

Rogues of Canguine

Sword School Cheatsheet

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This booklet contains a quick-reference to the rules on Character design for the 7th Sea game.

Key to Sourcebooks:

AH = Arrow of Heaven	LV = Los Vagos
AV = Avalon	MO = Montaigne
CA = Castille	MR = Montaigne Revolution
CE = Crescent Empire	NM# = NOM (issue #)
CM = 7th Sea Compendium	PG = Player's Guide
CN# = Crow's Nest (issue #)	PN = Pirate Nations
CP = Church of the Prophets	RC = Knights of the Rose & Cross
FR = Freiburg (box set)	SBN = Sidhe Book of Nightmares
FT = The First Tome: Sophia's Daughters Re-imagined	SF = Scoundrel's Folly
EN = Eisen	SG = Swordsman's Guild
ES = Explorer's Society	SH = Strongholds and Hideouts
GM = GM's Guide	US = Ussura
IC = Invisible College	VK = Villains Kit
IG = Islands of Gold	VO = Vodacce
KM = Knights and Musketeers	VV = Vendel/Vesten
LF = Lady's Favor (GM's Screen)	WOB = Waves of Blood

Overview of Schools

A school represents a special area of study, usually in combat or weapons. In general, each school includes 4 knacks. These knacks are treated as advanced knacks. As with other knacks, none of these knacks may be increased above 3 at hero creation.

You start at Apprentice level. To achieve Journeyman, you must have rank 4 in 4 knacks. To achieve Master, you must have rank 5 in 4 knacks.

Knacks are not unique per school, so if you have more than one school with the same knack, those knacks are considered the same knack in all ways.

Schools

Combat schools provide expert training in a combat (usually a weapon). In addition, each school comes with Exploit Weakness (School).

Nation	School	Weapon Type	Skills	School Knacks
Avalon Inismore Highlands	Andews ^{SG 87}	Fencing Sword	Athlete+Fencing	Lunge, Feint, Riposte
	Donovan ^{PG 125}	Short Sword+Buckler	Buckler+Fencing	Bind, Disarm, Riposte
	Goodfellow ^{AV 96}	Bow	Archer+Hunter	Arc, Disarm, Tagging
	Peecke ^{SBN 28}	Quarterstaff	Athlete+Staff	Beat, Feint, Corps-a-corps
	Robertson ^{SG 90}	Fencing Sword+Cloak	Cloak+Fencing	Double-parry, Entangle, Feint
	Finnegan ^{AV 95}	Fist fighting	Pugilism+Wrestling	Bob n' Weave, Corps-a-corps, Disarm
	MacDonald ^{AV 97}	Claymore	Athlete+Heavy Weapon	Beat, Lunge, Pommel Strike
Castille	Aldana ^{PG 124}	Fencing Sword	Courtier+Fencing	Feint, Riposte, Tagging
	Gallegos ^{CA 95}	Fencing Sword	Athlete+Fencing	Feint, Riposte, Tagging
	Gustavo ^{LV 80}	Fencing Sword on Horseback	Fencing+Rider	Charge, Cavalry Attack, Trick Riding
	Soldano ^{CA 96}	Two Fencing Swords	Athlete+Fencing	Double-parry, Tagging, Whirl
	Torres ^{CA 97}	Fencing Sword+Cloak	Cloak+Fencing	Double-parry, Side-step, Tagging
	Zepeda ^{CA 97}	Whip	Athlete+Whip	Bind, Disarm, Tagging
Crescent Empire Aldiz'ahali Kurta'kir Ruzhar'hala Jadur'rihad	Daphan ^{CE 75}	Scimitar	Athlete+Fencing	Beat, Lunge, Pommel Strike
	Marikk ^{CE 75}	Two Knives	Athlete+Knife	Double-attack, Lunge, Whirl
	Sersemlik ^{CE 76}	Two-Handed Sword	Athlete+Heavy Weapon	Feint, Tagging, Whirl
	Yael ^{CE 78}	Two Scimitars	Fencing+Performer	Disarm, Double-parry, Feint
Eisen	Drexel ^{EN 85}	Zweihander	Dirty Fighting+Heavy Weapon	Disarm, Lunge, Pommel Strike
	Durchsetzungburg ^{SG 88}	Fencing Sword	Fencing+Scholar	Riposte, Tagging, Wall of Steel
	Eisenfaust ^{PG 126}	Broadsword+Panzerhand	Heavy Weapon+Panzerhand	Beat, Bind, Disarm
	Gelingen ^{EN 87}	(None)	Dirty Fighting+Doctor	Exploit Weakness (<i>Monster</i>)
	Hopken ^{EN 88}	Crossbow	Athlete+Crossbow	Arc, Reload, Trick Shooting
	Loring ^{FR 92}	Panzerhand	Athlete+Panzerhand	Bind, Disarm, Hook
Posen ^{EN 89}	Boar Spear	Polearm+Rider	Beat, Charge, Lance	
Midnight Arc.	Nahgem ^{IG 77}	Spear	Athlete+Polearm	Kick, Pole Vault, Throw
Montaigne	Boucher ^{MO 79}	Two Knives	Criminal+Knife	Double-attack, Double-parry, Riposte
	Gaulle ^{SG 88}	Fencing Sword+Triple Dagger	Fencing+Knife	Double-parry, Bind, Disarm
	Rois et Reines ^{MO 80}	Musket with Bayonet	Firearms+Polearm	Beat, Lunge, Pommel Strike
	Tout Pres ^{MO 81}	Improvised+Fencing Sword	Dirty Fighting+Fencing	Corps-a-corps, Double-parry, Tagging
	Valroux ^{PG 128}	Fencing Sword+Main Gauche	Fencing+Knife	Double-parry, Feint, Tagging
Ussura	Bogatyr ^{US 97}	Axe	Heavy Weapon+Hunter	Lunge, Pommel Strike, Throw
	Buslayevich ^{US 98}	Bow	Archer+Rider	Charge, Horse Archery, Trick Riding
	Dobrynya ^{US 99}	Wrestling	Athlete+Wrestling	Bear Hug, Disarm, Fortitude
Vendel/Vesten	Halfdansson ^{VV 93}	Harpoon	Polearm+Whaler	Disarm, Lunge, Pommel Strike
	Kjemper ^{SG 89}	Longsword+Shield	Heavy Weapon+Shield	Attack(Shield), Corps-a-corps, Wall of Steel
	Larsen ^{VV 94}	Fencing Sword+Lantern	Fencing+Streetwise	Ambush, Feint, Parry
	Leegstra ^{PG 127}	Broadsword or Axe	Heavy Weapon+Wrestling	Beat, Corps-a-corps, Lunge
	Rasmussen ^{VV 95}	Pistol	Courtier+Firearms	Pommel Strike, Reload, Trick Shooting
	Siggursdottir ^{VV 96}	Hand Axe	Athlete+Hand Axe	Double Attack, Throw, Whirl
	Snedig ^{SG 90}	Fencing Sword	Doctor+Fencing	Beat, Feint, Lunge
	Swanson ^{SG 90}	Swordcane	Dirty Fighting+Fencing	Conceal, Double-parry, Pommel Strike
Urostifter ^{SG 91}	Two Longswords	Athlete+Heavy Weapon	Beat, Double-parry, Feint	
Vodacce	Ambrogia ^{PG 124}	Fencing Sword+Main Gauche	Dirty Fighting+Fencing	Feint, Pommel Strike, Riposte
	Bernoulli ^{VO 94}	Fencing Sword	Fencing+Pugilism	Beat, Corps -a-corps, Lunge
	Cappuntina ^{VO 94}	Throwing Knife	Knife+Performer	Pin, Throw, Trick Shooting
	Lucani ^{SG 89}	Broadsword+Fist	Heavy Weapon+Pugilism	Beat, Pommel Strike, Corps-a-corps
	Villanova ^{VO 95}	Fencing Sword+Knife	Fencing+Knife	Double-parry, Feint, Stop-thrust
Church of the Prophets	The Friars ^{CP 91}	Fist / Improvised	Dirty Fighting+Pugilism	Beat, Corps -a-corps, Disarm, Attack (Improvised Weapon)
	Rossini ^{CP 92}	Halberd	Polearm+Wrestling	Beat, Disarm, Bind
	Swords of Solomon ^{CP 93}	Fencing Sword+Shield	Fencing+Shield	Bind, Disarm, Shield Attack
Die Kreuzritter	Mortis ^{DK 69}	Stiletto	Criminal+Knife	Double-attack, Riposte, Throw
Pirates	Rogers ^{PN 94}	Fencing Sword	Dirty Fighting+Fencing	Bind, Corps-a-corps, Disarm
Rilasciare	Vipera ex Morsi ^{RI 78}	Knife	Dirty Fighting+Knife	Beat, Corps -a-corps, Lunge
Sophia's Daughters	Scappare ^{FT 72}	Improvised	Athlete+Dirty Fighting	Disarm, Side-Step, Tagging

