

| Fencing Feats                         |               |  |   |
|---------------------------------------|---------------|--|---|
| Feat                                  | Style         | Prerequisite   | Benefit   |
| <b>General</b>                        |               |  |   |
| Athletic Strike                       | General       | Base Attack bonus +6 or more, Dex 13+ or Str 13+, proficient in weapon | -2 to initiative and -2 to your next attack, to perform an athletic feat  |
| Compound Attack                       | General       | Proficient in weapon, Base Attack 6+                                   | -1 to attack for one round to gain a +2 to attack the next round  |
| Counter Parry                         | General       | Proficient in weapon, Parry  | +4 to attack if the opponent attempts a Parry.  |
| Fancy Footwork                        | General       | Proficient in weapon, Dex 13+, Improved Feint                          | Use foot and body movement to confuse your opponent. See Desc.  |
| Fencing Style                         | General       | member of the faction or a teacher of the faction                      | Learn a Fencing Style   |
| Florentine                            | General       | Two-handed Fighting, Riposte   | Use one weapon for attack and one weapon to Parry; +2 to Riposte attacks  |
| Improved Piercing Attack              | General       | Piercing Attack  | Increase threat to critical range by 5 for one attack & effective against energy shields; -3 to your initiative & opponent gains a +3 to AC.  |
| Piercing Attack                       | General       | Attack bonus 2+, proficient in weapon                                  | Increase threat to critical range by 3 for one attack & effective against energy shields; -2 to your initiative & opponent gains a +2 to AC   |
| Stop-Thrust                           | General       | Parry, Base Attack 3+  | -2 to next attack; gain a +2 stackable bonus to next Parry attempt and a +1 to Initiative   |
| Wall of Steel                         | General       | Parry, base attack 6+  | Parry is no longer a standard action. Can perform multiple Parries. See Desc.   |
| <b>Ferro (House Decados)</b>          |               |  |   |
| Improved Sly Diversion                | Ferro         | Sly Diversion  | Sly Diversion is a Move Action  |
| Sly Diversion                         | Ferro         | Ferro style, Noble 4+  | When performing a feint, generate a penalty equal to the difference between the opponents Sense Motive and the Bluff roll. Standard action.   |
| <b>Katzgrief (House Hawkwood)</b>     |               |  |   |
| Improved Relentless Advance           | Katzgrief     | Relentless Advance   | Relentless Advance distance is increased to 5 ft.   |
| Relentless Advance                    | Katzgrief     | Katzgrief style, Str 13+ or Dex 13+                                    | Intimidate roll +4 vs. the opponents Will save & every successful Intimidate causes the opponent to step back 3 ft  |
| <b>Kido (House Li Halan)</b>          |               |  |   |
| Holy Cross Parry                      | Kido          | Kido Style, Parry  | Attempt a disarm as a free action right after a successful parry  |
| Justice of the Pancreator             | Kido          | Kido Style, Riposte  | If your opponent fails a Parry, you gain an extra attack at the same attack bonus as the one he tried to parry  |
| <b>La Destreza (The Hazat)</b>        |               |  |   |
| Almighty Hammer                       | La Destreza   | Mighty Hammer  | If roll a natural 20 on parry, automatically break the opponents weapon (if it can be broken naturally)   |
| Mighty Hammer                         | La Destreza   | La Destreza Style, Parry   | Upon a successful parry, for every 5 points over opponents attack total, parry causes 1 point of damage more to the weapon  |
| <b>Nirguna Durga (House al-Malik)</b> |               |  |   |
| Double Blade                          | Nirguna Durga | Florentine   | Duelist with this feat may fight two-handed as if always fighting with light weapons  |
| Second Strike                         | Nirguna Durga | Florentine, base attack +6 or higher                                   | May make a second attack if the first fails or is Parried   |
| <b>Manjusri (Brother Battle)</b>      |               |  |   |
| The Mighty Word of the Pancreator     | Manjusri      | The Word of the Pancreator, Knowledge: Omega Gospels 4+                | Like The World of the Pancreator feat, except that you can split the bonus up between your attack and your AC.  |
| The Word of the Pancreator            | Manjusri      | Knowledge: Omega Gospels 1+  | With a few passages from the Omega Gospels and spending a Wyrd point, can add ranks in Knowledge: Omega Gospels into Attack bonus for one round or add it to AC for a number of rounds equal to half Brother Battle level |
| <b>Myst (Mystblade Psychics)</b>      |               |  |   |
| Myst-Parry                            | Myst          | Parry  | Add Psychic levels into Parry attempt   |
| Myst-Riposte                          | Myst          | Riposte  | Add Psychic levels into Riposte attempts  |

