

# THE MINDWARRIOR

by

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## CHAPTER 1 MINIMAL REQUIREMENTS

The MW belongs to the Warrior Class.

Ability Requirements : Strength 15, Wisdom 15  
Prime Requisite : Wisdom  
Allowed Races : Human, Elf, Half-Elf  
Proficiency slots or CP's : As fighter

## CHAPTER 2 INTRODUCTION TO THE MINDWARRIOR

A Mindwarrior is a fighter type class but doesn't fight only with his physical strength; he also uses his mental strength. He gains special mental powers (no this isn't a psionist) to empower himself and his sword. When he is born he has a special birthright: When he reaches age 18 he will receive a special weapon ;it is a mind sword +1 (see chapter 4 for attributes). He then will be a mindwarrior for his life time until he loses his weapon or he is dead.

## CHAPTER 3 MINDWARRIOR EXPERIENCE TABLE

### EXPERIENCE TABLE

LEVEL	XP	HD D10	TITLE (ONLY ON IMPORTANT LEVELS)
1	0	1	Apprentice Squire
2	2500	2	
3	5000	3	Squire
4	10000	4	
5	20000	5	Apprentice Mindwarrior
6	40000	6	
7	80000	7	
8	120000	8	

9	150000	9	Mindwarrior
10	225000	9+2	
11	300000	9+4	
12	600000	9+6	
13	1200000	9+8	Apprentice Mindleader
14	1500000	9+10	
15	1800000	9+12	
16	2250000	9+14	
17	2500000	9+16	Mindleader
18	3000000	9+18	
19	3200000	9+20	
20	5000000	9+30	MW of the Dark

To gain 20th the MW must also kill the current MW of the Dark.  
 In the end there can be only one... (Nope this is not the Highlander.)

#### CHAPTER 4 THE MIND SWORD +1 OR MS

(The attributes are given using the Player's Option: Combat and Tactics method.)  
 The Mindsword can be used 1 or 2 handed and it is always the character's primary weapon.

NAME	WT	SIZE	TYPE	SPEED	MELEE REACH
Mind Sword	6	M	S/P/B	Av(7)	1

DAMAGE VS.		
SML/MED	LARGE	KNOCKDOWN
1d8	1d10	d4

As you can see the weapon is compared to other weapons rather weak but...  
 As a Mind Warrior increases in levels he gains a 1 time use special power and that is used to improve his weapon (for those abilitys look at chapter 5).

#### CHAPTER 5 ABILITIES OF THE MINDWARRIOR

To use on of this skills you must forfeit 1 attack. The casting time is instant unless otherwise stated.

The Mindwarrior has the following abilities:

LEVEL	NAME	ABILITY	SPECIALS	EFFECT	SP COST
1	MW's	Detect	Always active	A	0
1	MW's	Concentration	Always active	B	0
1	MW's	Life	Touch an MW	C	0
1	MS's	reader	Touch an MS	D	0
3	Regenerate		Always active	E	0
3	Empower I		Touch your MS	F	0
3	Illusion		See below	G	2/round
3	Enhanced Str.		See below	H	10
5	Empower II		Touch your MS	I	0
5	MW's	Communication	See below	J	5
5	Enhanced Dex.		See below	K	10
5	Enhanced Regeneration		Always Active	L	0
9	Empower III		Touch your MS	M	0
9	Enhanced Con.		See below	N	10
9	Advanced Regeneration		Always Active	O	0
9	Killer Combo		See below	P	50
13	Empower IV		Touch your MS	Q	0

13	Enhanced Wis.	See below	R	10
13	Purify Self	See below	S	100
13	Summon Familiar	See below	T	100
17	Empower V	See below	U	0
17	Chain of Command	See below	V	10
17	Blaster Beam	See below	W	50
17	Relimb self	Always Active	X	0
20	Summon MW	Summons an MW	Y	15
20	Manipulate Elements	Point at an Element	Z	10

A= If an MW is within 30 feet you can sense it.

B= This power allows you to concentrate so that all your physical and mentally checks have a +2 or 15% extra chance to succeed.

C= With this power you can touch an MW and it shows the current state of his life (age, HP, diseases, poisons and curses),

D= With this power you can touch an MS to show the MS's stats.

E= This ability allows you to regenerate 1 HP/5 rounds.

