatsword of Opporotunity)

3 Eager to Fight: Lighting Reflexes (Readying his sword) +3 DEX only to act first.

Total: 49 pts

Fighter

by *Frenchman*

5 Strong: +5 STR

10 Fit: +5 CON

2 Tough: +2 PD

4 WF: Common Melee, Common Missile

16 Skilled: +2 w/All Combat

4 Skilled: +2 w/Weapon of Choice

3 Shield Expert: +1 w/Shields

3 Tactics

3 Analyze Combat

+3 STR 3

+4 DEX 12

+5 CON 10

+1 BODY 2

+1 SPD 6

+2 PD 2

Fighter

by *Eosin*

2 WF: Common Melee
10 Melee +2
0 PS: Warrior (Everymen)
2 KS: Military/Merc World

Zee Mousketeer!

by *UltraRob*

Nimble: DEX: +5 (15)

WF:Common Melee (2)
WF:Black Powder Guns (1)
The Fine Art of Swordsmanship: +3 w/Melee (15)
My Next Shot Won't Miss!: +1 w/Black Powder Weapons (3)
Clashing Blades: Martial Block w/Light Swords (4)
I've Got your Back: Teamwork (3)
I Meant to do That!: Breakfall (3)
Ride for France!: Riding (Horses)(3)
For the King!: PS: Musketeer (2)

Fighter

by *L. Marcus*

STR 13 (3)
DEX 14 (12)
CON 13 (6)
SPD 3 (6)
WF: All Common Melee; Off-Hand; Bows (4)
HTH Two Weapons Combat (10)
CSL: +2 w. Blades (6)
PSL: +2 w. Bastard Sword vs. Sweep (3)

Fighter

by *DEFCON Clown*

8 Mighty +8 STR
9 Nimble +3 DEX
6 Tough +3 CON

4 WF: Common Missile Weapons, Common Melee Weapons

8 Proficient +1 with all Combat

5 Proficient +1 with all Melee Weapons

5 Proficient +1 with all Ranged Weapons

4 Fast +2" Running

1 Good Swimmer +1" Swimming

Fighter

by *Outsider*

+5 STR

+1 DEX

+5 CON

-5 INT

WF : Common Melee, Unusual weapon (Swordchucks)

Fighter

by *Shadowpup*

Itty Bitty, +4 DCV

Whoa, she's hot, +10 COM

Needle, 1 pip HKA, Autofire, Pen, OIF - needle

MA Martial Strike

MA Martial Block

MA Leg Sweep

Weapon Element - needle

She got Skills, +2 CSL w/ Martial Arts

12 Agile +4 DEX

6 Fast +1 SPD

Fighter

by *DEFCON Clown*

9 Knife Expert +3 with Knives

10 Defense Manuever 4

3 Tactics

10 HTH Two-Weapon Fighting

The Lasher

by *Lethosos*

50 pts

9 1) +3 DEX

2 2) +2 INT

4 3) +4 PRE

6 4) The Whip's Luck: Combat Luck (3 PD/3 ED), Requires An Acrobatics Roll (No Active Point penalty to Skill Roll; +0)

3 5) +3 CSL with any single attack with whips

8 6) Combat Targeting: Combat Archery

3 7) Fast Lash: Lightning Reflexes: +3 DEX to act first with Single Action

6 8) +3 with Acrobatics

1 9) WF: Whips

Whip Martial Arts - add to Package Deal

4 1) Trip: 1/2 Phase, -1 OCV, -1 DCV, Range +2, v/5, Target Falls

4 2) Offensive Shot: 1/2 Phase, -1 OCV, -1 DCV, Range +0, Strike, +4 DC

The Foe Hunter

by *Lethosos*

50 pts

4 1) +2 EGO

5 2) +10 END

7 3) Foe Defense: Physical Damage Reduction, 25% (10 Active Points); Only Works Against Chosen Foe Type Limited Type of Attack (-1/2) 0

