

# WEAPONMASTER

ALSO: Fighter, Rōnin, Warrior



*The wiser blades  
remain unsheathed.*

**Weaponmasters** spend years upon years honing their close combat arts. Most of them display remarkable skill with a variety of weapons; others have trained to become one with a specific armament.

Many Weaponmasters follow and protect someone out of love or loyalty, but there are also those who tirelessly wander the world seeking worthy opponents, legendary magical weapons, or capable teachers.

- ◆ What is your relationship with weapons? Are they mere objects, or something more?
- ◆ Is battle something you seek, or something you strive to avoid?
- ◆ Are you, or have you ever been, the servant of a Lady or Lord? What were they like?
- ◆ What do your weapons and fighting style look like?



## WEAPONMASTER FREE BENEFITS

- ◆ Permanently increase your maximum Hit Points by 5.
- ◆ Gain the ability to equip **martial melee weapons** and **martial shields**.

## WEAPONMASTER SKILLS

### BLADESTORM

When you perform a **melee** attack, you may spend 10 Mind Points to choose one option: the attack gains **multi (2)**; **or** you increase the attack's **multi** property by one, up to a maximum of **multi (3)**.

### BONE CRUSHER

[+4]

When you hit one or more targets with a **melee** attack that would deal damage, you may have the attack deal no damage. If you do, choose one option: inflict **dazed** on each target hit by the attack; **or** inflict **weak** on each target hit by the attack; **or** each target hit by the attack loses **[SL × 10]** Mind Points. Describe your maneuver!

### BREACH

[+3]

You may use an action and spend 5 Mind Points to perform a **free attack** with a **melee** weapon you have equipped. This attack must target **a single creature**. If the attack is successful, it deals no damage and you choose one option: you destroy one shield equipped by the target; **or** you destroy the target's equipped armor; **or** whenever the target suffers damage from a source before the start of your next turn, that source deals **[SL × 2]** extra damage to them.

### COUNTERATTACK

After an enemy **hits or misses you with a melee attack**, if the Result of their Accuracy Check was an **even number**, you may perform a **free attack** against that enemy (after their attack has been fully resolved). This attack must be a **melee** attack and must have that enemy as its **only** target; treat your **High Roll (HR)** as 0 when calculating damage dealt by this attack.

### MELEE WEAPON MASTERY

[+4]

You gain a bonus equal to **[SL]** to all Accuracy Checks with **melee** weapons.