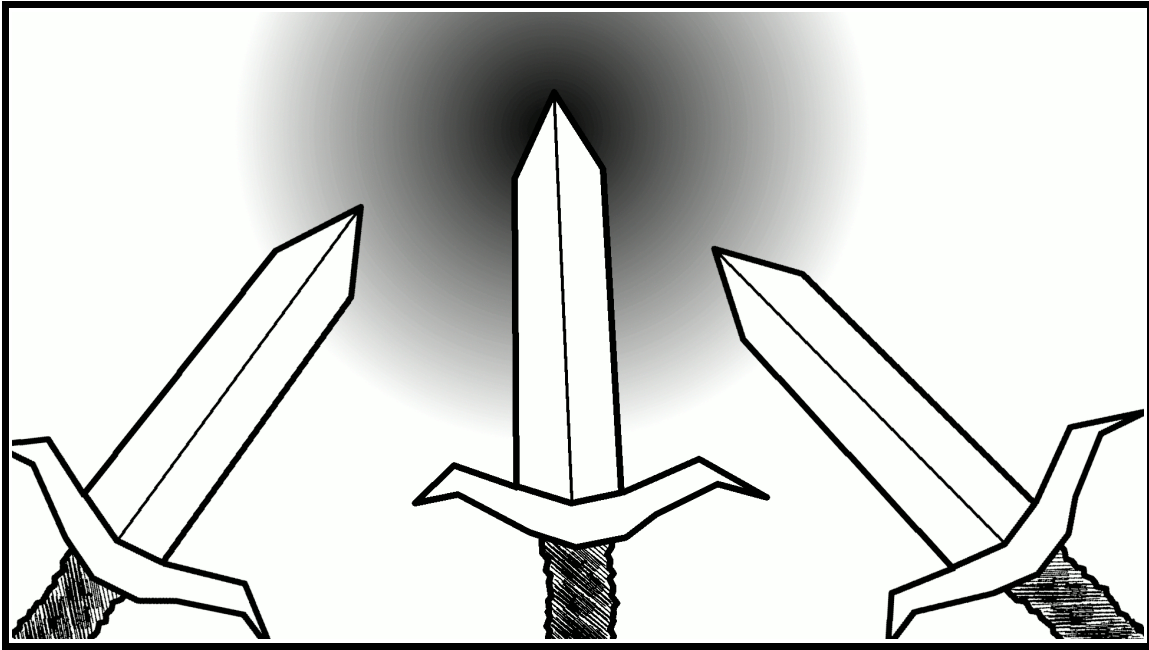


FIGHTING FOOLISHNESS



FIGHTING IDEAS FOR OSR GAMES

**Fighting Foolishness
Fighting Ideas For OSR Games**

by

Unbalanced Dice Games

Fighting Foolishness

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Introduction

Fighting Foolishness. The first book of fighting ideas. 30 new ideas, abilities, skills, etc... however you want to classify them. A slow moving Fighter with Slow Blow is guaranteed to do a good amount of damage. The Grim Reaper can give a Fighter some gifts, but does he want the Grim Reaper's Gift? So many souls await him from the Fighter's blows. Aren't Throw Weapon and Far Strike the same thing? A couple of options for long distance melee fighting. As one, United, we shall fight with equal skill. Fighting Foolishness!

Terminology

“ means feet: 12” means 12 feet

Fighter means any fighter. Could be a regular Fighter, a Ranger, a Paladin, perhaps a Thief. You decide. Some kind of fighting man.

Game Master is the person running the game

Activation Time is how long it takes to activate an ability/idea.

Range is how far an ability/idea can be used.

Duration is how long an ability/idea is activated.

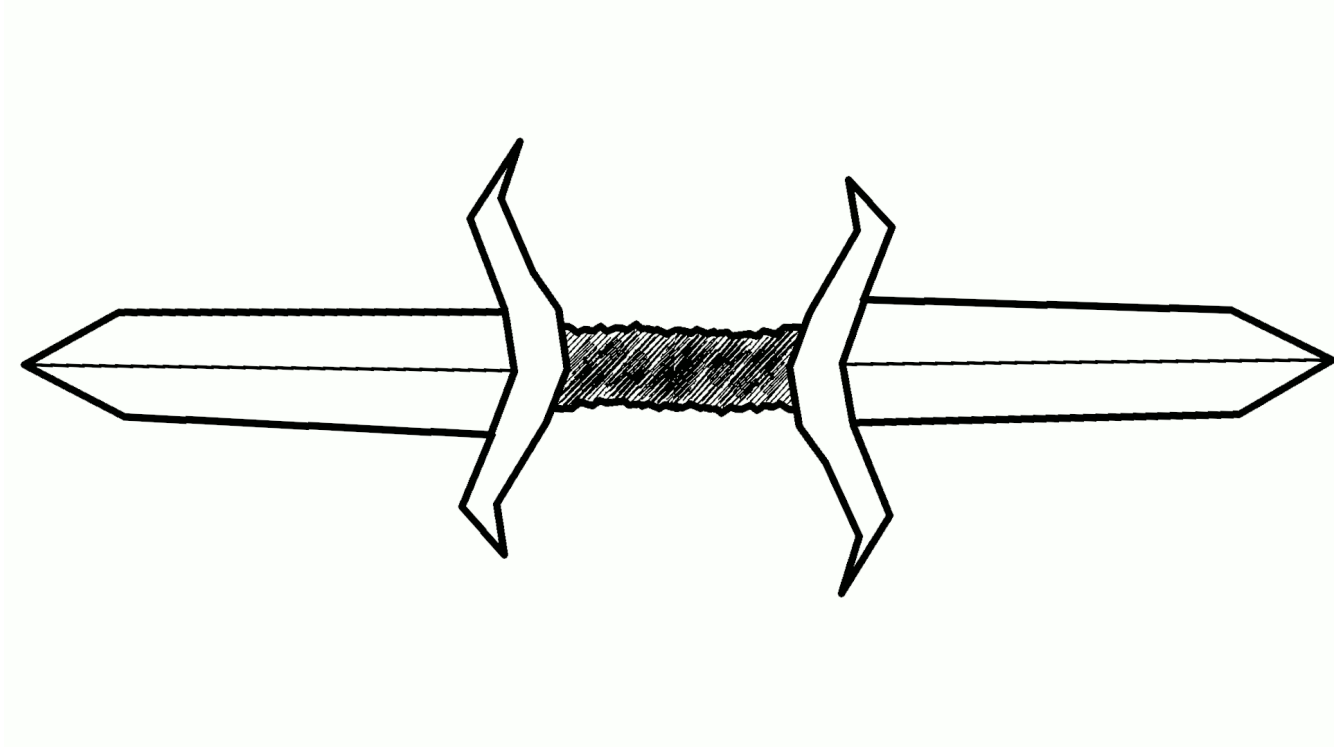
Uses is how many times an ability/idea can be activated.

