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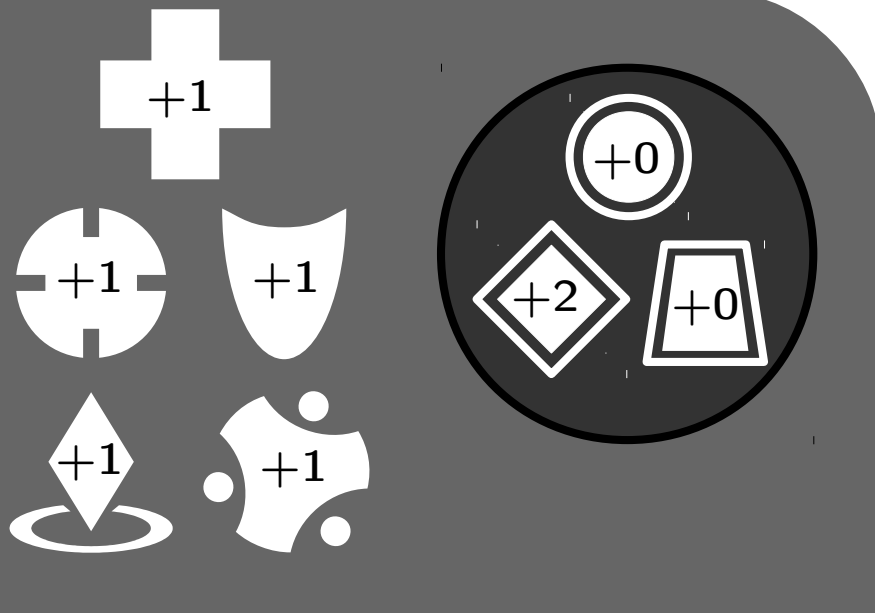
Long ago, combat was an art. Heroes were brave, relying on skill and speed rather than the pricetag of their weaponry. Even now, a sharpened blade is worthy of respect, piercing armour and shield modules alike.

Strategy:

Swordfiends throw themselves into the thick of combat, sacrificing defence in exchange for extra damage and battlefield control. Combine with a more defensive class such as Predator to make yourself more durable in combat. Combine with Freerunner or other logistical classes to maximise your position based abilities.

Starting Bonuses:

- ☐ +1 attack when using a sword.
- ☐ +3 Agility And Dexterity
- ☐ +1 Strength, Piloting and History
- ☐ +1 Deceive, Manipulate and Entertain
- ☐ **Equipment:** 2d8 fencer’s blade.
- ☐ **Equipment:** Fine clothes.
- ☐ **Rules note:** Many of the following feats refer to a “sword”. By this we mean any long piercing weapon, hence a Predator’s barbs or sharpened stick qualify, but a short dagger does not. When in doubt, talk to your GM.



Character details:

Answer one (or more) of the following backstory details.

When fighting, what genre of sound-track do you imagine? _____

Where did you get your current sword. Is it a family heirloom? Stolen from pirates? The results of a particularly good shopping trip? _____

What do you aspire to? What skill or character trait do you most admire in each of your team mates (if any)? _____

Are you a celebrity on any “HeroVid” networks? Do you have an audience? A reputation? Is that something you aspire to? Or something you plan to avoid? What do you think of “Celebrity heroes”? _____

Reposition

Whenever you dodge a melee attack, you may move one step either away from or around your attacker, without prompting AoO (from them or anyone else)

Fool's Gambit

Whenever you dodge an AoO, gain +2 attack and critical hit range against that attacker until the end of your next turn.

Fulcrum

Requires: two Swordfiend feats

Whenever you are adjacent to an enemy, if you are wielding a sword you may manipulate them so as to maximise the chance that incoming fire hits them rather than you.

They take -2 defence against all ranged attacks from your allies. If any of their allies fire upon you, increase the attackers critical failure range by 2 (and such failures indicate that they have hit your foe).

Lunge

Requires: two Swordfiend feats

Whenever you are a short distance from an enemy (1-2 meters), wielding a sword, you may spend three beats to step forward and make a lunge attack. If the attack hits, deal maximum damage.

Using this ability prompts AoO from everyone except the target of your lunge.

Fork

Requires: two Swordfiend feats

Whenever there are two enemies within reach, you may roll a single sword attack, prompting both to roll defence rolls. Your GM will tell you all defence scores (after applying bonuses), and you may choose who your attack is aimed at based on these numbers.

Use of this ability prompts AoO from everyone EXCEPT the targets of your attack.

Parry

Whenever holding a sword you may use your attack modifier rather than your defence modifier when defending against melee attacks. This includes when defending on other's behalf.

Forced Move

Whenever you use a sword to attack a character, they must choose to either move one step in the direction of your choosing OR grant you +2 attack and +2 critical hit range. If their attention is focused on something other than you (they are attacking someone else, taking a skill check, etc), then YOU choose which of the above options you prefer.

Banter

Gain a +2 bonus on all social skill checks used in combat. (For example when putting on a show, reading an opponent, or trying to convince an opponent they have no hope of defeating you.)

Fencer's Etiquette

Requires: one Swordfiend feats

No matter where you go, you know the proper etiquette for challenging enemies to a duel, if such traditions exist. No knowledge check is needed.

You know the rules of such duels, and gain +10 to all people reading checks to determine if the rules are being subverted.

You gain a +2 attack and defence bonus when taking part in duels (but can also set up duels for your allies, as appropriate).

Cyclonic

Requires: Fork+ 4 Swordfiend feats

When using Fork, you may roll two attack rolls, and demand up to four enemies roll defence, attacking the two of your choice.

Back to the Wall

Requires: two Swordfiend feats

Whenever you have a solid obstacle behind you, you gain +1 defence, and can't be flanked. Whenever you attack a target with an obstacle behind them, gain +1 attack, and ANY movement actions on their part prompt AoO. In cases where two directions are blocked off, these effects are doubled. If three directions (IE, dead ends and such) the effects are quadrupled.

Skewer

Requires one Swordfiend feat

Whenever you deal critical damage with a sword, you may choose to leave your sword embedded in your target, impaling them against any suitable walls/trees/furniture. Escape attempts require a DC 15 Strength check, and deal 3 damage, regardless of success or failure.

En Passant

Requires 2 Swordfiend feats

While wielding a sword, you gain +2 attack and +2 critical range against any character who prompts an AoO by moving past you.

Check

Requires: Four Swordfiend feats

Whenever you would deal critical damage to an opponent with a blade (knife or sword), you may choose to instead catch them at bladepoint, withholding that damage until you choose to deliver it. This allows time for conversation, threats, etc.

You may hold a target at bladepoint indefinitely, but during this time you are considered occupied and cannot take other actions. The checkmated enemy will not be able to escape without you getting one last chance to deliver (or not deliver) the critical blow. If you take damage from one of your targets allies (or anything else) then your threat is broken.