



BLOOD & STEEL™

Fantasy Combat Accessory

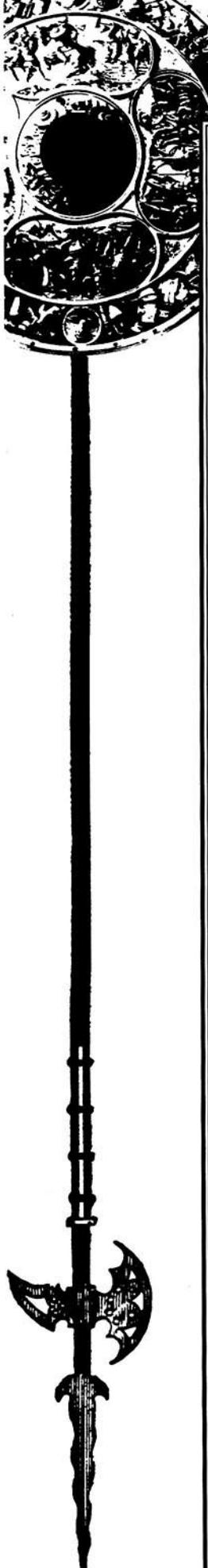


By Bryan Nystul

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BLOOD & STEEL
Guidebook



Blood and Steel

Fantasy Combat Accessory

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Guidebook

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Special thanks to Mr. David O'Neill for being a great teacher and for giving me an "A" (or was it an "F" ?) on my first fantasy short story. I didn't know at the time that my life would lead me here, but you helped point the way nonetheless.



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A Note on Language:

For the sake of convenience, the male gender is used as a neuter term throughout this product. This does not imply and chauvinism on our part, it simply takes up less space and makes for smoother reading.

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INTRODUCTION



...and although my troops on the Southern front were doing well, we had received word three days ago that the Western front was suffering. A new influx of elite troops had arrived, and our ranks were being decimated. The rest of my party had left immediately upon hearing the news, but I had to stay behind to give final instructions to my generals and advisors.

I had been riding for two days straight, stopping only to water my horse, when I finally arrived on the outskirts of the Western front. As I crested a hill overlooking the battlefield, I could hardly believe my eyes. A massive army of what appeared to be goblins, orcs, and hobgoblins were massed in the distance. Nearer to me, at the base of the slope I stood atop, were the bodies of my companions. All had been brutally slain before I could arrive to help them. Damn my duties for keeping me from their side!

I wept for what seemed to be hours, until I heard a sound which grabbed my attention. I looked up from the bodies of my friends and saw a small detachment of about two dozen humanoids dividing from the main force. They were approaching me with great urgency, and I could tell that they were not merely goblins. Some of their number appeared to be highly skilled and well-equipped. At that moment I stood, readied my weapons, and made a solemn vow upon the lifeless remains of my closest friends. They were heroes true, and they would be avenged...

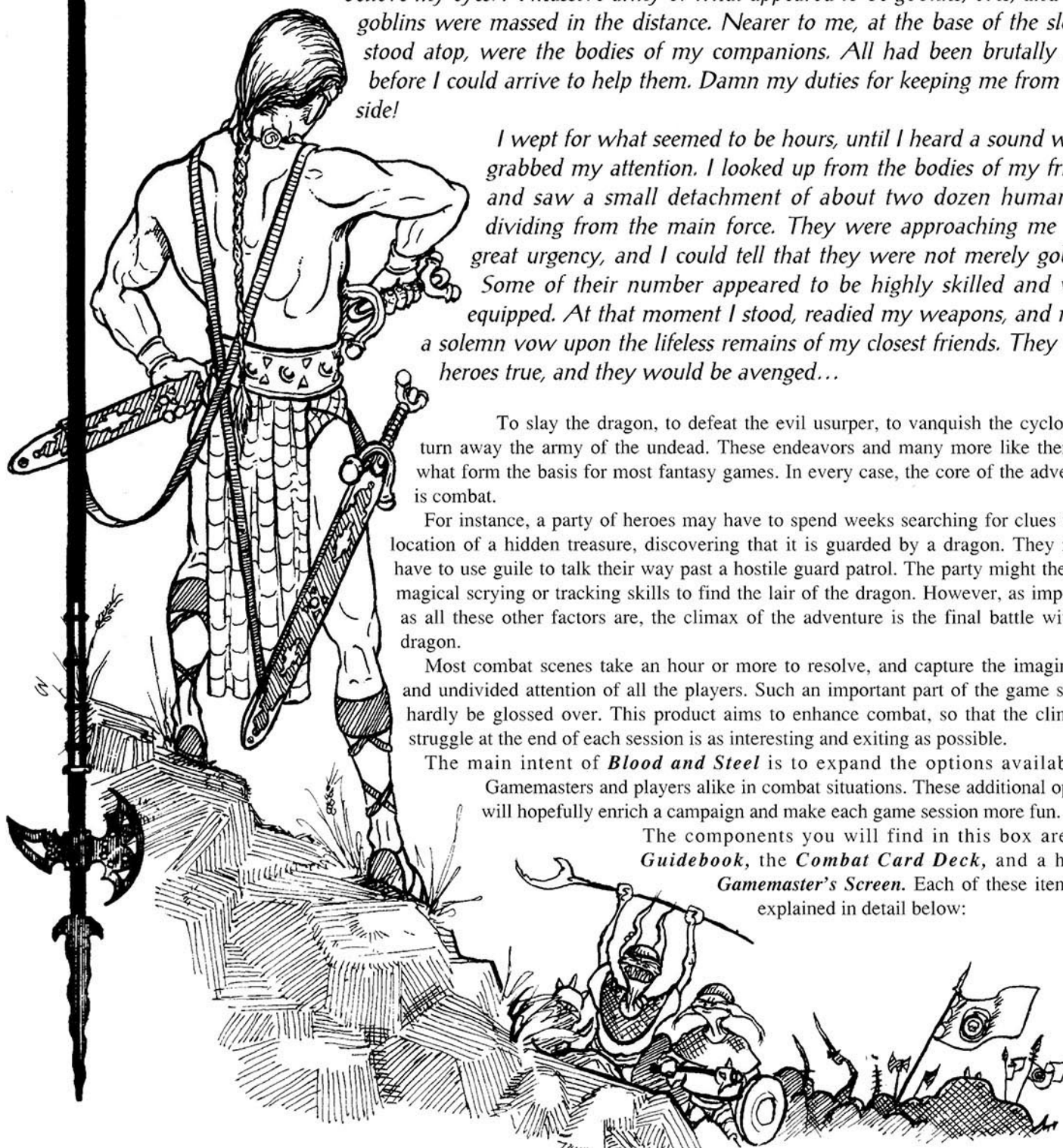
To slay the dragon, to defeat the evil usurper, to vanquish the cyclops, to turn away the army of the undead. These endeavors and many more like them are what form the basis for most fantasy games. In every case, the core of the adventure is combat.

For instance, a party of heroes may have to spend weeks searching for clues to the location of a hidden treasure, discovering that it is guarded by a dragon. They might have to use guile to talk their way past a hostile guard patrol. The party might then use magical scrying or tracking skills to find the lair of the dragon. However, as important as all these other factors are, the climax of the adventure is the final battle with the dragon.

Most combat scenes take an hour or more to resolve, and capture the imagination and undivided attention of all the players. Such an important part of the game should hardly be glossed over. This product aims to enhance combat, so that the climactic struggle at the end of each session is as interesting and exiting as possible.

The main intent of **Blood and Steel** is to expand the options available to Gamemasters and players alike in combat situations. These additional options will hopefully enrich a campaign and make each game session more fun.

The components you will find in this box are: the **Guidebook**, the **Combat Card Deck**, and a handy **Gamemaster's Screen**. Each of these items are explained in detail below:





The Guidebook

This is the item you are holding. Inside you will find a wealth of optional rules, magic items, spells, and new character classes designed to enhance combat and particularly the role of Fighters in combat.

Each chapter presents a section of rules concerning a particular topic, such as Strength. The rules contained in each chapter can be added to a campaign without using any of the other rules in this book. In some cases, individual rules within a chapter can be used independently as well. It is up to the GM to read through the book, picking those rules which he feels will improve his game without making it too complicated for his own tastes or those of his players.

Several passages in this guidebook refer specifically to the Combat Card system. These passages will be marked by an icon, like the one behind this paragraph, for easy reference while using the Combat Cards.

Following is a list of the chapters in this book, along with a summary of their contents:

Skill At Arms

This chapter expands on the combat abilities of Fighters. Included are rules detailing weapon proficiency, advanced Expertise, and fighting styles.

Strength

As the most important ability score for any fighter, Strength deserves special treatment in this book. An expanded Strength table highlights this chapter, as well as rules for Contests of Strength, lifting great weights, and encumbrance.

Injury & Death

The inevitable result of all combat, injuries get a more detailed treatment in this chapter. The Wound Point system provides a slightly more realistic approach to injuries and resulting death than the traditional HTK rules. The chapter also contains Critical Hit tables and guidelines for determining the long-term effects of untreated wounds.

New Classes

More character classes means more options, and options are what this book is all about! Five new classes are presented in this chapter, featuring the long-awaited return of the mighty Barbarian.

New Spells

In this chapter are scribed a number of deadly combat spells of particular appeal to the new Warlock class (see page 34), but are usable by any Wizard.

Magic Items

A dozen arcane items grace the pages of this chapter, each with background descriptions and illustrations. The GM can use one of these mystical objects as the focus of a long and arduous quest, either to attain the item, or in some cases to destroy it!

Combat Cards

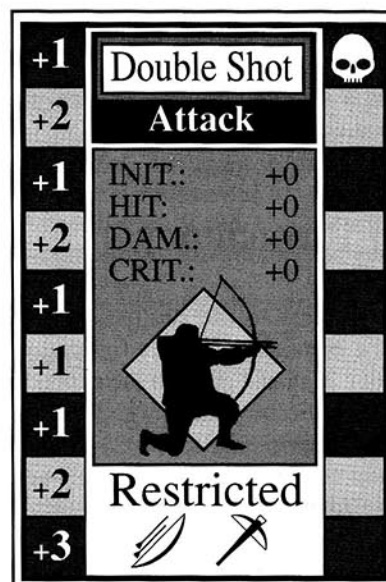
This chapter contains the rules for the use of the Combat Cards. In it, you will find details on how to build a "hand," how the cards affect combat, and guidelines for the Gamemaster's use of the card deck in his fantasy battles.

Forms

At the end of this book are printed a character sheet and a combat tracking form. Both are intended to make incorporating these new rules in a campaign a simpler task. Although they are designed for use with this supplement, they are also suitable for use in any game. Permission is granted to photocopy those sheets for personal use only.

The Combat Cards

The deck of 180 Combat Cards can be used during combat to expand the options available to players and the GM. No longer do you just roll To Hit every round: you can now choose your specific combat maneuvers. The cards are especially suited for enhancing one-on-one duels, but can be used in any battle situation.



The Gamemaster Screen

Also included is a special reference screen. The Gamemaster's side of the screen is packed with charts and tables from throughout this book. The player's side of the screen features handy references to aid in the use of the Combat Cards, including a key to the icons found on the cards.



SKILL AT ARMS

...the fighters circled each other, each searching for an opening in the other's defense. Yerrick was the taller of the two, a mane of red hair cascading from beneath his helm. His weapon of choice, a heavy two-bladed axe, swung easily in his hand as another man might heft a dagger. Yerrick's opponent was a wiry, little elf wielding two razor-sharp longswords. He whirled the swords in a mesmerizing figure-eight pattern in an attempt to disorient the axeman for even a moment. That would be his moment to strike...

Every adventuring character has a working knowledge of weaponry. This comes from necessity and experience more than any formalized training, since characters who don't pick up on the skills of self-defense rarely last long.

However, the Fighter is a different breed. He studies long hours with his weapons: developing special moves, refining complex techniques, and reviewing the lessons of his childhood. This single-minded devotion to his craft gives a Fighter the same flexibility with his weapons as a Wizard might have with his spells; a veritable grimoire of steel to use against his enemies.

Weapon Proficiency

Proficiency refers to the rudimentary knowledge of a certain weapon or fighting style. Proficiency is gained through the expenditure of **Weapon Proficiency Slots**, which all characters earn as they advance in Skill.

The exact rate of Slot acquisition can be found in the main rule book. The following rules expand on the options presented to Fighters when selecting Proficiencies, and include details on learning the use of weapons, weapon groups, and special fighting styles.

Note: Weapon Proficiency Slots are not used to buy extra abilities (i.e., Specialization) with weapons, only the basic Proficiency. For rules on gaining Expertise with weapons, see **Skill Points** below.

Individual Weapon Proficiency

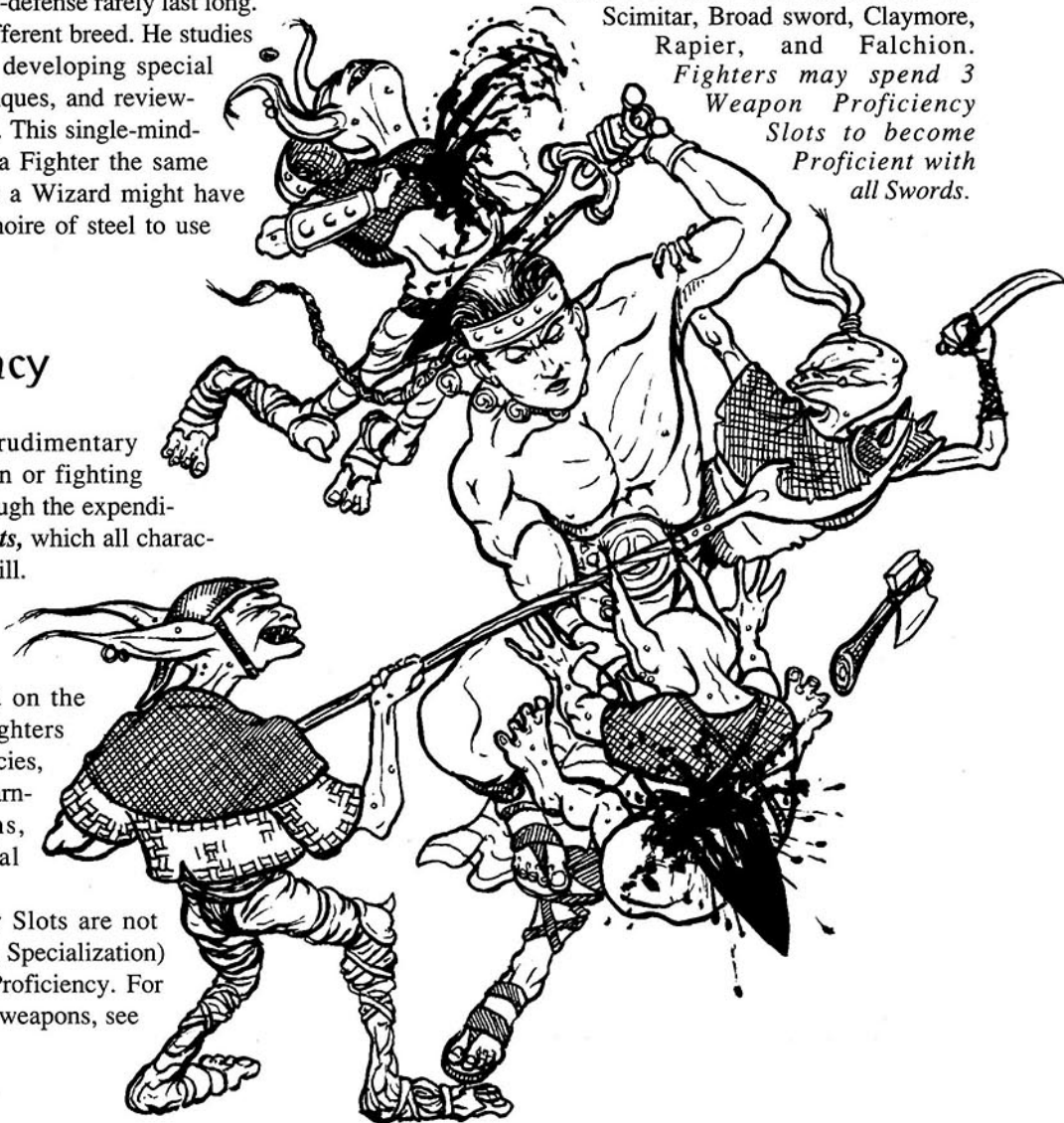
The simple ability to use a particular weapon without penalty is referred to as **Proficiency**. A character who is Proficient with a weapon is known as a **Novice** with that weapon. All characters can spend Weapon Proficiency Slots to attain Proficiency with various weapons: expending one Slot grants the ability to use one specific weapon.

Group Proficiency

Fighters can gain Proficiency with entire groups of related weapons by spending two or more Slots. Descriptions of the various weapon groups and the number of slots required to learn them are as follows:

Hafted Weapons consist of some form of striking head attached to a handle or haft. Hafted Weapons include the Axe, Flail, Pick, Mace, Whip, Club, and Hammer. *Fighters may spend 3 Weapon Proficiency Slots to become Proficient with all Hafted Weapons*.*

Swords are weapons whose main striking component is a single blade. Although there is overlap between the definitions of Swords and Knives, for our purposes any blade whose Size statistic is equal to or greater than the Size of its wielder can be considered a Sword. Swords include the Scimitar, Broad sword, Claymore, Rapier, and Falchion. *Fighters may spend 3 Weapon Proficiency Slots to become Proficient with all Swords.*





Knives also consist of a blade with a handle, but are smaller than Swords. For the sake of convenience, any blade whose Size is smaller than its wielder's is considered a Knife. Knives include the Dagger, Stiletto, Main-Gauche, and Sickie. *Fighters may spend 2 Weapon Proficiency Slots to become Proficient with all Knives*.*

Polearms are any form of thrusting or chopping weapon mounted on a long handle. Spears differ from Polearms in that Spears are used only for throwing or thrusting, and are generally shorter than Polearms. Polearms include the Bardiche, Glaive, Halberd, Fauchard, Guisarme, and Lucern Hammer. *Fighters may spend 4 Weapon Proficiency Slots to become Proficient with all Polearms.*

Spears are shafted weapons used for thrusting and/or throwing. For our purposes, Spears include the Trident, Harpoon, Spear, Quarterstaff, and Lance. *Fighters may spend 3 Weapon Proficiency Slots to become Proficient with all Spears*.*

Quick Missile Weapons are those weapons which are launched or fired over a distance and are relatively quick to fire and reload. Any missile weapon with a Rate Of Fire faster than 1/1 fits into this category. Quick Missile Weapons include the Long bow, Blowgun, Short bow, and Staff sling. *Fighters may spend 2 Weapon Proficiency Slots to become Proficient with all Quick Missile Weapons.*

Slow Missile Weapons are those weapons which are launched or fired over a distance, but are slow to fire and reload. Any missile weapon with a Rate Of Fire of 1/1 or slower fits into this category. Slow Missile Weapons include the Heavy crossbow, Sling, Light crossbow, and Arquebus. *Fighters may spend 2 Weapon Proficiency Slots to become Proficient with all Slow Missile Weapons.*

* *Fighters who become Proficient with Hafted Weapons, Knives, or Spears also gain the ability to hurl the throwable*

weapons which fall into those groups without penalty. For example, a character who is Proficient with all Hafted Weapons can fight in melee combat with a Hand axe or throw it in missile combat with no penalty.



The Skill Point System

As Fighters advance in skill, their ability with various weapons improves. Some focus their training on one particular weapon. Those Fighters are known as specialists. Others spread their ability over numerous weapons, becoming exceptionally skillful in a number of techniques, but never becoming the master of a particular form.

The **Skill Point** system simulates this by allowing each player to customize his character's weapon skills to suit his particular tastes. Starting at Skill 2, a Fighter gains one Skill Point each time he rises in Skill level. For example, a Skill 4 Fighter would have 3 Skill Points, while a Skill 9 Fighter would have 8 Skill Points. Skill Points can be spent as they are earned or saved for later use.

Note: Normally, only single-classed Fighters gain Skill Points. At the GM's option, other warrior subclasses and multi-classed warriors can also gain Skill Points at a reduced rate. If the GM chooses to allow it, other warrior subclasses gain one Skill Point every other Skill level, while multi-classed warriors gain one every three Skill levels.

Expertise

The primary use for Skill Points is to raise a Fighter's **Expertise**. Advances in Expertise represent a broad-based improvement in skill with a weapon. The levels of Expertise are listed on the following tables, along with their costs in Skill Points and game effects.

Expertise Table: Melee Weapons

Expertise	Cost	To Hit	dmg	AC	Notes
Novice	0	-	-	-	Basic Proficiency.
Veteran	1	-	+1	-	
Expert	+2 (3)	+1	+2	-	Number of attacks as Specialist.
Master	+3 (6)	+2	+3	-1	
Grand Master	+4 (10)	+3	+4	-2	Number of attacks as Grand Master.

Expertise Table: Bows

Expertise	Cost	To Hit	dmg	Notes
Novice	0	-	-	Basic Proficiency.
Veteran	1	-	-	Point Blank (+2 To Hit) from 7-20 feet.
Expert	+2 (3)	-	-	Point Blank from 6-30 feet.
Master	+4 (7)	-	+1	Point Blank from 5-40 feet.
Grand Master	+6 (13)	+1	+2	Point Blank from 4-50 feet, Number of attacks as Grand Master.



Expertise Table: Crossbows

Expertise	Cost	To Hit	dmg	Notes
Novice	0	-	-	Basic Proficiency.
Veteran	1	-	-	Point Blank (+2 To Hit) from 7-50 feet.
Expert	+2 (3)	-	-	Point Blank from 6-60 feet, Number of attacks as Specialist.
Master	+3 (6)	-	+1	Point Blank from 5-70 feet.
Grand Master	+5 (11)	+1	+2	Point Blank from 4-80 feet, Number of attacks as Grand Master.

Grand Master Attacks/Round

Fighter	Melee		Light	Heavy	Thrown	Thrown	Other (non-bow)
Skill level	Wpn	Bows	Xbow	Xbow	Dagger	Dart	Missiles
7-12	5/2	5/2	2/1	3/2	5/1	6/1	5/2
13+	3/1	3/1	5/2	2/1	6/1	7/1	3/1

Agility

Skill Points can be used to improve a Fighter's defensive ability with a particular melee weapon or group. This skill is called **Agility**. For one Skill Point a character gains a -1 Armor Class bonus while using one weapon. Two more Skill Points (for a total of three) increases this bonus to -2 AC. The Agility can be applied to an entire Weapon Group (see **Weapon Proficiency** above) for double the cost (-1 AC for 2 points, -2 AC for 6 total points).

Agility can only be acquired for melee weapons, and the AC bonus for Agility can only be applied against attacks from other melee weapons. *The AC bonus gained from Agility is not cumulative with that gained from Expertise; only the highest applicable bonus counts.*

Accuracy

Some Fighters favor precision above all else. These characters gain skill in **Accuracy**, which gives them a bonus To Hit with a particular weapon or group of weapons. One

Skill Point confers a +1

To Hit with one weapon. Two more points (for a total of three) increases this bonus to +2. Accuracy can be applied

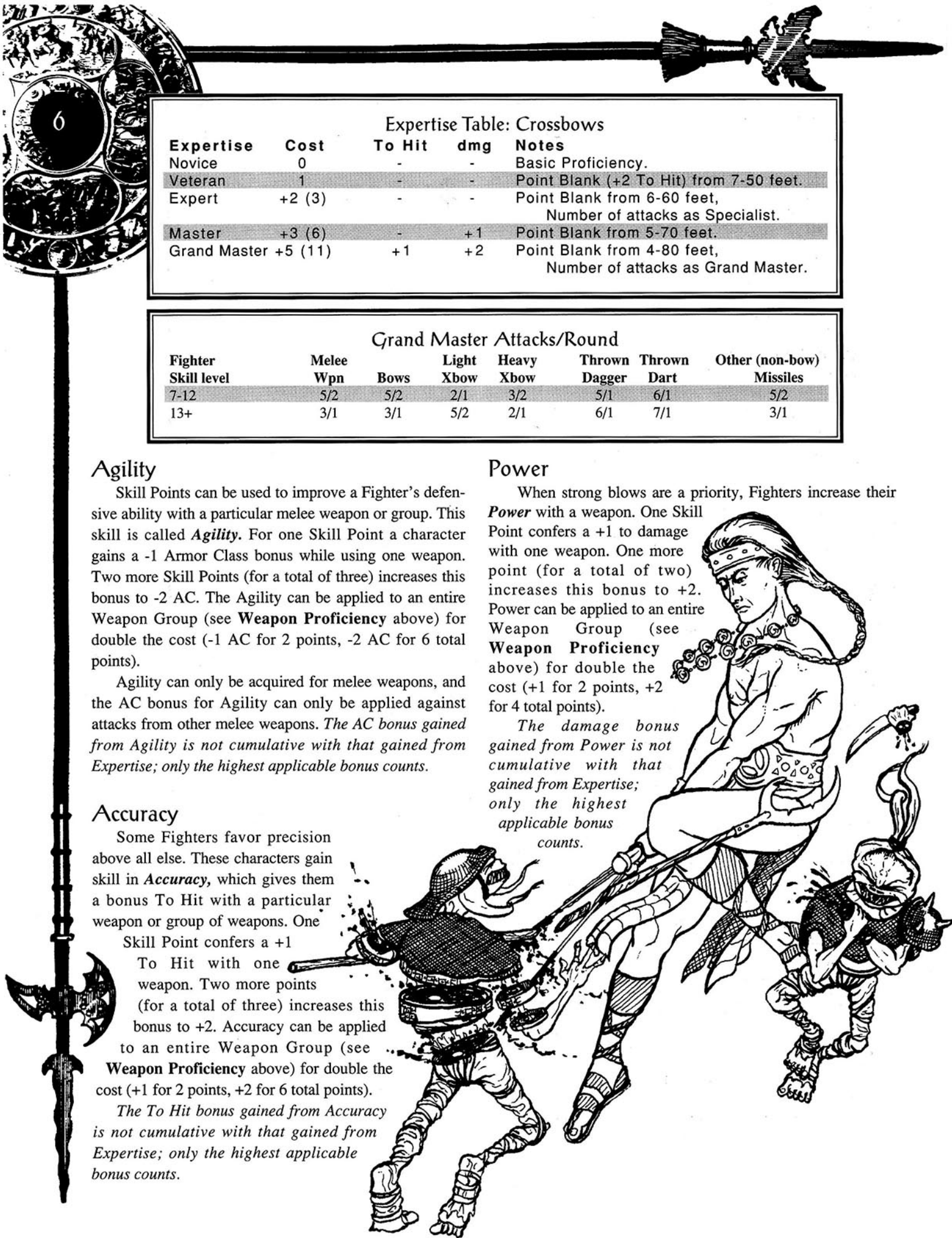
to an entire Weapon Group (see **Weapon Proficiency** above) for double the cost (+1 for 2 points, +2 for 6 total points).

The To Hit bonus gained from Accuracy is not cumulative with that gained from Expertise; only the highest applicable bonus counts.

Power

When strong blows are a priority, Fighters increase their **Power** with a weapon. One Skill Point confers a +1 to damage with one weapon. One more point (for a total of two) increases this bonus to +2. Power can be applied to an entire Weapon Group (see **Weapon Proficiency** above) for double the cost (+1 for 2 points, +2 for 4 total points).

The damage bonus gained from Power is not cumulative with that gained from Expertise; only the highest applicable bonus counts.





Speed

After years of training, some warriors can master the arts of fast draw and deft movement in combat. These characters focus their skill on *Speed*, granting a bonus to their initiative when using a weapon or weapon group. One Skill Point gives a -1 initiative bonus with a weapon. Two more points (for a total of three) increases this bonus to -2. Speed can be applied to an entire Weapon Group (see **Weapon Proficiency** above) for double the cost (-1 for 2 points, -2 for 6 total points).

Advanced Maneuvers (optional)

If the GM is using the Combat Cards, Fighters can use Skill Points to gain access to special, advanced maneuvers. Each Skill Point allows a character to use one of the following maneuvers, which are fully described in the **Combat Cards** chapter. As long as a character is using an appropriate weapon, he will always have access to any special maneuvers he has learned (unless the style rules are in play, see **Fighting Styles** below). They do not count against the total he can use due to class and Skill.

Advanced Maneuvers

Double Block High	Double Block Middle
Double Strike High	Double Strike Middle
Entangle Low	Entangle Middle
Feint High	Feint Middle
Flail Disarm	Parry/riposte High
Parry/riposte Middle	Pin
Punch Block	Sweep High
Sweep Low	Sweep Middle
Wraparound	

Maneuver Specialization (optional)

A Fighter can choose to specialize in a particular maneuver, provided the GM is using the Combat Cards. For one Skill Point, a character gains a +1 To Hit with one maneuver. This bonus may only be purchased once and applies to any use of the maneuver, regardless of the specific weapon being used.

Style Specialization (optional)

If the GM is using both the Combat Cards and the Fighting Style rules, Fighters can specialize in individual styles. Each style a fighter specializes in costs 2 Skill Points. While using a specialized style, a character gains a +1 To Hit bonus.

Fighting Styles

Across any campaign world there will be many distinctive styles of fighting. The Buccaneers of the West Sea may favor a savage and quick-moving style, while the Riders of the Bleak Plains might employ a subtle and mainly defensive style.

Some clever Fighters endeavor to learn many different styles. This serves to improve their general skill and broaden

their minds, but more importantly, it gives them the ability to confuse and unbalance their opponents. If a character suddenly switches from the buccaneers' style to the plainsmen's, his opponent will be caught off guard.

To represent the variety of fighting styles in a campaign, the Gamemaster can choose to use one of the two following methods. The *Simple* method can be used in any game, and requires a minimum of preparation and record-keeping. The *Comprehensive* method is for use in conjunction with the Combat Cards, and allows the GM and player to work together to create a style's "catalog" of maneuvers. Use of the Comprehensive method creates a different feel for each style, but requires more work and preparation to employ.

Note: In all cases, the use of fighting styles applies only to melee combat. A character's knowledge of styles never has an impact on missile combat.

Simple Fighting Styles

All characters who come from the same general region of the campaign world are assumed to know the local fighting style at no cost in Slots. If most of the Player Characters in a campaign hail from the same region, the style which they all share can simply be referred to as the "Common Style." All low-level Fighters and humanoid monsters encountered can be assumed to know only the Common Style.

Any characters who come from distant lands might, at the GM's option, use unusual styles. The GM should either prepare names for these styles before game play, or he can let the players come up with the names themselves.

Fighters and Thieves can learn additional fighting styles at a cost of one Weapon Proficiency Slot per style. If they are acquired after initial character generation, these additional styles must be learned from a character who knows the style.

At the beginning of each combat, players whose characters know more than one style should declare which style they are using. The GM may wish the players to write this choice down for reference during melee. During combat, players may change their choice of style at the beginning of any melee round, before initiative is rolled.

If a character knows the style his opponent is using (regardless of whether he is currently using it or not) but his opponent does not know the style he is using, he "has the *Advantage*" over his opponent. When a character has the Advantage, he gains a +1 to his attack rolls and a -1 bonus to his Armor Class against his disadvantaged opponent. This represents his ability to second guess his opponent's moves based on his knowledge of his opponent's style. For example:





Petric knows the Common Style, and has also learned High Elven Fencing, Jorlanx Sewer-Fighting, and Imperial Kendo. He encounters a Jorlanxi stick-fighter who knows the Common Style and Jorlanx Sewer-Fighting.

At the beginning of the combat, Petric decides he will be using the Common Style. The stick-fighter begins combat with Jorlanx Sewer-Fighting. During the first melee round, neither combatant gains the Advantage, since both know the style the other is using.

In the next round, Petric switches to the rapid finesse of Elven Fencing, while his opponent maintains the Jorlanx style. During this round, the stick-fighter is at a disadvantage because he does not know the style his opponent is using, but his opponent is well-versed in Sewer-Fighting. Petric has the Advantage, so he gains a +1 to his attack rolls and a -1 to his AC against the stick-fighter.

Note: Most monsters, and especially non-humanoid monsters, fight without the use of any style at all. It is therefore impossible to gain the Advantage over such creatures in melee combat.

To add a bit of realism to style selection, the GM can have the players secretly write down their choice of style at the beginning of each melee round, rather than simply announcing it. The uncertainty this provides should enhance combat, but will certainly slow it down as well.

Comprehensive Fighting Styles

The Comprehensive method of selecting and using fighting styles requires the use of the Combat Cards. It is recommended that you read the **Combat Cards** chapter before proceeding, as many of the rules and terms referred to are defined in that section.

When using the Combat Cards, it is possible to add more dimension and flavor to fighting styles. Under the Comprehensive system, a character will have a restricted choice of maneuvers when he is using a particular style. The "palate" of maneuvers available for each style will give them a unique feel. In exchange for the limited selection of maneuvers, the use of a style unknown to your opponent may give you an edge in combat.

Creating Comprehensive Styles

The Gamemaster will have to create the list of allowable maneuvers for each style before play begins. Optionally, the GM can work with each player in developing their particular styles.

Each style allows up to 12 maneuvers, chosen in any combination from the lists of Standard, Advanced, and Restricted maneuvers. Note that these maneuvers are only those allowed while using the style. Learning the style in no way imparts knowledge of the Advanced and Restricted maneuvers permitted to that style.

Here are some examples of fighting styles. Feel free to use them as they are, or consult them as a guide for creating your own unique styles suited to your particular campaign.

High Elven Fencing

The courtly High Elves have developed a sophisticated style comprised mainly of flashy or defensive maneuvers. As strikes to the head are considered dishonorable to the elves, the style is generally restricted to midbody attacks and defenses. This puts the fencer at a distinct disadvantage when facing a foe who uses a more flexible style. Also, to be used to its fullest potential this style requires the knowledge of many Advanced maneuvers, making it a poor choice for novices. As many elves are Rangers, the style also accommodates the use of two weapons, one in each hand.

Maneuvers

Block Middle	Disarm
Double Block Middle	Double Strike Middle
Feint High	Feint Middle
Parry	Parry/Riposte Middle
Pin	Sap
Slash Middle	Thrust Middle

Brawling

A style learned more through circumstance than intent, brawling is the mainstay of scalawags and cutthroats the world over. Although brawlers often appear to be using no style at all, this is deceptive. The range of maneuvers they employ is quite specific, and often quite effective. A brawler tends to focus on powerful blows to take down a foe. Where strong attacks to the head and shoulders fail, tricky moves, such as tripping and backstabbing, usually succeed.

Maneuvers

Backstab	Block High
Block Middle	Charge
Sap	Shield Bash
Slash High	Slash Low
Slash Middle	Smash
Sweep High	Trip

Infantry Basic Training

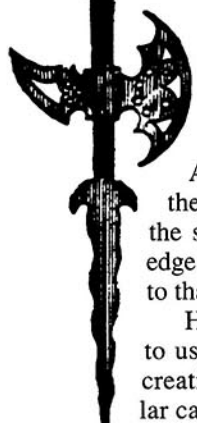
The ranks of most armies are filled with hastily-trained infantrymen armed with pikes and short swords. These troops use a special style designed to counter other infantry as well as mounted opponents. This flexible technique is normally taught only to novices, so it permits no use of Advanced maneuvers. As such, most Fighters disregard this style after attaining higher Skill levels.

Maneuvers

Block High	Block Middle
Charge	Set For Charge
Shield Block High	Shield Block Middle
Slash High	Slash Middle
Thrust High	Thrust Low
Thrust Middle	Unhorse

Jorlanx Sewer-Fighting

A unique fighting style developed by the tunnel-dwelling Jorlanx, Sewer-Fighting uses a special weapon, known as a "stick." A stick is actually a short spear with a very sturdy shaft and an exceptionally sharp blade at its head. This style is designed to be used in sewers, tunnels, and other enclosed spaces. It mainly consists of thrusts and feints since there is no room in a cramped tunnel for sweeping or slashing maneuvers.



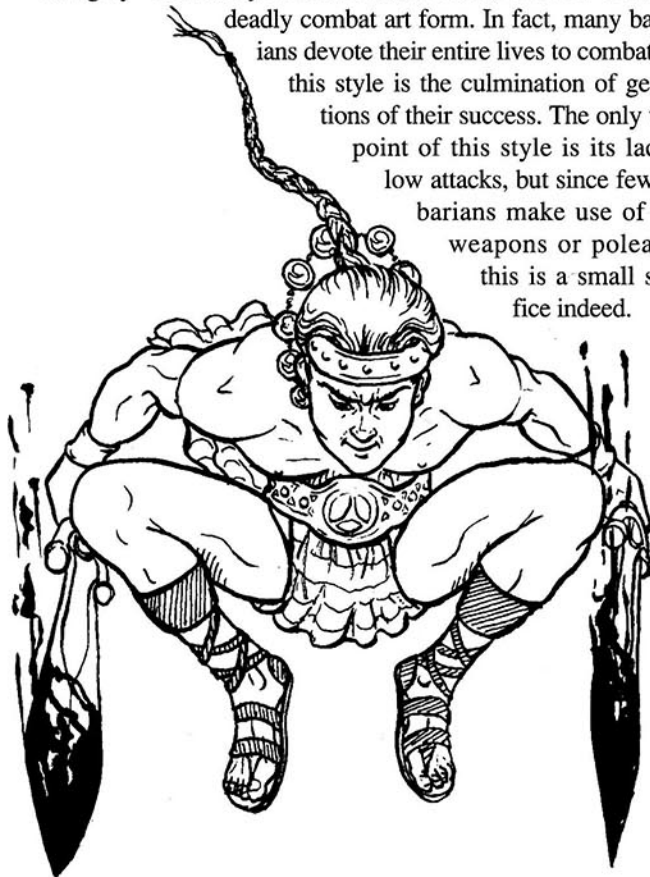


Maneuvers

Block Middle	Charge
Disarm	Feint High
Feint Middle	Parry
Pin	Sap
Thrust High	Thrust Low
Thrust Middle	Trip

Barbarian Savagery

The sturdy warriors of the North known as barbarians use a fierce, direct style of fighting. Unwary opponents may view the "savagery" of this style as unfocused chaos, but it is actually a deadly combat art form. In fact, many barbarians devote their entire lives to combat, and this style is the culmination of generations of their success. The only weak point of this style is its lack of low attacks, but since few barbarians make use of long weapons or polearms, this is a small sacrifice indeed.



Maneuvers

Berserk Attack
Block High
Block Middle
Charge
Shield Bash
Shield Block High
Shield Block Middle
Slash High
Slash Middle
Smash
Sweep High
Sweep Middle

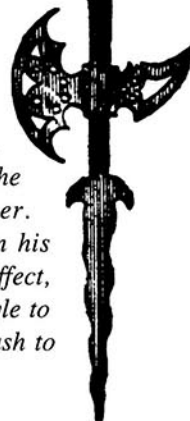
Using Comprehensive Styles

After a character announces that he is using a particular style, he can only make use of those cards in his hand which are allowed by that style. Alternatively, any character can choose to make use of the "Common Style," which allows the use of any maneuver card in the character's hand. The drawbacks to using the Common Style are that everyone knows it, making Advantage easier for opponents to achieve, and that you will never have the Advantage yourself while using the Common Style.

All characters can always use any of the Basic maneuvers, regardless of the style they are currently employing.

