

# The Swordsman

The Swordsman is a master of the blade, who takes joy in the art and precision of their skill, unlike their hack and slash warrior brethren. The swordsman seeks the glory of the individual kill, rather than the pursuit of wealth and riches. To hear their fellow adventurers tell in taverns how the Anti-paladin or the Sonnats Gil commander was single-handedly slain by the swordsman is their main satisfaction.

When on a mission, the swordsman will always try to engage the most formidable warrior type opponent present, and take this opponent on in single combat. This is the swordsman's greatest joy.

The swordsman is extremely honourable and will never boast of their own prowess. This is unless of course their fellow adventurers forget their deeds and ignore this seemingly humble warrior while they talk and gossip in the taverns. This will gain those who have scorned the swordsman his disdain and he may well never adventure with them again.

The swordsman is the swaggering swashbuckler, walking through the tavern in riding boots, baggy shirt and breeches with hair cropped short or pulled back into a pony tail. Beware the folly of mocking his appearance as the swordsman may well challenge the fool to a duel to the death.

# SWORDSMAN

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	SKILL POINTS	STRESS RESIST	CLASS ABILITIES
1	27 : 25	8	3	Single Ambidex	3	1S/1D	Chivalric Rage Retributive Strike Utilise Light Armour Utilise Medium Weapon Utilise Self Sword
2	30 : 27	9	6		2	2S/2D	Self Weapon Mastery 1
3	33 : 29	10	9	Double-Handed		2S/3D	Resist Disarm +1 Dex AC
4	36 : 31	11	12		2	3S/3D	Boxing 50 Boxing Points Self Weapon Mastery 2 Speed Self
5	39 : 33	12	15	+ 1 Skill*	1	4S/4D	Acrobatics
6	42 : 35	13	18		2	4S/5D	Power Sword Self Weapon Mastery 3
7	45 : 37	14	21	+1 Skill*		6S/6D	Powered Sword Deflection Sure Handed
8	48 : 39	15	24		2	6S/7D	Self Weapon Mastery 4 +1 Dex AC Fighting Style
9	51 : 41	16	27		2	6S/7D	50 Boxing Points Utilise Chivalric Weapons
10	54 : 43	17	30		3	8S/8D	Mighty Blow Self Weapon Mastery 5
11	59 : 46	19	35		1	9S/9D	Mighty Blow Missile Deflection
12	64 : 49	21	40		2	10S/10D	Mighty Blow Self Weapon Mastery 6

\* CHOICE OF: THROWN, MISSILE, FIREARMS

A Human Swordsman Gains 27:3 Life Points

An Elven Swordsman Gains 25:2 Life Points

## The Swordsman's Coda

1. Swordsmen never attack anyone or anything in the back (to such an extent that lives have been saved by turning one's face to a wall).
2. They will not attack anybody or anything that yields.
3. Although in the Coda firearms are permitted they are only to be employed against extra-planars, beasts and sub-humans (Orcs, Goblins, Cavewights, Adraldi, Lizardmen) and then against any who fire on them with firearms.
4. Swordsmen have two options to back down in any fight. I) they can yield to a single opponent, so long as this option has been specifically stated in the current rules for the duel. If the Duel is to the death no such option occurs. If no specific rules have been laid then the Swordsman may choose to 'interpret their options'. Failure to comply with the coda (whether the opponent is a Swordsman or not) can and will result in a 'chivalric rage' by the wronged weapons master. II) Swordsmen may retreat (always in good order- never running) if they feel that they and their group are outnumbered and cannot win. In this event, although the Swordsman may be the one to call 'retreat', they will always endeavour to be the last to break combat. 'Suffer not fools' though.
5. They may use Buckler shield in single combat should their opponent desire it, but not of their own choice. A buckler may be carried and used in the event of missile fire.
6. Although it is not forbidden, a dedicated Swordsman should be unwilling to despatch an unconscious opponent.
7. They will never rob the dead.
8. Blesses are 'for weaklings' and may give the Swordsman an unfair advantage. All the same, blesses may even the score when dealing with supernatural opponents. Any such bless should be removed immediately after such a combat.
9. Swordsmen may carry a dagger and this can be used to parry, but its main purpose is for the retributive strike.

