

maneuver playtest

Version 1.1 by Dan Comstock



Objective:

This playtest supports the Slash Five Playtest's *Math Streamline* objective.

Secondary Objective:

Add Character Specialization / Options: high cost skills/talents relating to character concept/theme. These should not add significant amounts of power, but make characters shine in certain situations. These should be available to new characters.

Summary

This playtest is to be used in conjunction with the Slash Five playtest. It introduces an alternate system for back attacks and critical attacks. Any number of critical attacks/back attacks may be purchased, and sold back to pay for proficiencies/backstabs. Proficiencies/Backstabs may be used with any weapon. Characters may specialize their combat role by learning Maneuvers, skills which let them spend their critical attacks and back attacks in different ways. After using five critical attacks, back attacks, or maneuvers, a character needs to rest for a few minutes before they can use them again.

This playtest replaces the Slash Five playtest's notes about weapon proficiencies and backstabs.

Note

Absolutely no magic items may duplicate maneuvers or other abilities in this playtest. (Including Local Chapter Only items)

Page 89, table 6-2

Add the row "Weapon Strike" to the "Weapon Blow" category.

Tagline: "Weapon Strike <Effect>".

Example: "Weapon Strike Weakness".

Page 89, under the heading "Special Abilities"

"Weapon Strike"

Some characters have the ability to deliver a status effect with their weapon. These effects work just like a physical version of a spell, but they are delivered with a weapon strike to a legal target. Like a regular weapon swing, this effect can be stopped by a *Magic Armor*, *Parry*, or blocked like any other weapon swing. All weapon safety rules must be followed. The user must have the in-game skill to wield the weapon in order to use the Weapon Strike. For example, if the user is under a game effect that prohibits the use of in-game skills, then they cannot use a Weapon Strike. Also, if the Weapon Strike is delivered by a non-ranged weapon, then the attack will not affect creatures under the effects of a *Sanctuary*, and *Desecrate*, as appropriate.

All Weapon Strikes are considered "physical" attacks (and can be removed by a *Remove Physical Affliction* spell) unless another attack type is specified. For example, "Weapon strike poison drain" can be blocked by a poison shield and cured by purify blood. "Weapon strike weakness" can be removed by *Remove Weakness* or *Remove Physical Affliction*.

Page 31, on Table 3-5, Fighting Skills:

Remove the following skills: “Master Critical Attack”, “Master Proficiency”, “Master Slay”,

Change other skills as follows:

<i>Skill Name</i>	<i>F</i>	<i>R</i>	<i>S</i>	<i>T</i>	<i>Prerequisites</i>
Weapon Proficiency	75	100	150	90	Any Weapon Skill
Critical Attack	5	7	10	7	Any Weapon Skill
Critical Slay / Parry	10	15	20	13	May buy 2 per Weapon Proficiency

Add the following skills:

<i>Skill Name</i>	<i>F</i>	<i>R</i>	<i>S</i>	<i>T</i>	<i>Prerequisites</i>
Archer’s Stance	20	20	40	30	Bow skill
Bodyguard	20	30	40	30	
Debilitating Wound	20	30	40	30	
Defender Stance	20	30	40	30	Shield
Disengage	20	30	40	30	
Dueling Stance	20	20	40	30	
Fortitude	20	30	40	30	
Free Ally	20	30	40	30	
Injure Limb	20	30	40	30	
Knockback	20	30	40	30	
Martial Attack	15	20	30	18	
Martial Recovery	10	15	20	15	
Powerful Blow	20	30	40	30	
Powerful Stance	20	30	40	30	Two Handed Weapon
Skilled Block	20	30	40	30	
Warrior’s Dare	20	30	40	30	
Weapon Master Stance	20	30	40	30	Weapon Master

Table 3-5, Stealth skills

Change existing skills as follows:

<i>Skill Name</i>	<i>F</i>	<i>R</i>	<i>S</i>	<i>T</i>	<i>Prerequisites</i>
Back Attack	10	5	10	10	Any Weapon Skill
Back Stab	150	75	150	150	Any Weapon Skill
Assassinate / Dodge	20	10	20	20	May buy 2 per Backstab

