

## STONE-BREAKER STYLE

The Stone-Breaker chain is an example of an experiment with creating warrior traditions that represent years of practice by utilizing the “Level 1 Only” restriction. This implies that the character has spent years before setting out on an adventuring career training in the fighting techniques represented by this feat chain.

GMs wishing to add this feat chain to their campaign (especially to an established campaign with veteran characters) can choose to ignore or replace the “Level 1 Only” requirement with an appropriate study, an appropriate contact, an organic role-play result, or train to bypass the years that others invest.

Training consists of a series of Downtime (month) Athletics checks that are referenced against Table 2.9: Crafting (*Fantasy Craft*, page 73). The character must earn 5 Reputation via this method to represent mastering the basic techniques through accelerated learning.

The basic motif of this feat chain is that of a brutal martial discipline that draws geocentric magical energy to enhance your combat abilities.

There is also a new Condition associated with this feat chain – *Rooted*. It is listed here for your convenience.



## NEW CONDITION

*Rooted*: All of the character’s speeds reduce to 0 and he may not take 5 ft. steps.

## BASIC COMBAT FEATS

### STONE-BREAKER BASICS

You have studied the arts of the Dragon Mountain warriors.

**Prerequisites:** Level 1 Only, Special characters only

**Benefit:** You gain 1 Edge each time an *entangled* or *rooted* opponent hits you with an attack. You also gain a trick.

*Brutal Vise (Unarmed or 2 Handed Melee Attack Trick)*: If the target’s Strength is less than yours it is *rooted* until your next initiative count. If the attack check succeeds by 4 or more, the target also suffers 1 point of Constitution damage (to a minimum of 4). You may only use this trick if you are standing on the ground.

**Special:** When you gain this feat you may reduce any of your attributes by 2 to gain an additional Species feat with the requirement “Level 1 only.”

### STONE-BREAKER MASTERY

You are unstoppable as an avalanche.

**Prerequisites:** Stone-Breaker Basics feat

**Benefit:** When you take a total defense action you may spend all of your Edge. If you do, you gain DR 3 per point of Edge spent until the end of your initiative count 2 rounds later.

*Mountain-Splitter (Unarmed or 2 Handed Melee Attack Trick)*: Spend 1 Edge and take 1 point of lethal damage that cannot be resisted or reduced when you declare this trick. This attack inflicts additional damage equal to your Career level. You may use this trick once per round and only if you are standing on the ground.

### STONE-BREAKER SUPREMACY

Your roots sink into the earth and drink deeply of your enemies’ doom.

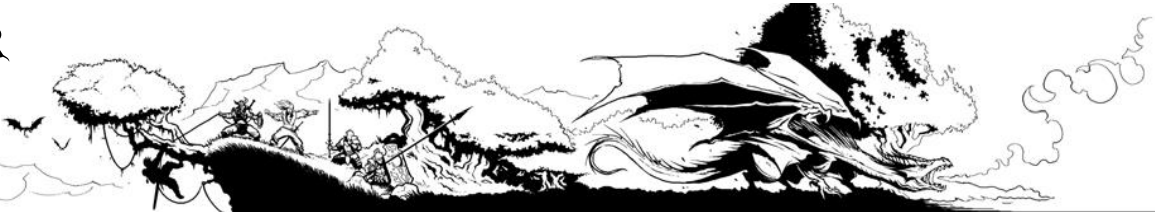
**Prerequisites:** Stone-Breaker Mastery feat

**Benefit:** The threat range of all attacks against opponents adjacent to you is increased by 1. You also gain a stance.

*Dragon Mountain Stance (Stance)*: You gain AP 2 on all melee and unarmed attacks against opponents whose Size category is equal to or bigger than your own. You are immune to critical hits. You return to normal stance if you ever move more than 5 ft. from the position where you entered this stance. You may only enter this stance if you are standing on the ground.

This feat tree was designed by Morgenstern.  
Art by EnahsV from deviantART.

# STONE-BREAKER FEAT CHAIN (LTI)



## STONE-BREAKER STYLE

The Stone-Breaker chain is an example of an experiment with creating warrior traditions that represent years of practice by utilizing the "Level 1 Only" restriction. This implies that the character has spent years before setting out on an adventuring career training in the fighting techniques represented by this feat chain.

GMs wishing to add this feat chain to their campaign (especially to an established campaign with veteran characters) can choose to ignore or replace the "Level 1 Only" requirement with an appropriate study, an appropriate contact, an organic role-play result, or train to bypass the years that others invest.

Training consists of a series of Downtime (month) Athletics checks that are referenced against Table 2.9: Crafting (*Fantasy Craft*, page 73). The character must earn 5 Reputation via this method to represent mastering the basic techniques through accelerated learning.

The basic motif of this feat chain is that of a brutal martial discipline that draws geocentric magical energy to enhance your combat abilities.

There is also a new Condition associated with this feat chain – *Rooted*. It is listed here for your convenience.

## NEW CONDITION

*Rooted*: All of the character's speeds reduce to 0 and he may not take 5 ft. steps.

## BASIC COMBAT FEATS

### STONE-BREAKER BASICS

You have studied the arts of the Dragon Mountain warriors.

**Prerequisites:** Level 1 Only, Special characters only

**Benefit:** You gain 1 Edge each time an *entangled* or *rooted* opponent hits you with an attack. You also gain a trick.

*Brutal Vise (Unarmed or 2 Handed Melee Attack Trick)*: If the target's Strength is less than yours it is *rooted* until your next initiative count. If the attack check succeeds by 4 or more, the target also suffers 1 point of Constitution damage (to a minimum of 4). You may only use this trick if you are standing on the ground.

**Special:** When you gain this feat you may reduce any of your attributes by 2 to gain an additional Species feat with the requirement "Level 1 only."

### STONE-BREAKER MASTERY

You are unstoppable as an avalanche.

**Prerequisites:** Stone-Breaker Basics feat

**Benefit:** When you take a total defense action you may spend all of your Edge. If you do, you gain DR 3 per point of Edge spent until the end of your initiative count 2 rounds later.

*Mountain-Splitter (Unarmed or 2 Handed Melee Attack Trick)*: Spend 1 Edge and take 1 point of lethal damage that cannot be resisted or reduced when you declare this trick. This attack inflicts additional damage equal to your Career level. You may use this trick once per round and only if you are standing on the ground.

### STONE-BREAKER SUPREMACY

Your roots sink into the earth and drink deeply of your enemies' doom.

**Prerequisites:** Stone-Breaker Mastery feat

**Benefit:** The threat range of all attacks against opponents adjacent to you is increased by 1. You also gain a stance.

*Dragon Mountain Stance (Stance)*: You gain AP 2 on all melee and unarmed attacks against opponents whose Size category is equal to or bigger than your own. You are immune to critical hits. You return to normal stance if you ever move more than 5 ft. from the position where you entered this stance. You may only enter this stance if you are standing on the ground.

This feat tree was designed by Morgenstern.  
Art by EnahsV from deviantART.