School Knacks

A chart with all the knacks used in 7th Sea sword schools

Knack	Description
Ambush ^{VV 94}	You know how to plan or spot an ambush. This is the same as the Ambush knack.
Arc ^{AV 97, EN 89}	Your ranged weapon range is increased by 5 yards for each rank in this knack.
Bear Hug ^{US 99}	When you have an opponent held, each time they fail to break free and at the end of each round you do (knack) k1 wounds to your opponent. This is the same as the Bear Hug knack on the Wrestling skill.
Beat ^{PG 129}	Attack with this knack, and take raises equal to the defender's Brawn. If you do, they cannot use an active defense.
Bind ^{PG 129}	Attack using this knack. If successful, opponent's weapon is unusable until they make a contested roll of Brawn+Parry against your Brawn+Bind as an action. You can use an action to give yourself a +5 (cumulative) on your future rolls to hold the bind. Note that the defender can always just let go of the weapon.
Bob 'n' Weave ^{AV 95}	When an opponent misses you (either Active or Passive Defense), you can lower your next action die by your rank in this knack (but not lower than the current phase).
Charge ^{EN 90}	Before phase 1 of the first round of combat, you may lower one action die by your rank in this knack.
Corps-a-corps ^{PG 129}	Attack using this knack. If successful, opponent takes (Brawn)k1 damage and is now prone.
Disarm ^{PG 129}	If opponent's attack misses your passive defense, use an action for a contested roll of your Brawn+Disarm against his Brawn+Attack. If you win, he is disarmed. If you take a -10 on your roll, you can end up holding their weapon.
Double-parry ^{PG 129}	Active parry using this knack. If you succeed, you get a drama die for use in this combat round within a number of phases equal to your rank in this knack.
Double-attack ^{DK 70}	Make two attack rolls using this knack, each at a -10 to hit.
Exploit Weakness ^{PG 124}	You gain your rank in this knack as extra unkept dice for all attack and active defense rolls against an opponent of the type you know the weakness for.
Feint ^{PG 129}	Attack using this knack, and take a number of raises equal to the defender's Wits. If you do, they cannot use an active defense.
Fortitude ^{US 99}	You add this knack's rank to your wounds check rolls.
Hook ^{FR 92}	You add your rank in this knack to damage done with a panzerhand.
Horse Archery ^{US 98}	This knack is used instead of Attack(Bow) when on horseback. This is the same as the Horse Archery knack on the Ride skill.
Lance ^{EN 90}	Attack using this knack instead of Attack(Polearm) when on horseback.
Lunge ^{PG 129}	Attack using this knack to get +2 unkept damage dice if you hit. You cannot use active defenses for the rest of this round and your TN is 5 for this one phase.
Pin (Knife) ^{VO 96}	Attack using this knack at -10 to hit a person wearing cloth clothing. If you hit, your opponent's arm is pinned and he drops whatever he was holding in his hand. It takes one action for that person to free himself.
Pommel Strike ^{PG 130}	Attack using this knack. If you hit, opponent takes (Brawn)k2 damage and opponent is TN=5 for this phase and the next.
Reload ^{EN 89}	Weapon reload time is decreased by 1 Action per rank in this knack. This is the same as the Reload knack on the weapon.
Riposte ^{PG 130}	Active parry defense using rank N (where N = 1/2 your parry, rounded down). If successful, make an attack that does not cost an action with rank M (where M = 1/2 your attack, rounded down). Your rank in Riposte can be divided and added to M and N as you choose.
Side-step ^{CA 97}	When you succeed at an Active Defense, you may lower your next action die by your rank in this knack (but not lower than the current phase). This is the same as the Side-step knack on the Athlete skill.
Stop-thrust ^{VO 97}	When you are attacked, you may use a held or current action (but not an interrupt action) to counter-attack using Wits+Stop-thrust. If you hit, you deal 3k2 wounds, and if this causes a dramatic wound then the attack they were making on you is cancelled.
Tagging ^{PG 151}	Attack using this knack. If you hit, do no damage, but get a drama die usable before the end of this battle or opponent loses a drama die until the end of the combat.
Throw ^{DK 70}	Attack using this knack. Range is 5+(2*Brawn). This is the same as the Throw(*) knack on the * skill.
Trick Riding ^{US 99}	You can stand while riding (TN=10), do handstands on horseback (TN=20), hang off one side of the horse for cover (TN=20), or do flashy tricks. This is the same as the Trick Riding knack on the Ride skill.
Trick Shooting ^{EN 89, VO 96, LV 95}	For each rank in this knack, lower penalties (such as range, cover, or called shots) on the ranged attack by 5 (to a minimum of 0). Will not lower the value below the base TN.
Wall of Steel ^{IC 79}	If you have not attacked yet this round, then each rank in this knack increases your passive defense TN by 2 if you are using your Parry(Fencing) to determine your passive defense.
Whirl ^{CA 96}	You get +(2*Whirl rank) to hit brutes, which is effective for attacks on multiple brutes.

Overview

Country	Castille
Weapon Type	Fencing Sword
Cost	25 HP (50 XP) in Castille 35 HP (80 XP) in other Nations
Description	Combines sword fighting with dancing to produce an elusive, unpredictable series of movements.

Skills and Benefits

Skills	Courtier Fencing
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Feint (Fencing) Riposte (Fencing) Tagging (Fencing) Exploit Weakness (Aldana)

Mastery Levels

Apprentice	Roll one additional unkept die for initiative for each level of mastery (Apprentice=1, Journeyman=2, Master=3).
Journeyman	+5 TN for your passive defense
Master	Each round you get your Wits in "Focus" dice. These can be used up to add unkept dice to Attack or Active Defense rolls (decide before rolling).

Overview

Country	Vodacce
Weapon Type	Fencing Sword + Main Gauche
Cost	25 HP (50 XP) in Vodacce 35 HP (80 XP) in other Nations
Description	Fights with the sword in the left hand and main gauche in the right hand. Students learn to fight with whatever is at hand. "After all, it's the winner that tells the tale."

Skills and Benefits

Skills	Dirty Fighting Fencing
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Feint (Fencing) Pommel Strike (Fencing) Riposte (Fencing) Exploit Weakness (Ambrogia)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a main gauche or dagger. May choose to do +2 damage by twisting the weapon as you hit.
Journeyman	When you inflict a dramatic wound on an opponent, you may choose to take a dramatic wound on yourself to do an addition dramatic wound to your opponent.
Master	If opponent attacks you and misses (active or passive defense), your next attack this round has their passive defense TN=5

Overview

Country	Avalon
Weapon Type	Fencing Sword
Cost	25 HP (50 XP) in Avalon 35 HP (80 XP) in other Nations
Description	Fights defensively for until an opening is found.

Skills and Benefits

Skills	Athlete Fencing
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Feint (Fencing) Lunge (Fencing) Riposte (Fencing) Exploit Weakness (Andrews)

Mastery Levels

Apprentice	+2 to TN to be hit, except when performing a lunge.
Journeyman	+5 on Active Defense rolls. +4 to TN to be hit (instead of +2), except when performing a lunge. +2 to TN to be hit when performing a lunge.
Master	+1 kept die of damage when performing a lunge (+3k1 total). +6 to TN to be hit (instead of +4 or +3) at all times.

Bernoulli VO 94

Overview

Country	Vodacce
Weapon Type	Fencing Sword
Cost	25 HP (50 XP) in Vodacce 35 HP (80 XP) in other Nations
Description	This is a fluid style borrowing from the Crescent empire.

Skills and Benefits

Skills	Fencing Pugilism
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Beat (Fencing) Corps-a-corps Lunge (Fencing) Exploit Weakness (Bernoulli)

Mastery Levels

Apprentice	+1 to your passive defense.
Journeyman	+2 to your passive defense. You may Lunge and spend action dice to improve the action. For each extra action used, you get +1 unkept damage die and +5 on the TN to actively defend the attack. You get 1 free rank in Lunge. Your maximum rank in Lunge is 6.
Master	+3 to your passive defense. Once per round, you may re-roll an unsuccessful attack.

Bogaty US 97

Overview

Country	Ussura
Weapon Type	Axe
Cost	25 HP (50 XP) in Ussura 35 HP (80 XP) in other Nations
Description	This school teaches use of the axe. It is practiced by 'knights' in Ussura.