## Class restrictions and skills.

1. Swordsmen only wear plain clothes and on occasion a leather (AC2 to AC4) jerkin, which cannot cover the arms, lest it impair prowess.
2. Swordsmen must always be lawful. Any deviation, voluntary or otherwise, will cause the automatic loss of their professional skills.
3. Swordsmen gain additional XP for any 'duel killed' opponents (the amount is at the Referees discretion).
4. Self-swords may be long swords, bastard swords, broad swords or short swords only.
5. Swordsmen should never use specialised abilities such as Disarm Parry, Mighty Blow against fellow citizens (even in a duel) though sub-humans and super-naturals are always fair game.

# Class Abilities

**Chivalric Rage** - If the Swordsman ever feels that the honourable rules of combat have been infringed (whether or not they were involved in the fighting themselves) they may initiate Chivalric Rage against the perpetrator (with Referee's consent). Any physical damage taken by the Swordsman while in Chivalric Rage is halved after armour until the perpetrator has been killed or for 15 minutes, whichever is the shorter. The Swordsman's damage call is also doubled during the Chivalric Rage (**still capped by systems max**), but all non-damaging weapon effects are forfeited for the duration.

**Retributive Strike** - When the Swordsman is finally slain he may hurl a boot knife or dagger against his slayer unless he has been spiritually annihilated, decapitated, physically dissolved in acid, etc. The dagger inflicts the Swordsman's normal damage as though he were using his self sword. Should the Swordsman have been slain dishonourably, the dagger may be hurled to inflict the same damage as a Mighty Blow through the Swordsman's self weapon (i.e. triple his normal damage call). The Referee has final say on how the dagger affects.

**Utilise Light Armour** - This allows the Swordsman to be able to use armour of up to a maximum of 4 AC. NB this armour must not cover the arms of the swordsman.

**Utilise Medium Weapon** - This allows the Swordsman who already has Utilise Light Weapon to be able to use any Medium Weapon.

**Utilise Self sword**- Only one of these may be owned at any time. Self weapon are immune to mystical effects (eg black blade, blade dull). Should a Self- weapon be lost then it will have to be replaced with an exact copy (ten times the cost of an equivalent weapon). Also the Swordsman will need to retrain at a cost of 10XP per level they have attained.

**Self Weapon Mastery 1** - This gives the Swordsman +6LPs damage with their Selfsword.

**Resist Disarm a/w** - This ability allows the Swordsman to resist any disarm parry from an opponent.

**+1 Dex AC** - This gives the Swordsman 1 point of dexterity armour each time it is listed.

**Boxing** The boxing skill allows the Swordsman to engage in fisticuffs with an opponent, so that he can inflict their Strength + Dex in LPs of damage by striking their upper body.

NB As with all hand-to-hand fighting, blows must not be aimed at the head and must be pulled. Players will be checked for safety in unarmed combat before using this skill. Boxing can later be developed so as to allow such practised moves as 'Upper Cut', 'Southpaw', 'Right Hook' and 'Jaw Breaker' as well as 'Knockouts', etc. Please refer to the Boxing section below.

**Self Weapon Mastery 2**- This gives the Swordsman +6LPs damage with their Selfsword for a total of +12LPs damage.

**Acrobatics** - This grants the Swordsman a variety of gymnastic style manoeuvres:  
*Back flip (1 power) allows the Swordsman to back flip from a standing position up to 6' away changing facing if they so wish.*  
*Leap (1 power) allows the Swordsman to jump 30' from a standing start (no run up needed), or a 10' vertical leap.*  
*Tree Swing (2 power / min) allows the Swordsman whilst there is suitable overhead coverage (e.g. trees) to effectively walk on air.*

*Kip up allows the Swordsman to instantly stand from a prone position (ref's discretion)*  
*Break Fall allows the Swordsman to fall 10' per level without sustaining damage (ref's discretion)*

**Power Sword** - This ability allows the Swordsman to 'energise' their self-weapon to inflict either Magical or Spiritual damage (but not both at the same time) for a temporary power cost of 1 power per minute.

