

The Skills

Unarmed (Dex)

Clubs (Str)

Spears(Str)

Thrown(Dex)

Simple ranged(Dex)

Hammers(Str)

Small Axe(Str)

one handed Swords(Str)

Shields(Str)

Two handed swords(str)

Polearms(str)

Bows(dex)

Monk Weapons(Str)

Exotic-(str, or dex)

Dodge(dex)

Spell directing(spellcasting attribute)

Weapon Level: Weapon Level represents how good your character's general class is at using weapon skills. Your weapon level is equal to your base attack bonus.

Exceptions: There are however two exceptions to this rule. These are the dodge skill and the spell directing skill. For the dodge skill, your weapon level is equal to your character level. For the spell directing skill, your weapon level is equal to your caster level.

Special: You may add ranks to dodge and spell direction whenever you go up a level. These weapon points are deducted from your new total when you go up a weapon level.

Example: Servan, a fourth level sorcerer with spell direction 4, and dodge 3 goes up a level to level five. She has an int of 15 so she puts one on spell direction and one on dodge. Later she levels up to level six. Now she has three points. One for her weapon skill points, because she spent the other two on spell direction and dodge at level five, and two from her int. She opts to put one on dodge, one on staves and one on simple ranged.

Buying Ranks

A character may buy ranks in any weapon group in their class description.

However, when using a weapon inside their class weapons skill but their class is not proficient with they take -4 to all rolls. ie, a druid, 7/9 in, one handed swords, has the normal rating for a scimitar but only a 3/5 for a rapier. Characters may get weapon skills as cross class skills but their ranks are capped to one half class

weapon skills. ie, at first only two ranks in the skill.

Skill Points

Weapon skill points go as follows.

(8+int mod)x4-Fighter

(6+int mod)x4-Ranger, Paladin, Barbarian

(4+int mod)x4-Monk, Cleric, Druid, Bard, Rogue

(3+int mod)x4-Sorcerer, Wizard

You also gain that many points when you go up a weapon level. You don't get the x4 though.

Using Ranks

Each Skill has the same max ranks as normal skills. 3+weapon level. Skills have two ratings, attack and defense. When a character buys ranks, they are evenly distributed for melee. ie., at first level a fighter maxes out two handed swords, his ratings are 4/4. A character may change these points in respect to att/def. One may not be more than three times the other. Such as the fighter could have, 2/6, 6/2, 3/5, 5/3 or 4/4. Or any other combination. When ever the character gains new ranks, the character gets 2 "points" to place where he/she sees fit. ie At second level the fighter above could take, 4/4->6/4, or 4/6, or 5/5.

Also, any weapon group without skill point in at first level, the character is considered unproficient with. **Example:** A druid with skills point in, club,

New/Odd Skills

Dodge is a class skill for all classes. It has one rating, def, and one rating costs one point. This opposes all rolls except melee rolls. Exception. When using a ranged weapon, you may use this skill at half ranks to dodge a melee attack. Same with unarmed.

Bows, Simple Ranged and Thrown weapons-This has only one rating, attacking, one ranks costs one point. this is used to shoot people with bows, crossbows and/or throwing daggers, javalins ect. This is apposed by dodge.

Spell Directing-This skill is used by spellcasters to direct their magic, it has one side, attack. One rating costs one point. This is used whenever a character makes touch attack or a ranged touch attack. It is opposed by dodge.

Using the System

To attack: roll d20 and add your attack rating. If this is a ranged attack add dex mod., if a melee attack add str mod.

When attacked: Roll d20 add your defense rating, if it is a melee attack, add str, if it is a raned attack, add dex.

For every 5 points your roll exceeds the defenders roll, add 1d4 to the damage.

Shields: Shields add their AC bonus to your defense/dodge skill.

Armor: Armor functions as DR only, AC bonus is converted straight to DR. Max dex is now the maximum increase you can get from a high ability score. Armor check penalty now penalizes all your rolls by one half its numeric value, rounded down.

Example: Kreygen, a tenth level fighter wears fullplate. he has two handed swords, 12/14 and a str of 17. He has dodge of 13. To attack he adds 10 to his d20 roll. To block he adds 12, and to dodge he adds 11, hes has a dex of 14.

Feats that are altered

Dodge- grants a plus one to dodge rolls.

Weapon focus/greater focus- Adds one to all rolls with weapon. att/def.

Combat expertise- Trade Att ranks for Def ranks. Max is your classes base attack bonus. Changes stay until you change them again.

New feat

Reckless Strikes

Prerequisite: Att rating of 4, def rating of 2, power attack

Benefit: Trade def ranks for att ranks until next turn. This can be to a maximum of your classes base attack bonus.

Counter attack

Prerequisite: Def rating of 8, combat expertise, Improve diasrm

Benefit: When blocking in melee combat ONLY, if you beat your opponents roll by five or more, you deal 1d4 damage for each five points you beat their roll by. This damage is unaffected by DR.