All of the rules presented in the previous section apply to the Comprehensive method. Each character must choose his style for the round and Advantage must be determined before any maneuver cards are placed face down. In addition, when a character has the Advantage over his opponent, he can place one additional maneuver card face down at the beginning of the round. He can then look at his opponent's choice of maneuvers. After viewing his opponent's maneuvers, the Advantaged character places one of his chosen maneuver cards back in his hand. Play then proceeds normally, with all players revealing their maneuvers simultaneously.

Continuing the previous examples, Petric has the Advantage over his Jorlanxi opponent. Petric chooses the Slash High maneuver, plus he can place an additional maneuver face down. He chooses the Slash Middle maneuver for his other card. After the Jorlanxi places his card face down, Petric's player can look at it. He discovers that the stick-fighter is executing a Block High maneuver. Petric's player puts the Slash High card back in his hand, leaving the Slash Middle card face down. In effect, Petric has used his knowledge of his opponent's style to anticipate the High Block and counter it with a slash to the torso.





STRENGTH



...Sweat stung my eyes as I strained against the weight of the portcullis. Flashes of light danced across my field of vision, and daggers of pain stabbed my lower back, but all I could think about was the safety of my friends. One by one, they rolled under the gate and began to run for the horses. Behind them, hundreds of screaming orcs charged toward me, fires burning in their inhuman eyes. I chanced a glance down to see who was the last to roll under the gate, and I felt something crack in my spine. I quickly dropped the gate, which must have weighed a ton, just as the first rank of orcs threw themselves against it. After that, all went black...

Expanded Strength Table

Ability Score	Hit Prob.	Damage Adj.	Open Doors	Feat of Strength	Weight Allowance by Size			Max. Press
					S	M	L	
1	-5	-4	1	0%	3	4	5	10
2	-3	-2	1	0%	6	8	10	20
3	-3	-1	2	0%	9	12	15	30
4	-2	-1	3	0%	12	16	20	40
5	-2	-1	3	0%	15	20	25	50
6	-1	0	4	0%	18	24	30	60
7	-1	0	4	0%	21	28	35	70
8	0	0	5	1%	24	32	40	80
9	0	0	5	1%	27	36	45	90
10	0	0	6	2%	30	40	50	100
11	0	0	6	2%	36	48	60	120
12	0	0	7	3%	42	56	70	140
13	0	0	7	4%	48	64	80	160
14	0	0	8	6%	54	72	90	180
15	0	0	8	7%	60	80	100	200
16	0	1	9	10%	66	88	110	220
17	1	1	10	13%	72	96	120	240
18	1	2	11	16%	78	104	130	260
18(01-05)	1	3	12	20%	80	106	133	265
18(06-10)	1	3	12	21%	81	108	135	270
18(11-15)	1	3	12	22%	83	110	138	275
18(16-20)	1	3	12	23%	84	112	140	280
18(21-25)	1	3	12	24%	86	114	143	285
18(26-30)	1	3	12	25%	87	116	145	290
18(31-35)	1	3	12	26%	89	118	148	295
18(36-40)	1	3	12	27%	90	120	150	300
18(41-45)	1	3	12	28%	92	122	153	305
18(46-50)	1	3	12	29%	93	124	155	310
18(51-55)	2	3	13	30%	96	128	160	320
18(56-60)	2	3	13	31%	99	132	165	330
18(61-65)	2	3	13	32%	102	136	170	340
18(66-70)	2	3	13	33%	105	140	175	350
18(71-75)	2	3	13	34%	108	144	180	360
18(76-80)	2	4	14	35%	114	152	190	380
18(81-85)	2	4	14(1)	36%	120	160	200	400
18(86-90)	2	4	14(2)	37%	126	168	210	420
18(91-95)	2	5	15(3)	38%	134	178	223	445
18(96-99)	2	5	15(4)	39%	141	188	235	470
18(00)	3	6	16(6)	40%	150	200	250	500
19	3	7	16(8)	50%	300	400	500	1,000
20	3	8	17(10)	60%	525	700	875	1,750
21	4	9	17(12)	70%	825	1,100	1,375	2,750
22	4	10	18(14)	80%	1,200	1,600	2,000	4,000
23	5	11	18(16)	90%	1,650	2,200	2,750	5,500
24	6	12	19(17)	95%	2,175	2,900	3,625	7,250
25	7	14	19(18)	99%	2,775	3,700	4,625	9,250





Strength, as a Fighter's prime requisite, deserves extra attention in any book dealing with combat. While a warrior can benefit greatly from fast reflexes and a robust constitution, the most basic measure of his ability is his raw physical strength. A stronger Fighter can wear heavier armor and wield a bigger weapon, making him a more effective combatant all around.

The following sections present optional rules regarding the uses of Strength. The Gamemaster should read through this chapter and use only those sections which he finds interesting. None of the following sections rely on the other special rules contained in this product, and are suitable for use in any campaign.

Expanded Strength Table

The table on the left gives further resolution to the bonuses and penalties associated with the Strength ability score, and increases the amount of weight which can be carried by characters with greater than human-level Strength. Using this table, it is possible for giants to lift weights appropriate for their body masses. Previously, the larger giants would find it impossible to stand up, let alone wield trees as clubs! In addition, extra detail has been added to the exceptional Strength area of the table. When using this table, an 18/02 Strength is no longer identical to an 18/49.

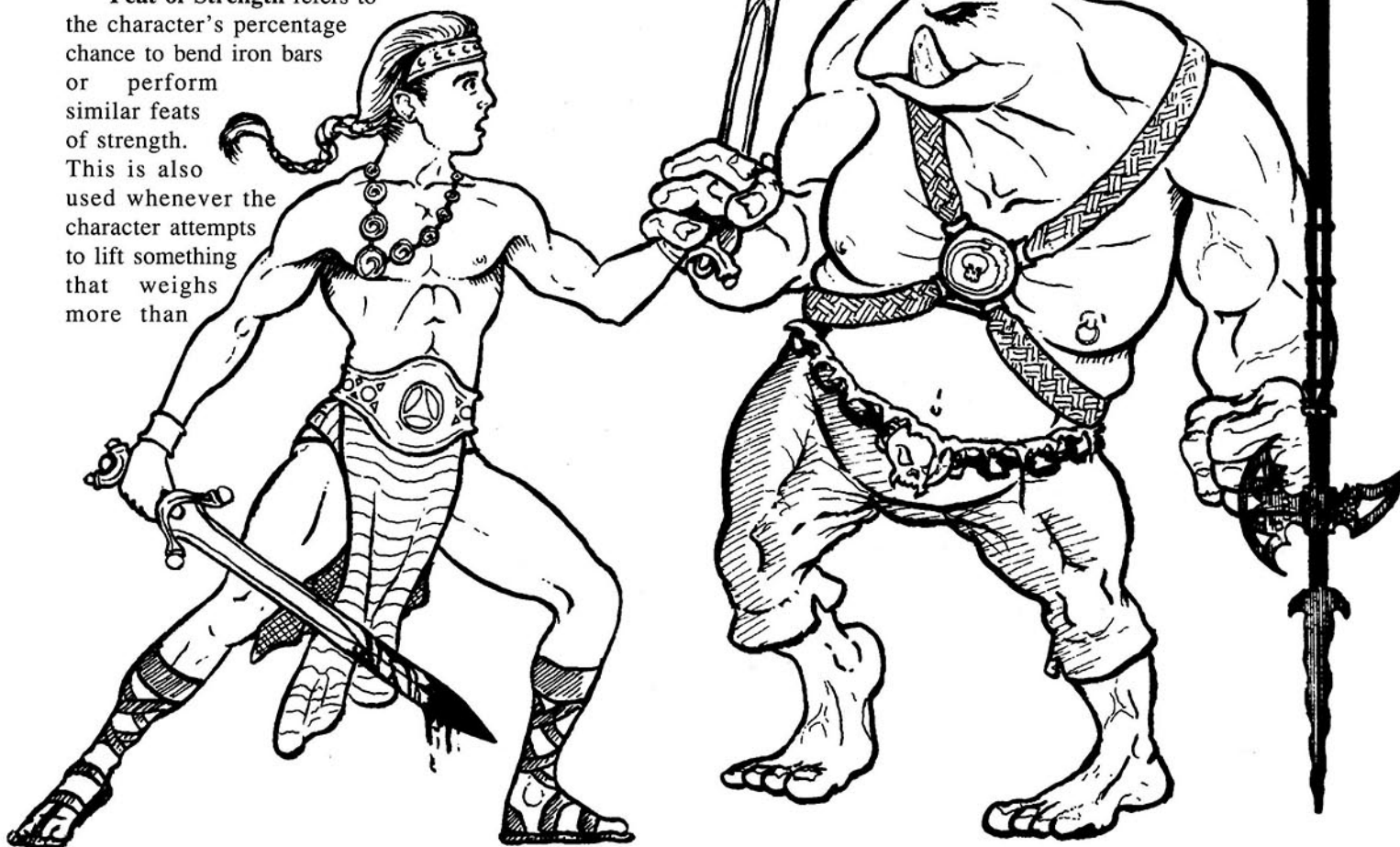
Some of the terms in the table require further explanation:

Feat of Strength refers to the character's percentage chance to bend iron bars or perform similar feats of strength. This is also used whenever the character attempts to lift something that weighs more than

his Maximum Press allows. This chance can be modified by the GM based on the comparative difficulty of the feat being attempted. For example, an attempt to bend the bars on a normal iron gate would require an unmodified roll, but an attempt to bend steel bars might halve the character's chance.

Weight Allowance by Size is the weight a character can carry without being encumbered. Characters who are physically larger can carry more than smaller characters due to their ability to distribute the weight more effectively over their bodies. If Weight Allowances for **Tiny**, **Humongous**, or **Gigantic** creatures are needed, it's a simple matter for the GM to calculate them. Simply multiply the creature's Maximum Press by 20% if it is Tiny, 60% if it is Humongous, or 80% if it is Gigantic to find its Weight Allowance. (Note: These new Size categories are introduced and more fully explained in *Injury & Death*, page 15. If the GM isn't using them, he can simply ignore the previous rule and refer only to the table.) More details on encumbrance can be found under Encumbrance below.

Max. Press is the heaviest weight a character can pick up and lift over his head. For more details about lifting objects, see **Lifting** below.



Contests of Strength

Whenever two characters engage in direct conflict where muscle is the sole deciding factor, the winner is determined by a **Contest of Strength**.

Examples of such Contests include

Grappling (described on page 53), arm wrestling, and the resolution of Disarm (also described on page 50) maneuvers. There are two kinds of Contests of Strength: Quick and Extended, descriptions of which follow:

Quick Contest of Strength

A **Quick Contest of Strength** is used to resolve fast actions where one character or the other immediately prevails. The most common example of a Quick Contest is the resolution of a Disarm maneuver (see **Combat Cards**, page 50). If the character attempting the Disarm makes a successful To Hit roll, the characters must engage in a Quick Contest of Strength to see if the attacker can wrest the weapon from the defender's grasp.

In a Quick Contest, each participant rolls a Strength ability Check and subtracts his Strength damage adjustment (if any) from his D20 roll. If only one character rolls below his Strength ability score, that character wins the contest. If both characters roll below their Strength, the character who succeeded by the greatest margin wins. If the margins of success are tied, the defender wins.

For example, a character with a Strength of 16 is attempting to disarm a character with a Strength of 18/56. The first character rolls a 13 and subtracts his damage adjustment for a final total of 12. The second character rolls a 16 and subtracts his damage adjustment for a total of 13. In this case, the stronger character holds on to his weapon because he made his Strength Check by 5 ($18 - 13 = 5$) while his attacker only made his by 4 ($16 - 12 = 4$).

Extended Contest of Strength

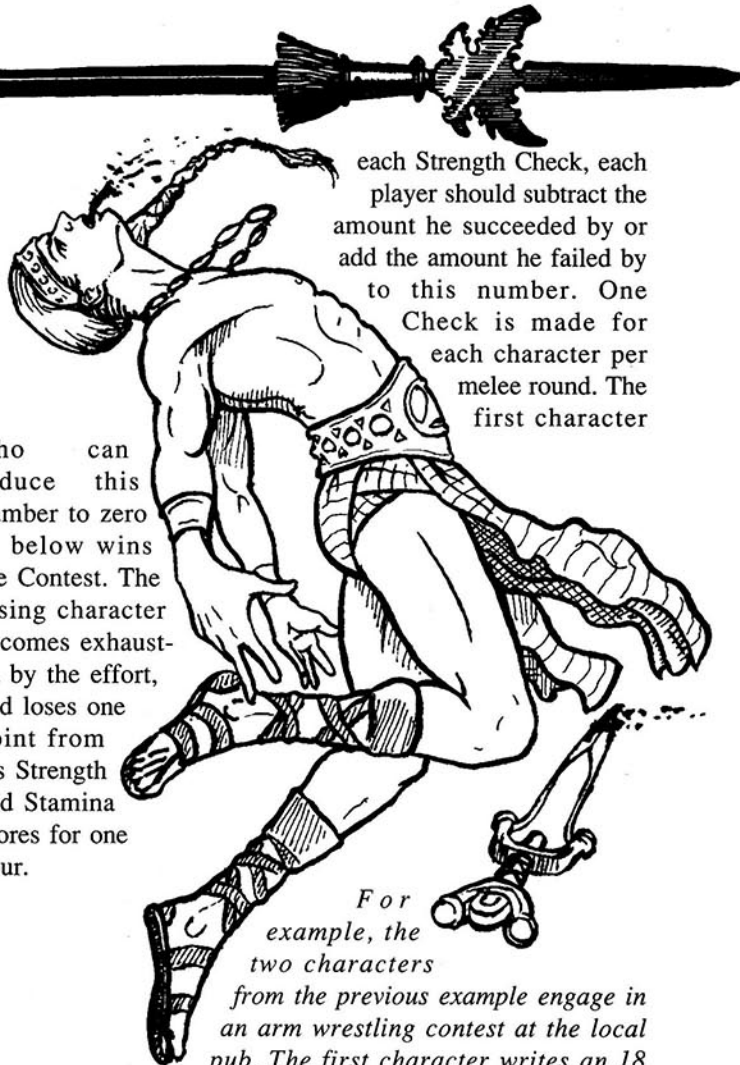
An **Extended Contest of Strength** is used when two characters are locked in a struggle of might versus might. These struggles can last for several melee rounds as the two combatants strain against one another until one is victorious. The popular tavern activity of arm wrestling can be simulated using an Extended Contest of Strength.

An Extended Contest is resolved in much the same fashion as a Quick Contest, but it lasts longer, and the tide may turn during the course of the Contest. Both characters roll Strength ability Checks and subtract their Strength damage adjustments as above, but rarely will either character win an Extended Contest on the first roll.

When the Contest begins, each player should write down the Strength ability score of his opponent. After

each Strength Check, each player should subtract the amount he succeeded by or add the amount he failed by to this number. One Check is made for each character per melee round. The first character

who can reduce this number to zero or below wins the Contest. The losing character becomes exhausted by the effort, and loses one point from his Strength and Stamina scores for one hour.



For example, the two characters

from the previous example engage in an arm wrestling contest at the local pub. The first character writes an 18 down, while the other writes 16 down.

Both characters roll Strength Checks. The first character rolls a 7. Subtracting his damage adjustment of 1, he succeeds by a margin of 10 points. Making a note of this, he subtracts 10 from 18, so he must succeed by a total of 8 more points to win the Contest. The second character then rolls a 19, which succeeds by 2 points (remember, you subtract your damage adjustment from the roll). Subtracting 2 from 16, he must succeed by a total of 14 more points to win the contest.

In the second round, both characters roll again. The first character rolls a 20, which fails by 3 points. Adding 3 to his total, he must succeed by a total of 13 points to win the Contest. The second character rolls a 3 this time. This succeeds by a whopping 18 points, winning the Contest easily. Once again, the stronger character prevails!

The GM should feel free to invoke the Contest of Strength rules in any situation he feels is appropriate. The uses described above are only examples of the possibilities.

Lifting

The Maximum Press listed in the Strength Table represents the most a character can lift over his head using both arms and applying considerable effort. Such a lift is only automatic if it is performed under ideal circumstances: the character is well-rested, has a good grip on the object, and is standing on firm, steady ground.



If the situation is less than ideal, the GM may require a Strength Check for the character to successfully lift such a heavy object. If the weight is up to 1/2 the character's Maximum Press, the Check is made with no modifier. If the object weighs 1/2 to 3/4 of the character's Maximum Press, the Check is made with a +2 penalty to the die roll. If the object weighs 3/4 up to Maximum Press, the Check should be made with a +5 penalty to the die roll.

For example, Uthil the Mighty is trying to lift a treasure chest over his head to impress the women of his party. His Strength is 18/43, giving him a Maximum Press of 300 pounds. The GM determines that the chest weighs 203 pounds, which is between 1/2 and 3/4 of Uthil's Maximum Press. In order to lift the chest, his player must make a Strength Check with a +2 added to the die.

Characters can attempt to lift objects heavier than their Maximum Press allows, but such lifts are very difficult, and can result in injury to the lifting character from overexertion. Rather than rolling a Strength Check, such attempts require a Feat of Strength roll. For a weight up to (but not including) double the character's Maximum Press, an unmodified Feat of Strength roll is used. If the object to be lifted weighs from 2x up to (but not including) 3x the character's Maximum Press, the Feat of Strength is made at 1/2 chance. If the object weighs from 3x to 4x, the chance is 1/3, etc. A character may never attempt to lift more than five times his Maximum Press (at 1/5 chance).

Uthil later has to lift a large stone door which slid down from the ceiling, trapping his friends. The GM secretly determines that the door weighs one thousand pounds. This amount is between 3x and 4x Uthil's Maximum Press, so he must make his Feat of Strength roll at 1/3 chance. He has a 9% chance of lifting the extremely heavy stone door or his friends could be trapped forever!

Lifting such enormous weights has a cost, however. If the character succeeds, he can only hold the weight up for one melee round (one minute) at the most. After this period, he must either immediately drop it or make another Feat of Strength roll to continue holding it. A failed Feat of Strength roll means that the character has severely strained his muscles, and will drop the object if it was previously lifted successfully. In addition, failure results in the temporary loss of 1D6 points of Strength and 1D4 points of Stamina. Points lost in this fashion are regained at a rate of one per hour.

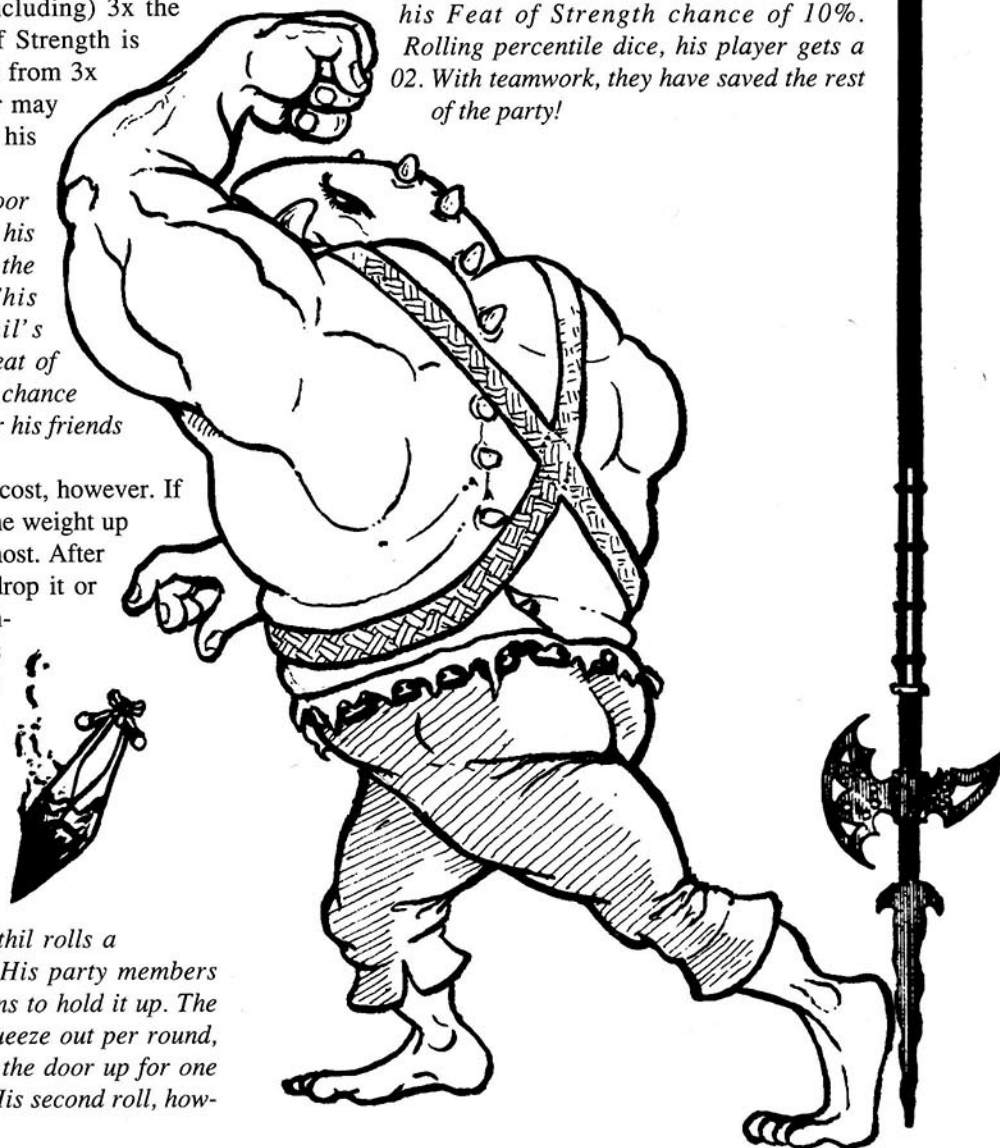
Continuing the previous example, Uthil rolls a 07 on percentile dice, which succeeds! His party members begin to climb under the door as he strains to hold it up. The GM decides that three characters can squeeze out per round, which means that Uthil will have to hold the door up for one more round to save all six of his friends. His second roll, how-

ever, is a 64. He immediately drops the door, and loses 1D6 Strength and 1D4 Stamina. Oops!

Cooperative Lifting

When attempting to lift very heavy objects, it is always advisable to have several characters cooperate. Any number of characters can work together to lift an object, provided there is sufficient room for them to hold on to it. Total the Maximum Press of all the characters lifting and apply the rules in the previous section. The strongest character in the lifting group should make any necessary die rolls, but all of the lifting characters suffer the ability score losses if the roll is failed.

Uthil collapses from his mighty effort, leaving his three companions to try and lift the door again. The three characters have strengths of 13, 14, and 16. The total of their Maximum Press equals 560 pounds. The door weighs just under 2x this figure, so the group must roll an unmodified Feat of Strength roll to lift it. The strongest character attempts the roll, using his Feat of Strength chance of 10%. Rolling percentile dice, his player gets a 02. With teamwork, they have saved the rest of the party!



Encumbrance

Stronger characters can wear heavier armor and make use of larger weapons, but rarely is anyone anxious to dig through complicated encumbrance rules in order to represent this fact. The following rules provide a basic encumbrance guideline to simplify weapon and armor selection, which

should be especially useful for new players who are generating their first characters. In addition, most veteran players will enjoy equipping their characters without having to get out the calculator.

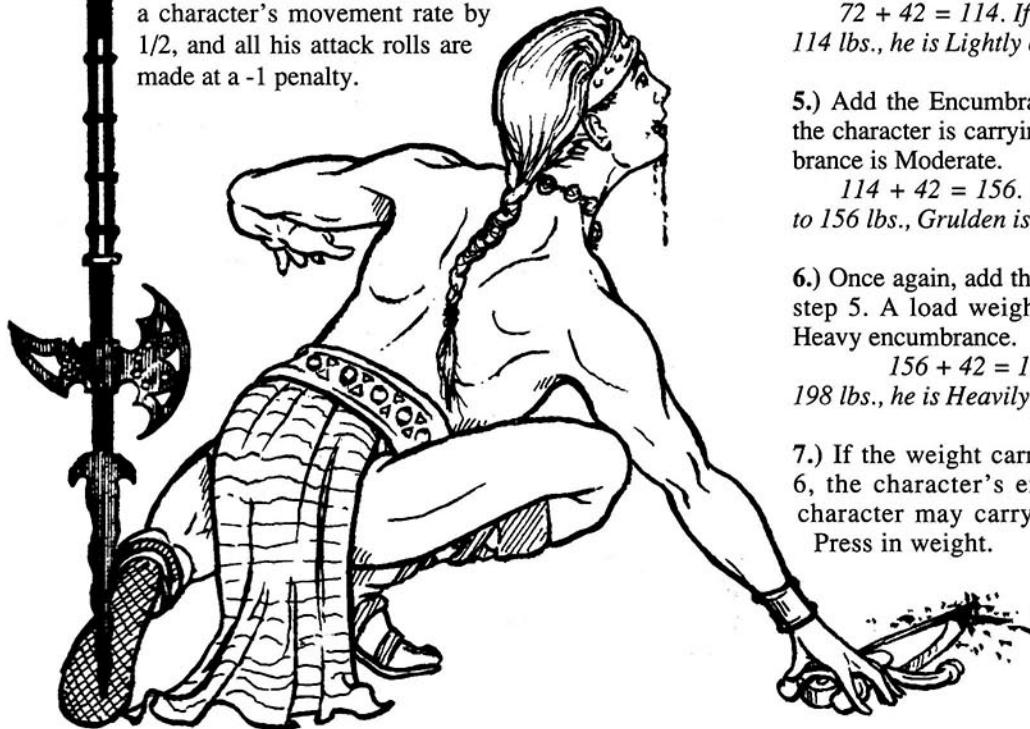
Easy Encumbrance

The single heaviest and most encumbering piece of equipment any character will routinely carry is his armor. To keep things simple, this is the only piece of equipment which matters when it comes to Easy Encumbrance. Of course, it is up to the GM to see that this rule is not abused. A character cannot wear leather armor to avoid encumbrance, and then carry two of each kind of polearm. Let logic prevail in such instances, or use the **Advanced Encumbrance** rules below.

To find a character's encumbrance, compare the total weight of his armor and shield to his Weight Allowance. If the weight is up to half his Weight Allowance, he is considered **Unencumbered**. If the weight is greater than half but less than his Weight Allowance, he is **Moderately Encumbered**. If the weight is between his Weight Allowance and his Maximum Press, he is **Heavily Encumbered**.

An **Unencumbered** character suffers no penalties for encumbrance.

Moderate Encumbrance reduces a character's movement rate by 1/2, and all his attack rolls are made at a -1 penalty.



A Heavily Encumbered

character moves at 1/3 rate, and suffers a -2 penalty to his attack rolls. In addition, his restricted mobility results in a +1 penalty to his Armor Class.

Advanced Encumbrance

A more realistic, but time-consuming, method of figuring encumbrance is presented in the main rule book. In this case, you must add up the weight of all equipment carried and consult the character encumbrance chart. However, if the Expanded Strength Table is used, a different method is used to figure a character's encumbrance level. Follow the steps below to find a character's encumbrance level. The effects of the various encumbrance levels are found in the main rule book.

Below each step, an example appears in italics to help you follow along. The character we will use in the examples is Grulden, a dwarven Fighter with a Strength of 17. He is only 3 feet, 10 inches tall, so he is considered Small.

1.) If the character is carrying a total weight up to his Weight Allowance, he is **Unencumbered**.

Consulting the Expanded Strength Table (page 10), we find that Grulden's Weight Allowance is 72 pounds. If he is carrying equipment weighing 72 lbs. or less, he is considered Unencumbered.

2.) Subtract the character's Weight Allowance from his Maximum Press.

Grulden's Maximum Press is 240 pounds. $240 - 72 = 168$.

3.) Divide this number by four. This number is called the Encumbrance Margin

$168 \div 4 = 42$. Grulden's Encumbrance Margin is 42.

4.) Add the Encumbrance Margin to the character's Weight Allowance. If the character is carrying weight up to this number, but greater than his Weight Allowance, his encumbrance is **Light**.

$72 + 42 = 114$. If Grulden carries weight between 73 and 114 lbs., he is Lightly encumbered.

5.) Add the Encumbrance Margin to the total from step 4. If the character is carrying weight up to this amount, his encumbrance is **Moderate**.

$114 + 42 = 156$. When carrying equipment weighing 115 to 156 lbs., Grulden is Moderately encumbered.

6.) Once again, add the Encumbrance Margin to the total from step 5. A load weighing this amount or less is considered **Heavy encumbrance**.

$156 + 42 = 198$. If Grulden carries between 157 and 198 lbs., he is Heavily encumbered.

7.) If the weight carried is greater than the total from step 6, the character's encumbrance is **Severe**. Note that no character may carry equipment exceeding his Maximum Press in weight.

If Grulden carries a total weight between 199 and 240 lbs., his encumbrance is Severe.



Determining Monster Strength

"average" Small monster should have a Strength of 5, but many Small creatures can be much stronger. Some Small humanoids can have Strengths of 17 or more, but these are rare individuals. As a rule, grant normal Small monsters Strengths no higher than 8 unless they are abnormally muscular or enchanted to be strong.

Medium (4' to 7' tall)

Average STR: 10

Most human-sized monsters have human-level Strength. Average individuals can be assumed to have Strengths of 10, but wide variation is possible. Creatures which are described as muscular, such as hobgoblins, should have higher Strengths. Only extraordinary creatures should have Strengths in excess of 14, however.

Large (7' to 12' tall)

Average STR: 16

Ogres and trolls fall into this range of creatures, all of whom are stronger than men. Most Large creatures should have Strengths of 16, but larger and tougher ones can range as high as 20. Also, when assigning Strengths to Large monsters, keep in mind the fact that the leap from 18 to 19 is enormous.

Be sure to give extraordinary Strengths (18/01 to 18/00) to them when appropriate.

Humongous (12' to 25' tall)

Average STR: 19

The most fearsome of monsters, giants and dragons, are considered Humongous. They are always stronger than the strongest man, with an average Strength of 19. These enormous creatures can be much stronger, however, and often have Strengths as high as 24. When using creatures this strong in combat, it is important to remember that ability Checks always fail if the creature rolls a "natural" 20, regardless of how high the ability score is.

Gigantic (25' or taller)

Average STR: 23

Only the most Gigantic of creatures fall into this category, including titans and the largest of dragons. These monsters are fabulously strong by sheer mass alone, and have Strengths of at least 23. As this category covers creatures from 25' tall on up, it can include monsters which are 100 feet tall or more! These truly awesome creatures will have the highest possible Strength (25), but keep in mind that it cannot even begin to represent the mighty power of a living being of such size. Under most circumstances, it will be impossible for a man-sized attacker to grapple or disarm such a large target. The GM should carefully adjudicate all such attempts to make sure the full impact of a Gigantic monster is preserved.

In many instances it is important to know what the ability scores of monsters are. This is especially true for Strength: the Gamemaster will need to know a creature's Strength whenever the Player Characters attempt to wrestle with it, disarm it, or grab something it is holding. Unfortunately, most monster descriptions do not contain the creature's ability scores, with the exception of Intelligence.

It is a simple matter for the GM to estimate these abilities during play, but a basic guideline should be followed rather than making an arbitrary decision whenever setting the ability scores for monsters. This way, when the PCs encounter the same monster again, it will have the same (or very similar) abilities, helping to create a more believable and consistent game environment.

The attributes of a monster which determine its Strength are its size and muscle mass relative to that size. In addition, some creatures will have Strengths in excess of what their size would dictate due to their magical natures. To determine the Strength of a monster, consult the paragraph below which corresponds to its Size. Note that the Strength score generated here should only be used for purposes of ability Checks and other such tests. A strong monster gains no additional bonuses to attack or damage rolls due to a high strength, as these effects are already figured in to its THACO and damage.

Tiny (2' or less tall)

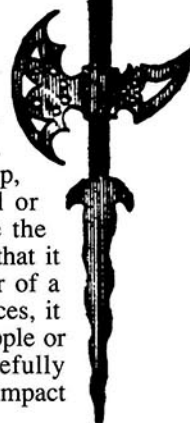
Average STR: 1

Creatures this small have no strength to speak of. They commonly rely on stealth and speed to be effective in combat. In those rare instances where a Strength score is needed for a Tiny creature assume it has a Strength of 1. Some Tiny monsters may be much stronger than their size would suggest due to magic or other effects. Such creatures can have Strengths higher than 1, but they should rarely rise above 5.

Small (2' to 4' tall)

Average STR: 5

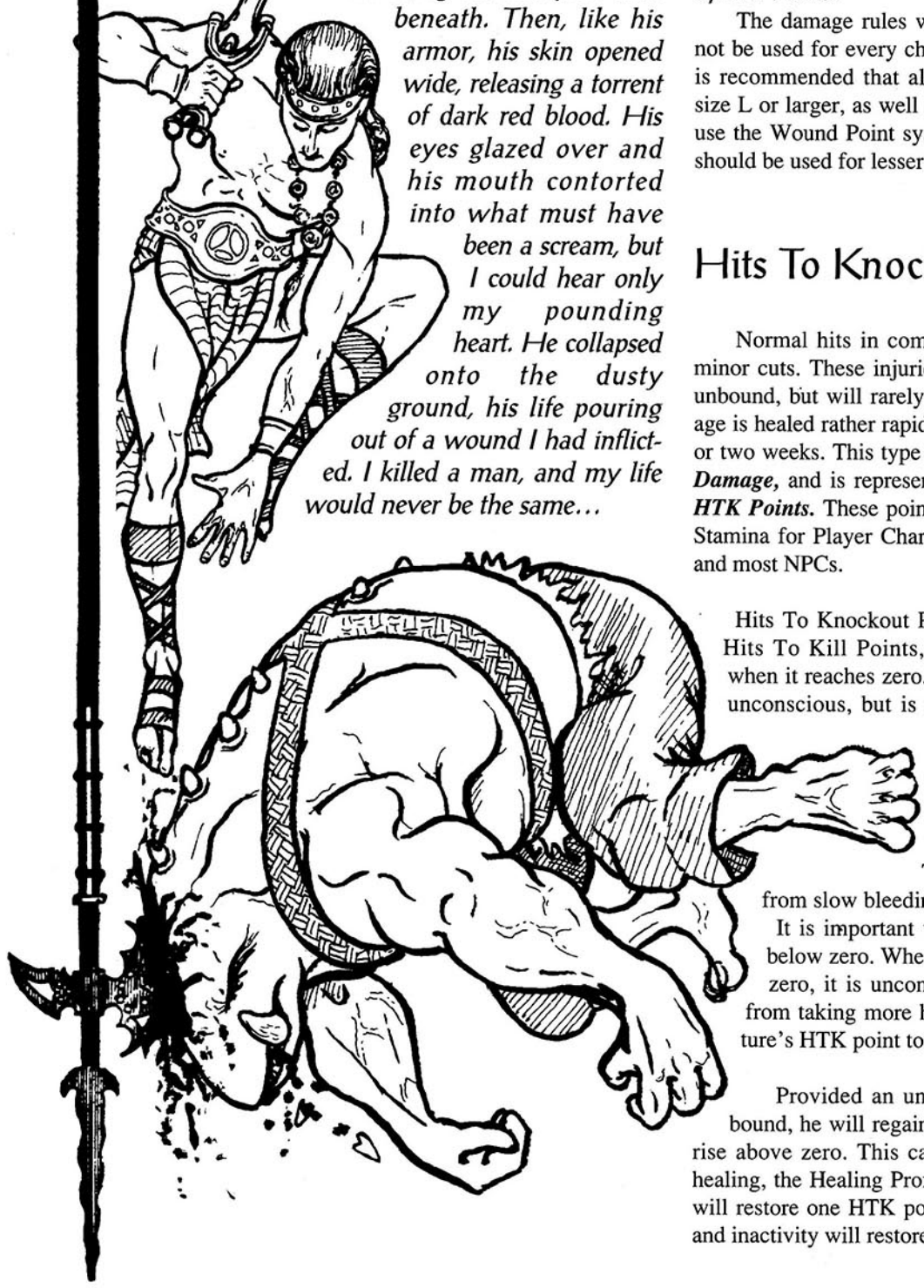
Many commonly encountered races such as goblins and kobolds fall into this Size category. Although generally weaker than men, some Small creatures are surprisingly strong. An





INJURY & DEATH

...it was as though the blow was moving in slow motion. My opponent's chainmail parted beneath the enchantments on my blade, revealing the soft, pink flesh beneath. Then, like his armor, his skin opened wide, releasing a torrent of dark red blood. His eyes glazed over and his mouth contorted into what must have been a scream, but I could hear only my pounding heart. He collapsed onto the dusty ground, his life pouring out of a wound I had inflicted. I killed a man, and my life would never be the same...



The damage rules as they stand are very free-form, dispensing with detail in favor of ease of use. However, while imminently playable, the rules fail to provide any distinction between the various types of attacks. Also, large/small creatures are not appropriately harder/easier to injure relative to their sizes.

The following section aims to remedy these and other problems, adding extra color, excitement, and realism to combat. The **Wound Point** system is a compromise between exacting detail and the free-form HTK system used in the original rules.

GM's Note:

The damage rules which follow are optional, and should not be used for every character and monster in a campaign. It is recommended that all Player Characters and monsters of size L or larger, as well as those with more than 3 HTK Dice, use the Wound Point system. The standard Hits To Kill rules should be used for lesser monsters and NPCs.

Hits To Knockout

Normal hits in combat cause only bruises, scrapes, and minor cuts. These injuries will incapacitate a character if left unbound, but will rarely cause permanent damage. This damage is healed rather rapidly, and will generally fade within one or two weeks. This type of damage is referred to as **Knockout Damage**, and is represented by **Hits To Knockout Points**, or **HTK Points**. These points are determined by class, level, and Stamina for Player Characters, or by HTK Dice for monsters and most NPCs.

Hits To Knockout Points are treated *exactly* like the old Hits To Kill Points, except that a creature will not die when it reaches zero. At zero HTK points, the victim falls unconscious, but is in no risk of dying *unless* he is not treated for his injuries *at all*. If no one stops to bind such a creature's wounds for even one round, he will start to lose actual Wound Points (see below) at a rate of one per hour.

This deterioration represents death from slow bleeding and exposure.

It is important to note that HTK points do not drop below zero. When a creature's HTK point total reaches zero, it is unconscious. There is no additional effect from taking more hits that inflict HTK damage. A creature's HTK point total can never be a negative number.

Provided an unconscious character has his injuries bound, he will regain consciousness when his HTK points rise above zero. This can be accomplished through magical healing, the Healing Proficiency, or simple rest. A day of rest will restore one HTK point, while a day of complete bed rest and inactivity will restore three HTK points.



Critical Hits

While most hits scored in combat only cause minor (HTK) damage, some blows cause serious wounds: cutting or destroying skin, muscle, and bone. These hits are referred to as **Critical Hits**.

There are three ways to score a Critical Hit:

- **Lucky Hit:** any to-hit roll which scores a natural 20 on the die.
- **Mighty Blow:** any single hit which scores 10 or more HTK Points of damage.
- **Expert Strike:** any to-hit roll made by a margin of 10 or more (i.e., if you need a 7+ To Hit, a roll of 17+ (including all bonuses) is a Critical Hit).

If any of these criteria are met, an attack is considered a Critical Hit, and causes 1 or more Wound Points of damage. Wound Points are used to keep track of a creature's serious injuries, and are explained in detail under **Wound Points** below.