**Self Weapon Mastery 3** - This gives the Swordsman +6LPs damage with their Selfsword for a total of +18LPs damage.

**Sure Handed** - This allows the Swordsman to be immune to disarm parry, fumble spells or practically anything else including a slippery object. (Referees discretion)

**Powered Sword Deflection** - This ability allows the Swordsman to deflect (take no damage from) any **visible** mystical attack, e.g. Lightning Dart, Rune Blast, etc. at a cost of 1 power per level of the incoming spell. The Swordsman may **not** deflect a spell that targets an area unless they are specifically the target of the spell, in which case the spell is deflected so that the Swordsman is outside the area of effect. The swordsman may choose the direction in which the spell is deflected.

**Speed Self** - This skill allows the Swordsman to focus their dexterity and speed to avoid damage from incoming attacks. A Swordsman has their level in Speed Self points, which can be spent on either the level of Speed Self or the duration. E.g. an 8<sup>th</sup> level Swordsman has 8 points, which could be spent on Speed Self 4 for two times a day, Speed Self 1 for eight times a day or any similar combination. Note that a Swordsman is limited to using Speed Self of a level up to half their own level, so the 8<sup>th</sup> level Swordsman could only use up to Speed Self-4.

Speed Self 1 halves the damage a Swordsman takes against physical damage only, Speed Self 2 the swordsman takes one third damage, Speed Self 3 one quarter damage is taken and so on.

When activated the speed self chosen lasts for 5 minutes.

**Self Weapon Mastery 4** - This gives the Swordsman +6LPs damage with their Selfsword for a total of +24LPs damage.

**Fighting Style** - At 8th level the Swordsman can train in a more focused fighting style from a Master Swordsman. These styles/stances are:

**Sting of the Dragon Style:** Like the claws of the legendary dragons the swordsman blows are enhanced, the Swordsman learns to strike devastating blows. The Swordsman gains Enhanced Stress resistance and is able to enhance their Power sword to Mantic 2 for 2 power/min.

**Swiftness of the Unicorn:** By harnessing the fleet of foot the unicorn, the Swordsman seems to glide around the battlefield. Your Speedself increases to Mantic 1.

**Way of the Heron:** Learning to weave like the heron on the river. The Swordsman can avoid the worst of even enhanced melee strikes. Dexterity works against Mortal Melee blows (M3)

**Stance of the Smith:** The Swordsman learns to be as unyielding as an Anvil. You gain the ability to Absorb melee blows 1/4 levels, and their skin hardens so that they are immune to bleeding effects, and they take no bruising when striking foes with Boxing they normally would e.g. undead. If the Swordsman has forearm parry this is also non-bruising.

To train in and follow your chosen fighting style you must be Coda adherent. This includes not accepting Mortal blows except in dire situations, no robbing the dead

etc. **\*NOTE\*** This is a playtest ability and is subject to change. This ability will not function whilst you have any Mortal Mystic blessings, accept as mentioned above.

**Utilise Chivalric Weapons** – This gives the Swordsman one chivalric weapons point per two levels. See Chivalric Weapons Table.

**Mighty Blow** – this allows the Swordsman to strike a melee blow that is three times their normal damage. This skill is usable once per time it is listed.

**Self Weapon Mastery 5** – This gives the Swordsman +6LPs damage with their Selfsword for a total of +30LPs damage.

**Missile Deflection A/W** - The ability to deflect any physical missile shot, thrown or fired at the Swordsman (includes gun shot if the Swordsman is looking at the firer). The attack therefore does no damage to the Swordsman. The Swordsman must make an actual attempt to deflect the missile in order for this skill to work. Note that arrows fired by a Bowman or Crossbowman (Missile Weaponmasters) are not deflected by this skill and must be physically dodged or turned by the player!