Thoughts On How To Use The Fighting Ideas

As the book is, it is a collection of ideas. How the players or Game Master integrate them into their game is up to them. Take the old OSR Fighter or a class that is fighter like and make them different with them.

The Game Master can give these out to Fighters or other classes as he sees fit. Perhaps he will give a player some of these to help customize his character at the start. Or he may allow a character to gain one of these every 3 levels, for example, if he accepts a 10% XP penalty. It is up to the Game Master

and the player. Another idea is to mix a bunch of them together to make a new class. Purchasing an ability for 1000 GP (more or less) from a master who knows how to use it is another option, if the ability seems like it can be learned/taught for that amount.



Fighting Ideas

Ancestors Appear

Activation Time: 1 round

Range: Around The Fighter

Duration: Until the Fighter violates the agreement/One fight

Uses: Once a week + Once per 5 Fighter levels

A Fighter's ancestors appear to him after a battle, 10-20 of them. The ancestors respond to his call to them to "make him strong again". Only he can see them, anyone else with him will see him talking to imaginary people.

They look over his wounds and will heal him of all damage if he agrees to defeat all the foes in the next fight by himself. The ancestors will appear similar to him, be dressed in armor that he could be wearing and holding weapons that are slightly different than his. They seem faint at first but become visually more solid as the Fighter agrees with them. When he does agree each ancestor walks up to him and lets some of their blood into one of his wounds. The wounds heal with each dose of blood.

If he agrees but violates their agreement then his wounds reopen immediately as soon as it happens. A single blow against an enemy from someone, not the Fighter, or something is a violation. The healed HP damage is added to any damage he has sustained since it was healed. The Game Master must keep track of this damage in case of a violation.

After the fight is over he no longer has to fight future fights by himself. The agreement is concluded, his healing permanent. The next time he rests he will hear his ancestors cheering him before sleep takes him. The Fighter knows they want more glory for them, another agreement will have to be made.

Example:

First Fist has almost been slain by the evil enemy. His fellow adventurers don't have anything to heal him with. He raises his fist upwards and yells "Great old ones, my wounds are your wounds. Let your healing be my healing. I want to be strong again!". He activates Ancestors Appear, 15 of his ancient ancestors appear around him. "Yes... kill your foes, all of them for the great family's glory.

Do it or we will take back what we will give you.” one of them hisses. First Fist agrees and they pour their blood into his wounds. They seal them and he feels strong and ready to fight. He explains to the party that he must fight the next fight by himself.

First Fist walks down the hall, alone. Into another fight filled room he enters. His new found strength will win this fight for him and his ancestors.

Armor For Armor

Activation Time: One day

Range: Armor being worked on

Duration: Until pieces are used up

Uses: Once when not adventuring

The Fighter is able to add pieces of armor to his armor before he goes on an adventure. Each time he is hit there is a 1 in 4 chance that the blow will be absorbed by the extra armor. Each absorbed blow lowers the number of armor pieces by 1. Once a day he can automatically have an armor piece absorb a blow. He must have one piece left at least, one will be consumed by the blow.

He can add 3 armor pieces + 1 per 3 Fighter levels before he goes adventuring. He must not be adventuring when he does this, it takes one day of uninterrupted work to do this. Each piece should cost 10% of what it takes to buy a non-magical version of the armor he is working on. It will be up to the Game Master to decide if he can do this with other people's armor. Perhaps the wearer of the armor needs this ability/skill to use it right?

Example:

First Fist gets his leather armor out. He goes to the armorer and buys 6 special pieces of leather for 4 GP each (leather armor costs 40 GP). He is 9th level so he can add 6 pieces to his armor: 3 + 3 for being 9th level. A day of labor and his armor has the special pieces added. Down into the dungeon he goes.

An Orc strikes him and a 1 is rolled. First Fist laughs as his armor piece absorbs the blow. It splits in two and falls to the ground, there are 5 armor pieces left. The next round the Orc strikes him and rolls 2, so an armor piece

does not absorb the blow. At the end of the fight all 6 of the armor pieces are used up. First Fist will have to leave and buy some more pieces to put on his armor if he wants their protection again. The dungeon will be waiting.

Attacks In The Air

Activation Time: Instantaneous

Range: In striking distance

Duration: See below

Uses: Once an encounter + Once per 5 levels

The Fighter takes his weapon and strikes the air around a foe. The air becomes filled with his potential blows. When the foe moves from his spot he is hit by the blows of the weapon. Movement associated with fighting, casting spells, etc... actions that do not move him that much from where he stands does not activate the attacks. When enough movement has occurred roll to see if each blow hits. The rolls get no Strength or magical bonuses to the roll. Damage is just plain weapon blows. A +3 long sword of fire, for example, would just strike as a long sword. It would not add +3 or fire to the damage done.

