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Playtesters

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New Advantages

Ambidextrous

Cost: 2 or 5 HP

You can use either hand equally well. You suffer no off-hand penalty when using a specific weapon (for 2 HP) or any weapon (for 5 HP).

You cannot also take the Left-Handed advantage.

Bowmanship Technique

Cost: 3 HP (2 HP for students of the Kyrbatov School)

You know a bowmanship technique; see the Kyrbatov School for details.

Castillian Blade

Cost: varies

This is an expansion of the Castillian Blade advantage found in the Castille book.

Fencing Swords

Province	Cost	Effect
Aldana	3 HP	Lower one action die by 1 at the start of each round
Gallegos	3 HP	+2 to attack rolls; +5 to resist breaking
Soldano	6 HP	+2 all Fencing rolls; +5 to resist breaking
Torres	3 HP	+3 to damage rolls
Zepeda	2 HP	+1 to attack and damage rolls

Heavy Weapons

Province	Cost	Effect
Aldana	4 HP	Lower one action die by 1 at the start of each round
Gallegos	4 HP	+2 to attack rolls; +10 to resist breaking
Soldano	8 HP	+2 all Heavy Weapon rolls; +10 to resist breaking
Torres	5 HP	+4 to damage rolls
Zepeda	3 HP	+2 to attack and damage rolls

Knives

Province	Cost	Effect
Aldana	2 HP	Lower one action die by 1 at the start of each round
Gallegos	2 HP	+2 to attack rolls; +5 to resist breaking
Soldano	5 HP	+2 all Knife rolls; +5 to resist breaking
Torres	2 HP	+2 to damage rolls
Zepeda	2 HP	+1 to attack and damage rolls

The cost of this advantage is reduced by 1 HP (to a minimum of 1 HP) for a blade from a Castillian character's home province.

Dual Heritage

Cost: 8 HP

You draw your heritage from more than one nation (whether you are aware of it or not). This gives you the following benefits and drawbacks:

- You can choose which national trait bonus you get.
- You qualify for all nation-specific advantages, backgrounds and skills from both nations.
- The cost of any language is the lower of the cost for each of your nationalities, so you begin with both national languages for free. You may choose one accent from each nation.
- You cannot take full-blooded sorcery.

Hidden Talent

Cost: varies

You have abilities you're not even aware of; perhaps your real father was a Glamour mage, your amnesia hides the fact that you once attended the Valroux School, or you spent your now-forgotten childhood on a pirate ship.

When you buy this advantage, you choose how many HP to invest into it, and consult the table below to find the size of the HP pool this represents; the GM spends this HP pool for you on skills, knacks, advantages, sorcery, swordsman schools and / or languages.

During the game you can discover your hidden abilities by role-playing, or can choose to spend a Drama Die to discover one at random.

Points Invested	Pool
1 – 5 HP	Points invested x 2
Over 5 HP	Points invested + 5

Hook

Cost: 2 HP

You have lost one of your hands, either due to injury or illness, which has been replaced with a hook. This hook can be wielded in combat with the Hook skill, and deals 0k2 damage.

Unfortunately, you can never wield a two-handed weapon or perform any actions which require the use of two hands, and you receive a penalty of one unkept die on all rolls which involve social interaction. More positively, you cannot be disarmed when wielding a hook.

Quick Draw

Cost: 4 HP

With this advantage, you do not need to take an action to draw or sheathe a weapon.

This is an expansion of the Pirate Trick advantage of the same name, but is not limited to pistols.

Sea Legs

Cost: 2 HP

You gain a Free Raise to Balance checks, including Active Defence rolls, when on board a ship.

In addition, you never get seasick.

Uncanny Gift

Cost: 5 HP

This advantage may only be bought by characters with half-blooded, twice-blooded or trace-blooded sorcery.

When buying this advantage, the sorcerer nominates a sorcery knack; the maximum number of ranks he may have in that knack is raised to 5 as if he was full-blooded.

This advantage may only be bought once.

Trace-Blooded

Cost: 10 HP

You have the merest trace of sorcerous blood in your veins. You start the game with a sorcerous heritage, but you only have one Sorcerous Knack at rank 1. This knack can never be raised past rank 3, and you can never learn any other knacks from this sorcery.

You can be twice, three times or four times Trace-Blooded (or twice Trace-Blooded and once Half-Blooded), with Sorcerous Knacks from the same or different heritages, by taking this advantage more than once.

Wistinghaus Bodyguard

Cost: 8 HP

You have a loyal minder who has been trained at the elite Wistinghaus School for bodyguards.

This bodyguard is a 75 HP Eisen henchman who knows the Wistinghaus School. He has three ranks in all Bodyguard and Sentry knacks for free.

New Backgrounds

Lost Ability

You used to have an advantage (for 1 point), a skill (for 1 point), a swordsman school (for 2 points) or sorcery (2 points for half-blooded, 3 points for full-blooded or twice-blooded, 1 point for trace-blooded), but for some reason you can no longer use it.

Maybe you are haunted by memories of a disastrous show, and lost the Acrobat skill. Perhaps Matushka has taken back the gift of Pyeryem for some slight, or the Sidhe have taken their Glamour from you. Maybe you had the Faith advantage, but now you're not so sure. Perhaps you were a student of Wu Tsain, but you lost the inner calm that School requires.

All bonus XP from this background goes into reclaiming this ability; the background is lost when the ability returns. The XP cost to regain the ability is three times the HP cost for an advantage, background or sorcery, or the normal XP cost for a swordsman school or skill.

When you regain the ability, you get it as if you had bought it with HP; that is, you gain 7 Sorcery Points for full-blooded sorcery, one rank in each basic knack for a skill, one rank in each swordsman knack for a School, and so on.

New Skills and Knacks

Barber

In addition to cutting hair and beards, barbers were the surgeons of their day.

Basic knacks: Barber, Diagnosis

Advanced knacks: Examiner, Surgery

This is a civil skill.

Blunt Weapon

This skill covers the use of one-handed blunt weapons such as maces, which are usually 2k2 weapons.

Basic knacks: Attack (blunt weapon), Parry (blunt weapon)

Advanced knacks: *none*

This is a martial skill.

Escapologist

Escapology is the art of escaping from bonds and confined spaces.

Basic knacks: Knotwork

Advanced knacks: Contortion, Lockpicking

This is a civil skill.

Hook

This skill covers the use of hooked weapons, such as grappling hooks and hook hand replacements. Hooks are usually 0k2 weapons.

Basic knacks: Attack (hook), Parry (hook)

Advanced knacks: *none*

This is a martial skill.

Smuggler

Smugglers are experts when it comes to bringing contraband across borders, importing and exporting goods without paying taxes.

Basic knacks: Appraising, Forgery, Unobtrusive

Advanced knacks: Bribery, Cartography, Conceal, Logistics, Sincerity

This is a civil skill.

New Knacks

Catching

This knack is used to catch hold of falling or thrown objects.

This is a new basic knack for the Acrobat and Athlete skills.

Engraving

Engraving is the art of inscribing designs or text into a metal plate, often for use in printing presses. This knack also covers woodcuts and etchings.

This is a new basic knack for the Forger and Merchant skills.

Excavation

This knack is used when you need to remove a potential artefact from the ground quickly and without damaging it.

This is a new basic knack for the Archaeologist skill.

Heraldry

This knack covers knowledge of coats-of-arms, banners, crests and the like, knowledge of the history, provenance and meanings behind them, and also the proper nomenclature for heraldic devices.

This is a new advanced knack for the Courtier and Scholar skills.

Mimicry

You know how to impersonate the voices of other people (their mannerisms, however, are covered by the Acting knack).

This is a new advanced knack for the Performer skill.

Rowing

You know how to pilot small rowing boats. This knack is typically rolled with Brawn.

This is a new basic knack for the Riverboat Pilot and Sailor skills.

Sleight Of Hand

You know how to filch small items without others noticing. This is typically a contested roll of Finesse + Sleight Of Hand against the observer's Wits.

This is a new advanced knack for the Criminal and Performer skills.

Changes to Skills

Ride

The Ride knack must be purchased separately for different mounts (horse, camel, llama, elephant, etc). When buying a skill which has Ride as a basic knack, you get one rank in one specific mount, such as Ride (horse). You can buy ranks in different mounts as normal.

In addition, Ride (elephant) does not count as an advanced Rider knack, as specified in the Cathay sourcebook.

New Sorceries

Charm

Country of origin: Avalon (Inismore)

Sorcery knacks: Expertise, Health, Heritage, Language, Maintain, Memory, Technique, Trait

Description

The Sidhe feel a close affinity for the Triple Kingdoms, a closeness which is reflected in the common name for the islands: the Glamour Isles. But the Glamour of Avalon is not the only gift they gave to their chosen peoples, merely the most well known; three related forms of Sorcery were given to the three kingdoms. Their gift to the people of Inismore is known as Charm.

Practitioners of this form of sorcery have the power to take on certain aspects of anyone they touch for a short time - most commonly strength or memories, although some can briefly manifest their target's sorcery. Masters are particularly powerful, with the ability to drain their targets of energy for several minutes at a time.

The Charm sorcerer is typically subtle in approach, since his power does not draw attention to itself when it is used. When he touches a target and uses his power, the veins on his hand often seen to grow and pulsate, almost as if the energy he draws from his target is flowing through them directly.

To activate a charm, you must be touching the target (skin must touch skin). If the target is resisting, this is a contested Finesse check each round; otherwise, it is automatic. The charm lasts until the sorcerer loses contact with his target. The target does not have to be conscious.

A character can only activate a single charm at a time, although he could be the target of more than one.

Note that Charm sorcerers can use Reputation Dice in place of Drama Dice to power their sorcery in the same manner as Glamour sorcerers.

Mastery Levels

Apprentice

See: The sorcerer can discover what his target's abilities are. The sorcerer can use the See ability of any Charm knacks he has at least 1 rank in; using the Charm does not cost a Drama Die. The target is unaware of the charm, although he may be aware of being touched.

Adept

Share: At this level, an aspect of the sorcerer and his target can be shared between them. For the cost of 1 Drama Die, the sorcerer can use the Share ability of any Charm knacks he has at least 4 ranks in. The target is aware of the charm if he succeeds at a Wits check at TN 15.

Master

Steal: The sorcerer has developed the ability to temporarily take an aspect of his target to add to his own. For the cost of 1 Drama Die, the sorcerer can use the Steal ability of any Charm knacks he has 5 ranks in. The target, if conscious, is always aware of the charm.

Knacks

Expertise

Note that this knack cannot be used against sorcerous knacks, but can be used against swordsman knacks.

Note that the sorcerer need not know whether the target possesses the nominated knack to use the Share or Steal abilities.

See: The sorcerer nominates a knack. On a successful Wits + Expertise check at TN 20, he knows how many ranks his target has in this knack. This charm is instantaneous. For two Raises, he may nominate an entire skill rather than a single knack, and receives the Charm's effects for all the knacks in the skill.

Share: The sorcerer nominates a knack. For the duration of this charm, the sorcerer uses either his own or the target's ranks in the specified knack, whichever is higher (when making a roll, he uses his own traits). When the sorcerer reaches Master level (and has 5 ranks in this knack), he may nominate an entire skill rather than a single knack, and receives the Charm's effects for all the knacks in the skill.

Steal: The sorcerer nominates a knack. For the duration of this charm, the sorcerer can remove the target's ranks in the specified knack, and add them to his own. This can raise the sorcerer's knack past 5 ranks. If the sorcerer chooses to spend 2 DD rather than 1, he may nominate an entire skill rather than a single knack, and receives the Charm's effects for all the knacks in the skill.

Health

See: On a successful Wits + Health check at TN 20, the sorcerer knows how many dramatic wounds it would take to render his target Knocked Out. This charm is instantaneous.

Share: The sorcerer can transfer all flesh wounds from himself to the target (or vice versa) – those he has initially, and any he receives while the charm is active. The character receiving the wounds makes a wound check as normal to avoid taking a dramatic wound.

Steal: The sorcerer can transfer all dramatic wounds from himself to the target (or vice versa) – those he has initially, and any he receives while the charm is active. The character receiving the wounds can make a Resolve check at TN25 for each wound transferred to resist it; any wounds which are resisted stay with the sorcerer.

Note that transferred wounds do not revert back to their original owner after the charm's duration is up.

Heritage

Note that the sorcerer need not know whether the target possesses sorcery to use the Share or Steal abilities of this knack.

Note that you must be a Master before you may learn this knack.

See: On a successful Wits + Heritage check at TN 20, the sorcerer discovers the type of sorcery possessed by his target (if any). For one Raise he also discovers his target's mastery level, and for two additional Raises he discovers which sorcery knacks his target has (including their ranks and what they do). This charm is instantaneous.

Share: The sorcerer is able to use the target's sorcerous knacks (but note that the use of such sorcery may cost additional Drama Dice). He is able to use any sorcerous knack the target has (but uses his own traits for making rolls), and understands intuitively how the knack works.

Steal: As above, but the target is unable to use his sorcery for the duration of the charm.

Language

See: On a successful Wits + Expertise check at TN 20, the sorcerer knows which languages his target speaks. For one Raise, he also knows which languages his target is literate in. This charm is instantaneous.

Share: For the duration of this charm, the sorcerer understands all the languages his target understands, to the same level of comprehension (i.e., acquaintance, literacy, etc).

Steal: As above, but the target is unable to communicate (speak, listen, read or write) in any language for the duration of the charm.

Maintain

Note that you must be an Adept before you may learn this knack.

The sorcerer has learned to hold the effects of a charm for a short time, even after he has lost physical contact with his target. This knack does not cost a Drama Die to use.

He tests Resolve + Maintain against TN 15 when the charm's normal duration has ended in order to keep the charm going. The additional duration for the charm is:

- Apprentice level: Not applicable; charms at this level are instantaneous.
- Adept level: One round.
- Master level: 1k1 rounds.

At the end of this period you can use this knack again, but the TN goes up by 5 each time.

Memory

*Note that when using this knack the sorcerer must specify a memory. A memory may be of a particular person, place, object or event, but the sorcerer cannot be any more specific than this, and in particular he may not specify a combination of these criteria. For example, specifying a memory of a particular person is allowed, but specifying a memory of a particular person **in** a particular place is not.*

Note that you must be an Adept before you may learn this knack.

Note that GMs are encouraged to make any memories received from the use of this knack incomplete, cryptic or misleading.

See: On a successful Wits + Memory check at TN 20, the sorcerer specifies a memory and discovers whether his target has any such memories (but not the nature of these memories). This charm is instantaneous.