7 4) Seek Foe's Defeat: Deadly Blow: +1d6 (any circumstances, any HTH weapon) (10 Active Points); Conditional Power Power Only Works Against Chosen Foe (-1/2)

9 5) Face Down Foe: Fearless (14 Active Points); Conditional Power Power Only Works Against Chosen Foe (-1/2)

4 6) +2 with Deduction

4 7) +2 with Survival

4 8) +2 with Tracking

2 9) +1 with Tactics

4 10) WF: Common Melee Weapons, Common Missile Weapons

The Grizzled Veteran

by *Old Man*

Years of difficult campaigning: +4 CON

I've had worse: +3 EGO

Been there, done that: +5 PRE

A thousand little tricks: 4 levels with all combat

Voice of experience: Oratory

Command decisions: Tactics +3 levels

Riding, familiarity with common melee and missile weapons, etc.

Fighter

by *CourtFool*

+3 with All Combat

+3 with DCV

Fast Draw 11-

WF: Common Melee Weapons, Common Missile Weapons

Total Cost: 46

Fighter

by *LordGhee*

Val Char Base Cost

17 STR 10 7

14 DEX 10 12

13 CON 10 6

11 BODY 10 2

13 INT 10 3

11 EGO 10 2

15 PRE 10 5

13 COM 10 2

3 SPD 2.4 6

7" RUN 6" 2

3" SWIM 2" 1

Distinctive Features: Monster Hunter, Easily Concealed, Noticed and Recognizable, Detectable By Commonly-Used Senses 5

Rivalry: with orther monster hunters, Professional, Rival is More Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry 10

2 Increased Arc Of Perception (240-Degree) (Normal Sight)

3 MEDIALLION OF PROTECTION: Force Field (4 PD / 4 ED / 3 Mental Defense / 3 Power Defense / 3 Flash Defense: Sight Group) (17 Active Points); Independent (-2), IIF Expendable (Extremely Difficult to obtain new Focus; -1 1/4), 2 Continuing Charges lasting 5 Minutes each (-1/2), Side Effects (-1/4) (added to Primary Value)

3 Riding 12-

3 Climbing 12-

3 Stealth 12-

3 Paramedics 12-

10 +1 Overall

10 +2 with HTH Combat

8 +4 with any single attack - sweep
3 Fast Draw - Dagger 12-
1 Survival (Temperate/Subtropical) 8-
1 Forensic Medicine - out sdie only (3 Active Points); Limited Power (Power loses about half of its effectiveness; -1) 12-
3 KS: Weapon and Armour repair (INT-based) 12-
1 KS: Traps < pit falls - snares - dead falls 8-
1 KS: weapons - types (INT-based) 8-
3 PS: Monster hunter (INT-based) 12-
3 KS: land monsters (INT-based) 12-
3 KS: spirt monsters (INT-based) 12-
10 WF: Common Melee Weapons, Common Missile Weapons, Flails, Homemade Weapons, Lances, Off Hand, Staffs

2 Reputation (A large group, 11-) +1/+1d6
1 Custom Perk - Monster Hunter Guild member

Total Cost = 125

Kristina of Aquilonia

by *Lucius*

After all you put me through ¹⁾
You'd think I'd despise you
But in the end I want to thank you
Because you made me that much stronger ²⁾

When I, thought I knew you ³⁾
Thinking, that you were true
I guess I, I couldn't trust ⁴⁾
Called your bluff, time is up ⁵⁾
'Cause I've had enough
You were, there by my side ⁶⁾
Always, down for the ride ⁷⁾
But your, joy ride just came down in flames
'Cause your greed sold me out of shame, mmhmm ⁸⁾

After all of the stealing and cheating
You probably think that I hold resentment for you
But, uh uh, oh no, you're wrong
'Cause if it wasn't for all that you tried to do
I wouldn't know just how capable I am to pull through ⁹⁾
So I wanna say thank you

