

Pikeman- Among the most ancient of weapons, polearms were used to devastating effect in the Macedonian phalanx as well as a countermeasure against medieval cavalry. Their primary appeal comes from their reach, allowing enemies to be dispatched at a safe distance. However, the weapon is less than ideal in close range fighting, making it best in conjunction with allies.

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 polearm 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 polearms.

L3- Ranks Associated Skill: Melee Required Skill: 4d6 Base: 45

Requirement: Weapon specialization (pikeman discipline)

Polearms have historically either been used in groups or with other weapons to overcome their shortcomings. With their added reach, they can be used when behind the front lines, or a shield wall. With this discipline the pikeman can make stabbing attacks when covered by allies or barriers (requiring foes to either break through or circumnavigate the obstacle to attack this character).

L4- +4 Melee when using polearms.

L5- Proximity Associated Skill: Melee Required Skill: 5d6 Base: 15

Requirement: Weapon specialization x 2 (pikeman discipline)

The disadvantages of fighting at close range can be somewhat mitigated with experience. By maneuvering to keep the enemy at a distance and holding the polearm closer to the point a pikeman can often hold his own in duels.

- 1- The pikeman is able to use their polearm in a pinch to distract their enemy long enough to bring out another weapon. This only works if engaged with a single enemy (often the time is bought by tossing the polearm at the foe). The agility roll to draw the spare weapon (if necessary) is doubled.
- 2- The penalty for using a polearm at close range is reduced to ten.
- 3- While polearms only have one truly deadly side, its butt can be used just as well as any staff. This is only helpful if the pikeman is being approached from two opposing arcs, stabbing normally at one and clubbing the other. This deals str+10 damage with the critical range of 3, adding fifteen points of damage. This strikes the same number of times as their regular attack.
- 4- The penalty for using a polearm at close range is reduced to five.
- 5- The effect of bashing with the butt of the polearm is improved to str+20 damage with the critical range of 6, adding thirty points of damage.

L6- +6 Melee when using polearms.

L7- Executioner's Arc Associated Skill: Melee Required Skill: 6d6 Base: 40

Requirement: Weapon specialization x 4 (pikeman discipline)

With its great length, polearms can deliver devastating harm by making use of angular momentum. This was used in medieval times to crush armor by attaching an axe blade or hammer to the end of the shaft (leading to much of the variety in polearm design). More common as a coup de grace against heavy armor rather than a casual attack, this requires a baseball bat like swing that is too time consuming for most situations.

This requires a round of preparation to strike someone at the stabbing range of the polearm. This alone greatly limits the usefulness, for its unlikely that enemies will willingly walk into the proper range at just the right moment. Rather, this is most useful against someone unaware, stunned, or otherwise unable to avoid the attack.

There can be a variety of complications in using the weapon this way, for instance the weapon must be able to strike (not just stab). There also must be room to swing (making this useless in corridors and caves). In addition, the timing can be tricky, requiring double the normal accuracy to hit. On the up side, connection often means instant death, or at least the splintering of whatever they hide behind. This uses the striking stats of the weapon and can only make one attack that round.

- 1- Double the critical range and effect of the attack. See weapon mastery (pikeman discipline) for specifics.
- 2- This may be used with set (sentry discipline) for additional damage due to momentum. Bonuses damage for momentum can also come from the pikeman's movement (such as if they leap off a building, swinging downward). The game master will need to judge additional damage and difficulty.
- 3- Double the base damage of the polearm (such as str+17 to str+34).

- 4- The pikeman's finesse plays a part in the timing of blows, adding their agility to the accuracy.
 5- Triple the base damage of the polearm (such as str+17 to str+51).

L8- +8 Melee when using polearms.

L9- Cyclone Associated Skill: Melee Required Skill: 7d6 Base: 20

Requirement: Weapon specialization x 7 (pikeman discipline)

The pikeman can spin with their weapon, striking at all arcs on their way from one location to another (within half of their walking distance). This can be useful in dispatching clusters of foes or clearing a passage past them. The attack still uses the hit x of the weapon to determine how many times everyone within reach is struck. However, the character can't make targeted or critical blows. The attack deals 50% of the normal damage plus 10% for each time this discipline is taken (up to ten times). This makes use of the striking stats, requiring that there's a blade on the side. This also can't be used if there's (at any point) an obstacle within reach of the polearm, or an enemy in reach when starting. Substantial endurance is needed if this is done frequently.

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

Weapon Mastery Associated Skill: Melee Required Skill: 8d6 Base: 300

Requirement: Weapon specialization x 10 (pikeman 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 (pikeman 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 (pikeman discipline) then this may be taken a third time for a special effect. Attacks (both stabs and strikes) are made to force enemies to keep their distance, staying at the optimal stabbing range. Unfortunately for most enemies, this is out of range of the vast majority of weapons. The percentage chance of this succeeding is a hundredth of the dealt damage (minimum of one) times the pikeman's level (up to level fifty).