

FEAT PACKAGES BY CHARACTER ARCHETYPE

The following are packages of six feats based on different types of fighters. There is a short writeup for each type of fighter, explaining their likely origin and estate, and outlining a basic fighting strategy based on their feats and their weapons. At the end of the description of the feats, any advanced combat rules this character type is likely to rely on will be described in blue.

BUCKLER FIGHTER – COURTIER

Armed with a sword and buckler.

This fighter is optimized for fencing in a civilian context with little or no armor and likely a thrusting sword like a cut-thrust, sidesword or rapier for a main weapon. The linchpin Feat here is Shield Fighting, which allows the fighter to combine their shield and weapon defense making them hard to hit. This person is something of a counter-attacker, with Distance Fighting further augmenting defense (Free Dice for shield + Free Dice for Distance Fighting), they can allow their opponent to attack first, then use Point Control and Riposte to look for counterattack opportunities (especially if they generate an auto-counter attack with a 20 on defense), and Feint to draw off their opponents last Defensive MP (if any) before using Lunge for the kill. A good Bluff skill bonus is useful for more effective feinting. *If they score a Critical Hit with a thrust and still have MP remaining, this buckler fighter will use **Twist the Blade** to cause more damage.*

- Distance Fighting
- Feint
- Lunge
- Point Control
- Riposte
- Shield Fighting

Buckler fighter – Soldier

Armed with a sword and buckler.

This is a fighter who might be used to fighting in either a civilian or an armored / military context, and with friends. It helps to have a high Wisdom and Sense Motive skill bonus to resist being feinted. Main weapon could be a thrusting sword or it could also be something like a falchion or a messer, or even an axe. Cooperative fighting greatly improves lethality when fighting with a trusted ally. Once again though the linchpin is Shield Fighting, which greatly enhances defense, but this is a much more aggressive fighter than the previous. Bind and Strike and Shield Fighting allow opportunistic attacks, while Sidestep helps evade grapplers, but

Provoker / Taker / Hitter is this fighters most effective offensive tool. The Free Dice of the shield on defense combines with that of this Feat to frustrate the opponents attack and deliver a devastating counter, especially against aggressive opponents. A good Bluff skill bonus is useful for Provoker Taker Hitter. *To cause extra damage to their opponent, this Buckler fighter may rely on the **Wrathful Strike** when they have sufficient MP.*

- Bind and Strike
- Cooperative Fighting
- Provoker / Taker / Hitter
- Sidestep
- Shield Fighting
- Shield Smash

SWORD AND DAGGER FIGHTER – COURTIER

Armed with a sword and off-hand dagger.

This is another cautious fighter, ideal for fighting in a civilian context without a lot of armor, and designed with a thrusting sword (cut-thrust, sidesword, rapier or smallsword) in mind. The linchpin feat is Main Gauche, which combines the defense of the off-hand dagger and the sword. This is not quite as strong on defense as the buckler, since you don't get the Free Dice, but it does make this fighter hard to hit while also enhancing lethality at closer distances. This fighter will use the sword at Onset range and the much faster dagger at Melee or Grapple range – with multiple attacks where feasible. For defense Distance Fighting provides the helpful Free Dice, while waiting for an opportunity to attack. Contra Tempo can help disrupt big multi-die attacks, Feint can be used to peel away MP, and Mutierin can be used opportunistically, when the opponent rolls low on an attack. Finally, Gioco Stretto gives them an opportunistic ability to perform disarms. *If they score a Critical Hit with a thrust from either weapon, and still have MP remaining, this sword and dagger fighter will use **Twist the Blade** to score more damage.*

- Contra Tempo
- Distance Fighting
- Feint
- Main Gauche
- Mutierin
- *Gioco Stretto*

LONGSWORD FIGHTER – SCHÜLEFECHTEN

Armed with a longsword, greatsword or messer.

This is a fencer with a lot of experience in fencing training and tournaments. Their fencing style is cautious, quick, and highly skilled. False-Edge cutting and Zucken make this person very fast with their sword (increasing speed bonus by +3), while the Mesiterhau and the Failer are their best offensive weapons. Abzug allows this fighter to evade a dangerous opponent when necessary, providing a Free Dice for defense, and Feint can be used with the Failer or on its own to peel off enemy MP before attacking, or to prevent them from countering. To cause extra damage against their opponent, this longsword fighter will rely on the **Artful Strike**.

- Abzug
- False Edge Cutting
- Feint
- Meisterhau
- Failer
- Zucken

LONGSWORD FIGHTER – ERNSTFECHTEN

Armed with a longsword, greatsword or messer.

This is a trained fencer with a lot of battlefield or dueling experience with a longsword or similar weapon like a greatsword or a kriegsmesser, either with or without armor. Their approach is aggressive, non-nonsense and extremely deadly both for initial attacks and counterattacks. Opening attacks will rely on the Meisterhau to simultaneously attack and defend, while counters rely on Versetzen to turn defense into a strong attack, combining Absetzen if the opponent rolls low. This fighter will look for binds, as Fuhlen combines with Mutierin to make a very deadly attack from any bind (with a Free Dice plus roll against opponent's initial die roll). If their opponent gets close, they will use Durchlauffen to cut them at grapple range (negating their weapon defense). If they end up in Grapple Range, this fighter will rely on the **Pommel Strike**. If they score a hit with a thrust such as from an Absetzen, and still have any MP remaining, they will use **Twist the Blade**.

