

Arms and Armour Mastery v3.1

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Introduction

This entire document applies to skills.

If a magic weapon causes “through” this is different from the skill and the rules below do not apply. Monsters may be able to call, for example, “crush” because they are skilled or because of an innate ability. Since the players will be unaware they should take the effect regardless.

Armour Mastery

Armour Mastery must be bought for each type of armour – in other words you have to buy it separately for Chainmail, Platemail etc. Armour mastery is inappropriate for non-metal armour, so it is not available at this time.

The cost is two DP to learn the skill for chain and two DP to learn the skill for plate.

A character with armour mastery adds one point to the value of their armour. This adds to the point for having masterworked armour and to the point for super-heavy armour¹. The maximum armour value for non-magical armour will therefore be generally set at five points.

If a character has armour mastery and is wearing masterworked armour, there is an additional benefit:
the FIRST time the armour is hit by a “through” blow or a “crush” blow or a “sever” blow, the character may elect to take a “knock back” hit but ignore the special effects of the wound i.e. it does not go through, crush or sever. The blow still does one hit of damage to the armour as normal.

Finally, neither masterwork chain nor plate is automatically pierced by arrows, crushes remain effective on chain. Normally, arrows and crossbow bolts do an automatic “through” on all armour.

Shield Mastery

Shield Mastery must be bought for each type of shield – in other words you have to buy it separately for small and large shields.

The cost is two DP to learn the skill for each. The skill can only be used with a masterworked shield².

Shield mastery has the effect of preventing knockback when the blow lands on the shield. This includes “crush” and “sever” as well as “knockback”.

¹ A referee may designate armour as “super-heavy” if the quality of the physrep is unusually high resulting in heavier armour or if the character is wearing a good normal physrep and has an enhanced level of strength. Any player may ask for a ruling on this but it is entirely at the referee’s option.

² A masterworked shield automatically prevents “crush” and “sever” and protects the arm. Knock back still affects the wielder.

Weapon Mastery

Weapon Mastery must be bought for each type of weapon (e.g. short sword, sword, bastard sword, two handed sword). The use of these skills requires a masterwork weapon in most cases although a sufficiently advanced expert could use normal weapons.

The following are examples of mastery skills (there may be others)³:

<p>“Through”</p>	<p>You are so skilled with your weapon that you may go for weak points in your enemy’s armour. You may call “through” when you strike an opponent’s armour. Can be learned with short swords, swords and bastard swords. Limited to a maximum speed of one call every five seconds or so. In order to use a skill you must be engaged with an opponent for several seconds in order to line them up for the move. You may not leap out from behind and go “through” that is a different skill.</p> <p>Cost : 2 pts for 1/enc; +2 pts for 3/enc; +2 pts for unlimited</p>
<p>“Disarm”</p>	<p>You are skilled at twisting an opponent’s weapon from his grasp. You may call “disarm” when you strike an opponents weapon. Depending what weapon you are using you may only be able to disarm one handed weapons⁴. Can be learned with swords, war axes, great axes. The pre-requisite for this is Agility I. In order to use a skill you must be engaged with an opponent for several seconds in order to line them up for the move.</p> <p>Cost: 2 pts for 1/enc; +2 pts for 2/enc; +2 pts for 3/enc</p>
<p>“Crush”</p>	<p>You are skilled at smashing an opponent down with the force of your blows. You may call “crush” when you strike. May be learned with two handed swords and great axes. The pre-requisite for this is Strength II. In order to work the strike must involve a substantial swing – unless his occurs the crush will be ineffective.</p> <p>Cost: 2 pts for 1/enc; +2 pts for 2/enc; +2 pts for 3/enc (Strength III gives 1/enc for free; cost: 2 pts for 2/enc; +2 pts for 4/enc; +2 pts for unlimited)</p>
<p>“Trip”</p>	<p>You are skilled at knocking an enemy off his feet or tripping him with your weapon. You may call “trip” when you strike an opponent’s leg. May be learned with staves, two handed swords and great axes. In order to use a skill you must be engaged with an opponent for several seconds in order to line them up for the move.</p> <p>Cost: 2 pts for 1/enc; +2 pts for 2/enc; +2 pts for 3/enc</p>
<p>“Heavy”</p>	<p>You are able to use a normal weapon to cause knockback. In order to work the strike must involve a substantial swing – unless his occurs the crush will be ineffective. This is automatic with Strength I and a two handed weapon or Strength III and a normal one handed weapon. A player may find it helpful to call ‘knockback’ to indicate how the victim should behave.</p>
<p>“Strong grip”</p>	<p>You are able to twist your weapon so that you cannot be disarmed by an enemy. You may call “no” when an opponent makes a disarm attempt. Useable with Staves, swords etc. A side effect is that it prevents ‘Drop’ effects.</p> <p>Cost: 4 pts.</p>
<p>“Turn aside”</p>	<p>You are able to use a normal weapon to parry a knockback blow such that it does not cause knock back. It may be learned with appropriate weapons (this is a judgement by the referees). This also applies to the knock back effect of crush and sever blows.⁵</p> <p>Cost: 4 pts.</p>

There are other skills that may potentially be bought but these may require special equipment or training. Please speak to the referees if you think your character qualifies.

³ The listed costs are the minimums; generally Dilettante characters pay 50% more.

⁴ A one handed weapon may only be used to disarm another one handed weapon while a two handed weapon may be used to disarm any weapon. Once you have bought two levels of disarm with a one handed weapon you may learn to disarm a two handed weapon with a one handed weapon.

⁵ As a rule, if you parry a knockback blow, this still results in you being forced back.

Subterfuge skills

These skills are similar to the weapon master skills above but are listed separately for clarity. The following is an example of a subterfuge skill (there may be others):

<p>“Back Stab”</p>	<p>You are able to strike with great precision from an angle where the target has trouble seeing the blow coming.</p> <p>It may be used in two situations:</p> <p>(1) from behind, when the victim is not aware of the attack (ie when they are out of combat)</p> <p>(2) in combat when the victim is facing a different opponent and you are behind them. There must be a ten second gap between calls.</p> <p>The effect is to cause a “crush” “through” armour effectively disabling the location struck.</p> <p>This skill can only be used on an area which has a gap in the armour. In the case of a body strike the victim must also have their head covered. i.e. If a warrior is in a full chain mail hauberk with armoured gloves and boots, without head covering, then this skill would still work. If the same warrior was wearing a helm then this skill could not be used.</p> <p>Cost: 4 pts for 1/enc.</p>
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