

# Combat Mastery cards, FAQ #1

Combat Masteries are intended to allow players to customize their characters to the fighting personality of the character.

The characteristic bonuses on these cards are intended to be used only in direct conjunction with the skill listed on the cards. An Axemaster has a +2\* STR and +4\* COR, but only when using an Axe. These bonuses are task specific.

The earliest Weapons Masteries (Axe Master, Sword Master, Bow Master and Staff Master) may be purchased more than once.

Later Weapon's Masteries (all the rest) are limited to one per character. Hindsight taught us that Weapon's Masteries are easy to abuse, so we changed them as we went along. Since we do not like errata, we left the early cards as they are.

A Character may have one Weapon Mastery card per 100 card points of the character. This, of course, can be interpreted two ways depending on if one rounds up or down. Here we round these down because the idea of a sixteen year old who is real good at one thing is too strong of an image for us to ignore.

### Axemaster

10



STR +2\*  
COR +4\*  
DEF 0  
SPD 0  
WIS 0  
HP 0  
CAP 0

UNIVERSAL Weapon Mastery Anchor 0/P

The Axemaster has specialized in the use of axes. The Axemaster deals an additional +2 damage with axe melee attacks. The Axemaster also gains a +4 COR when throwing axes. Only one Weapon Mastery may be taken for each 100 Card Points the character has.

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Axemaster

### Bowmaster

8



STR 0  
COR +2\*  
DEF 0  
SPD 0  
WIS 0  
HP 0  
CAP 0

UNIVERSAL Weapon Mastery Anchor 0/P

The Bowmaster has specialized in the use of missile weapons. Bowmasters may shoot into melee combat, always hitting their target. The Bowmaster adds the listed +2 COR damage only to missile attacks. Only one Weapon Mastery may be taken for each 100 Card Points the character has.

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Bowmaster

### Swordmaster

10



STR +2\*  
COR 0  
DEF +4\*  
SPD 0  
WIS 0  
HP 0  
CAP 0

UNIVERSAL Weapon Mastery Anchor 0/P

The Swordmaster has specialized in the use of swords. The Swordmaster deals an additional +2 damage with sword melee attacks and a +4 DEF when parrying with a sword. Only one Weapon Mastery may be taken for each 100 Card Points the character has.

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Swordmaster

### Staff Master

10



STR \*+1  
COR 0  
DEF +1  
SPD 0  
WIS 0  
HP 0  
CAP 0

UNIVERSAL Weapon Mastery Anchor 0/P

The Staffmaster had specialized in the use of a staff for offense and defense. The Staffmaster gains an additional +1 damage and +1 defense when wielding a staff. A Staffmaster may also use a staff to perform a Shield Block. Only one weapon mastery may be taken for each 100 card points the character has.

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Staff Master

### Hammer Master

15



STR +6\*  
COR 0  
DEF 0  
SPD 0  
WIS 0  
HP 0  
CAP 0

UNIVERSAL Weapon Mastery Anchor 0/P

The Hammer Master deals an additional +6 damage with hammer melee attacks. Only one Hammer Master may be taken. Only one Weapon Mastery per 100 CP.

*"I suggest you laugh now, while you still can, cause it's Hammer Time!"*

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Hammer Master

### Throwing Master

20



STR 0  
COR +6\*  
DEF 0  
SPD 0  
WIS 0  
HP 0  
CAP 0

UNIVERSAL Weapon Mastery Anchor 0/P

Bonuses may not be combined with bonuses from other Weapon Mastery Cards. Throwing Masters may throw into melee combat and hit their intended target. Only one Throwing Master may be taken. Only one Weapon Mastery per 100 CP. Improvised weapons have range of 40 feet

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Throwing Master

### Unarmed Master

15



STR +6\*  
COR 0  
DEF 0  
SPD 0  
WIS 0  
HP 0  
CAP 0

UNIVERSAL Weapon Mastery Anchor 0/P

The Unarmed Master deals an additional +6 damage with unarmed melee attacks. Only one Unarmed Master may be taken. Only one Weapon Mastery per 100 CP. May not be combined with Dual Weapons.

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Unarmed Master

### Spear Master

20



STR +6\*  
COR 0  
DEF 0  
SPD 0  
WIS 0  
HP 0  
CAP 0

UNIVERSAL Weapon Mastery Anchor 0/P

The Spearmaster deals an additional +6 damage with spear melee attacks. A Spearmaster may always use spear/javelin and a shield, even if the spear is normally two handed.

Limit: One Spear Master card and one Weapon Mastery card per 100 card points.

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Spear Master

### Whip Master

10



STR 0  
COR +2\*  
DEF 0  
SPD 0  
WIS 0  
HP 0  
CAP 0

UNIVERSAL Anchor 0/P

COR +2 when using a whip. A whip master may wrap a whip around a targeted person or object. Success at STR +2 vs STR allows a whipmaster to disarm a target. Target does not add STR of weapon. Success at +COR allows a whip master to do various tricks with a whip. Only one weapons mastery may be earned per 100 card points.

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Whip Master