**Self Weapon Mastery 6** – This gives the Swordsman +6LPs damage with their Selfsword for a total of +36LPs damage.

## Boxing

A Swordsman gains basic boxing at 4<sup>th</sup> level, which gives limited hand-to-hand fighting ability. The basic skill allows a Swordsman to inflict his Strength + his Dex in LPs damage. They also gain 50 Box points at 4<sup>th</sup> level and a further 50 box points at 9<sup>th</sup> level for no xp cost. The Swordsman may perfect their skills by expending 'box points' in the same manner as per Ky power. These box points may be used to buy boxing techniques: the boxer buys techniques up to their total number of box points, which they may then use by 'casting' their box points during adventures. Swordsman may buy additional boxing points in increments of 50 XP, which bestows 50 box points per day per purchase.

e.g. a Swordsman has 50 box points. They may then learn boxing techniques up to a total value of 50 points (e.g. two 20-point techniques and a 10-point technique). They may then spend their box points to use those techniques during the course of a mission, so he may use one of the 20-point techniques twice and the 10-point technique once, or use the 10-point technique five times, and so on.

### Boxing Techniques

#### UPPER CUT (15 points)

The Boxer disorients his opponent with a short jab to the chin, so that the opponent is incapable of higher concentrated thought for 10 seconds. During this time the opponent may not cast spells, etc, and may only attack or defend at the very base of their abilities (no weapon masteries or abilities).

#### SOUTHPAW (20 points)

The equivalent of Upper Cut above, for left-handed Boxers. The duration in this case is 15 seconds.

#### CHIN (20 points)

This technique knocks the opponent to the floor and incapacitates them for 5 seconds. Any attack on the prone opponent during the 5 seconds' duration nullifies the effects of the Chin. Requires Upper Cut or Southpaw.

#### RIGHT HOOK (25 points)

The Boxer strikes his opponent senseless. The opponent falls to the floor and must remain there for 1 minute as though Strength Drained. Any further attack made during this duration will negate the Right Hook as the immediate danger brings the opponent back to his senses. Requires Upper Cut and Chin.

**JAW-BREAKER (30 points)**

The opponent, while not actually having a broken jaw, is in intense pain and may not speak (or recite vocals) until mystic healing is applied. Requires Upper Cut.

**KNOCKOUT (50 points)**

The Boxer may use this technique immediately after delivering an Upper Cut to strike his opponent unconscious for 15 minutes or until stimulated by extraordinary means (Ref's discretion). Requires Upper Cut and Chin.

**HOLD CONSCIOUSNESS (50 points)**

Through concentration and sheer dogged determination a Boxer may remain conscious for up to 1 minute when they would otherwise be forced unconscious (this even applies after a battleboard). The Referee has final say. This will not overcome the effects of spells, etc.

## Swordsman Ability Tables

Table One	
Apprentice Weapon Smith	Leap
Dexterity	Reflex 1
Disarm Parry	Subdue
Dodge	Turn Blow
Enhance Stress Resistance	Weapon Smith

Table Two	
Alchemist	Master Weapon Smith
Apprentice Alchemist	Reflex 2
Arrow Cutting	Reflex 3
Cut to Bleed	Resist Knockdown
Discern Alchemy	Spiritual Enhancement
Discern Undead	Track

Table Three	
Detect Magic	Master Chivalric Weapons
Detect Power	Perceive Lie
Detect Spirits	Reflex 4
Discern Disease	River-flow Technique
Discern Nature of Wounds	Stamina 1
Forearm Parry	Strength 1
General Weapons Mastery 1	Sure-footedness

Table Four	
Animosity	General Weapons Mastery 2
Cold Rage	General Weapons Mastery 3
Enhanced Natural Healing	Shin Parry
Full Reflexive Defence	



## Skill Descriptions

### Table One

**Apprentice Weapon Smith** - This allows the Swordsman to make Weapons - Refer to Makes rules handbook.

**Dexterity** - this gives the Swordsman 1 point of dexterity armour.

**Disarm Parry** - this allows the Swordsman to disarm an opponent's weapon by striking with their own weapon, this skill is usable 1 per 4 levels per day.

