

castles & crusades class

FENCER

The Fencer is a master of fighting style, speed, finesse, blades, and select bludgeoning weapons. While members of the class are generally referred to as fencers, their styles include many forms such as kendo and mensur. The fencer relies not on brute strength but on intelligence which is used to size up their opponents during combat, increasing the effectiveness of their attacks and defense accordingly. Long hours are spent training with many weapons against various armors and fighting styles learning their strengths and weaknesses. Eventually the fencer picks a single blade in which to specialize. Whereas the typical fighter is a broadsword the fencer is a scalpel, quick and precise.

Prime: INT

HD: d10

Armor: Padded, Leather coat, Leather armor, Ringmail, Studded Leather, Bronze Breastplate, and buckler.

Weapons: All swords, Dagger, Dirk, Katar, Knife, Main Gauche, Poinard, staff, and club.

Abilities: Anticipate, Blade Specialization, Expert Defense, Identify Weakness, Mortal Strike

Blade specialization

The fencer chooses one type of sword in which they will specialize in. When using swords of this type, the fencer gains a +1 bonus to hit and a +1 bonus to damage in combat. At 7th level these bonuses become +2 to hit and +2 to damage.

Anticipate (INT) - 2nd Level

The fencer has developed the skills and knowledge of how to read the body language and eyes of an opponent. This knowledge allows the fencer to act sooner than most having anticipated their opponents actions and intent. The fencer gains a bonus to their initiative roll equal to their INT modifier unless they are surprised or attacked unawares.

Expert Defense - 3rd Level

The fencer has become very adept at parrying and deflecting enemy attacks, in particular those from humanoid and giant type opponents. The fencer gains a +1 bonus to their AC against opponents. Against humanoid and giant type opponents this bonus is increased to +2 since such creatures use fighting styles similar to those practiced by the fencer.

Identify Weakness (INT) - 5th Level

The fencer is better able to identify the weaknesses in humanoid and giant attack patterns, armor worn, and footwork while in combat. When fighting such opponents the fencer is allowed an INT check modified by the HD of the enemy currently being faced. A successful check means the fencer has identified that opponent's particular weakness. Thereafter against that single opponent the fencer gains a +2 bonus to their attack rolls. If the fencer switches opponents or slays the one currently being faced then a new roll must be made. The fencer is allowed only one roll per opponent. This bonus does stack with that gained for Blade Specialization.

Mortal Strike (INT) - 10th Level

The fencer has studied long and practiced much, learning the weaknesses and strengths of many creatures. When in combat against a living creature the fencer may spend a round studying their enemy. No attack or other offensive action is allowed for this round of study. Instead the fencer makes an INT check modified by the HD of the creature faced. If successful the next attack by the fencer will do damage multiplied by x2 for INT scores 13-15, x3 for INT scores 16-17, and x4 for INT scores 18-19. This ability may not be used against Oozes, Constructs, Undead, or other opponents lacking vital organs. This ability may be used in conjunction with Identify Weakness provided the requirements for both are met.

Level	Hit Dice	BtH	EPP
1	d10	+0	0
2	d10	+1	2301
3	d10	+2	5001
4	d10	+3	10001
5	d10	+4	21501
6	d10	+5	43001
7	d10	+6	87001
8	d10	+7	174001
9	d10	+8	325001
10	d10	+9	450001
11	+4 HP	+10	600001
12	+4 HP	+11	750001
13+	150000 per level		