| <b>Item Creation</b>      |    |  |   |
|---------------------------|----|--|---|
| Attune Fetish (Wyrdblade) | -- | Psychic 10 + or Theurgist 10+ or Brother Battle 10+        | See Desc. Modified from Core Rule Book.   |
| <b>Wyrdblade (Occult)</b> |    |  |   |
| Call to Hand              | -- | Psychic 11+ or Theurgist 11+ or Brother Battle 11+         | The occultist may summon the sword instantly to their hand as long as the occultist can see the weapon  |
| Focus Blade               | -- | Brother Battle 12+ or Theurgist 10+ or Psychic 11 +, Parry | The wielder may now use the blade to mentally focus themselves to the task at hand  |
| Greater Nimbus            | -- | Nimbus   | Each point of Wyrd stored in the Nimbus Wyrdblade acts as an occult shield for psychic or theurgic attacks by extending a field of protective energy  |
| Nimbus                    | -- | Brother Battle 13+ or Theurgist 10+ or Psychic 10+         | The wielder may treat the blade as though it were a Wyrd Tabernacle, with the maximum number of points that can be stored equal the to half wielder's Brother Battle or Theurgy or Psychic Level. |

## General Fencing Feats

These General Fencing Feats are available to Nobles, Soldiers, and Brother Battle as bonus feats in addition to their bonus social feats. In other words, instead of gaining a social feat as a result of leveling, they may gain one of these feats.

### Athletic Strike [General]

**Prerequisite:** Base Attack bonus +6 or more, Dex 13+, proficient in weapon

**Benefit:** With this Feat, you can take a –2 to initiative for the rest of the combat session and –2 to your next attack, to perform an athletic feat (using Climb, Jump or Tumble) like swing from chandelier, as a free action before your next attack.

**Normal:** Any athletic action would require at least a move action, sometimes a full action.

### Compound Attack [General]

**Prerequisite:** Proficient in weapon, Base Attack 6+

**Benefit:** With this Feat, you take a –1 to attack for one round to gain a +2 to attack the next round.

**Special:** This cannot be used on back-to-back pairs of rounds. There must be at least one round of normal combat between attempts.

### Counter Parry [General]

**Prerequisite:** Proficient in weapon, Parry

**Benefit:** With this Feat, you have a +4 to attack if the opponent attempts a Parry.

### Fancy Footwork [General]

**Prerequisite:** Proficient in weapon, Dex 13+, Improved Feint

**Benefit:** With this Feat, you can use your foot and body movement to confuse your opponent. When performing a Feint, you may add in your Dex bonus. If this feint succeeds, the opponent becomes stunned (-2 to AC and lose Dex bonus) for the next round.

**Normal:** A successful feint causes the opponent to lose Dex bonus for the next attack only.

### Fencing Style [General]

**Prerequisite:** member of the faction or a teacher of the faction

**Benefit:** With this feat, you have learned one of your faction or another if you have a teacher. You must learn the style of your own faction first. See House Styles for nobles, Occult Styles for Brother Battle or Psychics. Most styles have benefits and drawbacks, as well as a few feats available to you.

