

Medium - Light Sword Weapons : { Arming sword - longsword - scimitars - katana - etc... }

Fast Strike: The basic one-two of swordsmanship, this attack allows the user to make a heavy attack, followed by a light attack.

Lv 1 > 1d6 + 1d2 > 1 target

Feint : Force the enemy to do a dice check. If they fail, the user can attack a weak point. If they succeed, the attack becomes a regular melee action.

Lv 1 > 1d12 > 1 target

Dagging : Strike the legs of the enemy, causing them to stumble and fall. If they do fall, you can follow up with a Dagger-Sword technique, allowing you to stab them viciously.

Lv 2 >

Weapon Aim : Aim a strike towards the enemy's weapon, allowing you to attempt to disarm them.

Lv 2 >

Stalwart Defense : Concentrate on the edge of the blade, and see through the reflection the backbone of your sword. You may parry any medium-speed traveling projectile.

Lv 4 >

All Sword Weapons : { Arming sword, bastard sword, longsword, great sword, scimitar, falchions, rapiers, katana, etc... }

Heavy Slash : The technique all swordsmen practice for the rest of their careers. The Heavy Slash is a technique that can always be better, faster, more accurate. Only those who practice hard enough will reach the point where any attack is a Heavy Slash.

Lv 1 > 1d8 > 1 target

Guard : Assume a defensive stance, preparing to intercept an opponent's strike. If it connects, you will guard against the attack, if it fails, you will receive regular damage, if it rolls high, you will be able to parry.

Lv 1 > 1d20 : -8 failure, 9 - 17 block, 18+ parry > Self

Shoulder Bash : The blade isn't a weapon, it is only an extension of the body, the one true instrument. Charge up a Shoulder Bash that goes your entire movement distance + 5 meters. If it connects, the enemy is staggered, and is open to a follow up attack.

Lv 1 > movement + 5 meters > 1 target

Thurst : Using the tip of the blade, the user refines their focus to strike a critical point.

Lv 1 > 1d8 Pierce > 1 target

Murder Stroke : using halfswording techniques, strike your enemy with the guard of the blade, allowing you to impact strike weak points.

Lv 2 >

Pommel Throw : Unhinge the pommel, and use it as a projectile to interrupt or stun an enemy. This skill can be used in anticipation, allowing it to be reactively used.

Lv 2 >

BackBreaker Slash : From a low stance, spin with the blade close to your shoulder, then use the momentum to jump and spin once again in the air, allowing you to perform a stroke from a single rotation, back to front.

Lv 2 > Double attack

Side Stepping : Upon any movement, you may use this skill to attack as you move. If used, this skill adds 5 meters of movement at the very end, where you can dash and strike in a final swoop.

Lv 3 >

Te Moriturus : A cruel technique where the user hacks away repeatedly at the enemy, causing multiple gaping wounds. This move cannot slice through an enemy, but will cause bleeding in multiple areas of the body.

Lv 3 >

Infirm Decimation : Lash out in a burst, coming from the back of the shoulder all the way to the ground. The force allows the user to lift their bodies, and if they can have any follow up skills, they can be used after this move.

Lv 3 >

Derat Kuvat : Utilize a grappling technique from the Kuvat School, allowing you to bind your weapon to the enemy's. In this state, for every following turn after the one you used this move in, you and the enemy have to roll a dice with strength modifiers to check if they can be freed.

Lv 4 >

Circularity : Utilize your surroundings to wall jump, all whilst winding a slash. Upon reaching the peak, you may come down falling again.

Lv 4 >

Heaviest Slash : The epitome of all your years of training. Blood has flowed from you and others, honing the edge of your techniques, and dulling your blade. You have the experience, but you also have the pent up frustration of every strike you missed, of every blade that conquered yours, of every time you failed to save those you cared about.

Unleash the heaviest of slash, **Heavy Slash**, but with the heart and soul of a true swordsman.

Lv 5 > 100% sure to hit no matter what > 100% sure to crit > can be done even on Death's Door > Ignores all debuffs > Ignores slashing defense of enemy > 1d10 Slashing

{Great Sword}:

Mountain Cleaver : Release all tension from one's body, and lower one's guard. The blade's weight is felt, and remembered. The user can now unleash Mountain Cleaver, a strike which puts the weight of body and blade in a single downwards motion. This attack ignores weight limitations, and cannot be parried or blocked.

Lv 4 > Cannot Block or React > 1d25 > 1 target

{Katana}:

Single Strike Reverse Grip Art : Concentrate on the edge of the blade, then slash with incredible speed, rending your foe's flesh.

