

Swordsman- Proficient in the commonest of medieval weapons, these fighters follow a time honored fighting style. Used from legionnaires to Vikings, the sword has proved itself throughout the ages as a steadfast fighting implement. Useful for both attacking and parrying, it has a greater claim to versatility than any other weapon.

**L1- Weapon Specialization**

Associated Skill: Melee

Required Skill: 3d6 Base: 5

The character is especially apt at the use of a specific weapon of the sword class, as well as any artifact derivations. This discipline may be taken multiple times for different weapon (each new weapon starts with the first level of the discipline). If any discipline is to use this as a requirement, then this must be in the weapon(s) that they're currently using.

Each time this is taken the weapon type either receives a 5% bonus to its damage or its rate is reduced by 3%. Take the example of a weapon with the damage of str+25 and the rate of 25. If this discipline was taken twice for damage and three times for rate then the weapon would deal the damage of str+28 with the rate of 23. This may, at most, raise the damage by 50% and reduce the rate by 30%.

**L2- +2 Melee** when using swords.

**L3- Draw Strike**

Associated Skill: Melee

Required Skill: 4d6 Base: 10

Requirement: Weapon specialization (swordsman discipline) and lightning reflexes (general discipline)

Able to draw and strike with their weapon in an instant, the character is never truly unprepared for a fight. This can be a profound advantage when trying to keep from appearing hostile, but sensing the possibility of a fight. This can't be used if the character is caught off guard (such as ambushed). If using a heavy sword, then this discipline simply adds three to agility rolls for initiative for each time this is taken (rather than the effects listed below).

- 1- They are uncontested when figuring out who draws their weapon first (with the exception of others with this discipline). Thus, they always get the first turn when starting combat at close range (given that everyone spends the first round drawing their weapons).
- 2- The character can wait and draw in the midst of another person's turn. This can be useful when combined with the parry discipline, allowing the character to appear defenseless when they're not.
- 3- The character can draw and attack with their weapon in the same round. If their enemies are busy drawing for the first round then this means that they get a free attack. Only one strike may be made (don't apply the weapons rate).
- 4- If the character waits, then they can draw and **retaliate** against an enemy that attacks them. When doing this they only make one attack.
- 5- When drawing to attack or retaliating, the character makes a full attack (with the weapon's rate applied).

**L4- This class now provides +4 melee** when using swords.

**L5- Feint**

Associated Skill: Melee

Required Skill: 5d6 Base: 10

Requirement: Weapon specialization x 2 (swordsman discipline)

The swordsman can skillfully maneuver their weapon to falsify attacks without committing themselves to a blow. This makes defending against their attacks particularly difficult. When an enemy tries to use a defense method they have a loss. For dodges and parries, the loss is from associated subskill rolls. Shields suffer a loss in their chance to block. This loss is equal to the number of attacks the character makes times the times this discipline has been taken (up to ten).

**L6- This class now provides +6 melee** when using swords.

**L7- Thrust**

Associated Skill: Melee

Required Skill: 6d6 Base: 50

Requirement: Weapon specialization x 3 (swordsman discipline)

Stabbing isn't commonly done in combat, but can be a useful mode of attack if properly done. The drawbacks are that it doesn't allow for multiple attacks (don't apply the weapon's rate) and takes a round to pull out of the victim. However, it deals much more damage often making it worth while. When this is done the weapon loses any special properties (like area effect). Bonuses or losses to stats and things concerning the hit rate (like strike 1/2) are unaffected. If the weapon strikes less than once a round then subtract fifteen from the accuracy of the stab for each round (for an example, a sword with strike 1/3 would have -30 accuracy).

- 1- Stabbing doubles the damage of the attack.
- 2- When stabbing the attack has **armor penetration (strength damage roll in percent)**.
- 3- Stabbing triples the damage of the attack.
- 4- If using a heavy sword and the enemy is killed, then it no longer takes a round to pull the sword from the victim's corpse. If the sword is of a medium weight then it can be withdrawn regardless of if the foe dies. If light, the sword can not only be withdrawn but the rate is applied, but doubled.

5- Stabbing quadruples the damage of the attack.

