



HUMAN SWASHBUCKLER

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NAME: "The Unstoppable Force"
ARCHETYPE: Swashbuckler
Total L.P. Earned: _____
Fate Pool: 1

RACE: Human
GENDER: _____
L.P. Left: _____
Spent Fate: _____



	Base	Bonus	Final
BODY	5		5
STRENGTH	8		8
QUICKNESS	8		8
INTELLIGENCE	5		5
WILLPOWER	5		5
CHARISMA	5		5
POWER	6		6
REFLEX	6		6

Combat Pool **10**
Astral Pool **5**
Initiative **6** + **2d6**
Initiative Dice **2**
Init. Penalty **-2**

Primary Weapon : Spiked Maces (2)
Primary Weapon Damage : **10M**
Secondary Weapon : Flintlock Pistols (2)
Secondary Weapon Damage : **6M**
Ammo Count : _____

Hide Armor		<u>Movement :</u> 8
ARMOR		<u>Run Multiplier</u> 4
SLASHING	3	
CRUSHING	1	
ARCANE	2	
PIERCING	2	

Damage Meters		
	Physical	Mental
Deadly 10	+4 TN (-4 Init)	+4 TN (-4 Init)
9		
8		
Serious 7	+3 TN (-3 Init)	+3 TN (-3 Init)
6		
5		
4		
Moderate 3	+2 TN (-2 Init)	+2 TN (-2 Init)
2		
Light 1	+1 TN (-1 Init)	+1 TN (-1 Init)

Active Skills	Base	Skill Ups	Knowledge Skills	Base	Skill Ups
Etiquette	5		Dungeoneering	5	
Clubs	9		Popular Airship Trade Routes	4	
Black Powder Weapons	6		Seedy Bars of Dagger Falls	5	
Tactics	4		Dirty Dwarven Limericks	4	
Stealth	6		Dirty Centaur Jokes	4	
Athletics	3		Dirty Unicorn Jokes	4	
Lock Picking	5		Tea Houses of Paraga	4	

Item	Weight	Cost
"The Kitchen Sink" Kit		5
Sun Rod		5
400 Bullets (w/Gun Powder Packets)		1

Warrior Techniques	Rank	Cost
Sidestep Safeguard (Defense)	<i>Passive</i>	
Flashing Steel (Basic Action)	<i>Attack</i>	
Power Lunge (Advanced Action)	<i>Attack</i>	
"Batter Up!" (Attack)	<i>Encounter</i>	0.5
Thunder Hammer (Advanced Action)	<i>Daily</i>	1
Counterstrike	<i>R4/Passive</i>	2
Enhanced Quickness	<i>(+2)</i>	1
Improved Clubs	<i>(+1)</i>	0.5
Enhanced Strength	<i>(+2)</i>	1

TRAITS	
<i>Aptitude: Expertise (Clubs)</i>	
<i>Knack: Trained Reflexes</i>	
<i>Lifestyle: Waterfront Apartment</i>	

Gold	3
Silver	46
Copper	

Contact #1			Location	Rank	NOTES
Paraga Tea House Owner	Paraga, Disputed Territories	1			
Contact #2			Location	Rank	
Furnace Tavern Owner	Furnace, The Smoking Crown	1			
Contact #3			Location	Rank	
Contact #4			Location	Rank	
Contact #5			Location	Rank	
Contact #6			Location	Rank	
Contact #7			Location	Rank	
Contact #8			Location	Rank	

Character Information

Race: Human

The humans of *Zethyria* represent the broadest and most diverse cross section of cultures in the world of *Zethyria*. From the *A'Bondi Kingdom of the Western Sands* to the island nation of *Ka'Li*, humans of every shape and color can be found. Humans tend to be the most adaptive of all races, being best able to adjust to any rapid change in condition or environment. This means that, while the humans seem to lack many of the inherent bonuses of other races, they more than make up for it with their adaptability.

Culture

Zethyria is home to as wide and diverse a variety of human cultures and environments as it is non-human races. Humans make up almost half the known population of *Zethyria* itself, often being the starting point for tense inter-species relationships with the other races of the world.

The kingdoms of man have, unfortunately, perpetrated some of the most heinous of crimes cataloged in the history of *Zethyria*. The most recent of these atrocities is the slave trade still being run by the *Theran Empire* to the north. They still manage a very heavy traffic of slaves within their region, as well as to some less scrupulous spots outside of their borders. Many an airship captain has had to make the hard decision: do they keep their principles and turn down such a lucrative *Theran* slave contract?

