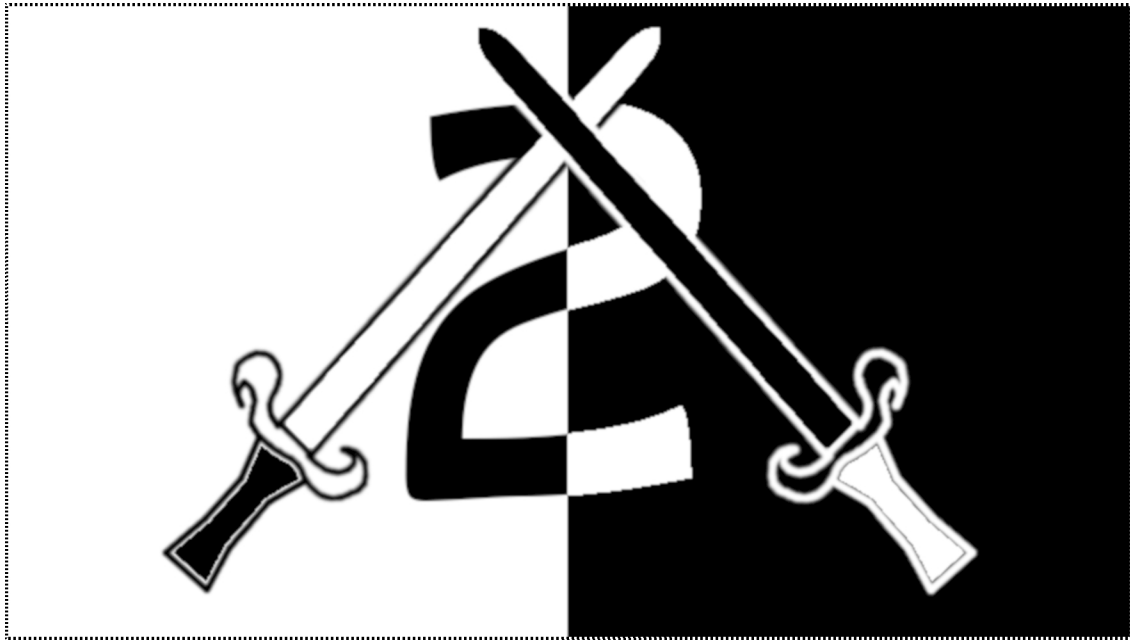


FIGHTING FOOLISHNESS 2



FIGHTING IDEAS FOR OSR GAMES

Fighting Foolishness 2
Fighting Ideas For OSR Games

by

Unbalanced Dice Games

Fighting Foolishness 2

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Introduction

Fighting Foolishness 2. The second book of fighting ideas. 30 new ideas, abilities, skills, etc... however you want to classify them. A level you want? Then impress Queen Judgment. Surrounded by too many foes, then get above them with Upwards and take a foe with you. Don't believe in anything? Nothing is and nothing may touch you. A bad day in the dungeon? Then it's a Despicable Day, put the protection on and stop worrying. The fire is inside of you, swing the sword, burn the outside. Burn burn burn your enemies away. Fighting Foolishness 2!

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.

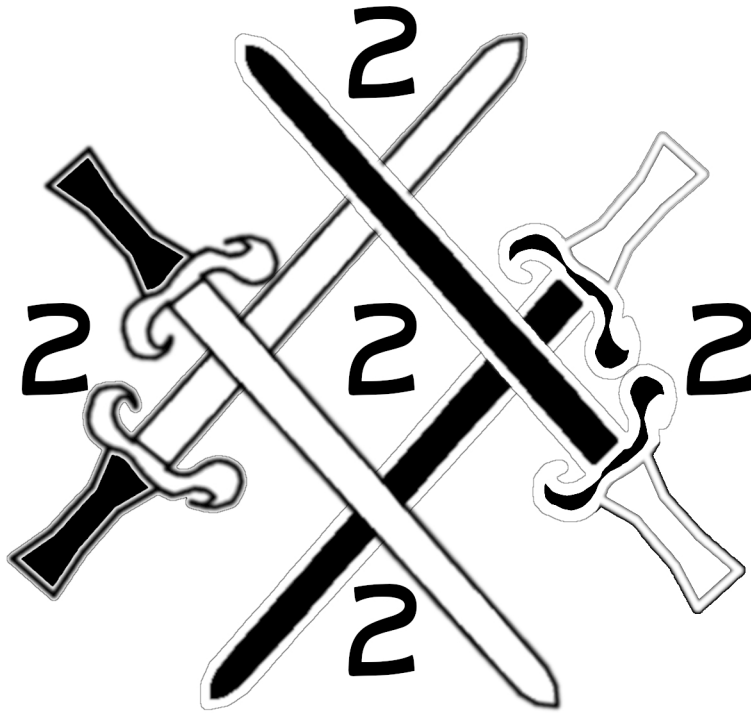
Uses is how many times an ability/idea can be activated.

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

Against Myself

Activation Time: See Below

Range: The Fighter

Duration: See Below

Uses: Once a month

When the Fighter activates this ability she will come face to face with herself in a dream. She must fight herself one on one. If she wins she will gain bonuses, if she fails penalties.

As she falls asleep she imagines that she is lying next to herself, holding hands. Her dream starts and she finds herself anywhere she wishes, a place where she can stand against herself and win.

Above her a large dice spins in the air, it has 20 sides to it with numbers on each. The spinning accelerates to the point where it just looks like a molten ball. The words "Luck Unluck" burn above it and then it explodes. A number that determines how the fight will go for her is left burning where the dice was. Roll a D20 to determine this number and if the fight should go her way:

- 1-4:** Fights at 25% of her maximum HP.
- 5-8:** -1 to hit and damage.
- 9:** 1-4 and 5-8 together.
- 10-12:** Nothing.
- 13-15:** Fights with 25% HP added to her maximum HP.
- 16-19:** +1 to hit and damage.
- 20:** 13-15 and 16-19 together.

The two fight each other at full power. The Fighter has any bonuses or penalties applied to herself. They start out 1D10 x 100" away from each other. The fight is to the death, though in reality the character will not die. When the fight is over with she wakes immediately. She gains or loses depending on whether or not she won:

Defeat results in these penalties:

- 1: Maximum HP are lowered by 25% for a week.
 - 2: -1 penalty to hit and damage for 1D6 days.
 - 3: 1 in 4 chance that Strength will be lowered by 2 points for a week.
- Strength can only be lowered to 3 by this.

Victory adds these bonuses:

- 1: Maximum HP are raised by 25% for week.
 - 2: +1 bonus to hit for 1D6 days.
 - 3: 1 in 4 chance that Strength will be increased by 2 points for a week.
- Strength can only be raised to 18 by this.

When the HP penalties are applied, her HP if they are above the lowered maximum HP are immediately decreased. The bonus to HP is also immediately applied. 25% of the character's maximum HP are added to her current HP.

Example:

Second Slayer prepares to sleep and she decides to test herself against herself. She activates the Against Myself ability. On a flat battlefield that seems to stretch into infinity she stands. The luck dice that floats above explodes and a 16 is rolled. She will fight the battle with a +1 to hit and damage.

Now is the time for her foe, herself, to appear. A 5 is rolled on a D10, 500" away she see's herself. They both pull their blades and charge each other. The fight goes well for Second Slayer. The bonus from the roll has swung the battle in her favor and she defeats herself.

She awakes immediately and finds her HP have increased by 25%. A bonus to fight has been given to her for the next 2 days, 48 hours(a 2 was rolled on the D6). One last check, a 1 is rolled, and her Strength increases by 2 points for a week. Second Slayer did the right thing in fighting herself.

Amazement

Activation Time: Instantaneous/See Below

Range: The Fighter

Duration: 24 hours/See Below

Uses: Once a week + once more per 5 levels

The Fighter after the party has fought a foe that has a greater HD than any character in the party and won without suffering any damage can use this ability. She will sense that they have defeated a stronger foe and the ability is ready to activate. The Fighter has an hour after the fight to activate it and then it becomes unavailable again.

While the party, at least for the next 24 hours, does not suffer 25% or more(see below) of their collective HP in damage they gain a bonus to their levels. Each character functions at 1 level higher than they normally do. Extra HP are immediately granted and if new spell slots are available a spell caster can fill it with a spell that she would have access to.

To determine the damage that they need to take add all their maximum HP together. Take 25% of this, round up, and this is the amount they can take before the bonus stops functioning. For every 5 Fighter levels add 5% to this amount. Keep track of the damage done, healing does not subtract from it, and when it is equaled or exceeded then the ability ends. Damage to any character in the party causes it to decrease.

