

Knave- Warriors often scoff at the use of daggers and other small weapons, but if they turn their backs on a knave they may think otherwise. These are specialists of small weapons, skilled at slashing and stabbing their foes at extremely close range. They almost exclusively dual wield, for this is a simple feat with these weapons, and their insubstantial damage makes them poor otherwise.

L1- Weapon Specialization Associated Skill: Brawling Required Skill: 3d6 Base: 5

The character is especially apt at the use of a specific weapon of the small weapons 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 Brawling when using small weapons.

L3- Coup de Grace Associated Skill: Brawling Required Skill: 4d6 Base: 10

Requirement: Weapon specialization (knave discipline)

When an enemy is no longer able to defend themselves the character can give them a quick, clean death. This may only be used against incapacitated or mortally wounded foes (those either unable to move or below the vitality of one) and has the properties of an **instant death**. This can't be used against sleeping or flat footed enemies, since it requires very specific placement which is not commonly prone to attack. This may be done against a number of enemies each round equal to the number of times that this discipline has been taken (up to five), given that they are able to reach the foes in that round.

L4- This class now provides +4 brawling when using small weapons.

L5- Double Strike Associated Skill: Brawling Required Skill: 5d6 Base: 125

Requirement: Ambidextrous (general discipline) and weapon specialization x 3 (knave discipline)

Their size makes small weapons the best able to compliment each other when dual wielded. With this discipline the character is able to take advantage of it. They may convert their off hand's damage into a percent bonus for that of their dominant hand. Both weapons must have the weapon specialization requirement.

- 1- This converts a third of the off hand's damage.
- 2- This converts half of the off hand's damage.
- 3- This converts the full damage of the off hand.

L6- This class now provides +6 brawling when using small weapons.

L7- Cross Block Associated Skill: Brawling Required Skill: 6d6 Base: 30

Requirement: Double strike (knave discipline)

With skillful use a pair of small weapons can be used to parry blows. This is mostly done by knocking weapons aside or crossing the blades to catch attacks. This is a delicate defense, unable to stop strikes in which the damage from the attacker's strength is higher than the defender's level. Anything that multiplies the strength damage multiplies this requirement as well. Each round this can block a number of attacks equal to the times this discipline has been taken or until they fail to stop an attack (whichever happens first). This can't stop brawling attacks or missile weapons, and attacks must be coming at the character's front arc.

- 1- The percentage chance that the character will be able to block depends on their skill with the weapons. If they attacked the previous turn, then the chance is equal to any excess accuracy over what they needed to hit. If they didn't take an action that round then they can use their full brawling (accuracy). Otherwise they can't use this discipline.
- 2- By making a targeted attack against the enemy's weapon it can be caught between the blades, **grappling** it. This requires that their brawling (accuracy) is higher than the enemy's accuracy roll. For the duration that the weapons are held each character can either drop their weapons or take any action that doesn't require their occupied hands (or movement from that spot). The enemy may attempt to break their weapon free, requiring a physique roll that's twice as large as their adversary's. To continue to hold the weapons the character must continue to have the higher accuracy, re-rolling each round.
- 3- Double the chance to block attacks.
- 4- If an attack is blocked and the brawling (accuracy) used was higher than the attacker's accuracy then the weapon may be **grappled** for a round (until the start of their next turn). Only one of the defender's weapons are occupied, freeing them to make a one handed strike (though they can't block further attacks with only one weapon).
- 5- Triple the chances to block attacks.

L8- This class now provides +8 brawling when using small weapons.

L9- Cutting Edge Associated Skill: Brawling Required Skill: 8d6 Base: 250

Requirement: Weapon specialization x 7 (knave discipline)

The character can spin hand held small weapons (ones that aren't attached to their hands) to make a saw like blade that can cut through just about anything. This takes a round of preparation to make such a strike, and requires that whatever's being struck isn't moving in the slightest. Thus, this can't be used against living (breathing) enemies, even if they are unaware or sleeping. However, this sort of strike can cut right though just about any material (**invulnerable** and some magic properties may be an exception), including things like support beams or bars.

If this discipline is taken a second time and the character is ambidextrous (general discipline), then they can make two strikes at a time (once with each hand). Both weapons must have the weapon specialization requirement.

L10- This class now provides a bonus to brawling equal to the character's level when using small weapons.

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

Requirement: Weapon specialization x 10 (knave 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 (knave 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 (knave discipline) then this may be taken a third time for a special effect. An undeniable guru with small weapons, the character can incorporate unarmed fighting styles into their use of small weapons. If they have the proximity, spring attack, bull rush, postures, or any fighting style disciplines of the martial artist class then they can be applied to the use of small weapons as well.

Cutthroat- Striking from the shadows, these are silent killers. Their weapons of choice don't especially support open combat, but rather that of quick death from behind. They make no claim to chivalry and scoff at the idea of a "fair fight", preferring to be certain that they live to fight another day.