Add the following skills:

<i>Skill Name</i>	<i>F</i>	<i>R</i>	<i>S</i>	<i>T</i>	<i>Prerequisites</i>
Ambush	40	20	40	40	
Cunning Strike	40	20	40	40	
Escape Artist	40	20	40	40	
Footwork	40	20	40	40	
Hamstring	40	20	40	40	
Juggler Stance	40	20	40	40	Thrown Weapon
Muffling Strike	40	20	40	40	
Stealth Attack	30	15	30	30	
Subtle Recovery	40	20	40	40	
Whirlwind Stance	40	20	40	40	Florentine Style

New Skill Descriptions

The following text should be incorporated into the Skill Description section beginning on page 33. (Note that the text of *Strong-arm* has changed)

Ambush

This maneuver allows the character to spend a Back Attack to take an opponent by surprise. You must activate the ambush by landing an attack on your opponent's back, as per the Backstab rules. While the ambush is active, you may continue to deliver half your backstab damage despite not being able to see your opponent's back. This may only be used against one opponent at a time. If you are hit by any weapon or packet attack, even if you call a defense, the ambush ends.

Archer's Stance

This maneuver allows the character to spend a Back Attack or a Critical Attack to enter a stance that is good for pinning your targets in place. It requires the use of a bow. To activate the Archer Stance, spend at least three seconds firmly planting one of your feet on the ground.

While in this stance, you may shoot two arrows for "physical pin" and two arrows for "lesser physical pin".

You may only have one stance active at a time. The stance ends if your foot moves from that spot, the battle ends, or you lose consciousness.

Back Attack

This skill allows the character to do two extra points of damage against any one opponent from behind for the duration of the battle (which is defined as "Line of Sight" as per spells) once per day for each time this skill is taken. This bonus applies to any weapon. You must be behind and able to see the victim's shoulder blades to do a Back Attack; you cannot reach around from the front or from the side.

Some skills, called maneuvers, allow you to spend back attacks in different ways. Multiple abilities may not be stacked on one weapon swing.

After you have used any combination of five back attacks, critical attacks or maneuvers, you are fatigued. You cannot use back attacks or maneuvers again until you have rested for five minutes. The rest is interrupted if you run, use game skills, or take body damage.

Backstab

[Replace second paragraph and example with the following]

A character may trade in any number of Back Attacks towards the cost of a Backstab.

For example: Nira the Rogue has worked her way up to the point where she has learned one Backstab. She now does +2 damage for every hit from behind with any weapon she can use. Her next backstab will cost 45 build. She then begins to learn Back Attacks again. For each Back Attack she learns now, she can do another two points of damage to one opponent, so when she uses these skills, she does +4. When Nira has spent at least 45 build on Back Attacks, she can trade them in for Backstab +4.

Blackjack

This maneuver allows the character to spend a Back Attack in order to briefly stun an opponent from behind. The victim of a blackjack will be dizzy for 10

seconds unless given a Remove Physical Affliction effect. This attack can be performed with any NERO-safe non-ranged One Handed Short weapon that the character can use. You must be able to see the victim's shoulder blades to perform a Blackjack, you cannot reach around from the front. The character using this skill must call out the attack verbal by stating "Weapon Strike lesser vertigo".

Bodyguard

This maneuver allows the character to spend a Critical Attack to guard another character. Place a weapon on your ward's shoulder and say "You are under my guard." You must stay within weapon reach of him or her, or this ability will end. While the bodyguard maneuver is active, you may negate two weapon attacks against your ward by calling "Parry for <name>". You may only defend against standard weapon damage or weapon strikes, not any expendable attack such as *slay*, *assassinate*, *waylay*, or physical attacks. After you have used these parries, the bodyguard ability ends.

Debilitating Wound

This maneuver allows the character to spend a Critical Attack to hit an opponent's muscle, their weapon swings less effective. The character using this skill must call out the attack verbal by stating "Weapon strike weakness".

Defender Stance

This maneuver allows the character to spend a Critical attack to enter a stance that is good for defending oneself. It requires the use of a shield. To activate the Defender Stance, spend at least three seconds stretching and getting into a fighting posture.