Skills and Benefits

Skills	Heavy Weapon Hunter
Advantages	Swordsman's Guild (only within Ussura or on an Ussuran ship)
School Knacks	All start at rank 1. Lunge (Heavy Weapon) Pommel Strike (Heavy Weapon) Throw (Heavy Weapon) Exploit Weakness (Bogaty)

Mastery Levels

Apprentice	You get +5 to attack with an axe. You get two additional ranks on Hunter knacks.
Journeyman	Your axe does 4k3 damage instead of 3k2.
Master	You gain a fear rating of 2.

Boucher MO 79

Overview

Country	Montaigne
Weapon Type	Two Knives
Cost	25 HP (50 XP) in Montaigne 35 HP (80 XP) in other Nations
Description	Fights with a long knife in each hand with moves designed to confuse and disorient their opponent.

Skills and Benefits

Skills	Criminal Knife
Advantages	None
School Knacks	Starts with 3 at rank 1, 1 at rank 2. Double-attack (Knife) Double-parry (Knife) Riposte (Knife) Exploit Weakness (Boucher)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a main gauche or dagger. Add the current phase to your initiative total when wielding two knives.
Journeyman	Opponents have a -10 on an Active Defense against your knife attacks when wielding two knives.
Master	You can do a series of attacks on one action. The first attack is at -5. If you hit their Passive Defense (even if they succeed in their Active Defense), then you can attack again at -10 to hit. Repeat with an additional -5 each time to hit until you miss their Passive Defense or decide to quit. Each hit does damage separately.

Buslayevich US 98

Overview

Country	Ussura
Weapon Type	Bow
Cost	25 HP (50 XP) in Ussura 35 HP (80 XP) in other Nations
Description	Teaches horsemanship and archery.

Skills and Benefits

Skills	Archer Rider
Advantages	Horse Archery and Trick Riding are treated as basic knacks.
School	Starts with 3 at rank 1, 1 at rank 2.
Knacks	Charge (Bow) Horse Archery Trick Riding Exploit Weakness (Buslayevich)

Mastery Levels

Apprentice	+5 to Horse Archery rolls. +5 to control horses without using reins.
Journeyman	+10 on Trick Riding and Animal Training rolls. +5 to Chase rolls on horseback.
Master	+15 on Trick Riding and Animal Training. +10 to Chase rolls on horseback. You get +1 rank in Horse Archery. At the start of each battle, you get 3 bonus drama dice that can only be used while on horseback or with a bow in hand. Unspent dice go away at the end of the battle

Cappuntina VO 94

Overview

Country	Vodacce
Weapon Type	Throwing Knife
Cost	25 HP (50 XP) in Vodacce 35 HP (80 XP) in other Nations
Description	This style is used by the women of Vodacce for self defense.

Skills and Benefits

Skills	Knife Performer
Advantages	Throw (Knife) is treated as a basic knack.
School	Starts with 3 at rank 1, 1 at rank 2.
Knacks	Pin (Knife) Throw (Knife) Trick Shooting (Knife) Exploit Weakness (Cappuntina)

Mastery Levels

Apprentice	You get no off hand penalty for throwing knives. You may draw a knife and throw it as one action.
Journeyman	You may throw N knives (where "N" = Mastery Level) at a single target in one action and one attack roll. Damage is 1k1 per knife thrown.
Master	Journeyman ability may now be used on different targets. Each different target requires a separate Roll to hit. In addition, you get a free Raise to hit for each knife you choose not to throw.

Daphan CE 75

Overview

Country	Crescent Empire (Aldiz'ahali)
Weapon Type	Scimitar
Cost	25 HP (50 XP) 35 HP (80 XP) for non Aldiz'ahali
Description	Fights with the scimitar, using bold strokes.

Skills and Benefits

Skills	Athlete Fencing
Advantages	None
School	Starts with 3 at rank 1, 1 at rank 2.
Knacks	Beat (Fencing) Lunge (Fencing) Pommel Strike (Fencing) Exploit Weakness (Daphan)

Mastery Levels

Apprentice	You may act one phase prior to the numbers on each of your action dice. If the die is a 1, you may act in phase 1 with +5 initiative.
Journeyman	When an opponent successfully makes a successful parry active defense, you may spend a drama die to try to break their weapon. Make a Brawn check with TN 30 (fencing sword), 35 (heavy weapon), etc. +5/-5 TN for weapon quality. +10 TN for Dracheneisen. -5 TN if your scimitar is modified to have a weapon breaking section.
Master	You may take -5 to your attack. If you do, you may spend a drama die when you hit to do +1k1 damage.

Dobrynya ^{US 99}

Overview

Country	Ussura
Weapon Type	Wrestling
Cost	25 HP (50 XP) in Ussura 35 HP (80 XP) in other Nations
Description	Members of this school train in unarmed combat and learn to endure harsh conditions by doing so with little clothing in harsh climates.

Skills and Benefits

Skills	Archer Rider
Advantages	Bear Hug is treated as a basic knack.
School	Starts with 3 at rank 1, 1 at rank 2.
Knacks	Bear Hug Disarm (Wrestling) Fortitude Exploit Weakness (Dobrynya)

Mastery Levels

Apprentice	+5 on Grappling and Escape knacks. Reduces damage from weather by 1k1.
Journeyman	+5 on Disarm (Wrestling) rolls. Whenever you are wounded for less than 2 dramatic wounds while you are holding someone, you get a free Bear Hug damaging attack. Reduces damage from weather by 2k2.
Master	Whenever you fail a wounds check, divide the amount you failed by two before checking for additional dramatic wounds. You get +1 rank in Bear Hug. Reduces damage from weather by 3k3.

Donovan ^{PG 125}

Overview

Country	Avalon
Weapon Type	Shortsword+Buckler
Cost	25 HP (50 XP) in Avalon 35 HP (80 XP) in other Nations
Description	Fights with a short sword instead of the more modern rapier, and uses a small shield (buckler) instead of a main gauche. Uses a variety of thrusts and slashes.

Skills and Benefits

Skills	Buckler Fencing
Advantages	Swordsman's Guild
School	All start at rank 1.
Knacks	Bind (Buckler) Disarm (Fencing) Riposte (Fencing) Exploit Weakness (Donovan)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a buckler. Grants +5 on Buckler knacks.
Journeyman	When you successfully use Parry (Fencing) as an Active Defense, you deal *k1 damage to your opponent, where *= 1 + 1 for every 5 points you exceeded your opponent's attack roll by. (Do not add Brawn.)
Master	Once per round you can use an Interrupt Action to attack.

Drexel ^{EN 85}

Overview

Country	Eisen
Weapon Type	Zweihander
Cost	25 HP (50 XP) in Eisen 35 HP (80 XP) in other Nations
Description	Teaches horsemanship and archery.

Skills and Benefits

Skills	Dirty Fighting Heavy Weapon
Advantages	Swordsman's Guild
School	All start at rank 1.
Knacks	Disarm (Heavy Weapon) Lunge (Heavy Weapon) Pommel Strike (Heavy Weapon) Exploit Weakness (Drexel)

Mastery Levels

Apprentice	You know two stances and have the apprentice abilities of each. +5 to your initiative total when wielding a zweihander.
Journeyman	You know three stances and have the apprentice and journeyman abilities of each. You get +1 on your Fear Rating. Your Fear Rating cancels out the Fear Rating of an opponent for both you and the people you lead.
Master	You know all four stances and have all abilities of each. You get an additional +1 on your Fear Rating.

Zweihander Stances

Bittner/Forward	Zweihander is held like a spear and deals 2k2 damage. Apprentice: You do not need an action to reset. You get +5 on an Active Defense Parry. Journeyman: You get +10 on an Active Defense Parry, and your action dice are 1 lower for Active Defenses. Master: You get +15 on an Active Defense Parry, and your action dice are 2 lower for making an Active Defense.
Gerbeck/High	Zweihander is held straight up and deals 3k3 damage. Apprentice: You can attack (doing only 1k2 damage) while resetting. Journeyman: You can attack (doing 2k2 damage) while resetting. Master: You can attack (doing 3k2 damage) while resetting.
Kohler/Low	Zweihander is held waist high and deals 2k2 damage. Apprentice: +10 on your initiative total. Your action dice are considered 1 lower for an Attack, Active Defense, or to reset. Journeyman: Your action dice are considered 2 lower for an Attack, Active Defense, or reset. Master: Your action dice are considered 3 lower for an Attack, Active Defense, or reset.
Metzger/Back	Zweihander is held like a broom, deals 4k3 damage, Passive Defense is -5 and -5 on an Active Defenses. Apprentice: Your action dice are considered 1 lower for an Attack. Journeyman: Your action dice are considered 2 lower for an Attack. Master: Your Zweihander is 4k4 damage

Durchsetzungburg SG 88

Overview			
Country	Eisen		
Weapon Type	Fencing Sword		
Cost	25 HP (50 XP) in Eisen 35 HP (80 XP) in other Nations		
Description	Trained to use their minds as much as their weapon, this is a deadly dueling style. Members learn to fight while nearly immobile.		
Skills and Benefits			
Skills	Fencing Scholar		
Advantages	Swordsman's Guild		
School	All start at rank 1.		
Knacks	Riposte (Fencing) Tagging (Fencing) Wall of Steel (Fencing) Exploit Weakness (Durchsetzungburg)		
		Mastery Levels	
		Apprentice	+5 to called shot with a fencing weapon.
		Journeyman	+1 on Tagging knack, and raises your maximum in this knack to 6. (It costs 25 XP to increase from 5 to 6.) +10 to a called shot with a fencing weapon.
		Master	Each raise you make on a called shot gives +1k0 to damage for that attack.. +15 to a called shot with a fencing weapon.