Share: The sorcerer can access the target's memories. For each round the charm is active, the sorcerer may access one memory. The sorcerer can specify a new memory each round, but if the target has multiple such memories the sorcerer has no control over which of these he receives. The memory stays with the sorcerer after the charm's duration is up.

Steal: The sorcerer can take memories from the target, erasing them from the target's mind until the end of the scene. One specific memory can be stolen each round. The memory stays with the sorcerer after the charm's duration is up.

Technique

Note that the sorcerer need not know whether the target possesses a combat School to use the Share or Steal abilities of this knack.

See: On a successful Wits + Technique check at TN 20, the sorcerer discovers which combat Schools his target knows.

Share: For the duration of this charm, the sorcerer has access to the Apprentice ability of any combat Schools known by his target. When the sorcerer reaches Master level (and has 5 ranks in this knack), he also has access to his target's Journeyman abilities.

Steal: As above, but the target is unable to use the ability (or abilities) for the duration of the charm.

Trait

Note that this knack must be developed separately for each trait.

See: On a successful Wits + Trait check at TN 20, the sorcerer discovers how many ranks his target has in the trait. This charm is instantaneous.

Share: For the duration of this charm, the sorcerer uses either his own or the target's trait, whichever is higher.

Steal: For the duration of this charm, the sorcerer can use his target's trait to augment his own trait. For the duration of the charm, the target's trait is reduced to 1 rank. This charm can raise the sorcerer's trait past 5 ranks.

Ranks in trait	Ranks added
1	1
2	1
3	2
4	2
5	3
>5	4

Halo / Penumbra

Country of origin: Any

Sorcery knacks: Beacon, Blind, Darken, Dazzle, Enshroud, Fear, Hale, Illuminate, Light of Truth, Manipulate, Night Vision

Description

Over the last few hundred years, reports have reached scholars of a number of individuals who are reputed to have miraculous powers. Sometimes these stories fall into patterns, suggesting the phenomena originate from a common source. Two such phenomena have been the subject of particular scrutiny.

Some of these supposed sorcerers are said to have power over light; their sorcery has now been termed Halo by the aforementioned academics, but over the years it has been known by such names as Lux, Blanche, Radiance and Claro. Similarly, there have been reports of individuals who possess a degree of power over darkness, which has variously been called Tenebrae, Obscura, Shadow, Eclipse and Noir; their sorcery is now named Penumbra.

For many decades it was assumed that these were unsubstantiated fabrications, or perhaps a collection of unrelated minor sorcerous heritages; only recently has it been hypothesised that the widely-varying powers all stem from the same source. The nature of this source, however, is uncertain.

It seems clear that this sorcery does not originate from the Numan Bargain; it does not seem to pass via bloodlines, it is found with equal frequency across the whole of Théah, and there are indications it can be used to strengthen the Barrier. This raises the question of where the power does originate. Some scholars speculate that it may be a gift from the Sidhe, but others point out the difference in tone between it and the Glamour magic the Sidhe are so well known for. Some proclaim it as being a gift from Théus, while

their detractors declaim them for being heretics. Many Inquisitors openly declare it to be the power of Legion, sinful and profane, and there are few who have the authority to gainsay the Church.

Mastery Levels

Whether you are a Halo or Penumbra sorcerer depends on the knacks you know. Each knack specifies whether it is a Light knack or a Dark knack. The difference between the number of ranks you have in Light knacks and the number of ranks you have in Dark knacks is known as your Aura. If your Aura is positive (i.e., you have more ranks in Light knacks than in Dark knacks), you are a Halo sorcerer; otherwise, you are a Penumbra sorcerer. If your Aura is zero, you are considered to be neither, and cannot use any mastery level abilities until you gain a rank and your Aura changes.

Apprentice

Halo: spending a DD when in full sunlight gives you an additional bonus to your roll equal to your Aura (to a maximum of +5).

Penumbra: spending a DD when in full moonlight gives you an additional bonus to your roll equal to your Aura (to a maximum of +5).

Adept

Halo: spending a DD when in full sunlight gives you an additional bonus to your roll equal to your Aura (to a maximum of +10).

Penumbra: spending a DD when in full moonlight gives you an additional bonus to your roll equal to your Aura (to a maximum of +10).

At this level you gain the additional ability to light (Halo) or extinguish (Penumbra) any light source you can see; this ability requires an action.

Master

Halo: spending a DD when in full sunlight gives you an additional bonus to your roll equal to your Aura (to a maximum of +15).

Penumbra: spending a DD when in full moonlight gives you an additional bonus to your roll equal to your Aura (to a maximum of +15).

Knacks

Note that characters with this sorcery may choose any combination of Light knacks and Dark knacks, but most practitioners tend to specialise in one or the other to some extent.

Beacon

Beacon is a Light knack.

With this knack you may set a beacon, to which you always feel a slight tug. The beacon appears as a small

glowing light, giving off about as much illumination as a candle.

Your beacon has a radius of 50' per rank you have in this knack; while you are within this radius you know the direction and approximate distance to the beacon. You gain a Free Raise per rank in this knack to any Direction Sense rolls regarding the beacon.

You may have a number of simultaneous beacons equal to your rank in this knack. Beacons may be snuffed out at any time; they automatically disappear after one hour per rank in this knack, or when you move out of their radius.

Blind

Blind is a Dark knack.

This knack allows the sorcerer to temporarily blind an opponent.

Make a Finesse + Blind roll against a TN of 5 + 5 times the target's Wits. If this roll is successful, your opponent is partially blinded until the end of the scene; treat this as mechanically similar to penalties for dim light (lose one kept die from all rolls). If you take two Raises on your roll, your opponent is treated as being in total darkness (lose two kept dice from all rolls).

Darken

Darken is a Dark knack.

This knack allows you to darken your current area.

Make a Resolve + Darken roll against a TN of 20. If this roll is a success, your current area (up to 50' in all directions, limited by line-of-sight) is made dark; normal light is converted to dim light, and dim light is converted to total darkness. For two Raises, normal light can be converted to total darkness.

Dazzle

Dazzle is a Light knack.

This knack allows the sorcerer to temporarily dazzle an opponent. It is mechanically identical to the Blind knack.

Enshroud

Enshroud is a Dark knack.

You gain a Free Raise to all Stealth and Unobtrusive rolls for each rank you have in this knack.

You gain a bonus to all Ambush and Shadowing rolls equal to your rank in this knack.

Fear

Fear is a Dark knack.

With this knack, the sorcerer is able to cause his opponents to be affected by Fear.

Make a Resolve + Fear roll against a TN of 15, plus 5 for each level of Fear you want to inflict on your

opponent. If this roll is a success, your opponent must roll to resist Fear as normal.

Hale

Hale is a Light knack.

With this knack you may attempt to remove the effects of Fear on a character.

Make a Resolve + Hale roll against a TN of 15 + 5 times the Fear Rating your target is suffering from. If this roll is a success, your target is cured of the effects of Fear until the next scene, or until he is confronted by a new source of Fear.

Illuminate

Illuminate is a Light knack.

This knack allows you to illuminate your current area. It is mechanically identical to the Darken knack, except that the level of darkness is decreased rather than increased (total darkness => dim light => normal light).

Light of Truth

Light of Truth is a Light knack.

This knack allows the sorcerer to perceive people or things that have been deliberately occluded.

When making a Perception check to spot hidden people or things, you gain a bonus to your roll equal to the number of ranks you have in this knack.

When making a Perception check to spot invisible people or things, you gain a Free Raise for each rank you have in this knack.

Manipulate

Manipulate is a Dark knack.

With this knack, the sorcerer may animate shadows.

Make a Resolve + Manipulate roll against a TN of 15; success allows you to elongate or shorten a shadow, to shape or move it, or remove it completely.

If you take two Raises on the roll, you can force a shadow to attack its owner; it has all the non-magical abilities of its owner, but only ever keeps one die from any roll.

Night Vision

Night Vision is a Dark knack.

This knack allows the sorcerer to see in the dark without penalty.

The table below shows the modified darkness penalties. These penalties can only be used to offset the negative penalties for darkness / dim light; you cannot gain a bonus to your roll from this knack.

Ranks	Bonus
1	+1k1
2	+2k1
3	+2k2
4	+3k3

Ranks	Bonus
5	+4k4

Harlequin

Country of origin: Avalon (Highland Marches)

Sorcery knacks: Appearance, Build, Mark, Return, Sustain, Voice

Description

The Sidhe feel a close affinity for the Triple Kingdoms, a closeness which is reflected in the common name for the islands: the Glamour Isles. But the Glamour of Avalon is not the only gift they gave to their chosen peoples, merely the most well known; three related forms of Sorcery were given to the three kingdoms. Their gift to the people of the Highland Marches is known as Harlequin.

Harlequin sorcery involves physical mimicry. The sorcerer can transform himself into a perfect replica of another person, encompassing everything from the lines on his face to the pitch of his voice. This is not an illusion – Harlequin physically changes the sorcerer.

To use the sorcery, the sorcerer must first 'mark', or memorise, the aspect of the target he wishes to emulate (appearance, build, or voice). This mark never changes, even if the person changes his appearance. The maximum number of marks the sorcerer can have memorised for each aspect is equal to his mastery level times his Wits; memorised marks can be forgotten at any time.

Anyone who is familiar with the person you are trying to imitate might be able to see through the transformation (there are always little things that might give it away; a distinctive walk, a particular posture, idiosyncratic speech patterns, and so on); seeing through the sorcery takes a successful Wits check against a TN of 15 + (10 x your mastery level), with a free raise for every unchanged aspect they are able to notice (for example, if you don't speak or they don't know what your mark sounds like, they won't get a free raise to notice your unchanged voice). If they are familiar with you and succeed at this check by 10 or more, they can tell that it's you.

Note that Harlequin sorcerers can use Reputation Dice in place of Drama Dice to power their sorcery in the same manner as Glamour sorcerers.

Mastery Levels

Apprentice

At apprentice level, you are able to change only one of the three aspects (appearance, build, and voice), which requires the expenditure of one Drama Die.

The transformation lasts for one scene, or until you use the Return knack to revert to your natural appearance,

build and/or voice. If you are Knocked Out, you revert automatically.

Adept

At adept level, you are able to simultaneously change a maximum of two aspects; this requires the expenditure of one DD.

Master

At master level, you are able to simultaneously change one, two or all three aspects; this requires the expenditure of one DD.

Knacks

Appearance

You can test Wits + Appearance against TN 20 to mark the facial appearance of any person you can see. Thereafter, you can spend an action to transform your face and hair to be identical to that of this mark.

Build

You can test Wits + Build against TN 20 to mark the height and body shape of any person you can see. Thereafter, you can spend an action to transform your body (except for your face and hair) to be identical to that of this mark.

Mark

You use this knack to mark a target by specifying the aspect you wish to mark (appearance, build or voice) and making a Wits + Mark roll against TN 20.

Return

You can test Resolve + Return against TN 15 to revert to your natural appearance, build, and/or voice. The change takes one action to complete, during which your TN to be hit is 5 and you may not make any Active Defence. If you wish, you can choose to revert only some aspects while keeping others.

Sustain

With this knack the sorcerer can keep a transformation going for longer than the standard duration.

When the transformation period is up, roll Resolve + Sustain against TN 20 to sustain the transformation for a further scene. At the end of this period you may roll again, but the TN increases by 5 each time.

Voice

You can test Wits + Voice against TN 20 to mark the voice, accent and speech patterns of any person you can hear. Thereafter, you can spend an action to transform your voice to be identical to that of this mark.

Sonus

Country of origin: Vodacce (male only)

Sorcery knacks: Audire, Cantus, Clamitare, Comprendere, Echo, Perstringere, Sussurrare

Description

Sonus is one of the Bargain sorceries which were given to the Numan senators. Those born with Sonus sorcery have some measure of power over the complex energies of sound.

The Sonus bloodline seems to have almost died out on multiple occasions over the centuries, but occasionally and irregularly resurfaces. When it does re-emerge it does so exclusively in Vodacce, and only in male children. It is extremely rare, much rarer even than its feminine counterpart, Sorte; not since the time of the Numan Empire has there been a significant population of Sonus sorcerers.

The reason for the bloodline's scarcity is unknown; some commentators suggest it may be due to persecution from unknown groups opposed to sorcery, others point to the trenchant political infighting which has characterised so much of Vodacce history. Whatever the reason for this rarity may have been, it has meant that the birth of a Sonus sorcerer has come to be seen as a particularly good omen for his family.

Sorceries derived from the Bargain tend to have obvious signs which indicate when they are being invoked; the blood-red hands of a Porté mage, for example, or the flame-flecked eyes of an El Fuego sorcerer. For the Sonus bloodline, this is manifested as a low intensity white noise which seems to originate from all around sorcerer whenever the sorcery is used.

Mastery Levels

Apprentice

At apprentice level, the sorcerer has the ability to create simple sonic illusions; each use of this ability requires the expenditure of one Drama Die.

This illusion can be as loud as a shout or as quiet as a whisper, but cannot last more than a few seconds, and must appear to originate from a single point within 50' of the sorcerer. It must be a single sound; speech and music are not possible at this level.

Adept

At this level, the sorcerer gains the ability to make more complex illusions, such as human speech or short snatches of music. He cannot mimic a particular voice, however.

The sorcerer's illusions can now last for up to one round, and must appear to originate from a single point within 100'. As before, this ability requires the expenditure of one Drama Die.

Master

The sorcerer is now capable of creating moving sonic illusions, mimicking specific voices (or multiple voices), and creating 'negative illusions' – i.e., removing a specific noise from an area.

At this level, illusions can last for up to a minute and must stay within 150' of the sorcerer. As before, this ability requires the expenditure of one Drama Die.

Knacks

Audire (listen)

You may make hearing-based perception checks as Wits + Audire, rather than just Wits. This stacks with other bonuses such as the Keen Senses advantage.

Cantus (music)

Your control over sound is especially potent when dealing with musical tones. You can use this knack to improve your own performances, or to hinder those of other people.

You gain a number of Free Raises equal to your rank in this knack to all your Musician and Singing rolls, or you can force an opponent take that many Raises on their rolls. You may add your rank in this knack to your Oratory and Storytelling rolls, or you can raise the TN of an opponent's roll by the same amount.

Clamitare (shout)

You are capable of creating a concentrated blast of sonic energy and projecting it towards an opponent. Note that this need not take the form of a shout; it could just as easily be a piercing shriek or a powerfully sung note of any pitch.

You may take an action to attack an opponent by rolling Resolve + Clamitare. Your opponent's TN to be hit is 5 + 5 times their rank in Resolve. This attack cannot be Actively Defended against.