Simplified Critical Hit Chart
For All Attack Forms

D20 Roll	Wound Points	Wound Severity Examples
1-10	1	Serious cut/bruise
11-14	2	Serious cut/bruise in vital area; Very deep cut/broken bone
15-17	3	Very deep cut/broken bone in vital area; Severed hand/foot
18-19	4	Severed arm/leg at knee
20	5-9	Roll again, see below.
Second Roll		
1-10	5	Severed leg at hip
11-14	6	Major internal injury
15-17	7	Extreme injury to head/spine
18-19	8	Beheading
20	9	Torso cut in half; Other catastrophic damage
n/a	10	Body completely destroyed

Critical Hit Tables

To determine the effects of a Critical Hit, the GM has two options: **Simplified Wounding** or **Specific Wounding**.

Simplified Wounding uses one chart to determine the Wound Points inflicted by all attack types. It does not generate a hit location for the Critical Hits, and inflicts no additional negative effects other than simple Wound Point damage.

The Simplified option is recommended for use if the GM wants a more realistic wounding system, but still wants to keep it simple. It is also useful if hit location is not desired.

For each Critical Hit, a D20 is rolled, and referenced to the following charts to determine the Wound Points inflicted by the attack. The specific effects and location of the hit are left to the imagination of the GM and players, but examples are provided to give an idea of how severe the injuries would be on a man-sized victim.

Critical Hit Roll Modifiers

(Do not apply to Simplified Chart)

High Maneuver	Up to +30 (see maneuver cards)
Low Maneuver	Up to -30 (see maneuver cards)
Size Difference:	(See also chart below)

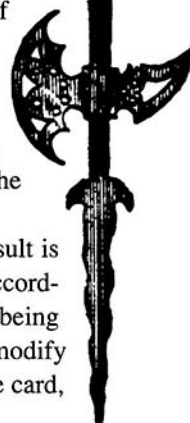
Critical Hit Size Modifiers

Attacker Size	Defender Size					
	T	S	M	L	H	G
T	0	-15	-30	-45	-60	-75
S	+10	0	-15	-30	-45	-60
M	+20	+10	0	-15	-30	-45
L	+30	+20	+10	0	-15	-30
H	+40	+30	+20	+10	0	-15
G	+50	+40	+30	+20	+10	0

Specific Wounding uses a different chart for the three types of damage: **Slashing**, **Piercing**, and **Bludgeoning**. Rolls on these charts are modified appropriately for the combat maneuver chosen (if the Combat Cards are used) and the relative Sizes of the combatants.

The Specific option provides additional detail in combat, but can slow melee down a bit. Also, the Specific charts tend to be more deadly than the Simplified chart.

For each Critical Hit, a D100 is rolled. The result is modified for the relative sizes of the combatants according to the table below. If the Combat Cards are being used, the maneuver chosen by the attacker may modify the roll as well. This modifier will be printed on the card, such as **CRIT. +10**.



Slashing Weapons

Roll	Wound Points	Loc.	Description & Additional Effects (optional)
-30 and less	1		Minor wound to lower body (or roll again)
<u>Foot</u>			
-29 to -25	1	1-6	Toe severed by low slash (roll 1D5 to determine which one). -1" move.
-24 to -20	1	7-14	Foot slashed open, -1" move.
-19 to -17	2	15-18	Achilles tendon cut. DEX -2, -2" move. DEX Check or character falls.
-16 to -15	3	19-20	Foot severed at ankle. DEX -2, -3" move. Character falls.
<u>Leg</u>			
-14 to -12	2	1-2	Calf deeply slashed. -2" move.
-11 to -7	1	3-5	Calf slashed. -1" move.
-6 to -2	1	6-8	Knee slashed. -1" move.
-1 to 0	4	9	Leg severed at knee. DEX -3, Movement cut to 1/4 normal. Character falls.
01-03	2	10-11	Thigh deeply slashed. -2" move.
04-08	1	12-14	Thigh slashed. -1" move.
09-11	2	15-16	Hip deeply slashed. -2" move.
12-16	1	17-19	Hip slashed. -1" move.
17-18	5	20	Leg severed at hip. DEX -4, Movement cut to 1/4 normal. Character falls.
<u>Torso</u>			
19-24	1	1-5	Gash in side of body.
25-27	2	6-8	Deep gash opens side of body.
28	9	9	Body cut in half across middle of abdomen. Death is nearly instant.
29-31	3	10-11	Abdomen deeply slashed, spilling intestines. STA -2.
32-34	2	12-14	Abdomen slashed painfully. STA -1.
35-37	3	15-16	Chest deeply slashed, ribs broken. STA -1.
38-41	2	17-20	Chest slashed.
<u>Hand</u>			
42-46	1	1-4	Finger severed (roll 1D4 to determine which one). DEX -1.
47-49	2	5-6	Thumb severed. DEX -1, -2 when using that hand.
50-54	1	7-11	Palm slashed painfully. DEX Check or drop anything held in hand.
55-59	1	12-16	Hand slashed.
60-62	2	17-19	Wrist slashed, spilling a great deal of blood.
63-65	3	20	Hand severed at wrist. DEX -2.
<u>Arm</u>			
66-68	2	1-2	Forearm deeply slashed. Attack rolls with that arm made at -1.
69-73	1	3-6	Forearm slashed.
74-75	4	7	Arm severed at elbow. DEX -2.
76-78	2	8-9	Upper arm deeply slashed. Attack rolls with that arm made at -1.
79-83	1	10-13	Upper arm slashed.
84-86	2	14-15	Shoulder deeply slashed. Attack rolls with that arm made at -1.
87-91	1	16-19	Shoulder slashed.
92-93	4	20	Arm severed at shoulder, causing severe bleeding. DEX -2.
<u>Head</u>			
94-96	3	1	Neck deeply slashed. STA Check or fall unconscious.
97-99	2	2-3	Neck slashed.
100	8	4	A mighty blow beheads the target. Death is quick and painless.
101-102	2	5-6	Face deeply slashed, exposing bone. Scar results in APL -2.
103-107	1	7-8	Face slashed. Scar results in APL -1.
108-109	3	9	Side of head deeply slashed. STA Check or fall unconscious.
110-114	2	10-11	Side of head slashed.
115	7	12	Head cut in half from top to bottom. APL -6 if character survives.
116-120	1	13-14	Nose cut open, bleeding profusely. APL -1.
121-122	2	15	Nose severed. APL -4.
123-124	2	16-17	Eye slashed. Save vs. Breath Weapon or blinded in one eye.
125-129	1	18-19	Ear cut off. Hearing unaffected, but APL -2.
130	7	20	Top of head cut off just above ears, exposing brain. A gruesome death.
131 or more	1		Minor wound to upper body (or roll again)



After the D100 roll is modified, the resulting number is located on the Critical Hit Chart corresponding to the attack type being used: Slashing, Piercing, or Bludgeoning. The weapon tables list the attack type for weapons, but the GM will have to determine the appropriate type for other forms of attack, such as claws (slashing) or bite (piercing). If the GM feels that no table is appropriate for the attack form (such as a *Fireball*), he may invoke the Simplified table instead.

After the modified roll will be listed the number of Wound Points inflicted by the attack, as well as the location of the hit and any additional effects. These should be applied to the target immediately.

The Specific charts are designed to apply to humans and humanoid monsters with respect to the location of body parts: Low attacks will tend To Hit the feet and legs, while high attacks will tend To Hit the head and torso. For this and other reasons, the GM should use the Simplified chart for non-humanoid creatures such as serpents, oozes, and giant insects.

Called Shot Penalties

Location	Hit Probability
Torso	-4
Arm	-4
Hand	-6
Leg	-6
Foot	-8
Head	-8

If the Called Shot attack roll is successful and it scores a Critical Hit, the attacker consults the appropriate Critical Hit Table for his weapon type. Each of the body locations has a section in each table listed under the *Loc.* (Location) heading. The attacker should roll a D20 and consult the appropriate table to find the Critical Hit effects.

For example, a character calls a shot to his target's right leg using a longbow (a Piercing weapon). The attack roll suffers a -6 penalty, in addition to any other modifiers. The character rolls a 20 on the die, hitting and causing a Critical Hit (a "Lucky Hit"). The attacker consults the Piercing Weapons Critical Hit Table under the Leg column, and rolls a D20. He rolls a 7, which indicates that his arrow has impaled the target's knee, causing 2 points of Wound Damage.



Called Shots and Specific Wounding

If the GM allows it, characters can make *Called Shots* to any specific body location. A +2 Initiative penalty applies to any Called Shot, as well as the following attack roll modifiers. Note that the attacker chooses which arm, hand, leg, or foot to target; right or left.

Piercing Weapons

Note: *Impaled* results require the attacker to make a STR Check in order to free his weapon from the target.

Roll	Wound Points	Loc.	Description & Additional Effects (optional)
-30 and less	1		Minor wound to lower body (or roll again)
<u>Foot</u>			
-29 to -24	1	1-6	Toe severed (roll 1d5 to determine which one). -1" move.
-23 to -18	1	7-16	Foot stabbed.
-17 to -14	2	17-20	Foot impaled & pinned to ground. STR Check to free foot. -1" move.
<u>Leg</u>			
-13 to -10	2	1-2	Calf impaled. -2" move.
-9 to -4	1	3-6	Calf stabbed. -1" move.
-3 to 0	2	7-8	Knee impaled, crippling leg. DEX -1, Movement cut to 1/2 normal.
01-04	2	9-10	Thigh impaled. -2" move.
05-10	1	11-15	Thigh stabbed. -1" move.
11-16	1	16-20	Hip stabbed.
<u>Torso</u>			
17-19	3	1-2	Pelvis impaled, lodging weapon in bone. -2" move.
20-22	3	3-4	Abdomen impaled, causing serious internal injury. STA -1.
23-27	2	5-7	Abdomen stabbed.
28-34	1	8-12	Gash in side.
35-38	2	13-15	Deep gash in side.
39-40	4	16	Chest impaled. STA -2. STA Check or fall unconscious.
41-45	2	17-20	Chest stabbed.
<u>Hand</u>			
46-50	1	1-6	Finger severed (roll 1D4 to determine which one). DEX -1.
51-54	2	7-10	Hand impaled, forcing target to drop anything held in that hand.
55-61	1	11-20	Hand stabbed.
<u>Arm</u>			
62-65	2	1-3	Forearm impaled. Attack rolls with that arm made at -1.
66-73	1	4-7	Forearm stabbed.
74-77	2	8-10	Upper arm impaled. Attack rolls with that arm made at -1.
78-84	1	11-14	Upper arm stabbed through bicep.
85-87	3	15-16	Shoulder impaled. Attack rolls with that arm made at -2.
88-94	1	17-20	Shoulder stabbed.
<u>Head</u>			
95-98	2	1-3	Neck pierced, causing severe bleeding.
99-100	4	4	Neck impaled. When weapon removed, STA Check or fall unconscious.
101-104	3	5-6	Stabbed in mouth, damaging tongue and palate. Speech is difficult.
105-110	2	7-9	Cheek pierced, leaving a painful and unsightly wound. APL -1.
111-114	2	10-11	One eye destroyed. APL -2 without eye patch.
115	6	12	Skull impaled through eye, damaging brain. APL -2, INT reduced to 1/2.
116-123	2	13-15	Side of head gashed open. STA Check or fall unconscious.
124-129	1	16-19	A chance shot removes most of one ear. APL -1.
130	7	20	Skull impaled through forehead, destroying the forebrain. INT reduced to 1/2.
131 or more	1		Minor wound to upper body (or roll again)

Bludgeoning Weapons

Roll	Wound Points	Loc.	Description & Additional Effects (optional)
-30 and less	1		Minor wound to lower body (or roll again)
<u>Foot</u>			
-29 to -24	1	1-6	Toe crushed (roll 1d5 to determine which one). -1" move.
-23 to -20	2	7-9	Foot smashed. DEX -1, -2" move. DEX Check or character falls.
-19 to -14	1	10-17	Foot bruised.
-13 to -10	2	18-20	Ankle broken. DEX -2, -2" move. DEX Check or character falls.
<u>Leg</u>			
-9 to -6	2	1-2	Calf broken. DEX -2, -2" move. DEX Check or character falls.
-5 to 0	1	3-6	Calf bruised.
01-03	2	7-8	Knee shattered. DEX -2, Movement cut to 1/2 normal. DEX Check or character falls.
04-06	2	9-10	Thigh broken. DEX -2, Movement cut to 1/2 normal. DEX Check or character falls.
07-12	1	11-15	Thigh bruised.
13-15	3	16	Hip smashed. DEX -3, Movement cut to 1/4 normal. DEX Check or character falls.
16-21	1	17-20	Hip bruised.
<u>Torso</u>			
22-27	1	1-5	Abdomen bruised. STA Check or target loses next round vomiting.
28	6	6	A strong blow ruptures the abdomen, spilling vital organs. STA -4.
29-30	5	7-8	Spine injured. Save vs. Paralyzation or paralyzed from waist down.
31	7	9	Spine shattered, causing paralysis and possibly death.
32-34	3	10-12	Several ribs broken, making movement painful. STA -1, DEX -1.
35-36	5	13	Chest caved in, damaging heart and lungs. STA -3.
37-42	1	14-18	Chest bruised. STA Check or target loses next round regaining breath.
43-44	4	19-20	Breastbone smashed. Save vs. Death or heart pierced causing STA -3.
<u>Hand</u>			
45-49	1	1-5	Finger broken (roll 1D4 to determine which one). DEX -1.
50-54	1	6-9	Thumb broken. DEX -1, -2 when using that hand.
55-57	2	10-11	Hand entirely pulped and useless. DEX -2.
58-63	1	12-18	Wrist bruised.
64-66	2	19-20	Wrist broken. DEX -1, attack rolls with that hand made at -2.
<u>Arm</u>			
67-69	2	1-3	Lower arm broken. DEX -1, attack rolls with that arm made at -2.
70-75	1	4-7	Lower arm bruised. Attack rolls with that arm made at -1.
76-78	2	8-9	Elbow smashed. DEX -1, attack rolls with that arm made at -2.
79-81	2	10-11	Upper arm broken. DEX -1, attack rolls with that arm made at -3.
82-87	1	12-15	Upper arm bruised. Attack rolls with that arm made at -1.
88-93	1	16-19	Shoulder bruised. Attack rolls with that arm made at -1.
94-96	3	20	Shoulder smashed. DEX -1, attack rolls with that arm made at -3.
<u>Head</u>			
97-98	4	1-2	Throat crushed. Target loses 1 Wound Point per round until tended to.
99-100	5	3	Neck broken. Save vs. Paralyzation or paralyzed from neck down.
101	6	4	Lower jaw knocked off, leaving tongue wagging free. APL -6.
102-105	3	5-6	Jaw smashed, making eating quite painful. APL -2.
106-113	2	7-9	Side of head bruised.
114-119	3	10-12	Head severely concussed. STA Check or fall unconscious.
120	8	13	Head knocked off of shoulders. After a few moments, body collapses.
121	7	14	Face caved into skull. If target survives, APL -4, INT reduced to 1/2.
122-126	2	15-17	Nose smashed into a gooey mess. APL -3.
127-129	4	18-19	Skull fractured. STA -1. STA Check or fall unconscious.
130	7	20	A fierce blow to the top of the head caves it entirely in! Truly grisly.
131 or more	1		Minor wound to upper body (or roll again)



Optional Effects of Critical Hits

The effects listed after each Critical Hit represent what type of wound would be inflicted on a humanoid, man-sized target. If the GM chooses to invoke the optional effects, the following clarifications should be helpful:

If an arm, leg, eye, hand, etc. is hit, the attacker should randomly determine if it is the right or left side. Roll any single die: an odd result indicates the left side, while an even result hits the right.

Optional effects are immediately applied to the target, including any extra loss of HTK Points due to the reduction of Stamina.

Multiple hits to the same location continue to cause Wound Point damage, but only the most severe effects to any given location apply; They are not cumulative. For example, a character's toe is severed, resulting in a -1" Move. Later in the combat, his foot is severed at the ankle. The penalty for the lesser wound is disregarded, as he now suffers a -3" Move and a DEX reduction of -2.

The special effects of Critical Hits last until the injuries are completely healed (see **Healing** page 24). If they are left untreated, the effects of Critical Hits can become permanent (see **Untreated Wounds** page 25). In any case, any body parts which are severed can only be reattached or regrown with a *Regeneration* spell. Their effects are always considered permanent.

Weapon Damage and Critical Hits

No single attack can inflict more Wound Points than the maximum possible HTK damage it can score, including bonuses to damage for magic, but not for Strength. For instance, a magic quarterstaff +1 (1D6+1 damage) could inflict no more than 7 Wound Points in a single blow, regardless of the Strength of its wielder.

This maximum is enforced differently depending on which Critical Hit option is being used. When using the Simplified option, just consider any hit which scores more than maximum damage to be maximum damage. When using the Specific option, however, any Critical Hit which would score too many Wound Points should be rerolled until an acceptable result is achieved.

Exception: If used against a sleeping or held defender while no other fighting is going on, a weapon will automatically inflict 2x its maximum HTK damage in Wound Points. If a sleeping creature is not Fatally Wounded by this damage, it will immediately awaken.

Gamemaster Options

The GM can be flexible in the application of the Critical Hit charts, but should always be consistent when using them. A few possible options for the use of the Critical Hit tables include:

• **PCs only:** With this option, only Critical Hits scored by Player Characters use the Specific charts. All other attacks use the Simplified Charts. This option should be used if the PCs are supposed to be "epic" heroes who shouldn't be inflicted with crippling wounds.

• **Wound Points Only:** The descriptions and additional effects of Critical Hits can be ignored, instead using only the general hit location and Wound Points to define each hit. This option will eliminate the possibility of character's limbs being severed, an occurrence which might lead to death or retirement (unless a *Regeneration* spell is handy).

Wound Points

Each character and creature has a number of **Wound Points**. These points represent how difficult the creature is to wound or kill based on its sheer mass. This is because larger creatures are simply harder to bring down than smaller ones, regardless of their respective HTK Dice.

The number of Wound Points a creature can sustain are based on its Size:

Abbv.	Size	Height	Wound Points
T	Tiny	2' or less	3
S	Small	2' to 4'	4
M	Medium	4' to 7'	5
L	Large	7' to 12'	7
H	Humongous	12' to 25'	10
G	Gigantic	25' +	15

Note: This table introduces Size categories not previously used in Role Aids products. Some creatures once listed as Small should be Tiny, and some Large creatures ought to be Humongous or Gigantic. It is up to the GM to determine the appropriate Size of a creature based on the above information.

When a creature loses all of its Wound Points, it will begin to die (see **Death** below). Before this happens, however, it will go through a number of stages of wounding called **Wound Levels**. These levels reflect the general physical state of the individual, and are summarized on the table on the top of the facing page.

The **Action penalty** applies to all To Hit rolls, morale Checks, saving throws, and proficiency Checks. It is always applied in such a way as to be a penalty to the wounded character (i.e., subtracting from To Hit, adding to proficiency Checks, etc.).

The columns under Size show the range of Wound Points remaining which result in each of the various Wound Levels. The logic behind this is that a sword wound which may kill a man would be like a paper cut to a storm giant. For example, an attack which caused 3 Wound Points would result in a Wound Level of F for a pixie (size T), a Wound Level of C for a goblin (size S), a Wound Level of S in a man (size M), or only a Wound Level of L against a giant (size H or G).



WOUND LEVEL	SIZE						Basic Effects
	T	S	M	L	H	G	
Unwounded	3	4	5	7	9-10	13-15	None
Lightly Wounded	-	3	4	5-6	7-8	10-12	-1 Action penalty
Moderately Wounded	2	2	3	4	5-6	7-9	-2 Action penalty
Seriously Wounded	-	-	2	2-3	3-4	4-6	-3 Action penalty
Critically Wounded	1	1	1	1	1-2	1-3	-4 Action penalty
Fatally Wounded	0	0	0	0	0	0	see Death

Death and Healing

When a creature's Wound Points are reduced to 0, its HTK points will immediately drop to 0 (the creature therefore falling unconscious) and it will begin to bleed to death. A *System Shock roll (or Save vs. Death for creatures with no Stamina Attribute) must be made immediately. Failure indicates that the creature dies on the spot.* Thereafter, every round the creature is not tended for its wounds, it will take another Wound Point of damage. This loss of Wound Points is called **bleeding**. When a creature's Wound Points reach a negative number equivalent to its starting Wound Points, it dies (i.e., a medium creature, like a human, will die when it reaches -5 Wound Points or lower).

Saving the Dying Character

In order to stop a fallen character's bleeding, another character must spend one full round binding his wounds. Any magical healing used on the dying character will also stop the bleeding.

Even after the bleeding is "stopped," the character's condition will continue to slowly deteriorate unless tended to by a character with the Healing Proficiency or any sort of magical healing. The character will take one Wound Point of damage per hour until his condition is improved to Critically Wounded.

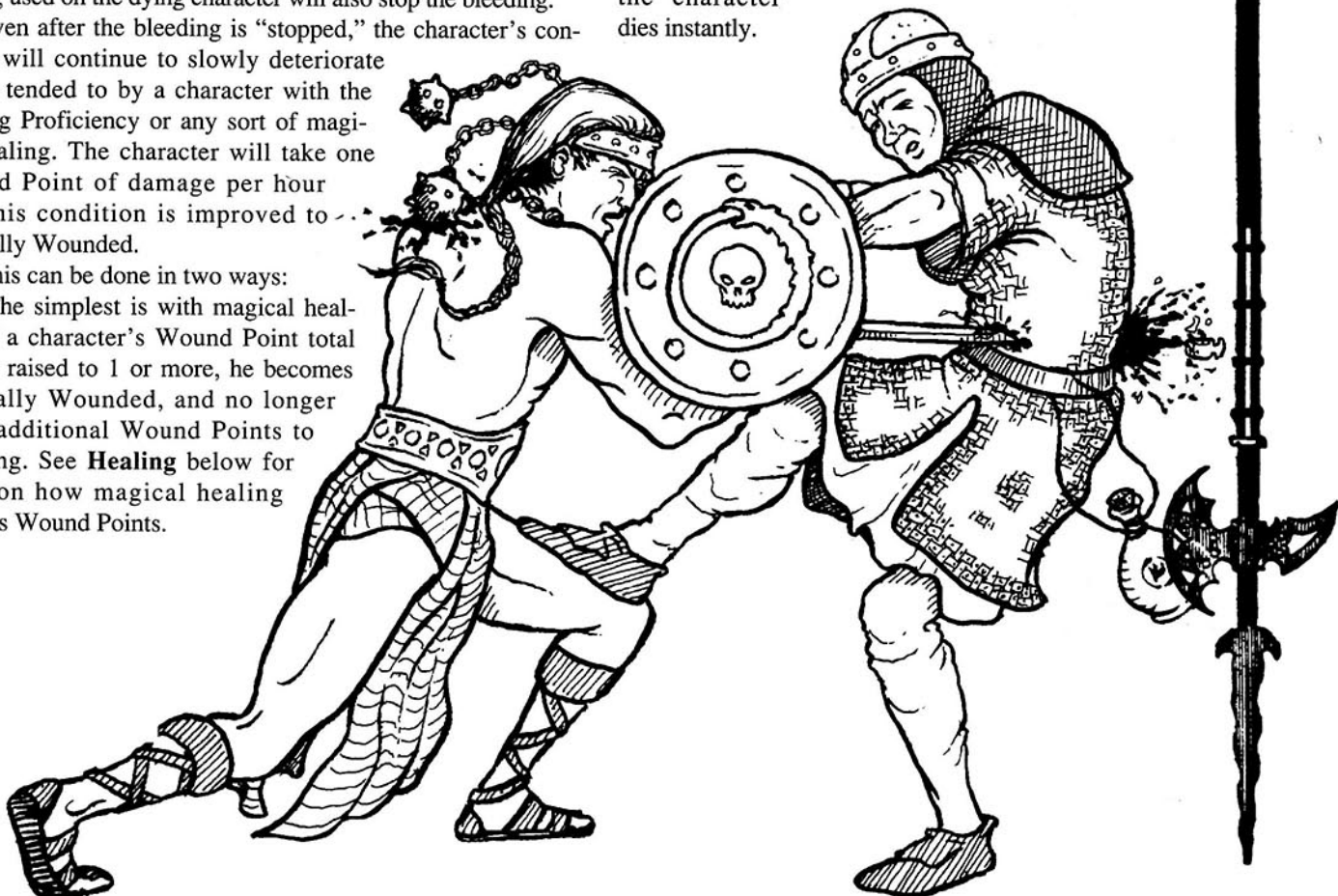
This can be done in two ways:

- The simplest is with magical healing. If a character's Wound Point total can be raised to 1 or more, he becomes Critically Wounded, and no longer loses additional Wound Points to bleeding. See **Healing** below for rules on how magical healing restores Wound Points.

•A dying character can also be saved by another character with the Healing Proficiency (referred to as a **healer**). The healer must spend one round tending the character's wounds, and must make a Healing Check. The chance of success for this Check is reduced by the number of Wound Points the character has suffered below zero. Regardless of negative modifiers, a roll of a natural 1 on the die always succeeds.

For example, a healer tending to a character who has fallen to -3 Wound Points makes his Proficiency Check with a 3 point penalty. If the healer's proficiency is rated at 15, he would have to roll a 12 or less to succeed.

A successful Healing Check raises the wounded character's Wound Point total to 1 and his Wound Level to Critically Wounded. A failed Check has no effect on the dying character, who continues to bleed. At the GM's option, if the healer fails the Check badly (rolls a natural 20 on the die, or fails by a margin of 10 or more) the character dies instantly.



Note that the two methods can be combined. For instance, a character at -4 Wound Points might have two *Cure Light Wounds* cast on him, raising his Wound Point total to -2. Then, a healer could attempt a Healing Check on him at a penalty of -2.

Automatons and Other Special Cases:

Some monsters will not be subject to "normal" rules regarding wounding. It is always the GM's option

Other Forms of Healing

Other healing spells and devices (like *Potions of Healing*) will restore 1 Wound Point per die of HTK points they cure.

Creatures with the ability to regenerate damage regain 1 Wound Point every time they are entitled to regain HTK Points. Wound Points inflicted by certain attack types (such as fire and acid) cannot be regenerated.

Without proper treatment, Wounds will heal slowly and improperly; a character will often be permanently disabled as a result of untreated Wounds. If treated by a character with the Healing Proficiency within one day of being injured, the character stands a good chance of recovering. Characters recover Wound Levels based on the following table:

Healing Times

<u>Wound Level</u>	<u>Initial Rest Period*</u>	<u>Heal Check Modifier</u>	<u>Time to Heal 1 Lvl**</u>	<u>Untreated Heal Time†</u>
Lightly Wounded	1 day	0	2 weeks	3 weeks
Moderately Wounded	2 days	-1	3 weeks	6 weeks
Seriously Wounded	3 days	-3	1 month	3 months††
Critically Wounded	1 week	-5	2 months	8 months††

whether or not to simply use the standard Hits To Kill system in such cases.

Mindless creatures which fight until destroyed (such as skeletons, zombies, and golems) cannot be stunned, dazed, or knocked out. These *automatons* should be assigned Wound Points appropriate to their size, but have no Hits To Knockout. Such creatures must have their Wound Points reduced to a negative value equivalent to the starting value in order to be stopped (a Medium automaton must be reduced to -5 Wound Points). They will continue to be active until such time, at which point they will collapse into pieces.

Use of this rule will make lower level automatons more difficult to defeat, so their XP Awards should be increased appropriately (GM's option, possibly doubled or tripled).

Healing

All rules regarding healing HTK points still apply exactly as they always did. However, healing Wound Points is more difficult than healing simple HTK damage.

Cure Spells

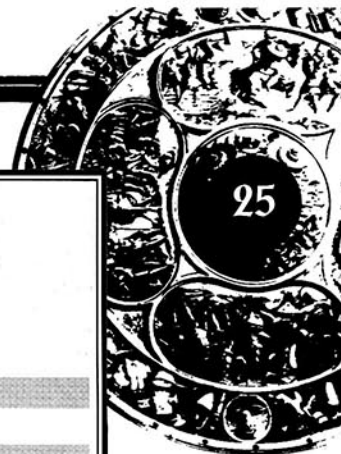
A *Cure Light Wounds* spell will restore 1 Wound Point in addition to the HTK points it heals; A *Cure Serious Wounds* spell will restore 2 Wound Points; A *Cure Critical Wounds* spell will restore 3 Wound Points; and a *Heal* spell will restore all lost Wound Points.

*This is the period of time the wounded character must remain "bedridden." He must be under a healer's care during this entire period and can undertake no action more strenuous than eating. The character tending the wounded individual must make a Healing Check (modified for the appropriate Wound Level) at the end of the period listed. If the Check fails, the character remains bedridden, and the healer must spend the time listed again before attempting another Healing Check.

**If the Healing Check is successful (see above), the wounded character can move about normally, and no longer requires a healer's constant care (although the appropriate Action Penalty for the character's Wound Level still applies). After the additional time listed in this column, the character regains 1 lost Wound Level (i.e., going from Seriously Wounded to Moderately Wounded). The character's Wound Point total is raised to the highest quantity for that Wound Level (For example, a Large creature raised from C to S would have 3 Wound Points). If the character is still wounded, his condition will continue to improve with no further care from a healer, regaining additional Wound Levels at the intervals listed in this column.

†This column applies if a wounded character: receives no treatment, receives treatment more than 24 hours after being injured, and/or does not spend the appropriate time bedridden (see Initial Rest Period above).

††Serious Wounds which go untreated will cause permanent disability, along the lines of a bad limp, numb extremity, or difficult breathing. Critical Wounds which go untreated will result in permanent crippling, often causing a loss of a sense, the ability to walk, or the use of an entire limb. For more details, see *Untreated Wounds* above.



Lasting Effects of Untreated Wounds

D20

Roll

Seriously Wounded

Critically Wounded

1-6 Facial scar: -1 Appeal

Major facial scar: -2 Appeal

7-10 Limp: -2" to Base Move

Lame: -3 to Base Move

11-13 Internal Injuries: -1D4 HTK Points lost

Internal Injuries: -1D6 HTK Points lost

14-15 Arm crippled: -1 Strength

Arm and chest crippled: -2 Strength

16-17 Leg crippled: -1 Dexterity

Hip crippled: -2 Dexterity

18-19 Ribs damaged: -1 Stamina

Lungs damaged: -2 Stamina

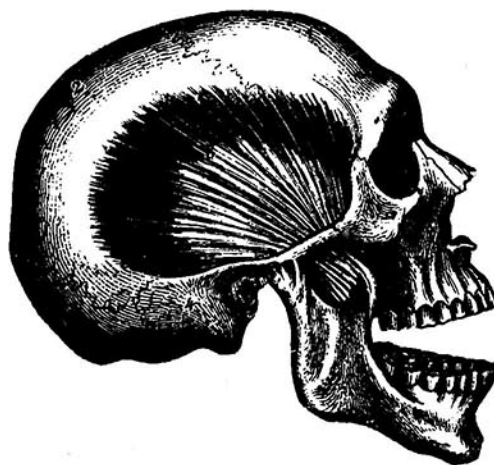
20 Concussion: -1 Stamina, -1 Intelligence

Brain damage: -1 Stamina, Intelligence reduced to 1/2

Untreated Wounds

Generally, fantasy games take place in time periods where the knowledge of medicine is primitive and not widely known. While every fighter knows from experience how to quickly bind a wound which is seriously bleeding, only a select few possess any real knowledge of the healing arts; namely, Priests and healers (characters with the Healing Proficiency). If a badly wounded character is not treated by such an individual, he will develop permanent disabilities even though his Wound

Points return. These disabilities come in the form of prominent scarring, broken bones which knit incorrectly, lasting internal damage, etc.

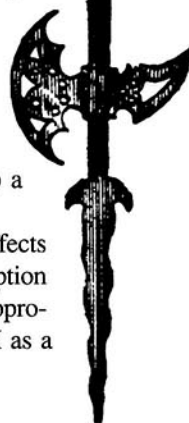


In game terms, any character who is Seriously or Critically Wounded and: receives no treatment, receives treatment more than 24 hours after being injured, and/or does not spend the appropriate time bedridden (see Initial Rest Period above) will develop some sort of disability. Any magical healing counts as "treatment" for these purposes. A partially magically healed character will regain further Wound Levels at the Untreated rate, but will not suffer any permanent crippling effects.

Note: Once wounds have healed badly, only a *Regeneration* spell will cure their crippling effects.

The exact effects of untreated wounds are up to the GM, and should be based on the location of the Critical Hits which caused them if the Specific Wounding option is used. For example, a character who was seriously injured in his hip might develop a limp, reducing his base Move Rate by 2.

If the GM doesn't want to arbitrarily decide the effects of untreated wounds, or if the Simplified Wounding option is being used, the table below can quickly generate appropriate effects. This table can also be used by the GM as a guide for applying his own wound effects.



NEW CHARACTER CLASSES

This section contains several new fighter classes. Although some are best used along with the rules presented in this book, all of them can be used in any campaign. As always, the Gamemaster has the final word on whether a class is appropriate for his game or not.

Many references are made in this section to Expertise, Skill Points, and Fighting Styles. These rules are explained fully under **Skill at Arms**, starting on page 4.

Note: All of the following are fighter subclasses, and use the advancement, combat, saving throw, and proficiency charts for Fighters unless specifically stated otherwise. As the classes presented here are highly specialized, they cannot be combined with other classes to form multi-classed characters.

Archer

...Wendil the bowman slowed his horse, moving to the rear of the party. He deftly knocked two arrows at once and turning, released them in one fluid motion. Two of the beasts fell, issuing an almost human scream, and then they were gone...

Archers are specialized fighters who devote nearly all of their training to mastery of the bow. Archers comprise the elite forces of many armies, and experienced Archers often become members of adventuring parties.

Requirements

Humans, elves, and half-elves can become Archers. To become an Archer, a character must have minimum ability scores of Strength 10, Dexterity 15, and Intelligence 9. Dexterity is the Archer's prime requisite. Archers can be of any alignment.

Equipment

Archers have a limited selection of weapons due to their special role. Allowed weapons include missile weapons and all one-handed melee weapons. They may not use shields, and cannot wear restrictive armor as it would interfere with the accurate and speedy firing of a bow (no armor heavier than studded leather or ring mail).

Abilities

As a result of their focused training with missile weapons, Archers gain considerable advantages when using bows. However, their melee combat abilities suffer as a result. Archers use the advancement table for Fighters, but use 8-sided HTK Dice, and never gain multiple melee attacks per round.

Archers acquire non-weapon proficiencies at the standard rate for warriors, and have the Bowyer/Fletcher proficiency as a bonus without spending any slots. Archers' weapon proficiencies are handled quite differently, however.

At Skill level one, an Archer has Veteran Expertise with one type of bow. This can be any form of bow or crossbow; the choice is up to the player but cannot be changed later. In addition, the Archer is proficient with knife and any one other weapon. Additional weapon proficiency slots are gained at a rate of one every three Skill levels.

As they rise in Skill level, Archers become more and more proficient with the bow, gaining Grand Mastery much earlier than is possible for any other class. Archers do not gain Skill Points, and can never increase their Expertise in any other weapon. An Archer's Expertise with his chosen bow rises according to the following table:

Skill Level	Expertise
1	Veteran
2-3	Expert
4-6	Master
7+	Grand Master

An Archer's incredible aim and steady hand gives him a +1 To Hit with any form of missile weapon, including thrown and hurled weapons. This bonus is cumulative with that gained from Expertise and high Dexterity.

Careful Aim

All Archers can perform a special maneuver in combat called Careful Aim. In order to take Careful Aim, the Archer must have a missile weapon loaded and ready and spend an entire round aiming at his target. If the Archer is engaged in



melee combat or is hit by a missile attack or spell during this time, his aim is disrupted. Also, if he loses sight of his target for whatever reason his aim is lost.

At the beginning of the next round, before initiative is rolled, the Archer can fire at his target. He gets only one shot, regardless of the rate of fire of the weapon he is using. The To Hit roll is made with a bonus of +2, in addition to any other applicable bonuses for class, expertise, etc. If the target is within Point Blank range, the shot gains +2 to its damage roll as well (see the appropriate Expertise chart, page 5, for Point Blank ranges). If the Archer is shooting at an unmoving (i.e., sleeping or held) target, he can hit any location on that target with no additional penalty to his roll. Whether or not the shot hits, the Archer can perform no other action that round.

If two Archers are taking Careful Aim on each other, initiative will have to be determined for them to see which arrow hits first. Magic items which allow first strikes, such as *Swords of Quickness*, will act before an Archer's shot comes off.

Special Maneuvers

Higher Skill level Archers can learn additional trick shots and maneuvers not available to other characters. An Archer must spend one weapon proficiency slot to learn each of the following maneuvers, and they can only be used with the Archer's "chosen" weapon.



• Double shot:

Using this maneuver, the Archer loads two specially-prepared arrows onto the bow at the same time. The special arrows used for this shot have unusual flights and suffer a -2 To Hit penalty if fired singly. The arrows can be fired at the same target, or at two different targets no more than ten feet apart. Although an Archer can only fire one Double-Shot per round, it *can* be combined with the Careful Aim maneuver.

• **Quick load:** An Archer uses this maneuver when he wants to fire a large number of arrows with little regard for accuracy or damage, such as suppressing the advance of a horde of goblins. When using Quick Load, the Archer fires arrows at double his normal rate of fire, but loses all bonuses To Hit and damage due to Dexterity, Strength, class, and skill (magical bonuses still apply).

• **Farshot:** By carefully judging wind speed and direction, an Archer using this maneuver can fire an arrow over a much longer distance than would normally be possible. A Farshot effectively doubles the long range of the bow being used, but only one arrow may be fired as such in a round, and it loses all bonuses to damage due to Strength and Dexterity.

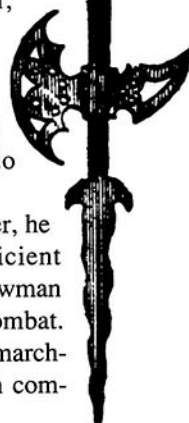
Followers and Stronghold

By the time an Archer reaches Skill level 9, his renown will attract a group of would-be apprentices who wish to learn the art of archery and bask in the glory of a true master. Although 4-24 prospective students will arrive, only 1 in 4 will have what it takes to become Archers. These characters are treated as Skill 1 Archers, and will follow the Archer "lord" just as a Fighter's men-at-arms do. Archers tend to be solitary and nomadic, and rarely build or occupy strongholds.

Role-Playing

Most Archers begin their careers as hunters or fighters, but their natural talent for the bow steers them towards a more specific career. As an elite class of warrior, many Archers become aloof and superior. This is compounded by the fact that their role in combat places them to the rear and above the main conflict, offering an excellent vantage point as well as a protected position. Sometimes this leads to Archers becoming careless and overconfident.

Since the Archer is such a specialized character, he is best suited to large parties which have sufficient Fighters to hold the front and flanks. An expert Bowman is of little use if he is forced to fight in close combat. Archers are often found alongside wizards in the marching order, as both tend to fill the same position in combat, and both need to be protected.



