

7th Sea School Handbook

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Key to Sourcebooks:

AH	= Arrow of Heaven
AV	= Avalon
CA	= Castille
CE	= Crescent Empire
CJE	= Cathay, Jewel of the East
CM	= 7th Sea Compendium
CN#	= Crow's Nest (issue #)
CP	= Church of the Prophets
DK	= Die Kreuzritter
FR	= Freiburg (box set)
EN	= Eisen
ES	= Explorer's Society
GM	= GM's Guide
IC	= Invisible College
IG	= Islands of Gold
KM	= Knights and Musketeers
LF	= Lady's Favor (GM's Screen)
LV	= Los Vagos
MO	= Montaigne
MR	= Montaigne Revolution
NM#	= NOM (issue #)
PG	= Player's Guide
PN	= Pirate Nations
RC	= Knights of the Rose & Cross
RI	= Rilasciare
SBN	= Sidhe Book of Nightmares
SD	= Sophia's Daughters
SF	= Scoundrel's Folly
SG	= Swordsman's Guild
SH	= Strongholds and Hideouts
US	= Ussura
VK	= Villains Kit
VO	= Vodacce
VV	= Vendel / Vesten
WOB	= Waves of Blood

Overview of Schools

A school represents a special area of study, usually in combat or weapons.

Each school includes 4 or more knacks. These knacks are treated as advanced knacks. As with other knacks, none of these knacks may be increased above 6 at hero creation.

You start at **Apprentice** level. To achieve **Journeyman**, you must have rank 4 in at least 4 knacks. To achieve **Master**, you must have rank 5 in at least 4 knacks.

Knacks are **not** unique per school, so if you have more than one school with the same knack, those knacks are considered the same knack in all ways.

Schools

Combat schools provide your character with expert training in a combat (usually a weapon such as a sword).

Nation	School	Weapon Type	Skills	School Knacks
Avalon	Andrews ^(SG 87)	Fencing Sword	Athlete + Fencing	Lunge / Feint / Riposte
	Donovan ^(PG 147)	Short Sword + Buckler	Buckler + Fencing	Bind / Disarm / Riposte
	Goodfellow ^(AV 96)	Bow	Archer + Hunter	Arc / Disarm / Tagging
	Peecke ^(SBN 28)	Quarterstaff	Athlete + Staff	Beat / Feint / Corps-a-corps
	Robertson ^(SG 90)	Fencing Sword + Cloak	Cloak + Fencing	Double-parry / Entangle / Feint
	Finnegan ^(AV 95)	Fist fighting	Pugilism + Wrestling	Bob n' Weave / Corps-a-corps / Disarm
	MacDonald ^(AV 97)	Claymore	Athlete + Heavy Weapon	Beat / Lunge / Pommel Strike
Bryn Bresail	Fadh-Righ ^(SBN 28)	Spear + Buckler	Buckler + Polearm	Bind / Lunge / Tagging
	Faileas ^(SBN 29)	Fencing Sword	Courtier + Fencing	Feint / Reflect / Wall of Steel
Castille	Aldana ^(PG 146)	Fencing Sword	Courtier + Fencing	Feint / Riposte / Tagging
	Gallegos ^(CA 95)	Fencing Sword	Athlete + Fencing	Feint / Riposte / Tagging
	Gustavo ^(LV 80)	Fencing Sword on Horseback	Fencing + Rider	Charge / Cavalry Attack / Trick Riding
	Soldano ^(CA 96)	Two Fencing Swords	Athlete + Fencing	Double-parry / Tagging / Whirl
	Torres ^(CA 97)	Fencing Sword + Cloak	Cloak + Fencing	Double-parry / Side-step / Tagging
	Zepeda ^(CA 97)	Whip	Athlete + Whip	Bind / Disarm / Tagging
Cathay	Han Hua	Hua Shao Ren Te ^(CJE 94)	Jian	Fencing + Soft Martial Arts
		Shan Dian Dao Te ^(CJE 96)	Dao	Heavy Weapon + Athlete
		Zheng Yi Quan ^(CJE 98)	Unarmed	Hard Martial Arts + Soft Martial Arts
	Khimal	Wu Tsain ^(CJE 97)	Unarmed	Soft Martial Arts + Feng Shui Shi
				Leaping / Missile Defence / Snap Kick
	Koryo	Tie Xiong Kung ^(CJE 96)	Unarmed	Hard Martial Arts + Athlete
	Lanna	Chin Te ^(CJE 94)	Seurng tjat koen	Chain + Athlete
		Ki Kwanji ^(CJE 95)	Unarmed (kick boxing)	Hard Martial Arts + Pugilism
	Tashil Tiakhar	Shaktishaalee ^(CJE 96)	Tulwar	Fencing + Rider
		Jasni ^(CJE 95)	(None)	Sailor + Fencing
	Tashil / Tiakhar	Ying Sun Wo ^(CJE 97)	Unarmed	Hard Martial Arts + Dirty Fighting
Crescent Empire	Aldiz'ahali Kurta'kir Ruzhar'hala Atlar'vahir Jadur'rihad	Chima Gongjian Shou ^(CJE 94)	Bow	Archer + Rider
				Horse Archery / Charge / Arc
	Daphan ^(CE 75) Marikk ^(CE 75) Sersemlik ^(CE 76) Vahiy ^(CE 77) Yael ^(CE 78)	Scimitar	Athlete + Fencing	Beat / Lunge / Pommel Strike
		Two Knives	Athlete + Knife	Double-attack / Lunge / Whirl
		Two-Handed Sword	Athlete + Heavy Weapon	Feint / Tagging / Whirl
		(None)	Commander + Rider	Horse Archery / Orders
		Two Scimitars	Fencing + Performer	Disarm / Double-parry / Feint
		Zweihaender	Dirty Fighting + Heavy Weapon	Disarm / Lunge / Pommel Strike
Eisen	Drexel ^(EN 85)			
	Durchsetzungburg ^(SG 88)	Fencing Sword	Fencing + Scholar	Riposte / Tagging / Wall of Steel
	Eisenfaust ^(PG 148)	Broadsword + Panzerhand	Heavy Weapon + Panzerhand	Beat / Bind / Disarm
	Gelingen ^(EN 87)	(None)	Dirty Fighting + Doctor	Exploit Weakness (Monster)
	Hopken ^(EN 88)	Crossbow	Athlete + Crossbow	Arc / Reload / Trick Shooting
	Loring ^(FR 92)	Panzerhand	Athlete + Panzerhand	Bind / Disarm / Hook
	Posen ^(EN 89)	Boar Spear	Polearm + Rider	Beat / Charge / Lance
	Steil ^(EN 90)	(None)	Commander + Courtier	Orders
Midnight Archipelago	Unabwendbar ^(EN 92)	(None)	Commander + Scholar	Orders
	Nahgem ^(IG 77)	Spear	Athlete + Polearm	Kick / Pole Vault / Throw
Montaigne	Boucher ^(MO 79)	Two Knives	Criminal + Knife	Double-attack / Double-parry / Riposte
	Gaulle ^(SG 88)	Fencing Sword + Triple Dagger	Fencing + Knife	Double-parry / Bind / Disarm
	Rois et Reines ^(MO 80)	Musket with Bayonet	Firearms + Polearm	Beat / Lunge / Pommel Strike
	Tout Pres ^(MO 81)	Improvised + Fencing Sword	Dirty Fighting + Fencing	Corps-a-corps / Double-parry / Tagging
	Valro ux ^(PG 149)	Fencing Sword + Main Gauche	Fencing + Knife	Double-parry / Feint / Tagging
Ussura	Bogatyr ^(US 97)	Axe	Heavy Weapon + Hunter	Lunge / Pommel Strike / Throw
	Buslayevich ^(US 98)	Bow	Archer + Rider	Charge / Horse Archery / Trick Riding
	Dobrynya ^(US 99)	Wrestling	Ahtlete + Wrestling	Bear Hug / Disarm / Fortitude

Nation	School	Weapon Type	Skills	School Knacks
Vendel / Vesten	Halfdansson ^(VV 93)	Harpoon	Polearm + Whaler	Disarm / Lunge / Pommel Strike
	Kjemper ^(SG 89)	Longsword + Shield	Heavy Weapon + Shield	Attack(Shield) / Corps-a-corps / Wall of Steel
	Larsen ^(VV 94)	Fencing Sword + Lantern	Fencing + Streetwise	Ambush / Feint / Parry
	Leegstra ^(PG 149)	Broadsword or Axe	Heavy Weapon + Wrestling	Beat / Corps -a-corps / Lunge
	Rasmussen ^(VV 95)	Pistol	Courtier + Firearms	Pommel Strike / Reload / Trick Shooting
	Siggursdottir ^(VV 96)	Hand Axe	Athlete + Hand Axe	Double Attack / Throw / Whirl
	Snedig ^(SG 90)	Fencing Sword	Doctor + Fencing	Beat / Feint / Lunge
	Swanson ^(SG 90)	Swordcane	Dirty Fighting + Fencing	Conceal / Double-parry / Pommel Strike
	Urostifter ^(SG 91)	Two Longswords	Athlete + Heavy Weapon	Beat / Double-parry / Feint
Vodacce	Ambrogia ^(PG 147)	Fencing Sword + Main Gauche	Dirty Fighting + Fencing	Feint / Pommel Strike / Riposte
	Bernoulli ^(VO 94)	Fencing Sword	Fencing + Pugilism	Beat / Corps -a-corps / Lunge
	Cappuntina ^(VO 94)	Throwing Knife	Knife + Performer	Pin / Throw / Trick Shooting
	Lucani ^(SG 89)	Broadsword + Fist	Heavy Weapon + Pugilism	Beat / Pommel Strike / Corps-a-corps
	Villanova ^(VO 95)	Fencing Sword + Knife	Fencing + Knife	Double-parry / Feint / Stop-thrust
<i>Church of the Prophets</i>	The Friars ^(CP 91)	Fist / Improvised	Dirty Fighting + Pugilism	Beat / Corps -a-corps / Disarm / Improvised Attack
	Rossini ^(CP 92)	Halberd	Polearm + Wrestling	Beat / Disarm / Bind
	Swords of Solomon ^(CP 93)	Fencing Sword + Shield	Fencing + Shield	Bind / Disarm / Shield Attack
<i>Die Kreuzritter</i>	Mortis ^(DK 69)	Stiletto	Criminal + Knife	Double-attack / Riposte / Throw
<i>Explorer's Society</i>	Shield Man ^(AH 60, ES 76)	Improvised	Athlete + Dirty Fighting	Bind / Corps-a-corps / Riposte
	Symeth Tinkering ^(ES 76)	(None)	Archaeology + Scholar	Domae / Drachen / Setine / Tesseract / Thalusi
<i>Invisible College</i>	Bonita ^(IC 79)	Fencing Sword	Athlete + Fencing	Bind / Disarm / Wall of Steel
<i>Los Vagos</i>	El Punal Occulto ^(LV 77)	Fencing Sword	Fencing + Knife	Bind / Corps-a-corps / Pommel Strike
<i>NOM</i>	Quinn ^(NM2 3)	Knife	Knife + Spy	Beat / Feint / Lunge
<i>Pirates</i>	Rogers ^(PN 94)	Fencing Sword	Dirty Fighting + Fencing	Bind / Corps-a-corps / Disarm
<i>Qatihl'i</i>	Qor'qunq ^(CE 102)	Knife	Knife + Spy	Lunge / Poison / Throat Strike
<i>Rilasciare</i>	Vipera ex Morsi ^(RI 78)	Knife	Dirty Fighting + Knife	Beat / Corps -a-corps / Lunge
<i>Rose and Cross</i>	Desaix ^(RC 66)	Fencing Sword + Main Gauche	Fencing + Knife	Double-parry / Feint / Lunge
<i>Sophia's Daughters</i>	Necare ^(SD 82)	Knife	Knife + Spy	Conceal / Corps-a-corps / Poison

School Knacks

The school knacks are described here:

Knack	Description
Ambush ^(VV 94)	You know how to plan or spot an ambush. <i>This is the same as the Ambush knack.</i>
Arc ^(AV 97/EN 89)	Your ranged weapon range is increased by 5 yards for each rank in this knack.
Bear Hug ^(US 99)	When you have an opponent held, each time they fail to break free and at the end of each round you do (knack)k1 wounds to your opponent. <i>This is the same as the Bear Hug knack on the Wrestling skill.</i>
Beat ^(PG 150+CM6)	Attack using this knack, and take a number of raises equal to the defender's Brawn. If you do, they cannot use an active defense.
Bind ^(PG 150)	Attack using this knack. If successful, opponent's weapon is unusable until they make a contested roll of Brawn+Parry against your Brawn+Bind as an action. You can use an action to give yourself a +5 (cumulative) on your future rolls to hold the bind. Note that the defender can always just let go of the weapon.
Boarding ^(CJE 98)	You get a bonus equal to your rank in this knack when rolling on the Boarding Action table. If you are rolling the combat, your Brute Squads add your rank to all their rolls, and their TN to be hit.
Bob 'n' Weave ^(AV 95)	When an opponent misses you (either Active or Passive Defense), you can lower your next action die by your rank in this knack (but not lower than the current phase).
Charge ^(EN 90)	Before phase 1 of the first round of combat, you may lower one action die by your rank in this knack.
Claw Hand ^(CJE 99)	Roll Finesse + Claw Hand against opponent's TN to be hit +10. Damage is as a normal barehanded attack, but he loses his next action this round.
Corps-a-corps ^(PG 150)	Attack using this knack. If successful, opponent takes (Brawn)k1 damage and is now prone.
Conceal ^(SD 84)	Your roll on this knack is the TN for someone to detect the weapon. <i>This is the same as the Conceal knack on the Spy skill.</i>
Disarm ^(PG 150)	If opponent's attack misses your passive defense, use an action for a contested roll of your Brawn+Disarm against his Brawn+Attack. If you win, he is disarmed. If you take a -10 on your roll, you can end up holding their weapon.
Double-parry ^(PG 150+CM6)	Active parry using this knack. If you succeed, you get a drama die for use in this combat round within a number of phases equal to your rank in this knack.
Double-attack ^(DK 70)	Make two attack rolls using this knack, each at a -10 to hit.
Exploit Weakness ^(PG 145)	You gain your rank in this knack as extra unkept dice for all attack and active defense rolls against an opponent of the type you know the weakness for.
Feint ^(PG 151+CM6)	Attack using this knack, and take a number of raises equal to the defender's Wits. If you do, they cannot use an active defense.
Fortitude ^(US 99)	You add this knack's rank to your wounds check rolls.
Hook ^(FR 92)	You add your rank in this knack to damage done with a panzerhand.
Horse Archery ^(US 98)	This knack is used instead of Attack(Bow) when on horseback. <i>This is the same as the Horse Archery knack on the Ride skill.</i>
Lance ^(EN 90)	Attack using this knack instead of Attack(Polearm) when on horseback.
Lunge ^(PG 151)	Attack using this knack to get +2 unkept damage dice if you hit. You cannot use active defenses for the rest of this round and your TN is 5 for this one phase.
Missile Defence ^(CJE 99)	You can use this as your defence knack against thrown weapons, arrows, stones from slings and crossbow bolts, but not against melee attacks, firearms or cannons. If you use this for an AD, you may make two raises in order to catch the missile. If you succeed, you gain a DD which is lost at the end of the round.
Orders (Tactic) ^(EN 91)	Add your rank in this knack times your mastery level (1=Apprentice, 2=Journeyman, 3=Master) to your Strategy roll when using the appropriate tactic in a round of battle.
Pin (Knife) ^(VO 96)	Attack using this knack at -10 to hit a person wearing cloth clothing. If you hit, your opponent's arm is pinned and he drops whatever he was holding in his hand. It takes one action for that person to free himself.
Poison ^(SD 84)	You know how much poison to use and how to handle it safely. <i>This is the same as the Poison knack on the Spy skill.</i>
Pommel Strike ^(PG 151)	Attack using this knack. If you hit, opponent takes (Brawn)k2 damage and opponent is TN=5 for this phase and the next phase.
Power Block ^(CJE 99)	Cannot be used as PD, but can be used as AD against a barehanded attack. If you take a raise, you inflict 1k1 wounds on your attacker. You may make additional raises for damage, but you may not make a called shot.
Reflection ^(SBN 30)	Each time an opponent uses a Swordsman Knack against you, you can make a Wits check against a TN equal to his rank in the knack x5. On success, you gain one rank in the knack for the remainder of the Scene. The maximum number of ranks you can gain in a knack in this way is your rank in this knack or your opponent's rank in the knack, whichever is lower. This only applies to one knack against one opponent, and can only be used against an opponent wielding the same type of weapon.
Reload ^(EN 89)	Your weapon reload time is decreased by 1 Action for each rank in this knack. <i>This is the same as the Reload knack on the weapon.</i>
Riposte ^(PG 151)	Active parry defense using rank N (where N = 1/2 your parry, rounded down). If successful, make an attack that does not cost an action with rank M (where M = 1/2 your attack, rounded down). Your rank in Riposte can be divided and added to M and N as you choose.
Side-step ^(CA 97)	When you succeed at an Active Defense, you may lower your next action die by your rank in this knack (but not lower than the current phase). <i>This is the same as the Side-step knack on the Athlete skill.</i>
Snap Kick ^(CJE 99)	When you are attacked you may use a held or current action (not an interrupt action) to perform a snap kick. Roll Wits + Snap Kick as an attack; if you hit you deal 2k2 wounds (do not add your Brawn) and his attack is cancelled. You may take raises for damage or make a called shot.
Stop-thrust ^(VO 97)	When you are attacked, you may use a held or current action (but not an interrupt action) to counter-attack using Wits+Stop-thrust. If you hit, you deal 3k2 wounds, and if this causes a dramatic wound then the attack they were making on you is cancelled.

Knack	Description
Tagging ^(PG 151)	Attack using this knack. If you hit, do no damage, but get a drama die usable before the end of this battle or opponent loses a drama die until the end of the combat.
Throw ^(DK 70)	Attack using this knack. Range is 5+(2*Brawn). <i>This is the same as the Throw(*) knack on the * skill.</i>
Trick Riding ^(US 99)	You can stand while riding (TN=10), do handstands on horseback (TN=20), hang off one side of the horse for cover (TN=20), or do flashy tricks. <i>This is the same as the Trick Riding knack on the Ride skill.</i>
Trick Shooting ^(EN 89+VO96 + LV 95)	For each rank in this knack, lower penalties (such as range, cover, or called shots) on the ranged attack by 5 (to a minimum of 0). Will not lower the value below the base TN.
Wall of Steel ^(IC 79)	If you have not attacked yet this round, then each rank in this knack increases your passive defense TN by 2 if you are using your Parry(Fencing) to determine your passive defense.
Whirl ^(CA 96)	You get +(2*Whirl rank) to hit brutes, which is effective for attacks on multiple brutes.

Aldana (PG 146)

Overview

Country	Castille
Weapon Type	Fencing Sword
Cost	25 HP (50 XP) if Castillian 35 HP (80 XP) if other nation
Description	Combines sword fighting with dancing to produce an elusive, unpredictable series of movements.

Skills and Benefits

Skills	Courtier Fencing
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Feint (Fencing) Riposte (Fencing) Tagging (Fencing) Exploit Weakness (Aldana)

Mastery Levels

Apprentice	Roll one additional unkept die for initiative for each level of mastery (Apprentice=1, Journeyman=2, Master=3). (CM 6)
Journeyman	+5 TN for your passive defense.
Master	Each round you get your Wits in "Focus" dice. These can be used up to add unkept dice to Attack or Active Defense rolls (decide before rolling).

Ambrogia (PG 147)

Overview

Country	Vodacce
Weapon Type	Fencing Sword + Main Gauche
Cost	25 HP (50 XP) if Vodacce 35 HP (80 XP) if other nation
Description	Fights with the sword in the left hand and main gauche in the right hand. Students learn to fight with whatever is at hand. "After all, it's the winner that tells the tale."

Skills and Benefits

Skills	Dirty Fighting Fencing
Advantages	Swordsman's Guild Left-Handed (CM 6)
School Knacks	All start at rank 1. Feint (Fencing) Pommel Strike (Fencing) Riposte (Fencing) Exploit Weakness (Ambrogia)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a main gauche or dagger. May choose to do +2 damage by twisting weapon as you hit. (CM 6)
Journeyman	When you inflict a dramatic wound on an opponent, you may choose to take a dramatic wound on yourself to do an addition dramatic wound to your opponent.
Master	If opponent attacks you and misses (active or passive defense), your next attack this round has their passive defense TN=5.

Andrews (SG 87)

Overview

Country	Avalon
Weapon Type	Fencing Sword
Cost	25 HP (50 XP) if Avalon 35 HP (80 XP) if other nation
Description	Fights defensively for until an opening is found.

Skills and Benefits

Skills	Athlete Fencing
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Feint (Fencing) Lunge (Fencing) Riposte (Fencing) Exploit Weakness (Andrews)

Mastery Levels

Apprentice	+2 to TN to be hit, except when performing a lunge.
Journeyman	+5 on Active Defense rolls. +4 to TN to be hit (instead of +2), except when performing a lunge. +2 to TN to be hit when performing a lunge.
Master	+1 kept die of damage when performing a lunge (+3k1 total). +6 to TN to be hit (instead of +4 or +3) at all times.

Bernoulli (VO 9495)

Overview

Country	Vodacce
Weapon Type	Fencing Sword
Cost	25 HP (50 XP) if Vodacce 35 HP (80 XP) if other nation
Description	This is a fluid style borrowing from the Cres cent empire.

Skills and Benefits

Skills	Fencing Pugilism
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Beat (Fencing) Corps-a-corps Lunge (Fencing) Exploit Weakness (Bernoulli)

Mastery Levels

Apprentice	+1 to your passive defense.
Journeyman	+2 to your passive defense. You may Lunge and spend action dice to improve the action. For each extra action used, you get +1 unkept damage die and +5 on the TN to actively defend the attack. You get 1 free rank in Lunge. Your maximum rank in Lunge is 6.
Master	+3 to your passive defense. Once per round, you may re-roll a unsuccessful attack.

Bogatyry (US 97)

Overview

Country	Ussura
Weapon Type	Axe
Cost	25 HP (50 XP) if Ussura 35 HP (80 XP) if other nation
Description	This school teaches use of the axe. It is practiced by 'knights' in Ussura.

Skills and Benefits

Skills	Heavy Weapon Hunter
Advantages	Swordsman's Guild (only within Ussura or on an Ussuran ship)
School Knacks	All start at rank 1. Lunge (Heavy Weapon) Pommel Strike (Heavy Weapon) Throw (Heavy Weapon) Exploit Weakness (Bogatyry)

Mastery Levels

Apprentice	You get +5 to attack with an axe. You get two additional ranks on Hunter knacks.
Journeyman	Your axe does 4k3 damage instead of 3k2.
Master	You gain a fear rating of 2.

Bonita (IC 79)

Overview

Country	None (Invisible College)
Weapon Type	Fencing Sword
Cost	25 HP (50 XP) Invisible College only
Description	This school teaches how to defend yourself and plan for an escape.

Skills and Benefits

Skills	Athlete Fencing
Advantages	None
School Knacks	Starts with 3 at rank 1, 1 at rank 2. Bind (Fencing) Disarm (Fencing) Wall of Steel (Fencing) Exploit Weakness (Bonita)

Mastery Levels

Apprentice	You get +5 to parry with a fencing weapon. When you hold an action, increase that die's number each phase to the current phase.
Journeyman	You may add your Wall of Steel rank to your Parry(Fencing) active defense. You get a free raise at the start of a chase.
Master	You gain 1 free rank in Parry(Fencing). This may raise it to 6. If not, you may later raise it to 6 by paying 25 XP. When out of actions, you may spend drama dice to perform an active defense.

Boucher (MO 79-80)

Overview

Country	Montaigne
Weapon Type	Two Knives
Cost	25 HP (50 XP) if Montaigne 35 HP (80 XP) if other nation
Description	Fights with a long knife in each hand with moves designed to confuse and disorient their opponent.

Skills and Benefits

Skills	Criminal Knife
Advantages	None
School Knacks	Starts with 3 at rank 1, 1 at rank 2. Double-attack (Knife) Double-parry (Knife) Riposte (Knife) Exploit Weakness (Boucher)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a main gauche or dagger. Add the current phase to your initiative total when wielding two knives.
Journeyman	Opponents have a –10 on an Active Defense against your knife attacks when wielding two knives.
Master	You can do a series of attacks on one action. The first attack is at –5. If you hit their Passive Defense (even if they succeed in their Active Defense), then you can attack again at –10 to hit. Repeat with an additional –5 each time to hit until you miss their Passive Defense or decide to quit. Each hit does damage separately.