Lv 1 > 1d4 + 1d3 Bleed for 3 turns > 1 target

Bloodletter Reverse Grip Art : Target the enemy's arteries, and let their blood flow.

Lv 1 >

Slide Momentum Reverse Grip Art : Rush at your target's position in a slide, allowing you to attack from a low position.

Lv 2 >

Splitter Singular Reverse Grip Art : Launch a shadow attack, baiting any parry attempts, then strike when they are exposed.

Lv 2 > choose 2 direction : 1 to feint then 1 to attack

Fang Of The Cornered Beast Reverse Grip Art : Assume a parrying stance, and wait for an incoming attack. If an attack is intercepted, you may launch another reverse grip attack in addition to this one.

Lv 3 >

Zero Distance Reverse Grip Art : Only possible when the target is within grappling distance. From point blank, slash at the enemy's throat in a single swoon. This move can decapitate.

Lv 3 > light armor + 1 Defense / medium armor +2 Defense / Heavy armor +3 Defense
enemy

Jetset Art Reverse Grip Art : Chain attacks between untargeted enemies, jumping from your first initial target to any other target within 2.5 meter radius. This can go indefinitely.

Lv 4 >

Medium - Heavy Bludgeoning Weapons : { hammers, two handed hammers, morning stars, maces, large flail }

Slam : Raise your weapon as high as possible, then come crashing down, annihilating the enemy's structure.

Lv 1 > 1d8 base + 1 for every meter in elevation difference > Quake if 5+ meters > 1 target

Spinning Slam : Disregard all safety and rotate endlessly, gaining momentum with every turn.

Lv 1 > 1d6 +2 for every turn > AOE

Choke Assault : Rush your weapon directly into the solar plexus of the enemy, winding them down, and causing them to either skip their turn if they fail a dice throw, or giving them disadvantage.

Lv 1 > 1d6

High Grip Punch : Grab the weapon close to the center of weight, then launch a punch supporting this weight. Gain bonuses depending on where you hit.

Head : concussion build up > 0.5 stack

Limbs : Crippled limb build up > 1 stack

Body : + 1 dmg

Lv 1 > 1d6

Concussion Build Up : Strike at the temple, causing the enemy's brain to hurl around the brine. This will disorient the enemy, and will cause them to build up concussion. Depending on the enemy, reaching full stacks results in immediate death rolls.

Lv 2 > 1d8 > 1 stack

Eigenhurd : If the enemy is prone, you may side step up to 8 meters and launch a blow directly as they are on the ground.

Lv 2 > 1d14

Exhaustion Tactics : Slam your weapon onto the enemy's core. If they have 2 Concussion stacks, or 3 Crippled limb stacks, they fall to the ground and become prone.

Lv 2 > 1d6

Heby Shof : Handling heavy weapons has given you a muscular build. You may shove the opponent violently, causing them to either fall down and become prone, or displacing them. If they were in the middle of a movement ability and they come near 3 meters from you, you may interrupt them with this ability. They immediately fall and become prone in this case.

Lv 2 > Displace 4 meters + Strength mod

Wall Pincer : This attack can only be activated if the enemy is in proximity of 2 meters to a wall. You may strike them with ardent vigor, causing them to slam into the wall and take 1 Crippled limb damage onto the two body parts that were harmed by the hammer and the wall slam.

Lv 3 > 1d14 > +1 stack of Crippled Limb onto 2 body parts

Anchoring : Anchor yourself with your weapon, and become resistant to displacement.

Lv 3 > Strength Modif + Constitution modif

Nail hammering : A good hammering requires a steady, rhythmic beat. Roll a d20 dice, and if it is higher than 9, you may launch a d20 minus the number of times you have rolled for this ability.

Lv 3 > 1d4 for every dice

Weapon Shock : If a hammer can make a weapon, a hammer can break a weapon. Aim the strike at the core of the enemy's tool, and cause damage to the integrity of the weapon.

Lv 4 > 1d100 > DM's decision

Brain Damage : Aim for the temples of the head, inflicting heavy damage straight to the brain. If the enemy has 4 Concussion stacks, they are immediately killed.

Lv 4 > 1d20

Yaka-Mahru : Following the recklessness of the Yaka school, throw your weapon with a powerful spin. The lighter the weapon, the more travel distance this move has. The heavier the weapon, the stronger this move gets.

Lv 4 > 1d18 + Weight in Kg of weapon > distance = 10 meters + 10 / Weight of weapon in Kg

Guard Breaker : If the enemy is assuming a defensive position, or if they are holding a shield you may utilize this move. Launch a core shaking blow straight through their guard, breaking any physical defense the enemy set up.