Martial Artist

...the wind screamed across the plateau, an inhuman howling which could not be silenced. Upon the plateau stood two men, neither of which moved, spoke, or gave any other indication that they were indeed alive. Minutes stretched into hours as the two stared into each others' eyes. Clouds gathered, obscuring the sun and casting a pall over the scene. Both men wore only simple cloth pants and plain black belts. Both carried no weapon, but were not unarmed. The sky became dark as night, and lightning flashed across the sky like a multitude of electric claws. Then, almost imperceptibly, one man flinched, and the other immediately jumped toward him. It began to rain as the two joined in battle, using only their own bodies as weapons...

The Martial Artist hails from the far East, where the dual nature of life is fully appreciated. He is seemingly a living contradiction: an expert fighter and a serene philosopher. The unarmed combat techniques he employs are so effective that they border on the mystical. Indeed, at high Skill levels, the Martial Artist can tap into his inner energies to execute spectacular fighting moves which defy explanation.

Requirements

To become a Martial Artist, a character must be rational, focused, and strong. The minimum ability scores required of them are Strength 12, Intelligence 10, Insight 14, and Dexterity 15. Martial Artists have no prime requisite and as such never gain the 10 percent X.P. bonus for high ability scores. Characters of any race may become Martial Artists, but non-human Masters are extremely rare.

The path of the Martial Artist demands discipline and dedication. It is not just a career, but an entire lifestyle and philosophy. As a result, only characters who are Lawful may become Martial Artists.

Equipment

Martial Artists do not need weapons to fight effectively, but they can and do use weapons which enhance their fighting abilities by offering additional reach,

leverage, or striking power.

Martial Artists can learn the use of the following weapons: Blowgun, Dagger, Dart, Javelin, Khopesh, Knife, Long sword, Polearms, Quarterstaff, Scimitar, Short sword, and Spear.

The fighting techniques used by Martial Artists involve intricate and precise movements of the entire body. Bulky armor interferes with these movements, making them impossible to execute properly. Most Martial Artists avoid this problem by wearing no armor at all. However, any type of armor can be worn by a Martial Artist if it is properly adjusted to allow full freedom of movement. This adjustment usually involves removing all armor from the joints and minimizing coverage on the arms and waist, cutting the weight of the suit in half and reducing the protection the armor offers by 2 classes. Any type of armor up to plate mail (but not field or full plate) may be adjusted in this way by a properly trained armorer, increasing the cost of the suit by a factor of three.

For example, a suit of chain mail adjusted for use by a Martial Artist would weigh 20 pounds, provide an Armor Class of 7, and cost 225 gold pieces.

Abilities

Martial Artists use the advancement table for Paladins, and gain non-weapon proficiencies at the same rate and from the same lists as they do. As Martial Artists have little use for weapons, however, they earn weapon proficiencies at the rate listed for Priests. In addition, all Martial Artists begin play with the Running proficiency as a bonus for no cost in Slots.

As masters of unarmed combat, Martial Artists can deal deadly wounds with their feet and can block opponent's weapon attacks with their bare hands. Unlike normal unarmed attacks, a Martial Artist inflicts damage with his punches and kicks as though he were using a weapon. Each round, he can choose to throw a punch for 1d3 damage or a kick at -1 To Hit for 1D4 damage.

Although a single punch or kick inflicts insignificant damage, the Martial Artist gains multiple attacks much sooner than other fighters. At higher Skill levels, a Martial Artist can rain down a devastating flurry of blows on a target, often killing in a single round. Consult the following table for the number of attacks a Martial Artist has at various Skill levels with his unarmed attacks. Use the normal Fighter attacks/round when a Martial Artist fights with a weapon.

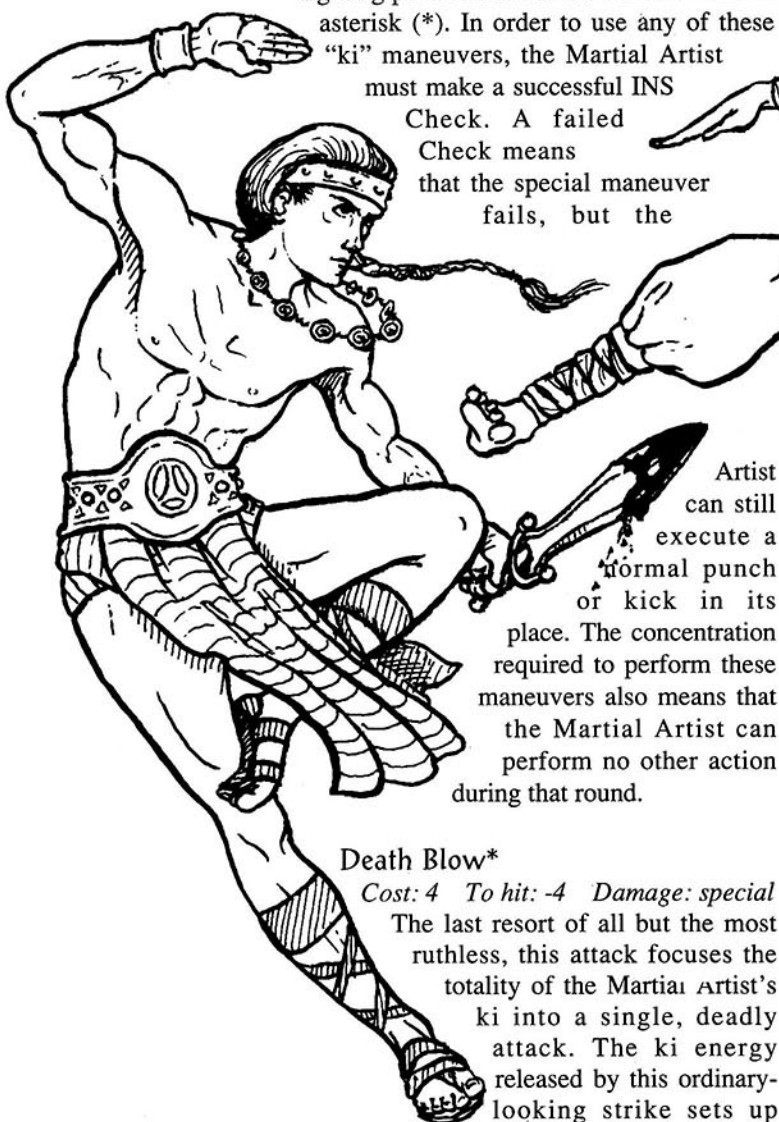
<u>Skill level</u>	<u>Unarmed Attacks/Round</u>
1-2	1
3-5	2
6-9	3
10-14	4
15-20	5
21+	6

To reflect their superior unarmed combat ability, Martial Artists gain a -1 AC bonus against all forms of unarmed combat and a +2 to their Strength for the purposes of any Contests of Strength required of them due to Grappling, Overbearing, etc. (see **Strength**, page 10).

Special Techniques

Through meditation and intensive training, Martial Artists can master many difficult and effective combat maneuvers. The Martial Artist's player can choose which of the following maneuvers his character will attain. They are "purchased" using Skill Points, which a Martial Artist gains just as Fighters do (see **Skill at Arms**, page 4). However, these points can only be used to acquire special techniques, not Expertise or any of the other uses of Skill Points. The cost of each technique in Skill Points is listed along with its description below.

Some of these maneuvers require the Artist to tap into his inner energy, or "ki," and can result in spectacular displays of fighting prowess. These are denoted with an asterisk (*). In order to use any of these "ki" maneuvers, the Martial Artist must make a successful INS Check. A failed Check means that the special maneuver fails, but the



Death Blow*

Cost: 4 To hit: -4 Damage: special
The last resort of all but the most ruthless, this attack focuses the totality of the Martial Artist's ki into a single, deadly attack. The ki energy released by this ordinary-looking strike sets up

vibrations in the victim's body which can cause a quick and painful death. If the Death Blow attack roll succeeds, the target must immediately save vs. Death or die horribly, his body literally shaking to pieces.

Whether the attack succeeds or fails, the Martial Artist is profoundly effected by the use of a Death Blow. The strain of the attack forces him to lose his next two melee round recovering his strength. Also, as his ki is expended, he cannot use any ki maneuvers for 24 hours after attempting a Death Blow.

Dragon's Kick*

Cost: 2 To hit: +1 Damage: 1D12

With his ki centered on his foot, the Martial Artist can lash out with the power of the dragon's fury.

Dragon's Punch*

Cost: 2 To hit: +2 Damage: 1D10

Focusing his ki on his fist, a Martial Artist can strike with the force of the dragon's claw by using this maneuver.



Flame of the Dragon*

Cost: 3

To hit: n/a

Damage: special

As its name

implies, this ability

taps into the ki to produce a brilliant fireball of energy. The longer the Martial Artist concentrates his inner energy, the larger and more potent the fireball becomes. Each round the Martial Artist spends standing still in concentration, with his arms extended in front of him, the fireball gains 1D6 damage, up to a maximum number of dice equal to the Martial Artist's Skill level.

The fireball only requires one INS Check, but it must be made at the time the fireball is released. If the Check fails, the Martial Artist is stunned by the feedback and unable to act for one round.

In all other respects, the effects of the Flame of the Dragon are identical to the fireball spell.

Foot Sweep

Cost: 1 To hit: -3 Damage: n/a

This maneuver aims to trip the target by sweeping a leg under his feet, causing him to lose his balance. If the To Hit roll is successful, the target must make a Dexterity Check (or a save vs. Breath Weapon if the character has no Dexterity ability score) or fall to the ground. The fallen character is severely limited in his actions until he spends a round standing up (GM's option).

Leaping Kick

Cost: 1 To hit: +0 Damage: 1D6

By jumping at his opponent over a great distance, the Martial Artist can increase the effectiveness of his kick. The length of the leap can be up to the Martial Artist's Skill level x2 from a standing start, or Skill x3 with a running start.



Spinning Kick

Cost: 1 To hit: -1 Damage: 1D8

By spinning around several times before connecting, a Martial Artist can execute a devastating attack. If he Martial Artist also knows the Spinning Kick, he can attack with a Spinning Jump Kick, which suffers a -2 to hit penalty, but does 1D10 damage.

Wings of the Dragon*

Cost: 1 To hit: n/a Damage: n/a

After concentrating for one full round, a Martial Artist can summon the Wings of the Dragon, allowing him to leap great distances. He can jump straight up from a standing position a number of feet equal to his Skill level x4.

Combat Cards

When using the Combat Cards, Martial Artists have access to the Kick Middle and Kick High Restricted Maneuvers. When performing Special Techniques, a Martial Artist uses a Special card.

Followers and Stronghold

The path of a Martial Artist is that of a wandering hero. As such, followers and permanent strongholds hold little value for him. However, upon reaching the exalted status of Master, a Martial Artist will establish his own school, or "dojo," and begin gathering a body of students to learn from his experience. The exact Skill level at which one achieves Mastery is unknown, although it is thought that each Martial Artist knows for himself when he has reached it. Unlike many other forms of "retirement," Mastery is not viewed as an end, but rather a door leading to a new phase of existence.

Role-Playing

Martial Artists are an enigmatic breed, traveling the land in search of worthy challenges. These challenges can be either physical or spiritual, but most Artists favor tasks which encompass both features. As such, they can be found anywhere where there is struggle or conflict. The

Martial Artist will observe both sides, weighing their philosophies carefully. He will give equal consideration even to those causes which seem completely unjust, for this provides him with a deeper understanding of the enemy, who is often simply misunderstood.

Generally speaking, Martial Artists are soft-spoken and introspective. They rarely act on impulse, preferring to hold back and observe the full situation. Sometimes however, this wisdom breaks down, especially when the lives of innocents are at stake. Then the full fury of a Martial Artist is released like a storm upon the enemy, and woe be to those caught in the way.

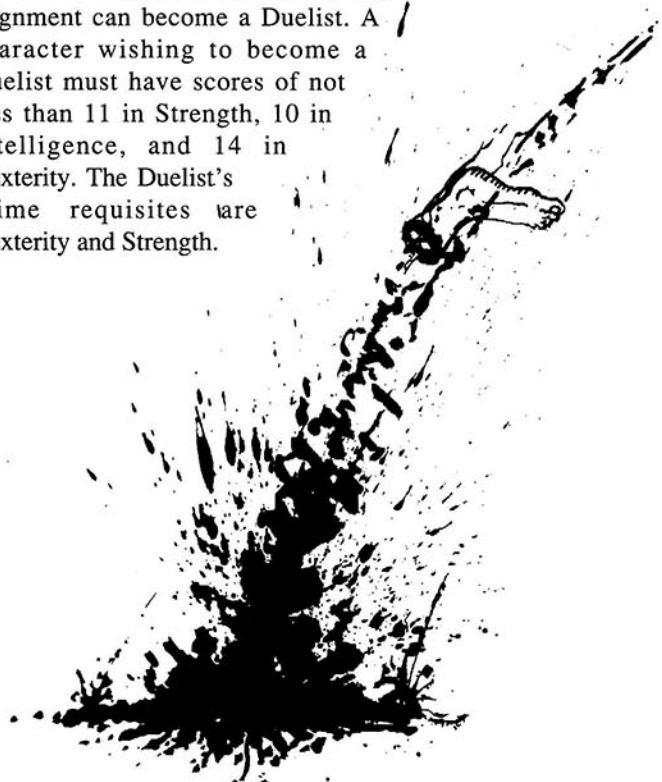
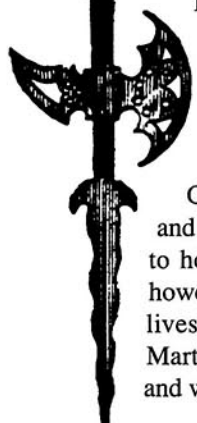
Duelist

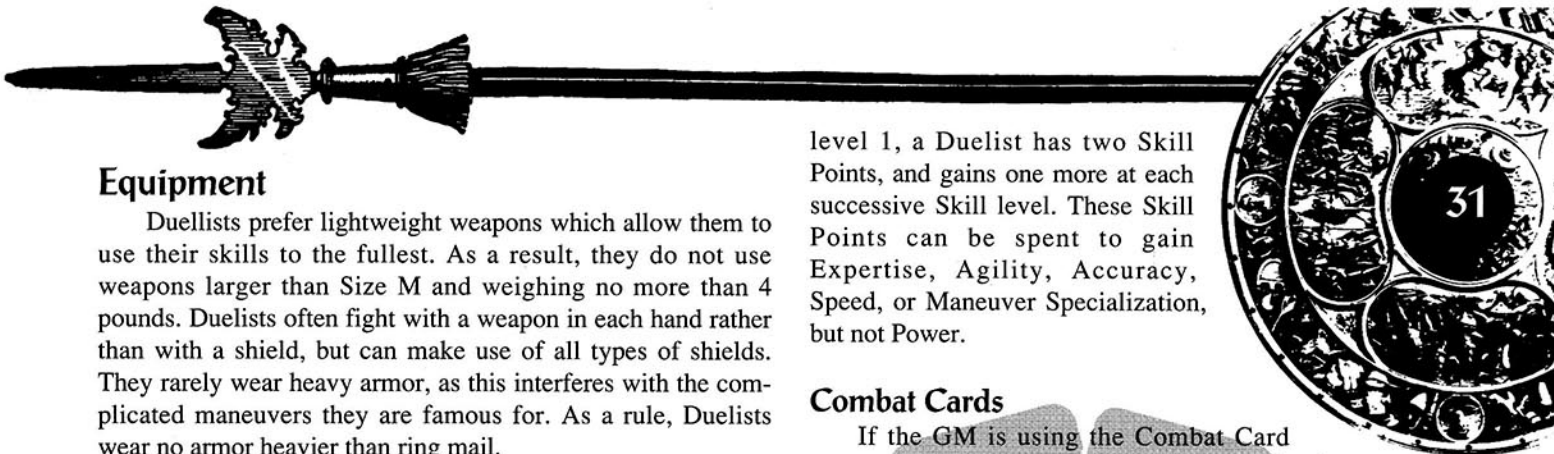
...as Raskil leapt onto the table, he could barely shake off the feeling that he had been here before, fighting this fight. He jumped up again, and the guardsman's blade swung harmlessly below his feet. As he landed, Raskil thrust forward with his rapier, plunging the blade deeply into the guard's chest. With a look of surprise, the guard fell to the inn's floor. It was then that Raskil remembered: it was three years ago, on this very spot, that he had dueled the foppish Jazeel for the hand of his beautiful cousin Milessa. Ah, she was surely a woman to die for, and die he would if he couldn't shake her image from his foolish head. He sheathed his sword and dove forward, grasping the chandelier tightly. As Raskil swung forward he barely escaped the halberd of the second guard, but all he could think about was the lovely Milessa...

The Duelist is a master of many weapons and fighting styles. He relies on this flexibility to defeat his opponents, rather than the brute strength favored by other fighters. Most Duelists are employed by nobility in areas where disputes are settled by trial by combat. These characters act as judicial champions, fighting in the stead of the wronged lord in order to prove his innocence (or the other's guilt). These fights are rarely to the death, and the various champions often become friendly rivals, forming a sort of "community of duelists."

Requirements

A human, elf or half-elf of any alignment can become a Duelist. A character wishing to become a Duelist must have scores of not less than 11 in Strength, 10 in Intelligence, and 14 in Dexterity. The Duelist's prime requisites are Dexterity and Strength.





Equipment

Duellists prefer lightweight weapons which allow them to use their skills to the fullest. As a result, they do not use weapons larger than Size M and weighing no more than 4 pounds. Duelists often fight with a weapon in each hand rather than with a shield, but can make use of all types of shields. They rarely wear heavy armor, as this interferes with the complicated maneuvers they are famous for. As a rule, Duelists wear no armor heavier than ring mail.

Abilities

Duelists use the advancement table for Fighters, but use 6-sided HTK Dice rather than D10s. They gain non-weapon proficiencies as Fighters, and have the Etiquette proficiency as a bonus at Skill level 1 with no cost in slots.

Most Duelists favor fighting with two weapons, using one for striking and one for blocking. All Duelists can fight two-handed with no penalty to their attack rolls. At the beginning of each round, a Duelist can decide to use his extra weapon for an additional attack or as a defensive weapon. If defending, the weapon grants a bonus of -2 to the Duelist's AC against all melee attacks.

The primary strength of a Duelist lies in his wide knowledge of different weapons and techniques. As such, Duelists begin play with five weapon proficiency slots, and gain one additional slot at every even-numbered Skill level. These slots may be used only for learning the basic use of weapons, not for specialization. Also, if the GM is using the optional fighting styles rules, Duelists automatically gain a new style every Skill level.

Duelists are masters of swordplay, renowned the world over for their sublime skill with all forms of weaponry. They gain Expertise with weapons faster than Fighters: At Skill

level 1, a Duelist has two Skill Points, and gains one more at each successive Skill level. These Skill Points can be spent to gain Expertise, Agility, Accuracy, Speed, or Maneuver Specialization, but not Power.

Combat Cards

If the GM is using the Combat Card system, Duelists gain additional flexibility in battle. A Duelist can add to his hand a number of Standard Maneuvers equal to his Skill level times two, plus two more. For example, a Skill 6 Duelist could pick up to 14 Standard Maneuvers.

Through their travels and wide experience, Duelists learn many special maneuvers. At every odd-numbered Skill level, a Duelist learns one Advanced Maneuver at no cost in Skill Points.

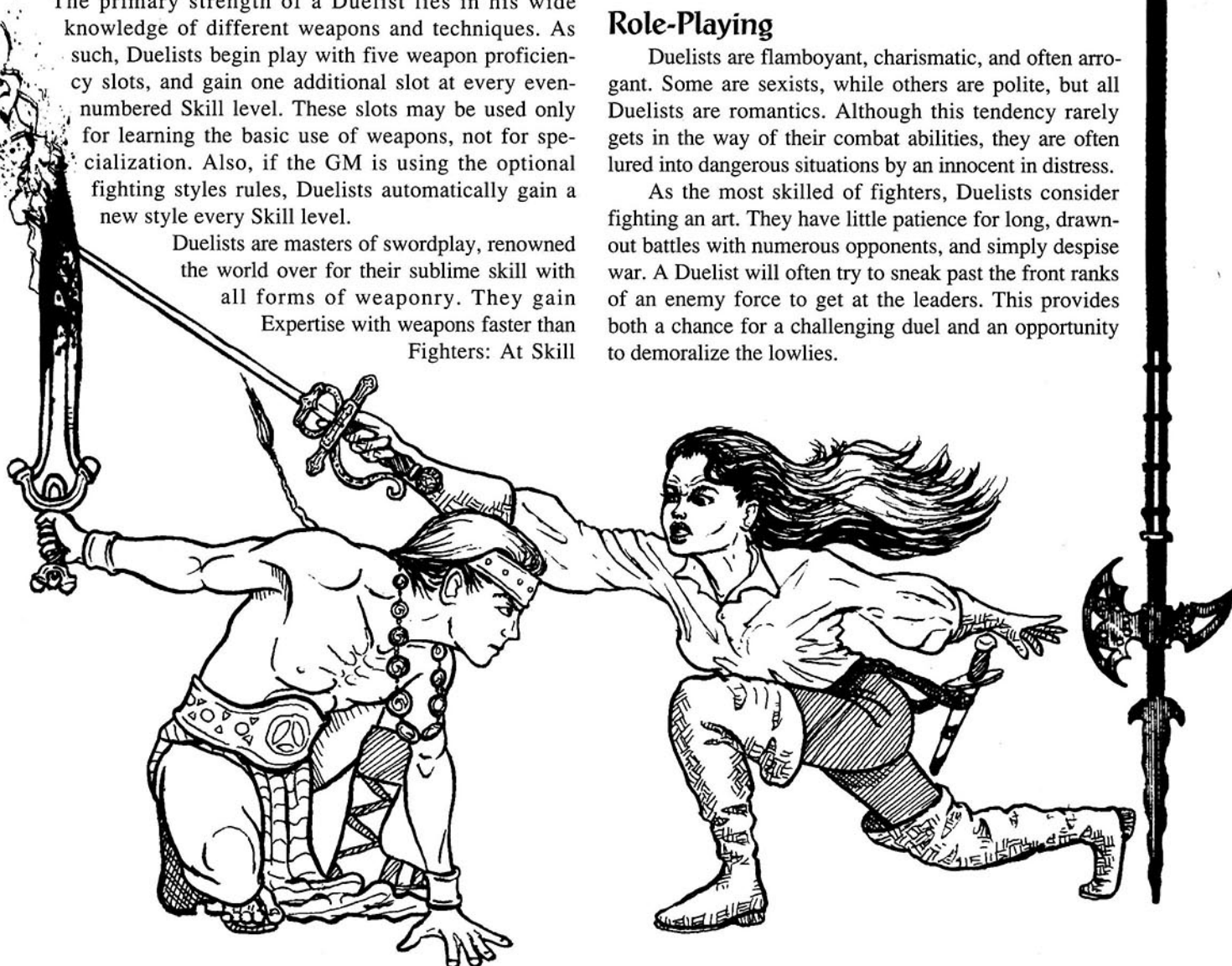
Followers and Stronghold

As travelling swashbucklers, Duelists have little use for strongholds or hordes of followers.

Role-Playing

Duelists are flamboyant, charismatic, and often arrogant. Some are sexists, while others are polite, but all Duelists are romantics. Although this tendency rarely gets in the way of their combat abilities, they are often lured into dangerous situations by an innocent in distress.

As the most skilled of fighters, Duelists consider fighting an art. They have little patience for long, drawn-out battles with numerous opponents, and simply despise war. A Duelist will often try to sneak past the front ranks of an enemy force to get at the leaders. This provides both a chance for a challenging duel and an opportunity to demoralize the lowlies.



Barbarian

...another orc collapsed, clutching his chest as though he could hold in the blood with his hands. The pile of dead and dying orcs had grown so high that Akrom could barely see past them. It

made little difference since he was in a battle frenzy, and would continue to fight until he collapsed dead or exhausted. Akrom lashed out at two more approaching orcs with his claymore, beheading the first and cutting a deep gash in the second. He continued the swing, whirling his body completely around to strike the orc a second time after mere seconds of pause. The second cut lopped off the unfortunate creature's arm. Akrom laughed a deep, bellowing laugh as a dozen more orcs came through the mist...

Generations of hardship have resulted in a breed of warrior peculiar to the frozen steppes of the North. These so-called Barbarians are rumored to be immune to fear and fatigue, and in times of need they can enter a state of berserker rage. While in this rage, they cannot tell friend from foe, and fight with supernatural strength and speed. Barbarians often possess useful secondary skills as a result of their rugged lifestyle, chief among them being hunting and fishing.

Requirements

Only humans and dwarves born and raised in an appropriate setting can become Barbarians. Barbarians must have minimum ability scores of Strength 14 and Stamina 15. Also, a Barbarian may have scores no higher than 14 in Intelligence, Insight, and Appeal. The prime requisites for Barbarians are Strength and Stamina.

Equipment

Although Barbarians favor large, heavy weapons, they can learn to use any type of weapon (see **Abilities** below). Due to the limited technology of their homelands, Barbarians can only wear leather, padded, or hide armor. They can employ any sort of wooden shield.

Barbarians harbor a

deep-seated mistrust of magic and wizards. This prevents them from using any magic items which have overtly "magical" effects. For example, a Barbarian could employ a normal sword +1 since it has only simple runes on its blade. If the sword was later revealed to be a *flametongue*, however, the barbarian would abandon it immediately upon its first fiery manifestation. The Gamemaster should be the final judge on whether a particular item is useable by a Barbarian or not.

Abilities

Barbarians follow the Skill level advancement table for Rangers, but have 12-sided HTK Dice rather than D10s. This toughness is supplemented by the Barbarian's ability to continue to fight even after he should fall unconscious from damage. A Barbarian can continue to fight after being lowered to 0 HTK points for a number of rounds equal to his damage bonus (see table below). For example, a Skill 9 Barbarian could continue to fight for 3 melee rounds. Note that a Barbarian will immediately fall in combat upon reaching -10 HTK points (or when he is Fatally Wounded if using the optional Wound Point system). A Barbarian never has to continue fighting; his player can choose to let him fall unconscious at the end of any round (Exception: see **Berserker Rage** below).

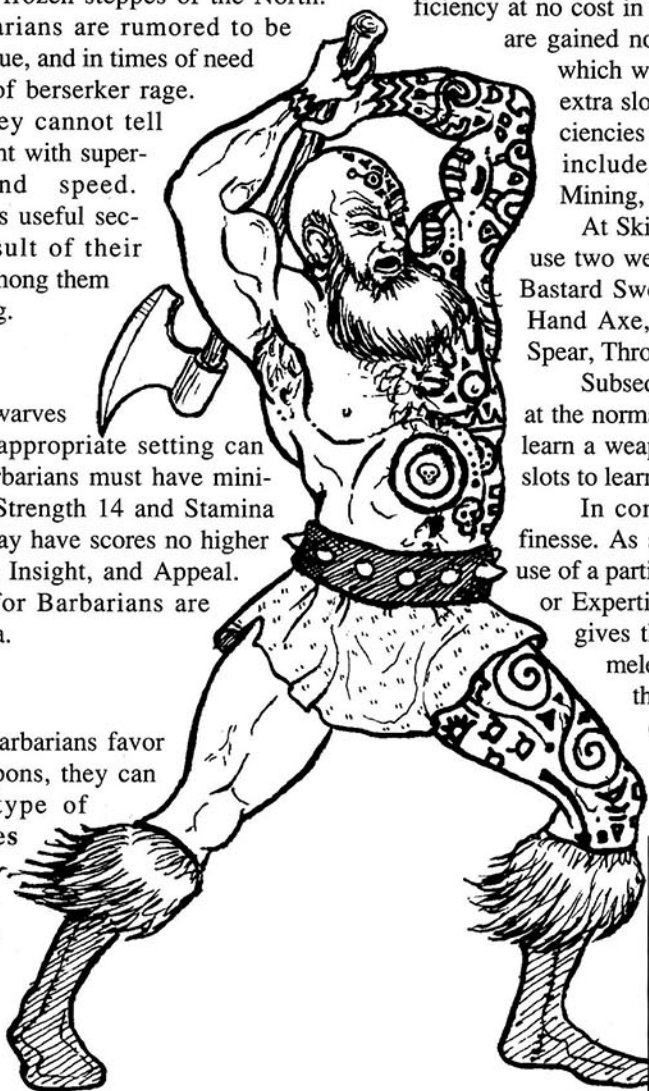
At Skill level one, all Barbarians have the Endurance proficiency at no cost in slots. Other non-weapon proficiencies are gained normally, except that any proficiencies which would be considered "civilized" cost an extra slot. The GM should decide which proficiencies are considered civilized, but examples include: Engineering, Etiquette, Heraldry, Mining, Navigation, and Reading/Writing.

At Skill level one, a Barbarian character can use two weapons chosen from the following list: Bastard Sword, Battle Axe, Broad Sword, Club, Hand Axe, Harpoon, Knife, Short Bow, Sling, Spear, Throwing Axe, and Two-handed Sword.

Subsequent weapon proficiencies are gained at the normal rate, but if the Barbarian chooses to learn a weapon not on the above list, it costs two slots to learn instead of the usual one.

In combat, Barbarians favor power over finesse. As such, they can never specialize in the use of a particular weapon, and gain no Skill Points or Expertise. However, their ferocious strength gives them an edge over other characters in melee combat. Barbarians gain a bonus to their damage in combat when using any of the melee weapons listed above. This bonus begins at +1, and increases as they gain Skill levels, as summarized on the following table:

Barbarian's Skill level	Damage Bonus
1-2	+1
3-5	+2
6-9	+3
10-14	+4
15+	+5





This damage bonus is in addition to all other bonuses due to magic, Strength, etc., but in no way imparts an ability to hit those creatures which can only be struck by magical weapons.

Berserker Rage

The most frightening ability of a Barbarian is his ability to enter a berserker rage. While in this rage, the Barbarian becomes a virtually unstoppable killing machine, ignoring pain and fear in order to ruthlessly combat his enemies. On the downside, a berserking Barbarian's judgement and perception become clouded by his all-consuming rage.

In order to enter a berserker rage, the Barbarian must be in melee combat. At the beginning of any round, the player announces his character's intention to rage (if using the optional Combat Cards, the player plays a Berserk attack card). He then rolls initiative with a +1 penalty. When his turn comes up, the player rolls a D20 to enter a berserker rage. If the roll is equal to or less than his Skill level, he enters the rage immediately and may attack. If the roll is greater than his Skill level, he fails to enter the rage and may continue to try on his next round. After a failed rage attempt, the Barbarian may still launch a melee attack, but suffers a -1 To Hit penalty because he is distracted by his efforts.

After a failed first attempt, a Barbarian may continue to try to berserk as long as he stays in melee combat. Every additional round he spends fighting increases his battle lust, raising his effective Skill level by +2 for this purpose.

For example, a Skill 5 Barbarian needs to roll a 5 or less on a D20 to enter a berserker rage. If his first attempt fails, he can try again next round at a 7 or less. If that attempt fails, he can try to roll a 9 or less in the next round, and so on. During this whole process, the Barbarian's initiative would be rolled at +1 and all attack rolls would suffer a -1 penalty.

Once a Barbarian enters a berserker rage, his combat abilities increase dramatically. He gains an additional number of HTK points equal to his Skill level. These points are treated exactly as those gained from a *potion of heroism*. In addition, the berserk Barbarian's attacks per round and damage bonus double for as long as he is in a rage.

For example, a Skill 7 Barbarian normally has a damage bonus of +3 (see **Abilities** above) and 3 attacks every 2 rounds. While in a berserker rage, his damage bonus would increase to +6, and he would be able to make 3 attacks every round!

The mighty combat ability of a berserking Barbarian has its price, however. While in a berserker rage, a Barbarian's Armor Class is penalized by +2 (Ignore this when using the Combat Cards. This penalty is automatically figured in to the card's modifiers). The berserker also continues to suffer a +1 to his initiative and a -1 To Hit during his rage.

Once he has entered a rage, it is difficult for a Barbarian to break out of its effects. As long as he has opponents to fight and is conscious, he will continue to berserk. He can take no action other than attacking the nearest enemy with his full strength. Once all of his visible opponents are down, the Barbarian must make a successful save vs. Death to calm himself and end his rage or he will start attacking his allies. He can make one such attempt per round.

Note that a berserking Barbarian who falls to 0 HTK points must continue to fight for as long as he can (see **Abilities** above). This means that a Barbarian choosing to berserk against a powerful or numerous enemy force may literally fight himself to death! The GM should point this out to a Barbarian's player and give him a chance to reconsider his decision to berserk in such situations.



Followers and Stronghold

As a rule, Barbarians are wanderers who prefer solitude to the bustle of towns. At Skill 9 Barbarians attract a group of 2-12 followers, all of which are Skill 1 Barbarians who have heard stories of the character's exploits. More often than not, however, the Barbarian will send these followers away, preferring to operate alone.

Although they never establish true strongholds, older Barbarians often retire when the traveling life no longer suits them. These characters usually return to their homeland and build Norse style longhouses for their families.

Role-Playing

Barbarians tend to be crude, brash, and loud. They will not tolerate weakness in friends or foes, often harshly berating unworthy opponents as they mercilessly crush them. This is not to say that Barbarians are cold-hearted killers. On the contrary, they are filled with raging emotions of all sorts, including joy and love.

Warlock

...the walls began to shake, and it seemed that reality itself was being torn asunder. Xendax prepared a defensive spell, tracing complex patterns on his sword with his left hand and muttering words of power. Suddenly, the north wall exploded inward and a tremendous beast burst into the room. Its scales were a dull green, and it had four arms ending in thick, sharp claws. Xendax quickly turned to face the creature and began to whirl his sword in a circle, slowly at first, but gradually increasing in speed. As the creature advanced toward Xendax, a glowing barrier began to appear where he was twirling his weapon. The beast lunged forward...

Masters of sword and spell, the order of Warlocks have developed special magics which use the battle cry as the verbal component, the weapon as the material, and the actual fighting moves and stances as the somatic. Not merely a multi-classed hybrid, the Warlock has managed to combine the arts of the Fighter and Wizard into a seamless whole.

Requirements

The path of the Warlock is a difficult one to follow. To become a Warlock, a character must have scores not less than 12 in Strength, 16 in Intelligence, 11 in Insight, 16 in Dexterity, and 13 in Stamina. Warlocks have no prime requisite and as such never gain the 10 percent X.P. bonus for high ability scores. Humans and Half-elves of any alignment can become Warlocks.

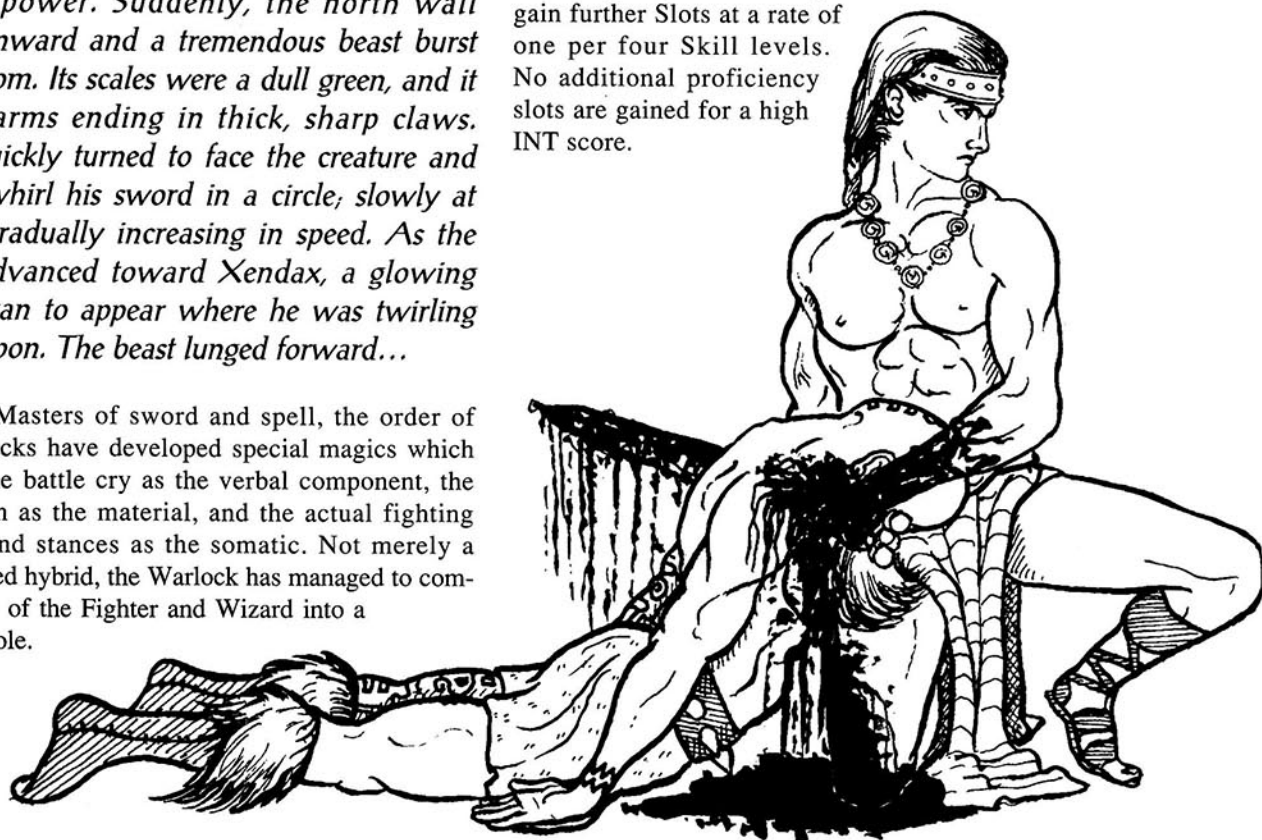
Equipment

Warlocks can learn the use of any weapons, but can only cast spells while wielding those used in one hand. Similarly, they can wear any armor, but can only cast spells while in chain mail or lighter. Since a free hand is necessary to cast, Warlocks rarely carry shields. They can employ any magic items allowed to Fighters and/or Wizards.

In order to cast spells, a Warlock must be wielding some sort of magic weapon. It is not important what kind of weapon it is, as long as it is enchanted and can be used in one hand. All Warlocks begin play with at least one magic weapon, unless the GM decides to forbid it, in which case the Warlock has his work cut out for him (Note that a weapon with *enchanted weapon* cast upon it will suffice for this requirement).

Abilities

Warlocks use the advancement table of Paladins. They use 6-sided HTK dice and use the spell progression table for Bards. Although they gain weapon proficiencies at the standard rate for Fighters, the diverse studies required of a Warlock leaves little time for other pursuits. As such, they start play with Reading/Writing and Spellcraft as their only non-weapon proficiencies, and gain further Slots at a rate of one per four Skill levels. No additional proficiency slots are gained for a high INT score.





Followers and Stronghold

Like Wizards, Warlocks gain no special benefits from building a stronghold.

As previously stated, a Warlock can cast spells while wearing armor. This, along with his ability to cast spells while wielding a weapon in one hand, makes him a formidable force on the forefront of any battle. A Warlock needs not stand still while casting, so gains the full benefit of a high DEX to his AC.. If a Warlock is struck by a weapon or fails to make a saving throw before a spell is cast, a successful STA Check allows him to maintain his concentration and cast the spell anyway (unless the result of the failed save is a magic *designed* to effect concentration in some way).

A Warlock can cast any spell requiring only Verbal and/or Somatic components without restriction. Hundreds of hours of practice allow him to make the appropriate gestures with only one hand. However, Warlocks cannot cast any spell in combat which requires Material components.