The range of this attack is 50' per Mastery Level. There is no short range modifier, but long range attacks are subject to a -10 penalty.

For one Raise on your roll, any glass in the immediate vicinity shatters dramatically.

This attack is subject to the normal rules for targeting multiple brutes, and taking Raises for damage.

Ranks	Damage
1	1k1
2	2k1
3	2k2
4	3k2
5	3k3

Comprendere (comprehend)

You are capable of manipulating the sounds of spoken languages, translating them automatically as the sounds reach your ears.

You may make a Wits + Comprehendere roll against TN 20 to understand (but not speak, read or write) any spoken language you can hear for the remainder of the Scene.

If you have 3 or more ranks in this knack, you gain a 2 XP discount on the cost of learning new languages.

Echo (echo)

You have the uncanny ability to sense your surroundings by using a form of echo-location, which you can use when in darkness (or when dazzled or blindfolded, for example).

Your penalties for dim light and total darkness are as follows (the penalties for heroes who also have the Night Trained advantage are in parentheses):

Ranks	Dim Light	Total Darkness
0 (normal)	-2k2 (-1k1)	-4k4 (-2k2)
1	-1k1 (-1k0)	-3k3 (-2k1)
2	-1k0 (no penalty)	-3k2 (-2k1)
3	No penalty (no penalty)	-2k2 (-1k1)
4	No penalty (no penalty)	-1k1 (-1k0)
5	No penalty (no penalty)	No penalty (no penalty)

Perstringere (deaden)

All hearing-based perception checks for everyone within a radius of 20' per Mastery Level (centred on you) are subject to a number of Raises equal to your rank in this knack. This effect lasts until the end of the Scene.

Sussurrare (whisper)

You can send an almost silent message to anyone you can see. They can hear the message perfectly, but others must make a perception check at a TN equal to 10 + 5 times your rank in this knack.

Tidshärskare

Country of origin: Vestenmannavnjar

Sorcery knacks: Hold, Jump, Slow, Speed, Stop

Description

On some of the outermost Vesten islands there lives a clan who do not share the Laerdom magic of their brethren. Their oral history suggests they may be descended from the Eisen, and indeed their sorcery is in some ways reminiscent of the extinct Zerstörung tradition: those few who are born with sorcery possess a limited control over the currents of time, and are known as Tidshärskaren.

A Tidshärskare's sorcery allows him to speed up and slow down the flow of time, to make objects skip time, and to pull objects out of the timestream merely by touching them. These are difficult abilities to control, and they can usually only be manifested briefly. Some practitioners eventually gain the ability to stop time entirely, but this is a very rare ability.

Tidshärskare is a very physical sorcery, with very physical effects. As such, its practitioners tend to be the hands-on type, rather than more philosophical thinkers.

There are certain limitations to the Tidshärskare's abilities, which none have ever been able to circumvent; they can never jump back in time, or see the future. The past is set and so cannot be altered, they say, and the future is too mutable to second-guess. Characters with this sorcery can never learn the Fortune Teller skill, as it conflicts with their beliefs about the nature of time.

Mastery Levels

Apprentice

At this level you can use your Sorcery Knacks to affect inanimate objects or small animals (such as cats or dogs). You must touch your intended target.

Adept

At this level you can use your Sorcery Knacks to affect yourself.

Master

At this level you can use your Sorcery Knacks on people other than yourself, or on large animals (such as horses or bears). You must touch your intended target.

A person (or an animal with roughly human-level intelligence) can try to resist with a Resolve check (TN 30). If this roll is a success, your knack has no effect.

Knacks

Hold

By spending a Drama Die, you can put your target outside of time.

Roll Resolve + Hold against TN 25; if this roll is a success, you have put your target into a kind of stasis for the duration of the effect (see below). Your target cannot be hurt, moved or otherwise affected while in stasis; even if it has senses it is unaware of the outside world and cannot communicate in any way. To it, it appears that no time has passed.

Duration is one round, plus one round per Raise, at Apprentice level; this increases to 1k1 rounds, plus 1k1 rounds per Raise, at Adept level.

At Master level, you can affect an additional target per Raise. You must be able to touch all targets simultaneously.

Jump

By spending a Drama Die, you can make your target jump forward in time.

Roll Resolve + Jump against TN 25; if this roll is a success, your target jumps forward in time. It

immediately disappears, reappearing after the duration of the effect. To it, it appears that no time has passed.

Duration is one round, plus one round per Raise, at Apprentice level; this increases to 1k1 rounds, plus 1k1 rounds per Raise, at Adept level.

At Master level, you can affect an additional target per Raise. You must be able to touch all targets simultaneously.

Slow

By spending a Drama Die, you can slow down the passage of time for your target.

Roll Resolve + Slow against TN 25; if you succeed, time is slowed for your target for the duration of the effect (see below). You might use this to delay the burning of a fuse, for example, or to keep yourself from downing.

If your target's reflexes are tested in any way, he must take a number of Raises on the roll equal to your rank in this knack. See the table below for the effect on the number of actions your target may take each round, and the effect in terms of rounds.

Ranks	Usable Actions	Usable Rounds
1	One half of normal actions (round down, min 1)	1 round per 2 'real' rounds
2	One third of normal actions (round down, min 1)	1 round per 3 'real' rounds
3	One quarter of normal actions (round down, min 1)	1 round per 4 'real' rounds
4	One fifth of normal actions (round down, min 1)	1 round per 5 'real' rounds
5	One sixth of normal actions (round down, min 1)	1 round per 6 'real' rounds

Duration is one round, plus one round per Raise, at Apprentice level; this increases to 1k1 rounds, plus 1k1 rounds per Raise, at Adept level.

At Master level, you can affect an additional target per Raise. You must be able to touch all targets simultaneously.

Speed

By spending a Drama Die, you can speed up the passage of time for your target.

Roll Resolve + Speed against TN 25; if you succeed, time is sped up for your target for the duration of the effect (see below). You might do this to speed up a chemical reaction, or to make yourself more effective in combat.

If your target's reflexes are tested in any way, he gets a number of Free Raises to his roll equal to your rank in this knack. See the table below for the effect on the number of actions your target may take each round, and the effect in terms of rounds.

Ranks	Actions Gained	Rounds Gained
1	1 extra action	2 rounds per 'real' round
2	2 extra actions	3 rounds per 'real' round
3	3 extra actions	4 rounds per 'real' round
4	4 extra actions	5 rounds per 'real' round
5	5 extra actions	6 rounds per 'real' round

Duration is one round, plus one round per Raise, at Apprentice level; this increases to 1k1 rounds, plus 1k1 rounds per Raise, at Adept level.

At Master level, you can affect an additional target per Raise. You must be able to touch all targets simultaneously.

Stop

Note that you must be an Adept to learn this knack.

By spending a Drama Die, you can stop time.

Roll Resolve + Stop against TN 30; if this roll is a success, you have stopped time. You are unaffected by this, and can move and act as normal. You cannot physically affect anything while time is stopped.

You gain the equivalent of one round of 'time' before time restarts, plus one round per Raise. However, existence outside the current of time is exhausting, and you take 3k2 flesh wounds each round. If you are Knocked Out, time restarts immediately. You can cancel the effect at any point.

New Combat Schools

Angelo

Country of origin: Castille

Weapons: One or more pistols

Basic curriculum: Dirty Fighting, Firearms

School knacks: Corps-à-corps, Parry (improvised weapon), Pommel Strike (pistol), Exploit Weakness (Angelo)

Angelo is a melee firearms School, in which the pistol is used for both attack and defence even after it has been fired. Practitioners of Angelo usually carry multiple pistols, as the School does not recommend reloading during combat.

The style developed in the back streets and alleyways of the Castillian city of Altamira, and was formalised by an organised crime syndicate who now teach the School to anyone willing to pay.

The School's strength, and its mean weakness, is the use of pistols in close-quarters fighting – something they were never designed to do. Opponents who know to target the weapon can make it much more difficult for the Angelo fighter to strike back.

Unsurprisingly, students of this School do not gain free membership in the Swordsman's Guild; instead they gain one free rank in one of their Swordsman Knacks.

Note that when firing a pistol at an opponent, either from a distance or in melee, the Attack (firearms) knack is used. When hitting an opponent with a pistol, the Pommel Strike knack is used.

Mastery Levels

Apprentice

You can sheathe either or both pistols, and redraw new ones, as one action. In addition, you suffer no offhand penalty when using two pistols.

Journeyman

At this level of mastery, you may add your rank in Attack (dirty fighting) to your Attack (firearms) rolls made against melee opponents.

Master

Once per round, after a successful Parry (improvised weapon) active defence or Attack (firearms) attack against a melee opponent, you may make a Pommel Strike attack. This follow-up attack must be against the same opponent, but does not require an action.

Banevsky

Country of origin: Ussura

Weapons: Unarmed combat from horseback

Basic curriculum: Dirty Fighting, Rider

School knacks: Charge, Corps-à-corps, Kick, Exploit Weakness (Banevsky)

A noted Ussuran horseman throughout the 1540s, Ivan Banevsky never lived to see the School which now bears his name, having passed away mere weeks after giving his consent to its founding. His grave is situated in the grounds of the imposing building which now stands on the outskirts of Donskoy.

The focus of the Banevsky School is adaptability in combat. Banevsky students are taught to respond to changes in the tide of battle with a resourcefulness not seen in other Schools.

The School's weakness is the lack of any proper weapons training; opponents who are able to get past a Banevsky horseman's defences will find it relatively easy to defeat them.

Students of the Banevsky School do not receive membership in the Swordsman's Guild for free.

Instead, they gain a free rank in one of the School's Swordsman Knacks.

Mastery Levels

Apprentice

While on horseback, students of the Banevsky School receive a Free Raise to their Attack (dirty fighting) rolls.

Journeyman

While on horseback, you may spend an action to incite your mount to kick out at your opponents, using either its forelegs or hind legs. This attack is made with your Ride (horse) knack as the attack knack; it deals 3k2 damage.

Master

At this level, you may apply the effects of your Charge knack to all your actions in the first round of combat, rather than just the first action.

Campbell

Country of origin: Avalon (Highland Marches)

Weapons: Cannons / improvised

Basic curriculum: Captain, Sailor

School knacks: Attack (improvised weapon), Gunnery, Parry (improvised weapon), Exploit Weakness (Campbell)

In his younger years, the renowned sailor and explorer Sir James Campbell held the oft-stated belief that Avalon's ship captains were no better educated or trained than many foreigners, and that this was a situation which demanded to be remedied.

Some years later, after a successful privateering career, Campbell was finally in a position to put his ideas into practice. The Campbell Naval Academy was built in Kirkwall, and in 1594 it opened its doors for the first time.

The Campbell Academy is unique in that its teaching comprises two distinct threads: ship-to-ship warfare (taught by some of Théah's acknowledged authorities on tactical theory) and personal melee combat; Campbell students are taught that a ship's captain should be capable of using any piece of shipboard paraphernalia as a weapon in case he needs to defend his ship from boarders without warning.

The training students receive in ship-to-ship tactics is regarded as peerless by many critics, but the melee techniques have certain flaws. Most notably, Campbell students are taught to use different sets of techniques for land and shipboard fighting; experienced opponents can sometimes force a Campbell fighter into using the wrong set of moves, and thereby gain an advantage.

This School is not sanctioned by the Swordsman's Guild; students instead receive a 3 HP discount on the Commission (navy) advantage.

Mastery Levels

Apprentice

Due to your extensive shipboard training, you may add your mastery level to your Balance Passive Defence. In addition, you receive a Free Raise per mastery level to your Balance Active Defence.

When you are in charge of a ship, its Panache is treated as being 1 rank higher when in ship-to-ship combat.

Journeyman

You may use Balance as your default defence knack, in place of Footwork.

When you are in charge of a ship, its Wits and Finesse are treated as being 1 rank higher when in ship-to-ship combat.

Master

Your ship's crew are treated as being two threat ratings higher when boarding another ship.

When you are in charge of a ship, its Brawn is treated as being 1 rank higher when in ship-to-ship combat.

Capayim

Country of origin: Crescent Empire (Yilan'bazlik)

Weapons: None (unarmed combat)

Basic curriculum: Acrobat, Dirty Fighting

School knacks: Corps-à-corps, Double-Kick, Whirl, Exploit Weakness (Capayim)

Capayim is a style of unarmed combat developed by the Crescent Yilan-bazlik tribe, which emphasises speed at all times. The Capayim student learns a collection of martial acrobatic styles allowing him to fight without weapons, which would only slow him down; he trades acrobatic punches and kicks with the same ferocity as an armed fighter.

Capayim practitioners often wear slightly tighter clothing than is usual in the heat of the Crescent Empire; this is to ensure that the energetic movement favoured by this style is not slowed down by loose garments.

The weakness of this style is that its practitioners can quickly become exhausted, and must take care to pace themselves appropriately. Opponents who are aware of this limitation can sometimes goad the Capayim fighter into tiring themselves out.

Capayim is unknown to the Swordsman's Guild, so heroes learning the School do not automatically begin with Guild membership.

Mastery Levels

Apprentice

You know one martial acrobatic style from the list below.

You gain the Pugilism skill for free.

Journeyman

You know one additional martial acrobatic style.

At the beginning of combat you must specify which style you are using; you immediately gain its benefits and weaknesses. Changing between styles requires an action, during which you cannot actively defend.

Your speed makes you difficult to target accurately in combat; you gain a +5 bonus to your Footwork and Balance Passive Defences.

Master

You know all four martial acrobatic styles.

In addition, you have learned how to perform a leaping kick, in which you kick your opponent while somersaulting away from him. This is a normal Kick attack, except you gain a number of dice equal to your rank in the Leaping knack which you can split between your attack roll and your damage roll.

Martial Acrobatic Styles

Berraj

This style allows the student to put the full force of his acrobatics behind his attacks as a trade-off with accuracy; he gains two Free Raises to his damage rolls, but takes -5 on all his attack rolls.

Dausim

With this style the student can roll with potentially lethal blows to lessen their impact, although he risks leaving himself open to attack; he gains two Free Raises to wound checks, but suffers -5 to his active defence rolls.

Sanco

This acrobatic style allows the student to use his acrobatics to get into better offensive positions at the expense of safety; he gains two Free Raises to all attack rolls, but takes a -5 penalty on wound checks.

Tajid

This style concentrates on reflexes and quick reactions, but its tentative nature robs the student of the power to hit hard; the student gains two Free Raises to his active defence, but his damage rolls are at -5.

