

DELVERS AND DENIZENS
WEAPON MASTERY

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WEAPON MASTERY

Weapon Mastery is a character's level of skill in a weapon. There are 5 levels of mastery: trained, skilled, expert, master, grandmaster.

Gaining Mastery:

Each Class is trained in a specific set of weapons, and gains additional mastery as they gain levels. Which weapons and when they gain more levels of mastery is in the description of each Class.

With each new mastery a character may improve the skill in a weapon, learn a new weapon, or learn a new fighting style. *a character must be 4th level to be an expert, 7th level to be a master, and 10th to be a grandmaster.

Intelligence:

INT limits mastery a character may attain with any one weapon
*3 = Trained
*4-5 = Skilled
*6-8 = Expert
*9-12 = Master
*13+ = Grandmaster in number of weapons equal to INT mod

Unskilled Attacks:

A character not trained in a weapon is Unskilled.
*-1 To Hit
*1d4 damage

Despair Effect:

Displays of mastery can cause despair and fear in intelligent foes (based on HD)
*check Morale if a character inflicts a death wound, deflects all attacks(2+), or disarms a foe
*Skilled = 4HD foe
*Expert = 8HD foe
*Master = 12HD foe
*Grandmaster = 16 HD

FIGHTING STYLES

Dirty Fighting:

Uses unconventional maneuvers performed with a free hand or a piece of clothing. The character must choose a maneuver for their offhand each round in addition to their primary attack.

*Distract = use the environment (sand in eyes, flourish cloak, flash a lantern, etc) to temporarily blind foe. Victim must Save vs Breath, or become Blinded for 1 round

*Grab Weapon = victim must Save vs Paralysis, modified by the STR of the attacker, or attacker gains Advantage To Hit with their primary weapon and victim cannot attack for 1 round.

*Sucker Punch = if win the initiative in a melee make unarmed attack with Advantage Stunning foe unless they Save vs Death

*Trip = victim must Save vs Wands, modified by the DEX of the attacker, or the victim is Fallen.

Dual Weilding:

With this fighting style a character can weild 2 medium or shorter weapons in each hand. While attacking with the primary weapon they may make a Second Attack or perform special maneuvers with the off hand.

*Second Attack = Roll To Hit as normal for both weapons

*Bind = Roll to Hit with Offhand, 1d6 penalty applied to Foe's AC for 1 round, cannot use offhand for next round

*Deflect = Deflect an incoming attack

*Special = attack or defense manuever specific to weapon

Fencing:

Must weild one handed melee weapon only.

*face single foe

*after 1 melee round gain Advantage To Hit

*when Deflect an attack may make a follow up attack

Guardsman:

Must be weilding two handed melee weapon.

*may perform Fighter Cleave maneuver

without -5 To Hit

*may attack any foe entering area of reach before they can attack regardless of how many previous attacks made in the same round

Lancer:

Must be mounted.

*gain Advantage on To Hit rolls vs unmounted foes

*if win movement initiative may attack foe as ride past

without initiating melee (they cant make an attack in return)

*if lose initiative must halt to engage in melee

*in melee may add AC of mount to own AC, this applies to both mount and rider

Sword and Board:

Must use a one handed weapon with shield.

*may weild the shield as a second weapon

*may use shield to attack and block in the same round

*Shield Wall = may command 2-6

characters with shields adjacent to each other, all enemy To Hit rolls have Disadvantage

Weapon

Specialization:

May specialize in general weapon category (shields, axes, bludgeons, bows, crossbows, polearms, slings, swords, thrown weapons, unarmed attacks, whips).

*All weapons in that category gain a bonus To Hit per mastery

level of weapon

*Untrained = +1

*Trained = +1

*Skilled = +2

*Expert = +4

*Master = +6

*Grandmaster = +8

WEAPON DETAILS

Name:

Lists the Weapon Group first

Type:

Denotes whether a weapon is used in melee, thrown, or fires missiles.