Warlocks can modify the formula for a spell requiring Material components so that the spell does not require them. The usual way Warlocks acquire such spells is by copying them from the books of other Warlocks. Sometimes this isn't possible. In such cases, the Warlock must make a successful Spellcraft Check to properly modify the spell. A failed Check ruins the spell, which can then never be learned by the Warlock.

A spell modified so as to not require Material components takes up twice the room it normally would in the Warlock's spell book and takes twice the normal time to memorize. Only Warlocks can memorize and cast spells modified in this way. Normal Wizards would find the formulas unintelligible and therefore useless.

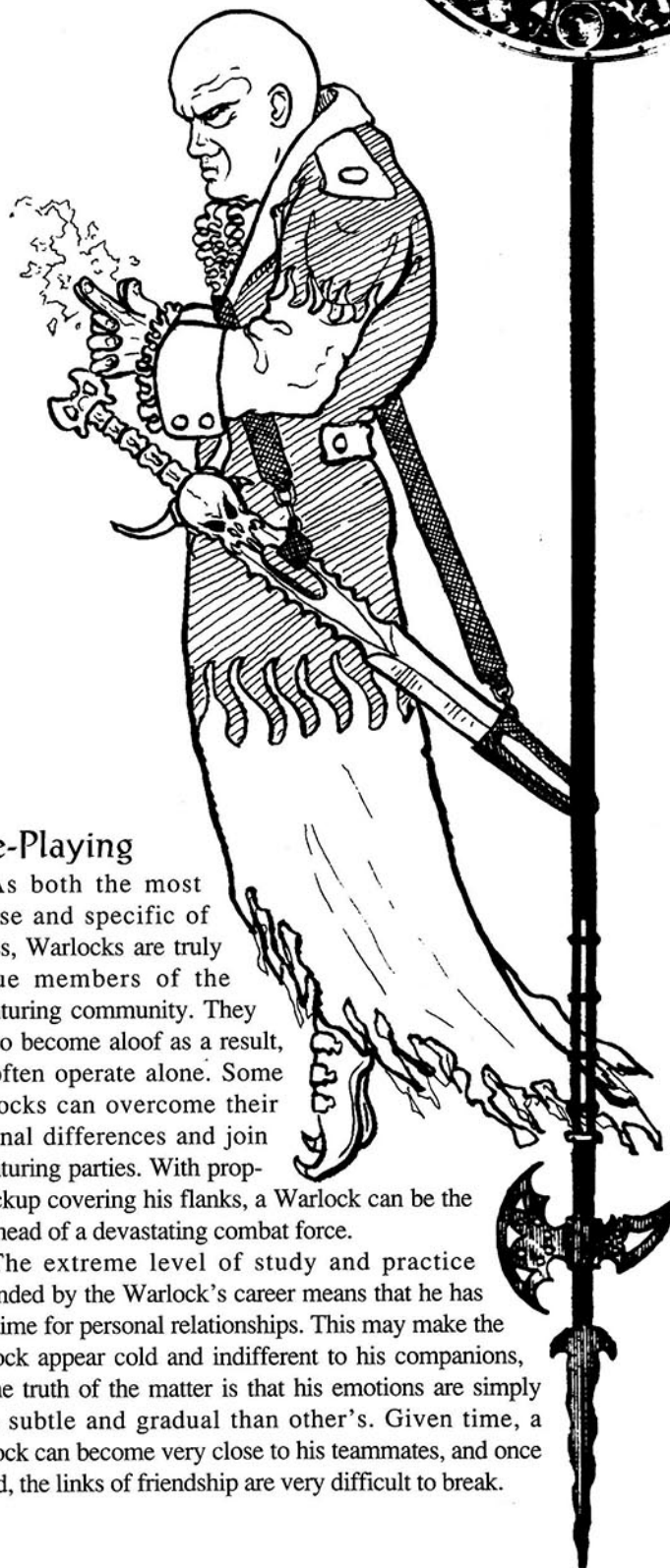
The Cast/Attack

The most feared ability of the Warlock is his ability to cast a spell and attack with his weapon in a single, fluid motion. In game terms, a Warlock can combine any attack spell with a melee attack with the following restrictions:

- The spell must have a casting time of less than one round (i.e., 1 to 9 segments).
- The target of the spell must also be the target of the melee attack.
- The Warlock's initiative roll is modified as usual for the spell's casting time.
- Touch range spells can be cast through the Warlock's weapon.
- The melee attack roll suffers a -4 penalty, and if it misses, the spell fails as well.

If the Combat Cards are being used, the Warlock must play the Cast/Attack card.

Obviously, this ability requires considerable adjudication on the part of the GM. Logic should be the guide as to which spells are appropriate for use with this maneuver. For instance, *blindness* could be cast with an attack, whereas *fireball* would be an unwise choice.



Role-Playing

As both the most diverse and specific of classes, Warlocks are truly unique members of the adventuring community. They tend to become aloof as a result, and often operate alone. Some Warlocks can overcome their personal differences and join adventuring parties. With proper backup covering his flanks, a Warlock can be the spearhead of a devastating combat force.

The extreme level of study and practice demanded by the Warlock's career means that he has little time for personal relationships. This may make the Warlock appear cold and indifferent to his companions, but the truth of the matter is that his emotions are simply more subtle and gradual than other's. Given time, a Warlock can become very close to his teammates, and once forged, the links of friendship are very difficult to break.

NEW SPELLS

... In the distance, I could see a lone figure standing atop a hill, his arms outstretched as if conducting an unseen orchestra. Dancing about his feet like children at play were countless tiny flames, casting evil shadows upon this mysterious robed stranger. After tearing my eyes from the wizard's infernal visage, I coaxed my mount even harder, for if we should fail to put an end to his ritual...

Attack spells have always been the mainstay of Wizards everywhere, but the variety available is less than spectacular. All too often, a spellcaster will continuously resort to the same old reliables: *fireball* and *lightning bolt*. This tendency saps much of the character from combat, and steals away countless opportunities for unusual and exciting spell descriptions.

This section attempts to remedy this problem by presenting a handful of new attack spells. Although they will be of particular interest to the Warlock character class detailed earlier in this book, the spells can be learned and used by any type of Wizard with the approval of the GM.

BLADECHARM (Enchantment)

Reversible

Level: 1

Range: Touch

Components: V, S

Duration: 1 round/level

TTC: 1

Area of Effect: Weapon touched

Saving Throw: None

This spell can make one ordinary weapon into a magical one with a +1 to attack and damage rolls. The *bladecharm* will only affect swords, knives, and other blades, and cannot be made permanent by any means.

The reverse of this spell, *blade curse*, inflicts a -1 attack and damage penalty on the weapon touched for the duration of the spell.

BLADECHARGE (Enchantment)

Level: 2

Range: Touch

Components: V, S

Duration: 2 rounds/level

TTC: 2

Area of Effect: Weapon touched

Saving Throw: None

This spell enfuses a normal sword, dagger, or other blade with considerable mystical energy. Provided it hits a target within the spell's duration, the first blow it strikes causes it to shatter, releasing a tremendous burst of energy. The weapon inflicts double its maximum possible damage as it explodes.

NEEDLE OF ULTIMATE

PAIN (Enchantment/Charm)

Level: 3

Range: Touch

Components: V, S

Duration: 1 round/level

TTC: 3

Area of Effect: Creature touched

Saving Throw: Special

When this spell is cast, the wizard can cause the target to become wracked with unbearable pain. The creature touched must save vs. Spell or take 1D4 damage and suffer a -2 to his attack rolls every round until the spell's duration ends.

Even if the target successfully saves, he must continue to make saving throws on each consecutive round to resist the onset of the pain until the duration of the spell ends.

IRAZARRD'S INEVITABLE IMMOLATION (Evocation)

Level: 3

Range: Touch

Components: V, S

Duration: Instantaneous

TTC: 3

Area of Effect: Creature touched

Saving Throw: Neg.

When a wizard casts this spell, he sets the target on fire. Flames envelop the target immediately and burn brightly for a few moments, then disappear. The target suffers 3D4 damage from the blast of heat and flames, and all of his equipment must make saving throws vs. Magical fires or be set on fire if flammable, or destroyed if not. Note that if a significant amount of the target's equipment is set on fire, he will continue to take 2D4 damage each round until the flames are extinguished, even though the spell's direct effects have ended.

AUTUMN'S DOOM (Alteration)

Level: 4

Range: 30 yards

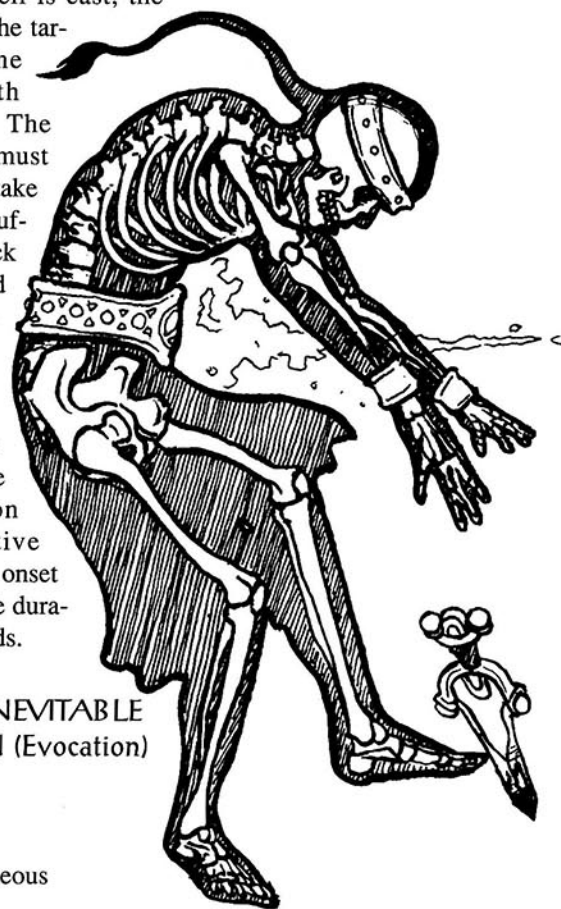
Components: V, S

Duration: 1 round/level

TTC: 4

Area of Effect: Special

Saving Throw: 1/2





This spell can only be cast if there are large quantities of loose, dead vegetable matter in the area. The best time for this spell, of course, is fall, when dead leaves are littering the countryside.

After the spell is cast, a brisk wind immediately picks up the loose leaves in an area with a diameter equal to caster's Skill level and begins to spin them in a whirlwind taking a roughly cylindrical shape with a height equal to the caster's Skill level x2. The whirlwind emits a shrill screaming sound, and small discharges of lightning can be seen within its dark confines.

During the first round that the spell is in effect, the leaves simply rise up and form the whirlwind of leaves, known as the "doom." In the second and subsequent rounds, the caster can direct the doom to move up to 10 feet, as long as its center stays within the spells Range.

Any living thing caught even partially within the doom is instantly assaulted by hundreds of leaves moving at blinding speed. The leaves slash and cut at the victim, causing 1D4 damage per Skill level of the caster, which is halved if a save vs. Spells is successful. Armor, of course, greatly reduces this damage. Characters in armor up to and including studded leather receive a +2 bonus to their save, and those wearing armor of a weight from brigandine to full plate receive +3 to their saves. Shields do not provide any protection from Autumn's Doom.

In addition, the leaves seek out and clog the target's mouth, nose, and any other available bodily orifices. This causes extreme discomfort, and if the target does not immediately busy himself clearing the leaves off of his body, he will take 2D6 additional damage as he begins to suffocate. The leaves also clog the target's armor reducing his Dexterity by -1 and blinding him if he is wearing a helm with eye slits. Armor does not reduce the risk of suffocation.

STORM SHIELD (Evocation, Alteration)

Level: 4

Range: 0

Components: V, S

Duration: 2 rounds + 1 round/level

TTC: 4

Area of Effect: The caster

Saving Throw: None

After this spell is cast, a miniature electrical storm gathers about the head and shoulders of the wizard. The clouds and rain quickly disperse until only a corona of lightning remains.

While the *storm shield* is active, the wizard gains a +2 to any saving throws against lightning or electrical attacks. In addition, the lightning around the wizard can be discharged against foes. The wizard draws this lightning from a pool of six-sided dice equal to his Skill level. For instance, a Skill 10 wizard has a pool of 10D6 to draw lightning from.

This lightning can be used in two different ways:

1.) Any time a creature strikes the wizard in melee combat, the wizard can discharge a number of dice up to the HTK points of damage inflicted by the attack.

2.) Once per round, the wizard can discharge a small 1D6 bolt of lightning at any target within his Skill level in yards distance.

The damage inflicted by the shield's discharges allows no saving throw. The shield lasts until the spell's duration is over or until the pool of dice is used up, whichever comes first.

IRAZARD'S BRIMSTONE BLAST (Evocation)

Level: 5

Range: 5 yards/level

Components: V, S

Duration: Instantaneous

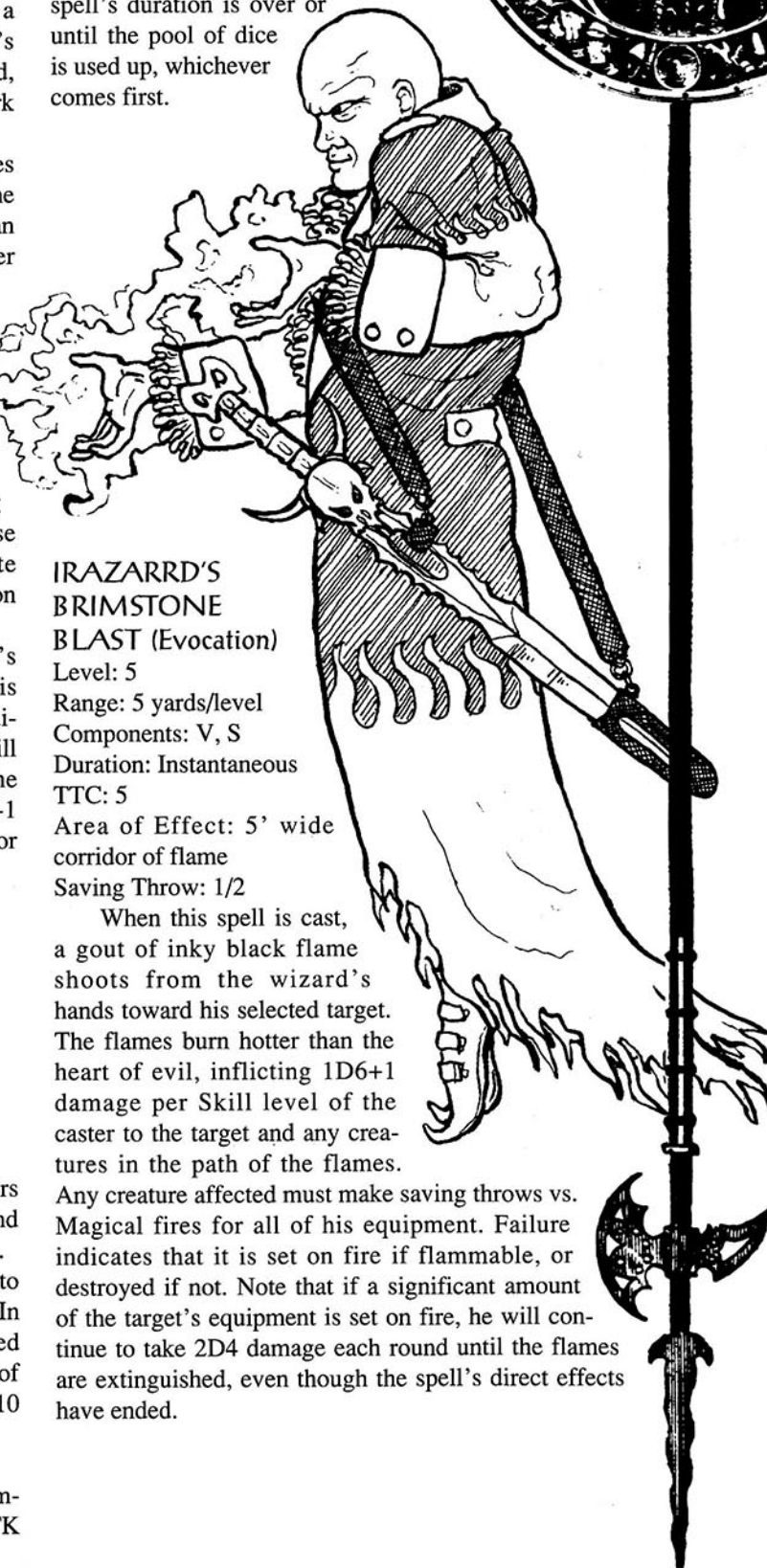
TTC: 5

Area of Effect: 5' wide
corridor of flame

Saving Throw: 1/2

When this spell is cast, a gout of inky black flame shoots from the wizard's hands toward his selected target. The flames burn hotter than the heart of evil, inflicting 1D6+1 damage per Skill level of the caster to the target and any creatures in the path of the flames.

Any creature affected must make saving throws vs. Magical fires for all of his equipment. Failure indicates that it is set on fire if flammable, or destroyed if not. Note that if a significant amount of the target's equipment is set on fire, he will continue to take 2D4 damage each round until the flames are extinguished, even though the spell's direct effects have ended.



Magic Items

As a Gamemaster, providing unique and interesting magic items is an important part of the campaign. These items can serve as tools to help the players achieve a goal, or they themselves can be the goal. Finding the enchanted sword once wielded by an ancient

hero could be the object of an adventure or even an entire campaign!

Fighters, more than any other type of character, rely on their magical weapons and armor to see them through tough adventures. With no spells or unusual abilities at their disposal, unique magic items can not only provide fighters with better combat abilities, but also with a sense of individuality and purpose.

The items which follow are just a few examples of the types of weapons and armor which will capture the players' imaginations. If you, as GM, can get the players asking about an item's history and appearance, rather than just its To Hit and damage bonus, everyone involved will have a richer and more enjoyable experience. All of the items listed here are restricted to fighter classes only.

Arrow of Unerring Flight

...as I crouched on the rooftop, awaiting the passing of my target, I heard a distant voice whisper my name. Dismissing it for the wind, I stayed in my secure position. No eye could spot me in the dark corner I had chosen. But I was not safe...

Many years ago, the finest elven fletchers crafted twelve perfect arrows. They were never intended to be used, for the fletchers viewed their work as art. So it was that these arrows stayed for centuries in the great hall of the elven king, mounted above his silverwood throne in a radiant circle.

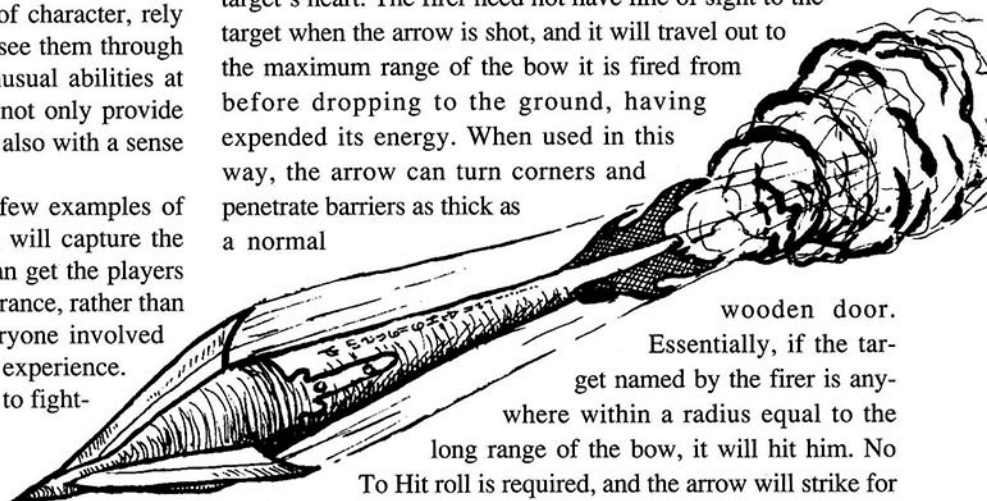
It came to pass that the elvenwood was invaded and defiled by the forces of darkness. Hordes of goblins and ogres raided the throne room, tearing down paintings, tapestries, and the twelve perfect arrows. These priceless items of elven mastery were carried off like so much booty, and thrown into the dungeons of the goblin warlord.

As the years passed, the arrows changed hands. They were bought and sold, and sometimes even used in battle. Any hero lucky enough to come across one of these beautiful items can gain the gratitude of the elven people by returning it to the throne room of the king. However,

some may be more inclined to employ the legendary abilities of the arrow in combat.

An *Arrow of Unerring Flight* is considered a *flight arrow* +2, and will seem to be merely that unless the examiner knows of the legend of the perfect arrows. However, the arrow's +2 bonus is not expended when it is fired, and as long as the arrow is not broken, it can be retrieved and used any number of times.

In addition, if the user speaks the true name of his intended target as he fires the arrow, it will flawlessly guide itself to the target's heart. The firer need not have line of sight to the target when the arrow is shot, and it will travel out to the maximum range of the bow it is fired from before dropping to the ground, having expended its energy. When used in this way, the arrow can turn corners and penetrate barriers as thick as a normal



wooden door.

Essentially, if the target named by the firer is anywhere within a radius equal to the long range of the bow, it will hit him. No

To Hit roll is required, and the arrow will strike for maximum damage.

If the Wound Point system is being used, the arrow will automatically score a **Chest Impaled** Critical Hit against the named target (see page 20).

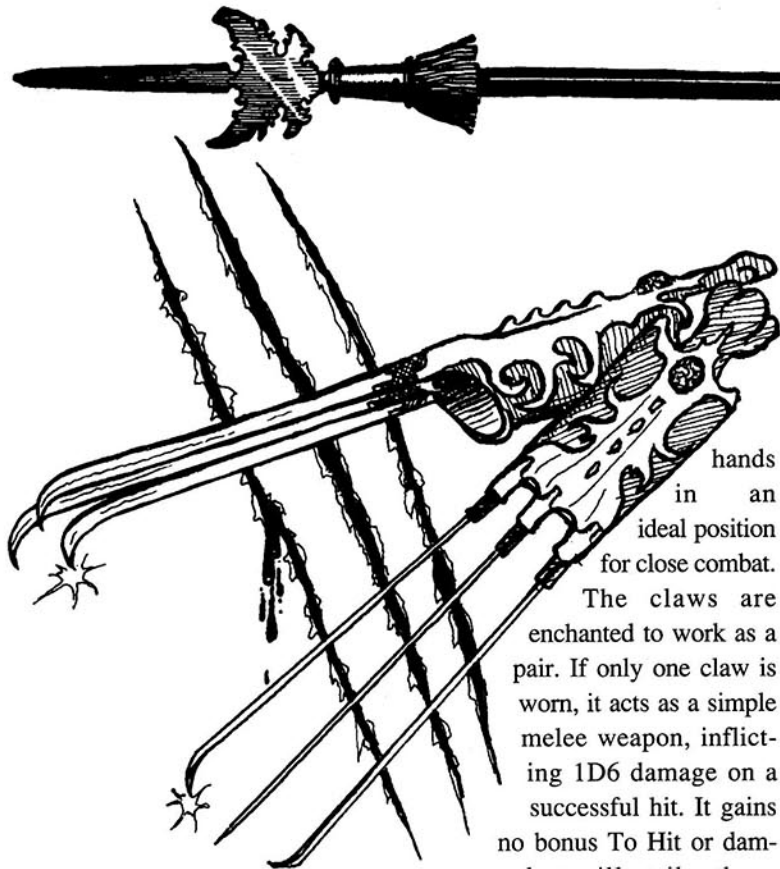
Each *Arrow of Unerring Flight* can only be used against a named target once. Once it is successfully used in this way, its magic energy is expended, and it crumbles away to dust. Note that a miss because the target was out of range does not expend the arrow, only a hit.

Claws of the Tiger

...I became one with the beast, lunging at my enemy with all the ferocity of a caged tiger. My claws dug into his weak flesh and drank deep of his thin blood. Even after that victory, I craved more. It took all my will power to avoid turning on my companions...

No one knows the true origins of the *Claws of the Tiger*, but rumor has it that they were commissioned by the blood-thirsty owner of a large arena. The fury of a tiger unleashed would certainly provide great spectacle, but at what cost?

The claws consist of a pair of ornate bracers, each mounting a trio of claw-like steel blades approximately two feet long. When worn on the forearms, the blades extend over the



hands in an ideal position for close combat. The claws are enchanted to work as a pair. If only one claw is worn, it acts as a simple melee weapon, inflicting 1D6 damage on a successful hit. It gains no bonus To Hit or damage, but will strike those

creature only hit by magic weapons. Also, the claw requires a special Weapon Proficiency to use, so the wielder will most likely suffer a non-proficiency penalty as well.

When worn as a pair, the claws exhibit a number of unique abilities. When used in tandem, the claws gain a magical bonus of +3, and allow the wearer to use them without the need of a Proficiency. The claws actually guide the hands of the user, effectively wielding themselves. The user can attack once each round with both claws, and will suffer no attack roll penalties from using two weapons at once.

After the user of the claws draws blood with them (i.e., scores damage), he must make a saving throw vs. Spell or enter the Tiger's Rage.

While in the Rage, a character will crouch down into a bestial stance and lose most conscious control of his body. He may make two attacks each round with each claw, and gains a -2 bonus to his initiative.

A character in the Tiger's Rage has a difficult time telling friend from foe. He will automatically attack the nearest active target. If it is a companion, the Raging character may make an INT Check to avoid attacking. If the INT Check is failed, the character must attack. If the Check is successful, the Raging character loses the rest of his action for the round while he gathers his anger for another strike.

At any time after entering the Rage, a character can attempt to snap out of it. He must make a saving throw vs. Spell

to shake off the Rage. A failed attempt means that the Raging character cannot attempt to break out of it until the current battle is over. If the Raging character becomes unconscious, the Rage ends automatically.

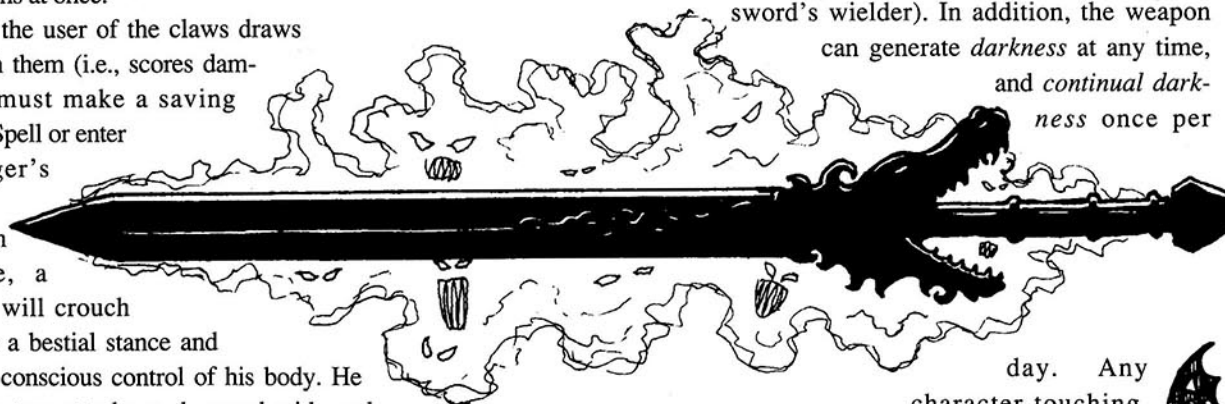
The Ebonblade

*In the darkest hour
A sword is forged of hatred
Ebonblade is born!
—ancient Charenji haiku*

The creators of the *Ebonblade* intended it to be the most powerful artifact of evil in the land. To this end, it was forged in the deepest cavern in the world, beneath the deepest valley. The sword was kept in total darkness during its entire forging through magical means, and when finished, it was quenched in the black blood of a demon under a new moon.

Although the weapon fell short of its maker's expectations, it is still a mighty artifact. It is deeply evil, and will inflict 2-12 points of damage on any good character who touches it. It will only manifest its magical powers in the hands of an evil character.

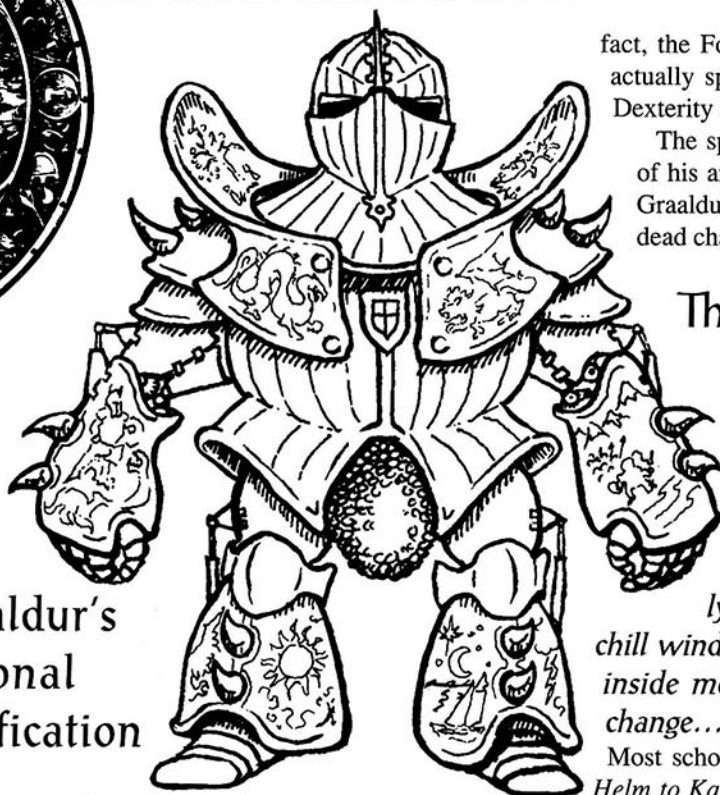
Primarily, the *Ebonblade* acts as a *sword of life stealing* +4 (which drains 1 Skill level on a natural 20 To Hit and transfers accompanying HTK points to the sword's wielder). In addition, the weapon can generate *darkness* at any time, and *continual darkness* once per



day. Any character touching the Ebonblade can see through the *darkness* as though it were not there. At night, the character possessing the sword can become *invisible* at will.

The *Ebonblade* is an artifact, and as such it is very difficult to destroy. If it is brought to the top of the highest mountain and exposed to the light of the noon sun, it will cease to exist. Also, if it is struck by the sword *Star's Song* (see below) both weapons will explode into a cloud of shards, doing 3D6 damage to all targets in a 15 foot radius.





Graaldur's Personal Fortification

...its approach was heralded by the sound of its massive feet thumping rhythmically on the stone floor. As it rounded the corner, I could hardly keep from laughing. Here was a dwarf, clad in the most bulky and ornate suit of armor I had ever seen! There was no way the little fellow could even move in that gear, let alone fight. Gods, was I wrong...

The legendary dwarven craftsman Graaldur had become old and weary, but his skills were still unmatched in all the land. He resolved that, before he died, he would create his crowning achievement: a suit of armor so fantastically powerful that it would stand as the greatest memorial to his career.

After laboring ceaselessly for an entire year, Graaldur had nearly finished his ultimate work. But he grew weak and tired. In truth, he was dead, but his single-minded determination drove him onward. The next day, as he hammered the final bolt into place, Graaldur truly died, his soul passing into the armor he had so lovingly crafted.

Graaldur's Personal Fortification is a dwarf-sized suit of plate mail +5 with some remarkable mechanical and magical abilities. The hydraulic pistons and other assisting mechanisms placed at its joints and stress points serve to enhance the wearer's strength. While wearing the suit, a character gains 5 points of strength (each +1 above 18 counts as +10% exceptional Strength). As a side-effect of the strength increase, the armor does not encumber the wearer in any way. In

fact, the Fortification

actually speeds the movement of its wearer, granting +1 Dexterity and +2" movement.

The spirit of Graaldur dwells within the mechanisms of his armor. If any dwarf should die while wearing it, Graaldur will immediately possess his body, forcing the dead character's spirit into the afterlife.

The Great Horned Helmet of Karak-Ül

...then the hobgoblin chieftain came forward through the ranks of his troops. He wore an imposing mask-like helm, and his red eyes shone brightly through its toothy visor. Just then, a chill wind began to blow. I felt the bile of fear rise inside me as I witnessed the chieftain begin to change...

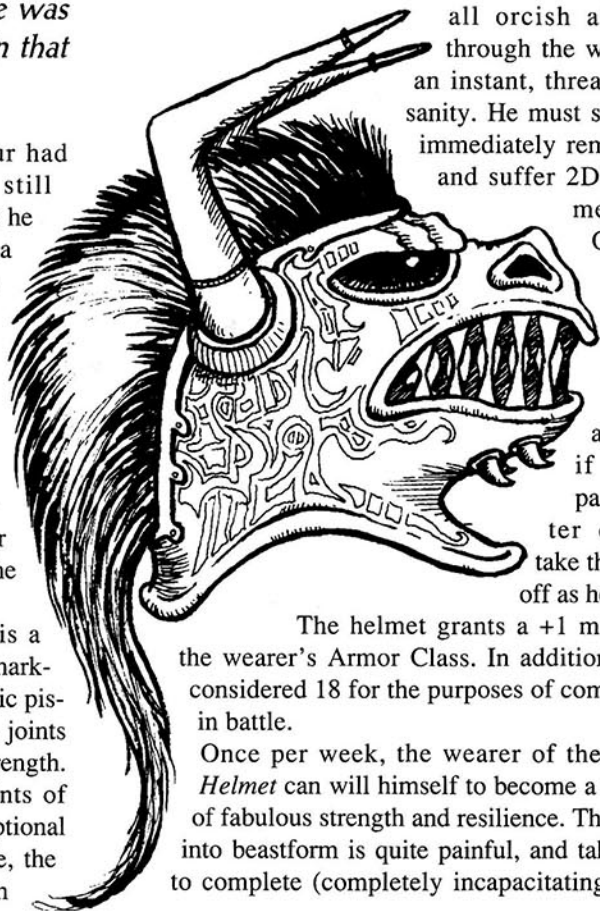
Most scholars attribute the crafting of the *Great Horned Helm* to Karak-Ül, the most powerful orcish shaman in all of history. The helm's fearsome visage and powerful magical properties can turn the lowliest orc into a force to be reckoned with.

Immediately upon donning the helmet, any non-orcish character immediately undergoes a test of willpower. Images of the most horrible and violent of all orcish atrocities flash through the wearer's mind in an instant, threatening his very sanity. He must save vs. Spell or immediately remove the helmet and suffer 2D4 damage from mental feedback.

Once a character has failed the test of the helm, he will never attempt to put it on again. However, if the test is passed, the character can thereafter take the helmet on and off as he pleases.

The helmet grants a +1 magical bonus to the wearer's Armor Class. In addition, his Appeal is considered 18 for the purposes of commanding troops in battle.

Once per week, the wearer of the *Great Horned Helmet* can will himself to become a monstrous beast of fabulous strength and resilience. The transformation into beastform is quite painful, and takes three rounds to complete (completely incapacitating the wearer for





three rounds). Anyone who views the transformation must make a save vs. Spell or be paralyzed with fear until the end of the gruesome process.

The beastform resembles a cross between a gigantic orc and a minotaur. While in beastform, a character stands a full ten feet tall, and has the following abilities (those not listed remain at the wearer's level): STR: 21, STA: 19, DEX: 10, APL: 1, AC: 0, HTK Dice: 15, THAC0: 5, Movement: 18". While in beastform, the character gains 30 extra HTK points, which function exactly as those gained from a *potion of heroism*. Each round, the beastform can attack with both claws for 1D8 damage each, a powerful bite doing 1D10 damage, and a gore with the horns against any target directly in front of it for 2D6 damage. If the attack roll for the gore is a natural 20 on the die, the target is impaled on the horns, suffering 2D4 more damage on each successive round unless he makes a Strength Check to extricate himself.

The character wearing the helm can never be certain when the beastform will wear off. The Gamemaster should secretly roll 3D4 when the character completes the three round transformation. The total rolled is the number of rounds the character stays in beastform. At the end of this time, he reverts to his original form and collapses to the ground unconscious. He will remain unconscious for a number of minutes equal to the number of round he was in beastform.

The Havoc Engine

...the quarrels fell upon my men as if a literal rain of arrows had opened the heavens. In the distance, I could see their origin: a lone man standing on a hilltop. He carried a strange device which spewed forth crossbow bolts like water through a leaky dike...

The *Havoc Engine* is a bulky missile weapon created to fire enough quarrels to suppress an entire advancing army. Falling short of this lofty goal, the Engine nevertheless delivers a withering barrage at the enemy troops.

Through a combination of magic and ingenious mechanics, the *Havoc Engine* fires 4D4 heavy crossbow quarrels every round the trigger is depressed. The missiles are fired with such

force that they gain a +1 damage bonus and can strike targets which are incredibly distant. The ranges for the Engine are: S 4, M 20, L 30. The quarrels fired each round may be aimed at the same or different targets, as long as all of them fall within the firer's front facing. However, the firer must announce all targets and how many quarrels are being aimed at each one before making any To Hit rolls.

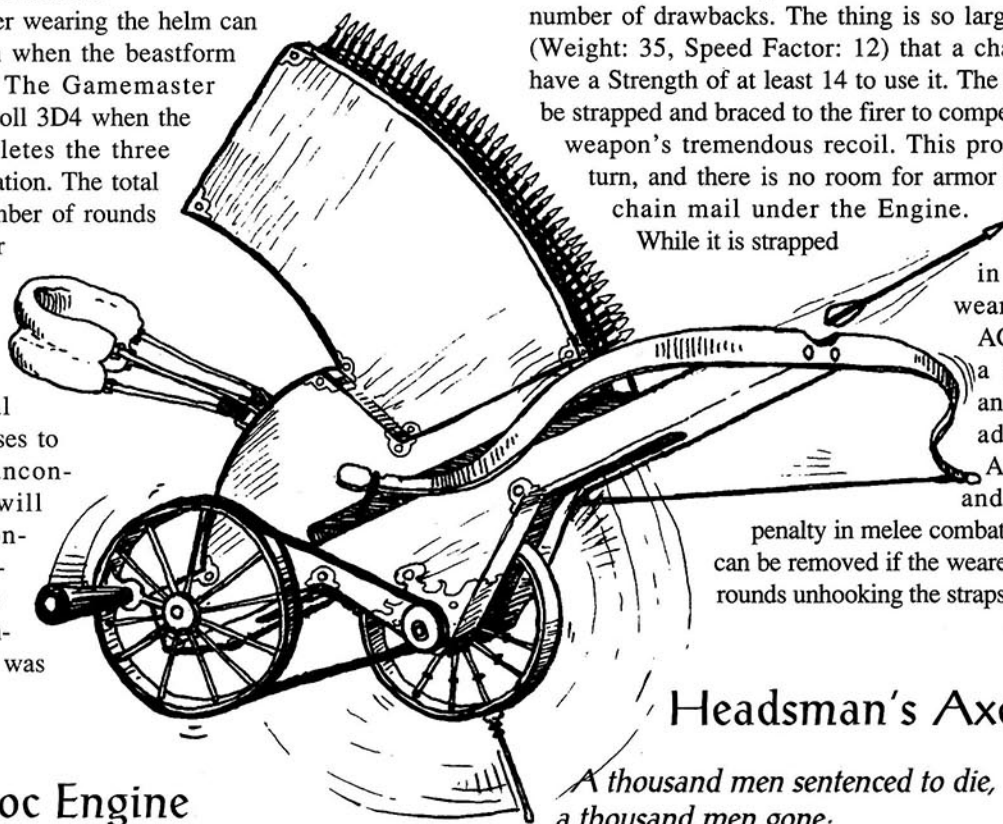
The unusual workings of the *Havoc Engine* require a special Weapon Proficiency. In addition, all attacks made by the Engine suffer a -1 To Hit penalty due to its inherent inaccuracy. While firing the weapon, the user must stand still. The weapon's magazine holds 50 quarrels, and takes a full turn (10 rounds) to reload.