The blows will wait for 5 rounds + 1 per 5 Fighter levels. Each blow he adds beyond the first blow lowers the maximum amount of rounds by 1 round. This sets a limit to how many attacks can be placed in the air. So a 6th level Fighter could add 6 blows but they would expire after one round, for example. If he added 7 blows then there wouldn't be any time for the blows to exist.

Example:

First Fist faces the Gogre. He decides he will make a run for it. But first he uses the Attacks In The Air ability and surrounds the Gogre with 3 potential blows. First Fist is 9th level so the blows will wait for the Gogre for 4 rounds, 5 + 1 for being 9th and minus 2 for adding 2 beyond the first. The Gogre swings at First Fist and misses.

The next round First Fist runs away. The Gogre chases and much to his surprise blows from nowhere attack him. 2 of the 3 blows hit him, causing the Gogre 14 HP of damage. He reels from the blows and lets First Fist escape.

The Gogre must figure out what is attacking him.

Blade Of Ignoble Existence

Activation Time: 1 hour

Range: The Fighter

Duration: 1 Encounter

Uses: Once an adventure + Once per 5 Fighter levels

The Fighter reaches to a place that existence would like to forget and grabs a blade that will suit him in the current fight. He can grab any type of sword. He sits there cross legged on the ground, eyes wide open and tears flowing down his cheeks. He mumbles to anyone that can see him “don't look at me”. A portal opens before his chest and he reaches in. Something says “dirty dirty dirty” as he pulls out a blade. Roll a D8 to determine what type of bonus the blade comes with:

1-4: +1 blade

5-7: +2 blade

8: +3 blade

After the fight the weapon falls from the wielders hands. As it clangs on the ground all around him feel as though they are looking at someone shameful. He feels like begging everyone for forgiveness. At his most abject moment the sword is gone, perhaps sinking into his low feelings.

Because he summons/uses this weapon he only gains half of the experience he would have gained if he had defeated the foe(s). It is a shameful thing to use the weapon. But sometimes people have to do things that lowers them, having to use a distasteful blade happens occasionally.

Example:

First Fist knows he can reach for the thing he does not wish to touch. But he needs something there that will help his party to survive. He tells everyone it will take awhile to gain access to the weapon. He sits down on the ground and waits for the portal to open. He mumbles “please forgive me” and into the portal

he reaches. Out of it he pulls a (6 rolled) +2 bastard sword. He is ready for the fight, though if he wins with the blade he will be diminished.

Bleeder

Activation Time: Instantaneous

Range: 1 foe in melee distance

Duration: 1 round + 1 round per 5 levels

Uses: 2 times a day + 2 per 5 levels

The Fighter slices a foe and causes them to bleed, it does 25%(round up) of his weapons maximum damage for the time listed in duration. The maximum damage does not include Strength or magic bonuses. This starts the next round. His cut slices deeper and surer with his hit, blood shoots out and keeps on shooting. The foe realizes something bad has happened and if a morale check comes up he suffers a -1 penalty for that one roll. This will happen even if the Bleeder has stopped bleeding.

He can only inflict one bleeder wound on a particular foe at a time. After the Bleeder has finished on the foe he can inflict another one on him. The weapon used must be sharp, a sword perhaps. Foes like the undead or constructs are not affected by this ability.

Example:

First Fist slices a Bigger Orc with a Bleeder. He does 6 HP this round. His weapon can do 8 HP of damage max. His Bleeder will last 3 rounds, 1 + 2 for First Fist being 10th level. So the next round starts and the Bigger Orc takes an automatic 2 HP(25% of 8). This almost incapacitates him. He swings at First Fist and misses. First Fist misses the Bigger Orc as well. Another round and 2 HP of damage is applied to the Bigger Orc automatically. This brings the Bigger Orc to his knees, the fight is over.

Cut Of Invulnerability

Activation Time: Instantaneous

Range: Fighter

Duration: Encounter or until gone

Uses: 3 times a day + Once per 5 levels

The Fighter inflicts a wound on himself with his chosen weapon. As he cuts himself blood covers him everywhere, it thickens and forms another armor layer over any worn. It becomes harder for the Fighter to feel the air around him, there is a barrier over him now.

Roll HP of damage and divide that by two, that is the damage he takes. The full HP is the damage barrier. Add 1 point per 5 Fighter levels to this total. For the remainder of the encounter each hit must score more damage than the one he rolled or it(roll a D10):

1-5: Does 50% of the damage roll

6-8: Does 25% of the damage roll

9-10: Does no damage

A hit that doesn't require a roll and the 1-5 roll lowers this barrier by one point until it is no longer effective. The Cut Of Invulnerability can be activated during and prior to an encounter.

Example:

First Fist senses great danger ahead. He decides to use the Cut Of Invulnerability and prepare for it. He rolls 6 HP of damage, so he takes 3 HP of damage. His damage barrier is 8, 6 from the cut and 2 because he is 10th level.

The next encounter starts and 3 Orcs whack him and none of them do enough damage. 2 of them roll in the 6-10 range and the barrier is not lowered. The last one rolls 3 and the barrier is lowered by 1 point, it is now 7. Another round of the same thing, except 2 of them roll 1-5 and the barrier is lowered to 5. Another round and 2 of them do enough damage that they do not need to roll. The third one rolls a 1-5. The barrier drops to 4. Thankfully First Fist defeats them before his barrier reaches 0.

Damage Of Death

Activation Time: Instantaneous

Range: In striking distance

Duration: 1 attack

Uses: Once a day + Once per 3 Fighter levels

The Fighter rolls his melee weapon damage. He does not get to add Strength or magical bonuses to this roll. The Game Master gives him foes he could destroy with that damage and are in range of his weapon. They seem weak and his blow seems strong enough to end them. Certain destruction for them if he can only hit them.