**L8-** This class now provides +8 melee when using swords.

**L9-** Slash

Associated Skill: Melee

Required Skill: 7d6 Base: 50

Requirement: Weapon specialization x 7 (swordsman discipline)

The character is adept at a technique where they run by an enemy, making an especially long stroke. This can be especially effective, not only for extra damage but because it allows the character to move, attack, move some more, and then deliver the rest of their attacks (they still have the option of dealing all the attacks to a single foe). This modifies the first attack that the character makes, providing a percent bonus to the total damage equal to twenty five times the number of times this discipline has been taken (up to ten times).

There are a couple of drawbacks to this sort of attack. First, this can't be used against enemies that are close or engaged with them (they must strike when dashing). Secondly, the character is prone to attack for a round afterward, unable to use defense methods.

**L10-** This class now provides a bonus to melee equal to the character's level when using swords.

Weapon Mastery

Associated Skill: Melee

Required Skill: 8d6 Base: 300

Requirement: Weapon specialization x 10 (swordsman discipline)

The character has obtained the pinnacle of skill with a specific weapon, able to use it at its utmost potential. Like weapon specialization, this applies to artifact derivations and can be taken multiple times for different weapons (each new weapon starts with the first level of the discipline).

When the character takes this discipline they pick one of two effects. The first is to double the critical range. The second is to double the critical effect for the normal range (such as +4 to +8, x2 to x3, or x3 to x5). If they have weapon specialization x 15 (swordsman discipline), then this may be taken a second time for the other effect. For an example, take a weapon with the critical range of three and the effect of "damage x 2". If this discipline was taken twice then the critical effect would be "damage x 3" if it fell within the range of one to three, and "damage x 2" if it fell within the range of four through six.

If the character has weapon specialization x 20 (swordsman discipline) then this may be taken a third time for a special effect. Their blade may dance from foe to foe, never ceasing its movement. This is useful when surrounded, allowing graceful attacks against all foes within reach. Still apply accuracy, but not the weapon's rate. Rather, the number of times that they strike each foe is a tenth of their level if using a light sword, twentieth if medium, and thirtieth if heavy.

Fencer- These swordsmen have gone beyond the use of a sword as a simple weapon. For them it is their shield and armor as well, able to block an enemy's blows to defend them just as well as any protection. Accustomed to the pattern of blow and counter blow, they can maneuver the course of a fight to give them an edge in their attacks as well.

Requirement: Swordsman (level 3)

**L1-** Parry

Associated Skill: Melee

Required Skill: 5d6 Base: 30

Requirement: Weapon specialization x 3 (swordsman discipline)

The character can use their sword to fend off the attacks of others. Lighter swords are able to block attacks with greater ease, but they often break under the strain. This can't stop brawling attacks or missile weapons. The character can defend against a number of attacks to their front arc equal to the number of times they've taken this discipline. To block, the character rolls their melee (accuracy). If it is...

... less than half the attacker's accuracy, the attempted parry fails and the blocker can't take their next turn.

... less than the attacker's accuracy, the attempted parry fails.

... at least equal to the attacker's accuracy, the attack is blocked and the blocker can't take their next turn.

... at least one and a half times the attacker's accuracy, the attack is blocked.

1- The character can parry blows as long as the base damage is less than their base damage with their sword. If the attacker makes an attack with a multiplier (usually a critical attack), then subtract half of the damage from the sword's durability.

For an example, say that an attack is made with the accuracy of thirty, damage of forty, and a critical effect of "damage x 2". The defender makes an accuracy roll of thirty five, rolls a base damage of fifty, and their sword has the durability of twenty five. Since the defender's accuracy and base damage is higher than the attacker's, the attack is blocked. The blocker doesn't take their next turn (since they didn't get the accuracy of forty five), and their sword is dealt forty damage (since the attacker has a blow with a