Example:

Second Slayer and the rest of her miserable men have beaten the Puke Prick without suffering a scratch. That is a very tough opponent, easily 5 HD in power above any character in the party. She senses that she can use her Amazement ability and does so. Each character in the party gains 1 level. Everyone gains HP. The wizard gains an extra spell and puts Fire Spike in it. The party has this extra power for the next 24 hours or until they suffer 35 HP in damage(they have a collective HP of 100). Second Slayer is 10th level so the amount of damage is 10% + the base 25%.

3 encounters further in the dungeon they have 20 HP left and they get Fire Blasted by the Fire Fuhrer for 30 HP. This ends the function of Amazement and

they all lose what they have gained.

Burning

Activation Time: Instantaneous

Range: Around the Fighter

Duration: 1 Turn(10 minutes)

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

The Fighter burned as she was born, the midwives died in her flames. The mother burned the night away and was ashes when the sun rose. The father came with the sword and the fire died. He told the babe that only with the fight will she burn again, it was the commandment of his god that he was delivering. Not until she fought her first battle did she see her fire again. With the first mighty swing of the sword the fire returned. The Fighter has the "burning".

The Fighter as she melee attacks and hits enemies heats up. For every 10 HP of damage that she does 3" of fire expands out of her body. This can reach out to 15" at maximum. Those within that distance must make a save or take 1D6 HP of damage. A save cuts this damage in half. Every 3 rounds after the last 10 HP of damage was dealt the fire decreases by 3". Fire damage does not add to the damage that is being tracked, only melee damage does. Missile attacks do not cause the flames to expand.

When the duration is over any flames disappear. During the time that the Fighter has flames shooting out of her body she is immune to fire damage. When the flames are not there she can be damaged by fire.

Example:

Second Slayer encounters a group of 5 Ice Clubbers. They surround her and begin to attack. She unleashes her Burning ability and slices an Ice Clubber with her long sword. She rolls 7 HP of damage and with a bonus of +3 does 10 HP of damage. Immediately fire shoots out of her 3" in all directions. The Game Master rules that the Ice Clubber is close enough to be burned by it. A 4 is rolled, the saving throw failed and the Ice Clubber takes that in damage. It falls over burned up. The other 4 do Second Slayer some damage but she still

stands.

The next round Second Slayer whacks another Ice Clubber for 3 HP + 3 bonus HP, for 6 HP of damage. The flames stay at 3" and the Game Master rules that when she hit the Ice Clubber they were close enough to burn it. Another 2 HP of damage are done, a 4 was rolled but the saving throw was made. The Ice Clubber whacks Second Slayer for a little damage. The other Ice Clubbers keep their distance, the flames are starting to bug them. One round has now passed since the flames have erupted.

On round 3 Second Slayer hits the Ice Clubber again and does 9 HP of damage. It dies. 15 HP of damage have been dealt since the last flame increase. Another 3" are added to Second Slayer's burning, it is now 6". 5 HP are left over from the 15 done, another 5 to go before the flames get larger. The remaining Ice Clubbers are too close and each gets burned bad by the expanded flames. They turn and run for it. Second Slayer laughs and laughs as they run. She sits down and watches as her burning goes under her skin again.

Cleared

Activation Time: 1-3 turns(10-30 minutes)

Range: See Below

Duration: Instantaneous

Uses: Once a day + once more per 7 Fighter levels

The Fighter is able to determine if the dungeon level they are adventuring on has any more monsters on it or not. The Fighter must sit there and do things for 10-30(1D6: 1-2(10), 3-4(20), 5-6(30)) minutes like put her ear to the ground, smell the air, etc... . At the end of the time she will know if there are any more foes on the level.

The furthest that the Fighter can determine if the level is cleared or not is ½ mile(2640") diameter + ½ mile more per 7 Fighter levels. If the dungeon level is larger then that she will only be able to say if part of it is cleared or not. How much more of the dungeon level is left to be explored she will not be able to determine.

The Game Master must decide if random encounters on the level cause the ability to give a negative response or not. Are these creatures walking around all the time or do they periodically appear?

Example:

Second Slayer has been through what appears to be every square foot of the dungeon and can't find anything else to fight. She decides to use her Cleared ability to determine if there is anything left. A 5 is rolled so she must do the things Cleared demands of her for 3 turns(30 minutes). During this time a random encounter is rolled and some bad things enter the room. That answers Second Slayer's question for now.

Death I See, Death I Strike

Activation Time: Instantaneous

Range: The Fighter

Duration: 3 rounds + 1 per 5 Fighter levels

Uses: Once a day + once more per 5 Fighter levels

The Fighter can see Death coming for a fallen ally. Each round she can choose to fight Death instead of a foe. She strikes against an AC of 0(Descending). If she hits then her fallen ally does not die but can fight again another round.

The Fighter has one round after her ally has fallen and is dead/dying. During that time she can use this ability. As soon as she uses it Death appears and she does not need to move for she can strike it where she stands. The swing against Death counts as an attack for the round.

If Death is hit the ally rises up and can fight immediately for a round. Every hit against the dying ally adds to the damage the ally has taken. The ally always fights after the Fighter has struck Death. If she misses Death then the ally dies.

Example:

Second Slayer watches as First Fist falls to the Orc. She has already attacked this round. At the start of the next one she uses Death I See, Death I Strike and Death appears right next to Second Slayer. Second Slayer has 5 rounds to fight Death, 3 + 2 for being 10th level. She swings and scores a hit

against Death. First Fist stands up and hits the Orc hard enough that she kills it. The next round Second Slayer hits Death again and First Fist has another round. She drinks a potion of healing and her HP are no longer in the death area.

Despicable Day

Activation Time: 1 turn(10 minutes)

Range: The Fighter/The Party

Duration: 24 hours

Uses: Once a week + once more per 7 Fighter levels

The Fighter after the party has suffered losing 50% of their collective HP can assume the leadership of the group and activate the ability. Every character must have been damaged as well. Though the day has gone poorly, a despicable day, she can lead them forward to victory. If any other character has been functioning as the “leader” of the party then there is a 1 in 4 chance that the ability will not work. It takes 1 turn(10 minutes) for the Fighter to get the party together. The Fighter must have at least 25% of her maximum HP remaining to activate the ability.

For 24 hours, as long the Fighter's HP do not drop down to 25% of her maximum or less then each character gets a 5 HP + 1 HP per 3 Fighter levels damage buffer for every encounter. Once the Fighter's HP have dropped 25% or below the effects of the ability end.

Example:

Second Slayer has lead her party almost to destruction. Each is looking at the other and trying to decide if they should leave the dungeon now. They are down to 49% of their collective HP, everyone is damaged. Second Slayer walks forward and yells “This Despicable Day will not take us! Hell is far away! Listen to me...”. She goes off on a long speech and Despicable Day activates after 1 turn. Second Slayer is 12th level so each character gets a 9 HP damage buffer(5 + 4 for being 12th) for every encounter. This will last 24 hours.

10 encounters further in the dungeon Second Slayer trips a trap and takes 32 HP of damage. This drops her HP down to 24% of her maximum HP which

causes Despicable Day to end.

Dneragoom Trip

Activation Time: See Below

Range: The Fighter/The Party

Duration: 1 Hour/See Below

Uses: See Below

The Fighter knows of a special fungi that grow in a forest, the danger mushrooms, the Dneragoom. The mushrooms have formed a pact with the Fighter, they will bring her to their realm. The Fighter is able to provide these mushrooms once a week + once more per 5 Fighter levels.

It takes 10 minutes(1 turn) for her to summon them. The Fighter sits down cross legged and imagines she is in the forest. As she walks in the forest she changes into a large tree. Down at her roots the Dneragoom sprout. Purple looking with pink dots covering the caps. The mushrooms jump from the ground and climb the tree. She opens her eyes with enough mushrooms in her hands for everyone in the party. Each mushroom is about an inch in diameter.

If anyone in the party consumes the mushrooms with her they enter a strange dimension. Once she has consumed her Dneragoom the others that are going on the trip must do so. They have 3-6 minutes(1D4 + 2). When that time is up everyone that has consumed their Dneragooms cease to exist where they were. A purple cream pool forms under them that they sink into. A few drops of the pool remain after they are gone.

They find themselves traveling through a madhouse based off of wherever they are at. They will be in this realm for an hour. During this time they can cast healing spells on themselves or whatever. While here though they do not move their feet they are constantly moving. Members of the party melt and reform, some become sinister while others seem angelic. Any mushrooms that were not consumed have come along with the party. They act as guides and gradually are lost as the minutes pass by.

