

Amtgard 7th Edition

Fighting Classes and Abilities

Scout Cheat Sheet

<p>Scout Anyone who survives for any time in the wilds learns the lay of the land. Many Native Americans are rightly seen as good trackers or Scouts, as were the mountain men who followed. Examples: Strider, Hiawatha, Little John, Baden Powell Garb: Green sash Armor: 3 points Shields: Small Weapons: Dagger, short, long, staff, throwing weapons, short bows Immunities: Immune to both magical and non-magical forms of <i>Lost</i> Lives: 4 Abilities & Traits: Levels 1st Heal (ex) (1/life) 2nd Innate Ability (choose one of the following): a. Stun Arrow (1/reusable) (T) b. Flame Arrow (1/reusable) (T) 3rd Antidote to Poison (ex) (1/life) Truth (ex) (1/life) Camouflage (ex) (1/game) 4th Immunity: Traps Tracking (ex) (1/life) 5th Earth Bind (ex) (2/game) 6th Tracking becomes (2/life) May now use a crossbow or longbow instead of a short bow (T) Attuned (T) (2/game)</p>	<p>Heal (S, Spirit) C: Druid 1, Healer 1 M: Person I: Touch person and state: "Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing descend on thee. Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing stop thy spilling blood. Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing mend thy bones. Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing close thy wounds. Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing restore thy vigor. Sword Cut, spear stab, mace smash, arrow jab, The white light of healing hath healed thee." R: Touch E: Person's wound is healed. N: May be used on self. Will repair one point of natural armor on any one hit location. Healers do not require a spell book or scroll to cast <i>Heal</i>.</p> <p>Stun Arrow M: Denote arrow with gray ribbon. E: Arrow behaves as a Subdual blow</p> <p>Flame Arrow M: An orange ribbon tied to the arrow I: Repeat x5 "flame arrow" E: A hit to a shield will destroy the shield unless its face is tapped to the ground five times within five seconds. A hit to a siege weapon by a flame arrow will do five points of damage to the siege weapon. Will deal damage to armor and people as normal. Has no effect on <i>Iceball</i>, <i>Entangle</i>, or any other magic unless specifically mentioned in the magic description. A flame arrow will remain lit for two minutes.</p>
<p>Camouflage M: 10 ft green cloth I: Place cloth in a circle, repeat x3 "May the forces of nature hide my presence." To end the camouflage, the player must repeat x2 "Nature release me." R: Within circle E: While inside the circle, the player can't be attacked, even if someone viewed him activating the Camouflage. Area effect magic that encompasses the area of the camouflage, such as <i>Doomsday</i>, still affects the player. While camouflaged, the player may not affect anyone else without canceling the camouflage ability, though they can use their own abilities on themselves such as healing or curing poison. The player may not camouflage anyone else (or their belongings), nor may game items be taken into camouflage. Any enemy with the Tracking ability within 20 feet can cancel the camouflage by stating "Tracking" and pointing out the player in question.</p>	<p>Attuned E: May choose to carry two enchantments from any caster (or combination of casters) for the duration of the current life. N: This ability may not be used in conjunction with any other similar ability or magic. Only one of these two enchantments may be simulcast if both of them allow for it.</p> <p>Truth (S, Control) C: Bard 2 I: State "Truth" followed by a single yes or no question. R: 20 ft E: The target must answer the question truthfully. If the answer is unknown the target may state so, thus ending the spell.</p> <p>Antidote to Poison M: A small container of water E: When a person drinks this water, they are instantly cured of any poison.</p>
<p>Earth Bind I: Repeat x2 "May mother nature bind thee." R: 20 ft E: Victim cannot move until each of his legs are struck ten times with a slashing or bludgeoning weapon. Anyone attempting to free the victim must state "free this leg" while doing so or the hits strike the player as normal. N: May be used while moving</p>	<p>Tracking I: Repeat x5 "Tracking" R: Self E: You may do ONE of the following: a. You may ask one yes or no question of someone (dead person, reeve or monster) that must be answered truthfully and to the best of their ability. This is not stopped by the <i>Liplock</i> magic b. Follow a teleporting player c. Walk through a <i>Thornwall</i> d. "Dispel" a camouflage or blend ability</p>