**Special:** This feat may be chosen multiple times, choosing a different style each time.

## **Florentine [General]**

**Prerequisite:** Two-handed Fighting, Riposte

**Benefit:** With this Feat, you use one weapon for attack and one weapon to Parry. You may Parry with your off-hand as a free action and Riposte as a standard action. This gives you a +2 to Riposte attacks.

**Special:** *Feat Synergy* – combined with **Wall of Steel feat**, you gain additional attack at the lowest end of your attacks. For example, if you full-attack bonuses are +7/+2, you actually get +7+2/+2 with Florentine and Wall of Steel feats.

## **Improved Piercing Attack [General]**

**Prerequisite:** Piercing Attack

**Benefit:** With this Feat, you increase your threat to critical range by 5 for one attack. However, you must take a –3 to your initiative for the rest of the combat session, and the opponent gains a +3 to his AC for that round. Because of the technique of strike, it is particularly effective against Shields. For attacks against energy shields, the amount added to the activate shield DC from damage is halved and the Piercing Strike ignores the first 5 points of DR.

## **Piercing Attack [General]**

**Prerequisite:** Attack bonus 2+, proficient in weapon

**Benefit:** With this Feat, you increase your threat to critical range by 3 for one attack. However, you must take a –2 to your initiative for the rest of the combat session, and the opponent gains a +2 to his AC for that round. Because of the technique of strike, it is particularly effective against Shields. For attacks against energy shields, use  $\frac{3}{4}$  (75%) of the damage to add to the activate shield DC and the Piercing Strike ignores the first 3 points of DR.

## **Stop-Thrust [General]**

**Prerequisite:** Parry, Base Attack 3+

**Benefit:** With this Feat, you must take a penalty of –2 to your next attack and you will then gain a +2 stackable bonus to your next Parry attempt and a +1 to your Initiative for the rest of the combat session.

**Special:** Can only be used once to combat session.

## Wall of Steel [General]

**Prerequisite:** Parry, base attack 6+

**Benefit:** With this Feat, a parry is no longer a standard action. It is actually a full-round action, but you can make as many parries as you have attacks in a Full-round attack, using the same attack bonus. Combined with *Riposte*, this can be a very effective feat.

**Normal:** A Parry takes a standard action to ready.

## Fencing Styles

### *Learning Fencing Styles*

Once the character chooses the **Fencing Style Feat**, they have access to benefits and drawbacks as well as bonus feats. The feats may be chosen each time the character gains a feat due to leveling (every 3<sup>rd</sup> Level), in addition to the general feat gained (allowing the character to gain two feats at once at certain levels).

**Special:** Duelist Prestige Class – At 1<sup>st</sup> Level, the Duelist gains the Fencing Style feat automatically.

### *Specialties and Drawbacks*

The specialties and drawbacks are basic characteristics of the style and their practitioners. In most cases, these apply at all times when the character is fencing. The idea behind it is that if you take up a style, you have learned it in such depth that your mind automatically defaults to it. So you take the good with the bad.

When the person has learned more than one style, all drawbacks and specialties apply. In some cases, they cancel out each other, and that's representative of the character using each of the strengths of each style to compensate for the weaknesses. All bonuses stack.

**House Fencing Styles:** Certain Houses teach their own styles. Primarily only members of that house learn it, but on occasion allied members of other houses have been taught. They are:

House Decados: Ferro

House Hawkwood: Katzgrief

House Li Halan: Kido

The Hazat: La Destreza

House al-Malik: Nirguna Durga

**Occult Fencing Styles:** Occult related groups practice all the following styles. Their unique talents allows any occultist to form a special bond with their blade, letting it perform as a focus for channeling their Wyrd. These are primarily available to Brother Battle (Manjusri) and Psychics (Myst).