While on the trip the characters encounter 2 monsters per character on the trip to the Dneragoom realm. They lack permanence, each round they are something different. The monsters appear all at once and attack as 5 HD monsters with an AC(Descending) of 0-9 each(A 1 on a D10 means an AC of 0,

a 10 an AC of 9). They move as fast as the slowest character on the trip. These things appear after they have been on the trip for 10-50(1D6 x 10, roll again if a 6 is rolled) minutes. The trip continues until after the monsters are gone.

Fighting them is different than normal combat. The party has points and the monsters have individual points. The party starts out at 1 point per monster. When they encounter the monsters they are at 1-5(1D6, roll again on a 6) points each. When they fight back, if they hit a party member they gain another point. When their points reach 10 they disappear. The party then loses 1 point. When the party hits a foe the foe loses 1 point. When 0 points are reached the party gains 1 point. After the monsters are gone whatever points the party have carry over when they return from the trip. Negative points mean 0 points.

At the end of the trip each character must make a save against poison at +5. If anyone fails they find themselves lying on the ground puking up the mushrooms. They will all be sick for 24 hours, -1 to hit and damage. Normal healing is impossible during this time. If any character fails more then once a month then there is a 1 in 4 chance that the character must make another save against poison with no bonuses. If they fail the character goes completely insane for 1D4 weeks.

Where they return is somewhere near where they left, somewhere they have been before. The points they acquired from fighting the monsters are here to spend. They belong to the party and can be used by any of them. Every character has the points in them, coursing through them. Every 24 hours the number of points they have are cut in half(rounding down). Their bodies are riding them of the strange substances that are flowing in their blood.

Each time a point is spent the party is pulled back into the Dneragoom realm. There they will be safe for 3 rounds per point spent. The foes they are fighting lack distinctiveness, are vague outlines filled with rainbows. Traps become apparent to the party, anything that is a trap looks like a large skull. Secret doors appear as large smiling lips. Hidden treasure is revealed by very young green skinned children dressed as money lenders. When they return the characters will be very close to where they left, feet away if possible.

If the party attacks a foe while in the realm this has effects outside of the realm when they return. The foe has an AC of 9(Descending) in the realm. For every hit in the realm the party can attack it with Dneragoom dimension substance when they return once. These are called "undo points". Anyone in the party can use these undo points against the foe. Each use decrease the number of undo points by one. Every foe has its own undo points, it is not a pool that can be used against any foe.

To use an undo point they must declare that they are using it and roll to hit. If they miss the undo point is spent. When they hit the Dneragoom dimension

substance pours out and covers the foe, no damage is done. Instead the foe must make a save or a foe copy jumps out. The copy appears how it looks in Dneragoom, it does nothing but dance around. The copy is immaterial and cannot be attacked.

Whatever the foe does the copy tries to undo. It runs forward and does the opposite of what the foe does. Roll a D20 for each. If the copy rolls higher then what the foe did it is undone. If a tie occurs then things like damage and spell duration are cut in half. If the foe rolls higher then the copy loses a round of existence. Copies last 2-5 rounds($1D4 + 1$). If more than one copy is running around then the foe must roll against each one. Only one needs to succeed to undo what the foe has done.

Example:

Second Slayer and her friend First Fist sit before the dungeon's entrance. "Shall we trip?" she asks. First Fist nods her head yes. Second Slayer sits down cross legged and enters a trance. Many minutes later she opens her eyes, opens her hands to reveal some small purple pink dotted mushrooms. She hands some to First Fist and they eat them together. Purple pools appear beneath both, they sink into them.

For the next hour they are in a strange world. Trees walk around them, some make love to each other. The dungeon entrance changes constantly from a rotating blade to a short dwarf that is operating on a large fish. 30 minutes into this journey 4 odd creatures appear, monsters. They are unlike anything they have seen before and are constantly changing shape. Second Slayer and First Fist attack them. The party currently has 4 points, 4 for the 4 monsters.

The monsters have: 2 points, 6 AC

1 point, 0 AC

5 points, 7 AC

3 points, 3 AC

The women attack the one with 2 points and each scores a hit on it. The thing disappears and they now have 5 points. The remaining 3 attack but miss each time.

Another round and Second Slayer hits the 1 point monster, it is gone. Their points go up to 6. First Fist hits the 3 point monster and it drops to 2 points. The 5 point monster hits and goes up to 6 points. A miss comes from the 2 pointer.

A new round and Second Slayer and First Fist destroy the 2 pointer. Their points go up to 7. The 6 pointer hits Second Slayer and its points go up to 7. The fight continues and the last monster disappears at 10 points, which drops

their points down to 6.

When the trip ends they both make their saves. Into the dungeon they go. A few rooms in they encounter the Burp Beeper. This is a dangerous monster so First Fist uses one of their 6 points. Both disappear into a pool of purple cream. For 3 rounds they are gone but both of them strike the Burp Beeper for a total of 3 times. They return from where they were in the Dneragoom realm. First Fist uses one of the 3 undo points they have to attack the Burp Beeper. The Burp Beeper fails its saving throw and a strange version of it leaps out and jumps up and down.

The Burp Beeper strikes Second Slayer and does terrible damage, she is dead. The strange Burp Beeper rolls a 17 while the normal Burp Beeper rolls a 12. The strange one fiddles with Second Slayer and undoes the damage done. She stands up and swings a blow at the Burp Beeper. The monster falls to the ground dead. First Fist kisses her friend, she is so glad that she is not dead. The strange Burp Beeper sinks into a purple pool of cream and is gone. They decide to leave the dungeon, there may be more Burp Beepers about.

Doom Feeling

Activation Time: Instantaneous

Range: 500" + 50" per Fighter level

Duration: Instantaneous

Uses: Once a week + once more per 7 Fighter levels

The Fighter can sense 500" + 50" per Fighter level away any foe that could kill anyone in the party with a single blow. Look at a foe's maximum damage from one blow and compare it to the character's HP in the party. Every character that could be killed by the threat will appear red to her.

When there are more than one foe that can deliver a death blow to a character the Fighter will see the character in question become deeper shades for each one. So, for example, there are 3 beasts that can kill another character with one blow. She would see the character start out red, then become deeper reds 2 times. If anyone can be slain she will not know where the threat is only that doom is close.

For every 3 Fighter levels add another maximum damage blow:

- 1: Blows that the foe can deliver in the same round are added.
- 2: Blows that can be delivered on the next rounds are added.

(If the Fighter was 9th level then she could add 3 more blows. A foe, for example, that can attack twice in a round would have 2 rounds of complete attacks added together. That is what would be compared against the HP of each character.)

This shows her increased sensitivity. She will be able to get an idea how many blows each character in the party can take from the threat. For each character that can be killed she will know how many blows it can deliver. She would know that the wizard, for example, could be killed by a foe that could deliver 2 blows across 2 rounds.

Example:

Second Slayer and a couple wizards are at a crossroads. Do they proceed or retreat. Second Slayer reaches inside and uses her Doom Feeling ability. Maybe there is a bad threat nearby? Second Slayer can reach out 750" feet since she is 5th level($500" + (50" \times 5)$). Something is detected. She sees both wizards turn red. One of them turns a deeper shade of red once. There must be at least 2 bad things close by. Where is it? The things that could kill the wizards only need to hit once each. Second Slayer tells the wizards they should retreat for now.

Fight Hard Fight Free

Activation Time: 5 rounds

Range: The Fighter

Duration: Encounter

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

The Fighter if she does greater than 50% of a designated weapons possible damage for 1-3(1D6: 1-2: 1, 3-4: 2, 5-6: 3) out of 5 rounds cannot be slowed, paralyzed, webbed, etc... for the rest of the encounter. Physical constraints she is immune to but not mental ones. She must designate the weapon and declare that the 5 round attempt has started.

The damage done must be based off of the unmodified roll. If a weapon can do 1D8 HP of damage then it must do 5-8 HP the number of times rolled. If the weapon does uneven damage, say 1D7 then divide it in half and round up. That number and above must be scored. When the necessary damage is done the ability activates immediately. But the 5 round test continues to the end as there are benefits that can be gained by having more good hits.

Benefits are only gained once the ability has activated. For each round that she makes the required damage she gains:

1: Adds +1 to her initiative roll for 3 rounds. She decides when in the encounter to use them.

2: Increases the bonus of 1 to 6 rounds.

3: Every time initiative is won for the round she can free another character that has been slowed, paralyzed, webbed, etc.... physically constrained in some way. She just has to look at the character and will it. This can only be used on the round that initiative has been won.

4: Can Haste herself for one round.

