



MODULE 1

The Art of Defence

Iain Fyffe

Fifth Element Games Modules are simple, straightforward products with a narrow focus. They are low-priced and have a simple layout and presentation. Modules are meant to be “plugged in” to your campaign with minimal effort.

Open Game Content

All text and information contained in this product, other than any terms, titles or logos protected by trademark, is to be considered Open Game Content as per the terms of the Open Game Licence version 1.0a.

THE ART OF DEFENCE

To those versed in its intricacies, swordplay is more than mere swordplay. It is elevated to an art form: the art of defence.

There are many forms within this art. One is two-weapon fighting, and the rules cover that form well. Another is ranged weapon fighting, and again, that is covered in the rules. But other forms of the art of defence are not addressed in the rules. As such, they are presented in this module.

The Art of Defence presents 12 new feats similar in theme to the Two-Weapon Fighting feats, as well as a few new weapons with special properties. All feats presented are general feats, and may be selected by a fighter as a bonus feat.

NEW FEATS

Half-Sword Fighting

You can fight while gripping the blade of your sword with your (gauntleted) off-hand. This enables you to deflect blows more easily.

Prerequisites: Proficiency with weapon used, Weapon Focus with weapon used, base attack bonus +2.

Benefit: When wielding a sword in one hand, and not using a shield, you gain a +1 deflection bonus to AC. In addition, you gain a +4 bonus to your attack rolls when someone attempts to disarm you. You must be wearing a gauntlet on your off-hand to receive this benefit.

Special: A fighter may select Half-Sword Fighting as one of his fighter bonus feats.



Requires the use of the Dungeons & Dragons Player's Handbook, Third Edition, published by Wizards of the Coast, Inc. 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at www.wizards.com/d20.

Improved Thrown-Weapon Fighting

You can throw a weapon that is not designed to be thrown.

Prerequisites: Proficiency with weapon used, Point Blank Shot, Thrown-Weapon Fighting.

Benefit: When you throw a weapon that is not designed to be thrown as a ranged attack, you suffer no penalty to your attack roll.

Normal: Throwing a weapon that is not designed to be thrown incurs a -4 penalty to the attack roll (see “Thrown Weapons” in Chapter 7 of the PHB).

Special: A fighter may select Improved Thrown-Weapon Fighting as one of his fighter bonus feats.

Improved Two-Shield Fighting

You are expert at fighting with a shield in each hand.

Prerequisites: Shield Proficiency, Two-Weapon Fighting, Two-Shield Fighting.

Benefit: When wielding two shields, you receive a +1 bonus to attack rolls and a +1 bonus to damage rolls when making a shield bash attack with the shield in either hand.

Special: A fighter may select Improved Two-Shield Fighting as one of his fighter bonus feats.

Improved Two-Handed-Weapon Fighting

You are expert at fighting with certain two-handed weapons.

Prerequisites: Martial Weapon Proficiency, Two-Handed-Weapon Fighting, proficiency with weapon used, base attack bonus +6.

Benefit: When using a heavy flail, greataxe, greatclub, greatsword, halberd or spear, you have reach with the weapon. This reach does not prevent you from attacking opponents in adjacent square. When using such a weapon as a reach weapon, you apply only the normal 1-½ times your Strength bonus to damage rolls (that is, the benefits of Two-Handed-Weapon Fighting do not apply). In addition, due to the increased difficulty of landing a solid blow, the critical range or multiplier is reduced; rather than x3 or 19-20/x2, it is x2.

Normal: These weapons do not give reach.

Special: A fighter may select Improved Two-Handed-Weapon Fighting as one of his fighter bonus feats.

Improved Weapon-and-Shield Fighting

You are expert at fighting with a weapon in one hand and a shield in the other.

Prerequisites: Martial Weapon Proficiency, Shield Proficiency, Weapon-and-Shield Fighting, base attack bonus +4.

Benefit: When wielding a weapon and shield, you receive a +1 deflection bonus to AC. This bonus stacks with the bonus from Weapon-and-Shield Fighting. You also receive a +2 bonus to attack rolls when making a shield bash attack.

Special: A fighter may select Improved Weapon-and-Shield Fighting as one of his fighter bonus feats.

Knife Fighting

You are especially deadly when wielding a dagger.

Prerequisites: Proficiency with dagger, Weapon Focus with dagger.

Benefit: When wielding a dagger or a punching dagger, your threat range increases by one, and your critical multiplier is increased by one (see “Critical Hits” in Chapter 8 of the PHB).

Special: A fighter may select Knife Fighting as one of his fighter bonus feats.

Reach-Weapon Fighting

You can use reach weapons to attack opponents adjacent to you.

Prerequisites: Proficiency with weapon used, base attack bonus +2.

Benefit: When wielding a reach weapon (glaive, guisarme, lance, longspear, ranseur, spiked chain or whip) with which you are proficient, you can attack a creature in an adjacent square (or creatures 10 feet away if you are Large).

Normal: When wielding a reach weapon, you can attack a creature 10 feet away (or 15 if you are Large), but not a creature in an adjacent square (or within 10 feet if you are Large).

Special: A fighter may select Reach-Weapon Fighting as one of his fighter bonus feats.

Single-Weapon Fighting

You can make unarmed attacks when wielding a one-handed weapon without provoking attacks of opportunity.

Prerequisites: Proficiency with weapon used.