- Absetzen
- Durchlauffen
- Mesiterhau
- Fuhlen
- Mutierin
- Versetzen

POLEARM FIGHTER - SOLDIER

Armed with a spear, or a halberd or some other polearm

This is a fighter trained to fight with a two handed hafted weapon like a staff, spear, or polearm. It helps to have high wisdom and Sense Motive skill bonus to resist

being feinted. Cooperative Fighting makes them more effective when fighting with a comrade who shares the same Feat. Poll Axe Fighting improves speed and defense with polearms, while Half Staff allows them to use it up close in grapple range. The Slip Thrust will help (Free Dice) striking enemies at Onset Range, while Tactical Movement will enable this fighter to stay at that ideal distance. Situational awareness will assist against multiple opponents. If they are wielding a polearm like a halberd or a bill, this polearm fighter will use **Grapple from a Distance**. If they are **Charged** by an opponent, they will use the **Stop Thrust**.

- Cooperative Fighting
- Half-Staff
- Poll Axe Fighting
- Slip Thrust
- Tactical Movement
- Situational Awareness

BRAWLER

Specialized in unarmed fighting or fighting with a small weapon like a knife, hatchet or dagger.

This is a grappler who doesn't need a weapon to kill or disable somebody; a person who has been in a lot of bar brawls and back alley throw downs, and knows how to turn the tables on a robber who approaches on a lonely country road. Ringen is the linchpin feat as it opens up all the grappling options, but Kampfringen and Graceful Rush allow this fighter to get into grapple range where they have all their advantages without being hit with an OA. Kampfringen also allows for defensive throws. Once in grapple, they can either throw their opponent down, or in a more serious situation, Grapple and Pin can be used to quickly submit or maim an opponent, and if that doesn't work, Dirty Fighting and Bind and Batter allow extra opportunities to ruin someone's day. If they have sufficient MP remaining, this brawler type will rely on the **Wrathful Strike**, whether striking with their fists or with a weapon.

- Ringen
- Bind and Batter
- Dirty Fighting
- Graceful Rush
- Kampfringen
- Grapple and Pin

SABER FIGHTER

Armed with some kind of saber or backsword.

This fighter is likely to be a cavalryman, probably light cavalry of some kind, though it is also suitable for a Scottish clansman with a backsword or a Czech peasant with a dussack. This fighter would be expecting to fight

with little or no armor, but is nevertheless fairly aggressive, especially at melee range where they will make multiple attacks. Against a strong opponent they rely on Distance Fighting for safety (Free Dice on defense so long as they can continue to move backward). Their main tactics is counter attacking, with Contra Tempo to spoil strong enemy attacks, Counterstroke to reply with a cut of their own, and Provoker / Taker / Hitter as their most effective offensive technique. Ideally they will use Distance Fighting with the defense part of this combo, then move in with a strong attack. Feint is a good precursor to this gambit to limit the opponent's options, while Sidestep helps avoid grapples. **This type of saber fighter will rely on the Artful Strike to cause extra damage.**

- Contra Tempo
- Counterstroke
- Distance Fighting
- Feint
- Provoker / Taker / Hitter
- Sidestep

KNIGHT

A cavalry fighter, armed with lance, sword, and maybe some other weapons such as a mace, axe or war-hammer.

This is a horseman experienced in mounted combat and fighting in armor. Born to the Saddle gives a Free Dice for any ride check, Dressage allows them to use their horse to evade attacks. This person can grapple with Ringen and grapple on horseback with Rossfechten. In hand to hand combat they can rely on Counterstroke to rain blows on their opponent, and if they fall off of their horse, or fall prone for any reason, they can use Rollout to instantly recover and land back on their feet. **The knight will typically rely on the Charge to cause extra damage, particularly when they are fighting from horseback.**

- Born to the Saddle
- Counterstroke
- Dressage
- Ringen
- Rossfechten
- Rollout

SWASHBUCKLER

Fights with whatever is available.

This is somebody like a pirate, a bandit, a sailor, an agent, or anyone who spends a lot of time in dangerous places like seedy taverns or outlaw camps, around unpredictable people. They will likely be armed with a single-handed weapon of some kind. This is a cautious but opportunistic fighter. Bind and Batter allows them to make a lot of extra punches and kicks (potentially as many as three per round). Situational Awareness grants them a Free Dice when outnumbered, Distance Fighting gives them a Free Dice when backing away, and Improvised Defense will allow them to pick up and use everyday objects to help with their defense. Sidestep helps evade grapples, but if they do get into one they can rely on Dirty Fighting to even the odds (and quickly put an opponent out of commission). **The swashbuckler is fond of Seizing Weapons whenever they have the opportunity to do so.**

- Bind and Batter
- Dirty Fighting
- Distance Fighting
- Improvised Defense
- Sidestep
- Situational Awareness

KNIFE FIGHTER

Fights with a knife, a short sword, or some other small weapon.

This is a very swift fighter, and somebody with finely honed skills. Often an outsider such as an outlaw, an itinerant performer like an acrobat, or possibly a nomad, who will need to have a high Dexterity and a high Cha or Bluff bonus for feinting. They will use Distance Fighting + Advanced Distance Fighting (2 Free Dice) to stay away from their opponents, voiding rather than using their weapon for defense. After a successful void, they will use Nachreisen to immediately counterattack with a Free Dice, using Tactical Movement, to move from Onset to Melee range before the attack, then attack again at range with the short weapon to initiate a grapple, and make followup attacks (typically thrusts) at grapple range. **If they get a Critical Hit in their attack and have MP remaining, the Knife fighter will use Twist the Blade to do extra damage.**

- Sidestep
- Distance Fighting
- Feint
- Advanced Distance Fighting
- Nachreisen
- Tactical Movement