

New Paths



Maemeck War-Pick

The Maemeck Warriors often train and fight in their homeland's mountains. The rugged terrain encouraged them travel light, and since Milondese steel sometimes breaks under stress, many wouldn't carry unreliable swords. Instead, they adapted picks used for scaling cliffs (which had, themselves, been adapted from mining tools).

The war-pick has a shaft the length of a man's leg, made of steel or stout wood. It's smooth for most of the length, but roughed towards the base, with a flared base edge to give the best grip. The working end has a straight spike, about dagger length, and a slightly curved prong opposite it. Both are sharpened and thick, usually triangular in cross-section to leave a wound that bleeds.

The techniques of the Maemeck pickmen are used with Coordination+Pick.

Plummeting Death (1 point): Fighting in the mountains, you sometimes find yourself fighting from a higher vantage point than your opponent. This is good, since your head is out of the fight zone and his is in the middle of it, and because

it's easier to strike down than up.

Plummeting Death is a technique for accelerating the pick heavily, creating a devastating impact.

When striking from above, any blow to locations 1 or 2 gets +6 Height. This bonus occurs during the Roll phase, so it affects timing as well as hit location.

Mining for Flesh (2 points): The same postures used to chip through rock to get

ore can be used to punch through armor and reach the fighter within.

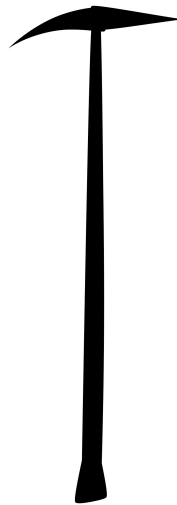
Mining for Flesh can only be used on one attack per turn, though it can be part of a multiple action with the usual penalties. The strike bypasses three points of Armor.

The Twirl (3 points):

To use the Twirl, the fighter holds the pick

in front of him and, when it gets close to his opponent, he gives the haft a rapid twist, so that the two heads sweep around in a fan of steel. This spin knocks weapons out of the way before a strike.

The Twirl can only be used with a Feint maneuver (as described on page 205 of *REIGN*). In addition to the usual benefits of a Feint, the Twirl prevents the target from using a Parry maneuver during the next combat round.



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Stick and Handle (4 points): Sometimes when you hit someone with a pick, it goes deep enough to get stuck in him. Though inconvenient if you want to hit him again, having a weapon painfully attached to an enemy is very convenient if you want to force him to move or fall over. This is doubly true if you move a hand to the back of your pick-head, which protrudes as a convenient handle.

If you declare an attack with Stick and Handle and strike, you get a +1d bonus on your next turn if you attack the same opponent with any of the following maneuvers: Pin, Restrain, Shove, Disarm, Slam, Strangle, Trip, Redirect or Submission Hold. You can then use your Pick skill to make those maneuvers. If you declare Stick and Handle the turn *after* successfully striking someone with it (that is, when you're already getting the +1d bonus) and your maneuver succeeds, it gets a bonus point of Width for both timing and effect.

Superior From Beneath (5 points): As discussed with Plummeting Death, it's usually disadvantageous to fight from underneath someone. Superior From Beneath makes the best of this situation by bringing the opponent down to your level. It cannot be used on someone who's level with you or below you.

Make a normal attack. If it hits, instead of the damage to the indicated location, it does it to location 1 or 2 (you choose) and the attack also has the effects of both a Trip and a Slam.

New Advantage: Enchanted

(Varies)

There are many permanent spells that a non-spellcaster might want put upon himself. If you want to start your character out protected by Shuddersome Touch of the Eye or Standing Whirlpool, here's how you do that: You buy the Enchanted Advantage. It costs as much as it would cost to learn the spell. Thus, Shuddersome Touch of the Eye (which is Intensity 4) is a 3 point Advantage.

(If you're wondering why you'd buy the Advantage instead of just learning the spell and casting it on yourself, it's for people who don't want to dabble around learning the Sorcery Skill.)

There are some exceptions to this: Advantages already defined. The Conjoined Advantage from the Ruhini supplement has its costs listed, which supersede this Advantage. The more obvious example, of course, is attunement. Broken and flawless attunement still cost what they always have (1 and 5 points, respectively).

New Paths



Blades for the Empress

The Crimson Guard needs to be able to fight against any and all enemies of The Empire, the envious within and the resentful without. Fortunately, the inner steel required to give up easy eating and speaking can also be directed to the refinement of sorcerous technique.

Blades for the Empress is used (despite the name) with the Sorcery Skill. It can only be applied to the Crimson Guard's blood magic, but since they're the only ones who're permitted to learn these techniques, that's no great matter.

Defensive Cast (1 point): Normally, one can't make Sorcery part of a multiple action. With Defensive Cast, the guard can combine his Sorcery with either Dodge or Parry.

Only Blood (2 points): If one of the Jawless learns this aggressive technique, he can combine Sorcery with an attack.

Mingling (3 points): The Jawless talk amongst themselves (using a language of hand signals) about the philosophical revelation that arises from merging sorcery and swordplay, their own blood and that of others, attack and defense. When they refer to 'mingling,' they mean the dissolution of barriers between actions. The technique called 'mingling,' then, is when they can combine a Sorcery roll with either an attack or a defense, at no penalty. (That is, rolling only the lower pool and looking for two sets.)

Unsurpassed Guardian (4 points): The Jawless can now combine Sorcery with attacks, defenses and Counterspelling. No dice are removed from the pool when this is done, though the Jawless still need to roll the smallest pool and get a set for each action.

Sanguine Apotheosis (5 points): The highest integration of weapon and witchcraft gives all the benefits of Unsurpassed Guardian, but the Jawless can now use his *largest* pool, with some restrictions. First off, he can't assign a set to a Skill if its Width is greater than the Skill's pool. Secondly, either the Widest or Highest single set rolled must be assigned to the Skill of the rolled pool

Example: Eria has Sorcery at 9+MD, Dodge at 6d and Counterspell at only 2d. She declares that she's using all three Skills, then rolls 2,4,5,6,7,9,9,9. Setting her MD to 9 she now has either a whopping 4x9 Sorcery set, or a 2x9 Sorcery set and a 2x9 set for something else. If she'd gotten a pair of sevens and used her MD to get 3x7 and 3x9, she couldn't use the 3x7 to Counterspell, because it exceeds her pool. However she slices it though, she has to give the Highest or Widest set to Sorcery.