Buslayevich (US 98)

Overview

Country	Ussura
Weapon Type	Bow
Cost	25 HP (50 XP) if Ussura 35 HP (80 XP) if other nation
Description	Teaches horsemanship and archery.

Skills and Benefits

Skills	Archer Rider
Advantages	None
School Knacks	Starts with 3 at rank 1, 1 at rank 2. Charge (Bow) Horse Archery Trick Riding Exploit Weakness (Buslayevich) Horse Archery and Trick Riding are treated as basic knacks.

Mastery Levels

Apprentice	+5 to Horse Archery rolls. +5 to control horses without using reins.
Journeyman	+10 on Trick Riding and Animal Training rolls. +5 to Chase rolls on horseback.
Master	+15 on Trick Riding and Animal Training. +10 to Chase rolls on horseback. You get +1 rank in Horse Archery. At the start of each battle, you get 3 bonus drama dice that can only be used while on horseback or with a bow in hand. Unspent dice go away at the end of the battle.

Cappuntina (VO 95-96)

Overview

Country	Vodacce
Weapon Type	Throwing Knife
Cost	25 HP (50 XP) if Vodacce 35 HP (80 XP) if other nation
Description	This style is used by the women of Vodacce for self defense.

Skills and Benefits

Skills	Knife Performer
Advantages	None
School Knacks	Starts with 3 at rank 1, 1 at rank 2. Pin (Knife) Throw (Knife) Trick Shooting (Knife) Exploit Weakness (Cappuntina) Throw (Knife) is treated as a basic knack.

Mastery Levels

Apprentice	You have no off hand penalty for throwing knives. You may draw a knife and throw it as one action.
Journeyman	You may throw two knives at a single target in one action and one attack roll. Damage is 1k1 for one hit and 2k2 if both hit.
Master	You may throw three knives in one action. They may be different targets. Roll once per target. If more than one knife at a single target, damage is 1k1 for each hit (2k2 if two hit and 3k3 if all 3 hit). You get +5 to hit for each knife you choose not to throw (+5 for 2 knives, +10 for 1 knife).

Chima Gongjian Shou (CJE 94)

Overview

Country	Cathay (Xian Bei)
Weapon Type	Bow
Cost	25 HP (50 XP) 35 HP (80 XP) for non-Xian Bei
Description	Precision horse archery style of the riders of Xian Bei.

Skills and Benefits

Skills	Archer Rider
Advantages	Free rank in Snapshot knack
School Knacks	All start at rank 1. Arc Charge (bow) Horse Archery Exploit Weakness (Chima Gongjian Shou)

Mastery Levels

Apprentice	+1 unkept die of damage per mastery level Can use Snapshot knack on horseback
Journeyman	Snapshot TN is target's usual TN to be hit
Master	When on horseback, can lower one of your action dice by your rank in Charge. This happens before the start of the round.

Chin Te (CJE 94)

Overview

Country	Cathay (Lanna)
Weapon Type	Seurng tjat koen (Cathayan two-section flail)
Cost	25 HP (50 XP) 35 HP (80 XP) for non-Lanna
Description	Style built around either keeping the flail in motion or adopting set stances.

Skills and Benefits

Skills	Althlete Chain
Advantages	None
School Knacks	Starts with 3 at rank 1, 1 at rank 2. Disarm (seurng tjat koen) Feint (seurng tjat koen) Whirl Exploit Weakness (Chin Te)

Mastery Levels

Apprentice	No off-hand penalty for wielding a single seurng tjat koen (you can use either hand). Free raise to Attack (chain) with a seurng tjat koen.
Journeyman	If your attack is successful, spend another action die (which need not be a legal action for this phase) to make a second attack.
Master	Spend a held or current action to spin your weapon; roll Wits + Attack (chain), which becomes your TN to be hit by melee, thrown or unarmed attacks. Missile weapons (bows and crossbows) are unaffected, and firearms get a free raise to hit you.

Daphan (CE 75)

Overview

Country	Crescent Empire (Aldiz'ahali)
Weapon Type	Scimitar
Cost	25 HP (50 XP) 35 HP (80 XP) for non-Aldiz'ahali
Description	Fights with the scimitar, using bold strokes.

Skills and Benefits

Skills	Althlete Fencing
Advantages	None
School Knacks	Starts with 3 at rank 1, 1 at rank 2. Beat (Fencing) Lunge (Fencing) Pommel Strike (Fencing) Exploit Weakness (Daphan)

Mastery Levels

Apprentice	You may act one phase prior to the numbers on each of your action dice. If the die is a 1, you may act in phase 1 with +5 initiative.
Journeyman	When an opponent makes a successful parry active defense, you may spend a drama die to try to break their weapon. Make a Brawn check with TN 30 (fencing sword), 35 (heavy weapon), etc. +5/-5 TN for weapon quality. +10 TN for Dracheneisen. -5 TN if your scimitar is modified to have a weapon breaking section.
Master	You may take -5 to your attack. If you do, you may spend a drama die when you hit to do +1k1 damage.

Desaix (RC 66-67)

Overview

Country	Montaigne (Rose and Cross)
Weapon Type	Fencing Sword + Main Gauche
Cost	25 HP (50 XP) Rose and Cross only
Description	Fights with the sword in the left hand and main gauche in the right hand. Very like the Valroux style, but without the taunts. Teaches a new double-attack.

Skills and Benefits

Skills	Fencing Knife
Advantages	None
School Knacks	Starts with 3 at rank 1, 1 at rank 2. Double-parry (Fencing/Knife) Feint (Fencing) Lunge (Fencing) Exploit Weakness (Desaix)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a dagger or main gauche. Get +5 on Active Defense parry with dagger or main gauche in off hand.
Journeyman	May attack with Fencing weapon and Knife as two attacks during the same phase on a single opponent with a penalty of -2 unkept damage dice for each of the attacks.
Master	Once per round, you can do an Interrupt action for an Active Defense using one Action die (instead of the normal 2).

Dobrynya (US 99)

Overview

Country	Ussura
Weapon Type	Wrestling
Cost	25 HP (50 XP) if Ussura 35 HP (80 XP) if other nation
Description	Members of this school train in unarmed combat and learn to endure harsh conditions by doing so with little clothing in harsh climates.

Skills and Benefits

Skills	Athlete Wrestling
Advantages	None
School Knacks	Starts with 3 at rank 1, 1 at rank 2. Bear Hug Disarm (Wrestling) Fortitude Exploit Weakness (Dobrynya) Bear Hug is treated as a basic knack.

Mastery Levels

Apprentice	+5 on Grappling and Escape knacks. Reduces damage from weather by 1k1.
Journeyman	+5 on Disarm (Wrestling) rolls. Whenever you are wounded for less than 2 dramatic wounds while you are holding someone, you get a free Bear Hug damaging attack. Reduces damage from weather by 2k2.
Master	Whenever you fail a wounds check, divide the amount you failed by two before checking for additional dramatic wounds. You get +1 rank in Bear Hug. Reduces damage from weather by 3k3.

Donovan (PG 147)

Overview

Country	Avalon
Weapon Type	Short Sword + Buckler
Cost	25 HP (50 XP) if Avalon 35 HP (80 XP) if other nation
Description	Fights with a short sword instead of the more modern rapier, and uses a small shield (buckler) instead of a main gauche. Uses a variety of thrusts and slashes.

Skills and Benefits

Skills	Buckler Fencing
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Bind (Buckler) Disarm (Fencing) Riposte (Fencing) Exploit Weakness (Donovan)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a buckler. Grants +5 on Buckler knacks.
Journeyman	When you successfully use Parry (Fencing) as an Active Defense, you deal *k1 damage to your opponent, where *= 1 + one for every 5 points you exceeded your opponent's attack roll by. (Do not add Brawn.)
Master	Once per round you can use an Interrupt Action to attack.

Drexel (EN 85-87)

Overview

Country	Eisen
Weapon Type	Zweihander
Cost	25 HP (50 XP) if Eisen 35 HP (80 XP) if other nation
Description	Fights with a two-handed sword called a zweihander. This is a flexible school with more ways of attacking and defending than any other school. It takes an action to switch between the four stances. The style is very defensive.

Skills and Benefits

Skills	Dirty Fighting Heavy Weapon
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Disarm (Heavy Weapon) Lunge (Heavy Weapon) Pommel Strike (Heavy Weapon) Exploit Weakness (Drexel)

Zweihander Stances

Bittner/Forward	Zweihander is held like a spear and deals 2k2 damage. Apprentice: You do not need an action to reset. You get +5 on an Active Defense Parry. Journeyman: You get +10 on an Active Defense Parry, and your action dice are as 1 lower for making an Active Defense. Master: You get +15 on an Active Defense Parry, and your action dice are 2 lower for making an Active Defense.
Gerbeck/High	Zweihander is held straight up and deals 3k3 damage. Apprentice: You can attack (doing only 1k2 damage) while resetting. Journeyman: You can attack (doing 2k2 damage) while resetting. Master: You can attack (doing 3k2 damage) while resetting.

Mastery Levels

Apprentice	You know two stances and have the apprentice abilities of each. +5 to your initiative total when wielding a zweihander.
Journeyman	You know three stances and have the apprentice and journeyman abilities of each. You get +1 on your Fear Rating. Your Fear Rating cancels out the Fear Rating of an opponent for both you and the people you lead.
Master	You know all four stances and have all abilities of each. You get an additional +1 on your Fear Rating.

Kohler/Low	Zweihander is held waist high and deals 2k2 damage. Apprentice: +10 on your initiative total. Your action dice are considered 1 lower for an Attack, Active Defense, or to reset. Journeyman: Your action dice are considered 2 lower for an Attack, Active Defense, or reset. Master: Your action dice are considered 3 lower for an Attack, Active Defense, or reset.
Metzger/Back	Zweihander is held like a broom and deals 4k3 damage but your Passive Defense is lowered by 5 and you get -5 on an Active Defense. Apprentice: Your action dice are considered 1 lower for an Attack. Journeyman: Your action dice are considered 2 lower for an Attack. Master: Your Zweihander is 4k4 damage.

Durchsetzungburg (SG 88)

Overview

Country	Eisen
Weapon Type	Fencing Sword
Cost	25 HP (50 XP) if Eisen 35 HP (80 XP) if other nation
Description	Trained to use their minds as much as their weapon, this is a deadly dueling style. Members learn to fight while nearly immobile.

Skills and Benefits

Skills	Fencing Scholar
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Riposte (Fencing) Tagging (Fencing) Wall of Steel (Fencing) Exploit Weakness (Durchsetzungburg)

Mastery Levels

Apprentice	+5 to a called shot with a fencing weapon.
Journeyman	+1 on Tagging knack, and raises your maximum in this knack to 6. (It costs 25 XP to increase from 5 to 6.) +10 to a called shot with a fencing weapon.
Master	Each raise you make on a called shot gives +1k0 to damage for that attack.. +15 to a called shot with a fencing weapon.

Eisenfaust (PG 148)

Overview

Country	Eisen
Weapon Type	Broadsword + Panzerhand
Cost	25 HP (50 XP) if Eisen 35 HP (80 XP) if other nation
Description	Fights with a broadsword (heavy weapon) in the main hand and a metal glove on the other hand. Trained to use the glove to deflect or grab the opponent's attacks. The style is very defensive.

Skills and Benefits

Skills	Heavy Weapon Panzerhand
Advantages	None
School Knacks	Starts with 3 at rank 1, 1 at rank 2. Beat (Heavy Weapon) Bind (Panzerhand) Disarm (Panzerhand) Exploit Weakness (Eisenfaust)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a panzerhand. Allows use of a broadsword as a one-handed weapon. When your opponent misses your passive defense, you get +5 on your next attack this round (as long as it is before they attack you again) against them for every 5 points they missed by (round down).
Journeyman	When you successfully use Parry (Panzerhand) as an Active Defense, you may use a drama die to break your opponent's weapon. Roll (Brawn) k(Brawn) against a TN of 30 for a fencing sword or a 35 for a heavy weapon. TN is +/- 5 depending on quality and +10 if Dracheneisen.
Master	You may hold an action to get +1 unkept die for each phase held. The maximum number of dice is equal to your Resolve. This is usable on one action die per round. While holding you may actively defend, but you may not attack.

