

– le style du des armes imperial.

la meilleure défense c'est l'attaque C'est un style qui met l'accent sur une vitesse de frappe plus rapide que votre adversaire.

prerequis: 1 point de compétence dans le style
benefices +1 ac +1 init +1 dgt tous les 3 niveaux -2 ac +1 dg
accès compétences qui suit

strike 1,2,3,4,5
1 1d2 dg en plus
2 1d6 en plus sur 1 atk
3 1d8 en plus sur 1 atk
4 1:2 niveau sur 1 atk
5 distance touch 0,6 m par niveau sur l'atk passe toute les protection 1 seule atk round

quickness -2 init
furry of blow jet de dex ts les 4 point de réussites 1 atk en plus 1 fois par jour
charge jet de force -3 degat toucherr +3 ac -2
combat sauvage +1 atk -3 toucher +3 degats -3 ac
technique du jast 1 round de danse X2 nombre d'attaque le round suivant ; arme a 2 mains -3 init

– La seconde est le style du Dieu de l'eau.

un style défensif qui construisait sa base sur la parade et le contre.

prerequis: 1 point de compétences dans le style

benefices -2 ac +1 init -1 dgt tous les 3 niveaux 1point ac -1 taco max(5)
accès au compétences qui suit
parry 1,2,4,5
1 1atk 1 parade round
2 2atk utiliser droit de parer toute atk entrante
4 arrow parrade 2atk et parade tout
5 1 atk 1 parade 5% /level de reussite sur les sorts

block 2 block 1 atk
pin 3 jet a -6 pour degrafer
riposte 1 si atk rater droit a 1 riposte
riposte 2 par parade 1 atk
renforcement (ac +2)
permanent mental 2, vision all around
4, comat aveugle malus 1 au lieu de 2
5 peau acier 2ac
soins 1d8 1fj
epee bouclier, arme a 1 (jet de dex a-5 evite une attaque mais pert 1/2 atk)

- Le troisième est le style du Dieu du Nord.

Cela consiste à réagir simplement en fonction de la situation.

prerequis: 1 point de compétence dans le style

benefices +1 ac ou +1 toucher ou +1 dgt ou +1 init pour un second point un second choix ,

acces au competences suivantes :
dirty trick, danger sens, throw weapon,vigilance,
quickness,arme en main,
feint1,+3 toucher
2 jet int -3 si tu fait 1 tu le transforme en critique
movement 2,prone fighting
4,leap deplacement ds les airs en echange d attaque
5 slow resistance immun slow
1 fall 1/2 dg
3 instant stand

chock 1,peut rendre inconscient
2 casse 1 membre
parry1,2 /

- le quatrieme le style de la spirale

l'art ultime de maitrise d'une arme

prerequis : jonglerie,acrobatie,technique du jast, acting ,combat aveugle,combat a 2 armes
deathblow , all round attaque, trouver point faibles,arme a 1 main ou arme a 2 mains.
+ qq point supp selon l'arme . grande maitrise de l'arme choisi

avantages 5 etapes
a chaque etape +2 toucher +3 dg +1 atk +1 point de critique +1 atk +1 point d'init augmentation
des des de degats

a la 5eme etape x3 critique au lieu de 2 et une capa surprise .

inconvenients obligations d'avoir une arme +5 et de rentrer en duel avec les autres spiraleux

Dragon Claw Disciplines:

Weapon Disciplines

Weapon catch
Weapon breaker
Two swords attack

Kicks

Circle kick
Flying kick

Movement Disciplines

Feint
Prone fighting

Pushes

Concentrated push
Sticking touch

Unique Disciplines

Dragon claw

Stun invulnerability
Hit point transfer

Weapon Catch: The Dragon Claw style teaches the student to use the hooked swords to catch and lock the blows of opponents, including other martial arts attacks. A weapon catch attempt is made instead of a normal attack and must hit the opponent to be effective. A successful hit means that the opponents weapon is fouled and cannot be used to attack. The student can attack with the other sword at +2 to hit. Failing this attack roll means that the attacking sword has been torn from the students hands and must be recovered in order to use disciplines requiring both swords.

Breaker: This method can only be used against other melee weapons, not martial arts using the body. A successful hit means that the item must save versus crushing blow or be destroyed. The maneuver causes no other damage.

Two-Swords Attack: The Dragon Claw style takes its name from the double hooked swords. This discipline allows the controlled student to attack four times per round, twice with each sword. If the student loses a weapon he can still attack twice with the remaining weapon or kick once and use the weapon twice.

Circle Kick: A powerful kick that, if it connects, inflicts twice the normal kicking damage. Failure to hit leaves the student off-balance so that he forfeits his next attack while he recovers.

Flying Kick: A powerful kick that, under the Dragon Claw school, does not require a running jump. If it strikes, it inflicts triple damage. Failure to hit results in the student falling to the ground. He must either spend a round standing up or fight prone.

Feint: By dodging and weaving

Sticking Touch: This ability allows the follower of the Dragon Claw to touch and remain in contact with an opponent. This first attack roll inflicts no damage, but the Dragon Claw and target are in contact and remain so until the target performs a maneuver the Dragon Claw cannot match. During this time, the wielder of the Dragon Claws has a +2 bonus to hit but his armor class is worsened by two points. This tactic is used only when the student has lost one of his swords.

Dragon Claw: This is one of the most powerful abilities bestowed by the Dragon Claws. It can be used only if no other disciplines are used that round. The student strikes twice in the round and if either attack hits the target, it inflicts 3d10 points of damage. If both swords hit, the damage is still 3d10 (there is no increase for two hits). If both swords miss, the Dragon Claws inflict 1d10 points of damage to their wielder. Most Dragon Claw students use this tactic to finish off defeated rivals.

Stun Invulnerability: As the followers of the Dragon Claw are linked through their swords to their master, they gain a resistance to the effects of stunning and incapacitating attacks. When a student of the Dragon Claw should be stunned, he is not; instead the nearest other follower of the Dragon Claw who is not in combat is affected. This is not affected by range; the person who winds up being stunned could be miles away. This discipline functions automatically.

Hit Point Transfer: The greatest power of the Dragon Claw, and one that is only known to those under its sway, is that the individual can draw hit points from other wielders of the Dragon Claw within 100 yards/level of the combatant. Hit points move automatically at the beginning of the round, such that a wounded Dragon Claw fighter in battle can steal hit points from a spectator. Followers of the claw can fall over dead as they are drained of all their vitality (the effect of the Claw is such that its users accept this willingly and without thought). The individual receiving the hit points can never have more than he originally started with. The character receiving the hit points can choose where they come from, if it matters. The character can transfer any number of hit points per round, limited only by his original hit point total and the number of hit points available nearby.