The human city of *Dagger Falls* sits as the prime example on the opposite end of this point. *Dagger Falls* is a city open in their beliefs and very blind to whom their trade comes from. While you may find some taverns with a prejudice of one kind or another, the city itself maintains a very short watch list of "trouble makers", and the law enforcement there can be quite accommodating to the unique properties of some of the more monstrous races of *Zethyria*.

Bozrah, major city of the *A'Bondi Kingdom*, is a haven of culture and art as well as a massive center of trade. Hidden just beneath this layer of enlightenment, however, is a major black market that specializes in the deepest dreams and darkest or most twisted fantasies a person could ever image.

While the human race may well be the largest population segment on the map, the primary saving grace of this tense political status will eternally be saved by the fact the primary enemy of humans are regularly other humans. This sets itself as a self balancing equation, forever preventing humans from ever rallying together as a single unified nation against the other races.

Game Information

Average Height: 1.7 Meters

Average Weight: 70 Kilograms

Skin Coloration: Pinkish-white to Ebony

Stat Bonuses: None

Abilities: Humans advance their Fate Pool **1** point for every **10** Legend Points earned, instead of every **20** as normal for other races.

Skill Bonuses: +2 to Etiquette

Archetype: Swashbuckler

SWASHBUCKLER

While the Swashbuckler is most often found aboard airships bound for destinations of adventure, they can just as easily be found in cities or dungeons. The Swashbuckler is a fighter trained in employing their melee weapon of choice not only in an offensive capacity, but also usable as a defensive tool to keep their attackers off guard.

Swashbucklers are fast moving light fighters, rarely weighing themselves down with oversized weaponry or heavy armor. They instead follow the tenets of quickness, similar to that of the Monk: speed is their best defense, supplemented by a healthy dose of keeping opponents at a distance. Through the use of feints, dodges, and subterfuge, they can keep multiple opponents at bay with great ease.

Techniques

Sidestep Safeguard (Defense): The Swashbuckler has learned how to properly flourish his weapon, employing it to put distance between him and his opponents. This affords some maneuvering room for the Swashbuckler as well as negating the flanking bonuses of multiple engaged opponents. The Swashbuckler is able to negate the flanking bonus for a number of foes equal to the number of melee weapons the Swashbuckler is currently wielding, in addition to his primary target. (Example: A swashbuckler dual-wielding short swords can negate flanking bonuses for three separate opponents, where as the swashbuckler wielding only one long sword will only be able to negate the flanking bonuses for two opponents.)

Flashing Steel (Power): Swashbucklers have learned to focus minor amounts of mana through their weapons just prior to an attack swing. The result of this effort is a fast but brilliant flash in the eyes of their opponents, briefly blinding them. While this attack inflicts no damage, it sets up a major combat advantage

for the Swashbuckler and their party mates. *Flashing Steel* requires the attacking Swashbuckler to make a Skill Check using whatever melee weapon they are currently wielding, with a target number of **4**. For every **2** successes generated by this test, *Flashing Steel* will impose a **+6 T#** Modifier to an adjacent target of the Swashbuckler's choosing for **2 rounds**. This penalty represents the target temporarily having their vision impaired by a brilliant flash of light erupting from the Swashbuckler's weapon.

Requirements: Light or Medium Armor, Melee Weapon(s)

Action Type: *Basic Action*

Penalty: **+6** to all Skill TN#'s for blinded target(s)

Duration: **2** Rounds

Range: Melee (**1** Meter, Adjacent Targets Only)

Power Lunge (Attack): Advanced weapon training and finely honed reflexes allow Swashbucklers to make lightning quick attacks during the heat of battle. Through fast foot movement and speeded weapon swings the Swashbuckler is able to make a powerful lunging attack at an opponent, pushing the target back in the process. *Power Lunge* is a single target melee attack that, if successful, does standard weapon damage and pushes the opponent backward (away from the attacking Swashbuckler). The opponent will be pushed backward **1** meter for every net success generated by the attack roll, a distance the attacker has learned to magnify with small amounts of magic.

Requirements: Light or Medium Armor, Melee Weapon

Action Type: *Advanced Action*

Range: Melee (**1** Meter, Adjacent Targets Only)

"Batter Up!"

