**Combat Skills**

Each combat skill represents a style of fighting along with the weapons used. Each style comes with some basic assumptions about how it works. As the player levels up his skill and his character, he gets access to various “moves” that change the way the style works and give him more capabilities.

**Bow**

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| **Starts with**   * Aimed Attack * Un-Aimed Attack |
| **Can Acquire**   * Artery Seeker (2)   + Artery Seeker (3)     - Artery Seeker (4) * Dodge (1) * Double Shot   + Tri Shot * Fast (2)   + Fast (3)     - Fast (4) * Iron Bow * Kick * Mobility (1) * Overwatch * Piercing Shot (2)   + Piercing Shot (3)     - Piercing Shot (4) * Point Blank   + Point Blank II * Quick Aim   + Lightning Aim * Sniper (2)   + Sniper (4)     - Sniper (6) * Zen Archer |

**Brawling**

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| **Starts with**   * Punch Attack -- does STR(-1)+1d3, hit location 1-6, Fast (2) |
| **Can Acquire**   * Fast (4)   + Fast (6)     - Fast (8) * Grapple Choke * Grapple Throw * Get Inside * Head Butt * Improved Disarm I   + Improved Disarm II * Improved Grapple * Improved Punch   + Improved Punch II     - Improved Punch III * Kick   + Kick II * Reversal * Stand Fast * Tough Guy   + Tough Guy II |

**Dirty Fighting**

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| **Starts with**   * Standard Attack |
| **Can Acquire**   * Back Biter * Break Off (4)   + Break Off (6) * Cheater’s Step   + Cheater’s Rush * Ear Biter * Fast (1)   + Fast (2)     - Fast (3) * Get Inside * Go for the Throat * Head Butt * Improvised Weapon * Knockdown Blow (4)   + Knockdown Blow (8) * Throw Dirt |

**Dual Wield**

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| **Starts with**   * Standard Attack – Fast (1) |
| **Can Acquire**   * Bonus Parry (1)   + Bonus Parry (2) * Counter (2)   + Counter (3)     - Counter (4) * Fast (2)   + Fast (3)     - Fast (4) * Improved Sweep   + Improved Sweep II     - Improved Sweep III   + Blade Rush     - Blade Dash * Missile Deflection * Zone of Control I   + Zone of Control II |

**Dueling**

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| **Starts with**   * Standard Attack |
| **Can Acquire**   * Bonus Parry (1)   + Bonus Parry (2) * Disarm (12)   + Disarm (16)   + Greedy Disarm     - Disarm (20) * Dodge (1) * Fearsome Display * Feint (12)   + Feint (16)     - Feint (20) * Improved Give Ground   + Improved Disengage   + Improved Give Ground II * Mercy * Mobility (1) * Piercing Strike (2)   + Piercing Strike (3)     - Piercing Strike (4) * Pommel Strike * Stand Fast * Witty Riposte |

**Great Weapon**

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| **Starts with**   * Standard Attack |
| **Can Acquire**   * Cleave (4)   + Cleave (7)     - Cleave (10) * Forceful Blow   + Forceful blow II * Improved Limb Breaker * Improved Shield Smash   + Weapon Breaker * Knockdown Blow (4)   + Knockdown Blow (8) * Stay Outside   + Stay Outside II * Titan’s Reach * Wimpy Reroll   + Wimpy Reroll II |

**One Hand & Shield**

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| **Starts with**   * Standard Attack |
| **Can Acquire**   * Bodyguard * Bonus Block (1)   + Bonus Block (2) * Durable Equipment * Fast Draw Shield * Get Inside * Phalanx * Shield Bash   + Shield Bash II * Spell Blocker I   + Spell Blocker II     - Spell Blocker III * Taunt |

**Staff**

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| **Starts with**   * Standard Attack |
| **Can Acquire**   * Casting Parry * Concussion (3)   + Concussion (4)     - Concussion (5) * Improved Give Ground   + Improved Disengage * Improved Press * Knockdown Blow (4)   + Knockdown Blow (8) * Staff Drain * Staff Warrior |