The Fighter can attack any of them with a -1 penalty added to his to hit roll for each foe he tries to hit. Any that are hit are killed by the blow. If he uses Damage Of Death and there are no foes present that would be killed then he cannot attack for that round. He can only attack those that would be killed.

Example:

First Fist is surrounded by 6 Skeletons. He decides to use one of his special abilities, Damage Of Death. He rolls a 4 and the Game Master tells him 3 of the Skeletons will be destroyed by his blows. He goes after all 3 and rolls at -3 to hit. Two of them he hits and destroys.

Dodging Devil

Activation Time: Instantaneous

Range: Fighter

Duration: 1 round

Uses: 3 times an encounter + Once per 5 levels

The Fighter begins dodging in an uncanny manner, like he was a supernatural being. He can dodge 3 times + once more every 3 Fighter levels each time he uses Dodging Devil. Every blow against him he can choose to dodge, if he still has dodges left. If he does so roll a D10 to determine his success:

1-4: AC not improved

5-7: AC improved by 1

8-9: AC improved by 2

10: AC improved by 3

For every 5 Fighter levels he can add +1 to the roll. As he gains experience his dodges become more devilish. At times he seems supernatural in his ability to evade an attack. Devils will become convinced after a couple of dodges that he is one of their own.

Each time he uses a dodge he suffers a cumulative -1 to hit penalty. These will take effect the next time he attacks. Either this round or the next. If he does not attack when it his time to attack then the penalty is removed. After the penalized attack(s) his attack score returns to normal. If he uses Dodging Devil before the next attack happens these to are added to the existing penalty total. When a Fighter has multiple attacks for the round all of them are penalized.

Example:

First Fist is getting close to being skewered by the Knife Orcs. He is 10th level so he can use his Dodging Devil ability 5 times an encounter. Also he can dodge 6 times a round, 3 times + 3 more for being 10th. He chooses to activate it for the round. Against 3 Orc blows his AC is improved: 0, 3 and 1. For being 10th level he was able to add 2 points to his rolls. The Orcs miss him. He can attack twice this round and both of his swings suffer a -3 penalty for using the Dodging Devil ability 3 times. The next round his attacks are normal again but so is his AC.

Driver

Activation Time: 10 minutes

Range: Party

Duration: 1 hour + 1 hour per 2 Fighter levels

Uses: Once between rest periods

The Fighter is able to allow himself and all others in the party to overcome the slowing effects of magic or encumbrance. The party must stop moving and listen to him talk for at least 10 minutes. He pumps everyone up, they feel as though they have rested for days and are ready to move at their full rate. Which they can do once the Fighter is done with his rousing talk.

If any in the party are immobilized because of magic or because the load is so great a character cannot actually move then Driver ability does not work. Magic that could not be overcome in this case would be something like a paralysis spell. A slow spell, for example, could be overcome.

Once he starts this he must let it run its course, he cannot start it up and stop it and restart it. If stopped while they are moving then the Fighter and the party will need to rest before the Fighter can use his speech/Driver ability again. Entering a fight would count as stopping it, the slower movement returns. The normal movement does not continue into the fight.

Example:

First Fist and his tired men each have a big bag of diamonds. They are moving at half their normal rate. Their brutish enemies are trailing them. If they move at their full rate they can reach safety in a couple of hours with their diamonds. First Fist makes everyone stop and listen to him talk. As he talks his Driver ability activates and the party is ready to move at their full rate for 4 hours (First Fist is 6th level so 1 hour + 3 hours for being 6th level).

Far Strike

Activation Time: Instantaneous

Range: 10" x the Fighter's level

Duration: One round

Uses: 3 times a day + Once per 5 Fighter levels

The Fighter is able to project the force of his melee weapon's blow against a distance foe. He swings and the air is disturbed as the force travels from the Fighter to his foe. He rolls to hit. For every 10" the blow has to travel he suffers -1 to hit and damage. When less than 10" has been traveled treat it as if it has traveled 10". This penalty is lowered by 1 for every 5 Fighter levels.

If the blow hits roll damage and apply penalties. The Foe will feel like he was really hit with the weapon, the effect is the same. Strength bonuses can be applied to the damage but magical effects are not applied. Fire damage, for example, does not travel with the blow. Regardless of the damage penalty, if a hit is scored it will do at least 1 HP of damage.

Example:

First Fist has had enough of fighting face to face with his Foes. He uses Far Strike against an Orc that is 50" away from him. His long sword blow travels 50". He would suffer a -5 to hit and damage but this is lowered to -3 because First Fist is 10th level. He scores a hit and rolls 6 HP of damage. His Strength bonus equals the damage penalty so it remains 6 HP of damage. The Orc is done for.

Fight From The Grave

Activation Time: Instantaneous

Range: See Below

Duration: One encounter

Uses: Once a day

The Fighter if killed is able to rise up and fight as a spirit version of himself for one encounter each day for the remainder of the adventure. How long the adventure is will be decided by the Game Master. Maybe it is a series of adventures in a campaign? The player that ran him decides which fight it will be. The party must still be alive and functioning, for it is with them that he rises. When he appears it is right in front of an enemy and he goes before the enemy for that round regardless of the initiative dice rolled.

He will fight as a fully healed version of himself. He gains no special bonuses to defense or offense, he is very much the same being. But something about him is not quite right and any undead within 10" of him are harder to turn. They have their HD raised by 2 when a Cleric tries to turn them.

Successful blows against him go through his body. When damaged he briefly appears as a skeleton dressed and armed as the Fighter was, he flickers back and forth. It is impossible to heal him or for him to help others with magic. He can only fight his foes. There is no way to take magical or mental control of him. His mind is hidden from everyone, it is in the spirit world.

All of his magical weapons and armor are just approximations of what they were in life. Lower their bonuses by 1, with 0 being the lowest they can go. Other things have their potency cut in half. Boots of Speed, for example, would not double his movement rate since they function at half capacity. He only moves at his normal rate with them. The Game Master must decide these things.