Eisenfaust PG 126

Overview			
Country	Eisen		
Weapon Type	Broadsword+Panzerhand		
Cost	25 HP (50 XP) in Eisen 35 HP (80 XP) in other Nations		
Description	Fights with a broadsword (heavy weapon) in the main hand and a metal glove on the other hand. Trained to use the glove to deflect or grab the opponent's attacks.		
Skills and Benefits			
Skills	Heavy Weapon Panzerhand		
Advantages	Swordsman's Guild		
School	All start at rank 1.		
Knacks	Beat (Heavy Weapon) Bind (Panzerhand) Disarm (Panzerhand) Exploit Weakness (Eisenfaust)		
		Mastery Levels	
		Apprentice	Negates the off-hand penalty when using a panzerhand. Allows use of a broadsword as a one-handed weapon. When your opponent misses your passive defense, you get +5 on your next attack this round (as long as it is before they attack you again) against them for every 5 points they missed by (round down).
		Journeyman	When you successfully use Parry (Panzerhand) as an Active Defense, you may use a drama die to break your opponent's weapon. Roll (Brawn)k(Brawn) against a TN of 30 for a fencing sword or a 35 for a heavy weapon. TN is +/- 5 depending on quality and +10 if Dracheneisen.
		Master	You may hold an action to get +1 unkept die for each phase held. The maximum number of dice is equal to your Resolve. This is usable on one action die per round. While holding you may actively defend, but you may not attack.

Finnegan AV 95

Overview

Country	Inismore
Weapon Type	Fists
Cost	25 HP (50 XP) in Inismore 35 HP (80 XP) in other Nations
Description	Teaches a complex set of bare handed attacks. This style is taught in Inismore.

Skills and Benefits

Skills	Pugilism Wrestling
Advantages	None
School	Start with 3 at rank 1, 1 at rank 2.
Knacks	Bob 'n' Weave Corps-a-corps Disarm (Barehanded) Exploit Weakness (Finnegan)

Mastery Levels

Apprentice	Your barehanded attacks are 0k2 instead of 0k1.
Journeyman	When you fail a Wounds Check, divide by 2 the number you failed by before checking for additional dramatic wounds.
Master	You fight better drunk. Reverse the Inebriation penalties on AV 99. Masters never pass out and Able Drinkers still get these bonuses.

The Friars CP 91

Overview

Country	Church of the Prophets (Avalon)
Weapon Type	Fists
Cost	25 HP (50 XP) Must have the Ordained advantage.
Description	This school is also called the Rogues of the Cross. The Friars travel Avalon doing good deeds. They fight with fists and improvised weapons, but many also learn other weapons. Their special combat form makes use of a fighting girdle to protect them from hits.

Skills and Benefits

Skills	Dirty Fighting Pugilism
Advantages	None
School Knacks	Start with 4 at rank 1, 1 at rank 2. Attack (Improvised Weapon) Beat (Improvised Weapon) Corps-a-corps (Improvised Weapon) Disarm (Improvised Weapon) Exploit Weakness (The Friars)

Mastery Levels

Apprentice	You get +5 on all Pugilism rolls. If there are at least two witnesses and you have successfully hit three times during the combat, you may spend a drama die to gain 1 reputation.
Journeyman	You may treat improvised weapons as if they were normal weapons. They do not break and your dice explode as normal.
Master	+5 on all attacks made with an improvised weapon. If you are wearing a fighting girdle, you may declare you are using the Strands of Theus when an opponent attacks you. If your active defense is successful, your TN to hit that opponent on your next attack is 10 (as long as the attack happens this round).

Gallegos CA 95

Overview

Country	Castille
Weapon Type	Fencing Sword
Cost	25 HP (50 XP) in Castille 35 HP (80 XP) in other Nations
Description	Trained in the "Three Circle" style, which gives a seemingly superhuman ability to slide out of the way of attacks.

Skills and Benefits

Skills	Athlete Fencing
Advantages	Swordsman's Guild
School	All start at rank 1.
Knacks	Feint (Fencing) Riposte (Fencing) Tagging (Fencing) Exploit Weakness (Gallegos)

Mastery Levels

Apprentice	+5 to Active Parry with a fencing sword. When you hold an action die, it increases to the next phase's number, which makes you more likely to go first later.
Journeyman	+1 on Riposte knack, and raises your maximum in this knack to 6. (It costs 25 XP to increase from 5 to 6.)
Master	+10 on your Passive Defense

Gaulle SG 88

Overview		Mastery Levels	
Country	Montaigne	Apprentice	Negates the off-hand penalty when using a knife. +5 to Active Parry with an off-hand dagger.
Weapon Type	Fencing Sword+Triple Dagger	Journeyman	+1 on Disarm knack, and raises your maximum in this knack to 6. (It costs 25 XP to increase from 5 to 6.) Whenever you successfully Bind an opponent's weapon, you get an opportunity to Disarm them, but the TN to do so is +5.
Cost	25 HP (50 XP) in Montaigne 35 HP (80 XP) in other Nations	Master	You may use your Bind(Knife) as a parry defense (passive or active) knack. If you use your knife for an Active Defense and succeed, you automatically Bind the opponent's weapon.
Description	Trained to use the dagger to parry and disarm. Members of this school disdain the elaborate moves of other schools.		
Skills and Benefits			
Skills	Fencing Knife		
Advantages	Swordsman's Guild		
School	All start at rank 1.		
Knacks	Double-parry (Fencing/Knife) Bind (Knife) Disarm (Knife) Exploit Weakness (Gaulle)		

Gelingen EN 87

Overview		Mastery Levels	
Country	Eisen		You may only advance a knack once each time you defeat a monster of that type.
Weapon Type	Any	Apprentice	You add your exploit weakness rank for a monster to any damage roll against it.
Cost	25 HP (50 XP) in Eisen 35 HP (80 XP) in other Nations	Journeyman	You add twice your exploit weakness rank for a monster to any damage roll against it. You add twice your exploit weakness rank for a monster to your Passive Defense against it.
Description	Trained in combat against non-humans. They learn how to determine the weaknesses of monsters and animals.	Master	You have a free rank 1 in all possible Exploit Weakness(Monster) knacks and you can now have as many of these knacks as you want.
Skills and Benefits			
Skills	Dirty Fighting Doctor		
Advantages	None		
School Knacks	Start with 2 at rank 1, 1 at rank 2, and 1 at rank 3. Exploit Weakness (Monster) You get 4 different monsters or animals this way. You gain your rank in this knack in unkept dice on all Attack and Active Defense rolls against this monster type.		

Goodfellow AV 96

Overview		Mastery Levels	
Country	Avalon	Apprentice	You may add your Brawn to damage rolls as if the bow were a melee weapon.
Weapon Type	Bow	Journeyman	You can make two attacks in one action, but each is at -2k0 to hit.
Cost	25 HP (50 XP) in Avalon 35 HP (80 XP) in other Nations	Master	You get +1 Finesse, and your maximum is increased by 1.
Description	Trained in the use of the long bow.		
Skills and Benefits			
Skills	Archer Hunter		
Advantages	None		
School Knacks	Start with 3 at rank 1, 1 at rank 2. Arc (Bow) Disarm (Bow) Tagging (Bow) Exploit Weakness (Goodfellow)		

Gustavo LV 80

Overview

Country	Castille
Weapon Type	Fencing Sword on horseback
Cost	25 HP (50 XP) in Castille 35 HP (80 XP) in other Nations
Description	Trained in the use of a fencing sword from horseback.