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| **Trait** | **Description** |
| Aimed Attack | Full Action; Make a ranged attack against your target |
| Artery Seeker (x) | You may take a -2 to hit to add Bleed (x) to your attack |
| Back Biter | If you flank your opponent, you get +1 damage and +1 wound roll |
| Blade Dash | If you spend a yellow or red up, you may take a full move, attacking any enemy adjacent to your path at a -2 to hit |
| Blade Rush | If you spend a yellow or red up, you may take a ½ move, attacking any enemy adjacent to your path at a -2 to hit |
| Bodyguard | You may take a -1 to your own defenses to give an adjacent ally a +2 to his |
| Bonus Parry (x) | You gain an additional parry before your parry score degrades |
| Break Off | When you hit, you have an x/12 chance of getting the opportunity to break your weapon inside your opponent. Doing so causes your victim to immediately become impaired (2) and bleed (1) |
| Casting Parry | * You can cast and parry in the same round without taking a penalty |
| Cheater’s Rush | * You can spend an additional yellow or green up to take a free half move, additional ups move you 1 hex/up, to a max of a free full move/round |
| Cheater’s Step | * You can spend a yellow or green up to move a hex, up to an additional half move per round |
| Cleave (x) | * When you drop an opponent in combat, if you roll an x/12, you may immediately take a one hex move and attack another enemy. You can do this once per combat round |
| Concussion(x) | If you hit your target in the head, you have an x/12 chance to stun him for one round. This trait stacks with stunning blow, with the final proc chance being the higher of the two scores +1 |
| Counter (x) | When you successfully parry an attack, you have an x/12 chance of getting an immediate counter attack |
| Disarm (x) | You attack at a -2. Your opponent must save (DEX vs. x) or his weapon flies 1d3 hexes away in a random direction |
| Dodge (x) | +1 Dodge per level |
| Double Shot | You may take a -2 to hit and attack two adjacent targets |
| Durable Equipment | Your weapons are treated as though their durability is +1. Shields are +2 |
| Ear Biter | If someone grapples you, you immediately get a free attack. If you hit and do damage, your next attempt to escape is at +4 |
| Fast (x) | When using the relevant weapon, you get an additional attack on x/12 |
| Fast Draw Shield | You can fast draw a shield, even out of your inventory |
| Fearsome Display | You may stare down your opponent, or display your deadly skill, making a DEX, or WIL roll against him. If you win, your opponent is -1 to hit, -1 damage against you for that fight |
| Feint (x) | When you miss an opponent, you may spend a yellow up to declare a feint. Your target makes a PER check vs. (x) or your next attack against him gets +3 to hit and +1 damage |
| Forceful Blow | * When you hit, you can spend a red or grey up to force the opponent back 1”. You may choose to follow, or not * You may force an opponent back 1-3” |
| Get Inside | You can close against an opponent with a longer weapon without losing the initiative |
| Go for the Throat | Your attacks get Pierce(4) against opponents who are blind, prone, stunned or surprised |
| Grapple Choke | When you succeed in a grapple check, you may choke your opponent doing penetrating STR damage |
| Grapple Throw | When you succeed in a grapple check, you may throw your opponent up to 4 hexes. He takes STR+1d6 damage and ends up prone |
| Greedy Disarm | If you successfully disarm an opponent, you may choose to end up holding the weapon |
| Head Butt | If you have a target grappled, or surprised, you can hit him in the head automatically for STR+1d4 damage with concussion (3) |
| Improved Give Ground | * When you Give Ground, you may retreat two hexes * When you give ground, you may retreat up to your ½ move |
| Improved Grapple | When you grappling, you have +4 STR to hold/escape |
| Improved Limb Breaker | When you hit a limb, you get +1 wound roll |
| Improved Press | * When you press, you take only a -1 to hit and may push your target back up to 2 hexes * When you press you do full damage |
| Improved Punch | * Your punches now do STR+1d6 * Your punches do STR+1d8 * Your punches do STR+1d10 |
| Improved Shield Smash | You can smash shields of equal durability and your chance to do so is +1 |