The massive firepower of this device comes with a number of drawbacks. The thing is so large and heavy (Weight: 35, Speed Factor: 12) that a character must have a Strength of at least 14 to use it. The Engine must be strapped and braced to the firer to compensate for the weapon's tremendous recoil. This process takes a turn, and there is no room for armor heavier than chain mail under the Engine.

While it is strapped

in place, the wearer gains no AC bonus from a high DEX, and suffers an additional +1 AC penalty

and -3 To Hit penalty in melee combat. The Engine can be removed if the wearer spends two rounds unhooking the straps.



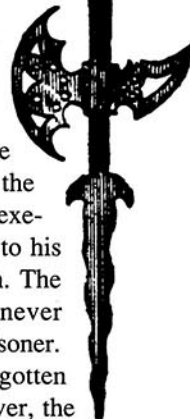
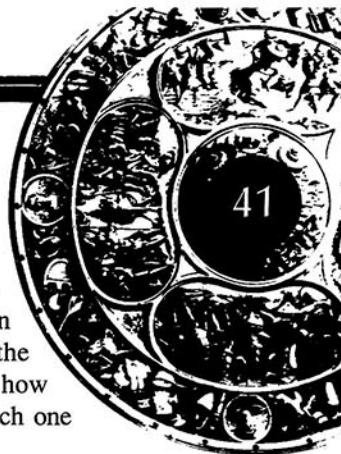
Headsmen's Axe

*A thousand men sentenced to die,
a thousand men gone,
A thousand more to hell will fly,
before I end this song.*

-excerpt from "The Headsmen's Lament"

The weapon which would one day become the *Headsmen's Axe* was once a simple axe used by the royal executioner of a forgotten king. When that executioner died, his tool and station were passed on to his son, and when the son died, to his son, and so on. The axe gained a reputation for a sharp edge, as it never required a second swing to behead a condemned prisoner.

After many centuries, the dynasty of the forgotten king fell, and the axe was lost to antiquity. However, the



thousands of lives lost to the weapon, the sadism of its masters, and the emotions of the spectators left a strong psychic impression

on the old, worn-out blade. One day, the axe was unearthed by a band of adventurers, who discovered that it had magical properties of a decidedly fiendish nature. The axe's current whereabouts are unknown.

The *Headsman's Axe* is a large, wicked-looking weapon, but was never intended to be used in melee combat. It is heavy, slow, and difficult to use (Weight: 14, Size: L, Type: S, Speed Factor: 10, Damage S-M: 1D10, L: 1D8). The axe has no magical "plus," but can hit those creatures only struck by magic weapons.

When the axe is held aloft and presented to a group of people, it exudes a powerful wave of negative emotions: pain, fear, guilt, and loss. This effect can be invoked once per week, and acts as a combination *symbol of fear*, *symbol of hopelessness*, *symbol of pain*, and *symbol of death*. The effects occur in the order they are listed, one per round for four rounds. During this time the holder of the axe must do nothing but stand still and concentrate or the effects of the *symbols* immediately cease.

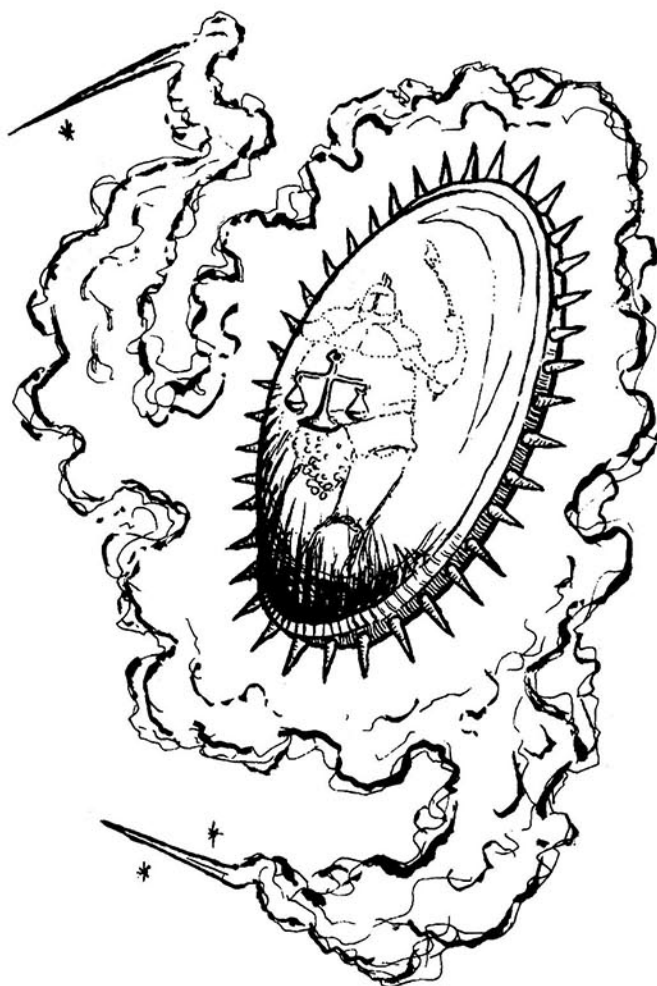
If for some reason the axe is invoked, but fails to affect any targets with its magic (i.e., all make successful saving throws), the unleashed emotions collapse back on the wielder, who must suffer the effects of all four *symbols* in one round!

Kwalmon's Shield of Wicked Retribution

...and as I pressed forward through the horde, my enemies fell before me like wheat falling to the scythe. Each time one of them lashed out at me, he suffered a painful wound and collapsed screaming. Kwalmon's shield became warm in my grasp as I approached the wizard's tower, its defenders scattered about my feet...

The misguided Paladin Kwalmon believed that justice demanded swift retribution equivalent to the evil done. To this end, he commissioned a fabulous shield, forged from the tears of a silver dragon and the fury of righteousness. However, when Kwalmon first employed this shield against an army of infidels, the carnage it wrought caused him to die from guilt and sadness, a victim of his own foolish pride.

In addition to acting as a *medium shield +3*, *Kwalmon's Shield of Wicked Retribution* has one magical ability: any damage which would be scored on the user of the shield is instead scored on the one who dealt the damage (no save). This ability only affects those in the front facing of the shield's user; those on his flanks and rear are immune to this effect.





Maul of Grievous Wounding

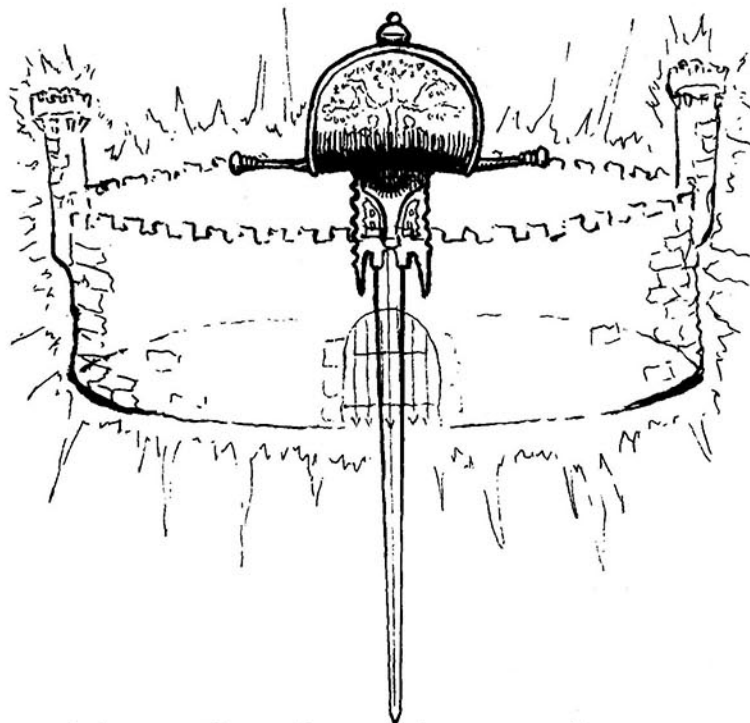
43

...again and again, I raised the maul over my head and smashed it down on the glistening skin of the dragon. Each time, its massive body twitched in pain and more of its foul blood sprayed over me in a red rain. I could vaguely hear my companions calling to me...

A simple-looking weapon, the *Maul of Grievous Wounding* is purported to be the mallet which drove stakes into the feet of the guilty, pinning them forever in eternal torment Below. It is said to be crafted from wood torn from the Tree of Life, and that the wound it left still aches in pain, causing all suffering in the world. Many have used it over the years, and many more have tried to destroy it, but to no avail.

Whatever its true origins, the Maul is a frightfully effective weapon. It is rather ungainly, requiring two strong hands to wield (Weight: 9, Size: L, Type: B, Speed Factor: 9, Damage S-M: 1D6+1, L: 1D6). The Maul has a magical bonus of +3, and cannot be destroyed. Every time it scores a hit, the target must save vs. Death or suffer an additional 2D4 damage. If the save is failed, the victim must also make a successful STA Check or be paralyzed with pain until the end of the *next* melee round.

If the Wound Point rules are in effect (see page 22), the Maul inflicts 1 Wound Point of damage instead of the 2D4 extra when the save is failed.



Main-Gauche of Immaculate Defense

...every time I swung my sword, the scoundrel's parrying knife was there to block it. It was like his left arm was possessed by the spirit of the finest swordsman who ever lived, for I knew my skills were far superior to this wretch's, yet I could not penetrate his defense...

This fancy parrying weapon is designed to be used in the wielder's off hand in conjunction with a rapier or other sword of finesse. However, its magical abilities will work regardless of the user's selection of armaments.

The *Main-Gauche of Immaculate Defense* guides the wielder's hand to block incoming attacks, so no Proficiency is needed in order to use it effectively. In addition to granting a -1 AC bonus, the Main-Gauche can block one melee attack per round. The attack to be blocked must use a weapon, and the weapon can be no larger than Size M. The character must announce his intent to stop an attack after the To Hit roll, but before damage is determined.

If the Combat Cards are being used (see page 45), the Main-Gauche operates differently. It still grants -1 AC, but its parrying ability works differently. Each round, the wielder can place an extra Parry card face down along with his normal card(s). This Parry works exactly as though the character had one additional attack, and used it as a Parry.

Star's Song

*Light, love, warmth, justice
Beneath the eye of heaven
Star's Song will save us.
—ancient Charenji haiku*

After hearing news of the *Ebonblade* (see above), the seven most powerful goodly wizards in the land gathered to prepare a response. They decided to create *Star's Song*, a sword embodying the light of purity, to counter the evil of the *Ebonblade*.

Star's Song was quenched in holy water atop the highest mountain at high noon of the longest day of the year. To create a polar bond with its opposite, the final magical runes were placed on *Star's Song* at the exact moment the *Ebonblade* was completed.

The weapon radiates powerful magic and goodness. Any evil character who touches *Star's Song* will suffer 2-12 damage and become blinded with *light*. It will only manifest its other magical properties in the hands of a good character.

Star's Song acts in every respect as a *flame tongue*, except it sheds a brilliant silver flame rather than natural fire. In addition, the wielder can summon *light* at will, and create *continual light* once per day. Also, the possessor of *Star's Song* is gifted with *true sight* and the ability to turn undead as a Priest of Skill 8.

than two thousand years

ago. Upon the mental command of its wielder, the flail will extend its chains to entwine its target.

In the first melee round, a single length of chain will reach out to immobilize the defender's weapon and arm. To accomplish this, the wielder need only make a standard attack roll against the defender (roll vs. Parry Defense if the Combat Cards are in play, see page 54). Success does normal weapon damage to the target, and prevents him from using his weapon.

After the flail entangles the defender's weapon, the other chains lash out in the next melee round. They immediately wrap the defender in barbed chains from head to foot and inflict 3D4 damage. If the defender survives, he can do nothing but try to escape. In order to do so, he must win an Extended Contest of Strength against the Flail (see page 12). The flail is considered to have a Strength of 19 for this purpose only.

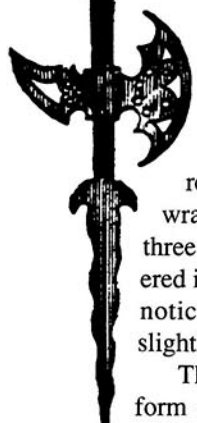
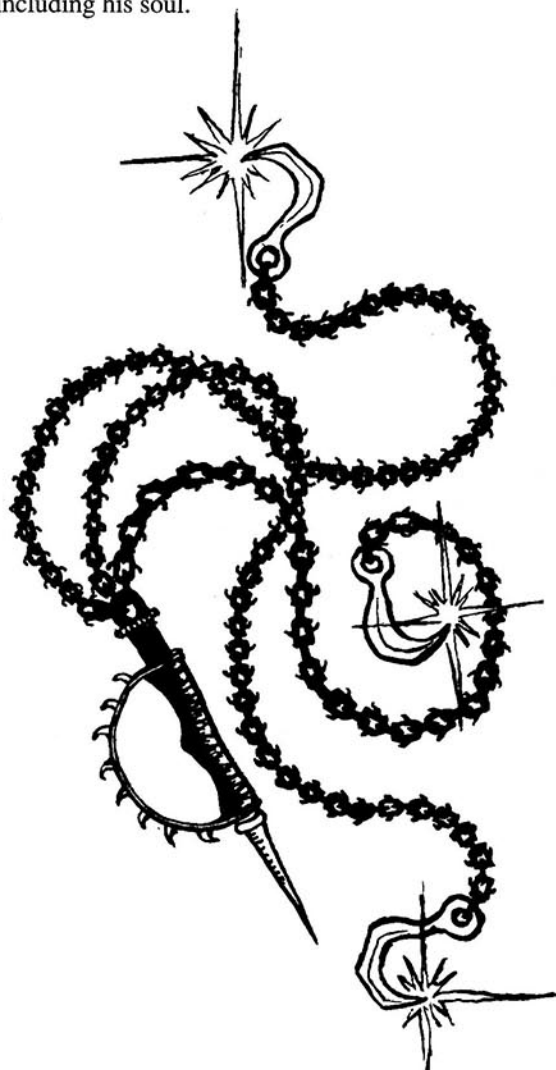
Until the trapped character manages to escape, the flail inflicts 3D4 more damage per round. Once the flail has trapped a character, it will not let go until it is defeated in the Contest. The wielder can drop the flail and continue to fight with another weapon, but if this is done and the flail kills its victim, it will consume the victim entirely, including his soul.

Yazareth's Flail of Binding

...then all at once the chains of his flail lashed out at me like the tentacles of some obscene octopus. First entwining my weapon, and then my arm, the flail's barbs dug into the flesh of my arm. Before I could pry myself free, I was wrapped in chains from head to toe...

Upon first glance, the *Flail of Binding* appears to be an ordinary footman's flail +2. However, upon closer inspection, the weapon reveals its more sinister nature. The flail's handle is wrapped in what appears to be black leather, and the three chains which form the head of the weapon are covered in small hooks and barbs. A careful handler will also notice that the handle expands and contracts ever so slightly, as though it were breathing.

The flail is in fact a bound demon, forced into the form of a weapon by the Thaumaturgist Yazareth more





COMBAT CARDS

The deck of cards included with this book are called **Combat Cards**. They are used to expand and enhance combat by offering more options to the players regarding their characters' actions. Rather than simply rolling To Hit every round, a player can choose to have his character slash at his opponent's head one round, then go on the defensive and parry the next round, then lunge forward in a low thrust in the next.

Each Combat Card depicts a particular **maneuver**. The card also lists any bonuses or penalties associated with that maneuver. Common aspects of combat affected by the cards include **initiative**, **damage**, and **To Hit** rolls.

In addition to the modifiers listed on the card, each maneuver also interacts with the maneuver your opponent chooses. For example, if you use a Slash High maneuver, and your opponent opts to Block High, you will have a drastically reduced chance of hitting him. This is represented by the column of + 's and - 's along the edge of the card and the "Skull of Fate" marker on the opposite edge which indicates what modifier to use.

Acquiring a Hand

Each Combat Card represents an action a character can take in combat during one melee round. Before each combat, the characters will select a "hand" of maneuver cards which they will have available for that battle. Fighters and higher Skill level characters will have access to more cards, and therefore will be more flexible in combat.

Basic Maneuvers

These are the simple actions which any character can perform, such as walking, running, and punching. Every character (regardless of class, level, or choice of weapon) can freely use the following maneuvers:

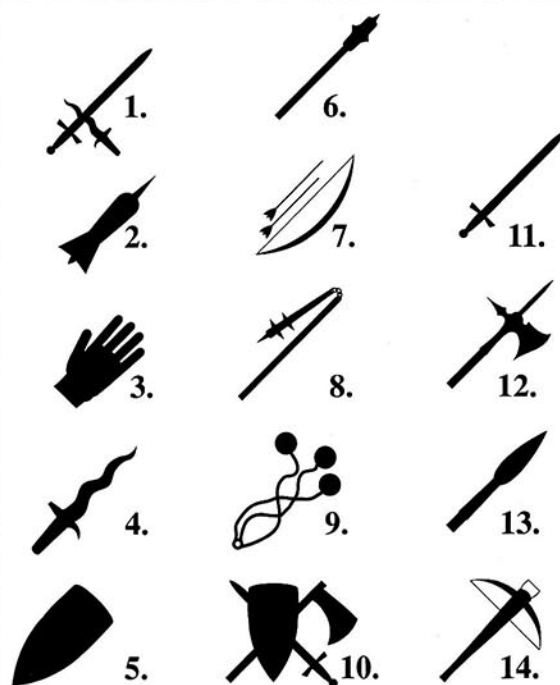
Basic Maneuvers

Advance
Dodge
Duck
Flee
Grab
Grapple
Jump
Kick Low
Overbear
Punch High
Punch Middle
Withdraw

Standard Maneuvers

These maneuvers are the range of moves available to all characters trained to fight. This includes all Player Characters and most NPCs and creatures who use weapons. Every character will not have access to every maneuver all the time; the range of choices is based on class and Skill.

Characters can "fill out" their hands of cards with some of the following maneuvers. Any maneuvers can be chosen, but the chosen maneuvers can only be used if they are appropriate to the character's weaponry as indicated by the icons on the cards. The icons are:



Weapon Icons

1. Two- Weapon
2. Thrown
3. Unarmed
4. Knives
5. Shield
6. Hafted
7. Quick Missile
8. Flail
9. Entangling
10. Melee
11. Swords
12. Polearms
13. Spears
14. Slow Missile





A character may add to his hand up to his Skill level in cards, plus three if he is a Fighter, or plus one if he is a Thief. These are chosen from the following list:

Standard Maneuvers

Block High
Block Low
Block Middle
Charge
Disarm
Fire High
Fire Low
Fire Middle
Load
Parry
Sap
Set For Charge
Shield Block High
Shield Block Low
Shield Block Middle
Shield Bash
Slash High
Slash Low
Slash Middle
Smash
Throw High
Throw Low
Throw Middle
Thrust High
Thrust Low
Thrust Middle
Trip
Unhorse

Advanced Maneuvers

Only Fighters can learn these difficult and effective techniques. Details on how they are learned can be found under **Skill At Arms** on page 7.

Advanced Maneuvers

Double Block High
Double Block Middle
Double Strike High
Double Strike Middle
Entangle Low
Entangle Middle
Feint High
Feint Middle
Flail Disarm
Parry/Riposte High
Parry/Riposte Middle
Pin
Punch Block
Sweep High
Sweep Low
Sweep Middle
Wraparound



Restricted Maneuvers

Some character classes can use these special maneuvers in combat. The classes allowed to use the maneuver are listed alongside its name.

Restricted Maneuvers

Backstab (Thief)
Berserk Attack (Barbarian)
Careful Aim (Archer)
Cast Spell (spellcasters)
Cast/Attack (Warlock)
Double Shot (Archer)
Farshot (Archer)
Kick High (Martial Artist)
Kick Middle (Martial Artist)
Quick Load (Archer)
Special (varies)
Turn Undead (Priest)

Monster Maneuvers

Monsters can use special maneuvers by virtue of their unusual physical characteristics. The GM can use any of the following maneuvers for his creatures, provided of course that the monster in question is capable of executing such an attack.

Monster Maneuvers

Attack
Bite High
Bite Low
Bite Middle
Claw High
Claw Low
Claw Middle
Constrict
Dive Attack
Envelop
Gore
Tail Lash
Wing Buffet

Using the Combat Cards

Although the Combat Cards can be used in any combat situation, the best use of the Cards is to add extra options and detail to one-on-one duels. For the sake of clarity, the following rules initially assume that only two combatants are fighting, and that each character can make only one attack per round. Once these rules are understood, proceed to the later sections detailing multiple attacks and attackers.

Initiative Phase

Each participant selects one maneuver card from his hand and places it face down in front of him. If a character is **held** or otherwise unable to act, he plays no card at all. After the players are done selecting their maneuvers, both cards are



revealed simultaneously. Initiative is then rolled, applying the appropriate modifiers for the maneuvers chosen. The combatant with the lowest modified initiative goes first.

Action Phase

All combat actions are performed in initiative order, from lowest to highest. When a character attacks another character, his Combat Card (the *attacking card*) is put alongside the defender's card (the *defending card*). The "Skull of Fate" on the attacking card points to the to-hit roll modifier for that attack on the defending card (see diagram).

+0	Slash High	+2	Grapple
-2	Attack	+2	Attack
-1	INIT.: +0	+3	INIT.: +0
+0	HIT: -2	+2	HIT: +0
+0	DAM.: +1	+2	DAM.: 1D2
+0	CRIT.: +25	+0	CRIT.: +0
+0		+2	
+0	Standard	+2	Basic
+0		-2	

For example, Querrick's player has chosen the *Slash High* maneuver, while his opponent Seline has decided to *Grapple*. Querrick wins the initiative, and attacks Seline. Querrick's player places his *Slash High* card alongside Seline's *Grapple* card. The "Skull of Fate" on Querrick's card points to a +2 on Seline's card, so Querrick's attack roll is made with a +2 bonus. Assuming Seline survives the attack, she will attempt to Grapple with Querrick. Comparing her card to his, she has a -1 To Hit modifier.

It is important to note that the attack roll modifier indicated by the "Skull of Fate" is cumulative with any other modifiers.

In the previous example, Querrick suffers a -2 To Hit due to his choice of the *Slash High* maneuver, resulting in a total attack roll modifier of +0. Seline's *Grapple* attempt does not change, since her card indicates no To Hit bonus or penalty. However, if she had a Strength ability score of 17 or more, that modifier would also apply to the roll.

Multiple Attacks

Characters and creatures who have multiple attacks gain important flexibility under the Combat Card system. For each attack the character is entitled to, he can play one card face down. For instance, a Skill 14 Fighter (who gets 2 attacks per round) can play 2 cards every round, while a monster who can normally attack with claw/claw/bite can play 3 cards.

It is up to the GM to determine how many cards certain monsters can play. For instance, a dragon is normally allowed a claw/claw/bite routine, plus a possible tail l sh and wing buffet. Also, many dra can assume human form. The may rule that while in dragon form, it can play four cards, while in human form it can play two. Any such ruling is fine, as long as it is reasonable and consistent. If the players encounter another dragon in a later adventure, it should be treated the same way.

The ability to play more than one card in a round presents quite a few complications to the Combat Card rules. The following are the most important rules to follow when characters with multiple attacks use the cards:

- The worst initiative modifier among all cards played is applied to the character's initiative, while the lowest movement allowed by any of the cards played is the character's movement for that round.
- Each card played can be used once in that round, after which it is turned face down. Note that using an attack card as the defending card does not count as "using" the card, which can be left face up.
- When attacked, a character with multiple cards can choose which face up card will be used as the defending card. If all of his cards have already been turned face down, he must choose one card at random from among his face down cards and turn it face up temporarily to act as the defending card.

Koplau is a Skill 13 Fighter, entitled to two attacks every round. His opponent is a troll, which uses a claw/claw/bite routine. This means that Koplau can play two cards each round, while the troll can play three.

In the first round of combat, Koplau chooses a *Slash High* and a *Thrust mid-*. The GM decides that the troll will be attacking with a *Claw High* and a *Claw mid-*, and will be ready to *Duck* if attacked by a high blow. All five cards are placed face down, then revealed simultaneously.

The troll wins the initiative, and attacks Koplau with his two *Claw* maneuvers. Koplau chooses to use his *Slash High* card as the defending card against these two attacks. After the attacks are resolved, the claw cards are turned face down, while the *Slash High* is not, since it is not a defending card.

Koplau then attacks the troll, first using his *Slash High*. The troll wisely chooses to use its *Duck* card as the defending card against the *Slash*. Both cards are turned face down after the attack. Then, Koplau attacks with his *Thrust mid-*. Since the Troll has no face up card to defend with, he must choose one at random from his three face down cards to serve as the defending card.

Note that the rules for multiple attacks are also used to resolve situations where one character faces more than one opponent.





Gamemastering a Combat Card Battle

If the GM has to control more than a few NPCs and creatures, he obviously can't make a separate hand for every one of them. The simplest solution is for the GM to use only the Attack card, leaving the maneuver choices to the players. This, however, robs the Combat Card system of much of its use, since the players will quickly learn never to play defenses, etc.

A better option is for the GM to build a small deck that all of his creatures draw from. After the players fill out their hands, the GM should set up a deck consisting of about 10 attacks and defenses from what is left. He should also keep some other cards handy in case they are needed, such as Flee, Withdraw and Special.

The GM shuffles this deck at the start of the battle, and places it face down behind his screen. As his NPCs need attacks or defenses, he draws the top card from the deck and plays it face up. If the NPC was making an attack, but turns up a defensive card, the GM should either continue to draw until an attack comes up, or simply use the Attack card. When the GM runs out of cards in his deck, he should simply collect the discards and re-shuffle.

Once a particular maneuver is used by an NPC during a round, that card should be used in any further engagements involving that NPC during that round. For instance, if an orc uses a Slash High, then is attacked later in the round, the GM should use the Slash High card as the defending card.

Note that when using a deck for his creatures, the GM is never required to choose maneuvers randomly. If the GM thinks a particular creature should use a special ability in a round rather than attacking with his sword, he can simply play a Special card for that creature instead of drawing from the deck. The random draw is simply a mechanic to allow the GM to keep the players on their toes.

Important or powerful NPCs and monsters should always have a hand of Combat Cards to use, especially if they are fighting alone. This will increase their flexibility in combat appropriately.

Optional Rules

If the GM chooses, he can add any of the following rules to the game to enhance the realism and excitement of combat. As they tend to complicate things, they should only be used once the GM and players are comfortable with the standard Combat Card rules.

More Cards

According to the standard rules, a melee round is a minute long, and each attack roll actually represents a combination of individual strikes and parries. If the GM wants to better represent this using the Combat Cards, he can allow every character to play two cards each round rather than just one. In the case of individuals with multiple attacks, they would gain one additional card to play in addition to their normal allotment of cards.

Hidden Maneuvers

In actual combat, confusion reigns supreme. Shouted warnings and commands rise above the din of battle, but are scarcely heard by those they are intended for. To better represent this using the Combat Cards, the GM can invoke the hidden maneuvers rule. Using this rule, all maneuver cards are left face down until they are actually used. When using this option, disregard the initiative modifiers printed on the cards.

Detailed Initiative

Rather than simply rolling initiative for each combatant, initiative can be generated for every maneuver card played. Although this option would be prohibitively complicated for a large battle, it can make a duel between two skilled Fighters far more interesting. When combined with the Hidden Maneuvers rule, a battle can become truly chaotic.

The Cards

The Combat Card deck consists of 180 cards, each depicting a particular action a character can take in combat. The information found on each card is described in the following text and by the accompanying diagram at the top of the facing page:

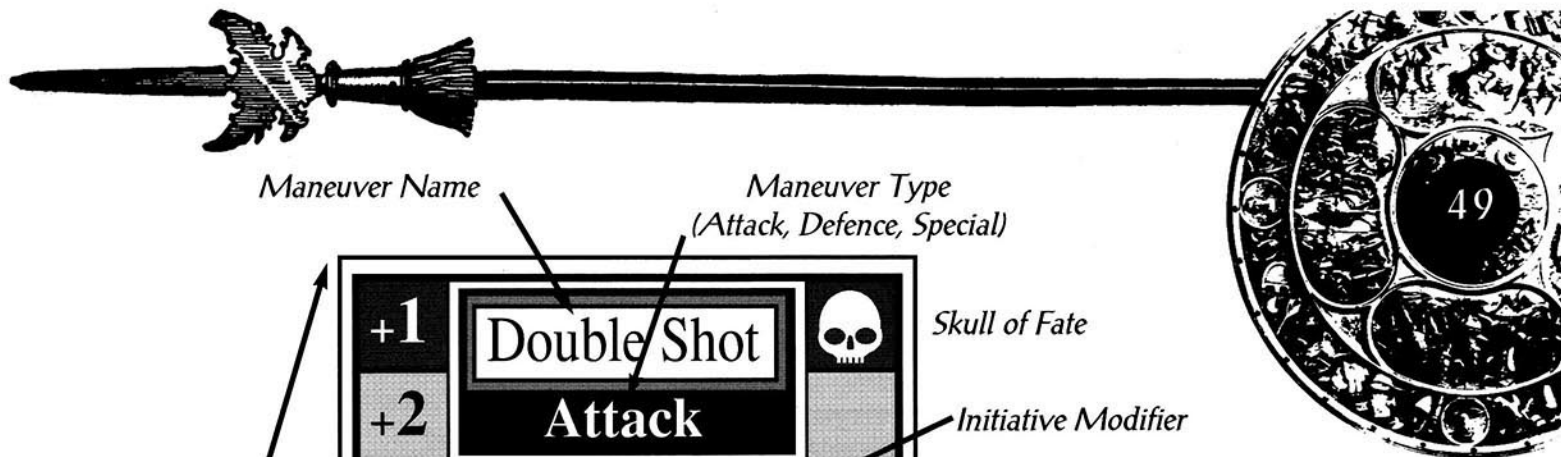
Initiative: This modifier is applied to the character's initiative roll. Many of the more difficult maneuvers have initiative penalties because the character has to take a few extra moments to line up the attack.

To hit: This modifier is applied to the characters attack roll. High attacks tend to have an attack penalty because the head is a small target.

Damage: Apply this modifier to HTK damage scored if the attack hits. Again, high attacks tend to have damage bonuses because the head is a sensitive area of the body.

Critical: This modifier is only applied if the GM is using the Wound Point rules (see **Damage and Death**, page 22). High maneuvers have a positive modifier, placing the attack higher on the target if it scores a Critical Hit, while low attacks have a negative modifier, placing the attack lower on the target.





Maneuver Name

*Maneuver Type
(Attack, Defence, Special)*

Skull of Fate

Initiative Modifier

To-Hit Adjustment

Damage Adjustment

Critical Hit Roll Modifier

Silhouette Depicting Maneuver

*Maneuver Group
(Basic, Standard, Advanced, Restricted, and Monster)*

Weapons Group(s) Allowed to Use the Maneuver

Modifier Bar

+1	Double Shot	
+2	Attack	
+1	INIT.: +0	
	HIT: +0	
+2	DAM.: +0	
+1	CRIT.: +0	
+1		
+1		
+2	Restricted	
+3		

Master Maneuver List

What follows is an alphabetical listing of all of the various maneuvers included in the Combat Card deck. After the name of each maneuver are the bonuses and penalties associated with it plus a brief description of the maneuver and any special rules regarding its use in combat.

Most maneuvers allow some movement. Unless specifically stated otherwise, a character can move up to (Move Rate x 5) feet per round while executing any of the following maneuvers, in addition to their other effects.

Advance (Basic)

Initiative: -1 To hit: n/a
Damage: n/a Critical: n/a

The most basic of all maneuvers, Advance allows a character to move a distance up to (Move Rate x 10) feet.



Attack (Monster)

Initiative: +0 To hit: +0
Damage: +0 Critical: +0

A simple "catch-all" attack move for the Gamemaster to use for NPCs. This maneuver should be used in situations where there are many opponents for the Player Characters to fight and the GM doesn't want to spend time deciding which maneuver each one executes.



Backstab (Restricted: Thief)

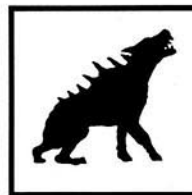
Initiative: +0 To hit: +4
Damage: spec. Critical: +5

This card is played by a Thief when attempting to perform a sneak attack against another character. Full rules for Backstabbing can be found in the main rules.

Berserk Attack (Restricted: Barbarian)

Initiative: +1 To hit: -1
Damage: spec. Critical: +0

When a Barbarian is attempting to enter a berserk rage, he plays this card. A complete description of the Barbarian class and berserk rage can be found on page 33 of this book.



Bite High (Monster)

Initiative: +0 To hit: -2
Damage: +1 Critical: +25

As it represents a bite to the target's head, this card is normally restricted to use by the GM except in special cases.



Bite Low (Monster)

Initiative: +0 To hit: -1
Damage: +0 Critical: -25

This maneuver involves the attacker biting at the target's legs and feet. Only creatures of a smaller Size than the defender or those with long, flexible necks can attempt this maneuver.

Bite Middle (Monster)

Initiative: +0 To hit: +0
Damage: +0 Critical: +0

This card represents a bite at the defender's torso.

**Block High (Standard)**

Initiative: -1 To hit: n/a
Damage: n/a Critical: n/a

A simple defensive move consisting of holding one's weapon in a high position to intercept any blows to the head and upper body.

Block Low (Standard)

Initiative: -1 To hit: n/a
Damage: n/a Critical: n/a

A defensive move consisting of holding one's weapon in a low position to intercept any blows to the legs and lower body. This type of block can only be effectively executed with a medium or long weapon (Size M or larger).

Block Middle (Standard)

Initiative: -1 To hit: n/a
Damage: n/a Critical: n/a

A simple defensive move consisting of holding one's weapon in such a position as to intercept any blows to the torso and arms.

**Careful Aim (Restricted: Archer)**

Initiative: spec. To hit: +2
Damage: spec. Critical: +0

An Archer attempting to take Careful Aim on a target plays this card. Rules for Careful Aim can be found on page 26.

Cast Spell (Restricted: spellcasters)

Initiative: +cast time To hit: n/a
Damage: n/a Critical: n/a

This card is played whenever a spell-casting character wishes to cast a spell. As the gestures and incantations associated with spell casting are fairly obvious, this card is played face up while others are played face down. Once all other cards have been played face down, the caster announces the particular spell he is casting.

**Cast/Attack (Restricted: Warlock)**

Initiative: +cast time To hit: -4
Damage: +0 Critical: +0

The Warlock can actually cast certain spells while attacking with a melee weapon. The rules for this difficult move are found on page 35.

Charge (Standard)

Initiative: +2 To hit: +2
Damage: x2 Critical: +0



A Charging character is throwing caution to the wind and running headlong into his opponent, weapon first. The charge consists of a movement up to (Move Rate x 15) feet before the attack. Note that in order for a Charge to be effective, the Charging character must move at least (Move Rate x 2) feet before striking his target.

Claw High (Monster)

Initiative: +0 To hit: -2
Damage: +1 Critical: +25

Creatures who attack with claws can use this maneuver to lash out at a victim's head.

Claw Low (Monster)

Initiative: +1 To hit: -1
Damage: +0 Critical: -25

A claw attack to the target's legs and feet can only be executed by a creature smaller than the target, or one with exceptionally long arms.

Claw Middle (Monster)

Initiative: +0 To hit: +0
Damage: +0 Critical: +0

A basic monster attack, this maneuver involves a claw to the torso.

Constrict (Monster)

Initiative: +0 To hit: +0
Damage: +0 Critical: +0



This maneuver functions in much the same way as Grapple (see below) but it can only be performed by certain serpentine monsters. A Constrict attack is resolved in the same way as a Grapple, except that the Constricting monster gains a +2 bonus to its Strength for purposes of the resulting Contest of Strength.

Disarm (Standard)

Initiative: +1 To hit: -4
Damage: n/a Critical: n/a

This maneuver is used to strip an opponent of his weapon. An attack roll vs. Parry Defense is used to resolve this action (see Parry below). If the To Hit roll is successful, the characters must engage in a Quick Contest of Strength (see Strength,



page 12). The attacker's Strength is considered +1 for purposes of this Contest. If the attacker wins the Contest, the defender's weapon is knocked out of his grasp and lands 1D6 feet in a random direction. If the defender wins, he keeps his weapon.

If the defender is holding a two-handed weapon, the attacker's To Hit roll and Contest of Strength to Disarm are made at an additional -4 penalty.

Dive Attack (Monster)

Initiative: +4 To hit: -2
Damage: +2 Critical: +30

A flying monster can swoop down out of the sky and attempt this maneuver. If the Dive attack roll succeeds by a margin of 5 or more, and the diving monster has sufficient Strength, it can choose to pick up the defender in its talons and fly off with him.

Dodge (Basic)

Initiative: +0 To hit: n/a
Damage: n/a Critical: n/a

This defensive maneuver involves moving the entire body evasively to avoid incoming melee and missile attacks. (Note that unlike other maneuvers, Dodge is left face up even after it is used as the defending card; It can be used as defending card in any number of engagements within the round it is played, though it is turned over if the dodging character makes an attack.)



Double Block High (Advanced)

Initiative: -1 To hit: n/a
Damage: n/a Critical: n/a

This maneuver can only be performed if the character is wielding a weapon in each hand. By holding both weapons together in a cross, the character can more effectively stop incoming melee attacks aimed at his upper body. This maneuver has the defensive benefits of a high shield block without hampering the defender's sight, but it leaves his lower body more vulnerable to attack.

Double Block Middle (Advanced)

Initiative: -1 To hit: n/a
Damage: n/a Critical: n/a

This maneuver can only be performed if the character is wielding a weapon in each hand. By holding both weapons together in a cross, the character can more effectively stop incoming melee attacks aimed at his midbody.



Double Shot (Restricted: Archer)

Initiative: +0 To hit: +0
Damage: +0 Critical: +0

Using this maneuver, an Archer loads two specially-prepared arrows onto the bow at the same time. The special



arrows used for this shot have unusual flights and suffer a -2 To Hit penalty if fired singly. The arrows can be fired

at the same target, or at two different targets no more than ten feet apart. Although an Archer can only fire one Double-Shot in a round, it *can* be combined with the Careful Aim maneuver.

Double Strike High (Advanced)

Initiative: +0 To hit: -3
Damage: +2 Critical: +25

This maneuver can only be performed if the character is wielding a weapon of the same size in each hand. It involves the attacker swinging both his weapons at the target's head at the same time. Only one attack roll is made for both weapons (use the lowest To Hit bonus) and if it is successful both weapons hit and do damage.