Requirement: Knave (level 4)

L1- Backstab Associated Skill: Brawling Required Skill: 5d6 Base: 50

Requirement: Coup de Grace (knave discipline)

With small weapons the character is especially deadly in attacking unaware enemies. They can slide their weapons between the joints of armor or slit the exposed throat. This may only be used against flat footed enemies, and since they're directed at the most vulnerable area, there can't be a targeted sneak attack. The bonus critical applies to all blows (if the character strikes more than once in the round). This can only be used if the attacker can identify or reach a vulnerable location (for example, it can't be used against ghosts, giants, or an animated weapon).

1- Sneak attacks provide a **bonus critical** strike with the critical range of 10 and the effect of adding the attacker's level to the damage.

2- Sneak attacks have **armor penetration (half of the attack's accuracy)**.

3- For the critical roll of 5, the sneak attack's **bonus critical** strike deals x2 damage.

4- Sneak attacks also have **armor penetration (half of the attack's accuracy in percent)**.

5- For the critical roll of 1, the sneak attack's **bonus critical** strike deals x3 damage.

L2- Lacerate Associated Skill: Brawling Required Skill: 6d6 Base: 30

Requirement: Backstab (cutthroat discipline)

Backstabs against relatively unarmored foes are especially wicked. The wounds are long and rend the flesh, making death from blood loss common. If an enemy's armor is greater than the attacker's strength base, then this has no effect.

1- Backstabs have **open wounds (excess strength damage over the armor)**.

2- The range of the backstab's bonus criticals are doubled.

3- Backstabs have **open wounds (double excess strength damage over the armor)**.

4- The effects of the backstab's bonus criticals are doubled.

5- Backstabs have **open wounds (triple excess strength damage over the armor)**.

L3- Cripple

Associated Skill: Brawling

Required Skill: 6d6 Base: 30

Requirement: Backstab x 2 (cutthroat discipline)

Sneaky backstabs are made so that even if they aren't lethal, an enemy won't be able to effectively fight back (at least not immediately). The main effect of this is that it reduces the struck character's strength for a round. If this would reduce it below one, then the character is **stunned (1r)**.

1- Backstabs reduce its victim's strength base by one.

2- Enemies struck with a backstab can't **retaliate**.

3- Backstabs reduce its victim's strength base by two.

4- The struck character is winded, adding the damage dealt to the required tolerance (endurance) roll to do difficult things. This mostly affects things like having the breath to call for help, running, climbing, and other aerobic things rather than fighting. This lasts for 1d4 rounds.

5- Backstabs reduce its victim's strength base by three.

L4- Death Blow

Associated Skill: Brawling

Required Skill: 7d6 Base: 50

Requirement: Lacerate x 2 (cutthroat discipline)

When facing little armor the character is apt at going for a lethal blow. With surgical precision they strike the kidneys, jugular, or other vital area. Like the lacerate discipline, this has no effect if an enemy's armor is greater than the attacker's strength base. The effects largely depend on the roll for the bonus critical on the backstab. Add a fifth of the defender's level when considering it for this discipline. The attacker may choose to lessen the severity of the attack if they wish.

1- If the die rolls up to a seven then the blow incapacitates the character, rendering them unable to move their entire body. This paralysis lasts for 1d4 days or until they are healed. Needless to say, this disabled condition makes them easy pray to be finished off.

2- Subtract a thirtieth of the damage (after defense) from the bonus critical roll when considering it for this discipline.

3- If the die rolls up to a three then the foe is mortally wounded (in addition to being incapacitated). They lose consciousness, are reduced to the vitality of zero, and can essentially be left for dead. They die from blood loss after 1d10 minutes if not healed.

4- Subtract a twentieth of the damage (after defense) from the bonus critical roll when considering it for this discipline.

5- If the die rolls up to a one then they suffer an **instant death**.

L5- Furtive Slash

Associated Skill: Brawling

Required Skill: 8d6 Base: 85

Requirement: Backstab x 4 (cutthroat discipline)

With the utmost skill, a backstab can be pulled off against foes that aren't flat footed. This requires the craftiest handling of the weapon, making a stroke that's not only precise but sudden. This is excellent for opportunists, waiting in the shadows of a battle to strike the foe with his back turned.

1- The essence of backstabs is stealth, and the character is now proficiency enough to kill silently. Slain foes are caught and quietly lowered to the ground, using the attacker's sneak to see if others notice the death (if they can't see it).

2- The enemy must only be unaware of the character's presence for a sneak attack to be made.

3- The enemy must only be surprised by the attack for a sneak attack to be made (perhaps thinking that the character is fighting with someone else).

4- The enemy must only be unable to see the character for a sneak attack to be made (having their back turned or be blind).

5- As long as the foe isn't expecting a backstab, this can be used when face to face. The character may wish to keep their small weapons hidden until making the first strike, to make sure their foe doesn't reason out the obvious. The attack is so quick that it can be done in a crowd without anyone being the wiser. Even if actively watched, witnesses can't see the blade as the character brushes against their victim, delivering their blow. This can be very useful for sowing confusion or assassination.