| Improved Sweep | * You take only a -3 attack penalty and do full damage when you sweep * You may attack everyone in the front three hexes when you sweep * You may attack all adjacent opponents when you sweep |
| Improvised Weapon | You can pick up almost anything and use it as a weapon that does STR+1d4 damage |
| Iron Bow | Upon taking this talent, you get a defense skill equal to your current bow skill-1 and you can now block with your bow |
| Kick | * Make a melee attack against your target that does STR+1d4 damage and knocks them back 1-3 hexes * Your kicks now do STR+1d8 |
| Knockdown Blow (x) | When you hit your opponent in the legs, they have an x/12 chance of being knocked down |
| Lightning Aim | By burning a yellow up, you can make an un-aimed attack at the end of a full action |
| Mercy | When you hit your target, you have the option to NOT damage them, but instead put your blade to them. You can do damage at any time. If you delay a round or more, your damage roll is +1 as is your wound roll |
| Missile Deflection | You can spend a yellow or green up to parry a missile attack |
| Mobility (x) | +1 Initiative, +1 Move per level |
| Overwatch | You may designate a kill zone of 3 hexes. When a target enters your kill zone, you may spend a yellow up to get an immediate free attack against him |
| Phalanx | When standing next to an ally, you both get +1 defense |
| Piercing Shot (x) | Take -2 to hit and give your attack Pierce (x) |
| Point Blank | * You get +1 to hit and +1 damage if your target is within point blank range (1/2 the range band of the weapon) * You no longer take penalties for attacking targets adjacent to you |
| Pommel Strike | You strike with the pommel of your weapon. The attack does STR+1d4, always hits the head, and has Concussion (2) |
| Quick Aim | Aimed attacks now take ½ action |
| Reversal | When you escape a hold, you may automatically attempt one against your opponent as a free action |
| Shield Bash | * You may attack with your shield for STR(-1)+1d6 damage. This attack will knock the target back 1 hex. You can make this attack in addition to your normal attack, but both will be at -3 to hit. * Instead of knockback, your shield bash gets concussion(3) |
| Sniper (x) | Range bands for your missile weapon are increased by x” |
| Spell Blocker | * For a green or grey up, you can block bolt spells with your shield * For three green or grey ups, you can block area of effect attacks, but only if you can get to the center of the effect in a ½ move. You test the caster’s spell attack roll vs. your block, but you take a -2 * For three green or grey ups, you can block a direct spell, but your block roll is -3 |
| Staff Drain | If your staff contains blue ups, you may drain those ups to restore lost spell levels instead of increasing a spell casting roll |
| Staff Warrior | Any blue ups in your staff may be used to give any combat bonus (yellow, red, green, grey) |
| Stand Fast | Standing is a free action |
| Stay Outside | * When you attack someone who approaches you with a shorter weapon, you get +1 to hit and +1 damage. In addition, the talent “Get Inside” never applies to you * When using a reach weapon, and being approached, you may forego your bonuses and instead take a -3 to hit. However, if you hit, you stop their approach and end their turn |
| Taunt | For a green or grey up, you can force an enemy to target you for 1d4 rounds |
| Throw Dirt | You attack at a -2. On a successful hit, your opponent must save (SPD 20) or be blinded for 1-3 rounds |
| Titan’s Reach | When using a weapon with reach, you increase the reach by 1” |
| Tough Guy | * You get +2 hit points and +2 to all toughness and will saves * You get +1 AV |
| Tri Shot | You make take a -2 to hit and attack three adjacent targets, or two targets with a hex in between |
| Un-Aimed Attack | Half Action; -2 to hit; Make a ranged attack against your target |
| Weapon Breaker | Your shield smash ability now works against weapons |
| Wimpy Reroll | * You reroll any damage die that comes up a 1, but must take the second result * You reroll 1-2 |
| Witty Riposte | If your target misses you, you may spend a green up to declare a witty riposte. Your target now takes a -1 to hit you for the rest of the fight |
| Zen Archer | You may swap out one of the damage dice for DEX or SPI |
| Zone of Control | * As a melee fighter, you count as two combatants for purposes of engaging enemies and locking them in combat * You count as three combatants |