El Punal Occulto (LV 77)

Overview

Country	Los Vagos
Weapon Type	Fencing Sword
Cost	25 HP (50 XP) Los Vagos only
Description	Teaches use of a fencing sword with a spring-loaded knife blade in the hilt or with a knife in the off hand.

Skills and Benefits

Skills	Fencing Knife
Advantages	None
School Knacks	Start with 3 at rank 1, 1 at rank 2. Bind (Fencing) Corps-a-corps (Fencing) Pommel Strike (Fencing) Exploit Weakness (El Punal Occulto)

Mastery Levels

Apprentice	Negates the off hand penalty when using a knife. You get +5 to hit with a knife in your off hand.
Journeyman	When you succeed at a corps-a-corps attempt, you can immediately make a 1k2 knife attack without penalty.
Master	Once per combat, after making a successful Fencing attack, you can immediately make two pommel strike attacks. If there is a knife there, it deals knife damage.

Fadh-Righ (SBN 28)

Overview

Country	Bryn Bresail
Weapon Type	Spear, buckler
Cost	25 HP (50 XP) if Bryn Bresail 35 HP (80 XP) if other nation
Description	

Skills and Benefits

Skills	Buckler Polearm
Advantages	None
School Knacks	Start with 3 at rank 1, 1 at rank 2. Bind (buckler) Lunge (polearm) Tagging (polearm) Exploit Weakness (Fadh-Righ)

Mastery Levels

Apprentice	No offhand penalty (buckler) Can use a spear in one hand with no penalty Add your rank in Tagging to any Taunt repartee rolls you make
Journeyman	When you attack an opponent wielding a weapon smaller than a spear, you may make Raises to increase your TN to be hit. If the attack is successful, your TN to be hit by that opponent's next attack is increased by 5 times the number of Raises you made.
Master	When you make Raises for damage with a spear, the first three add kept dice (+1k1 each) rather than unkept dice.

Faileas (SBN 29)

Overview

Country	Bryn Bresail
Weapon Type	Fencing Sword
Cost	25 HP (50 XP) if Bryn Bresail 35 HP (80 XP) if other nation
Description	

Skills and Benefits

Skills	Courtier Fencing
Advantages	None
School Knacks	All start at rank 1. Feint (fencing) Wall of Steel Reflect (fencing) Exploit Weakness (Faileas)

Mastery Levels

Apprentice	Always gains the benefit of being Left-Handed while fighting No offhand penalty (fencing sword) Can use Panache rank as the base for Passive Defence rather than Footwork or Parry (fencing)
Journeyman	Can make a Wits check against 5 times the opponent's Wits. If successful, you gain a Free Raise against the next attack, and the damage is reduced by -1k0.
Master	Once per round, when the opponent attacks, you may roll your Panache. The opponent must roll their Resolve against a TN equal to this result; if he fails, he loses his attack. If he ever succeeds, he is immune to this ability for the rest of the Scene.

Finnegan (AV 95-96)

Overview

Country	Avalon
Weapon Type	Fists
Cost	25 HP (50 XP) if Avalon 35 HP (80 XP) if other nation
Description	Teaches a complex set of bare handed attacks. This style is taught in Inismore.

Skills and Benefits

Skills	Pugilism Wrestling
Advantages	None
School Knacks	Start with 3 at rank 1, 1 at rank 2. Bob 'n' Weave Corps-a-corps Disarm (Barehanded) Exploit Weakness (Finnegan)

Mastery Levels

Apprentice	Your barehanded attacks are 0k2 instead of 0k1.
Journeyman	When you fail a Wounds Check, divide by 2 the number you failed by before checking for additional dramatic wounds.
Master	You fight better drunk. Reverse the Inebriation penalties on AV 99. Masters never pass out and Able Drinkers still get these bonuses.

The Friars (CP 91)

Overview

Country	Church of the Prophets (Avalon)
Weapon Type	Fists
Cost	25 HP (50 XP) Must have Ordained advantage
Description	This school is also called the Rogues of the Cross. The Friars travel Avalon doing good deeds. They fight with fists and improvised weapons, but many also learn other weapons. Their special combat form makes use of a fighting girdle to protect them from hits.

Skills and Benefits

Skills	Dirty Fighting Pugilism
Advantages	None
School Knacks	Start with 4 at rank 1, 1 at rank 2. Attack (Improvised Weapon) Beat (Improvised Weapon) Corps-a-corps (Improvised Weapon) Disarm (Improvised Weapon) Exploit Weakness (The Friars)

Mastery Levels

Apprentice	You get +5 on all Pugilism rolls. If there are at least two witnesses and you have successfully hit three times during the combat, you may spend a drama die to gain 1 reputation.
Journeyman	You may treat improvised weapons as if they were normal weapons. They do not break and your dice explode as normal.
Master	+5 on all attacks made with an improvised weapon. If you are wearing a fighting girdle, you may declare you are using the Strands of Theus when an opponent attacks you. If your active defense is successful, your TN to hit that opponent on your next attack is 10 (as long as the attack happens this round).

Gallegos (CA 95-96)

Overview

Country	Castille
Weapon Type	Fencing Sword
Cost	25 HP (50 XP) if Castille 35 HP (80 XP) if other nation
Description	Trained in the "Three Circle" style, which gives a seemingly superhuman ability to slide out of the way of attacks.

Skills and Benefits

Skills	Athlete Fencing
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Feint (Fencing) Riposte (Fencing) Tagging (Fencing) Exploit Weakness (Gallegos)

Mastery Levels

Apprentice	+5 to Active Parry with a fencing sword. When you hold an action die, it increases to the next phase's number, which makes you more likely to go first later.
Journeyman	+1 on Riposte knack, and raises your maximum in this knack to 6. (It costs 25 XP to increase from 5 to 6.)
Master	+10 on your Passive Defense.

Gaulle (SG 88)

Overview

Country	Montaigne
Weapon Type	Fencing Sword + Triple Dagger
Cost	25 HP (50 XP) if Montaigne 35 HP (80 XP) if other nation
Description	Trained to use the dagger to parry and disarm. Members of this school disdain the elaborate moves of other schools.

Skills and Benefits

Skills	Fencing Knife
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Double-parry (Fencing/Knife) Bind (Knife) Disarm (Knife) Exploit Weakness (Gaulle)

Mastery Levels

Apprentice	Negates the off hand penalty when using a knife. +5 to Active Parry with an off hand dagger.
Journeyman	+1 on Disarm knack, and raises your maximum in this knack to 6. (It costs 25 XP to increase from 5 to 6.) Whenever you successfully Bind an opponent's weapon, you get an opportunity to Disarm them, but the TN to do so is +5.
Master	You may use your Bind(Knife) as a parry defense (passive or active) knack. If you use your knife for an Active Defense and succeed, you automatically Bind the opponent's weapon.

Gelingen (EN87-88)

Overview

Country	Eisen
Weapon Type	(Any)
Cost	25 HP (50 XP) if Eisen 35 HP (80 XP) if other nation
Description	Trained in combat against non-humans. They learn how to determine the weaknesses of monsters and animals.

Skills and Benefits

Skills	Dirty Fighting Doctor
Advantages	None
School Knacks	Start with 2 at rank 1, 1 at rank 2, and 1 at rank 3. Exploit Weakness (Monster) You get 4 different monsters or animals this way. You gain your rank in this knack in unkept dice on all Attack and Active Defense rolls against this monster type. You may only advance a knack once each time you defeat a monster of that type.

Mastery Levels

Apprentice	You add your exploit weakness rank for a monster to any damage roll against it.
Journeyman	You add twice your exploit weakness rank for a monster to any damage roll against it. You add twice your exploit weakness rank for a monster to your Passive Defense against it.
Master	You have a free rank 1 in all possible Exploit Weakness(Monster) knacks and you can now have as many of these knacks as you want.

Goodfellow (AV 96)

Overview

Country	Avalon
Weapon Type	Bow
Cost	25 HP (50 XP) if Avalon 35 HP (80 XP) if other nation
Description	Trained in the use of the long bow.

Skills and Benefits

Skills	Archer Hunter
Advantages	None
School Knacks	Start with 3 at rank 1, 1 at rank 2. Arc (Bow) Disarm (Bow) Tagging (Bow) Exploit Weakness (Goodfellow)

Mastery Levels

Apprentice	You may add your Brawn to damage rolls as if the bow were a melee weapon.
Journeyman	You can make two attacks with one action, but each is at -2 unkept dice to hit.
Master	You get a +1 Finesse, and your maximum is increased by 1.

Gustavo (LV 80)

Overview

Country	Castille
Weapon Type	Fencing Sword on Horseback
Cost	25 HP (50 XP) if Castille 35 HP (80 XP) if other nation
Description	Trained in the use of a fencing sword from horseback.

Skills and Benefits

Skills	Fencing Rider
Advantages	None
School Knacks	Starts with 3 at rank 1, 1 at rank 2. Charge (Fencing) Cavalry Attack Trick Riding Exploit Weakness (Gustavo) Trick Riding is treated as a basic knack.

Mastery Levels

Apprentice	You get +10 on your initiative total during the first round of combat if mounted. You get one extra kept die (+1k1) of wounds with your Cavalry Attack during the first round of combat if mounted. You get +5 on attempts to control a horse without reins.
Journeyman	Negates the off hand penalty of a sword while on horseback. You get +10 on Trick Riding and Animal Training rolls. You get +5 on Chase rolls while on horseback.
Master	At the start of each round, you can choose to borrow actions from the next round. This can only happen once every other round.

Halfdanssen (VV 93)

Overview

Country	Vestenmannavnjar
Weapon Type	Harpoon
Cost	25 HP (50 XP) if Vesten 35 HP (80 XP) if other nation
Description	Trained to use a harpoon to pierce an opponent and then let them tire themselves out.

Skills and Benefits

Skills	Polearm Whaler
Advantages	None
School Knacks	Start with 3 at rank 1, 1 at rank 2. Disarm (Polearm) Lunge (Polearm) Pommel Strike (Polearm) Exploit Weakness (Halfdanssen)

Mastery Levels

Apprentice	You get +5 to hit aquatic creatures. You may attempt to impale a target by taking -5 to hit. If you hit and inflict a dramatic wound, the opponent has their TN to be hit reduced to 5 and they have +5 on all their TNs to hit you. In addition, substantial movement of the harpoon causes 2k1 wounds. The harpoon comes loose once a dramatic wound occurs due to this damage
Journeyman	You do an extra unkept die of damage (+1k0) with a harpoon. You no longer take the -5 to hit when attempting to impale.
Master	You do an extra kept die of damage (+0k1) with a harpoon. When you impale an opponent, it takes 2 dramatic wounds to remove the harpoon. You gain one rank of Throw (Harpoon). This can raise your rank to 6. If it does not, you can later raise your rank to 6 by spending 25 XP.

Hopken (EN 88-89)

Overview

Country	Eisen
Weapon Type	Crossbow
Cost	25 HP (50 XP) if Eisen 35 HP (80 XP) if other nation
Description	Fights with a crossbow.

Skills and Benefits

Skills	Athlete Crossbow
Advantages	None
School Knacks	Start with 3 at rank 1, 1 at rank 2. Arc (Crossbow) Reload (Crossbow) Trick Shooting (Crossbow) Exploit Weakness (Hopken) Reload is treated as a basic knack.

Mastery Levels

Apprentice	Your crossbow does 3k3 damage instead of just 2k3.
Journeyman	Your crossbow range is +10 yards, your short range modifier is -0, and your long range modifier is -5. You may build a 4k3 damage crossbow for 5000 g. Anyone with a Brawn of 3 or less takes 3 extra actions to reload this weapon.
Master	Your crossbow range is +15 yards, your short range modifier is +5, and your long range modifier is -0. You may raise your Reload (Crossbow) knack to rank 6 to allow you to fire every round. (It costs 25 XP to go from 5 to 6.)

Hua Shao Ren Te (CJE 94)

Overview

Country	Cathay (Han Hua)
Weapon Type	Jian (Cathayan straight sword)
Cost	25 HP (50 XP) if Han Hua 35 HP (80 XP) if other nation
Description	Combines a variety of sword attacks for offence with soft martial arts moves for defence.

