

# New Fencing Academies

For Pirates of the Spanish Main®, from Savage Worlds



For the *Pirates of the Spanish Main*® Roleplaying Game, by Paul "Wiggy" Wade-Williams.

## Academy of Ungentlemanly Arts

**Requirements:** Agility d6+, Smarts d6+, Fighting d6+

The Academy of Ungentlemanly Arts is another Italian school recently arrived in the Caribbean. Its sole office in the region is on Martinique. Fencing in the Age of Piracy is not governed by strict rules like modern Olympic fencing. Like the French National Academy, this one concentrates on trickery to secure victories.

When a student scores a raise on a Trick against an adjacent foe, he may immediately make a free Fighting roll. This incurs no additional multi action penalties, though any which apply during the round also apply to this attack. For instance, a character who runs and performs a Trick has a -2 penalty this round for performing two actions. With a raise, his Fighting roll is made at -2, being an additional benefit of the Trick rather than being a separate action.

In addition, students may take Dirty Fighter at Novice (and are encouraged to learn the Edge as soon as possible).

**Secret:** If an adjacent foe rolls a 1 on his attribute die while performing a Trick, regardless of Wild Die, the character gets a free Fighting roll against him. The student need not be the target for the Trick. This attack interrupts the target's turn, and does not count as the swordsman's action for the round even if he was on Hold or had not yet acted this round.

## De Richelieu's Academy

**Requirements:** Agility d8+, Fighting d8+, Ambidextrous

A French private academy with a salon on Martinique, De Richelieu's Academy (no ties to the Vicomtesse of the same name are known to exist) specializes in deception. The trick it teaches is only good once per combat, but it is a good stunt.

When using one weapon only, the hero can lull his foe into a false sense of security. Once per combat encounter, he can switch hands as a free action, giving him the

Drop on an attack in the same round as he catches his opponent unawares.

Students may use the Florentine Edge when holding a single weapon. They can also learn the Wall of Steel Edge at Seasoned, as they switch hands continually with their weapon to parry incoming blows.

**Secret:** The swordsman has learned how to flick his blade between his hands with truly rapid speed. When armed with a single weapon, the hero can make two attacks during a round exactly as if he had the Two Fisted Edge and two weapons drawn.

## Seven Blades Academy

**Requirements:** Agility d8+, Fighting d8+

The Seven Blades Academy is run by an Englishman known only as Johnny Seven-Blades. It focuses purely on defensive techniques.

Students can use the Defend maneuver and run in the same turn (but cannot take other actions, as per normal) or use the Full Defense maneuver and move their Pace. Members may learn Block at Novice.

Proponents of the art often parry round after round, waiting for the right time to strike. In game terms, this equates to using Defend or Full Defense until the swordsman draws a Joker or the enemy is in a disadvantageous position, such as being Shaken by another character.

Special techniques allow them to acquire Acrobat after character generation, treating it as a Combat Edge (so no GM permission or lengthy training is required). Members are encouraged to learn Fleet-Footed as well.

**Secret:** When using the Full Defense maneuver, the character's minimum Parry is equal to his Fighting die plus any modifiers for weapons or Edges (so a hero with Fighting d10, a rapier, and Block has Parry 12) if he does not move in the round. He may roll as normal to see if he scores higher with Aces. If he moves, he uses the normal rules.