5: Adds another Haste that she can use.

Once every 3 days + once more per 7 Fighter levels she can automatically

succeed on one of the rounds that she either missed or did not do sufficient damage. So a 14th level Fighter, for example, would be able to automatically succeed 3 times every 3 days. These uses add to the count that is used to determine bonuses added.

Encounter:

Second Slayer runs into a Slow Striker and 2 Slorcs. That Slow Striker can slow her down if it hits her. She decides to use Fight Hard Fight Free with her fast knife. The knife can do 1D4 HP of damage. A 6 is rolled so she must have good hits for 3 out of the 5 rounds. One round one she does 3 HP of damage against a Slorc, so she has 2 more good hits to go. The Slow Striker is moving closer but slower. The Slorcs miss.

Next round Second Slayer hits another Slorc for 4 HP of damage and so she has 1 more good hit to go. She decides to use her one use that removes a round. She is now immune to slow spells, web spells, paralyzation, etc.. for the rest of the fight. Also with the 3 rounds in effect she gains the benefits for having had 3 good hits. The next 3 attacks/rounds she misses her foes so she does not gain any additional benefits.

The Slow Striker finally reaches her and hits her but its slowing strike does nothing. The fight continues.

Foelection

Activation Time: Instantaneous

Range: The Fighter

Duration: The fight/See Below

Uses: 3 times a day + once more per 5 Fighter levels

The Fighter when she fights a foe can twist things so that other foes cannot tell which is which. Is the foe the foe or the foe the Fighter? If they attempt to attack the Fighter there is a 50% chance that their attack will hit the other foe. Any attacks against the two are at the Fighter's AC and not the foe she is appearing as.

The Fighter appears as the foe for the duration of the fight, as long as she is 10" or less from the foe. When the two are separated by more than 10" the ability ends and the Fighter resumes her true appearance. If the foe moves 10"+ away the Fighter should have a chance to get close enough before the ability ends. This should happen in the same round. The Fighter should be able to chase the foe after it moves.

Tracking who is who does not nullify this ability. It is the magic of the ability that one is fighting against. Even if a foe struck who they knew was the Fighter the magic determines who was hit. The foe and the Fighter attack each other normally. Party members are able to bypass the magic and attack the foe without hitting the Fighter.

Example:

Second Slayer is toe to toe with 3 Nasty Nuisances. She runs up to one and activates her Foelection ability. Instantly she appears as the Nasty Nuisance she is fighting. She swings at the Nasty Nuisance and misses. The one she is fighting swings and misses as well. The other two run forward and attack who they think is Second Slayer. Both hit but both hits end up hitting the real Nasty Nuisance. They kill their ally and Second Slayer immediately resumes her true appearance.

Front Liner

Activation Time: Instantaneous

Range: The Fighter/The Party

Duration: Encounter

Uses: 3 times a day + once more per 5 Fighter levels/See Below

The Fighter if she is the character that is closest to the enemies gains a +1 to her AC. If she is by herself, without a party, the bonus does not work. When she is of equal distance to her enemies as the other characters are the bonus does not work. If she is 25" or more from the rest of the party and the closest to the foes she gains +2 to her AC. At 50" or more the bonus is raised to +3.

Once a day + once more per 5 Fighter levels the Fighter can automatically move herself to be the closest. Another character must be present and the closest to the foes for it to work. She changes places with that character.

Example:

Second Slayer is at the back of her party and they run into some Bad Boys. She is supposed to be the one at front, what happened? She activates Front Liner and one of her once a day "move to the front" uses. The wizard and her trade places. The Bad Boys attack her with her improved AC disappointed that the wizard is suddenly appearing in the back.

A few rounds later one of the Bad Boys knocks Second Slayer back many feet. She is no longer the front fighter and loses her AC bonus. Second Slayer is 10th level so she has 2 more of her "move to the front" uses left. She uses one and trades place with the thief who is going toe to toe with the Bad Boys. The fight continues with Second Slayer keeping the Bad Boys occupied at front.

Glory Fat

Activation Time: 1 turn(10 minutes)

Range: A feast

Duration: See Below

Uses: Once a month

The Fighter is able to turn a beast she has slain into a magical feast for everyone in the party. She paints the beast's body with her goddess symbol and speaks a prayer to her into its mouth. She speaks the prayer into it over and over again, the goddess stirs a little and belches. The goddess smacks her lips and rubs her belly. As she does so she loses a little of her belly fat. While she does this the meat of the beast fills with glory fat. The fat of the goddess herself, glory fat.

The body of the beast plumps up to twice its size and it is ready to eat. It is one of the greatest delights anyone has ever tasted. Once put in the mouth the character has no choice but to continue to eating the meat, the glory fat. It takes 3D8 hours to finish the feast. The Fighter + 5 characters + one more per 2 Fighter levels can participate.

As they eat their character's weight increases by 50% each. Add this weight to whatever they are carrying. If the feast is interrupted by a monster, for example, then allow them to continue it after it is done. Only add the weight when the feast is over with.

For 5 days after the feast though none of the characters need to eat or drink anything, they can live off of the fat on their bodies. Each day reduce the additional weight by 20% if the character does not eat. In addition to this they can once a day reduce the weight by 20% and gain one full 8 hour rest period. This happens in 1 round. HP are regained as are spells that need to be relearned.

New feasts can happen every month. Anyone can participate even if they still have fat from a previous feast. Regardless of how much they eat they will only have their weight increased back up to 50%.

Example:

Second Slayer has slaughtered the big bull. An adventure looms for her

and her party, a long one. They can only carry so much food and drink with them into the large dungeon. She decides to do the ritual to her goddess to fill the big bull with glory fat. Many minutes pass and the bull becomes bigger, twice its size. Delightful fat pops out of its ears and mouth. There are 6 other characters, they can all participate as Second Slayer is a 10th level Fighter. The total amount of characters(not counting herself) she can feed with the bull is 10, so there is room to spare. The party delights in what they are eating and they put on a large amount of weight. Each weighs 50% more than they did before after 13(the 3D8 roll) hours of feasting.

3 days into the dungeon no one has had to eat or drink anything. They've been moving very slow from the extra weight their carrying. But that weight has been cut down by 60% for not eating or drinking during this time(3 x 20% = 60%). At least they have extra space to stash things, the food and water they would have carried is not needed. If only they could taste that fat again. Maybe after the adventure they can feast again?

Good Magic Go Away

Activation Time: Instantaneous

Range: The Fighter

Duration: Encounter

Uses: 3 Encounters a day + 1 more per 5 Fighter levels

The Fighter designates at the start of an encounter that none of the friendly magic that anyone in the party casts on her will have any affect on her. As a consequence she gains +1 to her saving throws against magic cast on her from a foe or damaging magic from the party.

For 1 of her saving throws + one more per 5 Fighter levels she can add a point to her roll. So a 15th level Fighter, for example, could add 4 points to one of her saving throws in addition to the 1 point she already gets. These bonus points are refreshed each time the ability is used. They do not carry over from encounter to encounter.

Example:

Second Slayer knows the Licher is up ahead. She tells the spell casters

not to cast anything beneficial on her, she is going to fight it unaided. As they enter the Licher's lair she uses the Good Magic Go Away ability. The Licher casts Death Ray on Second Slayer. She gains the +1 bonus from denying the good magic, her saving throw roll succeeds. Second Slayer cuts the Licher's arm off, it still stands though.

The next round the Licher blasts Second Slayer again with Stronger Death Ray. She decides to add all her bonus points to the roll. She is 10th level so she can add 3 points to her saving throw, making it a +4 bonus. A close roll of the dice and she makes her save. Another slash of her sword and the Licher is no more.

Graveyarder

Activation Time: Instantaneous

Range: The Fighter

Duration: 10 rounds + 1 round per 2 Fighter levels

Uses: Once a day + once more per 5 Fighter levels

The Fighter from being killed and raised gains insight when she fights where the dead are buried. To activate the ability the Fighter must be close to dead bodies(500" away). She can sense if the dead are close enough. When activated she becomes partially undead. If she strays further than 500" away the ability ends. Freshly killed foes do not count as the necessary dead.

Every round the shades of the dead surround her. Foes of the Fighter they cheer on, "bring back bring back" they chant. Any foe that hits the Fighter they will heal 1D2 HP, only once at the end of the round.

When the Fighter strikes a foe they become incredible angry and wail for 1 round+. The wailing starts immediately and lasts the rest of the round and all of the next round. They will not heal while they are wailing. Each round requires a new strike for the wailing to continue in the next.