After the adventure he haunts the party for a year at least, begging them to return him to life. Each month that they do not do this risks him cursing them for a month. There is a 1 in 4 chance of this happening. When cursed all of their attacks suffer a -1 to hit. To rid them of this short curse they must raise him from the dead or use a Remove Curse spell on each member of the party. The curses can happen again so continue checking for the remainder of the year. If the player never uses Fight From The Grave with the dead Fighter, the begging

and cursing does not happen.

Example:

First Fist has died but his spirit lingers. As the party turns the corner in the dungeon they run into a band of bad men. First Fist returns to the fight and rises before the leader. The leader, quite surprised, is cut down by his axe and sword. The rounds pass by and First Fist loses half of his HP. Yet it does not matter for he helps the party out enough that they kill the bad men. First Fist enjoys the last blow and is gone. Maybe another day in the dungeon he will reappear?

Fire Anger Weapon

Activation Time: 3D4 rounds

Range: 1 Weapon

Duration: One hour or until dropped

Uses: Once per day + Once per 5 levels

The Fighter lets the anger in his soul turn his weapon into fire. His soul is already simmering, smoke from it fills his mind and smothers his thoughts. He must build his anger up to release the fire. A 3D4 is rolled, that is the number of rounds it takes for the weapon to change. As this is happening the weapon becomes more and more like fire every round. If the Fighter is interrupted while this is happening his weapon does not change and it counts as one use of the Fire Anger Weapon for the day. He will have to start afresh if he can, his anger has gone somewhere besides his weapon.

When the change is complete the fire burns him for 1D4 HP of damage. This heals when the weapon becomes normal again. When the duration expires or the weapon is dropped it instantly changes back to normal.

When he strikes a foe he does fire damage to it instead of normal damage. The foe gets a saving throw and if he fails he takes an additional 1D4 HP of fire damage. If he hits the same foe multiple times in a row and the saving throw is failed, the fire damage will increase by 1D4 each time. So for example, if a foe was hit 3 times in a row and 3 saving throws were failed by the 3rd time it would do 3D4 HP of fire damage. Once a saving throw is made or he misses the

damage returns to normal.

Example:

First Fist has learned of the fire in his soul. He knows how to release it. Ahead of the party is a group of trolls. He knows he needs fire to defeat them so he begins to turn his weapon into fire. 3D4 is rolled, a 9 comes up. The party stands watch as his weapon changes. When it is done he takes 2 HP of fire damage. First Fist leads the way with his Two Handed Sword Of Fire. The first troll he hits takes terrible fire damage from the blade. It fails its saving throw and takes 3 more HP of fire damage. The next round the same thing happens to the same troll. As this is the second time the troll is hit and fails the saving throw it takes 2D4 HP of fire damage. The damage, 6 HP, burns the troll up into cinders.

Grim Reaper's Gift

Activation Time: Instantaneous

Range: Any slain foe

Duration: 1 encounter

Uses: 3 times a day + Once per 3 Fighter levels

The Fighter has made a deal with death. When he activates this ability he can feel death's cold hand touch his heart. The chill feels like love to the Fighter. Each foe he defeats in the encounter heals him 1 HP, a gift from death itself. Defeat in this sense means providing the killing blow. He can take his HP beyond his normal max. When this happens the extra HP are lost at 1 a round.

Once every 1-4 days he can boost the 1 HP heal to 2 HP for a single encounter. Roll 1D4 every time he uses this to determine how long the Fighter has to wait between uses.

At night the Grim Reaper comes to him and asks him to deliver more and more souls to him. If he fails to deliver any kills to him in one week he alters the gift slightly. The next time he fights and uses the Grim Reaper's Gift, any member of the party who is killed or incapacitated results in the Fighter taking 5 HP of damage immediately. The Fighter must kill 10-40 foes to satisfy the Grim Reaper and return the Grim Reaper's Gift to normal. Souls to the Grim Reaper

can be anything that is animate, be it human, golem or even undead. Death revels in the destruction of anything that seems like it is alive. Wagons and other mechanical devices are not similar enough.

Example:

First Fist has talked with the Grim Reaper and accepted his gift, he now can use the Grim Reaper's Gift. In the next encounter he runs into 8 Skeletons. He takes 4 HP of damage from them and he's had enough of that. He uses the Grim Reaper's Gift and begins smashing the Skeletons. At the end of the fight he has healed himself 4 HP and stands on top of the still skeletons. That night the Grim Reaper comes to him asking for more souls. First Fist wonders if he should ever use his gift again.

Hammer Into Weapon

Activation Time: 1 day at least

Range: Fighter

Duration: Permanent

Uses: Anytime

The Fighter is skilled enough with a hammer that he can make bad versions of a melee weapon out of junk and metal. The Game Master must decide if he has enough of the right things to do this. He must have a blunt instrument like a hammer or a good rock to beat it into shape. He can turn the right materials into a weapon he desires within 1 day. The weapon fights at -2 to hit and damage. For each additional day he spends with it he lowers this penalty by 1 until the weapon functions as normal.

Example:

First Fist looks at his broken long sword. He has a hammer that he has used in the past with him, something he has made weapons with. He gets the other members of the party to stand guard. He begins the process of turning his junk long sword into a functional weapon again. One day later he has somehow made it whole again. Not perfect, it will function at -2 to hit and damage. But it

is good enough for the party to get going again.

Leap Blow

Activation Time: Instantaneous

Range: Fighter

Duration: 1 round

Uses: 3 times an encounter + Once per 3 levels

The Fighter jumps with his weapon using the distance traveled to increase his damage. If he leaps at least 10" and scores a hit against an opponent he does the damage rolled + half of that damage(round up). Magical effects, such as fire, are not included in the calculation. A bonus to damage, +1 for example, does. He must run at least 20" before he can leap 10". Roll a D10 to determine what he can do afterwards:

- 1-3:** Cannot attack next round as he must regain his footing and control of his weapon. Cannot move away from his foe.
- 4-6:** As 1-3 but he can move at half his normal rate.
- 7-9:** Moves as normal and can attack to hit at -1.
- 10:** Is normal.

