Chivalric Weapon
"Any Man can fight with a sword, Only a Knight knows how to use a sword"

There are seven principal chivalric weapons.
Sword; Bastard Sword; Great Sword; Axe; Battle Axe; Lance; Mace.
Each weapon has one or more special abilities that can be learned though many hours of practice. Chivalric Arms can only be used by a character of at least 6th rank (or its equivalent in xp).

Utilise Chivalric Weapons and Master Chivalric Weapons, each yield a number of points. Utilise Chivalric Weapons gives 1 point per two levels and these points must be used in one weapon type only.
Master Chivalric Weapons gives a further 1 point per level and these may be split between two weapon types.

E.g.1. A warrior of 8th rank has Utilise chivalric weapons this give the warrior 4 points to spend on one weapon type – the warrior chooses sword cost to purchase 3, the warrior now has 3 points to spend per day on the abilities of the sword, with one point left which he adds to his sword pool giving a total of 4 points ,the warrior will gain 1 more point when they reach 10th rank so will then have 5 points to use per day.

E.g. 2 A warrior of 8th rank has Master Chivalric weapons this gives the warrior 12 points to spend on one or two weapon types – they would of already chosen one weapon type for their utilize chivalric weapons skill, the warrior chooses to spend 3 on sword (its purchase cost) and 3 axe (its purchase cost) the warrior now has 3 points to spend on the abilities of the axe and sword per day. The Warrior has 3 points left with which to place in the two weapons from master skill plus the one chosen for utilize skill, he chooses to put 1 points in each giving a total of 4 points in each of the three weapons per day The warrior when they gain 9th rank will gain another 1 point which they can put into any of the three weapon pools. The warrior may choose to only add a second weapon or no additional weapon when gaining the master skill.

Weapon Type	Purchase cost	Abilities	Skill usage cost
Sword	3	Disarm parry	1
		Cut to bleed	2
Bastard Sword	3	Disarm Parry	1
		Smash opponents weapon	2
		Strike down	2
Great Sword	8	Strike down	1
		Smash shield or weapon	2
		Strike off limb	6
		Decapitation	12
		Strike thru Armour at will	10 see note 1
Axe	3	Disarm Shield	1
		Strike to stun (10seconds)	1
Battle Axe	3	Smash Shield	2
		Crushing Blow	2

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		Cut to bleed	1
Lance (spear)	6	Grievous Impale	4
		Armour Piercing Strike	2
Mace/Hammer	3	Strike Down	1
		Strike to Stun (10 Seconds)	1

Note 1 This ability is at will, and if purchased, no other great sword abilities may be used at the same time and this cost the 10points to be irrevocably spent on the strike thru ,the number of points a character may have left can be used on other great weapon skills.

Abilities Description

Armour Piercing Strike this allows the user to strike a blow through any physically worn armour.

Crushing Blow this allows the User with a battle axe to strike a location and reduce it to zero LPS.

Cut to bleed this skill allows the User 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 effects of this is it make concentrating on casting very hard, spell casters can not cast Psionic's can not be cast, the bleeding requires mystical healing to stop. Natural Healing and bandages will not work.

Decapitation the User strikes with such force and accuracy that their opponents head is cut from their shoulders. The strike is essentially a location off to the head (obviously this is an exceptionally fatal experience). The call of Decapitation (decap) should be called as the blow is being made. If it misses or the target opponent parries or dodges then the points cost for the skill are still used. **NB** the blow should be aimed at the upper torso of the target and not the head. Referees' ruling is final on this.

Disarm parry this allows the User to disarm an opponent's weapon by striking with their own weapon

Disarm Shield this allows the User to disarm an opponent's Shield by striking with their own weapon

Grievous Impale this allows the user to strike a blow for double their initial damage. This is an Impaling wound and, when the weapon is removed, does a further half the inflicted damage. The blow also does an enhanced cut to bleed doing 3 lps per min.

Smash opponent's weapon this allows the user to break an opponent's weapon the opponents weapon should be single handed or wooden hafted with no special properties. I.e. it should not be master crafted or mystical or a self weapon etc.

Smash Shield this allows the user to break an opponents shield. Shields should have no special properties. I.e. it should not be mystical **NB** this skill will work on Master crafted shields

Smash shield or weapon this allows the user to break an opponent's weapon or shield the opponent's weapon or shield should be single handed or wooden hafted with no special properties. I.e. it should not be master crafted or mystical or a self weapon etc.

Strike down this allows the user to knock an opponent to the floor, the opponent should be human sized and no greater or this skill does not work

Strike off limb this allows the User to strike a blow in such away as to cut an opponents limb off. This skill only works on limbs and the call limb off should be called as the blow is being made. If it misses or the target opponent parries or dodges then the points cost for the skill are still used.

Strike thru Armour at will this allows the user to strike every blow they make through any physically worn armour. The call of *X* though should be used.

Strike to stun (10seconds) – this allows the user to strike a blow that stuns the target for 10 second or until hit for damage. The opponent should be human sized and no greater or this skill does not work.

The Code of Chivalric Arms

Although many cultures including Evermorian and Kleetian practice different coda with their racial Chivalry, their weapons training follow a remarkably similar path, with the only variations being that some cultures do not have certain weapons natural to their national arms rote. Although Shinii and certain Kadichi clans do have a feudal honour derivative form they are not to be confused with the predominantly western ethos of Arms.

In order to gain use of Chivalric Arms a Character must either come from (with Campaign Approval) a noble background. This can take various forms, "born to the blue" in which someone is invited to play a Knights Brother (or Sister) or Child, an hereditary title is a prerequisite in these cases. Also a character may be granted Knighthood. This will probably be the more usual method of Acquirement.

Orders that have access though their Coda to the Chivalric lists are : -

Knights Amoriath
Knights of Chivalric Renown
Knights of Dark Renown
Knights of the House of Haverthorn
Knights of the Order of Free Garda
Order of the Knights Hospitilar (NPC) *
Order of the Knights Templar (NPC) *
Order of the Mae Garothe
Ranger Knights
Swanknights of the Golden Wood (elves only)
White Knights (kings Guard- Mainly NPC)

*PC Hospitilar's and Templar's are not actually knights and are merely laity of the two Orders.

Some Orders are as yet to apply for Chivalric Arms grant.

The following are not acknowledged Knightly Orders. (Yet)

Knights of the Burning Gold
Knights of the Helcarax
Knights of the Blood Rose
Lore Knights of the Care
Knights of Genetic Purity

All Knightly Orders have an "apprenticeship" that takes the form of Paging and Squiring, and only the Knights Amoriath; Knights of the House of Haverthorn, Order of the Mae Garothe, and Swanknights of the Golden Wood have ascension granted without a period of paging or squiring.

A period of paging and squiring should be for a time of no less in months than that which the level required to attain Knighthood. Therefore an Order requiring an aspirant to be 7th level should have its members squired for no less than 7 months etc.

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Chivalric Weapons should only be used by one who is wearing Honour Colours, I.E. a Coat of Arms of their people, their Order, family. One who uses Chivalric Arms and is not displaying their right to do so may well be impeached by their Order or another Order.

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