While they are wailing the Fighter becomes completely undead. She becomes immune to sleep, disease, paralysis, mind spells, energy drain, etc... . Her attack if a touch attack does 2-5(1D4+1) HP of damage and the foe must make a save or become partially undead for 1D4 rounds. The shock of the change stops the foe from doing anything else for the rest of the round. Undead and foes that are not alive are immune to this ability. This form of being partially

undead is different than the Fighter's version and so are the effects.

While partially undead the foe is at 50%(round up) of their current HP. They are zombie like and attack last in each round. The shades damage the foe 1-2 HP at the end of the round. "With us with us" they say as they scratch and bite the foe. If the foe reaches 0 or lower HP then the foe gets a save. If it makes it then the foe's missing 50% HP are restored. Reaching 0 HP again does not grant the same saving throw. This does not mean that they are done being partially undead. A saving throw failure means death. At the end of being partially undead they regain the lost HP if they have not regained them already.

Any undead that attacks her and scores a hit ends this ability. They drive the undead out of her body, the true undead do not tolerate fake dead. But against the undead that did this she will feel anger and be able to attack and damage it at +2 for the rest of the encounter. Undead do not count as dead bodies.

When the ability ends everyone that was affected by it returns to normal. Foes that have been made partially undead and still have rounds left in that state instantly become themselves again.

Example:

Second Slayer is in the graveyard remembering what it was like to be buried. 3 Grave Girls confront her with sharp sticks. She can sense the dead everywhere. With a grim look on her face she activates Graveyarder. The shades of the dead immediately surround her. "Bring back bring back" they chant to the Grave Girls. The Grave Girls are not happy with what they witness. Second Slayer looks like she has started to rot and her eyes have become pitch black. One of them cuts Second Slayer, the others miss. Second Slayer misses as well. The shades act delighted and heal the Grave Girl 1 HP(though she lacks any wounds).

The next round Second Slayer cuts a Grave Girl and the shades begin wailing. Second Slayer becomes pure undead: her lips disappear, one eye pops out and half of her flesh rots away. One Grave Girl runs away. The cut one misses and the last one hits for a few HP of damage.

On the third round Second Slayer reaches out and touch attacks the Grave Girl. A hit and she fails her saving throw. For 2 rounds the Grave Girl will be partially undead. Her HP drop to 7, they were at 14. She attacks and misses. The normal Grave Girl runs away. At the end of the round the shades do the partially undead Grave Girl 2 HP. She is down to 5.

The final round starts and Second Slayer hits the Grave Girl for 6 HP of damage. She fails her save and falls to the ground dead. If she had made it her

HP would have been at 7, her missing HP. The fight is over with but the shades wail for another round. A little later Second Slayer becomes partially undead again. At the end of the ability's duration she becomes completely normal.

Guilt Ghosts

Activation Time: See Below

Range: The Fighter

Duration: See Below

Uses: Once a week/See Below

The Fighter has nightmares about failing one of her fellow party members or someone important in her life. Whomever must have died because of the failure, something went wrong in a fight. The person comes to her in her dreams and talks to the Fighter about how she has failed her. If she had fought harder she would have lived. The ability should be tied to a specific person. The person can be replaced by another person if the occasion arises.

Once a week the Fighter can use this ability. If she does not use this ability there is a 1 in 7(1D8, reroll on an 8) chance every night of it occurring without the Fighter willing it.

The Fighter gains 1D20 guilt points if it was a party member. If it wasn't then she gains 1D10 guilt points. For each point she can add one to a dice roll, any roll. Only one point at a time can be added.

She can still see her dead friend there telling her that she let her down. The dead friend will attempt to make her use the points for every roll. Each time there is a roll there is a 1 in 10 chance that a point will automatically be added to it, subtracting it from the guilt point total.

The guilt becomes stronger after all the guilt points have been spent, they have a negative effect. After the points have been spent she suffers a -1 to every roll for(roll a D8):

1-5: 8 hours

6-7: 16 hours

8: 24 hours

If the points haven't been used in a week they disappear without any

penalty applied.

Example:

Second Slayer watched as First Fist was chopped up by the Ice Queen. She could have stopped this from happening if she had cut the Ice Queen down earlier in the adventure. Now she has bad dreams, First Fist will not let her forget her failing to do this. Second Slayer decides she will fight so hard that she will never fail anyone again. She uses her Guilt Ghost ability and rolls a D20, First Fist was a party member. A 14 comes up, she can now use these points to add to any of her rolls.

Second Slayer runs into a zombie that looks very similar to First Fist. She decides not to use a guilt point for her first attack. But First Fist is there by her side pushing her. A 1 comes up on the D10 check, she is forced to use a point. Her hit is good and she must check for damage. Again, First Fist does not want to use a point but First Fist is forcing her again. Another D10 check and another 1 comes up! She adds one to the damage roll and the zombie is cut to pieces. She now has 12 guilt points left.

Halfway through the adventure Second Slayer uses up all her guilt points. Horrible feelings run through her, everything she does suffers because of it. A D8 is rolled, a 6 comes up, and this guilt causes her to suffer a -1 to every roll for 16 hours. The adventure does not go as smooth as before.

Hurtin No More

Activation Time: Instantaneous

Range: The Fighter

Duration: 24 hours/See Below

Uses: Once a week + once more per 5 Fighter levels

The Fighter when she reaches 10% of her maximum HP can use this ability. By using it she raises his HP up to 50% of what she normally has. This ability cannot be used in combat. Her HP cannot go above this for 24 hours. No amount of healing magic or anything can change it. When her HP reach 10% again of her maximum HP from damage there is a 1 in 4 chance that they will increase again to 25% of her maximum. This will only happen once.

At the end of 24 hours her HP drop back down to where they were at when the ability was used if they are still above it. Then she can begin to heal back to her maximum with magic, rest or whatever.

Example:

Second Slayer has been cut terrible by the Slashing Stool. The fight is over with and she is down to 5% of her maximum HP. She lacks any healing potions and decides to use her Hurtin No More ability. Her HP immediately rise to 50% of their maximum. For the next 24 hours she cannot take her HP above this amount. She decides to leave the dungeon.

She has one more fight with a Slashing Stool. It cuts Second Slayer so deeply that her HP drop to 9% of her maximum. She rolls a 1 on the D4 check and her HP leap upwards to 25% of her maximum. With one great blow the Slashing Stool is destroyed. She has enough HP to make it out of the dungeon still she thinks and runs for it!

Imaginary Horse

Activation Time: See Below

Range: The Fighter

Duration: 24 hours

Uses: Once a week + once more per 5 Fighter levels

The Fighter is able to summon an imaginary horse. It functions just like a horse for her but it does not exist. She can ride it and it will perform as an ordinary horse. When she does this others will see her floating in the air and moving as if she is riding a horse. The imaginary horse cannot go through things and will act as a real horse would. At the end of the ability's duration it disappears.

The horse is a psychic projection of the Fighter's sub-mind. If her mind is rattled, brought under control, if she is knocked unconscious, etc... then the horse ceases to exist. When the Fighter sleeps it is running through her dreams and when she wakes it re-enters the real world for her.

While the ability is functioning the horse appears where and when the Fighter needs it. It can be hundreds of feet away in the Fighter's mind but when she wants it next to her the thing appears. She can even summon it directly between her thighs, she can instantly mount it and move.

Example:

Second Slayer needs to get to her castle and fast! A horse would get her there in a couple of hours. Second Slayer has the ability to project a horse from her mind, the Imaginary Horse ability. She uses it and a wonderful black and red horse appears, she is in it's saddle. To the castle she rides! The horse is where she wills it for the next 22 hours and then she can no longer see it. My horse rests in my mind she thinks.

Never Retreat

Activation Time: Instantaneous

Range: The Fighter

Duration: Encounter

Uses: Once a day + once more per 5 Fighter levels

The Fighter at the start of the encounter before any blows have occurred declares that she will not retreat in this fight. She can use a missile weapon only once every 5th round. The Fighter must move to fight a foe immediately.

She cannot move far away from a foe or foes and has to fight to the death. If a foe runs away then she does not have to follow.

The most she can move away from a foe is 10" per Fighter level. The round after she has moved away she must move closer and attack again. If this is impossible and the fight continues she must do so as soon as she can. Once she has moved within striking distance she can move away again.

As a consequence of using this ability each time she scores a hit against a foe, she gains an additional attack the next round. Only one additional attack can be gained at once. If she slays a foe then the next foe in the fight she hits suffers double damage.

If the rest of the party leaves the fight she cannot do so. The Fighter cannot retreat. If the party incapacitates her and drags her away she suffers 1D10 HP of damage and cannot use this ability for a month.

