

# WEAPONMASTER

Permanently increase your maximum Hit Points by 5.

Gain the ability to equip **martial melee weapons** and **martial shields**.

## BLADESTORM



When you perform a **melee** attack, you may spend 10 Mind Points to choose one option:

- the attack gains **multi (2)**.
- you increase the attack's **multi** property by one, up to a maximum of **multi (3)**.

## BONE CRUSHER



When you hit one or more targets with a **melee** attack that would deal damage, you may have the attack deal no damage. If you do, choose one option:

- inflict **dazed** on each target hit by the attack.
- inflict **weak** on each target hit by the attack.
- each target hit by the attack loses **SL × 10** Mind Points.

Describe your maneuver!

## BREACH



You may use an action and spend 5 Mind Points to perform a **free attack** with a **melee** weapon you have equipped. This attack must target a **single creature**. If the attack is successful, it deals no damage and you choose one option:

- you destroy one shield equipped by the target.
- you destroy the target's equipped armor.
- whenever the target suffers damage from a source before the start of your next turn, that source deals **SL × 2** extra damage to them.

## COUNTERATTACK



After an enemy **hits or misses you with a melee attack**, if the Result of their Accuracy Check was an **even number**, you may perform a **free attack** against that enemy (after their attack has been fully resolved). This attack must be a **melee** attack and must have that enemy as its **only** target; treat your **High Roll (HR)** as 0 when calculating damage dealt by this attack.

## MELEE WEAPON MASTERY



You gain a bonus equal to **SL** to all Accuracy Checks with **melee** weapons.