For every 5 Fighter levels he can add +1 to this roll. As he increases in experience his leaps land more sure footed. He learns how to properly aim his weapon. Foes seem to use the same defense over and over.

Example:

First Fist takes his spear and charges the Gogre. He runs 20" and then leaps 10". Into the Gogre he thrusts his spear. He rolls 6 HP of damage. He gains 3 more HP of damage from using the Leap Blow(50% of 6 HP). This adds up to 9 HP of damage. The Gogre is staggered. First Fist rolls a 2 to see what state he is in the next round. He is 4th level and does not add a bonus to the roll. The next round First Fist is trying to regain his control and the Gogre attacks him and misses. First Fist will be ready to attack next round.

Mad Weapon Swinging

Activation Time: Instantaneous

Range: Fighter

Duration: See Below

Uses: 2 times an encounter + Once per 5 Fighter levels

The Fighter begins swinging his weapon all around him in a mad movement. Foes in striking distance are confused by this insane swinging, a random blow seems possible and dangerous. Their concentration is slightly broken.

This has the effect of lowering all foes in striking distance AC by 1. He can keep on doing this round to round and when he unleashes his blow against one foe he gains +1 to his damage for each round he did this. During the round he unleashes his attack the Foe's AC is lowered by 1 for that round, this is not in addition to the previous lowering. The damage bonus can be taken as high as 1 + 1 per 5 Fighter levels. After that point it does not increase but does not stop the Mad Weapon Swinging.

Example:

First Fist is surrounded by 4 Orcs. He starts using Mad Weapon Swinging and all of the Orc's AC is lowered by 1. One of the party members benefits from the lowered AC and scores a hit where he would have missed. That Orc goes down. The next round he unleashes his blow against an Orc. He hits against the Orc's lowered AC and does an additional +1 to damage. First Fist could have raised this to 3 at max, 1 + 2 for being 10th level. Yet he couldn't wait to take a swing at an Orc.

Mistake Missile

Activation Time: Instantaneous

Range: Fighter

Duration: 1 round

Uses: 3 times an encounter + Once per 5 Fighter levels

The Fighter shoots a missile at a foe. If hit, the foe does not suffer any damage but he is discombobulated for a round. The Fighter rolls damage dice for the missile. Strength, magic and any bonus are not added in. It is as if a normal missile was used.

When the foe tries to do something he must roll the same dice as the missile's damage dice and get equal to or over that dice roll. If he does not he fails in his action. The second dice is in addition to any other dice he must roll such as to hit. The only thing that isn't affected is movement. Spell casting is still allowed but a dice roll is still needed.

Example:

First Fist takes his arrow and shoots it at a Gogre. He uses Mistake Missile as he does this. The Gogre is hit and First Fist rolls a 5. The Gorge gets really angry and tries to whack First Fist's friend. Before he does anything he must roll a D6. He rolls a 4 and fumbles his axe in his hand. First Fist's friend makes a run for it.

My Weapon Bolsters

Activation Time: Instantaneous

Range: The party

Duration: 3 rounds

Uses: 3 times an encounter + Once per 5 Fighter levels

Each time the Fighter strikes a foe and hits he can decide not to do any damage. When this happens each member of the party gains a bonus of +1 to hit and damage for 3 rounds. He can raise this bonus up 1 more point per 5 Fighter levels with more hits. Each additional +1 has its own separate 3 round duration, they do not extend any other My Weapon Bolsters bonuses in effect.

Example:

First Fist strikes the evil Minoton and decides to use his My Weapon Bolsters ability. He does no damage and everyone in the party gains a +1 to hit and damage for 3 rounds. 2 members of the party use this bonus to destroy the Minoton in the same round.

Never Shall Fall

Activation Time: 10 minutes

Range: The party

Duration: 1 encounter

Uses: Once a day + Once per 3 Fighter levels

The fighter uses a battle speech to prepare his party for fighting. He extols the virtues of no one falling to the enemy. Together they are one great fighting machine. While we stand our blows will strike truer and hard. Together, we never shall fall.

At the end of the speech everyone is now capable of fighting better than

they did before the speech. While no one in the party is incapacitated or killed in the next fight everyone gains a +1 to hit and damage. Losing control of a character because of mental domination or something like it causes Never Shall Fall to end.

Example:

First Fist stops the party. He looks at them and tells them they are a bunch of disorganized cowards. They look angrily at him and he begins his great speech to them. They have heard it all before but it never fails to inspire them. As long as they are together, they never shall fall. Never Shall Fall has taken effect. Many minutes later they are ready for the next fight, into it they go. For half of the fight they each fight at +1 to hit and damage. But then one in the party is knocked unconscious. The magic is broken and they lose the hit and damage bonus. First Fist thinks they will make it out of the fight ok, ready to hear another one of his great speeches.

Ride The Weapon

Activation Time: Instantaneous

Range: Fighter

Duration: 1 round

Uses: Once an encounter + Once per 3 levels

The Fighter puts his weapon to the ground and it pulls him forward at twice his normal movement rate. Little weapons like a dagger or something mechanical like a crossbow cannot be used. It must be a good sized melee weapon, such as a long sword. He cannot fight the round he does this. Once per day + once more per 3 levels he can use this ability and fight in the same round.

Example:

First Fist wants to get in range to attack the Gorlor fast. So he uses his Ride The Weapon ability and is able to double the distance he would have covered in one round. He is toe to toe with it and decides to use his once a day

ability to fight and move the same round. He is only 2nd level so he only gets one time a day to do this. He scores a hit, he used Ride The Weapon rightly.