Example:

Second Slayer and her men face 10 nasty foes. She thinks she can take them down if she uses her Never Retreat ability. This she does and immediately moves to fight the closest foe. Her first strike hits, so she gains a strike the next round. Her other men take down 4 of the foes but take terrible damage from them.

On round 2 Second Slayer kills one foe and has an additional attack from the previous hit. She hits another foe and does double damage. This one goes down. Her men retreat for some unknown reason, leaving 4 foes to fight. They shoot arrows at the men running away.

Round 3 starts and Second Slayer hits another foe and does double

damage for killing a foe the last round. This one goes down and she has another extra attack from the previous round. Again she hits and does double damage and kills this one. The last foes run away as fast as they can. Second Slayer, she is supreme!

Nothing Is

Activation Time: Instantaneous

Range: The Fighter

Duration: Encounter/See Below

Uses: 3 times a day + once more per 5 levels

The Fighter believes in nothing: no friends, no love, no kings, no gods, nothing. She knows in turn how to become nothing. Every round she can diminish herself, become nothing, by a roll equal to one HD of HP. These diminished points are added together. For every full HP/HD that is accumulated her AC improves by 1 point.

For every 2 diminished points the Fighter is able to become immaterial for one hit. Upon being hit she can declare that the blow goes right through her. Once the blow goes through she becomes material again. Using this ability does not remove diminished points. This ability can only be used during the encounter.

If these diminished points become more or equal to her current HP then the Fighter starts to cease to exist. She changes into a dark reflection of what she was. A shadow image of herself stands there in her place that can still be attacked. The image can do nothing, it cannot attack, cast spells, move, etc... . The Fighter's AC is 9(Descending) in this state and every saving throw fails. When the shade/Fighter's HP reach 0 the image ceases to exist. The Fighter is gone forever. Everything that is on her is gone as well.

The ability can be used for the full encounter but the after effects can last longer. If the Fighter is a shadow image when the ability ends she must let time pass for her to become normal again. When the Fighter is not a shadow image and the ability ends she becomes normal immediately, her AC bonus is removed.

If she is still a shadow image then every hour that passes by from the last round of diminishment removes 1 HD of HP from the accumulated diminished

points. When the diminished points reach 0 or are under the Fighter's HP then she ceases to become a shadow image and is normal again.

Example:

Second Slayer runs into some Hard Hitters. She sense that her AC is not low enough and activates the Nothing Is ability. Nothing really exists, Second Slayer thinks. She usually gets a D10 for each level gained. An 8 is rolled and she doesn't get a bonus for this round. The Hard Hitters slam into her, just barely hitting each. Second Slayer tries to hit them but misses.

Next round Second Slayer rolls a 7, so her diminished points are now at 15. She gains a bonus of 1 to his AC. One of the Hard Hitters hits again, the other misses. Second Slayer's HP are down to 17. She hits a Hard Hitter but doesn't do much damage.

Third round Second Slayer decides not to diminish herself anymore. The Hard Hitters hit her again for 5 HP of damage and her HP are down to 12. Second Slayer becomes a shade image of herself and the Hard Hitters are surprised.

They waste no time and destroy her. Second Slayer ceases to exist.

Queen Judgment

Activation Time: See Below

Range: The Fighter

Duration: See Below

Uses: Before leveling/See Below

When the Fighter is ready to ascend to a higher level a blood red mist appears obscuring everything. She is no longer where she was. Out of the mist she walks, the Judge. Without her approval the Fighter cannot go up a level.

She appears as a 9 foot tall woman blond woman. Her hair is straight and descends just above her shoulders. Around her forehead are tied 2 strings, a white and a black one. Below her breasts and down to her ankles are tied white and black strings as well. She wears nothing else. She is very stern but beautiful. Queen Judgment pokes the Fighter with a finger and tells her to tell her of what she has fought and slain.

As she tells her tales of foes defeated Queen Judgment unties the strings from her body. If the foes were strong enough she will seem pleased. Then from out of nowhere she slams the sword between her and the Fighter. A blade as long as she is tall, marble white with a gold and red ruby handle. "I will now judge you! This sword will block you from going further if I find you unworthy. If I find that you are, then it will cut you in two and I may put a boon in you." she says. Queen Judgment raises both hands in the air and enters a trance. She must decide the Fighter's case.

As it is written above she must go over the foes the Fighter has defeated. She will judge the Fighter based off of whether or not these foes are worthy or not. To defeat a foe the foe must have been of a higher HD. The Fighter will have had to dealt the foe a certain amount of damage to be considered defeated by the Queen. To be clear the foe must have been killed. Roll a D10 to determine how much damage the Queen requires:

1-7: 25% of its HP.

8-9: 50% of its HP.

10: 100% of its HP.

If none of the foes were greater in HD than the Fighter there is a 3 in 4

chance that she will not allow the Fighter to go up a level. If this happens the Fighter must continue to fight until she has defeated an enemy of higher HD, then she must go through the judgment of the Queen again. The Queen looks at her disappointed, she thrusts the sword through the Fighter's heart and she dies. Then she finds herself alive again and back where she was before the mist appeared. "Fight a worthy foe, my sword waits for you." she hears in her head. Queen Judgment has spoken.

If she finds her worthy she may grant a boon to the Fighter. With the sword she cuts her in half and lifts her top half in the air. The sword she drops and she takes her strings and ties the Fighter back together again. When done she picks up the sword and walks away into the mist. A strong wind blows and the mist clears away. The Fighter is back where she was when the mist appeared. The strings are gone and there is no scar or wound where she was cut in two.

Queen Judgment may have put something inside of her before tying her back together. Roll a D4 and if a 1 or less comes up then there was no boon. If the Fighter has gotten a boon from a previous leveling then subtract 1 from the roll. If a 2 or above comes up roll a D20 to determine what she put in her:

1-5: +1 to hit and damage for one adventure.

6-9: +1 to hit and +2 damage for one adventure.

10-11: +2 to hit and +2 damage for one adventure.

12: Damage Mode for one adventure:

Category 1: Fighter fights at +1 to hit and damage for 10 foes if she slays a foe below her HD.

Category 2: +2 to hit and damage for 10 foes if she slays a foe equal to her HD.

Category 3: +3 to hit and damage for 10 foes if she slays a foe above her HD.

The 10 number stays in effect and does not increase if she slays more foes. That is unless she slays a foe that puts her into a higher category. If she is in category 1, for example, and has 6 foes to slay and kills one that has higher HD than she, the Fighter is moved to category 3 and now

has 10 foes to slay at +3 to hit and damage.

13-15: As 1-5 but for 2 adventures.

16-17: As 6-9 but for 2 adventures.

18-19: As 10-11 but for 2 adventures.

20: The power of slaying for one adventure. The Fighter is able to kill instantly any foe she strikes. This she can do 3 times and then she needs to recharge. The foe gains a saving throw and if made the kill does not occur and the Fighter uses up a use. If not made a use is used up. To recharge she needs to kill a foe. Each foe she kills gives her a 1 in 4 chance to recharge one point. When 3 points are reached she can use her slaying ability again but not before. She cannot recharge unless she is at 0 points.

Adventures are points that can be spent whenever the Fighter wishes it. At the start of an adventure or during it she can use an adventure point. The bonuses last until the adventure is over with. Only one boon can be in effect at a time.

The Fighter can forgo being judged by the Queen once + once more every 5 levels. Thus, for example, if she were 3rd level and has only fought 2 HD monsters and is ready to go up a level she can bypass her judgment and spend the one pass she has. If she were 5th level she'd be able to bypass her 2 times if she hadn't done so yet.

Example:

Second Slayer has been tied to Queen Judgment since she became a Fighter. She has just gained enough XP to go from 2nd to 3rd level. But first she must be judged. As she prepares to ascend she appears, a 9 foot tall blond woman clad only in black and white strings. She demands she tells her of her exploits. As Second Slayer goes over all her victories she removes the strings. When they are gone she thrusts a large white sword with a golden and ruby handle between the two. "This sword will stop you or take you further. Which is it?" she says. She has slain a great devil she tells her, the devil happened to be 4 HD. Second Slayer defeated the devil by herself, dealt 100% of the damage to it so the Queen accepts it without question. The Queen enters a trance for awhile going over what Second Slayer has done.

Her eyes open and the Queen seems pleased with this and takes the

sword and cuts Second Slayer in two. A 2 comes up on the D4 roll, so a boon will be granted. She picks up her top half and sticks something inside of her with her free hand. Then she reaches down and begins picking up the strings. With each string she sews Second Slayer back together again. When she is whole again the Queen walks away into the mist. A 13 is rolled and Second Slayer has been given the boon of +1 to hit and damage for 2 adventures. When she will use this boon is up to her. Things have gone well but what if she had not slain the devil?