Double Strike Middle (Advanced)

Initiative: +0 To hit: -1
Damage: +1 Critical: +0

This maneuver can only be performed if the character is wielding a weapon of the same size in each hand. It involves the attacker swinging both his weapons at the target's torso at the same time. Only one attack roll is made for both weapons (use the lowest To Hit bonus) and if it is successful both weapons hit and do damage.

Duck (Basic)

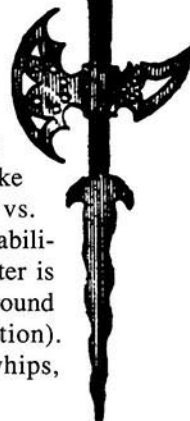
Initiative: +0 To hit: n/a
Damage: n/a Critical: +20 to opponent's critical

By Ducking low to the ground, the character can easily avoid high attacks, but becomes much more vulnerable to low attacks.

Entangle Low (Advanced)

Initiative: +1 To hit: -4
Damage: -1 Critical: -25

This maneuver aims to trip the target by entangling his legs. If the To Hit roll is successful, the target must make a Dexterity Check (or a save vs. Breath Weapon if the character has no Dexterity ability score) or fall to the ground. The fallen character is severely limited in his actions until he spends a round untying his legs and standing up (GM's option). This type of attack can only be executed by whips, bolas, and mancatchers.



Entangle Middle (Advanced)

Initiative: +1 To hit: -4
 Damage: -1 Critical: +0

This maneuver aims to bind the target by entangling his arms to his torso. If the To Hit roll is successful, the target must make a Dexterity Check (or a save vs. Breath Weapon if the character has no Dexterity ability score) or become entangled. The entangled character drops any items he was holding in his hands, and must spend one round freeing himself before he can use his arms. This type of attack can only be executed by whips and mancatchers. Bolas can be used to entangle one arm only.

Envelop (Monster)

Initiative: +2 To hit: +0
 Damage: spec. Critical: +0

Certain large monsters can attempt to swallow a defender whole, either with their massive mouths or by literally consuming him within their gelatinous bulk! Rules for the Envelop maneuver will appear in each individual monster's description if it is capable of such an attack.

In many cases, a monster will envelop a target if it rolls a high number as its attack roll. If this is the case, the GM must still play this card to indicate that the monster intends to envelop its target. If the attack succeeds, but fails to envelop, the defender suffers the effects of a normal bite (or whatever attack form is appropriate).

**Farshot (Restricted: Archer)**

Initiative: +0 To hit: +0
 Damage: spec. Critical: +0

By carefully judging wind speed and direction, an Archer using this maneuver can fire an arrow over a much longer distance than would normally be possible. A Farshot effectively doubles the long range of the bow being used, but only one arrow may be fired as such in a round, and it loses all bonuses to damage due to Strength and Dexterity.

**Feint High (Advanced)**

Initiative: +0 To hit: +2
 Damage: +0 Critical: +5

Using this maneuver, the attacker appears to be slashing for the target's head. At the last minute, he drops the attack into a slash at the midbody. This tricky move grants a bonus To Hit because the defender places his defenses improperly.

**Feint Middle (Advanced)**

Initiative: +0 To hit: +1
 Damage: +1 Critical: +15

This maneuver has the attacker appearing to be slashing for the target's torso. At the last minute, he moves the attack into a slash at the head. This tricky move grants a bonus To Hit because the defender places his defenses improperly.

Fire High (Standard)

Initiative: +0 To hit: -2
 Damage: +1 Critical: +20



This maneuver is used to aim and fire a missile weapon toward the upper body and head of a target. The Firing character can either stand still and fire at his normal rate of fire or move up to (Move

Rate x 5) feet and fire at half his rate of fire.

Fire Low (Standard)

Initiative: +0 To hit: -1
 Damage: +0 Critical: -20

This maneuver is used to aim and fire a missile weapon toward the lower body and legs of a target. The Firing character can either stand still and fire at his normal rate of fire or move up to (Move Rate x 5) feet and fire at half his rate of fire.

Fire Middle (Standard)

Initiative: +0 To hit: +0
 Damage: +0 Critical: +0

This maneuver is used to aim and fire a missile weapon toward the body and arms of a target. The Firing character can either stand still and fire at his normal rate of fire or move up to (Move Rate x 5) feet and fire at half his rate of fire.

Flail Disarm (Advanced)

Initiative: +1 To hit: -3
 Damage: n/a Critical: n/a



Although flails and whips can be used to perform a normal Disarm, it takes considerable skill to use the weapons to their fullest. This maneuver is an attempt to actually wrap the chains of the flail or coils

of the whip around the target's weapon and wrench it from his grasp. If the To Hit roll is successful, the characters must engage in a Quick Contest of Strength (see **Strength**, page 12). The attacker's Strength is considered +2 for purposes of this Contest. If the attacker wins the Contest, the defender's weapon is pulled from his grasp and lands 1D6 feet in any direction the attacker desires. If the defender wins, he keeps his weapon.

If the defender is holding a two-handed weapon, the attacker's To Hit roll and Contest of Strength to Disarm are made at an additional -3 penalty.



Flee (Basic)

Initiative: +0

To hit: n/a

Damage: n/a

Critical: n/a

This maneuver is used when a character wants to leave melee combat. Unlike the Withdraw maneuver, which is a careful retreat, Flee has the character turning around and running away at top speed (Move Rate x 10 feet).

Any opponents get a free attack on a Fleeing character's back, so AC bonuses due to Dexterity and shields do not apply. These free attacks take place out of the normal turn order, and do not count as the attacker's action for the turn. The free attacks are considered to be the maneuver selected by the opponent if it is an attack maneuver. If the opponent had selected a non-attack maneuver, the free attack is made with no modifiers To Hit, damage, or critical.

Gore (Monster)

Initiative: +0

To hit: -1

Damage: +0

Critical: +5

Using this maneuver, creatures with horns can attempt to drive them into the defender's body.



Grab (Basic)

Initiative: +1

To hit: spec.

Damage: 0

Critical: n/a

This is an attempt to grab an object from the target. The To Hit roll is modified based on the size and concealment of the desired object, according to the table below:

Size of Object*	Attack Adjustment
L weapon	-2
M weapon	-3
S weapon	-4
smaller	-5

*This denotes the size of the visible portion of the object. For instance, if a character is carrying a two-handed sword on his back, but all but the handle is obscured by his cloak, the sword would be considered an S weapon for purposes of Grabbing.



If the To Hit roll is successful, the attacker has grasped the desired object. If it is being held by the defender (such as the weapon he is currently using), the two characters must engage in a Quick Contest of Strength (see **Strength**, page 12). The victor in the Contest gains possession of the object. If the object is not being held by the defender, no Strength Check is necessary; the attacker grabs the object.

Grapple (Basic)

Initiative: +0

To hit: +0

Damage: 1D2

Critical: +0

A Grapple is an attempt to wrestle with the target, causing moderate damage and preventing him from taking action until he breaks free. Initiating a Grapple leaves the attacker open to other attacks.



If the Grapple To Hit roll succeeds, the attacker and defender become entangled with one another, each wrestling for

control. Both combatants must select the Grapple maneuver until one of them breaks free of the grapple. This occurs immediately if both agree to stop grappling (i.e., the attacker decides to break off the attack and the defender releases him). Otherwise, a character wishing to break free of the grapple must win an Extended Contest of Strength (see **Strength**, page 12) against the other character.

After each round of grappling, compare the Strength checks of each combatant as though they were engaged in a Quick Contest of Strength. The "winner" each round inflicts 1D2 damage on the loser. This comparison has no other effect on the final result of the Grapple.

Any attacks directed at either wrestling fighter by outside parties have equal chances of hitting either wrestler. Use the standard rules for firing into melee to determine which character is hit by incoming melee or missile attacks.

Whichever character finally wins the Contest may decide to either end the grapple (i.e., break free) or pin his opponent to the ground. If he chooses to pin, his opponent is considered helpless, and may take no further action until released or rescued.

Jump (Basic)

Initiative: +0

To hit: n/a

Damage: n/a

Critical: -10

to opponent's critical

A character can use this maneuver to jump up and over a low swing. This leaves him highly vulnerable to high attacks, however.



Kick High (Restricted: Martial Artist)

Initiative: +0

To hit: -2

Damage: 1D4

Critical: +25

An unarmed Martial Artist can use this effective attack to aim a kick at his opponent's head. A description of the Martial Artist class can be found on page 28.

Kick Low (Basic)

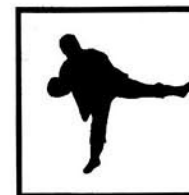
Initiative: +0

To hit: -1

Damage: 1D3

Critical: -30

This is a basic kick to the lower body and legs.



Kick Middle (Restricted: Martial Artist)

Initiative: +0

To hit: -1

Damage: 1D4 Critical: +0

A Martial Artist can kick the defender in the torso with this maneuver. A description of the Martial Artist class can be found on page 28.



Load (Standard)

Initiative: +0 To hit: n/a
Damage: n/a Critical: n/a

A character using a "slow" missile weapon such as a crossbow must use this maneuver to reload his weapon between shots. This maneuver is only necessary if the weapon's rate of fire is less frequent than 1/1. For example, a character firing a heavy crossbow (rate of fire 1/2) must Load for one round between each shot, while a character firing an arquebus (rate of fire 1/3) must Load for two rounds between each shot.

Overbear (Basic)

Initiative: +0 To hit: spec.
Damage: 0 Critical: n/a

This is an attempt to pull the target down and restrain him in any way possible. This is usually accomplished by grabbing the defender's body and physically throwing your body on top of him. Characters attempting to Overbear an opponent are quite vulnerable to attack, so this maneuver is best attempted by multiple characters at once. This maneuver follows all of the normal rules regarding overbearing.

**Parry (Standard)**

Initiative: +0 To hit: spec.
Damage: n/a Critical: n/a

This maneuver allows a character to deflect one incoming melee attack with his own weapon. The parrying character may attempt to parry any one melee attack which hits him during the round, even if it comes before his turn to strike. He must declare his intention to parry after the To Hit roll, but before the damage is rolled. The Parry card is used as the attacking card, while the maneuver being parried is used as the defending card.

To parry, the character must roll To Hit against the attacker's **Parry Defense**. Parry Defense is a specially calculated Armor Class used against parries and similar maneuvers. The base Parry

Defense is equal to the character's THAC0-10. A weapon's magical bonuses To Hit improve this Defense as if they were magical armor plusses. Similarly, this defense is improved by any plusses To Hit due to Expertise (see **Skill at Arms**, page 5).

For example, a Skill 12 Fighter (THAC0 9) wielding a sword +2 at Master Expertise would have a Parry Defense of -5 (THAC0 of 9 - 10 - 2 for sword - 2 for Master = -5). (It is helpful to calculate your character's Parry Defense with each of his weapons before combat begins.)

**Parry Defense is**

treated exactly like AC against Parries and similar forms of "active defense" such as Pin and Punch Block. If the To Hit roll is successful, the attack is parried, and no damage is scored. If the To Hit roll fails, the attack hits and damage is generated normally.

Parry/Riposte High (Advanced)

Initiative: +1 To hit: spec.
Damage: +1 Critical: +20



This maneuver allows a character to deflect one incoming melee attack with his weapon, then deliver an immediate counter-strike, called a "riposte." Resolve the Parry part of this maneuver exactly as a standard Parry (see above). If the Parry is successful, the Parrying character immediately gets a chance to deliver a riposte. The riposte is a standard attack with a -4 To Hit penalty.

Parry/Riposte Middle (Advanced)

Initiative: +1 To hit: spec.
Damage: +0 Critical: +0

This move functions just like Parry/riposte High (see above) except that the riposte is aimed at the opponent's torso rather than his head.

Pin (Advanced)

Initiative: +1 To hit: spec.
Damage: n/a Critical: n/a



This is an attempt to bind the opponent's weapon with your own, locking both combatants in a struggle of strength to free the weapons.

A Pin is initially executed exactly as a Parry (see above). If the "Parry" roll is successful, the two characters become engaged in a Pin. They must immediately begin an Extended Contest of Strength (see **Strength**, page 12) to see how long the Pin lasts. The first roll in the Contest is made immediately after the Pin roll, with subsequent rolls following each melee round thereafter (if necessary).

If the character who initiated the Pin wins the Contest, he can either force his opponent to the ground and begin to Grapple him (see above), or he can immediately disarm him. If the other character wins the Contest, he manages to throw off the Pining character.

Punch Block (Advanced)

Initiative: +0 To hit: spec.
Damage: n/a Critical: n/a



In spite of its name, a Punch Block is resolved more like a Parry (see above). The defender in this case is attempting not only to stop the incoming attack, but to throw the attacker's weapon out of line for his next attack by forcefully pushing the weapon away as he blocks.

If the Parry roll is successful, the defender stops the incoming attack and causes his opponent to suffer a -1 To Hit and a +2 to his initiative in the next round.



Punch High (Basic)

Initiative: +0 To hit: -1
 Damage: 1D3 Critical: +30

A fist swung at the target's face constitutes a high punch.



Punch Middle (Basic)

Initiative: +0 To hit: +0
 Damage: 1D2 Critical: +0

The most basic form of attack, a midbody punch aims for the torso of the defender.

Quick Load (Restricted: Archer)

Initiative: +0 To hit: spec.
 Damage: spec. Critical: +0

An Archer uses this maneuver when he wants to fire a large number of arrows with little regard for accuracy or damage, such as suppressing the advance of a horde of goblins. When using Quick Load, the Archer fires arrows at double his normal rate of fire, but loses all bonuses To Hit and damage due to Dexterity, Strength, class, and skill (magical bonuses still apply).



Sap (Standard)

Initiative: +1 To hit: -8
 Damage: +0 Critical: n/a

This maneuver is an attempt To Hit the target on the head and knock him out. If the To Hit roll is successful, the target takes HTK damage as normal (with no chance for a Critical Hit if the optional Wound Point rules are being used). In addition, the target may fall unconscious immediately. The base chance for this is the Sapper's Feat of Strength percentage (see **Strength**, page 12). Add +5% to this chance for every point of damage scored in the Sap attack.

Set For Charge (Standard)

Initiative: +1 To hit: +1
 Damage: x2 Critical: +10

This maneuver consists of bracing a spear or polearm against the ground. In such a position, the weapon has a much better chance to impale a charging opponent. A character who is Setting may not move, and may only launch an attack against an opponent which Charges him.



Shield Bash (Standard)

Initiative: +1 To hit: +0
 Damage: 1D3 Critical: +0

This attack uses the shield as a weapon, allowing the character to bash his opponent and still protect his own midsection from attack. Any magical bonuses the shield grants to AC can be applied to the attack and damage rolls of a Shield Bash.

Shield Block High (Standard)

Initiative: -1 To hit: n/a
 Damage: n/a Critical: n/a

A simple defensive move consisting of holding one's shield in a high position to intercept any blows to the head and upper body. This maneuver seriously impedes the user's vision as it requires him to hold his shield directly in front of his face. As a result, any character who uses this maneuver suffers a +1 penalty to his initiative and AC during the next round of combat.

Shield Block Low (Standard)

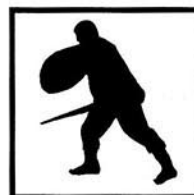
Initiative: -1 To hit: n/a
 Damage: n/a Critical: n/a

A defensive move consisting of holding one's shield in a low position to intercept any blows to the legs and lower body. A low Shield Block can only be performed with a body shield.

Shield Block Middle (Standard)

Initiative: -1 To hit: n/a
 Damage: n/a Critical: n/a

A simple defensive move consisting of holding one's shield in such a position as to intercept any blows to the torso and arms.



Slash High (Standard)

Initiative: +0 To hit: -2
 Damage: +1 Critical: +25

This maneuver involves the attacker swinging his weapon at the target's head. Note that the term Slash is used for convenience, as this maneuver can be performed with blunt weapons as well as bladed ones; It merely represents a simple high swing.

Slash Low (Standard)

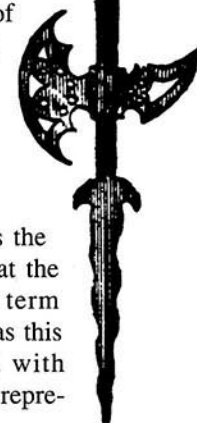
Initiative: +1 To hit: -1
 Damage: +0 Critical: -25

This maneuver involves the attacker swinging his weapon at the target's legs. Note that the term Slash is used for convenience, as this maneuver can be performed with blunt weapons as well as bladed ones; It merely represents a simple low swing. This type of attack can only be executed by medium and long weapons (Size M or larger).

Slash Middle (Standard)

Initiative: +0 To hit: +0
 Damage: +0 Critical: +0

This maneuver involves the attacker swinging his weapon at the target's torso. Note that the term Slash is used for convenience, as this maneuver can be performed with blunt weapons as well as bladed ones. It merely represents a simple swing.



Smash (Standard)

Initiative: +2 To hit: -3
 Damage: +1D4 Critical: +30

A character performs this fierce attack by grasping his weapon firmly in both hands, heaving it up above his head, then slamming it down onto his opponent. If it hits, it will do serious damage to the target's head or upper body. However, this slow maneuver puts the attacker at risk by leaving his midsection and legs completely unguarded.

**Special (Restricted)**

Initiative: spec. To hit: spec.
 Damage: spec. Critical: spec.

This card is a catch-all to represent any sort of unusual ability, such as a dragon's breath or a Paladin's laying on of hands. When the card is turned face up, the particular special ability being used is announced.

Sweep Low (Advanced)

Initiative: +2 To hit: spec.
 Damage: -1 Critical: -20

A low Sweep aims to strike the legs of several opponents. Follow the rules above for a Sweep High, except that a low Sweep can only be attempted by a medium or long weapon (Size M or larger).

**Sweep High (Advanced)**

Initiative: +1 To hit: spec.
 Damage: +0 Critical: +20

A Sweep is an attempt To Hit more than one target with a single swing of a melee weapon. In order to be eligible for a Sweep, all targets must be within melee range of the attacker and adjacent to one another.

A Sweep can be attempted against two targets with a Small weapon. Each Size category over Small adds one to this number, so that a Medium weapon can Sweep against three targets, while up to four can be attacked with a Large weapon.

The attack rolls for a Sweep suffer a -2 penalty for every target after the first. For instance, a Sweep against three defenders has a -4 To Hit modifier. A separate attack roll is made against each defender, and the damage inflicted is not raised by any bonuses due to Strength or skill (i.e., Expertise).

Sweep Middle (Advanced)

Initiative: +1 To hit: spec.
 Damage: -1 Critical: +0

This attack works just like the Sweep High above, but strikes for the torsos of the defenders.

**Tail Lash (Monster)**

Initiative: +1 To hit: -1
 Damage: +0 Critical: -15

Large creatures with tails can use this attack to discourage people from striking them from behind. Monsters with sufficiently long tails can actually lash them all the way around to strike at targets in front of them. Either way, this attack form can only be used if the creature has a listed Damage for a tail attack. Note that this card is also used for monsters which sting with their tails, such as giant scorpions.

Throw High (Standard)

Initiative: +0 To hit: -2
 Damage: +1 Critical: +20

This maneuver is used to hurl a weapon toward the upper body and head of a target. The Throwing character can either stand still and use his normal rate of fire or move up to (Move Rate x 5) feet and throw at half his rate of fire.

Throw Low (Standard)

Initiative: +0 To hit: -1
 Damage: +0 Critical: -20

This maneuver is used to hurl a weapon toward the lower body and legs of a target. The Throwing character can either stand still and use his normal rate of fire or move up to (Move Rate x 5) feet and throw at half his rate of fire.

Throw Middle (Standard)

Initiative: +0 To hit: +0
 Damage: +0 Critical: +0



This maneuver is used to hurl a weapon toward the torso of a target. The Throwing character can either stand still and use his normal rate of fire or move up to (Move Rate x 5) feet and throw at half his rate of fire.

Thrust High (Standard)

Initiative: +0 To hit: -2
 Damage: +1 Critical: +25

This maneuver involves the attacker thrusting the point of his weapon at the target's head.

Thrust Low (Standard)

Initiative: +1 To hit: -1
 Damage: +0 Critical: -25



This maneuver involves the attacker thrusting the point of his weapon at the target's legs. This type of attack can only be executed by medium or long weapons (Size M or larger).

Thrust Middle (Standard)

Initiative: +0 To hit: +0
 Damage: +0 Critical: +0

This maneuver involves the attacker thrusting the point of his weapon at the target's torso.



Trip (Standard)

Initiative: +1

To hit: -4

Damage: -1

Critical: -30

This maneuver aims to trip the target by hooking his legs and pulling, causing him to lose his balance. If the To Hit roll is successful, the target must make a Dexterity Check (or a save vs. Breath Weapon if the character has no Dexterity ability score) or fall to the ground. The fallen character is severely limited in his actions until he spends a round standing up (GM's option). This type of attack can only be executed by polearms.

Turn Undead (Restricted: Priest)

Initiative: +0

To hit: n/a

Damage: n/a

Critical: n/a

A Priest plays this card when he wished to invoke his deity to turn away the forces of the undead.



Unhorse (Standard)

Initiative: +1

To hit: -4

Damage: +0

Critical: -20

Characters wielding polearms or other long weapons can attempt to knock a mounted opponent off his horse with this maneuver. If the attack roll is successful the target must make a Riding proficiency check. If the check fails (or if the character has no proficiency) he is unhorsed and suffers 1D3 damage from the fall.



Wing Buffet (Monster)

Initiative: +0

To hit: +0

Damage: +0

Critical: +15

Some large creatures can use their wings to buffet opponents, causing severe damage and windy battle conditions. Only those monsters with damage listed for a wing attack can use this maneuver.

Withdraw (Basic)

Initiative: +0

To hit: n/a

Damage: n/a

Critical: n/a

This maneuver is a more careful attempt to exit melee combat than Flee. A Withdrawing character backs away from his opponents, moving up to (Move Rate x 3) feet. The opponent may choose to follow unless the withdrawing character is fighting alongside one or more allies who can block his advance.

Wraparound (Advanced)

Initiative: +1

To hit: -1

Damage: +1

Critical: +30

A variation of the Thrust High maneuver, this attack aims to intentionally overshoot the target's head, then quickly jerk back and strike him from behind. The surprise nature of this difficult maneuver gives it a better chance of hitting than most high attacks.



Standard terms & abbreviations:

% in lair indicates the chance on D100 that a given creature will be randomly encountered in its home.

Abilities (or attributes, characteristics, or statistics) are derived from 3D6. The lowest score for a human is 3, and the highest score is an 18/00 (see standard rule book for more information).

Ability Checks against a Character's abilities work much like saving throws.

For example, when a character makes an ability check against his STR, the player rolls 1D20. If the resulting number is equal to or lower than the statistic, the save is successful.

Armor Class (AC) works on a scale in which a lower number is better. A Character with no armor is AC: 10 (unless otherwise stated within a Character's race statistics). A shield improves AC by 1 to make AC: 9; chain mail is AC: 5; and plate mail and shield is AC: 2. (See the standard rule book for details.)

"D" is used as an abbreviation for "die" or "dice." 1D20 means one 20-sided die; 3D6 means three 6-sided die; etc..

HTK (Hits To Kill) is the number of points of damage that a Character or monster may sustain before being killed.

HTK Dice is the number of dice rolled to determine how many HTK the creature has. The type of die used depends on the class of character.

Monsters always use 8-sided HTK dice to determine how many HTK they have.

Magic Resistance indicates whether or not a given creature is resistant to magic effects. If a percent is listed, this is the percent chance of a spell's failure on a given creature. This chance is based on a spell being cast by a Skill 11 spell caster and must be adjusted upwards by 5% for each level below 11 and downwards for each level above 11.

Movement (MV) is the speed of a Character or monster on a constant basis. The creature moves the stated distance in tens of yards if outdoors, and tens of feet if indoors or underground.

If only one number is given, the creature can only move on land. Other terrains could be listed such as air, water, underground, web, etc.

Priest, unless otherwise stated, refers to clerics and druids.

Saving Throws (save vs.): are listed for each character class in the standard rule book. To make a successful saving throw, a Player must roll the saving throw value or higher on 1D20. A successful saving throw often reduces or negates certain types of damage.

Size indicates whether a creature is (S) smaller than man-sized (4' or smaller), (M) man-sized (4'-7'), or (L) larger than man-sized (7' or larger).

Skill refers to the level of the character or spell.

Spell Abilities:

Many deities and monsters use certain spells and/or the magical abilities of specified character classes. See the standard rule book for descriptions of spells not described herein, and/or for more information on the magic-using character classes mentioned.

THACO (To Hit Armor Class 0): When you know a Character's or monster's THACO, you will know the number required to score a successful hit on 1D20 (or multiply that number by 5 to get the percentage chance of success). A target's Armor Class is subtracted from the attacker's THACO to obtain the target number required on the 1D20.

For example, if a Character's THACO is 16 and his target is wearing chain mail with no shield (AC: 5), the Character needs to roll 11 or less on 1D20 (16-5=11) or roll 55% or less on a D% (11 x 5% = 55%).

Treasure Type indicates the kind of treasure the creature has on its person or in its lair (see standard rulebooks for details).

Value assumes that the value of one gold piece is about \$20 in current U.S. dollars.

Wizards, unless otherwise stated, refers to magic-users and illusionists.

ABBREVIATIONS

AC	Armor Class
AL	Alignment
APL	Appeal
ARM	Armor
ATT	Attack
C. Evil or CE	Chaotic Evil
C. Good or CG	Chaotic Good
C. Neutral or CN	Chaotic Neutral
cp	copper piece(s)
DEF	Defense
DEX	Dexterity
DM	Damage
ep	electrum piece(s)
GM	Game Master
gp or GP	gold piece(s)
HTK	Hits To Kill
INS	Insight
INT	Intellect
L. Evil or LE	Lawful Evil
L. Good or LG	Lawful Good
L. Neutral or LN	Lawful Neutral
M	Man-size
MV	Movement
N	Neutral
N. Evil or NE	Neutral Evil
N. Good or NG	Neutral Good
NPCs	Non-Player Character(s)
PCs	Player Character(s)
pp	platinum piece(s)
PROF	Proficiency
S	Smaller than man-size
sp	silver piece(s)
STA	Stamina
STR	Strength
SZ	Size
THACO	To Hit Armor Class 0
WPN	Weapon
XP	Experience Points

Character Sheet

Appearance _____

Sex _____ Age _____

Ht. _____ Wt. _____

Hair _____ Eyes _____

Character _____
 Alignment _____ Race _____
 Class _____ Level _____
 Religion _____ Clan/Family _____
 Social Status _____ Liege/Patron _____
 Player's Name _____

Paralyze/	Save
Poison	
Rod, Staff	
Or Wand	
Petrify/	
Polymorph	
Breath	
Weapon	
Spells	
Modifier	

MOVEMENT		
Base Rate	()	
Light	()	
Mod	()	
Hvy	()	
Svr	()	
Jog	(x2)	
Run	(x3)	
Run	(x4)	
Run	(x5)	

Wound Level	Wound Points Remaining	Action Penalty
(U) Unwounded	5	0
(L) Light	4	-1
(M) Moderate	3	-2
(S) Serious	2	-3
(C) Critical	1	-4
(F) Fatal	0	n/a

STR	Hit Prob	Dmg Adj	Wgt Allow	Max Press	Op Drs	Feat of STR
INT	No of Lang	Spell Lvl	Lrn Sp	Spells/Level	Spell Immun	Spell Immun
INS	Mag Def Adjus	Bonus Spells	Spell Fail	Spell Immun		
DEX	Rctn Adj	Missle Att Adj	Def Adj			
STA	HTK Adj	Sys Shk	Res Sur	Pois Save	Regen	
APL	Mag No Hench	Loy Base	Rctn Adj			

ARMOR	
Adjusted AC	Armor Type (Pieces)
Surprised _____	_____
Shieldless _____	_____
Rear _____	_____
Defences _____	_____



HTK Points	Wound Points
1	5

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Special Abilities



Combat Tracking Sheet

# 1	Name: _____	Mvmt: _____	" _____
	Initiative Adjustment: _____	No. Attacks: _____	

Base THAC0	Total Adj.	Armor Class _____
Base Damage	Total Dam. Adj.	
HTK Points	Wound Points	
AC Adjustments Surprised _____ Shieldless _____ Rear _____ Defences _____		

Wound Level Track (U) (L) (M) (S) (F)
--

# 2	Name: _____	Mvmt: _____
	Initiative Adjustment: _____	No. Attacks: _____

Base THAC0	Total Adj.	Armor Class _____ AC Adjustments _____ Surprised _____ Shieldless _____ Rear _____ Defences _____
Base Damage	Total Dam. Adj.	
HTK Points	Wound Points	

Wound Level Track U L M S C F

#3	Name: _____	Mvmt: _____
	Initiative Adj: _____	No. Attacks: _____

Base THAC0	Total Adj.	Armor Class
Base Damage	Total Dam. Adj.	
HTK Points	Wound Points	

AC Adjustments	Surprised _____
	Shieldless _____
	Rear _____
	Defences _____

U L M S C F (U) (L) (M) (S) (C) (F)
--

# 4	Name: _____	Mvmt: _____	IV _____
	Initiative Adjustment: _____	No. Attacks: _____	

Base THAC0	Total Adj.	Armor Class _____ AC Adjustments _____ Surprised _____ Shieldless _____ Rear _____ Defences _____
Base Damage	Total Dam. Adj.	
HTK Points	Wound Points	

Wound Level Track	
(U)	(L) (M) (S) (C) (F)

# 5	Name: _____	Mvmt: _____
	Initiative Adjustment: _____	No. Attacks: _____

Base THAC0	Total Adj.	Armor Class _____ AC Adjustments _____ Surprised _____ Shieldless _____ Rear _____ Defences _____
Base Damage	Total Dam. Adj.	
HTK Points	Wound Points	

Wound Level Track	
U	L
M	S
C	F

# 6	Name: _____	Mvmt: _____
	Initiative Adjustment: _____	No. Attacks: _____

Base THAC0	Total Adj.	Armor Class _____ AC Adjustments _____ Base Damage Total Dam. Adj. HTK Points Wound Points Surprised _____ Shieldless _____ Rear _____ Defences _____
------------	------------	--

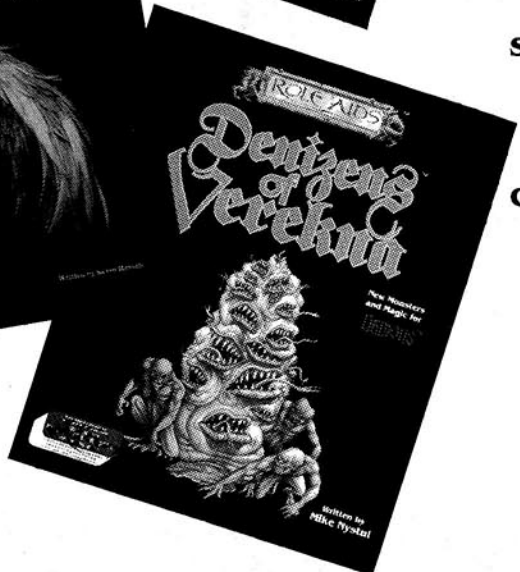
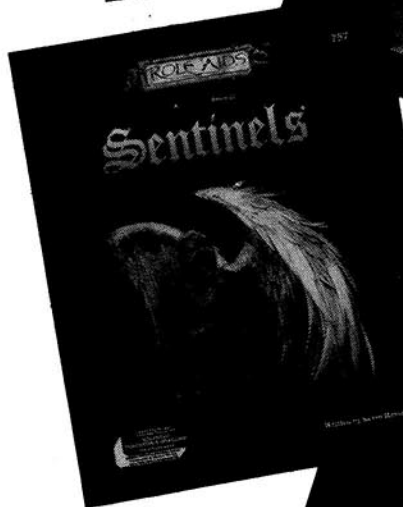
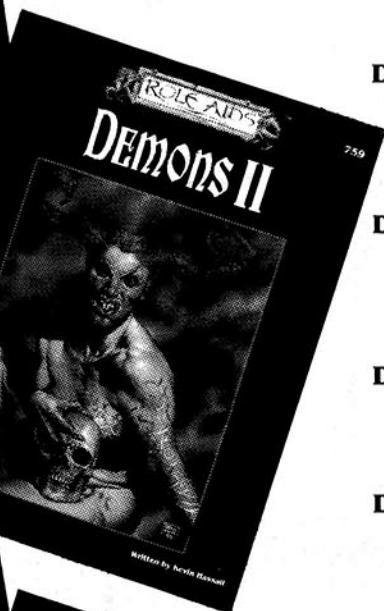
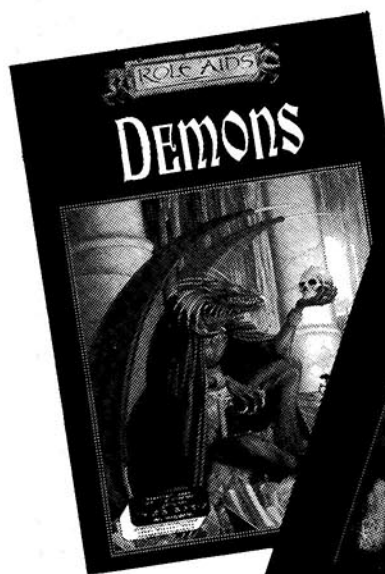
Wound Level Track

U
L
M
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C
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ONCE MORE INTO THE PIT...

The Demons line for Role Aids presents the most fully realized infernal cosmology ever created for a role-playing game. This series is ideal for gamemasters looking for new ways to make their campaign more challenging. No serious gamer will want to miss out on the epic battle of a lifetime.



Demons (#752)

This original volume has been re-released in our new boxed sourcepack format. Demons contains an overview of the unique cosmology of the Infernus, including a roster of its most powerful inhabitants, new character classes, spells & artifacts, a full-color map and more.

Demons II (#759)

No setting as detailed as the Infernus could be complete in one volume. Demons II swings wide the gates with further information on Slayers, Half-demons and the Cabal, and expands on the mythos with the addition of Cults and the Inquisitor character class.

Denizens of Vecheon (#755)

This folio features a complete roster of demons from the demi-plane of Vecheon, including complete statistics for all of the Marshals, Generals and Governors, and an overview of their Lieutenants and Thanes.

Denizens of Verekna (#758)

In addition to a complete roster for the demi-plane of Verekna, this second monster folio contains the Grey Grimoire, a book of demonic magic that makes infernal wizards more dangerous than ever before.

Sentinels (#757)

When the rogue demons chose to break the Compact between the infernal and the divine, they forced the gods to create the Sentinels, a race of guardians with the power to combat their unfettered evil. This sourcepack expands the Demons mythos in a new direction. Fight back!

Coming Attractions

Look for additional releases in the Denizens series that will cover the rest of the five Orders, providing statistics for the entire hierarchy of the Infernus (over 1,000 demons in all!). And watch for a trilogy of novels, inspired by the Demons line, which foreshadows the outcome of our climactic **Apocalypse** sourcepack, where the powers of light and darkness collide in a final battle that could destroy the world....



Mayfair Games Inc.



Explanations For Special Case Maneuvers

Charge (Standard)
A charge consists of a movement up to (Move Rate x 15) feet before the attack. Note that in order for a Charge to be effective, the Charging character must move at least (Move Rate x 2) feet before striking his target.

Disarm (Standard)
This maneuver is used to strip an opponent of his weapon. An attack roll vs. Parry Defense is used to resolve this action. If the To Hit roll is successful, the characters must engage in a Quick Contest of Strength. The attacker's Strength is considered +1 for purposes of this Contest. If the attacker wins the Contest, the defender's weapon is knocked out of his grasp and lands 1D6 feet in a random direction. If the defender wins, he keeps his weapon.
If the defender is holding a two-handed weapon, the attacker's To Hit roll and Contest of Strength to disarm are made at an additional -4 penalty.

Dodge (Basic)
Unlike other defensive maneuvers, Dodge is left face up even after it is used as the defending card; It can be used as defending card in any number of engagements within the round it is played, though it is turned over if the dodging character makes an attack.

Flail Disarm (Advanced)
Resolved as Disarm above, except that the attacker's Strength is considered +2 for purposes of this Contest, and if the defender is holding a two-handed weapon, the attacker's To Hit roll and Contest of Strength to disarm are made at a -3 penalty.

Grab (Basic)
The To Hit roll is modified based on the size and concealment of the desired object, according to the table below:

Size of Object*	Attack Adjustment
L weapon	-2
M weapon	-3
S weapon	-4
smaller	-5

*This denotes the size of the visible portion of the object. For instance, if a character is carrying a two-handed sword on his back, but all but the handle is obscured by his cloak, the sword would be considered an S weapon for purposes of Grabbing.
If the To Hit roll is successful, the attacker has grasped the desired object. If it is being held by the defender (such as the weapon he is currently using), the two characters must engage in a Quick Contest of Strength. The victor in the Contest gains possession of the object. If the object is not being held by the defender, no Strength Check is necessary; the attacker grabs the object.

Grapple (Basic)
If the Grapple To Hit roll succeeds, the attacker and defender become entangled with one another, each wrestling for control. Both combatants must select the Grapple maneuver until one of them breaks free of the grapple. This occurs immediately if both agree to stop grappling. Otherwise, a character wishing to break free of the grapple must win an Extended Contest of Strength against the other character.
After each round of grappling, compare the Strength checks of each combatant as though they were engaged in a Quick Contest of Strength. The "winner" each round inflicts 1D2 damage on the loser. This comparison has no other effect on the final result of the Grapple.
Any attacks directed at either wrestling fighter by outside parties have equal chances of hitting either wrestler. Use the standard rules for firing into melee to determine which character is hit by incoming melee or missile attacks.
Whichever character finally wins the Contest may decide to either end the grapple (i.e., break free) or pin his opponent to the ground. If he chooses to pin, his opponent is considered helpless, and may take no further action until released or rescued.

Parry (Standard)
The parrying character may attempt to parry any one melee attack which hits him during the round, even if it comes before his turn to strike. He must declare his intention to parry after the To Hit roll, but before the damage is rolled. The Parry card is used as the attacking card, while the maneuver being parried is used as the defending card.
To parry, the character must roll To Hit against the attacker's Parry Defense (see Chapter 7 of the Guidebook for rules on determining Parry Defense). If the To Hit roll is successful, the attack is parried, and no damage is scored. If the To Hit roll fails, the attack hits and damage is generated normally.

(Continued on right panel)

Combat Card Weapon Icon Guide

2-Weapons	Quick Missile Weapon	Entangling Weapon	Shield
Thrown Weapon	Slow Missile Weapon	Hafted Weapon	Spear
Unarmed	Melee Weapons	Knife	Flail
		Polearm	Sword

BLOOD & STEEL



Parry/Riposte (Advanced)
Resolve the Parry part of this maneuver exactly as a standard Parry (see left panel). If the Parry is successful, the Parrying character immediately gets a chance to deliver a riposte. The riposte is a standard attack with a -4 To Hit penalty.

Pin (Advanced)
A Pin is initially executed exactly as a Parry (see left panel). If the "Parry" roll is successful, the two characters become engaged in a Pin. They must immediately begin an Extended Contest of Strength to see how long the Pin lasts. The first roll in the Contest is made immediately after the Pin roll, with subsequent rolls following each melee round thereafter (if necessary).
If the character who initiated the Pin wins the Contest, he can either force his opponent to the ground and begin to Grapple him (see above), or he can immediately disarm him. If the other character wins the Contest, he manages to throw off the Pinning character.