'Cause it makes me that much stronger ¹⁰⁾
Makes me work a little bit harder ¹¹⁾
It makes me that much wiser ¹²⁾
So thanks for making me a fighter ¹³⁾

Made me learn a little bit faster ¹⁴⁾
Made my skin a little bit thicker ¹⁵⁾
Makes me that much smarter ¹⁶⁾
So thanks for making me a fighter ¹⁷⁾
Ohh, ohh, ohh, ohhhh, ohh-yeah ah uh huh

Never, saw it coming
All of, your backstabbing ¹⁸⁾
Just so, you could cash in
On a good thing before I realized your game
I heard, you're going around ¹⁹⁾
Playing the victim now ²⁰⁾
But don't, even begin
Feeling I'm the one to blame
'Cause you dug your own grave

After all of the fights and the lies
Yes you wanted to harm me but that won't work anymore ²¹⁾
Uh, no more, oh no, over
'Cause if it wasn't for all of your torture ²²⁾
I wouldn't know how to be this way now, and never back down ²³⁾
So I wanna say thank you

'Cause it makes me that much stronger ²⁴⁾
Makes me work a little bit harder ²⁵⁾
Makes me that much wiser ²⁶⁾
So thanks for making me a fighter ²⁷⁾
Made me learn a little bit faster ²⁸⁾
Made my skin a little bit thicker ²⁹⁾
It makes me that much smarter ³⁰⁾
So thanks for making me a fighter ³¹⁾

How could this man I thought I knew
Turn out to be unjust so cruel
Could only see the good in you
Pretended not to see the truth ³²⁾
You tried to hide your lies, disguise yourself
Through living in denial
But in the end you'll see
YOU-WON'T-STOP-ME ³³⁾

I am a fighter and I
I ain't goin' stop ³⁴⁾
There is no turning back
I've had enough

'Cause it makes me that much stronger ³⁵⁾
Makes me work a little bit harder ³⁶⁾
Makes me that much wiser ³⁷⁾
So thanks for making me a fighter ³⁸⁾

Made me learn a little bit faster ³⁹⁾
Made my skin a little bit thicker ⁴⁰⁾
It makes me that much smarter ⁴¹⁾
So thanks for making me a fighter ⁴²⁾

Thought I would forget
but I...
I remember, I remember, I remember
Thought I would forget
but I...
I remember. I remember, I remember ⁴³⁾

'Cause it makes me that much stronger ⁴⁴⁾
Makes me work a little bit harder ⁴⁵⁾
Makes me that much wiser ⁴⁶⁾
So thanks for making me a fighter ⁴⁷⁾

Made me learn a little bit faster ⁴⁸⁾
Made my skin a little bit thicker ⁴⁹⁾
It makes me that much smarter ⁵⁰⁾
So thanks for making me a fighter

Fighter

by *Tornado*

3 +5 STR
3 +1 DEX
6 +3 CON
2 +1 BODY
2 +2 PD
1 +1 ED

10 Multipower: Battle Styles

1u a) Enrage: 1d6 Aid STR, and DEX, Variable Effect: STR and DEX simultaneously (+1/2), 0 END (+1/2), Self Only (-1/2), Side Effect (2d6 Drain INT and EGO simultaneously, always; -1),
1u b) CSL: +2 DCV
1u c) CSL: +2 OCV, DCV or increased damage with HTH
1u d) Defensive: 5 rPD, 3 rED, Activation 13- (-1/2)

10 Multipower: Combat Maneuvers

1u a) Death Spiral: Explosion (+1/2) on melee weapons of up to 20 AP
1u b) Suicide Strike: +1d6 HKA on melee weapons, Side Effect (2d6 Drain CON, always; -1/2)
1u c) Club: +3d6 HTH, HTH (-1/2)
1u d) Find Weakness 11-, Any Attack, Two Defenses Only (rPD, Armor; -1/2), Extra Time: 1 Turn (-1 1/4)