Skills and Benefits

Skills	Fencing Rider
Advantages	Trick Riding is treated as a basic knack.
School Knacks	Starts with 3 at rank 1, 1 at rank 2. Charge (Fencing) Cavalry Attack Trick Riding Exploit Weakness (Gustavo)

Mastery Levels

Apprentice	You get +10 on your initiative total in the first round of combat if mounted. You get one extra kept die (+1k1) of wounds with your Cavalry Attack during the first round of combat if mounted. You get +5 on attempts to control a horse without reins.
Journeyman	Negates the off-hand penalty of a sword while on horseback. You get +10 on Trick Riding and Animal Training rolls. You get +5 on Chase rolls while on horseback.
Master	At the start of each round, you can choose to borrow actions from the next round. This only happens every other round.

Halfdansson VV 93

Overview

Country	Vestenmannjavnjär
Weapon Type	Harpoon
Cost	25 HP (50 XP) in Vestenmannjavnjär 35 HP (80 XP) in other Nations
Description	Trained to use a harpoon to pierce an opponent and let them tire themselves out.

Skills and Benefits

Skills	Harpoon Whaler
Advantages	None
School Knacks	Start with 3 at rank 1, 1 at rank 2. Disarm (Polearm) Lunge (Polearm) Pommel Strike (Polearm) Exploit Weakness (Halfdansson)

Mastery Levels

Apprentice	You get +5 to hit aquatic creatures. You may attempt to impale a target by taking -5 to hit. If you hit and inflict a dramatic wound, the opponent has their TN to be hit reduced to 5 and they have +5 on all their TNs to hit you. In addition, substantial movement of the harpoon causes 2k1 wounds. The harpoon comes loose once a dramatic wound occurs due to this damage.
Journeyman	You do +1k0 of damage with a harpoon. You no longer take the -5 to hit when attempting to impale.
Master	You do +0k1 damage with a harpoon. When you impale an opponent, it takes 2 dramatic wounds to remove the harpoon. You gain one rank of Throw (Harpoon). This can raise your rank to 6. If it does not, you can later raise your rank to 6 by spending 25 XP.

Hopken EN 88

Overview

Country	Eisen
Weapon Type	Crossbow
Cost	25 HP (50 XP) in Eisen 35 HP (80 XP) in other Nations
Description	Fights with a crossbow.

Skills and Benefits

Skills	Athlete Crossbow
Advantages	Reload is treated as a basic knack.
School Knacks	Start with 3 at rank 1, 1 at rank 2. Arc (Crossbow) Reload (Crossbow) Trick Shooting (Crossbow) Exploit Weakness (Hopken)

Mastery Levels

Apprentice	Your crossbow does 3k3 damage instead of just 2k3.
Journeyman	Your crossbow range is +10 yards, your short range modifier is -0, and your long range modifier is -5. You may build a 4k3 damage crossbow for 5000 g. Anyone with a Brawn of 3 or less takes 3 extra actions to reload this weapon.
Master	Your crossbow range is +15 yards, your short range modifier is +5, and your long range modifier is -0. You may raise your Reload (Crossbow) knack to rank 6 to allow you to fire every round. (It costs 25 XP to go from 5 to 6.)

Kjemper ^{SG 89}

Overview		Mastery Levels	
Country	Vestenmannjavnjar	Apprentice	You may use the longsword in one hand without penalty. Negates the off-hand penalty for using a shield to attack. +5 to parry with a shield.
Weapon Type	Longsword+Shield	Journeyman	If you successfully hit your opponent's weapon (attack with TN +10 for a called shot), you may attempt to break their weapon. If your damage roll exceeds the TN of the weapon, it breaks. This attack may not be parried with the targeted weapon. TN= fencing sword, knife, or dagger (25), shield or buckler (30), heavy weapon (35). TN can be -5, +5 ,or +10 depending on quality.
Cost	25 HP (50 XP) in Vestenmannjavnjar 35 HP (80 XP) in other Nations	Master	You do +0k1 damage with a longsword.
Description	Fights with a longsword in one hand and a shield in the other.		
Skills and Benefits			
Skills	Heavy Weapon Shield		
Advantages	Swordsman's Guild		
School	All start at rank 1.		
Knacks	Attack (Shield) Corps-a-corps Wall of Steel (Shield) Exploit Weakness (Kjemper)		

Larsen ^{VV 94}

Overview		Mastery Levels	
Country	Vendel	Apprentice	You have no off-hand penalty when using your lantern to parry. You gain the Night Trained advantage. This means your penalties in darkness are -1k1 in dim light and -2k2 in total darkness.
Weapon Type	Fencing Sword+Lantern	Journeyman	Your penalties are now -1k0 in dim light and -1k1 in total darkness. You can use an action to dazzle with your lantern. To do this, make a contested roll of Wits+Feint versus their Wits. If successful, increase all their action dice by 1 for each -5 you choose to take on your roll. Any dice increased past 10 are lost.
Cost	25 HP (50 XP) in Vendel 35 HP (80 XP) in other Nations	Master	You have no penalty in dim light. You get +10 on your TN to be hit in dim light and +15 in total darkness.
Description	Fights with a fencing sword and a lantern.		
Skills and Benefits			
Skills	Fencing Streetwise		
Advantages	Swordsman's Guild		
School Knacks	All start at rank 1. Ambush Feint (Fencing) Parry (Lantern) Exploit Weakness (Larsen) Ambush is treated as a basic knack.		

Leegstra ^{PG 127}

Overview		Mastery Levels	
Country	Vestenmannjavnjar	Apprentice	May choose (before rolling to hit) to turn Action dice into extra kept dice of damage. Dice are used up even if you miss.
Weapon Type	Broadsword or Axe	Journeyman	May choose (before rolling the check) to turn Action dice into extra kept dice on a Wounds Check.
Cost	25 HP (50 XP) in Vestenmannjavnjar 35 HP (80 XP) in other Nations	Master	When opponents fail a Wound Check against your Attack (Heavy Weapon), they take an additional dramatic wound for every 10 they missed it by (instead of the normal 20).
Description	Trained to be bold and unstoppable, but puts up little defense.		
Skills and Benefits			
Skills	Heavy Weapon Wrestling		
Advantages	Swordsman's Guild		
School Knacks	All start at rank 1. Beat (Heavy Weapon) Corps-a-corps Lunge (Heavy Weapon) Exploit Weakness (Leegstra)		

Loring^{FR 92}

Overview	
Country	Eisen
Weapon Type	Panzerhand
Cost	25 HP (50 XP) in Eisen 35 HP (80 XP) in other Nations -5 cost if you have Dracheneisen
Description	Fights with two panzerhands..
Skills and Benefits	
Skills	Athlete Panzerhand
Advantages	None
School Knacks	Starts with 3 at rank 1, 1 at rank 2. Bind (Panzerhand) Disarm (Panzerhand) Hook Exploit Weakness (Loring)

Mastery Levels	
Apprentice	Negates the off-hand penalty for a panzerhand in each hand. +1k0 on damage rolls.
Journeyman	You may Disarm even if opponent doesn't miss your passive defense, but at -10. Failure drops your passive defense to 5 for this phase and the next phase. +2k0 on damage rolls. You may increase your Disarm (Panzerhand) knack to 6.
Master	You may use your Bind knack as a parry defense knack. If used as a successful active defense, you also bind their weapon and get an extra action against that opponent to be used immediately. +3 unkept dice on damage rolls.

Lucani^{SG 89}

Overview	
Country	Vodacce
Weapon Type	Broadsword+Fist
Cost	25 HP (50 XP) in Vodacce 35 HP (80 XP) in other Nations
Description	Trained to wield a broadsword in one hand while having the other in a fist. This school is energetic and aggressive.
Skills and Benefits	
Skills	Heavy Weapon Pugilism
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Beat (Heavy Weapon) Corps-a-corps Pommel Strike (Heavy Weapon) Exploit Weakness (Lucani)

Mastery Levels	
Apprentice	You may fight with a broadsword in one hand without penalty. +5 on Active Defense using the Footwork knack.
Journeyman	+1 on Corps-a-corps knack, and raises your maximum in this knack to 6. (It costs 25 XP to increase from 5 to 6.) +5 to hit with any attack using Pugilism.
Master	You may do a combined attack with your sword and fist as one action. Use the Jab knack for the fist and Attack (Heavy Weapon) for the sword. Both attacks are at -5 to hit.

