

A preview of the nine combat specializations in Maelstrom LARP

Combat Specializations

Combat specializations give players access to powerful attacks and abilities that make them more effective in battle. These specializations are divided into two main types: five **Magic** and four **Martial**. Magic specializations focus on using spells to control or influence different forces, while Martial specializations include fighting skills and strategic combat moves. In *Maelstrom*, Martial specializations are linked to elemental powers, giving them a mystical edge.

In addition to these special abilities, every player can gain the ability to use basic spells called **Arcane Spells** and simple combat moves called **Routines**, no matter what specialization they choose.

- **Arcane Spells:** These are simple, flexible spells that help players heal, strengthen their allies, or cause damage, even if magic isn't their main focus. In addition, the Arcane Circle Spell allows players to combine their powers to make their spells stronger when they work together, and it is just one example of what special Arcane spells may be found.
 - Spell Examples:
 - Arcane Circle: A noticeable circle must be drawn for this spell to be cast. This spell does nothing by itself, but other circle spells may be cast on top of it, causing it to have multiple effects.
 - Mend Wounds: Caster may heal 1 HP per 1 mana spent on target by touch.
- **Routines:** These are basic fighting moves that help players improve their skills in battle. These techniques allow for simple weapon attacks or help resist common effects during a fight, making players more adaptable even without advanced training.
 - Routine Examples:
 - Shod With Steel - Resist Slow
 - Stonefist - +1 melee damage for the next combat.

Schools of Magic

- **Discordance** is the school all about changing the flow of combat. These mental focused mages can strengthen their allies or weaken their enemies; making it

harder for their opponents to fight back. They are experts in controlling the battlefield, ensuring that their side has the advantage.

- Spell Examples:
 - Unbreakable Will: Target gains Shroud Mental
 - Disrupt the Mind: Target is affected by Mental Stun 5
- **Necromancy** delves into the manipulation of life's processes; granting practitioners control over the forces of decay, disease, and death. Mages of this school can spread sickness, hasten the dying process, or halt it entirely, using their abilities to influence life and death in equal measure. Their expertise with metabolic magic allows them to manipulate the body's natural energies, making them feared both for their morbid powers and for their mastery over death.
 - Spell Examples:
 - Command Undeath - Target undead is affected by Abyssal Command
 - Taste of Death - Target is affected by Drain Life
- **Obeah** is dedicated to healing and protective magic; teaching practitioners to cast spells that shield and restore. Mages in this school specialize in dispelling effects and using magical barriers to protect allies from harm, making them pillars of resilience on the battlefield. Their advanced knowledge of restorative magic enables them to bring back the fallen, preserving life against all odds.
 - Spell Examples:
 - Ward of Purity: When struck by Poison, Reflect Arcane Poison
 - Healing Sleep: Target is affected by Sleep; at the end of 1 minute, target is restored to full HP
- **Oppression** is a battle-oriented school that combines weapon-based combat with offensive spells; amplifying physical damage and causing direct harm to foes. Practitioners of this school learn to wield weapons and cast aggressive spells in tandem, maximizing their impact in close combat. Their mastery of destructive magic allows them to dominate opponents with raw power and relentless attacks.
 - Spell Examples:
 - Oppress the Fragile - When activated, your single melee attack calls +3 Physical Wither
 - Tyrant of Time - Target is affected by Stasis
- **Vigilance** emphasizes defense; combining magic with shield-based combat to protect allies and reinforce armor. Mages of this school specialize in shield techniques, using spells to mend broken armor and bolster defense lines. Their focus on durability and protection makes them invaluable guardians in battle, able to withstand intense assaults while ensuring their allies remain safeguarded.
 - Spell Examples:

- Guardian of the Weak - When activated, caster may use Shield Block.
- Greater Bulwark - Repair 25 armor

Schools of Battle

- **Blazing Steel** focuses on raw power and unrelenting aggression, training fighters to maximize damage output in combat. Fighters in this school learn techniques to overwhelm opponents with force and disregard restrictive effects like crowd control that would hinder less determined warriors. Their training instills an unstoppable momentum, allowing them to cut through foes with relentless fury.
 - Example Techniques:
 - Berserker's Rage - Caster is affected by Berserk. You cannot use a resist/shroud/cloak to defend against this effect. This technique may be used if you are affected by a Berserk in another way. For as long as the caster is Berserked, call +10 damage with melee weapons.
 - Blazing Sword: allows for +4 melee damage, or damage +7 if using a 2 handed weapon for the next encounter.
- **Falling Cascade** emphasizes finesse and precision; instructing warriors in the art of parrying attacks and countering with status effects. These fighters often use a one-handed weapon and leave the off-hand free, focusing on flexibility in defense with quick, and often deadly, responses. This school prioritizes timing and agility, allowing fighters to disrupt enemy tactics and neutralize threats with skillful counters.
 - Example Techniques:
 - Dance with Blades: allows for +3 melee damage damage / +6 if using a one handed weapon and nothing in the off hand for the next encounter.
 - Crippling Strikes: When activated, your melee attack calls <damage> Freezing Web
- **Flashing Vengeance** trains fighters to move swiftly and strike from the shadows, using small weapons or short swords to deliver deadly effects. These fighters specialize in slipping behind enemies, targeting weak spots, and applying status effects that incapacitate or overwhelm foes. Their combat style focuses on agility, stealth, and exploiting openings to dispatch enemies with ruthless efficiency.
 - Example Techniques:
 - Assassinate: When activated, your next melee attack from behind calls <damage> Shocking Death

- Cut Away Life: Pick a target. You may only choose one target. Target must die before a new one is chosen. Call +8 damage against your target.
- **Granite Tower** teaches a defensive approach; training warriors to withstand attacks and protect others by absorbing damage. Fighters specializing in this school typically use a shield and focus on techniques that allow them to take on the heaviest hits without faltering. They can also reflect crowd control effects back at attackers, turning enemy tactics against them while remaining steadfast.
 - Examples Techniques:
 - Rock's Resolve: Pick a target. You may only choose one target. Target must die before a new one is chosen. You gain Threshold 5 against that target.
 - Steady as the Mountain: Caster may use resist mental.