- multiplier), breaking the sword.
- 2- The defender can slope their sword to avoid some of the harm caused by blocking. Subtract a fourth of the damage from the sword's durability upon blows with a multiplier.
  - 3- Double the blocker's base damage when comparing it to the attacker. Parries can be made against thrown weapons.
  - 4- Even more proficient at redirecting an enemy's attack, rather than directly blocking it, they can reduce the harm to a tenth of the attacker's damage upon blows with a multiplier. If the character is dual wielding swords then their melee (accuracy) is one and a fourth times as high when they block.
  - 5- Triple the blocker's base damage when comparing it to the attacker. When parrying, if the blocker has double the accuracy of the attacker then they can knock the opponent's weapon(s) from their hands. Light weapons are hit far enough away that they take 1d4 rounds to retrieve and medium weapons take one round. This character may attempt to catch them using their agility (if they have a free hand). Heavy weapons and those attached to the attacker aren't affected.

**L2- Riposte**

Associated Skill: Melee

Required Skill: 6d6 Base: 25

Requirement: Parry x 2 (fencer discipline)

The fencer is experienced in the pattern of blow and counter blow. They naturally try to put their opponent at a disadvantage in terms of position when parrying. This either boosts the effectiveness of their future attacks or allows them to make a **retaliation**.

A successful parry requires that the fencer's makes a melee (accuracy) roll of one or one and a half times the attacker's accuracy. Any excess over this is conserved as a bonus to be used later against that foe. Twenty five percent of the excess is conserved for each each time this discipline is taken (up to six). This continues to grow with each successive parry until it is either used or the engagement ends. The bonus can either be used as the melee roll in a **retaliation** after a parry or as a bonus to the melee roll in an attack against that foe.

For an example, say that a fencer has taken this discipline six times and is in a dual. An attack is made against them with the accuracy of 33 and they parry with a melee (accuracy) of 67. Since they needed a roll of 50 to parry and still have their next turn, they now have the bonus of 26 against that foe. They take their turn (but don't use the bonus), then parry their opponent's next attack. This time the attack has the accuracy of 48 and the melee (accuracy) of the parry is 59. The bonus gets an additional 17 to become 43, but the fencer doesn't take their next turn. At this point the fencer could either **retaliate**, having an attack with the melee roll of 43, or continue to save it (perhaps adding 43 to the melee a later attack).

**L3- Blind Block**

Associated Skill: Melee

Required Skill: 6d6 Base: 100

Requirement: Parry x 3 (fencer discipline) and peripheral vision

The fencer is able to track foes lying in their periphery well enough to counter their assaults. This is invaluable when surrounded, enabling the character to protect themselves from attacks coming from all sides.

- 1- The character can parry attacks from their left or right arc (character decides on their turn).
- 2- The character can parry attacks from both their left and right arcs.
- 3- The character can parry all arcs (including behind themselves).

**L4- Lure**

Associated Skill: Melee

Required Skill: 7d6 Base: 500

Requirement: Parry x 4 (fencer discipline)

The fencer can make themselves appear prone to attack without actually becoming vulnerable. This is useful in luring foes into making an unwise attack against them rather than assaulting allies or running away. Resisting this temptation is based on the target's willpower and combat experience. If the fencer's melee (accuracy) plus their level is higher than the target's willpower plus five times their combat base then they fall for the trick. This only works against foes that are at least slightly inclined to attack anyway. For an example, this wouldn't have an effect against unarmed or mortally wounded foes.

**L5- Blade Shield**

Associated Skill: Melee

Required Skill: 8d6 Base: 250

Requirement: Parry x 5 (fencer discipline)

The fencer can swing their sword in a fast paced pattern that forms a virtual shield. This is very tiring, requiring an endurance roll of five for each round it's performed. It blocks any number of attacks of any sort (including missile weapons). However, it lightens rather than stops passing blows, reducing the base damage by that of the swords. If this blocks a brawling attack then the swords injure the attacker.

This takes up the fencer's turn, during which they roll their melee (accuracy). Half of this (three fourths if dual wielding swords) times the number of times this discipline has been taken (up to three) minus the sword's rate is the percentage chance that each individual attack is blocked. The maximum chance that this will block an attack is a hundred percent minus the sword's rate. This can protect multiple arcs if the character has the blind block discipline, dividing the percentage chance of blocking evenly among the arcs.