## ***Ferro (House Decados)***

**Specialty:** Noble practitioners of the Ferro style (Ferroni) can add the following feat list to the list of Feats they can choose from when gaining a Bonus Social Feat. Athletic Strike, Compound Attack, Counter Parry, Fancy Footwork, Florentine, Parry, Piercing Attack, Riposte, Sly-Diversion, Stop-Thrust, Wall of Steel. **Drawbacks:** -2 to any Parry

### **Ferro Feats**

Anyone that learns this style of fencing gain access to the following feats:

#### **Sly Diversion [General – Ferro]**

**Prerequisites:** Ferro style, Noble 4+

**Benefits:** Decados Ferroni are particularly good at Feints. They have their own style of feints. When performing a feint, the Ferroni generates a penalty equal to the difference between the opponents Sense Motive and the Ferroni's Bluff. If successful, instead of losing their Dex bonus in combat, the penalty to the opponent is equal to that number generated. This is a standard action to perform, just like Feint.

#### **Improved Sly Diversion [General – Ferro]**

**Prerequisites:** Sly Diversion

**Benefits:** perform a Sly Diversion as a Move Action.

## Katzgrief (House Hawkwood)

**Specialty:** Due to the quick strike nature of Katzgrief, the duelist gains a +2 bonus to Feint and Parry attempts.

**Drawbacks:** The style is a little unimaginative, and does not always translate to the real world. The duelist suffers a -2 penalty to attack vs. any of the other styles.

### Katzgrief Feats

Anyone that learns this style of fencing gain access to the following feats:

#### ***Relentless Advance [General – Katzgrief]***

**Prerequisites:** Str 13+ or Dex 13+

**Benefits:** With this feat, as a free action before each attack, you may make a Intimidate roll +4 vs. the opponents Will save. If the previous attack dealt damage, add +2 to the Intimidate roll. Every successful Intimidate causes the opponent to step back 3 ft.

#### ***Improved Relentless Advance [General – Katzgrief]***

**Prerequisites:** Relentless Advance

**Benefits:** With this feat, your Relentless Advance distance is increased to 5 ft.



## Kido (House Li Halan)

**Specialty:** Kido practitioners gain +1 to attack with slashing weapons. If they fight two handed all their melee attacks are considered to have a +1 strength bonus. The Kido may also at any time during battle tap into their spiritual energies and spend one point of Wyrd to add +5 to any melee roll. **Drawbacks:** Those using Kido suffer a -1 penalty to attack using any non-slashing melee weapon.

### Kido Feats

Anyone that learns this style of fencing gain access to the following feats:

#### ***Holy Cross Parry [General - Kido]***

**Prerequisites:** Parry

**Bonus:** With this feat, you may attempt a disarm as a free action right after a successful parry. The opponent must have a weapon in order to disarm.

#### ***Justice of the Pancreator [General - Kido]***

**Prerequisites:** Riposte

**Bonus:** With this feat, if your opponent fails a Parry, you gain an extra attack at the same attack bonus as the one he tried to parry, and it cannot be parried. This attack is rolled immediately after the failed parry roll.

## La Destreza (The Hazat)

**Specialty:** The continuous motion of a diestro will provide them a natural advantage of avoiding melee strikes. La Destreza gain a +2 modifier to AC while fencing and +2 to parry rolls against a melee attack. They also gain +1 modifier to their feint attacks. **Drawbacks:** However a diestro is very focused on their opponent. When flanked, they suffer a -2 modifier to attack on anyone that is not the original opponent.

### La Destreza Feats

Anyone that learns this style of fencing gain access to the following feats:

#### ***Mighty Hammer [General – La Destreza]***

**Prerequisite:** Parry

**Benefits:** With this feat and a successful parry, for every 5 points over your opponents attack total, your parry causes 1 point of damage more to the weapon.

#### ***Almighty Hammer [General – La Destreza]***

**Prerequisite:** Mighty Hammer

**Benefits:** With this feat, if you roll a natural 20 on your parry, you automatically break the opponents weapon (if it can be broken naturally).