Skills and Benefits

Skills	Fencing Soft Martial Arts
Advantages	None
School Knacks	Start with 3 at rank 1, 1 at rank 2 Feint (fencing) Lunge (fencing) Tagging (fencing) Exploit Weakness (Hua Shao Ren Te)

Mastery Levels

Apprentice	Free raise to Footwork active defence.
Journeyman	Mi Jian (secret sword hand) stance: gain a free rank in Feint, which can raise it to 6 (if it does not, you can raise it from 5 to 6 by spending 25 XP).
Master	She Yan Shi (shooting wild geese) stance: extra damage from a Lunge increases from +2k0 to +2k2.

Jasni (CJE 95)

Overview

Country	Cathay (Tiakhar)
Weapon Type	None
Cost	25 HP (50 XP) if Tiakhar 35 HP (80 XP) if other nation
Description	Piracy

Skills and Benefits

Skills	Fencing Sailor
Advantages	Membership (Tiakhar volunteer navy)
School Knacks	All start at rank 1. Boarding Corps-a-corps Disarm (fencing) Exploit Weakness (Jasni)

Mastery Levels

Apprentice	Can use Balance in place of Parry. When your vessel performs a boarding action, and you choose to take part in the boarding, the defenders' losses are captives rather than casualties.
Journeyman	You gain +1k1 to Balance checks, including active defences. When you roll on the boarding action table, you may reroll once, but you must keep the new result. If you play out the boarding as combat, your ship's brute squads of one threat rating higher than normal.
Master	Your fear rating is increased by 1 (if you did not have one, it is now 1). When you roll on the boarding action table, you may spend a DD to allow your dice to explode. If you play out the boarding as combat, your ship's brute squads consist of 9 brutes rather than 6.

Ki Kwanji (CJE 95)

Overview

Country	Cathay (Lanna)
Weapon Type	Unarmed
Cost	25 HP (50 XP) if Lanna 35 HP (80 XP) if other nation
Description	Kick boxing

Skills and Benefits

Skills	Hard Martial Arts Pugilism
Advantages	None
School Knacks	Kick Snap Kick Uppercut Exploit Weakness (Ki Kwanji)

Mastery Levels

Apprentice	Attack (pugilism) and Attack (hard martial arts) are the same knack, Attack (Ki Kwanji). You start with this knack at rank 2. All Pugilism, Hard Matial Arts and Ki Kwanji attacks get one free raise.
Journeyman	You gain a free rank in Snap Kick, which can raise it to 6 (if it does not, you can raise it from 5 to 6 by spending 25 XP).
Master	Low kick: make a Kick attack without making a called shot. If you succeed, your opponent takes a dramatic wound, and then you roll damage as normal.

Kjemper (SG 89)

Overview

Country	Vesten
Weapon Type	Longsword and Shield
Cost	25 HP (50 XP) if Vesten 35 HP (80 XP) if other nation
Description	Fights with a longsword in one hand and a shield in the other.

Skills and Benefits

Skills	Heavy Weapon Shield
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Attack (Shield) Corps-a-corps Wall of Steel (Shield) Exploit Weakness (Kjemper)

Mastery Levels

Apprentice	You may use the longsword in one hand without penalty. Negates the off-hand penalty for using a shield to attack. +5 to parry with a shield.
Journeyman	If you successfully hit your opponent's weapon (attack with TN +10 for a called shot), you may attempt to break their weapon. If your damage roll exceeds the TN of the weapon, it breaks. This attack may not be parried with the targeted weapon. TN= fencing sword, knife, or dagger (25), shield or buckler (30), heavy weapon (35). TN can be -5, +5 ,or +10 depending on quality. You do +0k1 damage with a longsword.
Master	

Larsen (VV 94)

Overview

Country	Vendel
Weapon Type	Fencing Sword and Lantern
Cost	25 HP (50 XP) if Vendel 35 HP (80 XP) if other nation
Description	Fights with a fencing sword and a lantern. They prefer to fight at night. They swing the lantern to blind the opponent and to distract them.

Skills and Benefits

Skills	Fencing Streetwise
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Ambush Feint (Fencing) Parry (Lantern) Exploit Weakness (Larsen) Ambush is treated as a basic knack.

Mastery Levels

Apprentice	You have no off-hand penalty when using your lantern to parry. You gain the <i>Night Trained</i> advantage. This means your penalties in darkness are -1k1 in dim light and -2k2 in total darkness.
Journeyman	Your penalties are now -1k0 in dim light and -1k1 in total darkness. You can use an action to dazzle with your lantern. To do this, make a contested roll of Wits+Feint versus their Wits. If successful, increase all their action dice by 1 for each -5 you choose to take on your roll. Any dice increased past 10 are lost.
Master	You have no penalty in dim light. You get +10 on your TN to be hit in dim light and +15 in total darkness.

Leegstra (PG 149)

Overview

Country	Vendel
Weapon Type	Broadsword or Axe
Cost	25 HP (50 XP) if Vendel 35 HP (80 XP) if other nation
Description	Fights with a broadsword or axe (heavy weapon). Trained to be bold and unstoppable, but puts up little defense.

Skills and Benefits

Skills	Heavy Weapon Wrestling
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Beat (Heavy Weapon) Corps-a-corps Lunge (Heavy Weapon) Exploit Weakness (Leegstra)

Mastery Levels

Apprentice	May choose (before rolling to hit) to turn Action dice into extra <i>kept</i> dice of damage. Dice are used up even if you miss.
Journeyman	May choose (before rolling the check) to turn Action dice into extra <i>kept</i> dice on a Wounds Check.
Master	When opponents fail a Wound Check against your Attack (Heavy Weapon), they take an additional dramatic wound for every 10 they missed it by (instead of the normal 20).

Loring (FR 92)

Overview

Country	Eisen
Weapon Type	Panzerhand
Cost	25 HP (50 XP) if Eisen 35 HP (80 XP) if other nation -5 cost if have Dracheneisen.
Description	Fights with two panzerhands. This school is used by the guards in Freiburg for non-lethal disarming of people.

Skills and Benefits

Skills	Athlete Panzerhand
Advantages	None
School Knacks	Starts with 3 at rank 1, 1 at rank 2. Bind (Panzerhand) Disarm (Panzerhand) Hook Exploit Weakness (Loring)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a panzerhand in each hand. +1 unkept die on damage rolls.
Journeyman	You may use Disarm without waiting for opponent to miss your passive defense, but you do so at -10. Failure drops your passive defense to 5 for this phase and the next phase. +2 unkept dice on damage rolls. You may increase your Disarm(Panzerhand) knack to 6.
Master	You may use your Bind knack as a parry defense knack. If used as a successful active defense, you also bind their weapon and get an extra action against that opponent to be used immediately. +3 unkept dice on damage rolls.

Lucani (SG 89)

Overview

Country	Vodacce
Weapon Type	Broadsword + Fist
Cost	25 HP (50 XP) if Vodacce 35 HP (80 XP) if other nation
Description	Trained to wield a broadsword in one hand while having the other in a fist. This school is energetic and aggressive.

Skills and Benefits

Skills	Heavy Weapon Pugilism
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Beat (Heavy Weapon) Corps-a-corps Pommel Strike (Heavy Weapon) Exploit Weakness (Lucani)

Mastery Levels

Apprentice	You may fight with a broadsword in one hand without penalty. +5 on Active Defense using the Footwork knack.
Journeyman	+1 on Corps-a-corps knack, and raises your maximum in this knack to 6. (It costs 25 XP to increase from 5 to 6.) +5 to hit with any attack using Pugilism.
Master	You may do a combined attack with your sword and fist as one action. Use the Jab knack for the fist and Attack(Heavy Weapon) for the sword. Both attacks are at -5 to hit.

MacDonald (AV 97)

Overview

Country	Avalon
Weapon Type	Claymore
Cost	25 HP (50 XP) if Avalon 35 HP (80 XP) if other nation
Description	Trained in the use of the claymore. They have a reputation of ignoring defense to get in a killing blow. This style is taught in the Highland Marches.

Skills and Benefits

Skills	Athlete Heavy Weapon
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Beat (Heavy Weapon) Lunge (Heavy Weapon) Pommel Strike (Heavy Weapon) Exploit Weakness (MacDonald)

Mastery Levels

Apprentice	You ignore the claymore's one unkept die penalty to their Attack roll.
Journeyman	Before rolling to hit, you may set aside any number of Action Dice. If you do damage, add those dice as unkept damage dice to the damage roll.
Master	You roll and keep one extra die on damage rolls for a claymore (making it a 5k3 weapon).

Marikk (CE 75)

Overview

Country	Crescent Empire (Kurta'kir)
Weapon Type	Two Karars (knives)
Cost	25 HP (50 XP) 50 HP (80 XP) for non-Kurta'kir
Description	Trains to fight with two katars (knives). This is a very offensive style.

Skills and Benefits

Skills	Athlete Knife
Advantages	+1 rank in Leaping
School Knacks	Start with all 4 at rank 1. Double-attack (Katar) Lunge (Katar) Whirl Exploit Weakness (Marikk)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a katar in each hand. Each time you hit an opponent during a round, your TN to hit that opponent is lowered by 2 (4 if Journeyman, 6 if Master).
Journeyman	By spending your current action and one future action, you may leap over your opponent and land behind them to make a rear attack. The opponent may actively defend.
Master	You get +0k1 damage with a katar. +1 rank in Leaping and Rolling knacks. This can raise your rank to 6. If not, you can later increase your rank to 6 from 5 for 25 XP each.

Mortis (DK 69-70)

Overview

Country	None (Die Kreuzritter)
Weapon Type	Stiletto
Cost	25 HP (50 XP) Die Kreuzritter only
Description	Trained in the use of two stiletos (0k2 knife with +1 unkept die when attacking. This is an assassin's school.

Skills and Benefits

Skills	Criminal Knife
Advantages	None
School Knacks	Start with 3 at rank 1, 1 at rank 2. Double-attack (Knife) Riposte (Knife) Throw (Knife) Exploit Weakness (Mortis)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a stiletto in each hand. +5 to hit with a stiletto.
Journeyman	When an opponent is surprised, each raise (-5) to hit gives an extra kept die on damage (instead of the usual unkept die).
Master	You pronounce the "Litany of Death" during combat, raising your Fear Rating by 1 at the start of each round (to a maximum of your Panache).

Nahgem (IG 77)

Overview

Country	Kanuba
Weapon Type	Stiletto
Cost	25 HP (50 XP) if Kanuba 50 HP (80 XP) otherwise
Description	Traditional spear-fighting style of the Kanu.

Skills and Benefits

Skills	Athlete Polearm
Advantages	None
School Knacks	Kick Pole Vault Throw (spear) Exploit Weakness (Nahgem)

Mastery Levels

Apprentice	FR per mastery level to resist Fear. FR to Attack (polearm).
Journeyman	Can use Pole Vault as Active Defence; TN is raised by 5. On success, you gain a DD, which must be used before the end of the combat. You can never hold more than three DD gained in this way.
Master	You can make a high kicking attack. Use the Kick knack, and add your ranks in Pole Vault to the TN of any AD against your kick, and to damage. For every two raises you make for this kick, you gain a free raise.

Necare (SD 82-84)

Overview

Country	Sophia's Daughters
Weapon Type	Knife
Cost	25 HP (50 XP) <i>Sophia's Daughters only.</i>
Description	This is an assassin's school that specializes in the use of concealed knives.

Skills and Benefits

Skills	Knife Spy
Advantages	Poison Immunity for one poison
School Knacks	Start with 3 at rank 1, 1 at rank 2. Conceal Corps-a-Corps Poison Exploit Weakness (Necare) Conceal and Poison are the same as the ones on the Spy skill and are considered basic knacks.

Mastery Levels

Apprentice	You get +5 to conceal a small weapon. You get +1k0 damage with a bodice dagger.
Journeyman	You get +10 to conceal a small weapon (instead of +5). You get +2k0 damage with a bodice dagger (instead of +1k0). You get +5 to Attack(Knife) when using a bodice dagger and you may add your rank in Corps-a-corps to its damage. You get +5 on Poison knack rolls. You gain one rank in Conceal. This may increase your rank to 6. If not, you may later raise it to 6 from 5 by paying 25 XP.
Master	You get +15 to conceal a small weapon (instead of +10). You get +3k0 damage with a bodice dagger (instead of +2k0). You may make an Attack(Knife) roll at -15 to do exactly 1 flesh wound to a target (and poison them). For the person to notice (or for someone to discover the wound later), they make a perception check against a TN of 5 plus 5 times your Conceal rank. You have <i>Poison Immunity</i> advantage for all kinds of poisons.

