

When starting as a Weaponist you are able to perform additional techniques when put in a favorable position. You know a number of Weaponist techniques equal to a third of your **KNOWLEDGE** attribute, rounded down.

ARMOR STRIKE

TECHNIQUE Armor Strike ACTION Strike  
(Taxing)

Attempt to apply damage directly to a target's armor.

If the target is wearing metal or strengthened armor Roll **STRENGTH + WEAPON'S SKILL**, otherwise roll **FINESSE + WEAPON'S SKILL**.

Mark one unit of stamina.

**On each success** instead of sustaining an injury, apply a number of units of **Armor Break**, equal to your weapon's severity rating.

DOUBLE STRIKE

TECHNIQUE Double Strike ACTION Strike  
(Taxing)

REQUIREMENT

You are wield two light melee weapons, each in a different hand.

Lash out at a single target with both weapons.

Roll **FINESSE + WEAPON'S SKILL** for each weapon.

Mark one unit of stamina. This counts as two actions when calculating your multiple action penalty.

**On each success** the target sustains an injury equal to your weapon's severity rating.

POWER STRIKE

TECHNIQUE Power Strike ACTION Strike  
(Taxing)

Unleash a powerful strike against a target you are engaged with, that leaves you a little unsteady.

Roll **STRENGTH + WEAPON'S SKILL**.

Mark a number of stamina units equal to the severity level of your weapon. This counts as two actions when calculating your multiple action penalty.

**On a success** the target sustains an injury that is double the severity rating of your weapon.

**On a failure** the target marks one unit of stamina.

ARMOR BREAK

Your Strike deals one unit of Armor Break on the target.

SNAGGING STRIKE

SHOOT OMENS

SILENT SHOT (INSTANT)

When you are hidden, you may perform the 'Hide' action as an instant action, in an attempt to remain hidden.

ASSISTING SHOT

On a successful Shoot action, the next creature other than yourself to perform a combat action against the same target before the end of the next round, gains a +1 bonus to their roll.

ANKLE STRIKE

You pierce the target's ankle, preventing them from using the next use of the Step movement.

POINT BLANK SHOT

Being engaged does not impose disadvantage on your skill roll for this Shoot action.

OFF SHOT (INSTANT)

On a failed Throw or Shoot, where your Target is currently engaged, you may reroll the action against another target that is currently engaged with your original target.

DEFEND OMENS

NEED TO BE BETTER

On a failed Defend action, you may reroll any 1s (before applying action penalties) of your next Combat action to occur in the current scene. If you do, you must take the new result, even if it is a one. The effects of this omen do not stack.

GRAND STATURE (TAXING)

You may allow one ally, who is within the same zone as you, to apply the affects of your armor to their next **Defend (Guard)** action in the current round of combat. This affect can only be applied to one ally at a time.

DEFLECT PROJECTILE

When you perform the **Defend** action against a ranged attack (ie Shoot/Throw) deflect the attack onto an adversary you are engaged with. The new target performs **Defend** action against the deflected attack.

RETALIATION (TAXING)

When you take an injury from an adversary that is engaged with you, you may perform a Strike action against the same adversary as an instant action.

CREATION TIPS

ATTRIBUTES

As a Weaponist you'll want to prioritize:

- **STRENGTH** ??????????
- **AGILITY** ??????????

SKILLS

The **POWER** skill is important for???????????

STRIKE OMBEONUST THE WEAPONIST

On a successful Strike, against a target that you are engaged with, and while you have one free hand, the target accumulates Swords, Spears, Daggers and Crossbows. Being a Weaponist is all about knowing how to handle your weapons. Defend role against this attack.

⊕ EXACT STRIKE

Once per round when you make a failed Strike action, you do not accumulate the -2 Penalty for that action.

⊕⊕ DUAL STRIKE (TAXING)

When you perform a Strike attack while wielding two melee weapons, you may mark a unit of Stamina to perform a second Strike attack against the same target with the weapon in your off-hand as an instant action.

⊕⊕⊕ POWER STRIKE (TAXING)

You unleash a powerful attack that clobbers your foe but leaves you a bit unsteady. Mark any number of Stamina and increase the injury severity of this attack by the same amount..

⊕⊕⊕ IT'S MEANT TO HURT

The severity of the injury caused by your attack cannot be reduced below 1 - Minor Injury.

THROW OMENS

⊕ FLICK OF THE WRIST

If you have an additional throw weapon, of the same type you are currently throwing, you may throw the additional weapon at a different target within range, using the result of the same skill roll on the additional target.

⊕⊕ BOOMERANG TRICK

Your thrown weapon rebounds in an arc, returning to your hand at the end of the round.



**WEAPONIST**  
Starting Archetype

Character: \_\_\_\_\_

Player: \_\_\_\_\_