

# SHARDBEARER (BLADE)

A Shardholder, with his deadly shardblade is a sight to behold:

*At the tenth beat of his heart, his Shardblade dropped into his waiting hand. It formed as if condensing from mist, water beading along the metal length. His Shardblade was long and thin, edged on both sides, smaller than most others. Szeth swept it out, carving a line in the stone floor and passing through the second guard's neck.*

*As always, the Shardblade killed oddly; though it cut easily through stone, steel, or anything inanimate, the metal fuzzed when it touched living skin. It traveled through the guard's neck without leaving a mark, but once it did, the man's eyes smoked and burned. They blackened, shriveling up in his head, and he slumped forward, dead. A Shardblade did not cut living flesh; it severed the soul itself.*

**Way of Kings Page 39**

## RULES

The Power rating of a bearing's Shardblade represents how well they are able to make use of its abilities. While most shardblades look like swords, in using them they are no more like swords than a kitchen knife. Much lighter than their size, but able to cut through anything without resistance.

A shardblade is a sword with damage rating 2

A shardblade shears through armour, as it does through any other solid material.

Any armour, does not apply against it. (With the exception of Shardplate, half-shards, and the like).

When attacking a Shardplate wearer, the effective power of the Shardblade holder is reduced by the Power of the Shardplate wearer.

Shardblades can not be damaged by other shardblades (even with stunts), indeed there is nothing known that can damage shardblades. Perhaps the Dawnblades of legend?

## STUNTS

**FOLLOW THROUGH** (*Purchase up to twice*)

The nudges needed to catch a beat are decreased by 1.

A shardbearer with this trait will often save a portion of his attack dicepool, confident he can catch a beat, and make a second attack this turn.

A powerful shardbearer can, this way, cleave through 2,3 even 4 of his enemies in a single beat.

**UNIQUE WEAPON** (*Can only be purchased when first acquiring the weapon*)

All shardblades are unique, this one even more so.

Most shardblades are swords, a very few however were not.

This blade maybe a polearm, or an axe, or a huge claymore.

Damage of shardblade is increased to 3.

(Note: if the Narrator agrees a character does not need this trait to have his shard blade be a weapon with the same heft as a sword.)

## FULL CUT

The character knows how to always make cuts deep enough to do permanent damage.

All wounds dealt are one category higher than they would otherwise be.

## UNPARRYABLE

If the character fails the contest to hit, by less than the number of Nudges you rolled, then the attack actually hits, (but without those nudges).

### **IMPROVING SHARDBEARS**

Shardholders don't have much to gain by increasing their power rating. Their physical combat dicepool is Physique + Power.

To increase their physique costs 5 advancements, whereas to increase their power costs 6, for less benefits (since physique can be used for things other than cutting people).

Most shardbearers will instead improve the physique as much as possible, this will quickly bring their attack dicepool above 10, granting free nudges.

They also benefit more than most from their stunts that increase their versatility.

This also destroys the weapon or shield their foe carries with.

### **WRECKING BALL**

You may cleave through any solid object that would normally take a whole beat to

cut through (with a Shardblade) and still take another action. When cutting through objects that would take

more than a beat to cut through (e.g. thick fortress walls) you may cut through in half the normal amount of time.

For example you may cut a person-sized hole in a wall, and then kick it out and run through.

### **WALL OF BLADES**

In a turn when you take no action other than to defend:

If the character succeeds a defend roll the weapon used to attack you is destroyed,

if they fail then the damage is reduced by half their power rating (round down).

This stunt does not apply (at all) against other shardblades.

### **CLEAVE**

If the opponent completely fails their dodge, and character succeeds their attack.

(no pairs), then you may choose to do damage either of: 1/4, 1/2 or all their remaining health or as normal.