Peecke (SBN 28)

Overview

Country	Avalon
Weapon Type	Quarterstaff
Cost	25 HP (50 XP) if Avalon 35 HP (80 XP) if other nation
Description	

Skills and Benefits

Skills	Athlete Staff
Advantages	None
School Knacks	All start at rank 1. Beat (staff) Feint (staff) Corps-a-corps Exploit Weakness (Peecke)

Mastery Levels

Apprentice	You gain a free rank in your Balance knack. Active defences against your Attack (staff) and Beat (staff) are increased by one Raise per Mastery Level.
Journeyman	At the beginning of each round, you may discard one Action Die to increase your TN to be hit for the rest of the round by the amount shown on the die.
Master	When you make a successful attack with a staff, your target must make a Finesse + Balance or Finesse + Footwork roll against a TN equal to the damage inflicted by the blow or fall to the ground. Each Raise for damage increases the TN by 5.

Posen (EN 89-90)

Overview

Country	Eisen
Weapon Type	Boar Spear
Cost	25 HP (50 XP) if Eisen 35 HP (80 XP) if other nation
Description	Trained in the use of the boar spear, which has a cross-bar set in it. This style is taught on horseback.

Skills and Benefits

Skills	Polearm Rider
Advantages	Swordsman's Guild -5 on cost of <i>Dracheneisen</i>
School Knacks	All start at rank 1. Beat (Polearm) Charge (Polearm) Lance (Polearm) Exploit Weakness (Posen) Lance(Polearm) is considered a basic knack.

Mastery Levels

Apprentice	You get +15 on your initiative total in the first round of each battle. During the first round, you roll and keep an extra die of damage (if you have room to maneuver).
Journeyman	During the first round, you may choose to add 1 to your Brawn, Finesse, and Resolve. If you do so, you subtract 1 from each of these for the rest of the Scene. (You are knocked out if a trait goes to zero.)
Master	At the start of a round, if no actions were borrowed from this round, you may choose to borrow actions from the next round to get extra action dice in this round.

Qor'qunq (CE 102)

Overview

Country	None (Qatihl'i)
Weapon Type	Knife
Cost	25 HP (50 XP) Qatihl'i only
Description	This is an assassin's school that is only taught to members of the Crescent assassins known as the Qatihl'i. This style focuses on fatal strikes.

Skills and Benefits

Skills	Knife Spy
Advantages	None
School Knacks	Starts with 3 at rank 1, 1 at rank 2. Lunge (Knife) Poison Throat Strike Exploit Weakness (Qor'qunq) <i>Note: Throat Strike is from the Dirty Fighting skill, but is considered a basic knack here.</i>

Mastery Levels

Apprentice	+5 on Attack and Lunge rolls with a knife.
Journeyman	When you attack using a held action, add two times the number of phases <u>held to the damage</u> of that attack.
Master	When you hit, you may spend a drama die to inflict a dramatic wound in addition to any damage or wounds that might result from the attack. This wound occurs before damage is rolled.

Quinn (NM2 3)

Overview

Country	None (NOM)
Weapon Type	Knife
Cost	25 HP (50 XP) NOM only
Description	This is an assassin's school that is only taught by the master assassin Quinn. He currently has 10 students. This is not intended for PCs. This style relies on stealth and on surprising its victims.

Skills and Benefits

Skills	Knife Spy
Advantages	None
School Knacks	Starts with 3 at rank 1, 1 at rank 2. Beat (Knife) Feint (Knife) Lunge (Knife) Exploit Weakness (Quinn)

Mastery Levels

Apprentice	You get +1 unkept die for damage from a knife. This becomes +1 kept die if you attack with surprise (which happens if you make a successful Stealth roll). +5 on Stealth rolls.
Journeyman	You get +10 to attack with a knife. +10 on Stealth rolls. (Replaces the +5 bonus.)
Master	You may spend two drama dice when you hit to automatically inflict a dramatic wound. If you surprise your victim, you may spend all your drama dice to inflict that many dramatic wounds.

Rasmussen (VV 95)

Overview

Country	Vendel
Weapon Type	Pistol
Cost	25 HP (50 XP) if Vendel 35 HP (80 XP) if other nation
Description	Use a pistol.

Skills and Benefits

Skills	Courtier Firearms
Advantages	3 point Obligation background (to defend this school against the Swordsman's Guild)
School Knacks	All start at rank 1. Pommel Strike (Pistol) Reload (Firearm) Trick Shooting (Pistol) Exploit Weakness (Rasmussen) Reload(Firearm) is considered a basic knack.

Mastery Levels

Apprentice	You have no penalty for using a pistol in your off hand. You may draw and fire a pistol as one action. Your short range penalty to hit is -5 (instead of -10).
Journeyman	Your short range penalty to hit is 0 instead of -10. Your effective range with a pistol is increased by 10 yards (20 yds is now short range and 40 yds is long range). You may use an interrupt action (2 action dice) to attack with a ready pistol. You may spend an additional action die to draw and attack as an interrupt action.
Master	For each action spent aiming, you get an unkept die (+1k0) added to damage. Maximum +3k0. Your effective ranged with a pistol is increased another 10 yards (25 yds is now short range and 50 yds is long range). You gain one rank of Attack (Firearms). This can raise your rank to 6. If it does not, you can later raise your rank to 6 by spending 25 XP.

Robertson (SG91)

Overview

Country	Avalon
Weapon Type	Fencing Sword + Cloak
Cost	25 HP (50 XP) if Avalon 35 HP (80 XP) if other nation
Description	Fights with a fencing sword in the main hand and a cloak in the other. The cloak is used to distract and to block attacks.

Skills and Benefits

Skills	Cloak Fencing
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Double-parry (Cloak/Fencing) Entangle (Cloak) Feint (Fencing) Exploit Weakness (Robertson)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a cloak. +5 on Active Defense with a cloak.
Journeyman	+1 on Entangle knack, and raises your maximum in this knack to 6. (It costs 25 XP to increase from 5 to 6.)
Master	You may entangle your opponent's weapon and roll at -5. If you do so and still succeed, you also get a free attack action on that opponent.

Rogers (PN 94-95)

Overview

Country	None (Pirate Ships)
Weapon Type	Fencing Sword
Cost	25 HP (50 XP)
Description	This style relies on tricks to confuse and outmaneuver the enemy. It teaches how to cope with a rolling ship during a fight.

Skills and Benefits

Skills	Dirty Fighting Fencing
Advantages	None.
School Knacks	Start with 3 at rank 1, 1 at rank 2. Bind (Fencing) Corps-a-corps Disarm (Fencing) Exploit Weakness (Rogers)

Pirate Tricks

Against the Rails	+5 when using Corps-a-corps while opponent using Balance as their defense knack.
Belay That!	Belaying pin is a 2k2 weapon for you and you have no off-hand penalty when using it.
Dagger Ride	You can use an action to drive a knife into a sail and ride it to the deck below. You may drop on someone with a roll of Finesse+Balance for Nk1 damage, where N= 1 for ever 2 levels dropped (round down).
Death from Above	You can use an action to swing down on an opponent from at least one level up using Panache+Swing to do 3k1 damage and opponent is prone. If you fail to hit, roll TN 15 on Panache+Swing or you are prone.

Mastery Levels

Apprentice	You can use your Balance knack in place of any Parry knack. You learn one Pirate Trick.
Journeyman	+5 on your Passive Defense while on a ship (unless surprised). You learn a second Pirate Trick.
Master	You gain +2 on your Fear Rating (see GM 175 for details). You learn two additional Pirate Tricks.

Hold Your Liquor	You gain <i>Able Drinker</i> advantage. You get +5 to hit with a beer mug (0k1 improvised weapon)
Kick Up	You may grab a sword off the ground and attack with it in the same action.
Over the Side!	+1 on boarding action rolls for your side. Up to 3 Rogers swordsmen may modify a single roll.
Quick Draw!	You may draw and fire a pistol in one action.
Sea Legs	You may roll and keep an extra die on Balance knack. Works on active but not passive defense.
Sidearm	You have no off-hand penalty when using a pistol.

Rois et Reines (MO 80-81)

Overview

Country	Montaigne
Weapon Type	Musket with Bayonet
Cost	25 HP (50 XP) for Montaigne 35 HP (80 XP) for other nations
Description	Learn how to use carefully maintained weapons, well measured powder, and new techniques for accurate weapon fire. Also learn to use bayonet.

Skills and Benefits

Skills	Firearms Polearm
Advantages	None.
School Knacks	Start with 3 at rank 1, 1 at rank 2. Beat (Polearm) Lunge (Polearm) Pommel Strike (Polearm) Exploit Weakness (Rois et Reines)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a pistol. +10 yards on pistol and musket range. +5 to Attack(polearm) when using a bayonet.
Journeyman	Increase to +25 yards on pistol and musket range. You can draw and fire a pistol as one action. +10 to your Initiative Total when using a bayonet.
Master	Increase to +50 yards on pistol and musket range. You can spend a drama die to negate TN modifiers such as range and cover for one attack.

Rossini (CP 92)

Overview

Country	Church of the Prophets (Castille)
Weapon Type	Halberd
Cost	25 HP (50 XP) Church of the Prophets only
Description	This school is taught to the members of the Church Guard.

Skills and Benefits

Skills	Polearm Wrestling
Advantages	None.
School Knacks	Start with 3 at rank 1, 1 at rank 2. Beat (Polearm) Disarm (Polearm) Bind (Polearm) Exploit Weakness (Rossini)

Mastery Levels

Apprentice	You may use your Parry knack or any of the school knacks against anyone attacking a nearby person (within 10 feet).
Journeyman	Once per round, you may perform an interrupt action to Parry by spending <u>only one action die</u> instead of two.
Master	While carrying a polearm, your passive defense TN is +10.

Sersemlik (CE 76)

Overview

Country	Crescent Empire (Ruzhar'hala)
Weapon Type	Dilmekiri (Two Handed Sword)
Cost	25 HP (50 XP) 35 HP (80 XP) for non-Ruzhar'hala
Description	Fights with a two-handed sword called a Dilmekiri by keeping the sword spinning in motion.

Skills and Benefits

Skills	Athlete Heavy Weapon
Advantages	None
School Knacks	Starts with all 4 at rank 1. Feint (Heavy Weapon) Tagging (Heavy Weapon) Whirl Exploit Weakness (Sersemlik)

Mastery Levels

Apprentice	You may wield the dilmekiri with one hand without penalty as long as you have 4 feet of space on all sides to swing it. You have no off-hand penalty for this sword and may switch hands as a free action. +5 on Intimidation repartee action when spinning your sword.
Journeyman	+1 rank of Whirl. This may increase your rank to 6. If it doesn't you can go from 5 to 6 for 25 XP. +10 + Whirl rank (instead of +5) on Intimidation repartee action when spinning your sword.
Master	Your Whirl knack applies to henchman as well as brutes. You may add your whirl rank to damage from your sword.

Shaktishaalee (CJE 96)

Overview

Country	Cathay (Tashil)
Weapon Type	Tulwar (Cathayan curved sword)
Cost	25 HP (50 XP) if Tashil 35 HP (80 XP) if other nation
Description	Fierce school using the tulwar, a cavalry combat weapon.

Skills and Benefits

Skills	Fencing Rider
Advantages	None
School Knacks	Starts with Cavalry Attack at rank 2, other knacks at rank 1. Cavalry Attack Charge (fencing) Whirl Exploit Weakness (Shaktishaalee)

Mastery Levels

Apprentice	You can use Cavalry Attack when on foot, in place of Attack (fencing).
Journeyman	You gain a free rank in Cavalry Attack, which can raise it to 6 (if it does not, you can raise it from 5 to 6 by spending 25 XP).
Master	When you roll damage from Cavalry Attack, you can reroll once and choose which of the two results you use.

Shan Dian Dao Te (CJE 96)

Overview

Country	Cathay (Han Hua)
Weapon Type	Dao (Cathayan two-handed sword)
Cost	25 HP (50 XP) if Han Hua 35 HP (80 XP) if other nation
Description	Fast and forceful style using the single-edged dao.