Chi Lin Mei

Country of origin: Cathay (Han Hua)

Weapons: Tieh shan gong (Cathayan war fans)

Basic curriculum: Exotic Paired Weapons, Soft Martial Arts

School knacks: Bob & Weave, Power Block, Whirl, Exploit Weakness (Chi Lin Mei)

In the court of the Celestial Empress, displays of martial prowess are not uncommon. Few such performances are greeted with more enthusiasm than Chi Lin Mei.

Chi Lin Mei is a graceful and elegant style, frequently compared to theatre or dance; it is by turns measured and slow, then rapid and powerful. Combatants wield a pair of war fans, often using one to conceal an attack made by the other. The style is more noted for its defence than its aggression, however; a Chi Lin Mei student confronted by multiple adversaries will often be able to take an attack from one opponent and redirect it towards another.

This style is particularly popular with courtly women, who find its graceful movements more aesthetically pleasing than the rough combat of other Schools.

For all its elegance, the style has its limitations; the war fan is not a powerful weapon, and if the style's defences are breached there is little for the practitioner to fall back on.

Students of Chi Lin Mei do not receive membership in the Swordsman's Guild for free. Instead, they gain a free rank in one of their Swordsman Knacks.

Mastery Levels

Apprentice

Students of this combat style receive a Free Raise to all Active Defences from knacks in the Soft Martial Arts skill.

Journeyman

When you make a successful Yield AD with two Raises, you can redirect the incoming attack to strike an opponent other than your attacker. Make a Finesse roll with a number of unkept dice equal to your mastery level; this is the new attack roll.

Master

As an attack action you can try to sweep the legs from under your opponent. Make an attack using the Grapple knack, and take a number of raises equal to your opponent's Finesse; if you succeed, your opponent takes no damage but has fallen to the ground; he is considered prone (TN 5 to hit) until he gets up, which takes an action.

d'Arezzo

By Helen Leonard

Country of Origin: Vodacce

Weapon: Pistols

Basic Curriculum: Athlete, Firearms

School Knacks: Flourish (firearms), Tagging (firearms), Trick Shooting (firearms), Exploit Weakness (d'Arezzo)

Viola d'Arezzo was a Vodacce noblewoman skilled in the use of knives; unfortunately her small stature and lack of strength made such weapons ineffective in her hands when compared to the skills of her companions. The first day she picked up a pair of pistols she was hooked: here was a weapon that allowed her to be more than a helpless woman and gave power into her hands. As a lone gunfighter surrounded by swordsmen, she envied the natural flair and style of their weapons and sought to transfer the same to the use of pistols, making use of her own knowledge of knives to create a school that combined the power of firearms with the elegance of sword-fighting.

The d'Arezzo School concentrates on speed and surprise, using guns in both hands (unless swinging from ropes) for maximum damage. Students of the School are encouraged to carry multiple pistols since reloading during a fight is extremely slow and leaves the fighter vulnerable.

The School's main weakness is the need to carry multiple guns and when they're out of bullets and weapons they're technically defenceless.

Students of this School do not get free membership of the Swordsman's Guild; instead they receive one extra rank in a swordsman knack.

Mastery Levels

Apprentice

You can take a single action to:

- Sheathe either (or both) of your pistols and redraw new ones
- Draw and fire your pistols
- Draw your pistols and use any of the School's Swordsman knacks

You suffer no offhand penalty when using two pistols.

Journeyman

At this level, neither drawing nor sheathing your pistols takes an action; you may draw your pistols, fire them and resheathe them as one action.

When attempting to gain the element of surprise, you may use Leaping, Rolling or Swinging in place of your Ambush knack.

Additionally, you may fire a pistol when flourishing to gain a free raise to your Flourish roll.

Master

You suffer no penalty for firing two pistols at the same opponent.

When wielding two pistols, each may be used to fire at a separate target as one action. Each shot does the usual 4k3 damage.

du Bois

Country of origin: Montaigne

Weapons: Fencing sword

Basic curriculum: Athlete, Fencing

School knacks: Beat, Disarm, Feint, Exploit Weakness (du Bois)

The Montaigne fencing academy which has come to be known as du Bois (due to its forest surroundings) is a relatively recent addition to the Swordsman's Guild.

The School is a compilation and a codification of what its creators considered to be the safest and most effective fencing manoeuvres from the most popular styles in general use. Their intention was to create and teach a composite style with all the benefits of the parent Schools but without their weaknesses.

In this they were partially successful; the resulting du Bois School is indeed a good all-round fencing style; its students are proficient at various attacks and defensive manoeuvres. However, its weakness stems from a lack of originality; du Bois students are taught to strictly follow set patterns of moves, and can often be wrong-footed by an unusual step from an opponent.

Students of the du Bois School receive membership in the Swordsman's Guild for free.

Mastery Levels

Apprentice

The accuracy of the du Bois School is well-renowned; when making a called shot, the number of Raises you must take on your roll is reduced by your mastery level (to a minimum of one).

Journeyman

Whenever you make a successful Parry (fencing) Active Defence, you gain a bonus unkept die to add to your next Attack (fencing) roll, plus one for each raise you took. These bonus dice are cumulative, but are lost at the end of the current round.

Master

You can make interrupt actions by spending only a single action, as opposed to the two actions normally required. However, you must take one Raise on your roll for every phase you are advancing your action by.

Durante

Country of origin: Vodacce

Weapons: Unarmed

Basic curriculum: Dirty Fighting, Guide

School knacks: Ambush, Kick, Side-step, Exploit Weakness (Durante)

The Durante School evolved from a collection of brutal hand-to-hand street fighting styles used by criminal gangs from the back streets of various cities in Vodacce. It has since become synonymous with a group of urban assassins and spies based in the city of Dionna.

The most significant weakness for practitioners of this style is their dependence on getting close to their adversaries; an opponent who is able to keep a Durante fighter at a distance will have little trouble dispatching his assailant.

The Swordsman's Guild does not regard this as an honourable School, and with good reason; its students do not gain membership in the Guild for free when buying this School. Instead, they receive a free rank in their Kick knack.

Mastery Levels

Apprentice

At Apprentice level, Durante students are taught that defence and speed are their two most effective allies.

You gain a Free Raise to your Footwork Active Defence. You also receive a +5 bonus to your Initiative Total per Mastery Level.

Journeyman

You have been trained to deliver a jab to the stomach with your knee to knock the wind out of your opponent. Make an Attack (dirty fighting) roll and take a number of Raises equal to your opponent's Resolve. If you hit, you have winded your opponent; you do 1k1 damage and your opponent loses his next action this round.

Master

Durante masters are trained to fight in low light, and have learned how to make darkness work in their favour. Rather than the usual penalties for acting in darkness, they receive the following bonuses (for combat actions only):

Condition	Normal	Durante
Low light	-2k2	+1k0
Total darkness	-4k4	+2k0

Fenne

Country of origin: Midnight Archipelago (Marcina)

Weapon: Throwing knives

Basic curriculum: Hunter, Knife

School knacks: Pin, Pommel Strike, Touch, Exploit Weakness (Fenne)

The Fenne style evolved from a collection of primitive hunting techniques used by the native islanders of Marcina. The island's first colonists saw the hunters at work, taking their techniques (which were originally used with sharpened stones) and modifying them for use with long throwing knives.

One of the advantages of the Fenne style is that it takes full advantage of the flexibility of the knife as a weapon; the style can be used in close-quarters combat or ranged combat, with equal effectiveness.

Interestingly, a large number of the native islanders now seem to prefer using the colonists' techniques to their own original hunting customs. The more philosophical colonists see this diluting of the local traditions as a disgrace, but their voices are drowned out in the roar of commerce and new enterprise which surrounds the Archipelago.

The most salient weakness of the Fenne style is that it was not, originally, designed for combat; while none can deny the effectiveness of the School's techniques when applied to hunting in the jungles of the Archipelago, these same techniques do not always translate well against modern swordsmen.

The Swordsman's Guild has no interest in sanctioning the Fenne Style, so its students do not gain membership for free. Instead, they receive a free rank in one of the School's swordsman knacks.

Mastery Levels

Apprentice

You can use your Pommel Strike knack with a thrown knife as well as in melee.

In addition, you can add your rank in the Survival knack to your Footwork Passive Defence.

Journeyman

You can spend an action aiming before you throw your knife, visualising the path your knife will take towards your opponent. If you do so, you receive a Free Raise to either your attack roll or to your damage roll. You gain no additional benefit for spending additional actions aiming.

Master

At this level of mastery, the range of your thrown knives increases to 10 + 3 x Brawn yards.

Also, you have learned how to apply your skills as a huntsman to combat, allowing you to make sudden

surprise strikes; when you make an Attack (knife) or Throw (knife) attack, you may add twice your rank in the Ambush knack to your roll.

Grigori

Country of origin: Ussura

Weapons: Spear

Basic curriculum: Polearm, Staff

School knacks: Bind, Pommel Strike, Whirl, Exploit Weakness (Grigori)

The peasants of the Ussuran province of Somojez have used spears for hunting and defence for more years than can be counted. Theirs is a way of life unchanged for centuries, but recent developments may change this.

Kei Grigori, formerly a Somojez hunter, has developed a style of spear-fighting which has begun to gather some small degree of reputation, and ten years ago he agreed to open a School to teach his style to those wishing to learn. He does not ask for money in exchange for his tuition, only the promise to uphold the traditions of his motherland.

The sight of a Grigori spearman in action is one to take the breath away; the Grigori style is exceptionally offensive; its students are constantly attacking and moving forward.

The weakness of the style, if the word 'weakness' can be said to apply to such a potentially devastating array of fighting techniques, is that only the most cursory attention is given to defence.

Despite recent overtures made to the Guild's headquarters in Kirk, the Grigori School is not currently recognised by the Swordsman's Guild, and so students of this School do not gain membership for free. Instead, they receive a free rank in one of their Swordsman Knacks.

Mastery Levels

Apprentice

Students of the Grigori School train with different types of quarterstaves and spears. A special emphasis is placed on taking the techniques used for one type of weapon, and applying it to the other weapon.

You may add your rank in Attack (staff) to your Attack (polearm) rolls, and vice-versa.

Journeyman

You can take an action to make a Pommel Strike attack with the butt of your spear when the bladed end is engaged in a Bind. This does not break the Bind, but you must take two Raises on the attack.

Master

When you make a successful Attack (polearm) attack with two Raises, you may follow it up with an immediate Pommel Strike attack with the butt of the spear. This attack does not require a separate action. If this attack hits, it deals an automatic dramatic wound in addition to normal damage.

Harrada

Country of origin: Crescent Empire (Kurta'kir)

Weapons: Adaga

Basic curriculum: Buckler, Heavy Weapon, Knife

School knacks: Lunge, Pommel Strike, Whirl, Exploit Weakness (Harrada)

The adaga is a famously difficult weapon to wield proficiently, and few have the patience to learn the myriad techniques required for handling the weapon. For those who do take the time to master the weapon, however, it can be a powerful and deadly addition to any arsenal.

The Harrada School was set up at the behest of Sultan Timur to provide his armies with cohorts of trained adaga fighters. Although its training is long and difficult, the School is a popular choice for those entering the Sultan's army due to the prestige given to those who are able to complete their instruction.

The weakness of the Harrada School's training is that it instils in its students a sense of urgency in combat which can easily be turned into panic by a wily opponent.

Since the Swordsman's Guild is unaware of this School, its students do not receive free membership in the Guild; instead they gain a free rank in one of their Swordsman Knacks.

Mastery Levels

Apprentice

Since Harrada students learn three skills rather than two as their basic curriculum, they gain no additional apprentice-level benefit.

Journeyman

For each Raise called for damage when using an adaga, the Harrada Journeyman gains a +2 bonus to his attack roll, to partially offset the increased TN to hit his opponent.

Master

Once per Scene you may take all your actions in a round at once. You must use all your actions to attack, and your Passive Defence is lowered by 10 (to a minimum of 5) until your first action next round.

Inkawi

Country of origin: Cathay (Tiakhar)

Weapons: Paku (Cathayan throwing spikes)

Basic curriculum: Exotic Thrown Weapons, Spy

School knacks: Arc (paku), Missile Defence, Pin, Exploit Weakness (Inkawi)

Note: This School is intended for NPCs only.

Little is known of the elusive band of assassins and spies from Tiakhar known as the Inkawi. What little information is available comes from the tales told by the survivors of Inkawi raids, and they are few in number.

It is known that the Inkawi are most often encountered on the south side of Tiakhar, although the exact location of their base remains unknown. It is known that when they perform raids, they dress in loose-fitting dark grey and black clothes, and cover their faces.

It is believed by some that the Inkawi are in the pay of the ruler of Tiakhar, but this, again, is largely speculation. If it is true, then perhaps there is some larger purpose or pattern behind their seemingly random attacks.

The weakness of the Inkawi fighting style is that it concentrates on attacking from range; it is believed that if an opponent could close in to melee range, much of their advantage would be lost. This theory remains largely untested, however.

Students of the Inkawi style do not receive membership in the Swordsman's Guild for free. Instead, they gain a free rank in one of their Swordsman Knacks.

Mastery Levels

Apprentice

You may take an action one phase earlier than the number shown on your Action Dice. You must use this action to make an attack. You can use this ability a number of times equal to your mastery level per round.

Journeyman

You can draw and throw up to your Mastery Level in paku as one action. By taking one action to draw and a second action to throw, you may throw up to twice your mastery level in paku (ignoring the usual limit of three paku per throw).

Master

For each successful attack you have previously made against a target, you deal an extra 1k0 damage. The maximum bonus you may gain from this ability is 6k0.

When you are attacking a target within 10 ft, you gain two Free Raises to your attack roll.

Jack

Country of origin: Pirate Nations

Weapons: Improvised

Basic curriculum: Athlete, Dirty Fighting

School knacks: Beat (improvised weapon), Disarm (improvised weapon), Pommel Strike (improvised weapon), Exploit Weakness (Jack)

Note: Heroes who know the Rogers School may learn Jack for 20 HP (35 XP).

The pirate 'School' known as Rogers is popular among those who find the laws of the land too restrictive, but there are some who find the style's reliance on tricks too showy or artificial for their tastes. One group of such people have taken the Rogers style and modified its teachings to better reflect their more freewheeling needs.

The Jack style gives less focus to tricks than its parent style, and instead emphasises the ability to adapt to one's environment, opponents, and whatever weapons can be found.

The most salient weakness of this School is that its teachings require its students to advance towards their opponents at all times; opponents who are aware of this failing may be able to turn it to their advantage.