## Nirguna Durga (House al-Malik)

**Specialty:** Multiplicity is the very core of the Nirguna Durga style. Practitioners of Durga are skilled in Two-Handed Fighting and gain that Feat automatically. **Drawbacks:** However a Durga relies on the lightness of their clothes and the flowing momentum that they provide. Durgans are penalized for wearing any heavier than light. Medium armor imposes a -2 to attack. That penalty is increased by two each level of armor size larger than medium. Also, Energy shields are cumbersome for them and will through distraction give them a -2 penalty on their initiative when fighting in melee.

### Nirguna Durga Feats

Anyone that learns this style of fencing gain access to the following feats:

#### ***Double Blade [General – Nirguna Durga]***

**Prerequisites:** Florentine

**Benefits:** Duelist with this feat may fight two-handed as if always fighting with light weapons (-2 penalty to both attacks). If both weapons are light, then the Duelist suffers no penalty.

#### ***Second Strike [General – Nirguna Durga]***

**Prerequisites:** Florentine, base attack +6 or higher

**Benefits:** With this feat, you may make a second attack if the first fails or is Parried. This applies only to the first attack.

## Manjusri (Brother Battle)

The style of the Brother Battle, named after St. Manitus' holy sword. Like Mantok it is highly protected and is not taught to outsiders, however some penitent knights serving may be taught lower levels. At lower levels there is a deadly grace that flows between the blade and wielder, at higher levels the blade flies like death itself.

**Special Purchase:** At Level 1 Brother Battle in place of Mantok. Otherwise, he may take the Fencing Style feat to learn this style.

**Specialty:** This is a style that they say “flows like the grace of the True Sword of the Pancreator, the Omega Gospels.” This style can only be used with a Wyrdblade. When using a Wyrdblade that the duelist is attuned to, he gains a +2 to attack and a +4 to feints. Also, you may learn the Wyrdblade Feats at a level lower than the prerequisites require. Wyrdblade feats can be obtained as bonus feats. **Drawbacks:** -1 points to attack per point of Hubris.

### Manjusri Feats

#### ***The Word of the Pancreator [General – Manjusri]***

**Prerequisites:** Knowledge: Omega Gospels 1+

**Benefits:** With this feat, you use the power of the Word and the strength of your Holy Flame to enhance your abilities in fencing. With a few passages from the Omega Gospels and spending a Wyrd point, you can add your ranks in Knowledge: Omega Gospels into your Attack bonus for one round or add it to your AC for a number of rounds equal to half your Brother Battle level.

**Special:** If you use the bonus for your attack, you must roll for Hubris vs., DC 5 + bonus from Knowledge skill.

#### ***The Mighty Word of the Pancreator [General – Manjusri]***

**Prerequisites:** The Word of the Pancreator, Knowledge: Omega Gospels 4+

**Benefits:** Like The World of the Pancreator feat, except that you can split the bonus up between your attack and your AC.

**Special:** If you use the bonus for your attack, you must roll for Hubris vs., DC 5 + bonus from Knowledge skill.

## **Myst (Mystblade Psychics)**

This style is illegal even for penitents. Those who are caught practicing it are normally given over to the tender mercies of the inquisition. This style allows psychics to funnel their energies into their fencing with a mystblade, making them highly dangerous opponents.

**Benefits:** Wielders with a mystblade using the Myst style gain +2 on all their attack rolls. A Myst may learn Wyrdblade Feats at a level lower than the prerequisites require. **Drawbacks:** Users of Myst suffer a +2 to their Urge rolls DC

## **Myst Feats**

### ***Myst-Parry [General – Myst]***

**Prerequisites:** Parry

**Benefits:** With this feat, you may add your Psychic levels into a Parry attempt.

**Special:** You may spend up to 3 Wyrd to gain a +1d3 bonus to your Parry attempt.

### ***Myst-Riposte [General – Myst]***

**Prerequisites:** Riposte

**Benefits:** With this feat, you may add your Psychic levels into a Riposte attack.

**Special:** You may spend up to 3 Wyrd to gain a +1d3 bonus to your Riposte attack.

## Wyrdblades

### Rules Changes

#### ***Occult Feats***

Occult Feats are basically Feats available to those with levels in an Occult Class – Psychic, Theurgist, Brother Battle, and Beastfriend – any class that gives the player access to starting Wyr.