MacDonald^{AV 97}

Overview	
Country	Avalon
Weapon Type	Claymore
Cost	25 HP (50 XP) in Avalon 35 HP (80 XP) in other Nations
Description	Trained in the use of the claymore. They have a reputation of ignoring defense to get in a killing blow. This style is taught in the Highland Marches.
Skills and Benefits	
Skills	Athlete Heavy Weapon
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Beat (Heavy Weapon) Lunge (Heavy Weapon) Pommel Strike (Heavy Weapon) Exploit Weakness (MacDonald)

Mastery Levels	
Apprentice	You ignore the claymore's one unkept die penalty to their Attack roll.
Journeyman	Before rolling to hit, you may set aside any number of Action Dice. If you do damage, add those dice as unkept damage dice to the damage roll.
Master	You roll and keep one extra die on damage rolls for a claymore (making it a 5k3 weapon).

Marikk^{CE 75}

Overview

Country	Crescent Empire (Kurta'kir)
Weapon Type	Two Katars (Push Daggers)
Cost	25 HP (50 XP) 35 HP (80 XP) for non Kurta'kir
Description	Trains to fight with two katars (knives). This is a very offensive style.

Skills and Benefits

Skills	Athlete Knife
Advantages	+1 rank in Leaping
School Knacks	All start at rank 1. Double-attack (Katar) Lunge (Katar) Whirl Exploit Weakness (Marikk)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a katar in each hand. Each time you hit an opponent during a round, your TN to hit that opponent is lowered by 2 (4 if Journeyman, 6 if Master).
Journeyman	By spending your current action and one future action, you may leap over your opponent and land behind them to make a rear attack. The opponent may actively defend.
Master	You get +0k1 damage with a katar. +1 rank in Leaping and Rolling knacks. This can raise your rank to 6. If not, you can later increase your rank to 6 from 5 for 25 XP each.

Mortis^{DK 69}

Overview

Country	None (Die Kreuzritter)
Weapon Type	Fencing Sword on horseback
Cost	25 HP (50 XP) Die Kreuzritter Only.
Description	Trained in the use of two stiletos (0k2 damage) +1k0 to hit. This is an assassin's school.

Skills and Benefits

Skills	Criminal Knife
Advantages	None
School Knacks	Start with 3 at rank 1, 1 at rank 2. Double-attack (Knife) Riposte (Knife) Throw (Knife) Exploit Weakness (Mortis)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a stiletto in each hand. +5 to hit with a stiletto.
Journeyman	When an opponent is surprised, each raise for extra damage gives +1k1 (rather than +1k0).
Master	You pronounce the " <i>Litany of Death</i> " during combat, raising your Fear Rating by 1 at the start of each round (to a maximum of your Panache).

Nahgem^{IG 77}

Overview

Country	Kanuba
Weapon Type	Spear
Cost	25 HP (50 XP) in Kanuba 35 HP (80 XP) otherwise
Description	Spear-fighting style of the Kanu.

Skills and Benefits

Skills	Athlete Polearm
Advantages	None
School Knacks	All start at rank 1. Kick Pole Vault Throw (Spear) Exploit Weakness (Nahgem)

Mastery Levels

Apprentice	+5 per mastery level to resist Fear. +5 to Throw (Spear).
Journeyman	Can use Pole Vault as Active Defence; TN is raised by 5. On success, you gain a DD, which must be used before the end of the combat. You can never hold more than three DD gained in this way.
Master	You can make a high kicking attack. Use the Kick knack, and add your ranks in Pole Vault to the TN of any AD against your kick, and to damage. For every two raises you make for this kick, you gain a free raise.

Peecke SBN 28

Overview		Mastery Levels	
Country	Avalon	Apprentice	You gain a free rank in your Balance knack. Active defences against your Attack (Staff) and Beat (Staff) are increased by one Raise per Mastery Level.
Weapon Type	Quarterstaff	Journeyman	At the beginning of each round, you may discard one Action Die to increase your TN to be hit for the rest of the round by the amount shown on the die.
Cost	25 HP (50 XP) in Avalon 35 HP (80 XP) in other Nations	Master	When you make a successful attack with a staff, your target must make a Finesse + Balance or Finesse + Footwork roll against a TN equal to the damage inflicted by the blow or fall to the ground. Each Raise for damage increases the TN by 5.
Description	Trained in two-handed Quarterstaff		
Skills and Benefits			
Skills	Athlete Staff		
Advantages	None		
School Knacks	All start at rank 1. Beat (staff) Feint (staff) Corps-a-corps Exploit Weakness (Peecke)		

Posen EN 89

Overview		Mastery Levels	
Country	Eisen	Apprentice	In the first round of combat, you get +15 on your initiative total and you roll and keep an extra die of damage (if you have room to maneuver).
Weapon Type	Boar Spear on horseback	Journeyman	During the first round, you may add 1 to your Brawn, Finesse, and Resolve. If you do so, you subtract 1 from each of these for the rest of the Scene. (You are knocked out if a trait goes to zero.)
Cost	25 HP (50 XP) in Castille 35 HP (80 XP) in other Nations	Master	At the start of a round, if no actions were borrowed from this round, you may borrow actions from the next round to get extra action dice in this round.
Description	Trained in the use of the boar spear, which has a cross-bar set in it.		
Skills and Benefits			
Skills	Polearm Rider		
Advantages	Swordsman's Guild -5 on cost of <i>Dracheneisen</i>		
School Knacks	All start at rank 1. Beat (Polearm) Charge (Polearm) Lance (Polearm) (<i>considered a basic knack</i>) Exploit Weakness (Posen)		

Rasmussen VV 95

Overview		Mastery Levels	
Country	Vendel	Apprentice	You have no penalty for using a pistol in your off hand. You may draw and fire a pistol as one action. Your short range penalty to hit is -5 (not -10).
Weapon Type	Pistol	Journeyman	Your short range penalty to hit is now 0. Your effective range with a pistol is increased by 10 yards (20 yds is now short range and 40 yds is long range). You may use an interrupt action (2 action dice) to attack with a ready pistol. You may spend an additional action die to draw and attack as an interrupt action.
Cost	25 HP (50 XP) in Vendel 35 HP (80 XP) in other Nations	Master	For each action spent aiming, get +1k0 to damage. Maximum +3k0. Your effective ranged with a pistol is increased another 10 yards (25 yds is now short range and 50 yds is long range). Gain a rank of Attack (Firearms). This can raise your rank to 6. If it does not, you can later raise it by spending 25 XP.
Description	Use a pistol.		
Skills and Benefits			
Skills	Courtier Firearms		
Advantages	3 point Obligation (<i>to defend this school against the Swordsman's Guild</i>)		
School Knacks	All start at rank 1. Pommel Strike (Pistol) Reload (Firearm) (<i>considered a basic knack</i>) Trick Shooting (Pistol) Exploit Weakness (Rasmussen)		

Robertson ^{SG 90}

Overview

Country	Avalon
Weapon Type	Fencing Sword+Cloak
Cost	25 HP (50 XP) in Avalon 35 HP (80 XP) in other Nations
Description	Fights with a fencing sword in the main hand and a cloak in the other.

Skills and Benefits

Skills	Cloak Fencing
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Double-parry (Cloak/Fencing) Entangle (Cloak) Feint (Fencing) Exploit Weakness (Robertson)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a cloak. +5 on Active Defense with a cloak.
Journeyman	+1 on Entangle knack, and raises your maximum in this knack to 6. (It costs 25 XP to increase from 5 to 6.)
Master	You may entangle your opponent's weapon and roll at -5. If you do so and still succeed, you also get a free attack action on that opponent.

Rogers ^{PN 94}

Overview

Country	None (Pirate Ships)
Weapon Type	Fencing Sword
Cost	25 HP (50 XP)
Description	This style relies on tricks to confuse and outmaneuver the enemy. It teaches how to cope with a rolling ship during a fight.

Skills and Benefits

Skills	Dirty Fighting Fencing
Advantages	None.
School Knacks	Start with 3 at rank 1, 1 at rank 2. Bind (Fencing) Corps-a-corps Disarm (Fencing) Exploit Weakness (Rogers)

Mastery Levels

Apprentice	May use Balance knack in place of any Parry knack. You learn one Pirate Trick.
Journeyman	+5 Passive Defense while on a ship (unless surprised). You learn a second Pirate Trick.
Master	Gain +2 on your Fear Rating (see GM 175 for details). Learn two additional Pirate Tricks.

Pirate Tricks

Against the Rails	+5 using Corps-a-Corps when opponent uses Balance
Belay That!	+1k1 dam and no off-hand penalty when using a Belaying Pin
Dagger Ride	Use your dagger on a sail and attack target below using Finesse + Balance, damage is 1k1 for each level you drop.
Death from Above	Swing down onto a lower target using Panache + Swinging. If you hit, target takes 3k1 and is prone. If you fail, roll Panache + Swinging (TN 15) or you become prone.

