

Tricks

This is a short list, that will grow as we invent them.

Feint:

Pretend to hit them, then really do.

- Not possible with a heavy weapon.
- $DEX + Subt$ vs. $Reflex + N$, where N is the number of times Feint has been used in front of the target
- On success, +4 to attack
- On failure, -4 to attack

Practiced:

- Failure is -2 instead of -4, and Success gives +1 damage as well.

Shield Charge:

Move full move distance and ram your shield into someone's body.

- This is a normal attack with +3 to hit
- Only works if you've travelled at least 10 feet
- Deals $d4 + STR_{mod}$ damage on hit
- Roll $STR + Athl$ against Reflex to knock them backwards a short distance
- If you miss, they get an opportunity attack against you
- Even if you hit, your AC gets a -2 penalty until your next turn

Practiced:

- AC is only -1 till your next turn, and you get a +2 bonus on your roll to knock them back.
- If your get a spread of 5 or more, they are knocked *prone*.

Drive-by:

Take a swing at a character while running past them to somewhere else.

- Roll a standard attack with -1
- If you hit, do +2 damage
- If you miss, they can take an opportunity swing at you with -2

Practiced:

- Your attack has no penalty

Walking and Chewing Gum

Cast a minor spell while walking normally, or slowly backward.

- Cast a spell that is not of the highest rank you can cast
- Take a penalty equal to the rank of the spell
- If it is not an attacking spell, it loses duration or effect based on its level (ask DM)

Practiced:

- Take one less penalty.