Cost: **0.5**

Reuse Limit: **ENCOUNTER** | **Range:** **Melee**

This devastating blunt weapon attack focuses all of a warrior's swinging power into a directed attack intended to knock their opponent off their feet! The warrior must use their *Clubs* skill to make a standard opposed melee attack against their foe, taking into account any conditional target number modifiers that may be present. If the attack succeeds calculate crushing melee damage to the target as per normal rules. After this the opponent then makes a *Knockdown* resistance test, doubling their normal target number to resist this effect.

Foes successfully knocked down by a Crushing Blow are knocked away from the attacking warrior, up to **4** meters away (**1** meter in distance per level of Damage Level for the final attack, up to a maximum distance of **4** meters).

Thunder Hammer

Cost: **1**

Reuse Limit: **DAILY**

Range: **Melee**

This is a powerful overhead swing charged with all the mana the warrior can muster, *Thunder Hammer* generates a deafening clap of thunder when it strikes... dealing stun damage and knocking down all within range.

The warrior rolls their *Clubs* skill against a target number of **4**, taking into account any conditional modifiers that may exist for targets within range. Each person within the range of the effect must make a *Body* attribute check against **(Strength + 4)M Stun** damage (staged up as normal). At that point every target successfully hit by this attack also has a **+4** target number modifier to all actions for **3** combat rounds as a result of being stunned by the deafening clap of thunder.

Counterstrike

Cost: **0.5 per rank (Max Rank of 4)**

A keen eye allows the *Counterstrike* trained warrior the capability to spot holes in his opponent's attacks. Each rank grants the warrior with *Counterstrike* an additional **+1d6** whenever an opponent initiates a melee attack. These extra dice are only gained at this time and not when a warrior with *Counterstrike* is starting the melee attack.

Traits

"Trained Reflexes" (Spend 3 BP)

Extensive combat experience has refined this character's perceptions and reaction times in combat. This grants them *Trained Reflexes*, adding a **+1d6** bonus to their initiative dice. This initiative bonus is considered a natural enhancement to the character, and as such does stack with the other initiative bonuses granted by archetype abilities or spells.

"Expertise" (Spend 3 BP)

This character has an expertise in a certain skill; an understanding and capability with that skill that is above and beyond the norm. When a character takes *Expertise* for a specific skill, they gain a one-time **+2** permanent modifier to that skill's rating; this modifier does **not** count towards the base rating of the skill when calculating the raising of skills with *Legend Points*. *Expertise* can only be taken one time for a skill.

The *Game Master* may choose to limit the number of over all times a character can take the *Expertise* aptitude, so make sure and check with your *Game Master* if you want to have a character with multiple *Expertise* aptitudes.

Equipment

“The Kitchen Sink”

Price: 5 Gold

For those characters that absolutely positively have to be prepared for everything, this is their kit! It comes with a full set of camping gear, two sets of clothes, climbing gear for two people, a full set of healing supplies and other wonderful luxury items.

- 2 sets of Traveler's Grab (Soft Boots, Shirt, Belt, Breeches, Traveler's Cloak)
- Bedroll
- Tent (Canvas, 4 Person)
- Blanket
- Comfy-Soft Pillow
- “Sleepi-by Bedtime Defender” (Choose 1)
- Packrat Backpack
- Sack (Large)
- Flint & Steel
- 3 Torches (Standard)
- Water Skin
- Whetstone
- Lantern (Hooded) w/Lantern Oil
- Iron Pot
- Set of Utensils & Metal Bowl
- Arcane Chef™ Insta-Hotplate
- Small Hatchet
- Rope (3 Meters)
- Rope (15 Meters) x4
- Grappling Hook (2)
- Climbing Harness (2)
- Piton (24)
- Chalk Belt Pouch (w/ Powdered Chalk)
- Lantern (Hooded) w/Lantern Oil
- Chalk (5 pieces)
- Fishing Hook
- Fishing Line (8 Meters)
- Healer's Tools
- Medicine Box (Wooden w/ Latch)
- Herb Collecting Belt Pouch
- 12 Small Glass Vials w/ Corks (Empty)

The Arcane Chef Insta-Hotplate allows for expert culinary experiences even in the wildest and most inhospitable of conditions. Combined with the Comfy-Soft Pillow and your very own stuffed Sleepy Time Owl Bear, you are guaranteed to go be well fed and well rested!