Hold your Liquor	Gain Able Drinker and +5 to hit using beer mug (0k1 dam).
Kick Up	Grab sword off the ground and attack as 1 Action. Sword has to be at your feet.
Over the Side!	Boarding Rolls on your side are +1, stacks with others (<i>Maximum of +3</i>)
Quick Draw	May draw and fire a pistol as 1 Action.
Sea Legs	+1k0 with all Balance Rolls (<i>Including Active Defense</i>).
Sidearm	No off-hand penalty using a pistol.

Rois et Reines ^{MO 80}

Overview

Country	Montaigne
Weapon Type	Musket with Bayonet
Cost	25 HP (50 XP) in Montaigne 35 HP (80 XP) in other Nations
Description	Learn how to use carefully maintained weapons, well-measured powder, and new techniques for accurate weapon fire. Also learn to use bayonet.

Skills and Benefits

Skills	Firearms Polearm
Advantages	None
School Knacks	Start with 3 at rank 1, 1 at rank 2. Beat (Polearm) Lunge (Polearm) Pommel Strike (Polearm) Exploit Weakness (Rois et Reines)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a pistol. +10 yards on pistol and musket range. +5 to Attack (Polearm) using bayonet.
Journeyman	Increase to +25 yards on pistol and musket range. Can draw and fire a pistol as one action. +10 to Initiative Total using a bayonet.
Master	Increase to +50 yards on pistol and musket range. Can spend a drama die to negate TN modifiers such as range and cover for one attack.

Rossini ^{CP 92}

Overview

Country	Church of the Prophets (Castille)
Weapon Type	Halberd
Cost	25 HP (50 XP) Church of the Prophets Only.
Description	This school is taught to the members of the Church Guard

Skills and Benefits

Skills	Polearm Wrestling
Advantages	None.
School Knacks	Start with 3 at rank 1, 1 at rank 2. Beat (Polearm) Disarm (Polearm) Bind (Polearm) Exploit Weakness (Rossini)

Mastery Levels

Apprentice	May use your Parry knack or any of the school knacks against anyone attacking a nearby person (within 10 feet).
Journeyman	Once per round, may use an interrupt action to Parry by spending only one action die instead of two.
Master	While carrying a polearm, your passive defense TN is +10.

Scappare ^{FT 72}

Overview

Country	Sophia's Daughters
Weapon Type	Improvised
Cost	25 HP (50 XP) Sophia's Daughters or Liberated (Background) Only.
Description	Use what is available to distract the enemy in order to escape.

Skills and Benefits

Skills	Athlete Dirty Fighting
Advantages	Both Parry and Throw (Improvised Weapon) become Basic Knacks.
School Knacks	All Start at Rank 1 Disarm Side-Step Tagging Exploit Weakness (Scappare)

Mastery Levels

Apprentice	Free Raise on Disarm. Gain Raises equal to (cumulative) Mastery Rank for Chases after a fight. (Raises may be given to others)
Journeyman	+1 Parry (Improvised Weapon) Rank. Raises the maximum Parry to 6. (It costs 25 XP to go from 5 to 6)
Master	Make a precise Throw (Improvised Weapon) attack (Damage 0k1, Range is normal). If successful, opponent knocked prone (TN 5 to be hit) and must spend an action to stand. If this starts a Chase, gain +2 Raises (in addition to those granted by Mastery Level)

Sersemlik ^{CE 76}

Overview	
Country	Crescent Empire (Ruzhar'hala)
Weapon Type	Dilmekiri (Two Handed Sword)
Cost	25 HP (50 XP) 35 HP (80 XP) for non Ruzhar'hala
Description	Fight with a two-handed sword by keeping it spinning in motion.
Skills and Benefits	
Skills	Athlete Heavy Weapon
Advantages	<i>None.</i>
School Knacks	All start at Rank 1. Feint (Heavy Weapon) Tagging (Heavy Weapon) Whirl Exploit Weakness (Sersemlik)
Mastery Levels	
Apprentice	May wield the dilmekiri with one hand without penalty as long as you have 4 feet of space on all sides to swing it. You have no off-hand penalty for this sword and may switch hands as a free action. +5 on Intimidation repartee action when spinning your sword.
Journeyman	+1 rank of Whirl. This may increase your rank to 6. If it doesn't you can go from 5 to 6 for 25 XP. Bonus to Intimidation repartee action is now +10.
Master	Your Whirl knack applies to henchman as well as brutes. You may add your whirl rank to damage from your sword.

Siggursdottir ^{VV 96}

Overview	
Country	Vestenmannjavnjar
Weapon Type	Two Hand Axes
Cost	25 HP (50 XP) in Vestenmannjavnjar 35 HP (80 XP) in other Nations
Description	Fights with a hand axe in each hand and carry at least one extra so it can be thrown at the start of combat.
Skills and Benefits	
Skills	Athlete Hand Axe
Advantages	<i>None.</i>
School Knacks	Start with 3 at rank 1, 1 at rank 2. Double-attack (Hand Axe) Throw (Hand Axe) Whirl (Hand Axe) Exploit Weakness (Siggursdottir)
Mastery Levels	
Apprentice	Negates the off-hand penalty when using a hand axe in each hand. You get +5 to hit when throwing an axe.
Journeyman	You can do a Double Strike (using Double-attack). If you hit, deal 3k3 wounds. The TN for active defense against this attack is +10. Gain a rank of Throw (Hand Axe). This can raise your rank to 6. If it does not, you can later raise your rank to 6 by spending 25 XP.
Master	When you hit an opponent with a hand axe (thrown or melee), your next action die is lowered to the current phase.

Snedig ^{SG 90}

Overview	
Country	Vendel
Weapon Type	Fencing Sword
Cost	25 HP (50 XP) in Vendel 35 HP (80 XP) in other Nations
Description	Trained to fight defensively and look for an opening to get a decisive victory.
Skills and Benefits	
Skills	Doctor Fencing
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Beat (Fencing) Feint (Fencing) Lunge (Fencing) Exploit Weakness (Snedig)
Mastery Levels	
Apprentice	Before you roll to hit, you may sacrifice action dice. Each one sacrificed results in +1k1 extra damage if you hit.
Journeyman	You may sacrifice action dice for +1k1 on Active Defense. Your rank in Exploit Weakness (Snedig) can be used as if it were also Exploit Weakness (Leegstra)
Master	When an opponent fails a wounds check against you, they suffer an extra dramatic wound for every 10 they failed their roll by (like firearm damage).

Soldano ^{CA 96}

Overview

Country	Castille
Weapon Type	Two Fencing Swords
Cost	25 HP (50 XP) in Castille 35 HP (80 XP) in other Nations
Description	Fights with a fencing sword in each hand. They fight with flair and color.

Skills and Benefits

Skills	Athlete Fencing
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Double-parry (Fencing/Fencing) Tagging (Fencing) Whirl (Fencing/Fencing) Exploit Weakness (Soldano)

Mastery Levels

Apprentice	Negates off-hand penalty for a fencing sword in each hand. At the start of each battle, get drama dice equal to Mastery level (<i>these dice disappear at the end of the battle</i>).
Journeyman	Before your opponent rolls to soak your damage, you may spend Drama Dice to lower the dramatic wound threshold (normally an extra dramatic wound for each 20 they miss the soak roll by). 1 DD = every 15 they miss by, 2 = 10, 3 = 5
Master	Once per round (fighting with a Villain), use Intimidation without spending an action. Gain +1 / Brute, and +5 / Henchman knocked out. If you win, get N Drama Dice from the GM, where N is 1 + one for every 5 you won the roll by

Swanson ^{SG 90}

Overview

Country	Vendel
Weapon Type	Swordcane
Cost	25 HP (50 XP) in Vendel 35 HP (80 XP) in other Nations
Description	Trained to fight with a concealed sword cane.

Skills and Benefits

Skills	Dirty Fighting Fencing
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Conceal Double-parry (Sword Cane/Sheath) Pommel Strike (Fencing) Exploit Weakness (Swanson)

Mastery Levels

Apprentice	Negates the penalty for using a Sword Cane sheath in your off hand. You can use your Sword Cane sheath as a fencing weapon that does 1k1 damage. You ignore the Sword Cane's penalty when doing a double-parry.
Journeyman	You may perform the Wooden Horse attack. Attack at -5. If you hit, your sheath is held between their legs. You are -5 to be hit, but the opponent cannot run away or use knacks like Footwork or Balance as active/passive defenses.
Master	You may draw and use your Sword Cane as a free action and you ignore the normal penalties to attack or parry when doing this. Once per round, you may make an Active Defense parry or double-parry with the sword cane without spending an action die.