While this stance is active, you gain threshold 2 (If a weapon strikes you for two damage, you may call "threshold" and only take 1 point). The skill *Bodyguard*, grants you an additional parry. After you have entered the stance, the first time you use the skill *Skilled Block*, your threshold raises to 3.

You may only have one stance active at a time. The stance ends if the battle ends or you lose consciousness.

Critical Attack

This skill allows the character to do one extra point of damage against any one opponent for the duration of the battle once per day for each time the skill is taken. Battle duration is defined as "Line of Sight" as per spells. This bonus applies to any weapon.

Some skills, called maneuvers, allow a character to make an attack in place of gaining +1 damage.

Any offensive weapon strikes that consume a critical attack (such as *Knockback*, *Powerful Blow*, and *Injure Limb*) must be activated in the same style as a *Slay*. Before using the Weapon Strike, the character must call out "I challenge you!" (this is an OOG statement and can be made even while silenced). The Weapon Strike is considered used as soon as the statement is made. The Weapon Strike will be active until the blow is landed, or five minutes pass. If the blow is landed, the Weapon Strike can be negated by other game defenses such as *Phase*, *Dodge*, *Parry*, *Magic Armor*, etc. The 5 minute time period cannot be shortened by any other means, including the weapon being dropped or destroyed, calling a defense, killed and then Life'd, falling unconscious, etc. When engaging new opponents you must announce "Active Challenge". This is an OOG statement and can be made even when silenced. A player hit by a Weapon Strike who does not die from it must announce that the Weapon Strike was successful by saying "Hit" or role-playing appropriately. This informs the character using the Weapon Strike that he or she must then begin calling regular damage again

Multiple abilities may not be stacked on one weapon swing.

After you have used any combination of five back attacks, critical attacks or maneuvers, you are fatigued. You cannot use any of those skills again until you have rested for five minutes. The rest is interrupted if you run, use game skills, or take body damage.

Cunning Strike

This maneuver allows the character to spend a Back Attack to deliver a powerful weapon strike to your

opponent's back. You may make one swing for +6 damage. This may not be coupled with any other weapon based abilities such as *Back Attack*, *Critical Attack*, *Slay* or *Powerful Blow*.

Disengage

This maneuver allows the character to spend a Critical Attack to deliver an attack which will make an opponent lose their grip on their weapon. The character using this skill must call out the attack verbal by stating "Weapon Strike Fumble" and landing a legal hit.

Dueling Stance

This maneuver allows the character to spend a Critical Attack or Back Attack to enter a stance that is good for fighting with a single one handed weapon. It requires a free hand. To activate the Dueling Stance, spend at least three seconds stretching and getting into a fighting posture.

While this stance is active, and one of your hands is free, you gain +1 to all damage you deal with a one handed weapon (except *Slays* and *Assassinates*, which always deal 20 damage). This does not stack with *Critical Attack*, *Martial Attack*, *Back Attack*, or any other weapon-based abilities other than *Weapon Proficiency* and *Backstab*. When you use a maneuver which consumes a critical attack or back attack, and you have not yet used another maneuver, you may switch your weapon to your other hand and use the maneuver again at no cost. While this stance is active, the skill *Footwork* grants 3 points of dexterity armor instead of 2.

You may not enter any other stance while this skill is active. The stance ends if the battle ends or you lose consciousness.

Escape Artist

This maneuver allows the character to spend one Back Attack to recover from the effects of one binding effect (pin, bind, web, or confine). Stand still and concentrate for 60 seconds while roleplaying that you are wiggling out of the effect. At the end, you say "physical release" and are cured of all binding status effects. You must be conscious to use this skill.

Footwork

This maneuver allows the character to spend a Back Attack to gain 2 points of *Dexterity Armor* which are not restricted by the character's maximum wear points. These points may not be refit or recovered in any way. To activate this ability, the character must stand still and stretch for one minute. The character may not use any other maneuvers while *Footwork* is active.

Fortitude

This maneuver allows the character to spend one Critical Attack to recover from the effects of physical attacks. Stand still and concentrate for 60 seconds while roleplaying that you are overcoming the effect. At the end, you may say "physical remove physical affliction" and are cured of all status effects that included the word "physical" in their verbal. You must be conscious and able to move to use this skill.

