

Blademaster

You're a blademaster.

Basics

Starting Characteristics: You start with a Might or Agility of 2 and a Reason of 2, and can choose one of the following arrays for your other characteristics scores:

- 2, -1, -1
- 1, 1, -1
- 1, 0, 0

Potency Characteristic: Reason
Starting Stamina at 1st Level: 18
Stamina Gained at 2nd and Higher Levels: 9
Recoveries: 8
Skills: Magic, plus choose any three skills from the interpersonal or lore skill groups. (<i>Quick Build:</i> Magic, Brag, History, Timescape)

Blademaster Advancement

Level	Features		
1st			
2nd			

1st-Level Features

As a blademaster, you gain the following features.

Blademaster School

Choose from the following:

School of the Eternal Viper:

- You gain the Sneak skill

School of the Stoic Hog:

- You gain the Endurance skill

Focus

You embrace the chaos of battle, flowing through it, letting it carry you. You harness its momentum by taming it with your disciplined mind and practiced techniques. In battle, your concentration heightens and is represented by a heroic resource called focus.

Focus In Combat

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain focus equal to your Victories. At the start of each of your turns during combat, you gain 1d3 focus. Additionally, the first time each combat round that you deal damage incorporating 1 or more surges, you gain 1 focus. You lose any remaining focus at the end of the encounter.

Focus Outside of Combat

Though you can't gain focus outside of combat, you can use your heroic abilities and effects that cost focus without spending it. Whenever you use an ability or effect that costs focus outside of combat, you can't use that same ability or effect again outside of combat again until you gain at least 1 Victory or finish a Respite.

If you use an ability that lets you spend unlimited focus on its effect out of combat, you can use it as if you had spent an amount of focus on it equal to your Victories.

Triggered Action: A Path Made Clear

You have the following triggered action.

<i>A Path Made Clear</i>	
<i>Follow the stances and strike with a clear heart.</i>	
KW: Melee, Weapon, Strike	Type: Free Triggered
Distance: Melee 5	Target: 1 creature
Trigger: You deal damage to the target with a strike.	
Effect: Any damage and effects of the triggering ability onto the target are canceled, as if the ability were not used. Shift up to your speed toward the target. Use a heroic ability that targets the target.	

Stances

Your practiced stances appear to you as opportunities throughout battle. Each moment, you envision how you could flow into and out of a stance, carving a path for your blade. Your heroic abilities do not cost focus, but rather require that you have met the conditions for a number of specific prerequisite stances in order to use the ability.

At the start of each round of combat, you begin with only one stance available, which depends on your blademaster school. When you deal damage with an ability, you can spend focus to make unavailable stances available, as long as your ability meets the respective requirement of each stance you make available.

<i>Stance</i>	<i>Ability Requirement</i>
Serpent	You use a surge to increase the damage of the ability.
Boar	
Ox	
Hawk	
Window	The ability has an edge or a double edge.
Wrath	
Fool	
Long	The ability gains an edge from you flanking a target.
Short	
Crown	A target of the ability is prone.

School Triggered Action

Your blademaster school grants you a triggered action, as shown on the School Triggered Actions table

School Triggered Actions

<i>School</i>	<i>Triggered Action</i>
Eternal Viper	Coil and Strike
Stoic Hog	Stand as a Pillar

<i>Coil and Strike</i>	
<i>Like a snake in the grass.</i>	
KW: Melee, Weapon, Strike	Type: Triggered
Distance: Melee 1	Target: 1 creature
Trigger: You shift to a square in range of the target.	
Effect: Gain a surge and make a free strike against the target.	

<i>Stand as a Pillar</i>	
<i>No force is unstoppable.</i>	
KW: Melee, Weapon, Strike	Type: Triggered
Distance: Melee 1	Target: 1 creature
Trigger: You or an ally within 1 are force moved by the target.	
Effect: You can reduce the forced movement distance by 1 and make a free strike against the target.	

Field Arsenal

You have drilled with a broad array of arms and armor, and have developed techniques to optimize their use. You can use and gain the benefits of two kits, including both their signature abilities. Whenever you would choose or change one kit, you can choose or change your second kit as well. See Chapter 6: Kits for more information. (Quick Build: Shining Armor, Sniper.)

If both kits grant you the same benefit, you take one or the other and can't change your choice until you finish a respite. (This usually means taking the higher of two bonuses.)

For example, if you take the Shining Armor and Sniper kits, you gain the following benefits overall:

- Stamina Bonus: +12 per echelon
- Stability Bonus: +1
- Melee Damage Bonus: +2/+2/+2
- Ranged Damage Bonus: +0/+0/+4
- Speed Bonus: +1
- Ranged Distance Bonus: +10
- Disengage Bonus: +1
- You can use the Patient Shot and Protective Attack signature abilities.

Kit signature abilities have their kit's bonuses already applied, which might require you to adjust the bonuses of the signature abilities you gain from a kit. For example, you might take the Martial Artist kit, which gives a melee weapon damage bonus of +2/+2/+2, and the Mountain kit, which gives a melee weapon damage bonus of +0/+0/+4. If you choose to use the Mountain kit's damage bonus, then the Battle Grace signature ability from the Martial Artist kit loses the +2/+2/+2 bonus from that kit, reducing its usual 5/8/11 damage for its tier 1, tier 2, and tier 3 outcomes to 3/6/9. It then gains the +0/+0/+4 of the Mountain kit to deal 3/6/13 damage.

1st-Level School Stance

Your blademaster school drilled one particular stance into you harder than all the others. At this point, it's as simple as breathing. As 1st-level blademaster, you have one stance available at the start of every round:

<i>School</i>	<i>Stance</i>
Eternal Viper	Serpent
Stoic Hog	Boar

Blademaster Abilities

You specialize in cutting down the horde, always with an eye kept open for an opportunity to execute an even more devastating technique.

Kit Signature Ability

Each kit from your Field Arsenal feature grants you a signature ability. Signature abilities can be used at will.

Heroic Abilities

Your heroic abilities cover a range of techniques. You are capable of using any heroic ability, as long as the stances it requires are available to you.

<i>Strike Like Lightning</i>	
<i>The hawk spies its prey and descends.</i>	
Stances Required: Serpent, Hawk, Wrath	
KW: Melee, Strike, Weapon	Type: Action
Distance: Melee 1	Target: One creature
Power Roll + Agility or Might: <ul style="list-style-type: none">• 11-: 5 + R damage• 12-16: 8 + R damage• 17+: 11 + R damage	
Effect: You can shift up to your speed, dividing that movement before or after your strike as desired.	

<i>Thunderous Advance</i>	
<i>Your sturdy footwork resounds and terrifies.</i>	
Stances Required: Boar, Hawk, Fool	
KW: Melee, Strike, Weapon	Type: Action
Distance: Melee 1	Target: One creature
Power Roll + Agility or Might: <ul style="list-style-type: none">• 11-: 3 + R damage; slide 2• 12-16: 5 + R damage; slide 3• 17+: 8 + R damage; slide 5	
Effect: When you slide the target, you can move into any square they leave. Up to three enemies who come adjacent to you during the movement are P < average frightened of you.	

Next: Some heroic abilities that require 5 stances including either Serpent or Boar...