Shield Box

Activation Time: Instantaneous

Range: The Fighter

Duration: See Below

Uses: 3 times a day + once more per 5 Fighter levels

The Fighter is able to turn her shield into a box. Out of her shield duplicates are created and move around her. She is covered with copies of her shield, enough that she is encased in a box structure. The box's dimensions are up to 5" x 5" x 5". She disappears inside of it and is only briefly seen when she attacks. Even if the Fighter is larger than the box she fits inside for the interior will be large enough to hold her.

She can attack out of any side of the box. Foes that attack her must first attack the box. Attacking the box requires hitting the Fighter's AC. Magic passes right through the box and isn't stopped. A touch attack that is magical would need to get through a side of the box and would be stopped.

The box must be dealt 5 + 1 per 5 Fighter levels HP of damage and then it will be broken open enough that the Fighter can be attacked from the side the damage was dealt from. Since it is a cube the Fighter is in there are 6 different sides to be attacked and each must be dealt the calculated damage to attack through that side. She is able to maintain the box structure for 3 rounds + 1 round per 3 Fighter levels. While she is in the box she cannot move to a different place, the box keeps her safe but acts as a cage. When the ability ends the shields that make up the box merge with the shield that spawned them.

Every round she can rotate the box and put a different side between her and the foe(s). Rotation is free and happens when the Fighter's turn in the

round occurs. It is the box that moves not just a side. All the sides may move when rotated. Use a 6 sided dice to track which direction the sides are facing.

The interior of the Shield Box functions as a magic space. If the Fighter is carrying a very long weapon she will be able to still use it, it does not jut out of the box. If she were using a 15" lance, for example, then it would fit inside and be able to strike 15" out of it. The same with missile weapons, the box opens up and allows missiles to be shot out of it. For calculating distance use the side the box came out of as the place the missile was released. Magic attacks are released in the same way.

Example:

Second Slayer is being confronted by 3 Shieldless Slobs, each one on a different side. She activates her Shield Box and is encased in a box of shields. Each side has 7 HP to break through (5 + 2 for she is 10th level). She attacks through one side, the box opens up, and she hits a Shieldless Slob enough that it is killed. One of the Shieldless Slobs whacks the box on its side for 5 HP of damage. The other one misses.

On the next round Second Slayer reaches out of the box and kills the Shieldless Slob that damaged the box. The remaining one hits the box for 8 HP of damage, enough to open up its side.

The final round starts and the last Shieldless Slob pokes its sword through the opening in the box, the one on its side. Second Slayer is skewered by it and dies in her box. The shields merge back with her shield. The Shieldless Slob stands victorious.

Slarrah Slug Slug

Activation Time: 1 week/See Below

Range: See Below

Duration: See Below

Uses: Once a year

The Fighter knows of the pale skinned red haired gambler who gambles her money away with slugs. Slarrah slug slug people call her when they talk of her unusual entertainment. Every day she puts thousands of gold pieces in the slug's possession. Lose, win, lose, win that's her story. Where her gold comes from no one has any idea. Maybe the slugs give it to her to have something lovely and red haired to look at? Slug slug Slarrah the tiny animals call her.

At some point in the past the Fighter gambled something of incredible value with her and won. She had nothing to give her but agreed that she would give her something once a year, something that she would find of use being a Fighter.

Once a year she can meet Slarrah slug slug at some place that she has designated. She has to find some slugs and leave a copper piece with them and the message. When they meet up Slarrah slug slug gives her what the slugs have always given her when she wins: a handful of glossy pebbles, each shaped to look like a slug. The Fighter will have $30-60((1D4 + 2) \times 10)$ slug pebbles in her possession after they part company. They are each $\frac{1}{2}$ inch to a inch in diameter.

With the slug pebbles the Fighter can put one on an enemy that has flesh. Roll to hit to do so. The pebbles will crawl around the foe's body looking for a wound to enter. If the foe has been wounded at all this is what the slug will find. Every round, starting on the round it was placed, there is a 1 in 4 chance that the slug will find the wound and enter it. Each round after that add one to the check so that the slug will enter by round 4. Round 2, for example, will be a 2 in 4 chance of the slug entering. Multiple slugs can be put on a foe at once. Divide the Fighter's HD by 4(round up) and that is the number of slugs she can put on a foe per round.

When the slug pebbles have entered a foe's body different events can occur. Every round roll a D10 to determine what happens:

1-5: Nothing

6-7: 10 GP per HD/roll, 1 in 4 chance the slug will burn up for 1 HP of damage.

8-9: 50 GP per HD/roll, 2 in 4 chance the slug will burn up for 2 HP of damage.

10: 100 GP per HD/roll, 3 in 4 chance the slug will burn up for 3 HP of damage.

A foe's HD/roll is calculated like so: take the foe's HD and find a dice to roll it with. For a 14 HD foe, for example, roll a D20 and roll it again if a 15 or up comes up. If a 14 came up on the round in question, and a 10 GP per HD/roll came up, then a 140 GP golden slug would fall from the foe.

Out of the foe's wound that the slug entered a golden slug falls out. Its size will be proportional to its GP value but they are similar in size to the pebble slug that created it. The slug is made of pure gold but it is also magical, which increases its value. The golden slug if put on a surface will move 1" a round in a random direction, that is its magic. It will move on any surface when it is free, it sticks to what it is placed on. Melting a golden slug down into a different gold shape destroys its shape and magic. Cut its value in two.

If the slug burns up then it can no longer produce a golden slug. The damage it inflicts is its body burning intensely but briefly. The slug is no more after that. The slugs also burn up when the foe is slain or if anyone tries to remove them.

The Fighter can take these golden slugs back to Slarrah the next year. For every 1000 GP worth of golden slugs she will be able to procure a magical weapon for the Fighter from the slugs. The Fighter can designate the weapon type she wants. Arrows and ammo she will not be able to procure. A bow, for example, she can. The weapon will be a +1 weapon. It may have other magic, roll a D10 to determine what:

1-3: Nothing special beyond its bonus.

4-6: Slugginess, the wielder can move 1" on any surface. Walls, the ceiling the wielder can slowly move on it.

7-9: Golden joy, the Fighter can gamble against the slugs. She places 1000 GP before her and rolls a D4. If a 1-2 comes up she loses her gold. If a 3-4 comes up they give her 30-60 slugs, the ones that Slarrah gives them. This can be used once a month. The slugs will only play one roll of the dice with the Fighter.

10: Slarrah comes back with the weapon and the GP value of the slugs the Fighter gave her. If the Fighter lets her keep the gold she will be willing to gamble for the Fighter once. The Fighter can choose the game and she will magically appear. Against any other gambler Slarrah only has a 1 in 10 chance of losing. Regardless of what happens, roll the dice and if any number besides a 1 comes up then she wins. The Fighter has to put up what is being gambled with. She will be willing to do one throw of the dice, one hand of cards, etc... the slugs will not let Slarrah go for long.

Example:

Second Slayer bet her feet against Slarrah slug slug. The Fighter won that bet and she agreed to give her something every year. Next year they will meet up where she wants and Slarrah will give her something she hasn't ever seen before.

A year passes and Second Slayer meets some slugs, she gives them a copper piece and wants Slarrah slug slug to meet her at the old Woonder Well. They know the place and tell her slug slug Slarrah will meet her there in a week.

A week passes and Second Slayer finds Slarrah at the Woonder Well. She hands her 40 pebbles. She looks at them and thinks their pebbles. "They are slugs, put them in your enemies' wounds and they will make you gold." she says and disappears into the well.

Second Slayer encounters a Snug Lug and slashes it with her sword. A big wound opens up. The Snug Lug misses. On the next round she places one of the slugs on the Snug Lug. A 2 is rolled and the slug pebble does not work its way into the wound. The Snug Lug knocks Second Slayer back several feet.

A new round starts and a 2 is rolled again. The 1 in 4 chance had 1 added onto it, making it a 2 in 4 chance. So the slug pebble works its way into the Snug Lug. A 6 is rolled, the Snug Lug is a 10 HD monster. It will be 10 GP x the HD/roll. A D10 is rolled, this matches its HD, and a 10 comes up. One 100 GP golden slug falls out of its wound ($10 \text{ GP} \times 10 = 100$). A 3 is rolled, so the slug pebble does not burn up. The Snug Lug seems confused and looks down at a golden slug that is moving around its feet. Second Slayer moves forward and whacks the Snug Lug again.