Free Ally

This maneuver allows the character to spend a Critical Attack to free an ally from a physical binding spell. If you see someone get hit with a physical pin, bind, web, or confine, you may cut them free of it. Roleplay that you are cutting them out for three seconds, then say "Weapon Strike Release" and hit them with your weapon. This does not require you to activate it by saying "I challenge you" like other weapon-strike based maneuvers. This will not work against a *physical imprison*.

Hamstring

This maneuver allows the character to spend a Back Attack to deliver a single blow to an opponent which will prevent them from running. The character using this skill must call out the attack verbal by stating "Weapon Strike Disease". While this type of bleeding injury is not technically a magical illness, it may be cured by a remove disease spell.

Injure Limb

This maneuver allows the character to spend a Critical Attack to disable an opponent's limb. The character using this skill must call out the attack verbal by stating "Weapon Strike lesser wither limb <option>". If you specify an option (ie, which limb

you are withering), you must hit that limb with your weapon strike.

Juggler Stance

This maneuver allows the character to spend a Back Attack to enter a stance that is good for throwing weapons with deadly accuracy. It requires the use of thrown weapons. To activate the Juggler Stance, spend at least three seconds firmly planting one of your feet on the ground.

While in this stance, you may toss a weapon up in the air and catch it to "get a good grip" on it. Then you may throw it using your backstab damage. The weapon must travel at least six inches up in the air for you to get a good grip. You may only have a good grip on one weapon at a time.

You may only have one stance active at a time. The stance ends if your foot moves from that spot, the battle ends, or you lose consciousness.

Knockback

This maneuver allows the character to spend a Critical Attack to push an opponent away. The character using this skill must call out the attack verbal by stating "Weapon Strike Repel". The attacker is also thrown off balance and may not advance towards the target or attack them until they have finished moving away. The attacker may not sustain the effect by holding up his hand (as per the Repel spell), so after the target has moved back 10 feet, they may advance again.

Martial Attack

This skill allows the character to do one extra point of damage against all opponents for the duration of the battle once per day for each time the skill is taken. Battle duration is defined as "Line of Sight" as per spells. This skill stacks with the +1 damage gained from a critical attack.

When you activate this skill, you gain two free *Critical Attacks* to pay for maneuvers you know. These must be spent on two different maneuvers – if you do not know at least two maneuvers, you cannot benefit from both attacks. If the battle ends, these maneuvers are lost.

A character may trade three *Critical Attacks* to buy

a *Martial Attack*. Both *Critical Attacks* and *Martial Attacks* may be sold to pay for a *Weapon Proficiency*.

Martial Recovery

If all your *Critical Attacks* are expended, you may meditate for 60 seconds to restore 1 *Critical Attack*.

Muffling Strike

This maneuver allows the character to spend a *Back Attack* to deliver a blow to an opponent which will wind them and keep them from speaking. The character using this skill must call out the attack verbal by stating "Weapon Strike lesser silence".

Powerful Blow

This maneuver allows the character to spend a *Critical Attack* to deliver a strong hit. The character may make one swing for +3 damage. This may not be coupled with any other weapon based abilities such as *Critical Attack*.

Powerful Stance

This maneuver allows the character to spend a

Critical attack to enter a stance that is good for delivering heavy, powerful blows. It requires the use of a two handed weapon. To activate the *Powerful Stance*, spend at least three seconds stretching and getting into a fighting posture.

While this stance is active, you gain +1 to all damage you deal with a two handed weapon (except *Slays* and *Assassinates*, which always deal 20 damage). This stacks with damage from *Weapon Proficiency* and *Backstab*, but does not stack with *Critical Attack* or *Martial Attack*. The skill *Knockback* may be delivered as a "physical strike" instead of a "weapon strike". The skill *Powerful Blow* deals +4 damage instead of +3.

You may only have one stance active at a time. The stance ends if the battle ends or you lose consciousness.