**Dodge** - this allows the Swordsman to dodge one melee blow per day, this will include mystical weapons. (*refs discretion for the more powerful mystical weapons*)

**Enhance Stress Resistance** - this skill raises the Swordsman's stress resistance by one hit.

**Leap** - this allows the Swordsman 1/4 levels/day to leap 30 foot horizontally or 10 foot vertically.

**Reflex 1** - this gives the Swordsman 1 point of dexterity armour.

**Subdue** - this allows the Swordsman to deal non-lethal melee damage as skillfully as they may deal lethal melee damage. The call of Subdue should be added to the damage call to make this clear. For every Hit of subdue damage inflicted 1 LP is lethal damage. E.g. a Swordsman does triple subdue to a fellow party member to try and knock them out as they are in a rune of pain - 3LPs of the damage is real, the other 15 are Subdued. The target has taken 18LPs damage but only 3 of it has actually done any real hurt. When using Subdue it is not possible to accidentally kill the person being subdued. Without the Subdue skill, any untrained attempt to deal non-lethal melee damage is limited to a Subdue Single (6LPs). Any attempt to deal more than that without training will always deal full lethal damage.

**Turn Blow** - this allows the Swordsman to reduce the damage a melee blow does by half before armour. This will work on all but the most powerful mystic types. This skill is usable 1 per 4 levels per day.

**Weapon Smith** - this enhances the Swordsman's weapon making skills - refer to current makes rules.

### Table Two

**Alchemist** - this further enhances the Swordsman's potion making skills - Refer to Makes rules handbook.

**Apprentice Alchemist** - This allows the Swordsman to make potions - Refer to Makes rules handbook.

**Arrow Cutting** - by use of this skill the Swordsman can halve all damage from ranged attacks of a physical nature that hit him with the exception of gunshot.

**Cut To Bleed** - this skill allows the Swordsman to inflict a cut upon a person in such away as for it to keep bleeding at the rate of 1 LP per min. The added effect of this is it makes concentrating on casting very hard, spell casters cannot cast, psionics cannot be cast, etc. The bleeding requires mystical healing to stop. Natural Healing and bandages will not work. The Swordsman may use this ability 1 per 4 levels per day.

**Discern Alchemy** - this allows the Swordsman to discern the various potions in the world - Refer to Makes rules handbook.

**Discern Undead** – The Swordsman is able to discern undead, this also gives types and levels.

**Master Weapon Smith** – This further enhances a Swordsman's Weapon making skills  
– Refer to Makes rules handbook

**Reflex 2** – this gives the Swordsman 2 points of dexterity armour. Requires *Reflex 1* first (gives total of 3 dexterity).

**Reflex 3** – this gives the Swordsman 3 more dexterity AC must have Reflex 1 and 2 (total of 6 dexterity).

**Resist Knockdown** – this allows the Swordsman to ignore the effects of a knockdown – whether it be from a bow shot, melee skill etc. This skill is usable 1 per 4 levels per day.

**Spiritual Enhancement** – This skill permanently grants the Swordsman an additional 2 points of power. This skill may be purchased more than once.

**Track** - Allows the Swordsman to track known prints/markings. Swordsmen may learn these through study and any known tracks should be recorded by a referee on a track card! Track may also allow a Swordsman to follow the trail of someone who has passed through – depending upon conditions (ref's discretion)

### Table Three

**Detect Magic** - By use of this ability a Swordsman can feel the presence of magic on a person, item or spell effect. This will work on one person, item or effect at a time to a maximum range of 30' from the Swordsman.

**Detect Power** - By use of this ability a Swordsman can feel the presence of power on a person, item or spell effect. This will work on one person, item or effect at a time to a maximum range of 30' from the Swordsman.

**Detect Spirit** - By use of this ability a Swordsman can feel the presence of spirit on a person, item or spell effect. This will work on one person, item or effect at a time to a maximum range of 30' from the Swordsman.

**Discern Disease** – This allows the Swordsman to discern the presence and nature of any disease which is currently afflicting the target, including diseases with no current physical symptoms or where the target is merely a carrier.