F= See chapter 6 for info on Empower.

G= This allows you to create an illusion like the spell Advanced Phantasmal Force.

H= This ability increases your strength by 1d4 points for 1d4 rounds.

I= See chapter 6 for info on Empower.

J= This ability allows you to communicate mentally with another MW within sight.

K= This ability increases your dexterity by 1d4 points for 1d4 rounds.

L= This ability allows you to regenerate 1 HP/2 rounds.

M= See chapter 6 for info on Empower.

N= This ability increases your constitution by 1d4 points for 1d4 rounds.

O= This ability allows you to regenerate 2 HP/2 rounds, but it also regenerates wounds caused by acid and fire.

P= This ability allows you to increase your number of attacks to 5 attacks/round for 1d4 rounds.

Q= See chapter 6 for info on Empower.

R= This ability increases your Wisdom by 1d4 points for 1d4 rounds.

S= This ability heals you of all the curses, diseases and poisons after using this ability. You will need to rest for 1d4 weeks afterwards.

T= Summons a pseudodragon or a normal creature to assist you.

U= See chapter 6 for info on Empower.

V= This ability allows you to give a command to an MW that is in your clan.

W= This ability allows you to shoot a beam of destruction from your MS. It deals 1d100 points of damage and can cause structural damage.

X= This ability allows you to regenerate a lost limb, but the original limb is needed and it must be put in place at the time the ability is used.

Y= This spell allows you to summon an MW that is in your clan.

Z= This ability gives you the total might of the world, and that is... Control and manipulation of the elements. That means that... you can throw water, fire, earth and air out of your MS; that you can increase or decrease all kinds of effects by 10%; all damage sustained from the elements are halved; you can survive on the 4 elemental planes.

## CHAPTER 6 THE EMPOWER SKILL

The Empower Skill allows you to upgrade your sword but... How does it work?

Well let's start with the strength of the various Empower skills.

EMPOWER	NO. OF EMPOWERS	EMPOWER STRENGTH POINTS/EMPOWER
I	5	1
II	4	2
III	3	3

IV	2	4
V	1	10

You cannot use multiple empowers to receive 1 power.

MS SKILL	STRENGTH POINTS NEEDED	WHAT DOES IT DO?
+1	5	Gives a +1 (up to +5 total)
Mage Spell	1/spell level	Gives a spell once a day
Priest Spell	3/spell level	Gives a spell once a day

## CHAPTER 7 LEVEL 9 - THE CHANGE

When you reach level 9 you aren't a lone MW anymore. You then can begin to create a clan you will attract 5d4 MWs of 1st level and 1 of 2d4th level. All these MWs will be loyal to you and will never try to throw you off your position unless The Elections have begun.

## CHAPTER 8 THE ELECTIONS

When a follower gains 9th level he can challenge you for the leadership of the clan. This procedure is named The Elections. The Elections are a series of games that must be completed by both parties. The games are:

### 1 The Quest

The Elections always begin with a quest. The quest is decided by the current leader and they both must complete it. The one who first can complete the quest gains 5 points. The quest must be on the same plane where the clan guild is and spells like teleport may not be used.

### 2 The Test of the Leader

The Test of the Leader is a game where both parties recruit 10 men and then try to take a castle. The 2 castles they try to take must be of the same strength. The one who comes closest to victory with as little resources as possible gains 2 points. And again no funky spells like teleport or spells that instant kill all soldiers in the castle in one instant are allowed.

### 3 The Test of the Warrior

The Test of the Warrior is a game where both parties are battling each other in an arena. The battle will go on until one party gives up. The one who wins gets 3 points.

### 4 The Test of the Survival

As 3 but not in an arena but in an environment chosen by the leader. The winner gets 4 points.

After all the games are played then the clan members will vote. The one with the most votes gets 2 points. The one who has the most points wins the contest and stays leader. If the challenger loses he also loses all his levels and XP down to 8th level. If the challenger wins then the current leader is banned from the clan. If you are banned from the clan you must find followers on your own.

## CHAPTER 9 COPYRIGHT NOTICE

I know it SUCKS but... Please only distribute this with the following message, and only if the manual of the MW is complete and no things are changed in it. If you got any suggestions please e-mail me at: cdesousa@pi.net.

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MW was developed by:  
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Visit my homepage of AD&D at:  
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