

Fencing

Fencing is a special division of combat that consists of ritual or recreational dueling between two combatants. Fencing is distinguished from normal combat by its use of special weapons. Many fencing societies employ different rules to govern the combat, but these are not necessary to define a combat as a Fencing Match. Fencing is sub-divided into three weapon styles; Epee', Saber, and Foil. Each weapon has special qualities that only function in a fencing match with one other combat who wields the same type of weapon. No special proficiency is required to use a fencing weapon. All fencing weapons are melee weapons. All fencing weapons always deal non-lethal damage. Attacks made with fencing weapons against armored targets deal no damage (not even non lethal damage), unless the target's only source of armor is natural armor or a shield. As a result, fencers may not wear armor during fencing matches. Magical or supernatural interference in a fencing match is widely regarded as cheating. Fencing weapons can never be masterwork or enhanced with magic.

	<u>Epee'</u>	<u>Saber</u>	<u>Foil</u>
Damage Type	Slashing and Piercing	Slashing	Piercing
Damage***	2D6, Threat:20 Crit: x3	2D5, Threat 19-20, Crit: x2	2D4, Threat 18-20, Crit: x2
Weapon Type	One Hand	One Hand*	Light**
Special	Epee' Reach, Parry	Whip, Parry	Riposte, Lunge, Parry

* A Saber can be used as a light weapon for the purposes of the Weapon Finesse feat.

**A foil's grip is designed such that wielding a single foil in two hands yields no benefit to CMB or damage rolls.

*** Small and Medium fencers use the same weapons and thus use the same damage dice.

Epee' Reach:

An Epee's long design makes it a reach weapon. It is still possible for an Epee' wielder to attack adjacent opponents. An opponent of an Epee' wielder can not avoid provoking attacks of opportunity from an Epee' wielder by using a Five Foot Step.

Whip:

A Saber is flexible slashing weapon that can bend around an opponent's guard. If a saber wielder misses a target's AC by less than 5, he still deals half damage from the weapon's momentum carrying some of the blade into his opponent. If a saber wielder misses his opponent but still deals damage from Whip, he is not subject to Riposte.

Riposte:

Foils have a lighter construction that allows superior speed and reaction by their wielders. The wielder of a foil may, at their option, make an attack against an attacker who has just missed them. A foil wielder who is missed by a Riposte may, in turn, execute a Riposte against his or her attacker. Ripostes

and counter Ripostes are not Attacks of Opportunity, and are a special form of immediate action. Ripostes do not count against a foil-wielders limit of one immediate action per round. A foil wielder may perform a number of Ripostes per round equal to his or her Dexterity modifier plus one.

Lunge:

A foil wielder may launch his or body forward while keeping their back foot firmly on the ground. Doing so allows the foil wielder to temporarily extend their melee attack range by one additional square. Lunging normally requires a standard action, but can be used in conjunction with Riposte to allow the foil wielder to attack an opponent who would otherwise be out of reach. Lunging is not a form of movement, and thus does not provoke an attack of opportunity from Epee' Reach.

Parry:

Fencing weapons may be used to deflect the blows of other fencing weapons. As a result, the wielder of a fencing weapon adds on half of their Base Attack Bonus to their Armor Class against attacks made with fencing weapons.