Skills and Benefits

Skills	Athlete Heavy Weapon
Advantages	Combat Reflexes
School Knacks	Beat (dao) Corps-a-corps Feint (dao) Exploit Weakness (Shan Dian Dao Te)

Mastery Levels

Apprentice	+1k0 to attack rolls with a dao.
Journeyman	Each round you may roll one extra action die, use Combat Reflexes to reroll one, and then discard one.
Master	+10 to your initiative total. Roll and keep one extra action die each round.

Shield Man (AH 60, ES 76)

Overview

Country	None (Explorer's Society)
Weapon Type	Improvised Weapon
Cost	25 HP (50 XP) Explorer's Society only
Description	Learns the arts of improvisation and quick thinking.

Skills and Benefits

Skills	Athlete Dirty Fighting
Advantages	None
School Knacks	Starts with 3 at rank 1, 1 at rank 2. Bind (Improvised Weapon) Corps-a-corps Riposte (Improvised Weapon) Exploit Weakness (Shield Man)

Mastery Levels

Apprentice	Negates the off-hand penalty when using an improvised weapon. If your weapon breaks, roll one die. On an even number you prevent the breakage.
Journeyman	You may use your Active Defense to protect others (with no penalty). When making Avoid rolls to dodge the effects of a trap, can push another person out of the way with one raise (instead of the normal 2).
Master	Action dice may be used as if they were 2 phases lower when used for an Active Defense. Your Active Defense rolls are made as if your Trait (usually Wits) was one higher than it is.

Siggursdottir (VV 96)

Overview

Country	Vestenmannavnjár
Weapon Type	Two Hand Axes
Cost	25 HP (50 XP) if Vesten 35 HP (80 XP) if other nation
Description	Fights with a hand axe in each hand. They scream battle cries. They are taught to carry at least 3 axes so one can be thrown at the start of combat.

Skills and Benefits

Skills	Athlete Hand Axe
Advantages	None.
School Knacks	Start with 3 at rank 1, 1 at rank 2. Double-attack (Hand Axe) Throw (Hand Axe) Whirl (Hand Axe) Exploit Weakness (Siggursdottir)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a hand axe in each hand. You get +5 to hit when throwing an axe.
Journeyman	You can do a Double Strike. To do this, use Double-attack. If you hit, you deal 3k3 wounds. The TN for an active defense against this attack is +10. You gain one rank of Throw (Hand Axe). This can raise your rank to 6. If it does not, you can later raise your rank to 6 by spending 25 XP.
Master	Whenever you hit an opponent with a hand axe (thrown or melee), your next action die is lowered to the current phase.

Snedig (SG 90)

Overview

Country	Vendel
Weapon Type	Fencing Sword
Cost	25 HP (50 XP) if Vendel 35 HP (80 XP) if other nation
Description	Trained to fight defensively and to look for the right opening to get a decisive victory.

Skills and Benefits

Skills	Doctor Fencing
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Beat (Fencing) Feint (Fencing) Lunge (Fencing) Exploit Weakness (Snedig)

Mastery Levels

Apprentice	Before you roll to attack, you may choose to sacrifice action dice. Each one sacrificed results in an extra kept die (+1k1) of damage if you hit.
Journeyman	You may sacrifice action dice to get +1k1 on Active Defense. Your rank in Exploit Weakness (Snedig) can be used as if it were also Exploit Weakness (Leegstra)
Master	When an opponent fails a wounds check against your attack, they suffer an extra dramatic wound for every 10 they failed their roll by (much like a firearm).

Soldano (CA 96-97)

Overview

Country	Castille
Weapon Type	Two Fencing Swords
Cost	25 HP (50 XP) if Castille 35 HP (80 XP) if other nation
Description	Fights with a fencing sword in each hand. They fight with flair and color.

Skills and Benefits

Skills	Athlete Fencing
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Double-parry (Fencing/Fencing) Tagging (Fencing) Whirl (Fencing/Fencing) Exploit Weakness (Soldano)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a fencing sword in each hand. At the start of each battle, you get N drama dice (which go away at the end of the battle). N=1 for Apprentice, 2 for Journeyman, 3 for Master.
Journeyman	After you hit but before the Wounds Check is rolled, you may spend Drama Dice to lower the multiple to do extra dramatic wounds. Normally this is an extra wound for every 20 they miss by, but it is 15 with one Drama Die, 10 with two Drama Dice, and 5 with three Drama Dice.
Master	Once at the start of each round with a Villain, you can use an Intimidation action without spending an action. You get a +1 for each Brute knocked out and +5 for each Henchman. If you win, instead of the normal results, you get N Drama Dice from the GM, where N is 1 + one for every 5 you won the roll by.

Steil (EN 90-91)

Overview

Country	Eisen
Weapon Type	None
Cost	25 HP (50 XP) if Eisen 35 HP (80 XP) if other nation
Description	Teaches leadership skills suitable for small units such as war bands or pirate ships.

Skills and Benefits

Skills	Commander Courtier
Advantages	Academy -1 cost to each NPC advantage that follows your orders (Servant, etc.)
School Knacks	Start with 4 Tactics at rank 1. Orders (Tactic as below) Tactics include: Advance, Charge, Envelop, Flank, Hold Ground, Regroup, Scout, Set vs. Charge, Trim Line, and Withdraw. <i>Remember that it takes a focus on just 4 knacks to achieve Journeyman and Master status.</i>

Mastery Levels

Apprentice	+5 to use or resist the repartee system. NPCs loyal to you receive +10 to use or resist the repartee system in your presence You may use XP to improve a Henchman at ½ cost. You may use XP to improve a brute squad: 10 XP from Threat 1 to 2, 20 XP from Threat 2 to 3, 40 XP from Threat 3 to 4. Increased knacks cost the new knack rating (max +3), for example Footwork +1 to Footwork +2 costs 2 XP. Lost brutes can be replaced without losing your investment.
Journeyman	You may team up with as many brutes as your Wits + your rank in Leadership. You may spend a drama die to prevent one of your brutes from being knocked out. You may add 2 if Journeyman or 3 if Master to your Personal Results roll in the Mass Combat rules.
Master	In Mass Combat, your Wits+Incitation roll at the Set-up phase gives you a +5 for every 5 points you roll instead of every 10. You may spend an action once per scene to lower an opponent's Fear Rating by your Leadership rank.

Swanson (SG 90)

Overview

Country	Vendel
Weapon Type	Sword Cane
Cost	25 HP (50 XP) if Vendel 35 HP (80 XP) if other nation
Description	Trained to fight with a concealed sword cane.

Skills and Benefits

Skills	Dirty Fighting Fencing
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Conceal Double-parry (Sword Cane/Sheath) Pommel Strike (Fencing) Exploit Weakness (Swanson)

Mastery Levels

Apprentice	Negates the penalty for using a Sword Cane sheath in your off hand. You can use your Sword Cane sheath as a fencing weapon that does 1k1 damage. You ignore the Sword Cane's penalty when <u>doing a double-parry</u> .
Journeyman	You may perform the Wooden Horse attack. To do so, attack at -5. If you hit, your sheath is held between their legs. You are -5 TN to be hit, but the opponent cannot run away or use knacks like Footwork or Balance as an active or passive defense.
Master	You may draw and use your Sword Cane as a free action and you ignore the normal penalties to attack or parry when doing this. Once per round, you may make an Active Defense parry or double-parry with the sword cane without spending an action die.

The Swords of Solomon (CP 93)

Overview

Country	Church of the Prophets (Castille)
Weapon Type	Fencing Sword + Shield
Cost	25 HP (50 XP) Church of the Prophets only
Description	This style is taught to the Church Guard. Members make use of a shield to protect those they are guarding. Members of this school may get access to the rare Solomon Serpent Swords. These are extremely well made and have a +10 to the TN to break them.

Skills and Benefits

Skills	Fencing Shield
Advantages	None
School Knacks	Start with 3 at rank 1, 1 at rank 2. Bind (Shield) Disarm (Fencing) Attack (Shield) Exploit Weakness (Swords of Solomon)

Mastery Levels

Apprentice	You can fight while having a defenseless person next to you. When using a shield, you may add 3 to your passive defense TN. You have no off-hand penalty for <u>using a shield</u> .
Journeyman	You can fight in a group of guards. When at least 2 others are present, you all get one extra action in phase 5 of each round.
Master	You may add 5 to any roll made with a Solomon Serpent Sword. This includes Attack, Parry, damage, and school knacks.

Syrneth Tinkering (ES 76)

Overview

Country	Explorer's society
Weapon Type	Fencing Sword + Cloak
Cost	25 HP (50 XP) Explorer's society only
Description	Academic school for using Syrneth artifacts

Skills and Benefits

Skills	Archaeology Scholar
Advantages	None
School Knacks	Start with 4 at rank 1, 1 at rank 2 Domae Drachen Setine Tesseran Thalusai

Mastery Levels

Apprentice	Can repair Syrneth gear with appropriate Tinkering knack check at TN30, plus one raise per missing piece of equipment. Can refuel a used device at TN40; failure means the device can never be refuelled.
Journeyman	Can merge two devices together; choose one to be the base item, and roll that knack against TN30, plus one raise per additional device after the second, plus one raise per additional Syrneth type after the first. Resulting device has all the effects of the merged devices. TN to refuel becomes 30.
Master	Can create devices with a particular ability from non-functional Syrneth resources. Mechanically similar to the Journeyman ability except the TN is 40, plus two raises per additional ability after the first, plus one raise per additional Syrneth type after the first. On success, the device works; select abilities and roll for a flaw (IG 77-79). TN to refuel becomes 25.

Tie Xiong Kung (CJE 96)

Overview

Country	Cathay (Koryo)
Weapon Type	Unarmed
Cost	25 HP (50 XP) if Koryo 35 HP (80 XP) if other nation
Description	Hard-striking martial art that focuses on inflicting as much damage as possible.

Skills and Benefits

Skills	Athlete Hard Martial Arts
Advantages	None
School Knacks	Start with 3 at rank 1, 1 at rank 2 Kick Knife Hand Power Block Exploit Weakness (Tie Xiong Kung)

Mastery Levels

Apprentice	Your Knife Hand attacks do 1k2 damage.
Journeyman	You can use Knife Hand to break weapons. Roll Finesse + Knife Hand against the opponent's TN to be hit, plus two raises for a called shot to the weapon. If you hit, make a damage roll against the weapon's TN to be broken: Fencing weapon: 25 Heavy weapon, polearm: 35 Knife, dagger: 25 Shield, buckler: 35 Other weapons: GM's discretion, min 40 This attack may not be parried with the weapon that is being attacked; attempting to do so is an automatic hit. You may make raises for damage as normal.
Master	The damage from your Kick attack is treated like an attack from a firearm, causing an extra dramatic wound for every 10 points he misses his Wound Check by, rather than 20.

Torres (CA 97)

Overview

Country	Castille
Weapon Type	Fencing Sword + Cloak
Cost	25 HP (50 XP) if Castille 35 HP (80 XP) if other nation
Description	Fights with a fencing sword in the main hand and a cloak in the other. The cloak is used to distract and to block attacks.

Skills and Benefits

Skills	Cloak Fencing
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Double-parry (Cloak/Fencing) Side-step Tagging (Fencing) Exploit Weakness (Torres) Side-step is the same as the one on the Athlete skill and is considered a basic knack.

Mastery Levels

Apprentice	Negates the off-hand penalty when using a cloak. Your side-step knack can affect 2 Action dice as an Apprentice, 3 as a Journeyman, and 4 as a Master.
Journeyman	When you are about to perform an Active Defense you can lower one Action die by 4 as a Journeyman and 6 as a Master. You may still use Side-Step after a successful Active Defense.
Master	You gain +1 Wits and your maximum is increased by 1.

Tout Pres (MO 81-82)

Overview

Country	Montaigne
Weapon Type	Fencing Sword + Improvised Weapon
Cost	25 HP (50 XP) if Montaigne 35 HP (80 XP) if other nation
Description	Fights with a fencing sword in the main hand and an improvised weapon in the other... or sometimes just with improvised weapons. A popular weapon is a lead-weighted, wide-brimmed hat (soft, 1k1 weapon).