Like its parent style, the Jack School is not sanctioned by the Swordsman's Guild; the Guild would never consider it an honourable School, and no pirate is likely to request sanctioning in any case. As such, students of Jack do not receive free membership in the Guild; instead, they gain a free rank in Attack (improvised weapon).

Mastery Levels

Apprentice

You may use Balance as your default Defence Knack rather than Footwork, and you gain +5 to your Balance Active Defence rolls.

Journeyman

At this level of mastery, you may treat any melee weapon as an improvised weapon (that is, you may use your School knacks and Dirty Fighting knacks with the weapon, but still keep the weapon's damage rating rather than using the damage rating of an improvised weapon). However, any rolls made with such a weapon are subject to two Raises (true improvised weapons are not subject to this penalty).

Master

At this level, the flashiness of the Rogers style makes its reappearance. When you use one of your School knacks, you may choose to take two Raises on the roll; if the roll is a success, you gain a Drama Die, which must be used before the end of the round.

Janssen

Country of origin: Vendel

Weapons: Fencing sword

Basic curriculum: Fencing, Performer

School knacks: Bind, Flourish, Tagging, Exploit Weakness (Janssen)

Per Janssen always wanted to be an actor, ever since he saw his first production; unfortunately, although he had the looks and the timing, he simply didn't have the acting ability. Not one to be easily discouraged, he decided that even if he couldn't become an actor, he'd have some sort of career in the theatre. He approached various theatre companies and offered his services doing what he was best at – fencing. He was soon hired to teach actors how to fence on stage.

Stage swordplay, Per soon discovered, was not the same as real swordplay. Audiences did not want to see the parry-disengage-riposte of classical fencing; they wanted spectacle and showmanship. After a few seasons, Per had made some important changes to the way he taught swordsmanship, and the Janssen style was born.

Some years passed, and Per became a wealthy man. He no longer wished to travel with acting troupes, and retired to his native city of Kirk, forming the Janssen School. The School teaches largely non-lethal moves such as pinning and tagging, but more traditional fencing techniques are not overlooked.

The style's weakness, naturally, is that it no longer bears much resemblance to real combat; although students of the Janssen style can usually act and bluff their way past most opponents, those who are aware of the School's theatrical origins will be at a distinct advantage.

The Swordsman's Guild has investigated this School, but for the moment has decided against sanctioning it; it was felt at the time that endorsing a deliberately theatrical School would cheapen the Guild's reputation. Students of Janssen, therefore, do not receive free membership; instead they gain a free rank in one of their swordsman knacks.

Mastery Levels

Apprentice

You gain a Free Raise per mastery level when making Repartee actions in combat.

Journeyman

Journeymen of the Janssen School have been trained to show no fear; you receive a +10 bonus to resist the effects of Fear.

In addition, you gain the Showmanship advantage, if you do not already have it. If you do, you gain a free rank in one of your swordsman knacks.

Master

When you make an attack that deals a Dramatic Wound, you receive a temporary Drama Die. This Drama Die must be used before the end of the current round or it is lost.

Kinross

Country of origin: Avalon (Highland Marches)

Weapons: Shortsword, knife

Basic curriculum: Fencing, Knife

School knacks: Double-Parry (shortsword / knife), Line (shortsword), Wall of Steel (shortsword / knife), Exploit Weakness (Kinross)

The Kinross School, situated on the outskirts of Kirkwall in the Highland Marches, has been training its students in the art of fencing for the last six decades.

The style of fencing taught by the School has a notable Montaigne influence, but this is tempered by its founder's philosophy regarding the importance of self preservation. As a result, the Kinross School has gained a reputation for attracting a certain calibre of student: young sons and daughters of minor aristocrats and wealthy merchants who wish their offspring to have the best possible chance of surviving duels.

There is no denying that the School's defensive techniques are particularly effective, and certainly among the best taught on Théah, but its students are often the target of jokes, insults and accusations of cowardice.

Perhaps the most salient weakness of the Kinross style, apart from the lack of emphasis placed on offensive techniques, is that its students are often so eager to prove their detractors wrong that they can be goaded into situations in which their extensive array of defensive techniques can be used against them.

Students of the Kinross School automatically receive membership in the Swordsman's Guild.

Mastery Levels

Apprentice

Students of the Kinross School receive a Free Raise to their Double-Parry Active Defence.

In addition, the penalty for wielding a knife in the offhand is negated.

Journeyman

Once per round you may re-roll a failed Active Defence, as long as the defence knack used is taught by this School (i.e., the knack is on the basic curriculum or is one of the School's swordsman knacks).

Master

At this level of mastery, Kinross students are almost untouchable in hand-to-hand combat.

You gain the ability to make an Active Defence with two Free Raises for the cost of one Drama Die. This ability does not take an action, and there is no limit to the number of times it may be used per round.

Kyrbatov

Country of origin: Ussura

Weapons: Bow

Basic curriculum: Archer, Athlete

School knacks: Pin, Snapshot, Trick Shooting, Exploit Weakness (Kyrbatov)

Note: Snapshot and Trick Shooting are considered basic knacks for students of the Kyrbatov School.

Although well-known in their native Ussura, the mercenary bowmen of the Kyrbatov School remain a relative mystery outside its borders.

The School's origins are unclear. Certainly it has been in existence for at least 80 years, but the exact date of its founding is unknown. Similarly, its supposed founder, Sergei Kyrbatov, is widely supposed to have been merely a frontman for the School's creators (if, indeed, he existed at all) – but their motives for this act remain ambiguous.

The School teaches its students a wide variety of techniques for using the bow, of which most students only master a small fraction; its philosophy is that each Bowman's individuality is to be encouraged, resulting in less predictable combatants. This is purely a common-sense approach; mercenaries who have a variety of special techniques they can call upon are more likely to defeat their opponents, and are therefore worth more money.

The School's focus on individuality allows its students a great deal of leeway when choosing their focus; this can be used to put them at a disadvantage, however, as a focus on one technique implies a lack of attention paid to another. Opponents who are broadly familiar with the School's techniques will not find it difficult to determine a hole in a particular student's defences.

The Swordsman's Guild does not sanction the Kyrbatov School, so its students do not receive free membership; instead, they receive a free rank in one of the School's Swordsman Knacks.

Mastery Levels

Apprentice

You know one bowmanship technique from the list below.

Journeyman

You learn two more archery techniques.

Master

You learn another two archery techniques.

Bowmanship Techniques

Note: Most techniques may be bought more than once, but no technique may be purchased more than 5 times.

Crippling Shot

When taking Raises on a shot for damage, your arrows do an extra +2 damage per Raise for each time you buy this technique.

Hail of Arrows

When you make an attack, you may fire one additional arrow for each time you buy this technique. Make a separate attack roll for each arrow; each attack roll is subject to two Raises per additional arrow fired. Roll damage for each arrow separately. Each arrow can target a separate opponent, as long as they're all more or less in the same direction.

Last Line of Defence

Each time you select this technique you gain a cumulative bonus of +2 to Attack (improvised weapon) and Parry (improvised weapon) when using your bow to strike opponents in melee combat.

Line 'Em Up

You may attack two or more opponents with a single arrow, using the normal rules for attacking multiple brutes. You gain +1k0 to such an attack roll for each time you buy this technique.

Long Distance Shooting

Each time you buy this technique, your range penalties with a bow are reduced by 5 (to a minimum of 0).

Long Range

Your maximum range with a bow is increased by 30 yards for each time you buy this technique.

Lucky Shot

You may spend a Drama Die to re-roll a missed shot. You must take the result of the new roll.

Patience

If you spend an action aiming an arrow at a specified opponent before firing, you gain a Free Raise to your attack roll for each time you buy this technique.

Point Blank Shooting

You suffer no range penalties for firing your bow at a target within 2 yards. You may take this technique more than once; each additional use increases your point blank range by 2 yards.

Quick Shot

With this ability you may draw your bow, nock an arrow and fire it as one action.

Rapid Fire

You may take one action to make two attacks with your bow, but each attack is subject to a penalty of -10. This ability can only be used once per round.

Uncanny Accuracy

When taking a called shot with a bow, you gain +1k0 to your roll for each time you buy this technique.

Vault

Each time you select this technique you gain a Free Raise to your Pole Vault rolls when using your bow.

Lenaghan

Country of origin: Avalon (Inismore)

Weapons: Knife

Basic curriculum: Athlete, Knife

School knacks: Lunge, Pommel Strike, Reactions, Exploit Weakness (Lenaghan)

Lenaghan is an Inish School which tries to get around the disadvantages inherent in using a knife by striking rapidly and repeatedly.

Pdraig Lenaghan, the School's originator, wanted to create a combat style that could be used to end disagreements as quickly as possible without drawing undue attention; it therefore had to be silent and swift. In this he succeeded; the Lenaghan style is without doubt one of the fastest Schools taught in Théah.

The School's weakness is that its techniques focus exclusively on speed, giving almost no thought to accuracy or defence.

The Swordsman's Guild does not regard this as an honourable School; students do not gain membership for free. Instead, they receive the Quick Draw advantage.

Mastery Levels

Apprentice

Students of Lenaghan gain the Lightning Reflexes advantage for free.

Journeyman

At this level, your reflexes are so attuned to combat that you may use the Lightning Reflexes advantage twice per round.

Master

Masters of the Lenaghan School are devastatingly fast in combat; you may roll and keep an extra action die each round.

Lin Fu

Country of origin: Cathay (Khimal)

Weapons: Unarmed

Basic curriculum: Acrobat, Hard Martial Arts

School knacks: Double-Kick, Reactions, Whirl, Exploit Weakness (Lin Fu)

Little has changed in the mountains of the Cathayan kingdom of Khimal for many centuries, where peace and harmony are prized above all things. It comes as a surprise, then, that such an energetic and vigorous combat style such as Lin Fu should have originated there.

Lin Fu is a fast, acrobatic style of martial arts, concentrating on speed and agility. It is physically demanding, and only a relatively small proportion of the School's students reach the level of Master.

Despite its seemingly aggressive style, Lin Fu practitioners tend to be calm and passive until threatened, treating the style as a discipline to be mastered rather than using it for hostile ends – a reflection, perhaps, of the predominantly tranquil Khimali atmosphere.

The explosive pace of a Lin Fu fighter's attacks, so often the style's greatest advantage, can also be its downfall; it is difficult for even a master of the style to keep such a punishing pace up for long, and an opponent who is able to prolong the fight can often win against the odds.

Students of Lin Fu do not receive membership in the Swordsman's Guild for free. Instead, they gain a free rank in one of their Swordsman Knacks.

Mastery Levels

Apprentice

You gain a Free Raise to your Leaping knack.

Journeyman

Lin Fu journeymen are a blur in combat, continually spinning around their opponents to attack from unexpected directions and deftly evading attacks against them.

Your opponent's TN to be hit is lowered by 2 for each rank you have in the Leaping knack. In addition, you may add your rank in Leaping to your TN to be hit.

Master

At this level you can make two attacks as one action. You must use two different attack knacks, and they must both be knacks taught by this School (i.e., knacks in basic curriculum skills or School knacks). These attacks must be against different opponents. You may only use this ability once per round, however, and each attack suffers a -10 penalty.

Mandeville

Country of origin: Avalon, Montaigne

Weapon: Fencing sword

Basic curriculum: Courtier, Fencing

School knacks: Exploit Weakness (Mandeville), plus three of the following: Feint, Flourish, Tagging, Touch, Wall of Steel, Whirl

The Mandeville School has its origins in the court of Avalon. Unusually for a nation renowned for the importance placed on tradition and no-nonsense values, the style is very much about showmanship.

Part of the success of the School in recent years may lie in its approach to teaching the art of fencing. In contrast to other Schools, which follow a more-or-less rigidly set curriculum, Mandeville students are free to pursue a wider range of techniques. This philosophy of playing to one's strengths seems to be an effective one, and it has made the Mandeville School popular not only with Avalon's nobility, but also that of Montaigne.

The weakness of the style lies in its tendency to trivialise the threat posed by opponents schooled in other styles.

The Mandeville School has been sanctioned by the Swordsman's Guild; its students gain membership in this society for free.

Mastery Levels

Apprentice

Mandeville apprentices can choose three of their four Swordsman Knacks; this flexibility gives them a certain advantage over other Swordsman Schools. As such, they receive no additional apprentice-level ability.

Journeyman

At this level, you have been taught how to use the School's stylishness to your advantage, making your opponent feel inferior.

You may take an action to make an opposed Panache check against a melee opponent; if you succeed, you gain a Free Raise, plus one for every 5 you succeeded by. This pool of Free Raises can be used on any knack taught by the School, and can be split between rolls, but they must be used against the same opponent. If they are not used by the end of the round, they are lost.

This ability may only be used once per round, and your TN to be hit is 5 until your next action.

Master

You may take an action to make an Intimidate repartee action against a melee opponent. If you succeed, instead of the usual effects of Intimidate, your opponent loses his next action.

Maquet

Country of origin: Pirate Nations

Weapon: Whip

Basic curriculum: Dirty Fighting, Whip

School knacks: Disarm (whip), Flourish (whip), Grapple (whip), Exploit Weakness (Maquet)

Captain François Laclos made his living aboard his ship, the Maquet, attacking and plundering trade ships making their way between Western Théah and the Midnight Archipelago. His trademark cat-o-nine-tails became so infamous that even the sight of it caused his rivals to surrender – so much so, in fact, that many of his crew also adopted the weapon. A ramshackle fighting style was eventually developed, which bears the name of the ship on which it was born.

The weakness of the style is simply that although the whip can be a fearsome weapon, it is not a particularly dangerous one. Opponents who are able to overcome their fear will have little trouble against this style.

The Maquet School has not been sanctioned by the Swordsman's Guild, so heroes do not receive Guild membership automatically upon learning the School. Instead, they receive a free rank in one of their Swordsman Knacks.

Mastery Levels

Apprentice

Your training allows you to react faster than you would otherwise be able, in order to offset some of the penalties associated with using the cat-o-nine-tails.

Each round you may take one action earlier than the number shown on the action die. The maximum number of phases you can increase the action by is equal to twice your Mastery Level.

Journeyman

You gain a free rank in Attack (whip), which can raise it to rank 6 (if it does not, you may raise it from rank 5 to rank 6 by spending 25 XP).

Master

If a melee attack fails to hit you, either due to your Passive or Active Defence, you gain a Free Raise to your next attack against that opponent; you must make this attack before the end of the round or the bonus is lost. If the same opponent misses you more than once in the same round, the bonuses are cumulative.

