

## 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 + [number of times feint has been used this fight]

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+STRmod 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 is -2 till 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 slowly walking backwards.

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.