Sharper Slicer

Activation Time: 1 Hour per weapon

Range: Fighter

Duration: See Below

Uses: Once a day/1 weapon + Once/1 weapon every 5 levels.

The Fighter learns how to sharpen his blade beyond ordinary sharpness. At the start of each adventure his blade does +1 to damage and to hit if he spends an hour sharpening it with his special method. The slicer will stay sharper for 1 hit per Fighter level. Magical weapons are harder to sharpen with this weapon. They take 2 weapon sharpenings to gain a further bonus. So the Fighter must be at least 5th level to sharpen a magic weapon as the bonus for being 5th level would give him 2 weapon sharpenings. This also would consume 2 hours of labor.

Example:

First Fist takes his long sword and spends an hour sharpening it. It is now +1 to hit and damage for 9 hits(he is 9th level). He descends into the dungeon and runs into some Orcs. He gets rid of them with 5 slices of his sword. Now he has only 4 more +1 to hit/damage "charges" left. After another encounter his sword begins to act normal again. Maybe tomorrow he will have the strength to sharpen it again?

Shield Doubler

Activation Time: Instantaneous

Range: Fighter

Duration: 1 round

Uses: 5 times per encounter + Once per 3 levels.

The Fighter forgoes fighting to put all his concentration into his shield. The shield offers double the amount of protection it usually does. It also can be used as a defensive item against twice as many foes, that is if the game system limits the number of attacks a shield will protect someone with. This does not double any magical bonuses a shield has but only doubles the base defensive bonus. 5 times a day he can add a +1 bonus to this doubling: double shield defense bonus + 1.

Example:

First Fist needs a break from Gogre's attacks. He uses Shield Doubler which raises the bonus his small shield would give him from 1 to 2. First Fist is 9th level so he has 7 uses left for the encounter, with 8 being his maximum. The next round his shield acts normal and he tries to swing back at the Gogre. Another round arrives and he uses Shield Doubler. This time he adds one of his 5 daily bonuses and the shield now improves his defense by 3. The Gogre can't seem to hit him...

Slow Blow

Activation Time: Instantaneous

Range: Fighter

Duration: 2 rounds

Uses: 3 times an encounter + Once per 3 levels.

The Fighter when he decides to use this ability begins to deliberate on how to attack a foe. He does not attack the round he decides to use it. At the end of the following round is when he strikes. This is after everyone else in the fight has already had their turn.

When he scores a hit and he rolls below 50% of possible damage it is raised to 50%. If it is over 50% it is raised to 100%. After the to hit and damage roll he returns to normal fighting.

Example:

First Fist looks at a foe and decides to slow it down with Slow Blow. He does not attack this round. The foe strikes him and wonders what he is doing. At the beginning of the next round the foe continues to be puzzled. At the end of that round is when First Fist strikes. He scores a hit and does 5 HP of damage. But since he is using Slow Blow and the damage done is above 50% of what could be done it is raised to 10 HP of damage +3 HP for using a magical sword and his Strength bonus = 13 HP of damage. First Fist thinks the wait was worth it.

Strengthening Blows

Activation Time: Instantaneous

Range: Fighter

Duration: Multiple attacks

Uses: 3 times a day + Once per 5 Fighter levels.

The Fighter begins to feed off of his own battle prowess. With each blow against an opponent he can forgo damage and instead increase his Strength by 1. This he can do continuously until his Strength is maximized or he misses. Continuous uses do not count as a use. A use is spent when the ability is activated. He can increase his Strength up to 18 with this ability. With each blow he misses after he stops increasing his Strength he loses a point. Eventually he drops down to his normal Strength, it will not go any lower.

Example:

First Fist faces an easy foe. It is time to increase his Strength so he begins using his Strengthening Blows ability. He scores 3 blows in a row against his foe, not doing damage but increasing his Strength by 1 point for each hit. With his Strength at 18 he stops and destroys the easy foe.

Down the hall he goes. He encounters a tougher foe. He scores 2 good hits against it and does some decent damage. The next 3 rounds he misses each time. Every miss lowers his Strength by 1 point, until his Strength is normal again at 15.

Strike With Shield

Activation Time: Instantaneous

Range: Fighter

Duration: 1 Attack

Uses: 5 times an encounter + Once per 3 levels

The Fighter uses his shield as a weapon before he uses the weapon he holds. He rolls to hit with it first. If he succeeds he gets a +1 bonus to hit with his weapon and any magical bonus the shield has. The bonus increases to +2 if his roll is 5 or more above what he needed to hit with it. If he fails he loses the AC bonus it adds for this round. If he misses with his weapon he also loses the AC bonus for the next round as well. Not until after he pays this penalty can he use Strike With Shield again. 5 times a day he can forgo the penalties.

Example:

First Fist decides to use he hard won Strike With Shield ability. He slams in the Gogre with his shield and scores a hit. He gains +1 to hit it for the strike and also gains +1 because it is a +1 shield. It is a +2 bonus to hit. He strikes the Gogre with a good hit, made possible with his bonuses.

Throw Weapon

Activation Time: Instantaneous

Range: As missile weapon

Duration: 1 Attack

Uses: 5 times an encounter + Once per 3 levels

The Fighter is adept at throwing a weapon which ordinarily isn't used for that. He must choose a thrown weapon for his weapon to mimic. For example, his long sword could mimic a dagger. How far he can throw it is determined by how far apart the maximum damage of both weapons are. Subtract the mimicked weapon's maximum damage from the thrown weapon's. If it is positive, divide the distance that weapon can be thrown by that number. This is the distance it can be thrown. If it is negative then the weapon can be thrown as far as the mimicked weapon. 5 times a day he can throw his weapon the exact same distance that the mimicked weapon can be thrown.

How much damage is done depends on how well he hits. If he rolls the number to hit and up to 4 above that his damage roll is divided by 2(round up). If he does greater then that he does normal damage with his weapon. Add Strength and magical bonuses to the damage after the base damage has been determined and rolled. Additional effects like fire are also added afterwards.