Marchenko

Country of origin: Ussura

Weapons: Broadsword

Basic curriculum: Commander, Heavy Weapon

School knacks: Orders (tactic), Exploit Weakness (Marchenko)

The Marchenko Conservatory in central Rurik has trained some of the most respected generals in recent Ussuran history. Its students come from all over the country to enrol in the prestigious institution, in the sure knowledge that it has no peers within Ussura's borders.

Marchenko is unusual for a 'commander' School in that it teaches some limited hand-to-hand fighting techniques alongside mass combat tactics. In this way, the School's teachings can be used in individual melee combat, which can give its students an advantage over those of other mass combat Schools. Marchenko students are taught to lead their troops from the front and to lead by example; those who show weakness or fear in the face of the enemy are removed from the School.

The most prominent limitation of a Marchenko student's melee combat training is that he has been taught to split his attention between his immediate situation and the wider battlefield condition of his troops. Opponents who know how to take advantage of this may be able to divert his attention away from their own attacks for long enough to strike crucial blows.

This School is not sanctioned by the Swordsman's Guild, and those students who learn it do not gain free membership in the Guild. Instead, they receive a free rank in any advanced knack from the Commander skill.

Mastery Levels

Apprentice

You have been trained to be made of sterner stuff than lesser men. You may add 1k1 to checks to resist the effects of fear and the Intimidation repartee action.

Journeyman

At this mastery level, you may add 2k2 to checks to resist the effects of fear and the Intimidation repartee action.

When engaged in mass combat, any allies within line-of-sight receive a bonus of 2k1 to their mass combat rolls. You, however, do not benefit from this bonus.

Master

You may now add 3k3 to checks to resist the effects of fear and the Intimidation repartee action.

Your broadsword attacks are so powerful that they cannot be parried. Your opponents must use a defence knack other than Parry to avoid being hit.

Mian Gwon

Country of origin: Cathay (Han Hua)

Weapons: Quarterstaff

Basic curriculum: Acrobat, Staff

School knacks: Double Attack (staff / staff), Double Kick, Pommel Strike (staff), Exploit Weakness (Mian Gwon)

Note that the Pole Vault knack is considered to be an advanced knack in the Acrobat skill for Mian Gwon students.

Although the quarterstaff is typically seen as a peasant's weapon, in properly trained hands it can offer certain unexpected advantages – for example, the use of a stout quarterstaff affords additional movement options not usually open to the Mian Gwon student's opponent.

The weakness of this style is that the quarterstaff is so weighty that it is not an especially mobile weapon; an opponent able to quickly get past it will have little difficulty defeating the wielder.

Instead of membership in the Swordsman's Guild, heroes receive a free rank in the Pole Vault knack.

Mastery Levels

Apprentice

The Mian Gwon student is first trained to use the staff to balance on while kicking multiple opponents. You may add twice your ranks in Pole Vault to your Double Kick attack.

Additionally, you gain a Free Raise to your Parry (staff) Active Defence.

Journeyman

Mian Gwon journeymen have learned to use the staff's size and weight to protect themselves from attack by rapidly spinning their weapon around them.

You must take an action to initiate this manoeuvre. From this point on you receive a +2 bonus to your Footwork Active Defence for each rank you have in Parry (staff).

You may attack and move as normal while you are spinning your staff.

Master

The experienced Mian Gwon fighter has learned to use the staff to pole vault over his opponent, using the momentum of this jump to aid a mighty swing.

If you successfully Pole Vault over your opponent (TN 20), you may spend an action (which does not need to be a legal action for the current phase) to immediately make a Haymaker attack against them. You gain two Free Raises for this attack, but it may only be performed once per round.

O'Connell

Country of origin: Avalon (Inismore)

Weapon: Mace

Basic curriculum: Athlete, Blunt Weapon

School knacks: Beat, Bind, Pommel Strike, Exploit Weakness (O'Connell)

When one thinks of Inish fighters, the image of a red-haired, muscled, barely-civilised boxer springs readily to mind. This stereotype is one which the founders of the O'Connell School would very much like to suppress. The School is unusual in that it teaches the use of the mace, which many see as an anachronistic choice for this enlightened modern age.

The O'Connell Academy is situated in the heart of the Inish town of Newport, and for some years now has accepted students from all walks of life; nobles and farmers are equally welcome.

The only weakness in the School's training stems directly from the choice of weapon; maces tend to be heavy and unresponsive at best, and the School does not compensate for this – indeed, its teaching tends to accentuate the wild swinging which other Schools would regard as dangerously uncontrollable.

Students of the O'Connell School do not receive free membership in the Swordsman's Guild. Instead, they gain a free rank in the Beat knack.

Mastery Levels

Apprentice

The strikes of the O'Connell School are noteworthy for their strength, using the momentum of the mace to drive their attacks home. You receive a Free Raise when making a Beat attack.

Journeyman

Although the attacks of an O'Connell fighter are often wild, their sheer momentum often makes them well-nigh unstoppable. You can remove any number of unkept dice from your Attack (blunt weapon) roll and add them to your damage roll.

Master

After making a successful Bind attack, you may follow up with a free Pommel Strike attack, which does not require an additional action. This attack does not break the bind, and your opponent cannot parry the attack with the bound weapon.

Pietro Monte

Country of origin: Vodacce

Weapon: Fencing sword

Basic curriculum: Athlete, Fencing

School knacks: Beat, Bind, Riposte, Exploit Weakness (Pietro Monte)

Many of the most well-known Vodacce fencing academies are associated with the country's noble families, teaching styles handed down from generation to generation like heirlooms. Members of less prominent families would often be denied admission to such Schools, but fortunately there are other options to choose from; a variety of smaller academies have existed alongside the more well-known Schools for many years. Among these stands the well-respected Pietro Monte School.

This (comparatively new) School has attracted a certain degree of notoriety due to its insistence on a secretive initiation ceremony for new apprentices; these men and women are made to promise to keep the exact nature of the ceremony a secret, and as yet none have broken this vow.

Perhaps in part due to the sense of mystery surrounding it, the Pietro Monte School is now one of the more popular of the smaller Vodacce fencing academies, and (it is rumoured) counts several notable personalities among its membership.

The weakness of the Pietro Monte School is the overconfidence engendered in its students. The School teaches that its techniques are so wholly superior to those of other Schools that practitioners of the style should rightly look down upon other fencing styles; in this way they can become careless, and opponents who are aware of this failing can deliberately make their attacks and parries seem amateurish, and thus gain an advantage.

Students of the Pietro Monte School receive membership in the Swordsman's Guild for free.

Mastery Levels

Apprentice

Students of the Pietro Monte School are known for the strength of their binds; when you use the Bind knack to trap an opponent's weapon, your opponent must take a number of raises equal to your Mastery Level to break free of the bind.

Journeyman

At this level of mastery, the Pietro Monte School teaches lightning-fast counterparries and disengages.

When using Riposte, you gain a bonus unkept die on your attack if the parry is successful, plus an additional unkept die for each Raise you took on your parry.

Master

Masters of the Pietro Monte style have been taught to use their renown to great effect, and may spend Reputation Dice to gain Drama Dice during combat.

You can spend two Reputation Dice (following the normal rules for using reputation) to gain a Drama Die, which must be used before the end of the combat or it is lost.

Ramachandra

Country of origin: Cathay (Tashil)

Weapons: Chakram (Cathayan throwing ring)

Basic curriculum: Exotic Thrown Weapons, Hard Martial Arts

School knacks: Arc, Retrieve, Ricochet, Exploit Weakness (Ramachandra)

The Tashili throwing ring, or chakram, is not often encountered outside the jungles of Tashil, as it is a difficult weapon to master. In the hands of an expert it can be made to bounce off surfaces and return to the hand of the thrower, but few devote the necessary time and energies towards its mastery.

The fighting style known as Ramachandra addresses this problem by combining the exotic chakram with more typical martial arts techniques for melee combat.

Although the Ramachandra style is well-suited to dispatching opponents from a safe distance, it is less effective against melee opponents. Knowledgeable opponents will quickly try to close the gap between them and their attacker, which often negates the Ramachandra fighter's advantage.

Heroes learning this School do not receive membership in the Swordsman's Guild for free. Instead, they receive a free rank in one of their Swordsman Knacks.

Mastery Levels

Apprentice

When making an attack, you may act one phase earlier than the number shown on your action die. You may use this ability a number of times per round equal to your Mastery Level.

Journeyman

At this level, you are capable of throwing your chakram with devastating force and accuracy.

You may declare Raises for damage after you roll to hit, up to a maximum equal to the number of ranks you have in your Brawn trait.

Master

At master level, the focus of your training shifts to unarmed hand-to-hand combat, as a complement to your ranged combat abilities.

You receive no penalty for using Hard Martial Arts knacks untrained (i.e., a roll of 10 counts as 10 rather than 0, your dice explode if you are not Crippled, and the TN is not increased by 5).

Subitus

Organisation: Available to members of the Rilasciare Guerrilla Alliance only

Weapons: Grenades

Basic curriculum: Arson, Bomb-making

School knacks: Arc (grenade), Fuses, Throwing, Trick Shooting (grenade)

Note: The Fuses knack is considered to be a basic knack for you.

The branch of the Rilasciare known as the Guerrilla Alliance has used grenades and other explosive devices from almost the moment they were invented. Recently, however, they have begun to develop and codify techniques for constructing and using grenades in the hope that they can be made safer for the grenadier.

The new School that developed out of this teaching was named Subitus by John Lachland, one of its pioneers, as a joke in poor taste.

This School is not accredited to the Swordsman's Guild. Instead, students gain a free rank in one of their swordsman knacks.

Mastery Levels

Apprentice

You have learnt special chemical mixtures which you can use when constructing grenades or bombs. The effects of these mixtures apply whoever uses the resulting device.

To create a grenade with these mixtures, follow the rules for creating a normal grenade or bomb and then roll Wits + Natural Philosophy against a TN of 25 to add the mixture.

Some sample mixtures you can use are:

Mixture	Effect
Blinding flash	This mixture uses magnesium to create a blinding flash of light when the device explodes. The flash can be coloured by adding certain chemicals to the mixture. Does 2k1 damage, and anyone within 20ft must make a Wits check or be blinded for 2k1 phases, losing 2 kept dice from all actions.
Deafening noise	By packing in more powder in a specific way, you can make the sound of explosion much louder. Does 3k2 damage, and anyone within 30ft must make a Wits check or be deafened for 2k1 phases, losing 2 unkept dice from all actions.
Incendiary	This mixture uses phosphorus to burn with an intense heat. Does 3k3 damage, and anything flammable within a 10ft radius is automatically set on fire, and takes damage each round until put out.
Smoke	Certain chemicals can be used to give off clouds of smoke. The smoke can be coloured by adding dyes to

Mixture	Effect
	the mixture. Does not explode or do damage, but instead fills a 20ft radius with smoke for 2k1 rounds, giving two FR to Stealth checks. Combatants in the affected area gain +5 to PD, two FR to AD against melee weapons, and five FR to AD against missile weapons.

The chemicals used to create these mixtures cost 12G per grenade, and the equipment required (flasks, burners, tubing and so on, which can be reused) costs 50G.

Journeyman

When you light the fuse on a grenade or bomb, the GM rolls your mastery level in dice (which do not explode; 0s are treated as 0s rather than 10s). You are given the option of choosing which result you want to use for the length of the fuse, but you can specify only that you want the shorter or longer result (or middle if you are a Master).

You gain a free rank in Fuses, which can raise it to rank 6. If it does not, you can later raise it from rank 5 to rank 6 by spending 25 XP.

Master

After using your Journeyman ability, you may make a Wits + Fuses check against TN 20. If successful, you know exactly how many phases are left before the device explodes.

Takao Mao

Country of origin: Cathay (Han Hua)

Weapons: Knives

Basic curriculum: Knife, Soft Martial Arts

School knacks: Pin, Ricochet, Whirl, Exploit Weakness (Takao Mao)

The culture of the Six Kingdoms, and perhaps of Han Hua in particular, is traditionally seen as being morally upright and proper. Like all cultures, however, the Six Kingdoms have a darker side; its underworld may take a different form to that found in other parts of Théah, but it is no less lawless for that.

The style of combat known as Takao Mao originated from a combination of a number of smaller styles, many of them consisting of only one or two manoeuvres. Unusually, the resulting style encourages the use of knives for both melee and ranged combat, along with some simple martial arts for close-quarters fighting.

The weakness of the style stems from its origins; the original manoeuvres cannot always be made to blend together seamlessly, leaving occasional openings in a Takao Mao fighter's defence.

Rather than gaining membership in the Swordsman's Guild, heroes who learn this School receive the Quick

Draw advantage to reflect the School's focus on the ability to effectively wield multiple knives.

Mastery Levels

Apprentice

Takao Mao students have developed the ability to use your weapons as an aide to defence, even when they are not using them to parry. Whenever you are wielding a knife in each hand you gain a bonus to your Footwork Passive Defence equal to your Attack (knife) rank and a Free Raise to your Footwork Active Defence.

In addition, you suffer no penalty for wielding a knife in your off-hand.

Journeyman

You have learned to strike more accurately with your knives, at the expense of power. You may forfeit any number of unkept damage dice; each die you forfeit may be added to your attack roll (either melee or ranged).

Master

At this level, the Takao Mao student has learned new tricks with which to complement his knife skills. He may choose any two of the following knacks and begin to learn them as if they were School Knacks.

- Arc (knife)
- Double Attack (knife / knife)
- Double Parry (knife / knife)
- Tagging (knife)
- Trick Throwing (knife)

Tao Zhe

Country of origin: Cathay (Han Hua)

Weapons: Unarmed

Basic curriculum: Feng Shui Shi, Soft Martial Arts

School knacks: Kick, Knife Hand, Side-step, Exploit Weakness (Tao Zhe)

Tao Zhe is a martial arts style that encourages the use of the power of meditation to increase its practitioners' fighting abilities. It has proved to be an especially popular style amongst the more ascetic courtiers and bureaucrats, but is almost equally well known throughout Cathay.

The style has been described by some observers as being both slow and fast at the same time; combat is typified by periods of apparent inaction punctuated by bursts of movement.

The weakness of this style is that it can sometimes lead to hesitation or inaction on the part of its practitioners as they struggle to retain their inner harmony and balance during combat.

Instead of membership in the Swordsman's Guild, heroes receive a free rank in the Meditation knack.

Mastery Levels

Apprentice

You have learned to harness your inner tranquillity to lend grace to your movements.

You gain a bonus to your Yield Active Defence equal to twice your rank in the Meditation knack.

Journeyman

At this level, you can put yourself into a kind of waking trance at will, which allows you to shrug off damage. Your wound checks become Brawn + Meditation.

