**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 (7)     - Fast (10) * Grapple Choke * Grapple Throw * Improved Grapple * Improved Punch   + Improved Punch II     - Improved Punch III * Kick   + Kick II * Tough Guy |

**Dueling**

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

**Great Weapon**

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| **Starts with**   * Standard Attack |
| **Can Acquire**   * Cleave (3)   + Cleave (6)     - Cleave (9) * Improved Limb Breaker * Improved Shield Smash   + Weapon Breaker * Knockdown Blow (4)   + Knockdown Blow (8) * Titan’s Reach |

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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 |
| Bonus Parry (x) | You gain an additional parry before your parry score degrades |
| 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 |
| 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 |
| Fast (x) | When using the relevant weapon, you get an additional attack on x/12 |
| 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 |
| 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 |
| 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 Punch | * Your punches now do STR+1d6 * Your punches do STR+1d8+1 * Your punches do STR+1d12 |
| Improved Shield Smash | You can smash shields of equal durability and your chance to do so is +1 |
| 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 |
| 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 |
| 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 |
| Sniper (x) | Range bands for your missile weapon are increased by x” |
| 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 |
| 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 |
| 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 |