Skilled Block

This maneuver allows the character to spend a *Critical Attack* to call "Parry" instead of being affected by a *Weapon Strike* or one swing of standard weapon damage. You must be using a

weapon or shield. This may not be used against a *slay*, *assassinate*, *waylay*, *spellstrike*, or *physical strike*. This skill can only be used against *physical attacks* from *boffer weapons* or *arrows*.

Strong-arm

This skill provides a *Half-Orc* or *Half Ogre* 3 *critical attacks* per day.

Subtle Recovery

If all your *Back Attacks* are expended, you may meditate for 60 seconds to restore 1 *Back Attack*.

Stealth Attack

This skill allows the character to do two extra points of damage from behind against all opponents for the duration of the battle once per day for each time the skill is taken. Battle duration is defined as "Line of Sight" as per spells. This skill stacks with the +2 damage gained from a *back attack*.

When you activate this skill, you gain two free *Back Attacks* to pay for maneuvers you know. These must be spent on two different maneuvers – if you do not know at least two maneuvers, you cannot benefit from both attacks. If the battle ends, these maneuvers are lost.

A character may trade three *Back Attacks* to buy a *Stealth Attack*. Both *Back Attacks* and *Stealth Attacks* may be sold to pay for a *Backstab*.

Weapon Master Stance

This maneuver allows the character to spend a *Critical attack* to enter a stance that is good for quickly switching weapons. It requires the skill *Weapon Master*. To activate the *Weapon Master's Stance*, spend at least three seconds stretching and getting into a fighting posture.

While in this stance, you gain one *critical attack* that can be used with your current weapon. When you switch to a different type of *melee weapon*, this *critical attack* may be recharged by meditating for 3 seconds and then saying "Renew *Critical Attack*". To recharge it again, you must switch weapons. You may only use each *weapon type* once during the stance. For example, after activating this stance, you could switch between a *long sword*, *long hammer*, *short sword*, and two

handed sword. But you could not rotate between three different long swords.

Note that because this stance costs a critical attack, you will only be able to use four different weapon types before you are fatigued and must rest.

You may not enter any other stance while this skill is active. The stance ends if the battle ends or you lose consciousness.

Whirlwind Stance

This maneuver allows the character to spend a Back Attack to enter a stance suited for two weapon fighting. It requires the use of two weapons or florentine style. To activate the Whirlwind Stance, spend at least three seconds stretching and getting into a fighting posture.

While this stance is active, you may use your highest weapon proficiency bonus with your off hand. The skill *Footwork*, may be activated with 30 seconds of stretching instead of 60. The skill *Escape Artist* only requires 30 seconds instead of 60. The skill *Cunning Strike* deals +7 damage instead of +6.

You may only have one stance active at a time. The stance ends if the battle ends or you lose consciousness.

Weapon Proficiency

[Replace with the following]

This allows the character to do a constant extra point of damage with a weapon for each time this skill is purchased. This damage can be applied to any weapon with which the character is proficient. When Weapon Proficiency is bought, the player must specify for which hand the skill is to be used.

When attacking with a proficiency, you should merely call out the extra point of damage as regular damage.

A character may trade in any number of Critical Attacks or Martial Attacks towards the cost of a Weapon Proficiency.

Example: Inar the Fighter begins by buying critical attacks, which let him swing 2 damage with a weapon. Every time he buys three, he trades them in for a Martial Attack. When he has a total of 75 build spent on Martial Attacks or Critical Attacks, he trades them in for Weapon Proficiency +1. He now does +1 damage for every hit he does with any weapon. He then begins to learn Critical Attacks again.

Warrior's Dare

This maneuver allows the character to spend a Critical Attack to discourage an opponent from advancing past a line. Draw a line on the ground, up to 10 feet long, or trace ten feet along an existing visible line. Point at one target and say, "Do not cross this line." This is an in-game statement and cannot be made while silenced, but its meaning will be clear to anyone who hears it, even if they do not speak a language. If that target steps over the line, you may make one swing against them for +5 damage. This does not have to be your first swing against the target, you may use it at any time during the fight, but Warrior's Dare is still considered active until the attack is used. If either the line or your target leaves your line of sight, this skill ends. If the target walks around the line without crossing it, this ability is not triggered. Many warriors consider this cowardly