DUALINK

Three-Sword Style

Fighter Subclass



One Piece Edition

Three Sword Style

The archetypal Three-Sword Style fighter is a master of wielding three blades in perfect harmony, an art form that combines unparalleled martial skill with unwavering focus. This unique style allows them to deliver a relentless barrage of strikes, overwhelming their foes with speed, precision, and raw power. Embracing the path of the Three-Sword Style means embracing a life of discipline, where the sword becomes an extension of the soul.

Three-Sword Mastery

At 3rd level, when you choose this archetype, you master the art of wielding three swords simultaneously. Your unique fighting style grants you the following benefits:

Triple Wielding. TYou can wield three one-handed melee weapons. The third weapon is held in your mouth and functions as though it were held in your hand. You automatically gain the Dual Wielder fighting style, and it is enhanced to accommodate your three-sword technique. When you engage in two-weapon fighting, you can make an additional attack with the weapon held in your mouth. This attack uses the same ability modifier as your other two attacks and is a free action.

Swordsmanship Techniques. You learn specialized techniques unique to the Three-Sword Style, fueled by a pool of energy known as Spirit Points. You have a number of Spirit Points equal to your Fighter level. You regain all expended Spirit Points when you finish a long rest.

Unyielding Spirit

Starting at 7th level, your relentless training and indomitable will allow you to resist debilitating conditions. When you use your Second Wind feature, you can also end one effect on yourself that is causing you to be charmed, frightened, paralyzed, or stunned.

Asura Manifestation

At 10th level, you unlock the ability to manifest a fearsome spectral form known as Asura, dramatically enhancing your combat prowess. As a bonus action, you can spend 4 Spirit Points to enter the Asura state for 1 minute. While in this state, you gain the following benefits:

- Your focus and precision are heightened to supernatural levels, granting you advantage on all attack rolls.
- Your weapon attacks gain an additional reach of 10 feet, as the spectral arms of the Asura form extend your strikes beyond their normal range.
- Your weapon attacks deal an additional 2d6 force damage.

You can use this feature once per long rest.

Spirit-Fueled Onslaught

At 15th level, your mastery of the Three-Sword Style allows you to channel your Spirit Points into a barrage of deadly strikes. When you score a critical hit or reduce a creature to 0 hit points, you can make an additional melee weapon attack with one of your swords as a free action.

You can chain attacks together as long as you have continue to score critical hits or reduce enemies to 0 hit points.

Successfully striking an enemy with this feature restores 1 Spirit Point.

King of Hell

At 18th level, you have attained the pinnacle of the Three-Sword Style, embodying the power and fearlessness of a true warrior. As a bonus action, you can enter the "King of Hell" state for 1 minute. While in this state, you gain the following benefits:

- Your weapon attacks score a critical hit on a roll of 18-20.
- You gain resistance to bludgeoning, piercing, and slashing damage from all ssources.
- By spending 4 Spirit Points you can gain the benefits of the Asura Manifestation as part of the same bonus action.

You can use this feature once per long rest.

Swordsmanship Techniques

Lion's Song

Level Prerequisite: 3rd level
Cost: Bonus Action & 1 Spirit Point

Your precision and speed allow you to unleash a series of devastating slashes. As part of the same bonus action, you can move up to half your speed and make three melee weapon attacks with disadvantage. Each attack that hits deals an additional 2d4 damage.

Tatsu Maki

Level Prerequisite: 3rd level
Cost: Action & 2 Spirit Points

You spin rapidly, creating a whirlwind of slashes. All creatures within 10 feet of you must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Strength or Dexterity modifier).

On a failed save, they take 3d6 slashing damage per available attack you can make as part of the same action (e.g., if you can make 3 attacks, it's 9d6 total). They are also pushed 10 feet away from you and knocked prone. On a successful save, they take half damage and are not knocked prone.

Oni Giri

Level Prerequisite: 5th level
Cost: Action & 2 Spirit Point

You perform a powerful crossing slash with all three swords, targeting a single enemy. Make three melee weapon attacks against the target. The attacks have the following effects based on how many hit:

- If at least one attack hits loses its reactions until the end of your next turn.
- If two attacks hit the target suffers a bleeding wound, taking 2d6 slashing damage at the start of each of its turns for 1d4 rounds.
- If three attacks hit, the target the target is knocked prone.

At higher levels, the effects scale with the number of successful attacks:

- 11th Level: If four attacks hit the target becomes vulnerable to your weapon attacks for 1d4 rounds.
- 20th Level: If five attacks hit, the target is stunned until the end of your next turn.

The effects do not stack. If no attacks hit you lose two spirit points. if there are none to be lost, nothing happens. The cost of Oni Giri increases by 1 Spirit Point for every consecutive time used.

Rashomon

Level Prerequisite: 7th level
Cost: Reaction & X Spirit Points

When you are targeted by an attack, you can use your reaction to perform a rapid counterattack. Make a melee weapon attack against the attacker. If the attack hits, it deals an additional 1d8 times X damage, and the original attack has disadvantage.

X is capped at your Constitution Modifier.

Hiryuu Kaen

Level Prerequisite: 9th level
Cost: Action & 3 Spirit Points

You perform a powerful upward slash wreathed in flames. Make a melee weapon attack. n a hit, the target takes an additional 3d6 fire damage and must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Strength or Dexterity modifier). On a failed save, the target suffers from second-degree burns, becoming blinded until the end of your next turn. If the target fails the save by 4 or more, they also suffer third-degree burns, limiting them to either a bonus action or an action (not both) for 1d4 rounds.

Shishi Sonson

Level Prerequisite: 12th level
Cost: Action & 4 Spirit Points

You draw your swords in a lightning-fast motion, striking a single target with incredible force. Make a melee weapon attack with advantage. On a hit, the attack deals 4d10 slashing damage per available attack as part of the same action (e.g., if you can make 3 attacks, it's 12d10 total). This damage replaces your normal weapon damage for that attack.

If the target is reduced to 0 hit points by this attack, you regain 2 Spirit Points.

You may not use extra attacks as part of the same action if you use this feature or Oni Giri.

Asura: Ichibugin

Level Prerequisite: 18th level
Cost: Free Action & 4 Spirit Points

For 2d4 rounds, once per turn, you can automatically hit with a melee weapon attack, effectively guaranteeing at least one successful strike each round. Additionally, during this time you are considered proficient in all Saving Throws and you gain temporary Hit Points equal to your Proficiency Bonus at the start of each of your turn.

"Scars on the back are a swordsman's shame."