*Thrown weapons may also be used in melee

Size:

Length determines the minimum space needed to wield a weapon

*may use in space 1 size smaller with no STR bonus, loss of melee initiative, and half damage

*Long weapons are Encumbering, but do not incur To Hit penalty if Trained

*Hand=grappling

*Short=arms reach,3ft

*Medium = 1 pace,5ft

*Long = 2 paces,10ft

*Very Long = 3 paces

Target (A): Denotes targets that grant advantage to hit

Target (D): Denotes targets that grant disadvantage to hit

Qualities:

Special weapon traits

*Bleed=+7 damage when removed from wound

*Fast = automatically win melee initiative

*Finesse = may choose to apply STR mod to damage or DEX mod To Hit, but not both.

*Complex Guard = 2/6 chance to block all light wounds, gives +1 bonus to bind when dual wielding

*Half-sword = may be used at grappling range with no penalty

*Heavy = requires a 13 STR to use.

*Horseback = must be mounted to use weapon

*Ignite = has chance to ignite anything flammable equal to 5% per point of fire damage. Fire causes 1d4 damage per round for 1d6 rounds

*Reach = when attack foe in melee with adjacent ally, gain Advantage To Hit

*Reload = requires a round to reload; can only be fired every second round

*Slow = automatically lose melee initiative

*Splash = Roll To Hit AC 9, douses anyone within 10 ft with the liquid; everyone must Save vs Breath or take full damage, success means half damage. Listed damage is inflicted over two rounds, as the liquid drips off

*Two-handed = need both hands to wield; cannot use a shield.

*Versatile = can be used with one or two hands. 2nd damage value listed is used when wielding the weapon one-handed.

Mastery: Denotes
weapon mastery level

*TN = Trained

*SK = Skilled

*EX = Expert

*MS = Master

*GM = Grandmaster

Damage: Lists die
type and number of
dice to be rolled

Defend: A character
may opt to act purely
defensively in melee,
forfeiting their
attack that round.

When defending, this
value is the number
of Deflect attempts
that can be made in
place of attacking

Ranges: Given in feet
for target, long, and
flight range

*melee weapons may
only use thrown
ranges with the
thrown weapon
specialization

Special Effects:
Lists special effects
applied to attacks
made by that weapon

*Critical = increased
range of rolls that
cause a Critical Hit

*Delay = save vs
paralysis or Delayed

*Fragile = if roll
the exact number
needed To Hit, 50%
chance weapon damaged

*Rapid Fire = missile
weapon may attack
multiple times (at
one or multiple
targets) up to the
number indicated. May
not move during round

*Second Attack =
provides second
attack when used with
a one handed weapon

*Stun = save vs death
or be Stunned

Attack Maneuvers:

Lists special types of attacks that can be performed

*Brace = if win initiative, may brace weapon against ground causing double damage to charging foe

*Charge = while on mount moving at max speed may attack target at least 60ft away, dealing double damage. Must complete full move, riding by target if needed

*Disarm = attacker rolls To Hit. If hit, victim is Disarmed unless they save vs wands (minus the DEX mod of attacker)

*Entangle = save vs paralysis or be Entangled

*Hook = attacker rolls To Hit, dealing minimum damage. Victim must save vs paralysis or Fall.

*Skewer = when a foe that has no more than the number of HD noted is Hit, the weapon is stuck in the foe and cannot be removed for 1d4+4 rounds, dealing 1d6 damage to the wound each round.

*Strangle = victim must saving vs paralysis or be immediately paralyzed and die in 1d6+2 rounds unless rescued or released. If the victim escapes he remains paralyzed for 2d6 rounds

Defensive Maneuvers:

Defensive actions
that can be performed
in addition to
attacking each round

*Block = may block an
incoming wound with a
shield. Shield breaks
when listed wound
type is blocked.

*Deflect = may
attempt to deflect
the number of melee
and thrown weapon
attacks indicated in
one round. To deflect
each attack, the
character must make a
successful DEX check.
This may be applied
to attacks against
adjacent allies. If
the damage from the
Wound deflected is
greater than the max
damage the deflecting
weapon can cause,
then the weapon
decreases in quality.