Benefit: When wielding a one-handed weapon and making an unarmed strike with your off-hand, you do not provoke an attack of opportunity. In addition, due to your opponent focusing more on your weapon than your empty hand, you gain a +1 bonus to such an attack roll.

Normal: Making an unarmed strike provokes an attack of opportunity (see “Unarmed Attacks” in Chapter 8 of the PHB).

Special: A fighter may select Single-Weapon Fighting as one of his fighter bonus feats.

Thrown-Weapon Fighting

You can make a ranged attack with a thrown weapon without provoking attacks of opportunity.

Prerequisites: Proficiency with weapon used, Point Blank Shot.

Benefit: When making a ranged attack with a thrown weapon (dagger, club, shortspear, spear, dart, javelin, throwing axe, light hammer, shuriken or net), you do not provoke attacks of opportunity.

Normal: Making a ranged attack provokes attacks of opportunity.

Special: A fighter may select Thrown-Weapon Fighting as one of his fighter bonus feats.

Two-Handed-Weapon Fighting

You are skilled at fighting with a two-handed weapon.

Prerequisites: Martial Weapon Proficiency, proficiency with weapon used.

Benefit: When using a two-handed weapon, you apply 2-½ times your Strength bonus to damage rolls for melee attacks.

Normal: You apply 1-½ times your Strength bonus to damage rolls for melee attacks.

Special: A fighter may select Two-Handed-Weapon Fighting as one of his fighter bonus feats.

Two-Shield Fighting

You are skilled at fighting with a shield in each hand.

Prerequisites: Shield Proficiency, Two-Weapon Fighting.

Benefit: When wielding two shields, you can make a shield bash attack with the shield in your primary hand without losing the AC bonus from that shield.

You still lose the AC bonus from the shield in your off-hand if you make a shield bash attack with it.

Normal: When using a shield as a weapon, you lose its AC bonus until your next action (see “Shield Bash Attacks” in Chapter 7 of the PHB).

Special: A fighter may select Two-Shield Fighting as one of his fighter bonus feats.

Weapon-and-Shield Fighting

You are skilled at fighting with a weapon in one hand and a shield in the other.

Prerequisites: Martial Weapon Proficiency, Shield Proficiency.

Benefit: When wielding a weapon and shield, and using either the Fighting Defensively or Total Defence option, you receive a +2 bonus to AC.

Special: A fighter may select Weapon-and-Shield Fighting as one of his fighter bonus feats.

NEW WEAPONS

Bladed Shield

The bladed shield is just what it sounds like; it is a small steel shield, with a short sword blade protruding from one side, enabling the user to make a thrusting attack. The user must have Shield Proficiency to use a bladed shield as a shield, and Martial Weapon Proficiency to use the blade as a weapon.

A proficient user can decide at each of his actions whether to use the bladed shield as a shield or a weapon for the next round. Once decided, this use of the bladed shield remains until the user’s next action, at which point he can change it if desired.

Cost: 25 gp

Weight: 8 lb.

Damage (S): 1d4/1d2 (blade/shield bash)

Damage (M): 1d6/1d3 (blade/shield bash)

Critical: x2

Shield Bonus: +1

Armor Check Penalty: -2

Arcane Spell Failure Chance: 10%

Flambard

The flambard is a longsword with a wavy blade. It is designed to give the wielder greater effectiveness against opponents wearing metal armour; its form also makes it easier for the wielder to parry incoming blows, as it deflects the opponent's blade more easily.

When using a flambard, you gain a +1 bonus to attack rolls against opponents wearing metal armour (chain shirt, scale mail, chainmail, breastplate, splint mail, banded mail, half-plate, or full plate). However, you suffer a -1 penalty to attack rolls against opponents wearing other types of armour (padded, leather, studded leather, or hide), which the blade does not cut through as effectively. There are no special modifiers when fighting an opponent with natural armour.

Also, when using a flambard, you gain a +1 deflection bonus to AC. This bonus does not apply against opponents using natural weapons.

Effective use of the flambard requires an Exotic Weapon Proficiency.

Cost: 25 gp Weight: 5 lb.

Damage (S): 1d6
Damage (M): 1d8
Critical: x2

Tuck Sword

A tuck sword is slightly longer than a longsword. Its distinguishing characteristic is two small flanges that protrude from each side, about midway up the blade. These flanges are designed to prevent the sword from becoming lodged in plate armour when the sword is used as a piercing weapon. The section of blade between the hilt and these flanges does not have a sharp edge.

This section of blunt blade allows the wielder to use Half-Sword Fighting without having a gauntlet on his off-hand. Unfortunately, the flanges do make it easier to be disarmed, and the wielder suffers a -2 penalty to his attack rolls when his opponent attempts to disarm him.

Cost: 20 gp Weight: 4 lb.

Damage (S): 1d6
Damage (M): 1d8
Critical: 19-20/x2

Copyright and Trademark Information

The Art of Defence is © Iain Fyffe, 2006. All rights reserved. Reproduction of non-Open Game Content of this work by any means without permission is expressly prohibited. *The Art of Defence* is presented under the Open Game License version 1.0a. Dungeons & Dragons, Player's Handbook, and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission. Fifth Element Games is a trademark of Iain Fyffe, all rights reserved.

Contact Information

Please contact us at info@5egames.com.
Find us on the web at www.5egames.com.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

The Art of Defence Copyright 2006, Iain Fyffe.

END OF LICENSE