**Discern Nature of Wounds** – This allows the Swordsman to discern the exact injuries suffered by their subject. This is done by a combination of training of physical examination and mystical ability.

**Forearm Parry** – if the Swordsman successfully parries a physical blow between the tip of the elbow and the wrist then they will only suffer 1LP bruising damage regardless of the damage called. This will include absolute effects such as crushing blow/location out, poleaxe, decapitation/location off and cut to bleed.

**General Weapon Mastery 1** – this skill gives the Swordsman +6LPs damage with any weapon type (does not stack with weapon masteries).

**Master Chivalric Weapons** – This enhances a Swordsman's chivalric weapons use to a further one point per level. Requires *Utilise Chivalric Weapons*.

**Perceive Lie** – this skill allows the Swordsman by reading body language and general posture while they talk to someone to tell if they are being lied too, The conceal lie of skill of the likes of Anti- paladins , spies etc will foil this skill.

**Reflex 4** - this gives the Swordsman a further 4 points of Dex AC. Requires *Reflex 1, Reflex 2 and Reflex 3*. (Gives a total of 10 dexterity)

**River Flow Technique 1 per day** – by use of this skill the Swordsman is able to halve the damage of all melee blows before armour for one encounter or 5 minutes. This will work on all but the most potent of mystical weapons (ref's discretion).

**Stamina 1** – this skill permanently raises the Swordsman's total body by 3LPs.

**Strength 1** – this skill permanently grants the Swordsman +3 points of strength.

**Sure Footed** – this allows the Swordsman who has already bought the skill *Resist Knockdown* to now be immune to the effects of trip, strike down, knock down from gun or bow. (ref's discretion)

## Table Four

**Animosity** - This allows a Swordsman at will to berserk against a specific type of adversary. The enemy type must be cleared with a referee. When in this raged state the Swordsman loses all weapon masteries, cannot use a shield, cannot use any skills such as dodge, turn blow, mighty blow etc. The Swordsman gains 6 points of strength and has all normal physical damage reduced by ½ what the Swordsman would normally take after armour.

**Cold Rage** – this allows the Swordsman to enter a state of rage against an opponent. A Swordsman in this state will take only one quarter (1/4) of all normal physical damage after armour. The Swordsman gains 6 points strength whilst in cold rage. The Swordsman may still use all weapon masteries and skills whilst in cold rage. This skill should be declared against a specific opponent in an encounter (e.g. cold rage vs. that Gil commander). This allows the Swordsman to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through), until the target has been killed or escaped. There is no wind down to this skill – once the target has died or escaped the Cold Rage ends immediately. This skill is usable once per six levels per day.

**Enhanced Natural Healing** – this skill doubles the amount of natural healing the Swordsman has.

**Full Reflexive Defence** – this skill allows the user for 1 encounter per 6 levels to achieve a state of supreme reflexive capability. This state gives the user one FRD Dodge per point of Natural dexterity they have, (Gods charms, Elven cloaks, Blesses or standard potions do not add to NATURAL dexterity.) FRD Dodges may be used whenever a normal Dodge could be used. (Note that if the user has something that would enhanced their normal Dodges that does not apply to FRD Dodges and vice-versa.) This ability lasts for 5 minutes / 1 encounter, and any unused FRD Dodges at the end of this period are lost.

**General Weapons Mastery 2** -this skill gives the Swordsman +6LPs damage with any weapon type (does not stack with weapon masteries). Requires *General Weapons Mastery 1*.

**General Weapons Mastery 3** -this skill gives the Swordsman +6LPs damage with any weapon type (does not stack with weapon masteries). Requires *General Weapons Mastery 2*.

**Shin Parry** – this allows the Swordsman to turn a physical blow aside and take only 1LP damage from the blow. The area of parrying is knee cap to toe and an attempt must be made to parry the blow. This does not work on any mystical blows. The Swordsman can parry a trip from a weapon skill, but not from hands etc grabbing the Swordsman's legs.