Master

You may choose to forego making an attack in order to observe your opponent, carefully considering his movement and abilities. To do this, spend an action to make a Wits + Meditation check against a TN equal to 10 + 5 times your opponent's Wits. If you succeed, you gain a bonus of 1k1 to your next attack against him (or Active Defence against his attack), plus 1k0 for each Raise you take. This bonus is cumulative if you use this ability repeatedly, but must be used by the end of the round or it disappears.

Tejårmen

Country of origin: Vesten

Weapons: Warhammer

Basic curriculum: Blunt Weapon, Heavy Weapon

School knacks: Beat, Charge, Corps-à-corps, Exploit Weakness (Tejårmen)

Tejårmen is one of the ancient fighting styles of the Vestenmannavnjar raiders, kept alive today by a few isolated clans on the fringes of civilisation. It is a purely offensive style which uses the warhammer – not a subtle weapon by any means.

When the style was more prevalent, the use of metal armour was commonplace; the Tejårmen fighter used the weapon's weight to dent and buckle such protection, making it useless. As metal armour became less widespread, however, the Tejårmen style fell out of favour amongst the Vestenmannavnjar.

The primary weakness of the Tejårmen style is the lack of attention paid to self-preservation; traditionally, Tejårmen fighters are supposed to give no thought to wounds which would possibly maim or kill lesser men.

The style has not been brought before the Swordsman's Guild for sanctioning, and in any case the framework for teaching the style as a sanctioned School doesn't really exist, so Tejårmen students do not receive free membership in the Guild. Instead, they gain the Legendary Trait (Brawn) advantage.

Mastery Levels

Apprentice

If you are wielding your warhammer one-handed, you may spend an action to build up its momentum; your next action must be an attack using the Attack (blunt weapon) knack, which gains a Free Raise per mastery level.

Journeyman

Your attacks are so powerful that they cannot be parried; when you make an attack with a warhammer your opponent may not use any Parry knack as his defence knack.

Master

You have learned how to turn your opponent's strength against him; when you make a successful hit you may spend a Drama Die to add your opponent's Brawn (as well as your own, as normal) to the damage roll.

Tie Nara Doh

Country of origin: Cathay (Koryo)

Weapons: Bow

Basic curriculum: Archer, Athlete

School knacks: Arc, Pin, Snapshot, Exploit Weakness (Tie Nara Doh)

Note that Snapshot is considered to be a basic knack for students of the Tie Nara Doh School.

Tie Nara Doh is the ancient art of the bowmen of Koryo, practised in the seclusion of the country's massive forests for many hundreds of years. Its teachings have remained mostly unchanged for as long as records exist, and include the handing down of traditional knowledge about the best types of wood for crafting bows and the best types of feathers for fletching arrows.

The style teaches two distinct paces: rapid shots, which are quickly nocked and launched, and slower, aimed shots, which allow the Tie Nara Doh archer a degree of control over his arrows which is unsurpassed.

The most significant weakness of the Tie Nara Doh School is its reliance on using either the relatively wild snap shots or the much slower aimed shots; bowmen used to these paces can be put at a disadvantage by skilled opponents.

This School is not sanctioned by the Swordsman's Guild. Instead of free membership in the Guild, the School's students receive a free rank in one of the School's swordsman knacks instead.

Mastery Levels

Apprentice

You may spend one action per mastery level aiming your shot (this is in addition to the action required to draw and nock a new arrow). For each action spent, you receive +1k0 to your attack roll.

Journeyman

For each action you spend aiming, as above, the number of Raises you need to take to make a called shot is reduced by 1. This is in addition to the effect of your Apprentice level ability.

Master

For each action you spend aiming, as above, you receive +1k0 to your damage roll. This is in addition to the effect of your Apprentice and Journeyman level abilities.

Verlaine

Country of origin: Montaigne

Weapons: Two knives

Basic curriculum: Acrobat, Knife

School knacks: Flourish (knife), Riposte (knife), Whirl (knife), Exploit Weakness (Verlaine)

Verlaine is an energetic Swordsman School that emphasises continuous acrobatic movement as a means to overwhelm your opponent; students of this School are trained to somersault, cartwheel and roll around their foes, rarely staying still for more than a few seconds at a time. Students are taught to wield a pair of long knives, more suited to the School's energetic outlook than a fencing weapon or longsword. Verlaine Masters are taught a special manoeuvre known as the *Coup de Verlaine*, which is never taught to outsiders.

This School came about when a Montaigne knife fighter witnessed an apprentice Soldano duellist defeat a swordsman of much greater ability, purely on the strength of his School's barely-controlled flourishes and untiring athleticism. He began to wonder how much more effective such a chaotic style might be with knives rather than rapiers, the lighter weapons allowing for a more acrobatic, almost theatrical style.

The major weakness of the Verlaine School lies in its dependence on movement; Verlaine fighters rarely stay in the same place for long. Those familiar with the style develop the ability to read their opponent's body language to discern where they are going to move, which gives them a certain advantage; if you know where your opponent is going to move, you know where the surprise attacks will be coming from – and more importantly you know where to make your own attack.

Verlaine is not currently sanctioned by the Swordsman's Guild, so students of the School do not

automatically start with Guild membership; instead they receive a free rank in Leaping.

Mastery Levels

Apprentice

Apprentices of the Verlaine School are taught to use their acrobatic training to make flashy, exaggerated somersaults and dive rolls during combat to overwhelm their opponents and get into better positions. You may take an action to perform an acrobatic manoeuvre; test Finesse + Leaping (other Acrobat knacks, such as Rolling or Swinging, might also be appropriate) against TN 20. If you succeed, you receive a Free Raise to all Knife knacks until the end of the round. This bonus is not cumulative for multiple acrobatic actions in the same round.

In addition, students of this School negate the offhand penalty when wielding two knives.

Journeyman

Verlaine Journeymen are taught that their acrobatics can give them a defensive edge in combat. You may add twice your rank in Leaping to your Passive Defence when using an Acrobat knack or Parry (knife) as your defence knack.

Master

Masters of this School are taught the secret of the manoeuvre known as the *Coup de Verlaine*, in which the Verlaine Master spins towards his opponent to deliver a devastating dual knife thrust.

To employ this secret move, the Verlaine Master requires two actions (only one of which must be 'legal' for the current phase). He attacks using the Attack (knife) knack, causing one automatic Dramatic Wound on a successful hit before damage is calculated. In addition, he may call Raises for damage after making the attack roll. The opponent cannot Actively Defend against this attack.

This move can only be attempted once per Scene.

Since the *Coup de Verlaine* is a secret move, the Verlaine Master must ensure that any who experience it do not remember it; if his opponent is not Knocked Out by this attack, the Verlaine Master loses a Drama Die which is given to the GM.

Weiß

Country of origin: Eisen

Weapons: Fencing sword, buckler

Basic curriculum: Buckler, Fencing

School knacks: Beat (buckler), Bind (fencing), Feint (fencing), Lunge (fencing), Exploit Weakness (Weiß)

Gerhardt Weiß (pronounced 'vice'), an Eisen aristocrat and noted field general, held for years a reputation for being unbeatable in a duel. This invincibility, he

maintained, was due to his wide range of fencing techniques. He claimed to have mastered every move it was possible to make with a rapier; while this assertion is almost certainly false, he undoubtedly knew a wider variety of moves than his peers.

In style, the Weiß School probably stems from the same ancient root as the Donovan School; the use of a buckler for defence, coupled with a fencing sword rather than a shortsword, makes for an effective (if utilitarian) combination.

Weiß's legacy has lived on in that the School named after him teaches more techniques than most other fencing academies; although this means that its students are slower to progress through its ranks than students of other Schools, they do have a wider assortment of choices open to them during combat. In some cases this can be a disadvantage; students who hesitate when selecting the most efficient move for a given situation will soon find themselves in difficulty.

Students of the Weiß School receive free membership in the Swordsman's Guild.

Mastery Levels

Apprentice

Since the Weiß School teaches five Swordsman Knacks rather than the usual four, it has no special Apprentice-level ability.

Journeyman

Note: Journeyman level is achieved when the student has at least four ranks in at least four of the School's five Swordsman Knacks.

When you make a called shot using Attack (fencing), you may add +1k1 to either your attack roll or your damage roll.

Master

Note: Master level is achieved when the student has five ranks in all five of the School's Swordsman Knacks.

You may make a quick slashing attack with your fencing sword which slows your opponent down.

Make an Attack (fencing) roll with two Raises; if this attack succeeds it deals only 1k1 damage, but your opponent loses his next action this round. This move may only be attempted once per round.

Wistinghaus

Country of origin: Eisen

Weapons: Unarmed

Basic curriculum: Bodyguard, Sentry

School knacks: Fortitude, Hook (barehanded), Reactions, Exploit Weakness (Wistinghaus)

In Eisen in 1582, during one of the internecine wars that dot that nation's history, an infantryman named Stefan Wistinghaus saved his company's general, and arguably the entire company as a result, from an assassination attempt. As a reward, the general granted Wistinghaus his leave from the army and suggested he should spend some time honing his techniques.

Wistinghaus worked for many years perfecting his style, and when he felt they were at an acceptable level he sought out his former general. After extensive demonstrations of Wistinghaus's abilities the general agreed to endorse the creation of a school in Siegsburg where Wistinghaus would teach others the art of the bodyguard.

Students are taught how to remain unremarkable while surveying crowds for potential troublemakers; they are taught how to intervene in a fight on behalf of their employers, taking hits in their place; finally, they are taught the most efficient ways to fight back. These three disciplines are the cornerstones of the Wistinghaus style, and they have saved the lives of countless employers.

The Wistinghaus School is now known across Théah for the quality of its graduates; those who attend the School can command large fees for their services. Indeed, the School is so prestigious and well-respected that many nobles employ a few elite Wistinghaus bodyguards in their service purely as a status symbol.

There is a serious weakness in the Wistinghaus style, and it is a deliberate one. The practitioner is so used to concerning himself with the protection of his employers that he often overlooks his own safety; opponents who encounter a Wistinghaus bodyguard can exploit this flaw.

The Wistinghaus style is not sanctioned by the Swordsman's Guild, so its students do not receive free membership. Instead they receive a free rank in one of their Swordsman Knacks.

Note: A character learning the Wistinghaus School can earn a monthly income of 25 G per mastery level for his services as a bodyguard.

Mastery Levels

Apprentice

You receive a Free Raise per mastery level to all Stand Watch rolls.

Journeyman

You may take an action to add a number of Defence Dice equal to your rank in the Interpose knack to a specified ally. Defence Dice are unkept dice used for the next Active Defence roll made by that ally. If they are not used by the end of the round, they are lost.

You cannot take another action to give the same ally additional Defence Dice. You can, however, specify a different ally, and the same ally can benefit from Defence Dice from more than one Wistinghaus bodyguard. The maximum number of allies who can benefit from this ability at the same time is equal to your Wits rank.

If you are Knocked Out, any unused Defence Dice granted by you are lost.

Master

At this level you gain a free rank in the Interpose knack. This can raise it to rank 6; if it does not, you can later raise it to rank 6 by paying 25 XP.

Wood

Country of origin: Avalon

Weapons: Shield

Basic curriculum: Heavy Weapon, Shield

School knacks: Beat, Corps-à-corps, Wall of Steel, Exploit Weakness (Wood)

The noted Avalon knight Sir Richard Wood was unfortunate enough to lose his right arm shortly after being knighted, but his energy and enthusiasm were undimmed. By dint of several years of hard work and perseverance he was able to develop a range of techniques to allow him to use a shield as an offensive weapon.

Although initially unimpressed, several of his fellow knights have recognised the worth of such techniques; many are experienced Donovan swordsmen who realise just how useful it would be to have such a style to fall back on in case they become disarmed. After two years of interest, Wood has finally agreed to open an academy to teach his style.

The School's weakness is, naturally, the unused right arm. Because of the lack of focus given to that arm, many students allow it to hang limply at their side, where it presents an easy target for an opportunistic foe.

Despite pressure from various Avalon nobles, the Swordsman's Guild has not yet decided whether to officially sanction the Wood School.

Mastery Levels

Apprentice

You treat a shield as a heavy weapon; as such you can make an attack with a shield as a 2k2 weapon using the

Attack (heavy weapon) knack, or parry with it using Parry (heavy weapon).

In addition, you gain the Left-Handed advantage for free.

Journeyman

When carrying a shield in your left hand, you add your rank in Parry (shield) to your Passive Defence from the Parry (heavy weapon) knack. At Master level, this bonus increases to twice your Parry (shield) rank.

You add your rank in Attack (shield) to any attack or damage rolls made with a shield.

Master

You have learned to use your shield to unbalance your opponent by making an Attack (heavy weapon) with your shield taking a number of raises equal to your opponent's Brawn; if the attack is successful your opponent is unbalanced and suffers a penalty of two unkept dice on all his actions for 1k1 phases.

New Swordsman Knacks

Double-Kick

You have learned how to make a double kick; if you are faced by two opponents, you can leap into the air and kick both of them at the same time.

Use this knack to attack, rolling separately for each opponent; the TN to hit each one is raised by 10, but if you succeed in hitting both of them (getting past their Passive and Active defences) you gain a Drama Die which lasts until the end of the combat.

For the next phase, your TN to be hit is 5 and you may make no Active Defence.

Flourish

By taking an action, you may flourish your weapon (by spinning it round, or throwing it from hand to hand, for example); doing so allows you to make an Intimidate check using Panache + Flourish rather than Resolve.

Line

With this knack you can establish a defensive line or perimeter, which no opponent can cross without exposing themselves to attack.

Spend an action to set a line (by drawing a line on the ground with the tip of your sword, for example, or by

indicating the reach of your current weapon) by making a Resolve + Line roll against TN 20. If you fail this roll, you have failed to establish the line.

Once the line is established, you may not move from your position, although you may attack and parry as normal. You may abandon your line at any time; this does not take an action.

When a melee attack gets past your Passive Defence you get a free Wits + Line Active Defence. If this AD is successful your line is unbroken (i.e., you may continue to use it); if the AD is unsuccessful, the line ceases to be active. Your second Line AD for this line is subject to one Raise; if this is successful, your third Line AD is at two Raises, and so on, until the line is broken.

Reactions

With this knack, your reflexes are so finely attuned to danger that you may make a Wits + Reactions check to be able to act when you would otherwise be surprised (for example, when ambushed). See the table below for details of the actions you may take.

Check result	Effect
Under 15	You cannot take any actions.
15 – 24	You may take one action.
25 or over	You may take all your actions as normal.