Punch Block (Advanced)
In spite of its name, a Punch Block is resolved more like a Parry (see left panel). If the Parry roll is successful, the defender stops the incoming attack *and* causes his opponent to suffer a -1 To Hit and a +2 to his initiative in the next round.

Sap (Standard)
If the To Hit roll is successful, the target takes HTK damage as normal (with no chance for a Critical Hit if the optional Wound Point rules are being used). In addition, the target may fall unconscious immediately. The base chance for this is the Sapper's Feat of Strength percentage. Add +5% to this chance for every point of damage scored in the Sap attack.

Shield Block High (Standard)
This maneuver seriously impedes the user's vision as it requires him to hold his shield directly in front of his face. As a result, any character who uses this maneuver suffers a +1 penalty to his initiative and AC during the next round of combat.

Sweep (Advanced)
In order to be eligible for a Sweep, all targets must be within melee range of the attacker and adjacent to one another.
A Sweep can be attempted against two targets with a Small weapon. Each Size category over Small adds one to this number, so that a Medium weapon can Sweep against three targets, while up to four can be attacked with a Large weapon.
The attack rolls for a Sweep suffer a -2 penalty for every target after the first. For instance, a Sweep against three defenders has a -4 To Hit modifier. A separate attack roll is made against each defender, and the damage inflicted is not raised by any bonuses due to Strength or skill (i.e., Expertise).

Trip (Standard)
If the To Hit roll is successful, the target must make a Dexterity Check (or a save vs. Breath Weapon if the target has no Dexterity ability score) or fall to the ground.

Unhorse (Standard)
If the attack roll is successful the target must make a Riding proficiency check. If the check fails (or if the character has no proficiency) he is unhorsed and suffers 1D3 damage from the fall.

Parts of a Combat Card

Maneuver Name: Berserk Attack

Modifier Bar: +2, +2, -2, +3, +1, +1, +2, +3, -2

Maneuver Type: Attack

Initiative Modifier: +1

To-Hit Adjustment: -1

Damage Adjustment: Special

Critical Hit Roll Modifier: +0

Silhouette Depicting Maneuver: Silhouette of a warrior with a sword and shield.

Skull of Fate: Skull icon.

Maneuver Group: Restricted

Icon(s) Depicting Weapon Group(s) Allowed to Use Maneuver: Two crossed swords icon.

CRITICAL HIT CHARTS

Piercing Weapons

Note: Impaled results require the attacker to make a STR Check in order to free his weapon from the target.

Roll	Wound Points	Loc.	Description & Additional Effects (optional)
-30 and less	1		Minor wound to lower body (or roll again)
Foot			
-29 to -24	1	1-6	Toe severed (roll 1d5 to determine which one). -1" move.
-23 to -18	1	7-16	Foot stabbed.
-17 to -14	2	17-20	Foot impaled & pinned to ground. STR Check to free foot. -1" move.
Leg			
-13 to -10	2	1-2	Calf impaled. -2" move.
-9 to -4	1	3-6	Calf stabbed. -1" move.
-3 to 0	2	7-8	Knee impaled, crippling leg. DEX -1, Movement cut to 1/2 normal.
01-04	2	9-10	Thigh impaled. -2" move.
05-10	1	11-15	Thigh stabbed. -1" move.
11-16	1	16-20	Hip stabbed.
Torso			
17-19	3	1-2	Pelvis impaled, lodging weapon in bone. -2" move.
20-22	3	3-4	Abdomen impaled, causing serious internal injury. STA -1.
23-27	2	5-7	Abdomen stabbed.
28-34	1	8-12	Gash in side.
35-38	2	13-15	Deep gash in side.
39-40	4	16	Chest impaled. STA -2. STA Check or fall unconscious.
41-45	2	17-20	Chest stabbed.
Hand			
46-50	1	1-6	Finger severed (roll 1D4 to determine which one). DEX -1.
51-54	2	7-10	Hand impaled, forcing target to drop anything held in that hand.
55-61	1	11-20	Hand stabbed.
Arm			
62-65	2	1-3	Forearm impaled. Attack rolls with that arm made at -1.
66-73	1	4-7	Forearm stabbed.
74-77	2	8-10	Upper arm impaled. Attack rolls with that arm made at -1.
78-84	1	11-14	Upper arm stabbed through bicep.
85-87	3	15-16	Shoulder impaled. Attack rolls with that arm made at -2.
88-94	1	17-20	Shoulder stabbed.
Head			
95-98	2	1-3	Neck pierced, causing severe bleeding.
99-100	4	4	Neck impaled. When weapon removed, STA Check or fall unconscious.
101-104	3	5-6	Stabbed in mouth, damaging tongue and palate. Speech is difficult.
105-110	2	7-9	Cheek pierced, leaving a painful and unsightly wound. APL -1.
111-114	2	10-11	One eye destroyed. APL -2 without eye patch.
115	6	12	Skull impaled through eye, damaging brain. APL -2, INT reduced to 1/2.
116-123	2	13-15	Side of head gashed open. STA Check or fall unconscious.
124-129	1	16-19	A chance shot removes most of one ear. APL -1.
130	7	20	Skull impaled through forehead, destroying the forebrain. INT reduced to 1/2.
131 or more	1		Minor wound to upper body (or roll again)

Slashing Weapons

Roll	Wound Points	Loc.	Description & Additional Effects (optional)
-30 and less	1		Minor wound to lower body (or roll again)
Foot			
-29 to -25	1	1-6	Toe severed by low slash (roll 1d5 to determine which one). -1" move.
-24 to -20	1	7-14	Foot slashed open. -1" move.
-19 to -17	2	15-18	Achilles tendon cut. DEX -2, -2" move. DEX Check or character falls.
-16 to -15	3	19-20	Foot severed at ankle. DEX -2, -3" move. Character falls.
Leg			
-14 to -12	2	1-2	Calf deeply slashed. -2" move.
-11 to -7	1	3-5	Calf slashed. -1" move.
-6 to -2	1	6-8	Knee slashed. -1" move.
-1 to 0	4	9	Leg severed at knee. DEX -3, Movement cut to 1/4 normal. Character falls.
01-03	2	10-11	Thigh deeply slashed. -2" move.
04-08	1	12-14	Thigh slashed. -1" move.
09-11	2	15-16	Hip deeply slashed. -2" move.
12-16	1	17-19	Hip slashed. -1" move.
17-18	5	20	Leg severed at hip. DEX -4, Movement cut to 1/4 normal. Character falls.
Torso			
19-24	1	1-5	Gash in side of body.
25-27	2	6-8	Deep gash opens side of body.
28	9	9	Body cut in half across middle of abdomen. Death is nearly instant.
29-31	3	10-11	Abdomen deeply slashed, spilling intestines. STA -2.
32-34	2	12-14	Abdomen slashed painfully. STA -1.
35-37	3	15-16	Chest deeply slashed, ribs broken. STA -1.
38-41	2	17-20	Chest slashed.
Hand			
42-46	1	1-4	Finger severed (roll 1D4 to determine which one). DEX -1.
47-49	2	5-6	Thumb severed. DEX -1, -2 when using that hand.
50-54	1	7-11	Palm slashed painfully. DEX Check or drop any thing held in hand.
55-59	1	12-16	Hand slashed.
60-62	2	17-19	Wrist slashed, spilling a great deal of blood.
63-65	3	20	Hand severed at wrist. DEX -2.
Arm			
66-68	2	1-2	Forearm deeply slashed. Attack rolls with that arm made at -1.
69-73	1	3-6	Forearm slashed.
74-75	4	7	Arm severed at elbow. DEX -2.
76-78	2	8-9	Upper arm deeply slashed. Attack rolls with that arm made at -1.
79-83	1	10-13	Upper arm slashed.
84-86	2	14-15	Shoulder deeply slashed. Attack rolls with that arm made at -1.
87-91	1	16-19	Shoulder slashed.
92-93	4	20	Arm severed at shoulder, causing severe bleeding. DEX -2.
Head			
94-96	3	1	Neck deeply slashed. STA Check or fall unconscious.
97-99	2	2-3	Neck slashed.
100	8	4	A mighty blow beheads the target. Death is quick and painless.
101-102	2	5-6	Face deeply slashed, exposing bone. Scar results in APL -2.
103-107	1	7-8	Face slashed. Scar results in APL -1.
108-109	3	9	Side of head deeply slashed. STA Check or fall unconscious.
110-114	2	10-11	Side of head slashed.
115	7	12	Head cut in half from top to bottom. APL -6 if character survives.
116-120	1	13-14	Nose cut open, bleeding profusely. APL -1.
121-122	2	15	Nose severed. APL -4.
123-124	2	16-17	Eye slashed. Save vs. Breath Weapon or one eye blinded.
125-129	1	18-19	Ear cut off. Hearing unaffected, but APL -2.
130	7	20	Top of head cut off just above ears, exposing brain. A gruesome death.
131 or more	1		Minor wound to upper body (or roll again)

Bludgeoning Weapons

Roll	Wound Points	Loc.	Description & Additional Effects (options)
-30 and less	1		Minor wound to lower body (or roll again)
Foot			
-29 to -24	1	1-6	Toe crushed (roll 1d5 to determine which one). -1" move.
-23 to -20	2	7-9	Foot smashed. DEX -1, -2" move. DEX Check or character falls.
-19 to -14	1	10-17	Foot bruised.
-13 to -10	2	18-20	Ankle broken. DEX -2, -2" move. DEX Check or character falls.
Leg			
-9 to -6	2	1-2	Calf broken. DEX -2, -2" move. DEX Check or character falls.
-5 to 0	1	3-6	Calf bruised.
01-03	2	7-8	Knee shattered. DEX -2, Movement cut to 1/2 normal. DEX Check or character falls.
04-06	2	9-10	Thigh broken. DEX -2, Movement cut to 1/2 normal. DEX Check or character falls.
07-12	1	11-15	Thigh bruised.
13-15	3	16	Hip smashed. DEX -3, Movement cut to 1/4 normal. DEX Check or character falls.
16-21	1	17-20	Hip bruised.
Torso			
22-27	1	1-5	Abdomen bruised. STA Check or target loses next round vomiting.
28	6	6	A strong blow ruptures the abdomen, spilling vital organs. STA -4.
29-30	5	7-8	Spine injured. Save vs. Paralyzation or paralyzed from waist down.
31	7	9	Spine shattered, causing paralysis and possibly death.
32-34	3	10-12	Several ribs broken, making movement painful. STA -1, DEX -1.
35-36	5	13	Chest caved in, damaging heart and lungs. STA -3.
37-42	1	14-18	Chest bruised. STA Check or target loses next round regaining breath.
43-44	4	19-20	Breastbone smashed. Save vs. Death or heart pierced causing STA -3.
Hand			
45-49	1	1-5	Finger broken (roll 1D4 to determine which one). DEX -1.
50-54	1	6-9	Thumb broken. DEX -1, -2 when using that hand.
55-57	2	10-11	Hand entirely pulped and useless. DEX -2.
58-63	1	12-18	Wrist bruised.
64-66	2	19-20	Wrist broken. DEX -1, attack rolls with that hand made at -2.
Arm			
67-69	2	1-3	Lower arm broken. DEX -1, attack rolls with that arm made at -2.
70-75	1	4-7	Lower arm bruised. Attack rolls with that arm made at -1.
76-78	2	8-9	Elbow smashed. DEX -1, attack rolls with that arm made at -2.
79-81	2	10-11	Upper arm broken. DEX -1, attack rolls with that arm made at -3.
82-87	1	12-15	Upper arm bruised. Attack rolls with that arm made at -1.
88-93	1	16-19	Shoulder bruised. Attack rolls with that arm made at -1.
94-96	3	20	Shoulder smashed. DEX -1, attack rolls with that arm made at -3.
Head			
97-98	4	1-2	Throat crushed. Target loses 1 Wound Point per round until tended to.
99-100	5	3	Neck broken. Save vs. Paralyzation or paralyzed from neck down.
101	6	4	Lower jaw knocked off, leaving tongue wagging free. APL -6.
102-105	3	5-6	Jaw smashed, making eating quite painful. APL -2.
106-113	2	7-9	Side of head bruised.
114-119	3	10-12	Head severely concussed. STA Check or fall unconscious.
120	8	13	Head knocked off of shoulders. After a few moments, body collapses.
121	7	14	Face caved into skull. If target survives, APL -4, INT reduced to 1/2.
122-126	2	15-17	Nose smashed into a gooey mess. APL -3.
127-129	4	18-19	Skull fractured. STA -1. STA Check or fall unconscious.
130	7	20	A fierce blow to the top of the head caves it entirely in! Truly grisly.
131 or more	1		Minor wound to upper body (or roll again)

Simplified Critical Hit Chart For All Attack Forms

D20 Roll	Wound Points	Wound Severity Examples
1-10	1	Serious cut/bruise
11-14	2	Serious cut/bruise in vital area; Very deep cut/broken bone
15-17	3	Very deep cut/broken bone in vital area; Severed hand/foot
18-19	4	Severed arm/leg at knee
20	5-9	Roll again, see below.
Second Roll		
1-10	5	Severed leg at hip
11-14	6	Major internal injury
15-17	7	Extreme injury to head/spine
18-19	8	Beheading
20	9	Torso cut in half; Other catastrophic damage
n/a	10	Body completely destroyed

Three ways to score a Critical Hit:

- **Lucky Hit:** any to-hit roll which scores a natural 20 on the die.
- **Mighty Blow:** any single hit which scores 10 or more HTK Points of damage.
- **Expert Strike:** any to-hit roll made by a margin of 10 or more (i.e., if you need a 7+ To Hit, a roll of 17+ (including all bonuses) is a Critical Hit.).

Critical Hit Roll Modifiers

(Do not apply to Simplified Chart)

High Maneuver Up to +30 (see maneuver cards)
Low Maneuver Up to -30 (see maneuver cards)
Size Difference: (See also chart below)

Critical Hit Size Modifiers

Attacker Size	Defender Size	T	S	M	L	H	G
T		0	-15	-30	-45	-60	-75
S		+10	0	-15	-30	-45	-60
M		+20	+10	0	-15	-30	-45
L		+30	+20	+10	0	-15	-30
H		+40	+30	+20	+10	0	-15
G		+50	+40	+30	+20	+10	0

Healing

Wound Level	Untreated Rest Period*	Initial Modifier	Heal Check Heal 1 Lvl**	Time to Heal Time†
Lightly Wounded	1 day	0	2 weeks	3 weeks
Moderately Wounded	2 days	-1	3 weeks	6 weeks
Seriously Wounded	3 days	-3	1 month	3 months††
Critically Wounded	1 week	-5	2 months	8 months††

Grand Master Attacks/Round

Fighter Skill level	Melee Wpn	Bows	Light Xbow	Heavy Xbow	Thrown Dagger	Thrown Dart	Other (non-bow) Missiles
7-12	5/2	5/2	2/1	3/2	5/1	6/1	5/2
13+	3/1	3/1	5/2	2/1	6/1	7/1	3/1

Wound Chart

WOUND LEVEL	T	S	M	L	H	G	Basic Effects
Unwounded	3	4	5	7	9-10	13-15	None
Lightly Wounded	-	3	4	5-6	7-8	10-12	-1 Action penalty
Moderately Wounded	2	2	3	4	5-6	7-9	-2 Action penalty
Seriously Wounded	-	-	2	2-3	3-4	4-6	-3 Action penalty
Critically Wounded	1	1	1	1	1-2	1-3	-4 Action penalty
Fatally Wounded	0	0	0	0	0	0	see Death

Called Shot Penalties

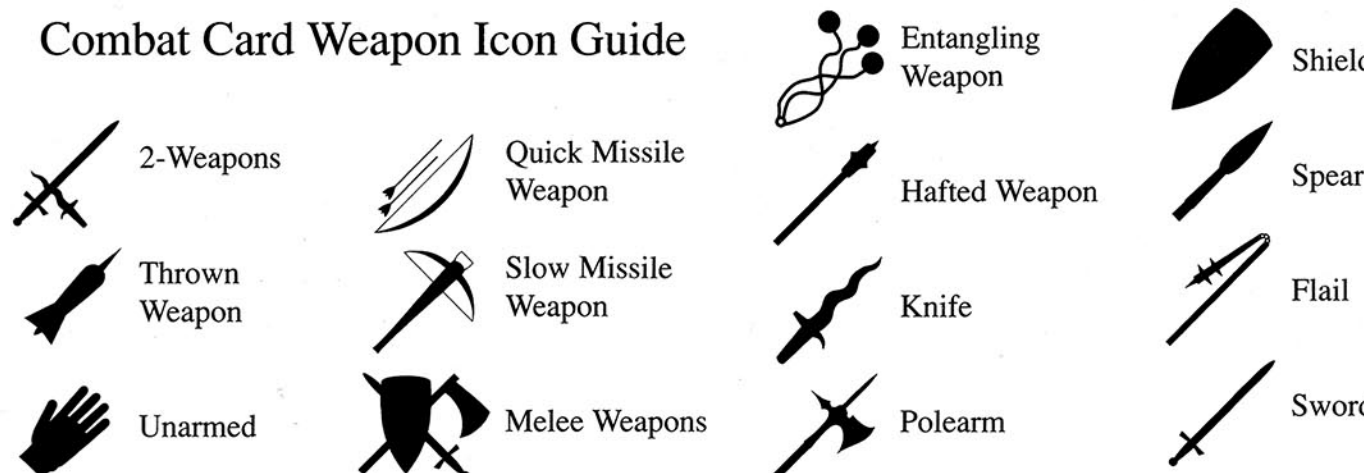
Location	Hit Probability
Torso	-4
Arm	-4
Hand	-6
Leg	-6
Foot	-8
Head	-8

Sizes

Abby.	Size	Height	Wound Pts
T	Tiny	2' or less	3
S	Small	2' to 4'	4
M	Medium	4' to 7'	5
L	Large	7' to 12'	7
H	Humongous	12' to 25'	10
G	Gigantic	25' +	15



Combat Card Weapon Icon Guide



Blood & Steel Combat Cards

There are three types of cards, as denoted on the top of the card, just below the card name: Attack, Defend, and Special. All cards have the same background.

The cards on the next few pages are divided up by Attack, Defend, and Special, and further sorted alphabetically by whether a card is Advanced, Basic, Monster, Restricted, and Standard. Within those groups, the cards are alphabetized.

Attack cards have the following groups:
Advanced, Basic, Monster, Restricted, Standard.

Defend cards have the following groups:
Advanced, Basic, Standard.

Special cards have the following groups:
Advanced, Basic, Restricted, Standard.

Each card has been represented here once, but each type will have a list denoting how many of each card will go to make a complete set.

Attack Combat Cards

Each Attack card has been reproduced once in this pdf. Included here is a list of the card type, along with how many copies of that card should be included in the full set of cards in general.

Attack - Advanced

- 1 Dbl. Strike High
- 1 Dbl. Strike Mid
- 1 Feint High
- 1 Feint Middle
- 1 Sweep High
- 1 Sweep Low
- 1 Sweep Middle
- 1 Wraparound

Attack - Restricted

- 1 Backstab
- 1 Berserk Attack
- 1 Double Shot
- 1 Farshot
- 1 Kick High
- 1 Kick Middle
- 1 Quick Load

Attack - Basic

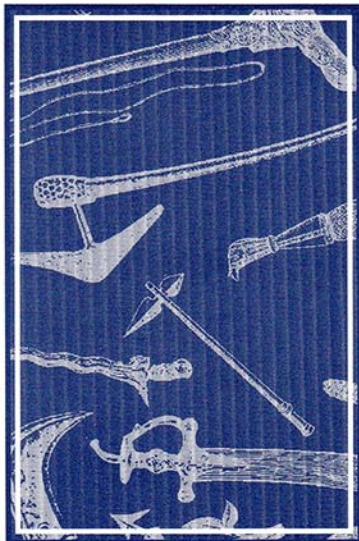
- 4 Grapple
- 2 Kick Low
- 3 Overbear
- 2 Punch High
- 2 Punch Middle

Attack - Standard

- 2 Charge
- 3 Fire High
- 3 Fire Low
- 3 Fire Middle
- 4 Sap
- 3 Shield Bash
- 4 Slash High
- 4 Slash Low
- 4 Slash Middle
- 3 Smash
- 3 Throw High
- 3 Throw Low
- 3 Throw Middle
- 4 Thrust High
- 4 Thrust Low
- 4 Thrust Middle
- 2 Trip
- 2 Unhorse

Attack - Monster

- 1 Attack
- 1 Bite High
- 1 Bite Low
- 1 Bite Middle
- 2 Claw High
- 2 Claw Low
- 2 Claw Middle
- 1 Constrict
- 1 Dive Attack
- 1 Envelop
- 1 Gore
- 1 Tail Lash
- 2 Wing Buffet



+0	Dbl. Strike High	
-2	Attack	
-2	INIT.: +0	
+1	HIT: -3	
+0	DAM.: +2	
+0	CRIT.: +25	
+0		
+1	Advanced	
-2		

+0	Dbl. Strike Mid	
+1	Attack	
-2	INIT.: +0	
+1	HIT: -1	
+0	DAM.: +1	
+0	CRIT.: +0	
+0		
-2	Advanced	
-2		

+0	Feint High	
-1	Attack	
-1	INIT.: +0	
+0	HIT: +2	
+0	DAM.: +0	
+0	CRIT.: +5	
+0		
-2	Advanced	
-1		

+0	Feint Middle	
-2	Attack	
-1	INIT.: +0	
+0	HIT: +1	
+0	DAM.: +1	
+0	CRIT.: +15	
+0		
-1	Advanced	
-1		

+0	Sweep High	
-1	Attack	
+0	INIT.: +1	
+1	HIT: Special	
+0	DAM.: +0	
+0	CRIT.: +20	
+0		
+1	Advanced	
+1		

+0	Sweep Low	
+1	Attack	
+0	INIT.: +2	
-1	HIT: Special	
+0	DAM.: -1	
+0	CRIT.: -20	
+0		
+1	Advanced	
+1		

+0	Sweep Middle	
+1	Attack	
+0	INIT.: +1	
+1	HIT: Special	
+0	DAM.: -1	
+0	CRIT.: +0	
+0		
-1	Advanced	
+1		

+0	Wraparound	
-1	Attack	
-1	INIT.: +1	
+0	HIT: -1	
+0	DAM.: +1	
+0	CRIT.: +30	
-0		
+0	Advanced	
+1		

+2	Grapple	
+2	Attack	
+3	INIT.: +0	
+2	HIT: +0	
+2	DAM.: 1D2	
+0	CRIT.: +0	
+0		
+2	Basic	
+2		
-2		

+0	Kick Low	
-1	Attack	
-2	INIT.: +0	
+1	HIT: -1	
+0	DAM.: 1D3	
+0	CRIT.: -30	
+0		
-1	Basic	
+0		
-1		

+2	Overbear	
+3	Attack	
+3	INIT.: +0	
+3	HIT: Special	
-1	DAM.: 0	
+2	CRIT.: -	
+2		
+3	Basic	
-2		

+0	Punch High	
-1	Attack	
-1	INIT.: +0	
+1	HIT: -1	
+0	DAM.: 1D3	
+0	CRIT.: +30	
+0		
+0	Basic	
+0		
-1		

+0	Punch Middle	
+0	Attack	
-1	INIT.: +0	
+0	HIT: +0	
+0	DAM.: 1D2	
+0	CRIT.: +0	
+0		
-1	Basic	
-1		

+0	Attack	
+0	Attack	
-1	INIT.: +0	
+0	HIT: +0	
+0	DAM.: +0	
+0	CRIT.: +0	
+0		
-1	Monster	
+0		

+0	Bite High	
+1	Attack	
+2	INIT.: +0	
+2	HIT: -2	
+0	DAM.: +1	
+0	CRIT.: +25	
+0		
+1	Monster	
-2		

+0	Bite Low	
+2	Attack	
+2	INIT.: +0	
+1	HIT: -1	
+0	DAM.: +0	
+0	CRIT.: -25	
+0		
+1	Monster	
-2		

+0	Bite Middle	
+1	Attack	
+2	INIT.: +0	
+1	HIT: +0	
+0	DAM.: +0	
+0	CRIT.: +0	
+0		
+1	Monster	
-2		

+0	Claw High	
-1	Attack	Skull
-2	INIT.: +0	
	HIT: -2	
+0	DAM.: +1	
	CRIT.: +25	
+0		
+0	Monster	
+0		
-1		

+0	Claw Low	
+0	Attack	Skull
-2	INIT.: +1	
	HIT: -1	
-1	DAM.: +0	
	CRIT.: -25	
+0		
+0	Monster	
+0		
-1		

+0	Claw Middle	
+0	Attack	Skull
-2	INIT.: +0	
	HIT: +0	
+0	DAM.: +0	
	CRIT.: +0	
+0		
+0	Monster	
-1		
-1		

+2	Constrict	
+2	Attack	Skull
+1	INIT.: +0	
	HIT: +0	
+2	DAM.: +0	
	CRIT.: +0	
+0		
+2	Monster	
+2		
-2		

-1	Dive Attack	
-5	Attack	Skull
-5	INIT.: +4	
	HIT: -2	
-2	DAM.: +2	
	CRIT.: +30	
-1		
-1	Monster	
-3		
-3		

+2	Envelop	
+3	Attack	Skull
+3	INIT.: +2	
	HIT: +0	
+3	DAM.: Special	
	CRIT.: +0	
+1		
+2	Monster	
+2		
-1		

+0	Gore	
+1	Attack	Skull
+1	INIT.: +0	
	HIT: -1	
+1	DAM.: +0	
	CRIT.: +5	
+0		
+1	Monster	
-1		

+0	Tail Lash	
+0	Attack	Skull
-1	INIT.: +1	
	HIT: -1	
-2	DAM.: +0	
	CRIT.: -15	
+0		
+0	Monster	
+0		
+0		

-1	Wing Buffet	
-2	Attack	Skull
-3	INIT.: +0	
	HIT: +0	
+0	DAM.: +0	
	CRIT.: +15	
-1		
-1	Monster	
-1		
-1		

+0	Backstab	
+1	Attack	
+0	INIT.: +0	
+1	HIT: +4	
+1	DAM.: Special	
+0	CRIT.: +5	
+0		
+1	Restricted	
+1	 	

+2	Berserk Attack	
+2	Attack	
-2	INIT.: +1	
+3	HIT: -1	
+1	DAM.: Special	
+1	CRIT.: +0	
+1		
+2	Restricted	
+3		
-2		

+1	Double Shot	
+2	Attack	
+1	INIT.: +0	
+2	HIT: +0	
+1	DAM.: +0	
+1	CRIT.: +0	
+1		
+1	Restricted	
+2	 	
+3		

+1	Farshot	
+2	Attack	
+1	INIT.: +0	
+2	HIT: +0	
+1	DAM.: Special	
+1	CRIT.: +0	
+1		
+2	Restricted	
+3	 	

+0	Kick High	
-2	Attack	
-1	INIT.: +0	
+3	HIT: -2	
+0	DAM.: 1D4	
+0	CRIT.: +25	
+0		
-1	Restricted	
-1		
-1		

+0	Kick Middle	
-1	Attack	
-2	INIT.: +0	
+2	HIT: -1	
+0	DAM.: 1D4	
+0	CRIT.: +0	
+0		
-1	Restricted	
+0		
-1		

+1	Quick Load	
+2	Attack	
+1	INIT.: +0	
+2	HIT: Special	
+1	DAM.: Special	
+1	CRIT.: +0	
+1		
+2	Restricted	
+3	 	

+2	Charge	
+2	Attack	
-3	INIT.: +2	
+3	HIT: +2	
+0	DAM.: x2	
+2	CRIT.: +0	
+1		
+2	Standard	
+1		

+1	Fire High	
+2	Attack	
+1	INIT.: +0	
+2	HIT: -2	
+1	DAM.: +1	
+1	CRIT.: +20	
+1		
+2	Standard	
+3	 	

+1	Fire Low	
+2	Attack	
+1	INIT.: +0	
	HIT: -1	
+2	DAM.: +0	
	CRIT.: -20	
+1		
+1		
+2	Standard	
+3		

+1	Fire Middle	
+2	Attack	
+1	INIT.: +0	
	HIT: +0	
+2	DAM.: +0	
	CRIT.: +0	
+1		
+1		
+1		
+2	Standard	
+3		

+0	Sap	
-2	Attack	
-2	INIT.: +1	
	HIT: -8	
+0	DAM.: +0	
	CRIT.: -	
+0		
+0		
+0		
+0	Standard	
+1		

-2	Shield Bash	
+1	Attack	
-2	INIT.: +1	
	HIT: +0	
+1	DAM.: 1D3	
	CRIT.: +0	
-1		
+0		
+0		
-3	Standard	
-1		

+0	Slash High	
-2	Attack	
-1	INIT.: +0	
	HIT: -2	
+0	DAM.: +1	
	CRIT.: +25	
+0		
+0		
+0		
+0	Standard	
+0		

+0	Slash Low	
+0	Attack	
-1	INIT.: +1	
	HIT: -1	
-2	DAM.: +0	
	CRIT.: -25	
+0		
+0		
+0		
+0	Standard	
+0		

+0	Slash Middle	
+0	Attack	
-1	INIT.: +0	
	HIT: +0	
+0	DAM.: +0	
	CRIT.: +0	
+0		
+0		
+0		
-2	Standard	
+0		

+1	Smash	
+1	Attack	
+1	INIT.: +2	
	HIT: -3	
+3	DAM.: +1D4	
	CRIT.: +30	
+1		
+1		
+1		
+2	Standard	
-3		

+0	Throw High	
+1	Attack	
+0	INIT.: +0	
	HIT: -2	
+1	DAM.: +1	
	CRIT.: +20	
+0		
+0		
+0		
+1	Standard	
+2		

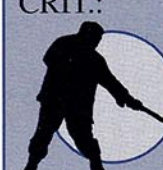
+0	Throw Low	
+1	Attack	
+0	INIT.: +0	
	HIT: -1	
+1	DAM.: +0	
	CRIT.: -20	
+0		
+0		
+0		
+0		
+1	Standard	
+2		

+0	Throw Middle	
+1	Attack	
+0	INIT.: +0	
	HIT: +0	
+1	DAM.: +0	
	CRIT.: +0	
+0		
+0		
+0		
+0		
+1	Standard	
+2		

+0	Thrust High	
-1	Attack	
-1	INIT.: +0	
	HIT: -2	
+1	DAM.: +1	
	CRIT.: +25	
+0		
+0		
+0		
+0		
+0	Standard	
-1		

+0	Thrust Low	
+1	Attack	
-1	INIT.: +1	
	HIT: -1	
-1	DAM.: +0	
	CRIT.: -25	
+0		
+0		
+0		
+0		
+0	Standard	
-1		

+0	Thrust Middle	
+0	Attack	
-1	INIT.: +0	
	HIT: +0	
+0	DAM.: +0	
	CRIT.: +0	
+0		
+0		
+0		
-1	Standard	
-1		

+0	Trip	
+2	Attack	
-2	INIT.: +1	
	HIT: -4	
+0	DAM.: -1	
	CRIT.: -30	
+0		
+0		
+0		
+0		
+1	Standard	
+0		

+0	Unhorse	
+0	Attack	
-1	INIT.: +1	
	HIT: -4	
+2	DAM.: +0	
	CRIT.: -20	
+0		
+0		
+0		
+1	Standard	
+0		

Defend Combat Cards

Each Defend card has been reproduced once in this pdf. Included here is a list of the card type, along with how many copies of that card should be included in the full set of cards in general.

Defend - Advanced

- 1 Dbl. Block High
- 1 Dbl. Block Mid
- 1 Punch Block

Defend - Basic

- 4 Dodge
- 3 Duck
- 3 Jump
- 4 Block High
- 4 Block Low
- 4 Block Middle
- 4 Parry
- 4 Shield Block High
- 4 Shield Block Low
- 4 Shield Block Mid

+0	Dbl. Block High
-5	Defend
-1	INIT.: -1
	HIT: -
+3	DAM.: -
-1	CRIT.: -
-1	
+1	
+0	Advanced
+1	

-1	Dbl. Block Mid
+0	Defend
-1	INIT.: -1
	HIT: -
+0	DAM.: -
-1	CRIT.: -
-1	
+0	
+0	
-5	Advanced
+1	

+0	Punch Block
-1	Defend
-1	INIT.: +0
	HIT: Special
-1	DAM.: -
-1	CRIT.: -
-1	
+0	
+0	
-1	Advanced
-1	 

-3	Dodge
-3	Defend
-4	INIT.: +0
	HIT: -
-3	DAM.: -
-3	CRIT.: -
-3	
-3	
-3	
-3	Basic
-3	

+1	Duck
-5	Defend
-2	INIT.: +0
	HIT: -
+3	DAM.: -
-2	CRIT.: +20 (opnt.)
-2	
-5	
+2	
+2	Basic
-1	

+2	Jump
+3	Defend
-1	INIT.: +0
	HIT: -
-5	DAM.: -
-1	CRIT.: -10 (opnt.)
-1	
+3	
-5	
+2	Basic
-1	

+0	Block High
-4	Defend
-1	INIT.: -1
	HIT: -
+2	DAM.: -
-1	CRIT.: -
-1	
+1	
-1	Standard
+1	

+0	Block Low
+2	Defend
-1	INIT.: -1
	HIT: -
-4	DAM.: -
-1	CRIT.: -
-1	
+1	
-1	
-1	Standard
+1	

-1	Block Middle
-1	Defend
-1	INIT.: -1
	HIT: -
-1	DAM.: -
-1	CRIT.: -
-1	
+0	
+0	
-4	Standard
+1	

+0	Parry
-2	Defend
-1	INIT.: +0
-1	HIT: Special
-1	DAM.: -
+0	CRIT.: -
+0	
+0	
+0	
+0	
-3	Standard
+3	 

-1	ShieldBlockHigh
-5	Defend
-1	INIT.: -1
+3	HIT: -
-1	DAM.: -
-4	CRIT.: -
+2	
-2	
-2	
-2	
-2	Standard
-2	

-1	ShieldBlockLow
+3	Defend
-1	INIT.: -1
-5	HIT: -
-1	DAM.: -
+2	CRIT.: -
-4	
-2	
-2	
-2	
-2	Standard
-2	

-4	ShieldBlockMid
-1	Defend
-1	INIT.: -1
-1	HIT: -
-1	DAM.: -
-1	CRIT.: -
-1	
-1	
-1	
-1	
-5	Standard
-2	

Special Combat Cards

Each Special card has been reproduced once in this pdf. Included here is a list of the card type, along with how many copies of that card should be included in the full set of cards in general.

Special - Basic

- 4 Advance
- 4 Flee
- 3 Grab
- 4 Withdraw

Special - Restricted

- 1 Careful Aim
- 3 Cast Spell
- 1 Cast/Attack
- 2 Special
- 1 Turn Undead

Special - Standard

- 3 Disarm
- 2 Load
- 2 Set for Charge

+0	Entangle Mid
+0	Special
-1	INIT.: +1
	HIT: -4
+0	DAM.: -1
+0	CRIT.: +0
+0	
-1	Advanced
-1	

+0	Entangle Low
+0	Special
-1	INIT.: +1
	HIT: -4
-1	DAM.: -1
	CRIT.: -25
+0	
+0	Advanced
-1	

+0	Flail Disarm
+0	Special
+0	INIT.: +1
	HIT: -3
+0	DAM.: +0
+0	CRIT.: -
+0	
+0	Advanced
-1	

+0	Parry/Riposte High
-1	Special
-1	INIT.: +1
	HIT: Special
+0	DAM.: +1
+0	CRIT.: +20
+0	
-2	Advanced
+1	

+0	Parry/Riposte Mid
+0	Special
-1	INIT.: +1
	HIT: Special
-1	DAM.: +0
+0	CRIT.: +0
+0	
-2	Advanced
+1	

+0	Pin
+0	Special
+1	INIT.: +1
	HIT: Special
+0	DAM.: +0
+0	CRIT.: -
+0	
+0	Advanced
+2	

+0	Advance
+0	Special
+0	INIT.: -1
+0	HIT: -
+0	DAM.: -
+0	CRIT.: -
+0	
+0	Basic

+0	Flee
+0	Special
+0	INIT.: +0
+0	HIT: -
+0	DAM.: -
+0	CRIT.: -
+0	
+0	Basic
-2	

+1	Grab
+1	Special
+2	INIT.: +1
	HIT: Special
+1	DAM.: +0
+0	CRIT.: -
+1	
+1	Basic
-1	

+0	Withdraw
+0	Special
+1	INIT.: +0
+0	HIT: -
+0	DAM.: -
+0	CRIT.: -
+0	
+0	Basic
-1	

+2	Careful Aim
+3	Special
+1	INIT.: Special
+3	HIT: +2
+1	DAM.: Special
+2	CRIT.: +0
+2	
+3	Restricted
+3	

+1	Cast Spell
+2	Special
+2	INIT.: +TTC
+2	HIT: -
+1	DAM.: -
+1	CRIT.: -
+1	
+2	Restricted
+1	

+0	Cast/Attack
+1	Special
+1	INIT.: +TTC
+1	HIT: -4
+0	DAM.: +0
+0	CRIT.: +0
+0	
+0	Restricted
-1	
	

+0	Special
+0	Special
+0	INIT.: Special
+0	HIT: Special
+0	DAM.: Special
+0	CRIT.: Special
+0	
+0	Restricted
+0	

+0	Turn Undead
+1	Special
+1	INIT.: +0
+1	HIT: -
+0	DAM.: -
+0	CRIT.: -
+0	
+1	Restricted
+0	

+0	Disarm
+0	Special
+0	INIT.: +1
+0	HIT: -4
+0	DAM.: +0
+0	CRIT.: -
+0	
+0	Standard
+2	
	

+1	Load
+2	Special
+2	INIT.: +0
+2	HIT: -
+1	DAM.: -
+1	CRIT.: -
+1	
+2	Standard
+3	

+1	Set For Charge
+2	Special
-2	INIT.: +1
+2	HIT: +1
+2	DAM.: x2
+0	CRIT.: +10
+1	
+2	Standard
-3	
	

Let slip the dogs of war...

To slay the dragon, to defeat the evil usurper, to vanquish the cyclops, to turn away the army of the undead. These endeavors and many more like them form the basis for most fantasy games. In every case, the core of the adventure is *combat*. Such an important part of the game should hardly be glossed over!

Blood and Steel expands the options available to Gamemasters and players alike in combat situations. These additional options will enrich a campaign and make each game session more exciting.

Blood and Steel includes:

- The Combat Card deck, which illustrates more than 80 unique combat maneuvers on 180 cards. No longer do you just "roll to hit" every round: you can now choose your specific combat maneuvers! Will your character execute a quick thrust to your enemy's belly or attack with a savage overhead smash? The choice is yours!

- The Guidebook, in which you will find a wealth of optional rules, magic items, and spells designed to enhance combat and particularly the role of Fighters in combat. Also included are complete rules for the use of the Combat Cards and five new character classes: the unstoppable Barbarian, the versatile Duelist, the deadly Archer, the mystical Martial Artist, and the spell-wielding Warlock!

- The Combat Reference Screen, rounding out *Blood and Steel* by making the special rules in this sourcepack more accessible. The Gamemaster's side of the screen is packed with charts and tables from throughout the Guidebook, while the player's side features handy references to aid in the use of the Combat Cards.

*Always remember:
That which does not kill you
makes you stronger.*



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