Lv 4 >

Quake : You have felt the weight of your weapon, seen the destruction such mass can bring. Remember the backlash of every strike, the feeling of weakness in your hands, then remember the courage and strength to still carry the weapon. Lift your hammer up, high and mighty, and bring it down with every inch of your being, to smite the enemy's very being.

If the enemy has 3 Concussion stacks, you may transfer them to the closest enemy.

Lv 5 > Unguardable > +8 Concussion stacks > 1 limb crippled for sure >

Shaft Weapons : {Staff - Spear - Glaive - Halberd - etc..}

Twirl : Twirl your weapon around your body, building up torque for your next skill.

Lv 1 > 1d4 + damage to next move

Monkey Stand : Use your weapon as a standing pillar, allowing you to jump from the tip of your stick, or suspend yourself in the air as long as you are touching your weapon.

Lv 1 > Suspend On weapon

Ba Pu : Raise your weapon overhead, and come slamming down into a low stance. You may perform other attacks from low stance.

Lv 1 > 1d6 + height

Sweeping Tail : From Low Stance, perform a sweep that knocks over enemies, and exits low stance.

Lv 1 > Sweep Enemies > 1d4

Tri Push : Swiftly attack with the tip of your stick, disrupting your enemy from attacking back in a riposte.

Lv 2 > 3d3 > Ignore enemy counter

Overhead Strike : Strike from a high angle, attempting to bypass any guarding stance the enemy has entered.

Lv 2 > 1d4 + 10 (Disregard enemy guard) if success > 1d20 : 11+ success.

Lance Kick : From suspension, throw a kick backed up by the momentum build up of your weapon's elasticity. The kick can push back the enemy.

Lv 2 > 1d12 + kick back

Reckless Sault : From Suspension, jump at the enemy whilst twirling to strike with force.

Lv 2 > 1d16

Half Moon : Slash down twice, with the first strike building up momentum for the second strike

Lv 3 > 1d6 + 1d8 > 1 target

Rakhsa : Break into a sprint in a single direction whilst whirling your weapon, deflecting all physical projectiles.

Lv 4 > All movement in one direction > Deflect Projectiles

{Glaive} :

Sonota : Perform a backwards dodge, while outstretching your entire body with a large sweep.

Lv 2 > 1d8 > Dodge Backwards > AOE 120 Degrees

Windwake : Waltz into a ferocious dance, twirling while twirling the glaive itself.

Lv 3 > 1d12 > AOE

Butterfly Sting : Dodge forwards as you grab your glaive close to the hilt, aiming it in a piercing strike.

Lv 3 > 1d12 > Dodge Forward

Flowing Dance : Spin in any direction, while spinning the weapon around your body in the opposite sense, creating an unparryable pattern.

Lv 3 > 1d12 > Non-parryable

Kagemaru : Ascend your flourish to another level, coupled with light footwork that keeps your body contorting to further accelerate the momentum of the blade, eventually letting the blade strike.

Lv 4 > 1d16 + 2 for every move performed beforehand

Mortal Descent : Vault higher than what is possible into the air, and come crashing down in a flourish of incredible speed, effectively becoming a rending, shooting star.

Lv 5 > 1d25 + 2 for every meter descended > 5 meters AOE

{Spear} :

Retrovade Feat : The origins of any creature that stood on two legs, the weapon that ensured the survival of the weak. Grabbing your spear from the end, your body remembers the motions ingrained within its primordial structure. You can launch the spear with incredible vigor, guaranteeing a critical strike if the enemy is marked.

Lv 4 > 100 Meters > 1d23 > 1 target

{Dual Wield}:

Duo Trance : Enter a state of focus, turning two into one, and dividing when needed. You may flourish into any other weapon art, as well as interrupt your current one.

Lv 1 > Self

Mirror Slice : Strike with your two weapons in perfect harmony. You may aim high-mid or mid-low.

Lv 1 >

Cross-Slash : Cross your two blades, creating a center of impact with great force.

Lv 1 > Chance to hit harder in case the target is hit by the center of the cross

Followed Strike : Flourish your weapons, one at a time, allowing you to attack twice

Lv 4 >

Scythe :

Harvest : Perform a large sweep, cleaving anything in the path of the blade.

Lv 1 > 1d10 / 1d4 > AOE

Pull Slice : Extend your weapon, then reel it in with force, either swiping the target closer, or swiping them in half.

Lv 1 > 1d10 / Pull > 1 target

Driller : Slam the weapon to the ground, edge first, cleaving your target.