This is a type of skill and the weapon mimicked must be chosen when the ability to do so is acquired. Multiple pairings would require gaining this ability multiple times.

Example:

First Fist wants to throw his long sword at a giant Gorch. He has been trained to throw his long sword like a dagger. In the game system a dagger can be thrown 100". It does 1D4 damage. The long sword can do 1D8 damage. $8 - 4 = 4$. So 100" is divided by 4, resulting in 25" feet. First Fist is 20" away from the giant Gorch. He throws his long sword at it. He rolls a 16, he needed an 11 to hit. So when he rolls 6 HP of damage, he does 6 HP of damage. If he rolled 11-15 that damage would have been cut in half.

True Warrior

Activation Time: Instantaneous

Range: Fighter

Duration: One encounter

Uses: Once a day + Once per 5 Fighter levels

The Fighter forgoes all bonuses to damage and to hit for the encounter. In return for this all damage to him is lowered by 1 point. If he has no bonuses his opponents gain a +1 to hit him. He can bolster this buffer by lowering his AC by 1, up to the lowest AC in the game system. The maximum the damage buffer can be raised is 1 per 5 Fighter levels.

This ability can be used at any point in the encounter. Also, at any time during which True Warrior is activated the Fighter can deactivate it, restoring everything to normal.

Example:

First Fist has taken many hits and decides to call on his True Warrior ability. He loses his Strength bonus and his magic sword will not add its +2 to hit for the rest of the encounter. But he gains a damage buffer of 1. He decides to increase the buffer by 2, making it 3. This he does by accepting an AC penalty of 2. Because he is 10th level he could have raised the buffer up to 3.

For the rest of the encounter First Fist takes much less damage from his foes and is able to come out on top. Even with his reduced fighting abilities, the damage buffer proves pivotal.

United

Activation Time: Instantaneous

Range: Fighter's Party

Duration: 1 round + 1 round per 3 Fighter levels

Uses: Once a day + Once per 5 Fighter levels

The fighter lets his battle mastery flow out of him to all the other members of the party. Inside their minds they can suddenly understand all the skill and experience the Fighter has. Their bodies begin to respond to all the training the Fighter has had over time. For the duration of its activation they can fight as if him. This means that they fight as a Fighter of the same level as the Fighter. If the Fighter is slain, incapacitated or control is lost before United expires the bonus ends. If others are better at fighting than the Fighter then they don't get any bonus, they stay the same.

Example:

First Fist sees his party struggling against a band of Gogres. He knows if they were as good as he is with his weapons they could beat them. First Fist activates his United ability and everyone in the party begins to fight with greater skill. This will last 5 rounds as First Fist is a 12th level Fighter: 1 + 4 for being 12th level.

Use Foe Blow

Activation Time: Instantaneous

Range: Fighter

Duration: 1 round

Uses: 3 times an encounter + 1 per 5 levels.

The Fighter enters a strange state of mind. He reaches forward and holds

his weapon up in the air, ready to strike back. He forgoes attacking until the end of the round and waits for a foe to strike him. If anyone hits him in this round then the damage is held off until after he strikes back. He can only use this with one melee blow. If hit by multiple blows he must declare which one it will be before damage is rolled.

At the end of the round he attacks and rolls a swing back at the selected foe. If he hits he does double the damage the foe will do to him when the damage is applied. The double damage should be based off of Strength, weapon and magical point damage. It should not include extra damage from fire, ice, lightning, etc... . This is regardless of the weapon the Fighter is using. After this the damage from the previous round is applied. He can only use this against foes that are using melee weapons. Being bitten by a T-Rex, for example, would not work.

Example:

First Fist waits for the Slicer Man to come at him with his big slicer. He uses Use Foe Blow and the Slicer Man cuts into him. The Slicer Man's blow does not do its damage quite yet. He rolls 6 HP damage. At the end of the round First Fist strikes back and does 12 HP of damage, 6 x 2. The Slicer Man falls to the ground dead. First Fist takes 6 HP of damage as the Slicer Man's damage he did takes effect. The Slicer Man should have held off his attack.

War God Strengthen Me

Activation Time: Instantaneous

Range: Fighter

Duration: 1 Encounter or until the foe is defeated

Uses: Once a day

A fighter who is weaker than his foe channels Strength from the War God that may make him as strong as his foe. The foe must be in sight of the Fighter. The Fighters Strength can only be raised above 18 by one point per 5 Fighter levels. Thus if a foe, for example, has 21 Strength and the Fighter is 4th level he will only have his Strength raised to 18. If he was 6th level it would be raised to 19. As soon as the foe is defeated the War God takes back the power he

granted. He has other Fighters to give the power to.

The Fighter must defeat the foe personally. To satisfy the War God the Fighter must have done 50% of the damage to the foe and delivered the killing blow. If he does not do this the War God will drain him of a Strength point for a month and also suffer a -1 to hit for that time. During that time he will have nightmares every night, the War God makes him relive his failure. He stands there silently watching and frowning. When the moment of failure is reached the fight starts again. It lasts the whole time the Fighter is sleeping.

The War God will not respond unless the Fighter is physically weaker than his foe. Why waste his power on a pointless request? The Fighter will not be punished if he does not defeat his foe for he gave him nothing. If the Fighter's god must be a war god is up for the Game Master to decide. Perhaps any god will suffice?

Example:

First Fist has a Strength of 15 and he runs into an Gogre who has a Strength of 20. He calls to his god with War God Strengthen Me. First Fist is 10th level so he can have his Strength raised 2 points above 18, 20 is in range. The god responds and raises First Fist's strength to 20. He expects much from First Fist. First Fist uses his temporary new strength to cut the Gogre in two. His god is pleased with him, he will not be punished this fight.