Skills and Benefits

Skills	Dirty Fighting Fencing
Advantages	None
School Knacks	Start with 3 at rank 1, 1 at rank 2 (or 1 rank in Improvised Weapon). Corps-a-corps Double-parry (Fencing/Improvised) Tagging (Improvised) Exploit Weakness (Tout Pres)

Mastery Levels

Apprentice	Negates the off-hand penalty when using an improvised weapon. Get +5 on Parry(Improvised Weapon).
Journeyman	You may pick up and then attack or parry with an improvised weapon in one action.
Master	+5 on a non-parry Active Defense. After an attack with an improvised weapon (even if not successful), you may use an action die (even from a future phase) to make an immediate attack with your fencing weapon that cannot be Actively Defended against.

Unabwendbar (EN 92-93)

Overview

Country	Eisen
Weapon Type	None
Cost	25 HP (50 XP) if Eisen 35 HP (80 XP) if other nation
Description	Teaches leadership skills suitable for large scale combat.

Skills and Benefits

Skills	Commander Scholar
Advantages	Academy -5 cost to Man of Will
School Knacks	Start with 4 Tactics at rank 1. Orders (Tactic as below) Tactics include: Advance, Charge, Envelop, Flank, Hold Ground, Regroup, Scout, Set vs. Charge, Trim Line, and Withdraw. <i>Remember that it takes a focus on just 4 knacks to achieve Journeyman and Master status.</i>

Mastery Levels

Apprentice	For every phase you hold an action, up to 5, you may add 1=Apprentice, 2=Journeyman, 3=Master to your roll for an Orders knack. This saving up is reset if you take a Dramatic Wound, but you do not lose the held action.
Journeyman	You may add your Leadership rank to your general's Strategy roll without the -2 penalty on your Personal Results roll. If more than one person in your group is doing the same action (such as attacking with identical weapons) in the same phase, you may add 6=Journeyman, 9=Master to each of those Heroes' rolls.
Master	During the Tide of Battle roll for Mass Combat, you may treat one past loss as if it were a win for the necessary 3 wins in a row for victory. Once per act, you may change a failed roll for yourself or any person with you into a minimum success. This cancels any voluntary Raises.

Urostifter (SG 91)

Overview

Country	Vesten
Weapon Type	Two Longswords
Cost	25 HP (50 XP) if Vesten 35 HP (80 XP) if other nation
Description	Fights with a longsword in each hand Trained to taunt the opponent while dazzling them with sword movement.

Skills and Benefits

Skills	Athlete Heavy Weapon
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Beat (Heavy Weapon) Double-parry (Heavy Weapon/HW) Feint (Heavy Weapon) Exploit Weakness (Urostifter)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a longsword. You may use a longsword one handed without penalty. Get +5 on Active Defense parry with a longsword.
Journeyman	+5 to Feint or Beat with a longsword. +5 on a Taunt repartee action.
Master	+1k0 on damage from a longsword. You gain one extra action a round, which must be used as a Taunt repartee action.

Vahiy (CE 77)

Overview

Country	Crescent Empire (Atlar'vahir)
Weapon Type	(None)
Cost	25 HP (50 XP) 35 HP (80 XP) if non-Atlar'vahir
Description	This is a command style that focuses on cavalry.

Skills and Benefits

Skills	Archer Commander Raider
Advantages	None
School Knacks	Start with Horse Archery 1 and 3 Tactics at rank 1. Hose Archery Orders (Tactic as below) Tactics include: Advance, Charge, Envelop, Flank, Hold Ground, Regroup, Scout, Set vs. Charge, Trim Line, and Withdraw. <i>Remember that it takes a focus on just 4 knacks to achieve Journeyman and Master status.</i>

Mastery Levels

Apprentice	+5 on all Horse Archery rolls per mastery level (+10 as Journeyman and +15 as Master). If you are not engaged during mass combat, you may choose one opposing individual to receive damage as if their Personal Results roll was 2 higher.
Journeyman	You gain 1 drama die at the beginning of each combat if you are on horseback. This die is lost at end of combat if not used. You may change your level of engagement to any level regardless of your previous one. You may make a Horse Archery roll against the TN to hit an opponent to prevent that opponent from changing engagement level.
Master	Once per round while mounted, you may re-roll any one roll and keep the better of the two results. +1 rank of Orders(Flank) and Orders(Envelop). This may increase your rank to 6. If not, you can later go from 5 to 6 for 25 XP each.

Valroux (PG 149)

Overview

Country	Montaigne
Weapon Type	Fencing Sword + Main Gauche
Cost	25 HP (50 XP) if Montaigne 35 HP (80 XP) if other nation
Description	Fights with a fencing sword in the main hand and a main gauche in the off hand (only used to parry). Trained to tease and humiliate opponents while speeding up the combat in a dizzying way.

Skills and Benefits

Skills	Fencing Knife
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Double-parry (Fencing/Knife) Feint (Fencing) Tagging (Fencing) Exploit Weakness (Valroux)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a dagger or main gauche. Get +5 on Active Defense parry with dagger or main gauche in off hand.
Journeyman	Whenever you Raise when attacking an opponent, they must Raise at least as many times on their next attack against you.
Master	+1 Panache on achieving this level (also raises your maximum by 1).

Vipera ex Morsi (RI 78-79)

Overview

Country	None (Rilasciare)
Weapon Type	Knife
Cost	25 HP (50 XP) Rilasciare only
Description	Developed by Rilasciare assassins, it teaches to fights with a knife and to make the lethal blow quickly. Designed for stealth and fast, lethal blows. This is a dirty, honorless style of fighting.

Skills and Benefits

Skills	Dirty Fighting Knife
Advantages	None.
School Knacks	Start with 3 at rank1, 1 at rank 2. Beat (Knife) Corps-a-corps Lunge (Knife) Exploit Weakness (Vipera ex Morsi)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a knife. Get +5 on Attack with a stiletto (including called shots).
Journeyman	If you miss your attack by up to Attack(Knife)*2, you still hit but your opponent does not make a Wounds Check for the damage.
Master	Once per attack, you can have your opponent re-roll a successful Wounds Check.

Villanova (VO 96)

Overview

Country	Vodacce
Weapon Type	Fencing Sword + Knife
Cost	25 HP (50 XP) if Vodacce 35 HP (80 XP) if other nation
Description	This is a dirty fighting style taught in a swamp in Villanova family territory. Students of this school often make use of a Fencing Ring Grip (+5 to Feint, but take 1k1 damage if disarmed).

Skills and Benefits

Skills	Fencing Knife
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Double-parry (Fencing/Knife) Feint (Fencing) Stop-thrust (Fencing) Exploit Weakness (Villanova)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a knife. Get +5 on Parry (Knife) rolls.
Journeyman	You get +1 rank in Feint. Your maximum Feint rank is now 6.
Master	At the start of a phase, you may lower your passive defense TN by increments of 5 (to a minimum of 5). If you are attacked and perform a Stop-thrust, you get +5 to hit for every 5 you lowered your passive defense by.

Wu Tsain (CJE 97)

Overview

Country	Cathay (Khimal)
Weapon Type	Unarmed
Cost	25 HP (50 XP) if Khimal 35 HP (80 XP) if other nation
Description	Non-violent, defensive martial arts

Skills and Benefits

Skills	Feng Shui Shi Soft Martial Arts
Advantages	None
School Knacks	Escape Leaping Tagging (unarmed) Exploit Weakness (Wu Tsain)

Mastery Levels

Apprentice	Free raise when using Yield as an active defence. When you make a Tagging attack, you can forgo the option to gain a DD or to cause your opponent to lose one. If you do so, your opponent's next action die is increased by 1, plus the number of raises you took on the Tagging roll. If this pushes the action past the end of the round, the action is lost.
Journeyman	You gain +0k1 when using Yield as an active defence. When using Tagging, you can gain a DD (or cause your opponent to lose one) and increase his next action.
Master	You gain a free rank in Yield, which can raise it to 6 (if it does not, you can raise it from 5 to 6 by spending 25 XP). When using Tagging, you gain a DD, cause your opponent to lose a DD, and increase his next action.

Yael (CE 78)

Overview

Country	Crescent Empire (Jadur'rihad)
Weapon Type	Two Scimitars
Cost	25 HP (50 XP) 35 HP (80 XP) if non-Jadur'rihad
Description	This style uses two scimitars that you spin rapidly while performing dance-like maneuvers.

Skills and Benefits

Skills	Fencing Performer
Advantages	None
School Knacks	Start with 3 at rank 1, 1 at rank 2. Disarm (Fencing) Double-parry (Fencing/Fencing) Feint (Fencing) Exploit Weakness (Yael)

Mastery Levels

Apprentice	You can spend your current action and a future action to make two attacks at the same time on the same opponent. You ignore the penalty for a scimitar in your off hand.
Journeyman	You add your Dancing knack to your Footwork and Parry defense TNs, to your attack rolls, and to your Feint rolls.
Master	You can use your apprentice ability with any number of action dice (up to your dancing rank) instead of just 2. As soon as one of these attacks misses, however, all subsequent attacks also miss.

Ying Sun Wo (CJE 97)

Overview

Country	Cathay (Tashil / Tiakhar)
Weapon Type	Whip
Cost	25 HP (50 XP) if Tashil / Tiakhar 35 HP (80 XP) if other nation
Description	Dangerous martial art based on the attacks of predators.

Skills and Benefits

Skills	Dirty Fighting Hard Martial Arts
Advantages	None
School Knacks	Claw Hand Eye gouge Throat Strike Exploit Weakness (Ying Sun Wo)

Mastery Levels

Apprentice	Free raise when using Block as an active defence. You gain the Hunter skill for free.
Journeyman	Sheh Ji Bai Sho (snake defeating hand) attack: spend two action dice (only one of which must be legal for this phase). Roll Finesse + Claw Hand or Finesse + Throat Strike, whichever is higher. TN to hit is the opponent's TN to be hit +20. If the attack succeeds, you automatically inflict a dramatic wound, reduce the target's TN to be hit by 5, and then roll for damage as normal. You may make raises for damage as normal.
Master	Performing the Sheh Ji Bai Sho attack no longer takes two actions, and the TN is now the opponent's TN to be hit +10. If you wish, you can raise the TN by 10; if you succeed with the attack, you may spend another action die (which need not be legal for this phase) to make a follow-up attack using Kick, Attack (hard martial arts) or Attack (dirty fighting).

Zepeda (CA 97-98)

Overview

Country	Castille
Weapon Type	Whip
Cost	25 HP (50 XP) if Castille 35 HP (80 XP) if other nation
Description	Learns how to use a Whip to intimidate opponents as well as attack with it.

Skills and Benefits

Skills	Athlete Whip
Advantages	None
School Knacks	Start with 3 at rank 1, 1 at rank 2. Bind (Whip) Disarm (Whip) Tagging (Whip) Exploit Weakness (Zepeda)

Mastery Levels

Apprentice	You can spend an action to “crack your whip” to increase your passive defense by 1 for Apprentice, 2 for Journeyman, and 3 for Master for this round. This does not work against opponents immune to fear and ends if your whip is dropped or entangled (as with Bind). +5 to hit with a Attack(Whip).
Journeyman	You may use your Attack(Whip) knack in replacement of any of the following knacks while the Whip is in hand: <i>Animal Training</i> , <i>Break Fall</i> , <i>Swinging</i> , and <i>Grapple</i> . You may attack at –10 to hit and instead of doing damage, you knock your opponent prone by yanking their feet out from under them.
Master	Each hit that damages an opponent gives you a +1 Fear Rating against that opponent until the end of the battle.

Zheng Yi Quan (CJE 98)

Overview

Country	Cathay (Han Hua)
Weapon Type	Whip
Cost	25 HP (50 XP) if Han Hua 35 HP (80 XP) if other nation
Description	Martial arts style which focuses on mobility and defence.

Skills and Benefits

Skills	Athlete Whip
Advantages	None
School Knacks	Start with 3 at rank 1, 1 at rank 2. Leaping Missile Defence Snap Kick Exploit Weakness (Zheng Yi Quan)

Mastery Levels

Apprentice	Add your mastery level to your TN to be hit.
Journeyman	You gain a free rank in Leaping, which can raise it to 6 (if it does not, you can raise it from 5 to 6 by spending 25 XP).
Master	Lung Shiji (dragon strike): on the last phase of a round you can use all your remaining actions (held and current) to make an attack using one of the following knacks: Attack (hard martial arts) Kick Throat Strike Knife Hand Corps-a-corps Grapple Joint Lock Each action die you spend on this attack gives you +1k1 to your attack roll.