The Swords of Solomon ^{CP 93}

Overview

Country	Church of the Prophets (Castille)
Weapon Type	Fencing Sword+Shield
Cost	25 HP (50 XP) Church of the Prophets Only.
Description	Taught to the Church Guard. Members make use of a shield to protect those they are guarding. Members may get access to the rare Solomon Serpent Swords (+10 TN to break them).

Skills and Benefits

Skills	Fencing Shield
Advantages	None.
School Knacks	Start with 3 at Rank 1, 1 at Rank 2. Bind (Shield) Disarm (Fencing) Attack (Shield) Exploit Weakness (Swords of Solomon)

Mastery Levels

Apprentice	You can fight while having a defenseless person next to you. When using a shield, you may add 3 to your passive defense TN. No off-hand penalty for using a shield.
Journeyman	Can fight in a group of Guards. With at least 2 others, you all get one extra action in phase 5 of each round.
Master	+5 to any roll made with a Solomon Serpent Sword (<i>includes Attack, Parry, damage, and school knacks</i>).

Torres CA 97

Overview		Mastery Levels	
Country	Castille	Apprentice	Negates off-hand penalty when using a cloak. Side-step can affect 2 Action dice as an Apprentice, 3 as a Journeyman, and 4 as a Master.
Weapon Type	Fencing Sword+Cloak	Journeyman	When performing an Active Defense you can lower one Action die by 4 as a Journeyman and 6 as a Master. You may still use Side-Step after a successful Active Defense.
Cost	25 HP (50 XP) in Castille 35 HP (80 XP) in other Nations	Master	You gain +1 Wits and your maximum is increased by 1.
Description	Fights with a fencing sword in the main hand and a cloak in the other.		
Skills and Benefits			
Skills	Cloak Fencing		
Advantages	Swordsman's Guild		
School Knacks	All start at rank 1. Double-parry (Cloak/Fencing) Side-step (<i>considered a Basic Knack</i>) Tagging (Fencing) Exploit Weakness (Torres)		

Tout Pres MO 81

Overview		Mastery Levels	
Country	Montaigne	Apprentice	Negates off-hand penalty when using an improvised weapon. Get +5 on Parry (Improvised Weapon).
Weapon Type	Fencing Sword+Improvised Weapon	Journeyman	May pick up and attack or parry with an improvised weapon in one action. +5 on a non-parry Active Defense.
Cost	25 HP (50 XP) in Montaigne 35 HP (80 XP) in other Nations	Master	After an improvised weapon attack (<i>even if not successful</i>), may use an action die (<i>even from a future phase</i>) to make an immediate attack with your fencing weapon (<i>cannot be Actively Defended</i>).
Description	Fights with a fencing sword in the main hand and an improvised weapon in the other. (<i>or sometimes just with improvised weapons</i>). A popular weapon is a lead weighted, wide-brimmed hat (<i>1k1 weapon</i>).		
Skills and Benefits			
Skills	Dirty Fighting Fencing		
Advantages	<i>None.</i>		
School Knacks	Start with 3 at rank1, 1 at rank 2 (or 1 rank in Improvised Weapon). Corps-a-corps Double-parry (Fencing/Improvised) Tagging (Improvised) Exploit Weakness (Tout Pres)		

Urostifter SG 91

Overview		Mastery Levels	
Country	Vestenmannjavnjär	Apprentice	Negates off-hand penalty with a longsword. May use a longsword one-handed without penalty. +5 on Active Defense parry with a longsword.
Weapon Type	Two Longswords	Journeyman	+5 to Feint or Beat with a longsword. +5 on a Taunt repartee action.
Cost	25 HP (50 XP) in Vestenmannjavnjär 35 HP (80 XP) in other Nations	Master	+1k0 damage from a longsword. You gain one extra action a round, which must be used as a Taunt repartee action.
Description	Trained to taunt opponents while dazzling them with sword movement.		
Skills and Benefits			
Skills	Athlete Heavy Weapon		
Advantages	Swordsman's Guild		
School Knacks	All start at rank 1. Beat (Heavy Weapon) Double-parry (Heavy Weapon x 2) Feint (Heavy Weapon) Exploit Weakness (Urostifter)		

Overview

Country	Montaigne
Weapon Type	Fencing Sword+Main Gauche
Cost	25 HP (50 XP) in Montaigne 35 HP (80 XP) in other Nations
Description	Trained to humiliate opponents while speeding up combat in a dizzying way.

Skills and Benefits

Skills	Fencing Knife
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Double-parry (Fencing/Knife) Feint (Fencing) Tagging (Fencing) Exploit Weakness (Valroux)

Mastery Levels

Apprentice	Negates off-hand penalty when using a dagger or main gauche. +5 on Active Defense parry with dagger or main gauche in off-hand.
Journeyman	If you Raise when attacking, opponent must Raise at least as many times on their next attack against you.
Master	+1 Panache on achieving this level. (<i>also raises your maximum by 1</i>).

Overview

Country	Vodacce
Weapon Type	Fencing Sword+
Cost	25 HP (50 XP) in Vendel 35 HP (80 XP) in other Nations
Description	This dirty fighting style is taught in a swamp in Villanova territory. Students often use a Fencing Ring Grip (+5 to Feint, but 1k1 damage if disarmed).

Skills and Benefits

Skills	Fencing Knife
Advantages	Swordsman's Guild
School Knacks	All start at rank 1. Double-parry (Fencing/Knife) Feint (Fencing) Stop-thrust (Fencing) Exploit Weakness (Villanova)

Mastery Levels

Apprentice	Negates the off-hand penalty when using a knife. +5 on Parry (Knife) rolls.
Journeyman	You get +1 rank in Feint. Your maximum Feint rank is now 6.
Master	As phase begins, you may lower your passive defense by increments of 5 (to a minimum of 5). If you are attacked and perform a Stop-thrust, you get +5 to hit for every 5 you lowered your passive defense by.

Overview

Country	None (Rilasciare)
Weapon Type	Knife
Cost	25 HP (50 XP) Rilasciare Only.
Description	Designed for stealth and fast, lethal blows.

Skills and Benefits

Skills	Dirty Fighting Knife
Advantages	None.
School Knacks	Start with 3 at rank 1, 1 at rank 2. Beat (Knife) Corps-a-corps Lunge (Knife) Exploit Weakness (Vipera ex Morsi)

Mastery Levels

Apprentice	Negates off-hand penalty when using a knife. +5 on Attack with a stiletto (<i>including called shots</i>).
Journeyman	If you miss your attack by up to Attack (Knife)*2, you hit but opponent does not make a Wounds Check.
Master	Once per attack, can make opponent re-roll a successful Wounds Check.

Yael ^{CE 78}

Overview

Country	Crescent Empire (Jadhur'rihad)
Weapon Type	Two Scimitars
Cost	25 HP (50 XP) 35 HP (80 XP) if non-Jadhur'rihad
Description	Trained to fight with a concealed sword cane.

Skills and Benefits

Skills	Fencing Performer
Advantages	<i>None.</i>
School Knacks	Start with 3 at rank 1, 1 at rank 2. Disarm (Fencing) Double-parry (Fencing/Fencing) Feint (Fencing) Exploit Weakness (Yael)

Mastery Levels

Apprentice	Spend current action and a future one to make two attacks immediately on the same opponent. Ignore penalty for a scimitar in your off-hand.
Journeyman	Add Dancing rank to Footwork and Parry defense TNs, attack rolls, and Feint rolls.
Master	Use apprentice ability with any action dice (up to Dancing rank). If any attack misses, all subsequent attacks also miss.

Zepeda ^{CA 97}

Overview

Country	Castille
Weapon Type	Whip
Cost	25 HP (50 XP) in Castille 35 HP (80 XP) in other Nations.
Description	Trained to use a Whip to intimidate and attack opponents.

Skills and Benefits

Skills	Athlete Whip
Advantages	<i>None.</i>
School Knacks	Start with 3 at rank 1, 1 at rank 2. Bind (Whip) Disarm (Whip) Tagging (Whip) Exploit Weakness (Zepeda)

Mastery Levels

Apprentice	Spend an action to “crack your whip,” increase passive defense by Mastery Level. (<i>does not work against those immune to fear</i>). Ends if whip is dropped or entangled (as with Bind). +5 to hit with a Attack(Whip).
Journeyman	Use Attack (Whip) to replace Animal Training, Break Fall, Swinging, and Grapple while the Whip is in hand. May attack at -10 instead of doing damage, knock your opponent prone by yanking their feet out from under them.
Master	Each hit causing at least 1 flesh wound also gives a +1 Fear Rating against the recipient until the end of the battle.