#### ***Attune Fetish [Item Creation]***

**Prerequisites:** Pyschic 10+ *or* *Theurgic* 10+ *or* *Brother Battle* 10+

**Special:** Wyrdblades are a special subset of Attune Fetishes. They are always weapons and are attuned for special use (see Wyrdblade Feats below). See below for the complete description of Attune Fetish (Wyrdblade). Mist Blades are of course the most commonly known Wyrdblades.

## Wyrdblade Feats

These are Feats that only can be performed by a Gifted individual with a Wyrdblade. They required Wyrdblade expenditure and require the use of a Attuned Wyrdblade.

### ***Attune Fetish (Wyrdblade) [Item Creation - Occult]***

**Prerequisite:** Psychic 10 + or Theurgist 10+ or Brother Battle 10+

**Benefit:** This feat allows the occultist to create a sympathetic link between them and their blade. The sword must be at least Masterworked. For Theurgists and Brother Battle, the sword also must be properly consecrated, while a psychic must have a soul shard embedded into the handle. When they have a sword ready they may perform a bonding process. The user performs a normal Attunement as in the Feat description. The Attunement level of a Wyrdblade is 11 + Masterwork Level. If the sword is a flux sword, the level is increased by +2. A Wyrdblade may be used like a normal Attuned Fetish from this point on.

### ***Call to Hand [Occult]***

**Prerequisite:** Psychic 11+ or Theurgist 11+ or Brother Battle 11+

**Benefit:** To achieve this feat the occultist may summon the sword instantly to their hand as long as the occultist can see the weapon. They may roll 1d20 + Occult Level vs. DC below. The type of action that this Feat requires is based on the DC.

|    |                 |
|----|-----------------|
| DC | Action          |
| 15 | Free action     |
| 10 | Standard Action |
| 5  | Full Action     |

This Feat requires an expenditure of 1 Wyrdblade Point.

### ***Focus Blade [Occult]***

**Prerequisites:** Brother Battle 12+ or Theurgist 10+ or Psychic 11 +, Parry

**Benefits:** The wielder may now use the blade to mentally focus themselves to the task at hand. While holding the blade, focusing on it and the connection it has with him, the occultist can parry missile attacks using a Parry, based on the type of weapon and Occult Level of the wielder.

| Weapon Type                              | Occult Level |      |       |       |
|--|--------------|------|-------|-------|
|  | 1-5          | 6-10 | 11-15 | 16-20 |
| Ballistic                                | 20           | 15   | 10    | 5     |
| Energy                                   | 25           | 20   | 15    | 10    |
| Occult                                   | 30           | 25   | 20    | 15    |
| Increase in Hardness per Wyrdblade Point | 2            | 4    | 6     | 8     |

This Feat costs 1 Wyrd Point plus 1 Wyrd point per a number of hard points (see table) to absorb the damage of the attack. The extra Wyrd is spent only at the player discretion at the risk of ruining his Wyrdblade.

### ***Greater Nimbus [Occult]***

**Prerequisites:** Nimbus

**Benefits:** With this Feat, each point of wyrd stored in the Nimbus Wyrdblade acts as an occult shield for psychic or theurgic attacks by extending a field of protective energy. This effect is treated like an occultic cloak, with a resistance value equal to the number of Wyrd points stored in the blade. The resistance value can be used as a DR vs damage causing occult powers or a bonus to saves vs. the power.

The shield costs 1 Wyrd point to activate.

### ***Nimbus [Occult]***

**Prerequisites:** Brother Battle 13+ or Theurgist 10+ or Psychic 10+

**Benefits:** The wielder may treat the blade as though it were a Wyrd Tabernacle, with the maximum number of points that can be stored equal the to half wielder's Brother Battle or Theurgy or Psychic Level. See Imbue Tabernacle feat for details on how they function.