

# Fencing Masters



# Rules

1. At the beginning of the turn players choose a stance. They cannot switch stance, even if they have additional attacks.
2. The player makes an attack roll with the normal modifiers. The result is compared to target AC, and if the result equals or exceeds target AC, then the attack hits.
3. Damage is determined by the result of the attack roll minus AC, which is compared to the attack table for the chosen stance. The result will correspond to an attack, which has a description and a given damage. Any damage modifiers are added to damage in the normal way.
4. Stances will also give a modifier to AC, detailed on the damage table. This modifier applies until the player chooses another stance.
5. If players have not yet chosen a stance, they use unmodified AC. For any ranged or spell attack, or any save which involves AC, use unmodified AC.
6. Stances will be either low damage - high AC, high damage - negative AC, or a utility stance with unaltered AC.
7. Critical hits can happen in the normal way, and the damage for these attacks is given using the highest damage attack, plus rolling the normal damage die for the weapon and adding the result to the damage, plus any modifiers.



# Longsword



Tower

| =-2    | 3-4   | 5+  | AC |
|--------|-------|-----|----|
| Strike | Slice | Hew | +2 |



Fool

| =-2    | 3-4   | 5+   | AC |
|--------|-------|------|----|
| Strike | Slice | Bind | 0  |



Ox

| =-1    | 2-3   | 4+   | AC |
|--------|-------|------|----|
| Strike | Slice | Chop | -2 |

Strike – Your opponent thrusts, you parry downward and strike upward - 2

Slice – Your thrust is parried, you sidestep the riposte and strike high over the shoulder. - 4

Hew – You parry a strike to your head, force their sword round over their head then strike downwards. - 6

Bind – As your high strike is parried you step forward to the side and grasp your opponents sword arm. - 8

Chop – You both strike high and your swords bind. You quickly back step, drop your sword under your opponent's and strike to the head. - 10

# Quarterstaff



Plough

| =-2   | 3-4   | 5+     | AC |
|-------|-------|--------|----|
| Block | Feint | Strike | +2 |



Tiller

| =-2   | 3-4   | 5+      | AC |
|-------|-------|---------|----|
| Block | Feint | Riposte | 0  |



Chalice

| =-1   | 2-3   | 4+  | AC |
|-------|-------|-----|----|
| Block | Feint | Hew | -2 |

Block – Parry your opponents thrust downward, quickly strike upwards and step back. - 3

Feint – Fein a thrust and quickly withdraw and strike downwards over your head. - 4

Strike - Parry a strike, forcing your opponent’s weapon up. You slip your hands up and strike with the butt of your staff. - 5

Riposte – You parry a sweeping strike, forcing your opponent’s weapon into the ground, letting your weapon side over theirs and sweep at the leg as they attempt to recover. - 7

Hew – Feint low, then strike high and continue the swing around your head and strike a second time. - 9



# Shortsword



Boar

| =-2 | 3-4    | 5+    | AC |
|-----|--------|-------|----|
| Cut | Strike | Parry | +2 |



Crossroads

| =-2 | 3-4    | 5+   | AC |
|-----|--------|------|----|
| Cut | Strike | Lock | 0  |



Gargoyle

| =-1 | 2-3    | 4+   | AC |
|-----|--------|------|----|
| Cut | Strike | Bind | -2 |

Cut – Backstep from your opponents swing and quickly deliver a cut towards their over-extended forearm. - 2

Strike - Your thrust is parried, you sidestep the riposte and strike high over the shoulder - 3

Parry – You deflect an incoming thrust downwards and cut upwards at your opponents chest - 5

Lock – You strike high and your opponent blocks the attack. You quickly grab their wrist and twist their arm into a lock - 6

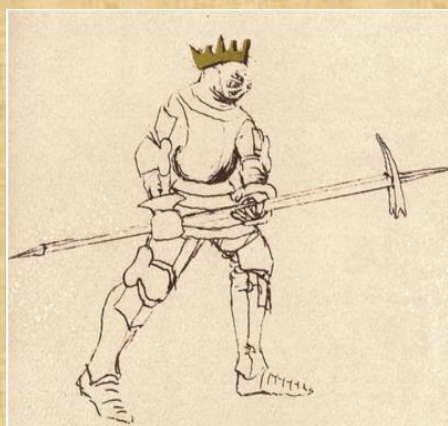
Bind - Raise your elbow and deliver an upward cut. Your opponent blocks it and your weapons bind. You use both hands to force your opponents weapon up and thrust powerfully at their chest. - 8

# Battleaxe



Key

| =-2  | 3-4    | 5+   | AC |
|------|--------|------|----|
| Stab | Strike | Bind | +2 |



Serpent

| =-2  | 3-4    | 5+    | AC |
|------|--------|-------|----|
| Stab | Strike | Block | 0  |



Queen

| =-1  | 2-3    | 4+    | AC |
|------|--------|-------|----|
| Stab | Strike | Crush | -2 |

Stab – Backstep to avoid a high strike and quickly thrust straight to the chest. - 3

Strike – Fein a powerful swing from the right, when your opponent moves to block, strike from the left with the butt. - 5

Bind – Parry with midshaft, sidestep and twist the axehead in to your opponent and stab - 7

Block – Block a strike with the axehead, force their weapon up and move in to kick . - 10

Crush – With your weapon fully wound behind your head, parry a strike with the butt of your weapon and swing forcefully to the head. - 12



# Spear



Crown

| =-2   | 3-4   | 5+    | AC |
|-------|-------|-------|----|
| Parry | Slice | Smash | +2 |



Scholar

| =-2   | 3-4   | 5+      | AC |
|-------|-------|---------|----|
| Parry | Slice | Riposte | 0  |



Hound

| =-1   | 2-3   | 4+     | AC |
|-------|-------|--------|----|
| Parry | Slice | Thrust | -2 |

Parry – Your opponent lunges toward you. You parry it aside and strike toward their chest. - 3

Slice – You make many quick feint strikes which your opponent attempts to parry. You are quicker and end with a thrust to their thigh. - 5

Smash – You strike high, Your opponent parries the strike aside and you use the momentum to strike with the butt end. - 7

Riposte – Your opponent thrusts low. You parry it to the ground. You strike to the inside of their knee and use the leverage to force them to move. - 10

Thrust – Your opponent strikes in from the side, you spin your spear, parrying with the butt and leaving them unprotected and buying you tempo. You strike towards their head. - 12

# Dagger



Codex

| =-2 | 3-4   | 5+    | AC |
|-----|-------|-------|----|
| Cut | Block | Parry | +2 |



Fist

| =-2 | 3-4   | 5+   | AC |
|-----|-------|------|----|
| Cut | Block | Lock | 0  |



Otter

| =-1 | 2-3   | 4+  | AC |
|-----|-------|-----|----|
| Cut | Block | Cut | -2 |

Cut – You feint a low cut. Your opponent attempts to block. You quickly pull back and slash their arm. - 3

Block – Your opponent lunges. You sidestep, push their arm away and stab their chest. - 5

Parry – Your opponent lunges at you. You parry the strike downwards, step in and headbutt them. - 7

Lock – Your opponent attempts a cut. You catch their blade on yours, grab their arm and put them in an arm lock, allowing you to force a move. - 10

Cut – You strike but your opponent blocks. You grab their arm and cut again at their neck. - 12