4 Tough: 1 BODY Healing, Reduced Endurance (+1/2), Persistent (+1/2), Extra Time: One Hour (-3), Self Only (-1/2)

1 Toughness: +2 rPD

50 Total Cost

The Wife

by *Old Man*

EGO 18

PRE 20

COM 07

Oratory 18-

Find Weakness 22-

30 pts. Ego Defense (Hardened)

+10 STR when Enraged

Psych Lim: Spoiled (vc/mod)

Psych Lim: Double Standards (com/mod)

Psych Lim: Inflexible (com/total)

Psych Lim: Incapable of Admitting When She's Wrong (vc/total)

Phys Lim: Cannot Speak More Softly Than 120 dB (com/mod)

Enraged: 18-

External Characters

Susano's

MICHAEL LIMNER, Squire (60 points)

http://surbrook.devermore.net/original/michael_limner.html

MOTOYOSHI JIRO (151 points)

<http://surbrook.devermore.net/original/jiro.html>

MERRIYA de BLACKMERE (153 points)

<http://surbrook.devermore.net/original/merriya.html>

SANURA (160 points)

<http://surbrook.devermore.net/original/sanura.html>

MERRIYA de BLACKMERE (Paladin) (200 points)

<http://surbrook.devermore.net/original/pmerriya.html>

PAKSENARRION DORTHANSBOTTER (117 points)

<http://surbrook.devermore.net/adaptionsbook/paks/paksbook1.html>

RED SONYA OF ROGATINO (180 points)

<http://surbrook.devermore.net/adaptionsbook/reh/redsonya.html>

VALERIA of the Red Brotherhood (182 points)

<http://surbrook.devermore.net/adaptionsbook/reh/valeria.html>

1)

Hunted \Leftarrow 14 Former Patron

2)

STR 13 3 pts

3)

KS: Former Patron 4 pts

4)

Psych Limit: Suspicious

5)

Gambling 3 pts

6)

Teamwork 3 pts

7)

Riding 3 pts

8)

Hunted: Agents of the King of Aquilonia \Leftarrow 8

9)

EGO 14 8 pts

10)

BOD 11 2 pts

11)

CON 13 6 pts

12)

+1 perception 3 pts

13)

Fam Common Melee Wpns 2 pts

14) 48)

Cramming 5 pts

15)

PD 6 3 pts

16)

INT 13 3 pts

17)

Fam Common Missile Wpns 2 pts

18)

Combat Sense

19)

KS: Intrigue 2 pts

20)

Reputation, \Leftarrow 14 : Betrayed Mentor

21)

Danger Sense

22)

Resistance

23)

Psych Limit: Stubborn

24)

STUN 30 5 pts

25)

REC 7 2 pts

26)

Tactics 3 pts

27)

PS: Warrior 3 pts

28)

Linguist 3 pts

29)

ED 6 3 pts

30)

Scholar 3 pts

31)

+1 all combat 8 pts

32)

Vulnerable to Illusions: Twice effect from Mental Illusions, double perception penalty from Images.

33)

PRE 20 10 pts

34)

Maybe regeneration...?

35)

+10 STR, No Figured Characteristics, only to meet STR minima or do added damage with weapons or hand to hand 5 pts

36)

END 29 1 pt

37)

Deduction 3 pts

38)

+1 Melee Combat 5 pts

39)

Jack of All Trades

40)

Damage Resistance 6 pts (does not stop 1st BOD of a killing attack - $\frac{1}{4}$) Real pts 5 - I like this kind of build more than Combat Luck

41)

+1 all INT based skills 3 pts

42)

+1 Swords 3 pts

43)

Eidetic Memory

44)

+5 STR

45)

....X5 END cost on +5 STR

46)

Analyze Motive - Analyze skill for deducing the true motivations behind words and deeds 3 pts

47)

Martial Arts, 15 pts

49)

Power Defense 3 3 pts

50)

Speed Reading

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