Lv 1 > 1d14 > 1 target

Superfluous : Spin the staff around your body, creating a single bladed twirl. This can deflect a single incoming projectile, or increase the damage of the next move.

Lv 1 > deflect / +2 dmg next move > Self

Impaling Fang : Swing the blade from the ground up, impaling a single target.

Lv 1 > 1d12 > 1 target

Reaver Partner : Throw your scythe in a twirling motion, giving it a straight trajectory, creating a cleaving disk that will return to sender. If the weapon is caught without having stricken anything, it will increase your next attack's damage output

Lv 1 > + dmg if not enemy is hit

Catcher momentum : If your weapon has been flung, you may catch it in a swirling move, keeping the force of momentum in your next strike .

Lv 2 > + dmg on catch

Judgment : throw your weapon sideways, giving it a clover shaped flight path, as in rotating 4 times in an oval shape with an intersection in the middle. The intersection middle can be the user or a set distance from the user.

Lv 2 >

Crescent flight : throw your weapon in a crescent shaped flight path. Your weapon will not come back to you, but it can be caught if you can manage to be in the right position.

Lv 2 >

Forceful Pickup : if you pick up your weapon from a still position, you may perform an impaling strike in front of you.

Lv 2 >

Blossoming : twirl with the shaft extended, allowing the blade to gain momentum and become stronger with each completed twirl. Your dizziness resistance determines how many times you can spin.

Lv 3 >

Armor Killer : slam your scythe down one, then use the momentum as well the implanted weapon to raise yourself high in the air, only to slam the ground once more. The second strike will cleave armor and permanently reduce its effectiveness.

Lv 3 >

Jack Blade : Put all your force into your wrists, throwing the scythe a short distance, but with extreme speed. The blade will hover for a while then drop.

Lv 3 >

Mobius Dance : sweep the floor with the blade, then immediately use the kinetic energy to hurl yourself into the air, carrying with you any who got caught in the blade's trajectory.

Lv 3 >

Lunar Track : Throw your weapon with delicate precision, allowing the blade to fly upwards, making a full revolution back to the thrower.

Lv 4 >

Murderous Flow : You may equip two scythes for the duration of this Art. You may use two skills at once.

Lv 5

Fists / Gauntlets :

One-Two : The classical beginner training. One-Two has no name, and it is only referred to as such to further cement the timing into the minds of fist fighters.

The first step, or rather punch, to master. Simple, but undoubtedly effective.

Lv 1 >

Skull Bash : Aim a jab straight to the temple, then launch it with explosive speeds. Can result in a concussion.

Lv 1 >

Rough Grip : Grab the opponent's head or neck, and slam them onto another enemy or object. If airborne, you can smash the opponent to the ground.

Lv 1 >

Back Hander : Smash the enemy's bones with a back handed strike, allowing you to cover your back with a forceful attack. This move can be used to force a rotation.

Lv 1 >

Sundowner Scorch : With hate and rage, grab the enemy and introduce their face to the ground. You can then rush towards another enemy while dragging your grappled foe's head on the ground. The distance covered, as well as the terrain go into the damage calculations.

Lv 2 >

Jogg Kick : Throw a straight kick, meant more for pushing back the enemy than to deal damage. You may jump to transform Jogg Kick into **Drop Kick**, allowing for a more forceful push back.

Lv 2 >

Cruel Hands : Disregard Morality, and rip the enemy's limbs apart. If this move succeeds brilliantly, you may incapacitate an enemy's limb completely.

Lv 2 >

High Kick : With great athleticism, throw a high air kick. This move can be used mid-air, transforming High Kick into **Twirling Kick**, allowing for a follow up kick.

Lv 2 >

Face Makeover : Make a beeline towards the enemy, and jump with vigor, launching your knee to strike the enemy's face. This move allows for a follow up move landing, or mid-air.

Lv 3 >

Haymaker : Taunt the enemy to attack, and receive 100% of the damage, double the damage and return it to the attacker. This move can be done even if the attack is lethal.

Lv 3 >

Eye Gounger : Ram your fist into the enemy's eye sockets, effectively rendering them blind. This move can be used to impact other senses.

Lv 3 >

Pin Down : Tackle an enemy and attempt to throw them to the ground. If they are prone, or rendered prone, you may follow up with **Pummel** : For every turn, you hit the enemy twice. The pinned down enemy can roll a dice to free themselves. If you are attacked, they are immediately freed.

Lv 3 >

Swirl Palm : Twirl your palm as you strike, then at the moment of impact, immediately swirl the entire arm,