Retrieve

With this knack you may attempt to throw your weapon in such a way that it returns to your hand. Take two Raises on your attack roll, and add twice your rank in this knack to your result; if you hit, the weapon returns to your hand at the end of the current phase.

Ricochet

You may use this knack to attack multiple targets with a thrown weapon. This is mechanically identical to the Whirl knack.

Touch

The Touch knack gives you the ability to make the slightest of strikes against your opponent, useful when you need to score a hit in a fencing duel without wounding your opponent, or for killing an animal without destroying its pelt.

When you make your attack, add twice your rank in this knack to your attack roll; if you hit, you do exactly one Flesh Wound; you cannot take Raises for damage when using this knack.

If your weapon is poisoned, a successful Touch inflicts the poison on your opponent.

Sorcerer Schools

Here follows a set of combat Schools designed especially for sorcerers. Each of these Schools makes use of the combatant's sorcerous abilities to improve their skill in combat.

Forbicio

Country of origin: Vodacce (available only to Sorte sorcerers)

Weapons: Improvised weapon

Basic curriculum: Athlete, Dirty Fighting

School knacks: Bind (improvised weapon), Disarm (improvised weapon), Feint (improvised weapon), Exploit Weakness (Forbicio)

The Forbicio School allows you to use your Sorte abilities in combat. The School teaches the use of improvised weapons in tandem with simple unarmed combat techniques.

Fate witches generally disdain physical combat, so Forbicio is taught mainly as a self-defence style for young Sorte strega.

The weakness of the Forbicio style lies in its unusually formal teaching. Students of the School are taught to move in an overly deliberate manner, and any opponent who is able to recognise these movements may be able to gain an advantage.

Heroes learning this style do not gain automatic membership in the Swordsman's Guild. Instead they receive a free rank in one of their School Knacks.

Mastery Levels

Apprentice

Your control of the forces of fate means that you can prevent your improvised weapons from breaking when their damage dice explode.

Journeyman

If you spend an action to make a successful Wits + Swords roll against TN 20, you gain a number of unkept dice equal to your Sorte mastery level for use against that opponent. These unkept dice apply to attacks and active defences against that opponent, in a similar fashion to the Exploit Weakness knack. You gain this bonus until the end of the combat.

You can use this ability more than once per combat, but you must choose a different opponent to target each time.

Master

You have learned how to employ your fate magic to allow you to foresee and take steps to avoid mistakes.

Once per combat, you can reroll a single attack roll, a single Active Defence, and a single damage roll.

In addition, you can spend a Drama Die to force an opponent to re-roll an attack or an Active Defence made against you. You may use this ability as often as you like, except that you cannot force an opponent to re-roll a roll more than once.

Ghul'kir

Country of origin: Crescent Empire (available only to Duman'kir sorcerers)

Weapons: Unarmed (claws)

Basic curriculum: Athlete, Dirty Fighting

School knacks: Charge, Menace, Whirl, Exploit Weakness (Ghul'kir)

The Ghul'kir School allows you to hone the martial aspects of your Duman'kir sorcery for use in combat. Practitioners of the Ghul'kir style are taught to give in to the canine aspect of their spirit and channel this aggressive power during combat.

The Ghul'kir School does not teach the use of weapons, but as a Duman'kir sorcerer is capable of extending viciously sharp claws at will the style can hardly be classed as unarmed.

The weakness of this style is, naturally, the feral nature taken on by the fighter. Opponents who are able to maintain their composure against a Ghul'kir fighter will be at a significant advantage.

Heroes learning the Ghul'kir style do not gain automatic membership in the Swordsman's Guild. Instead they receive a free rank in one of their School Knacks.

Mastery Levels

Apprentice

Whenever you have your claws extended, your barehanded damage rating (for Dirty Fighting, for example) becomes 1k2, +1 for each rank you have in the Fangs knack.

Journeyman

You are able to use your enhanced senses to read your opponent and predict his intentions. For each rank you have in the Senses knack you gain a bonus of +2 to your Footwork Active Defence and +1 to your Footwork Passive Defence.

Master

At this level of mastery you have learned how to simultaneously rake your opponent with the claws of both hands. As one action you may make two attack

rolls using Attack (dirty fighting). Both attacks must be against the same opponent, and you may use this ability only once per round.

Voûteur

Country of origin: Montaigne (available only to Porté sorcerers)

Weapons: Unarmed

Basic curriculum: Athlete, Pugilism

School knacks: Corps-a-corps, Hook (unarmed), Tagging (unarmed), Exploit Weakness (Voûteur)

The Voûteur School allows you to use some of your Porté abilities in combat. A practitioner of the Voûteur style, also known as a Voûteur, is taught a collection of methods which work to speed up the process of opening small Porté holes.

The style is very young, having been developed only since l'Empereur made the open use of Porté more acceptable. Since its inception, however, it has proved more popular than its creators could have imagined. It is now officially taught at the Chateau d'Errinet outside Charouse.

The weakness of the Voûteur style is in the time it takes to open a Porté hole. An opponent who has been trained to recognise the sorcerer's movements gains a few seconds of opportunity in which to strike when the sorcerer is unable to defend effectively.

Heroes with the Voûteur style do not gain automatic membership in the Swordsman's Guild. Instead they receive a free rank in one of their School Knacks.

Mastery Levels

Apprentice

You gain a number of Free Raises to your Catch Active Defence equal to your mastery level in this School.

Journeyman

At this level of mastery, you gain the ability to spend two actions to punch through a Porté hole in order to take your opponent by surprise, granting you a bonus to your Attack (pugilism) roll equal to five times your Porté mastery level.

If you take two Raises on your roll, your opponent may not attempt to actively defend against your attack.

Master

You may gain the bonus from your journeyman ability for any attack from the Pugilism or Dirty Fighting skills.

In addition, your journeyman ability now requires only one action to perform.

School Variants

Alternative Knack

Cost: 4, 5 or 6 HP

With this advantage you may swap one Swordsman Knack in a School you know for another knack.

To add a knack you already know (i.e., have at least one rank in) costs 4 HP. To add a knack you know a variant of – such as Feint (fencing) when you only know Feint (knife), for example – costs 5 HP. To add any other knack costs 6 HP.

Note: Buying this advantage does not give you an automatic rank in the knack.

Extra Knack

Cost: 8, 10 or 12 HP

With this advantage you may add an additional Swordsman Knack to a School you know.

To add a knack you already know (i.e., have at least one rank in) costs 8 HP. To add a knack you know a variant of – such as Feint (fencing) when you only know Feint (knife), for example – costs 10 HP. To add any other knack costs 12 HP.

Knacks added in this way are not counted when determining your mastery level in the School, but are otherwise treated as a part of the School.

Note: Buying this advantage does not give you an automatic rank in the knack.

Kata

Cost: 12 HP

You have supplemented your unarmed martial arts training with a weapon, and can use this weapon as fluidly as if it was part of your School's normal teaching.

To purchase this advantage you must know a School which teaches either the Hard Martial Arts or Soft Martial Arts skills, and does not teach any weapon skills. If you know more than one such School, you must choose which of them this advantage applies to.

Select a weapon; you get its corresponding skill for free if you do not already have it. You also gain the following benefits:

- You can wield the weapon and use the School at the same time.
- While you use the School you get a Free Raise per Mastery Level to each of the weapon skill's knacks.

- If the weapon is a one-handed weapon, you can wield one in each hand with no offhand penalty.
- If a School mastery level ability requires it, the weapon's skill is treated as being on the School's basic curriculum.

If you have two Kata for the same School, you gain the benefits for both of them when holding both weapons.

You get a 2 HP discount on a second Kata for the same School, and a 3 HP discount on a second Kata for the same weapon. These discounts are cumulative.

New Equipment

Avalon Greatbow

The greatbow is a refinement of the longbow. It is made with a more pronounced recurve, making it more difficult to pull but giving greater range.

Like other bows, a shot from a greatbow does 2k2 damage. The range of a greatbow is 200 yards, plus 20 yards for each rank the archer has in Brawn. There is no modifier for firing at targets at short range, but at long range the greatbow is at -10 to hit. Reloading a greatbow takes one action.

A greatbow costs 20 G.

Cat-o-nine-tails

This is a whip with multiple cords attached to it; six and nine are common numbers, but they can have as many as 15.

A cat-o-nine-tails is a one-handed melee weapon which is wielded using the Whip skill, dealing 0k2 damage. Attacking with a cat-o-nine-tails delays your action by two phases.

A cat-o-nine-tails costs 5g.

Mace

A mace is a one-handed melee weapon, which uses the Blunt Weapons skill. It deals 2k2 damage.

Maces cost 8 G.

Warhammer

A warhammer is a bludgeoning weapon which has its origins with the ancient Vestenmannavnjar tribes. It is a rare weapon, no longer in common usage, although some are still found in ceremonial use.

Warhammers can be wielded one-handed or two-handed. To wield a warhammer one-handed requires

the use of the Blunt Weapon skill (doing 2k2 damage); to use two hands requires the Heavy Weapon skill (doing 3k2 damage).

A warhammer usually costs 12 G.

New Rules

Actions and Initiative

When rolling for actions, roll a number of dice equal to your Panache trait; these dice explode if you are not currently Crippled. The results tell you which phases you may act in, as usual. The round begins with the highest numbered phase first, and works down towards 1. In this way, you are rewarded for acting quickly by having a high initiative total.

Abilities which would allow you to lower the results of your action dice now allow you to raise them by the same amount, and vice-versa.

Actions in phases over 10 indicate extremely fast reflexes and are considered to be over very quickly; as such they do not count towards the number of phases before a grenade explodes, for example.

Learning Combat Schools

As stated in the core rulebooks, learning a Combat School from your home nation costs 25 HP (50 XP), and learning a School from another nation costs 35 HP (80 XP).

Learning a School from a different geographic region costs 45 HP (110 XP). Geographic regions are Western Théah, the Crescent Empire, the Midnight Archipelago and Cathay.

Characters from one of the Triple Kingdoms (Avalon, the Highland Marches and Inismore) may learn Schools from a different kingdom for 30 HP (65 XP).

Collaboration

Heroes often work together when performing tasks. If multiple heroes combine forces on a task which benefits from them all working at once (deciphering an ancient document, for example, or bashing open a rusted door) they each make the roll as normal, with a +1k0 bonus for each person helping them. The highest individual result is taken as the result of the combined effort.

School Reference Chart

Nation	School	Weapon	Skills	Knacks	
Avalon	Mandeville	Fencing sword	Courtier, Fencing	Three of the following: Feint, Flourish, Tagging, Touch, Wall of Steel, Whirl	
	Wood	Shield	Heavy Weapon, Shield	Beat, Corps-à-corps, Wall of Steel	
Highlands	Campbell	Cannon; improvised weapons	Captain, Sailor	Attack (improvised), Gunnery, Parry (improvised)	
	Kinross	Shortsword, knife	Fencing, Knife	Double-Parry, Line, Wall of Steel	
Inismore	Lenaghan	Knife	Athlete, Knife	Lunge, Pommel Strike, Reactions	
	O'Connell	Mace	Athlete, Blunt Weapon	Beat, Bind, Pommel Strike	
Castille	Angelo	Pistols	Dirty Fighting, Firearms	Corps-à-corps, Parry (improvised), Pommel Strike	
Eisen	Weiß	Fencing sword, buckler	Buckler, Fencing	Beat, Bind, Feint, Lunge	
	Wistinghausen	Unarmed	Bodyguard, Sentry	Fortitude, Hook, Reactions	
Montaigne	du Bois	Fencing sword	Athlete, Fencing	Beat, Disarm, Feint	
	Verlaine	Two knives	Acrobat, Knife	Flourish, Riposte, Whirl	
Ussura	Banevsky	Unarmed combat on horseback	Dirty Fighting, Rider	Charge, Corps-à-corps, Kick	
	Grigori	Spear	Polearm, Staff	Bind, Pommel Strike, Whirl	
	Kyrbatov	Bow	Archer, Athlete	Pin, Snapshot, Trick Shooting	
	Marchenko	Broadsword	Commander, Heavy Weapon	Orders	
Vendel	Janssen	Fencing sword	Fencing, Performer	Bind, Flourish, Tagging	
	Vesten	Tejårmen	Warhammer	Blunt Weapon, Heavy Weapon	Beat, Charge, Corps-à-corps
Vodacce	d'Arezzo	Pistols	Athlete, Firearms	Flourish, Tagging, Trick Shooting	
	Durante	Unarmed	Dirty Fighting, Guide	Ambush, Kick, Side-step	
	Pietro Monte	Fencing sword	Athlete, Fencing	Beat, Bind, Riposte	
Cathay	Han Hua	Chi Lin Mei	War fans	Exotic Paired Weapons, Soft Martial Arts	Bob & Weave, Power Block, Whirl
		Mian Gwon	Quarterstaff	Acrobat, Staff	Double Attack, Double Kick, Pommel Strike
		Takao Mao	Knives	Knife, Soft Martial Arts	Pin, Ricochet, Whirl
		Tao Zhe	Unarmed	Fend Shui Shi, Soft Martial Arts	Kick, Knife Hand, Side-step
	Khimal	Lin Fu	Unarmed	Acrobat, Hard Martial Arts	Double-Kick, Reactions, Whirl
		Koryo	Tie Nara Doh	Bow	Archer, Athlete
	Tashil	Ramachandra	Throwing ring	Exotic Thrown Weapons, Hard Martial Arts	Arc, Retrieve, Ricochet
	Tiakhar	Inkawi	Throwing spikes	Exotic Thrown Weapons, Spy	Arc, Missile Defence, Pin
Crescent Empire	Kurta'kir	Harrada	Adaga	Buckler, Heavy Weapon, Knife	Lunge, Pommel Strike, Whirl
		Yilan'bazlik	Capayim	Unarmed	Acrobat, Dirty Fighting
Midnight Arch.	Marcina	Fenne	Throwing knives	Hunter, Knife	Pin, Pommel Strike, Touch
		Pirate Nations	Jack	Improvised	Athlete, Dirty Fighting
		Maquet	Whip	Dirty Fighting, Whip	Disarm, Flourish, Grapple
Rilasciare	Subitus	Grenades	Arson, Bomb-making	Arc, Fuses, Throwing, Trick Shooting	
Sorcery	Duman'kir	Ghul'kir	Unarmed	Athlete, Dirty Fighting	Charge, Menace, Whirl
		Sorte	Forbicio	Improvised Weapon	Athlete, Dirty Fighting
	Porté	Vôuter	Unarmed	Athlete, Pugilism	Corps-a-corps, Hook, Tagging

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