Another round starts and a 10 is rolled. A 100 GP per HD/roll slug will be produced. With the D10 a 6 is rolled so a 600 GP golden slug falls out of the Snug Lug's wound(100 GP x 5). A 2 is rolled for the burning check, a 3 or less is needed and the Snug Lug takes 3 HP of damage. The burning slug's damage is enough to kill it. Second Slayer picks up the moving golden slugs, she is pleased with her newfound wealth. She still has 39 slug pebbles left to use.

A year passes and Second Slayer meets Slarrah at the same place. She is much wealthier and can't wait to get more of these slug pebbles.

Soldier's Love

Activation Time: Instantaneous

Range: Fighter/See Below

Duration: 1 rest period

Uses: Once per rest period

So many cuts the Fighter has suffered, so many sisters in arms that stood by her as she lay there almost dead. Only with their care was she able to survive. Now the presence of other Fighters brings it all back for her. They have become her healers and her body knows it.

The Fighter when she rests with other Fighters heals quicker. The other Fighters must be within 100" of her while she rests. Further then that and her body and soul do not respond.

For every other Fighter in the party she heals 10% more per rest period. For every 5 Fighter levels she adds 5% to this amount. The total can increase up to 50%. Once per week + once more every 5 Fighter levels she can double this amount. This doubling can increase the extra healing rate up to 100%. Round up when calculating the amount healed.

Once a week the Fighter can stand over another wounded Fighter and give her this extra healing for a night. The Fighter does not rest or heal herself, she stands over the other Fighter as she heals. Other members of the party can feel the love emanating from her. She can use one of her double healing uses with this.

Example:

Second Slayer has several wounds over her chest and thighs. One of her fellow fighters, Lacey Lancer, needs to rest as well. They find a secret room and lay down close to each other. Normally an 8 hour rest period would heal 8 HP of damage. But Second Slayer has the Solders Love ability which increases her healing. With Lacey Lancer she adds 10% to her healing rate. She is also 10th level so she adds another 10% to this, making it a 20% bonus. For the night of rest in the secret room she heals 9.6 HP, rounding up makes it 10 HP. If she had used one of her doublings the amount healed would have been 40%, 12 HP.

Song For Simpletons

Activation Time: 1 hour

Range: Listening distance

Duration: 8 hours + 1 hour per 3 Fighter levels

Uses: Once a week + once more per 5 levels

The Fighter is able to tell a stupid story through a song. She should have a musical instrument to play. Banging a rhythm on her armor or anything metal though is sufficient. Maybe even whacking two rocks together would work? While she sings her face changes and becomes apelike. Those that look closely can see the jungle in her eyes.

Her song is a mad tale of a fight of warriors who are empty brained and brutish. The strongest are the stupidest, the dumb dominate. Great is their vacuous victory over their victims. Those that are listening and not strong minded, they cannot help but be uplifted. Is this not how life is?

The song affects those with middle to low Intelligence scores. First one must check to see what the chance of gaining a bonus is:

10-11: 50%

8-9: 75%

3-7: 100%

The bonuses gained are based off of Intelligence:

- 10-11:** +1 to hit
- 8-9:** +1 to hit and damage
- 6-7:** +2 to hit, +1 to damage
- 3-5:** +2 to hit and damage

Every character that has gained bonuses from the Song For Simpletons rolls a 3D6. If the number rolled is equal or higher than their Intelligence score then an additional effect occurs. Roll a D12 to determine what:

- 1:** When wounded by 4 HP or more she has a 1 in 4 chance of dropping her weapon and fighting only with her fists for 1-3 rounds. This happens only once per encounter.
- 2:** When she wounds a foe by 4 HP or more there is a 1 in 4 chance that the fighter will go crazy and yell and scream the next round over the excitement. This should only happen once an encounter.
- 3:** When she wounds a foe by 1 HP(without damage modifiers) she gets depressed and loses all damage bonuses for 1-3 rounds.
- 4:** If healed by an ally in a fight there is a 1 in 4 chance that she will take her weapon and cut herself just to show she is not weak. Do normal unmodified weapon damage. She doesn't lose any attacks for the round from doing this. This should only happen once an encounter.
- 5:** If she loses initiative for the round there is a 1 in 4 chance that the affected will get horrible impatient and lose all bonuses to hit, and attack at -1. This can happen 3 times an encounter.
- 6:** If she hasn't seen a foe in an hour then there is a 1 in 4 chance that when she detects one she will rush as fast as she can to attack.
- 7:** If another character does maximum damage with their weapon the affected will demand that she gets to use the weapon immediately. Until she gets to use the weapon everyone in the party fights at -1. She will not give up the weapon until after the encounter or one encounter has passed.
- 8:** If the affected rolls a 1 for damage 3 times in an encounter then the next time she hits in the fight she does double damage.

9: Once every other encounter the affected can heal herself HP equal to her Intelligence score.

10: The next time the affected hears the Song For Simpletons she does not listen but runs far enough away that she can't be affected by it. After this she can listen to it again but not this time.

11: The bonuses gained from the Song For Simpletons double for the first 1D4 encounters and then return to normal. After every 4 hours this occurs again.

12: In every encounter the affected sings the Song For Simpletons. While she does this there is a 1 in 6 chance that her foes will gain the bonuses that she has gained from it for the encounter. Additional affects are not granted.

The Fighter is affected by this song as well. When she is done with it her Intelligence drops by(roll a D12):

1-8: 1D2 points

9-11: 1D4 points

12: 1D6 points

(The lowest it can go is 3. Check to see if she gains bonuses and additional effects after it has dropped. This drop lasts for the duration of the ability.)

Once the duration is up everyone affected by the song returns to normal. If the song is played more than once a week than anyone affected by a previous listening will have their Intelligence dropped by 1 point. The previous listening must have happened within a week. The drop lasts a week.

Example:

Second Slayer and her band of merry women fighters are sitting around the campfire. A fight looms ahead, so she decides to sing the Song For Simpletons. It's worked wonders in the past. Besides her there are 3 others. She picks up a pan and begins hitting it, her face turns brutish and the tale is terrible. One of the others has an Intelligence of 15 and is not affected by it. The other two have an Intelligence of 11 and 7. The 11 one is checked, 50% chance, and is not affected. The 7 one has a 100% chance of being affected. She gets a +1 to hit and +2 to damage. A 3D6 is rolled for her and a 14 comes up, so she gets an additional effect. An 8 comes up on the D12, so she must watch her damage rolls

every encounter. Second Slayer's Intelligence is 12 and she checks how much it drops. A 7 is rolled, and a 2 comes up, it drops to 10. She has a 50% chance of being affected and she is not. To the dungeon they will go.

Spawn Fighters

Activation Time: Instantaneous

Range: See Below

Duration: See Below

Uses: 3 times a day + once more per 7 levels

The Fighter stands still and concentrates. While she concentrates, each round 1D4 1st level Fighters come running out of her body. They each have 2 HP and an AC of 9. Their bad swords do 2-5 HP of damage each hit(1D4 + 1). Each can move 120" a round and attack as soon as they are summoned. They attack whatever the Fighter wills.

The Fighters last at most 3 rounds and then blink out of existence. She can concentrate and summon the Fighters for 1 round + 1 round per 2 Fighter levels. While summoning Fighters she cannot do anything else. If the ability's duration ends any existing Fighters last until their 3 rounds are over with.

Example:

Second Slayer faces too many foes, 5 of them. She decides to use Spawn Fighters and stands still. She can do this for 3 rounds since she is 4th level(1 + 2 rounds for being 4th).

The first round 2 Fighters come running out and engage 2 of the foes. Both of them hit and take down their foes. The 3 foes though destroy the Fighters.

On the 2nd round Second Slayer spawns 3 Fighters and they run out and engage the foes. None of them hit and 2 of the Fighters are destroyed.

The third round begins and Second Slayer releases 1 more Fighter. This one charges the foes and takes one down. The foes miss the Fighters again. The ability is over with but one Fighter has one more round and the last one spawned has 2 more rounds.

At the start of the 4th round both Fighters miss. The foes damage both of

the Fighters but not enough to kill them. Second Slayer pulls out a different weapon and acts defensive. One of the Fighters blinks out of existence.

The 5th round starts and the remaining Fighter attacks and kills one foe but the others kill the last of the Fighters. Second Slayer is ready for the remaining 2!

Today's Tattoos

Activation Time: See Below

Range: The Fighter

Duration: All day

Uses: See Below

The Fighter's body has tattoos that shows enemies that she has fought and killed in the past. The tattoos act as an AC bonus to the fighter. Any time that she is fighting an enemy that is similar to the tattoo she gains a +1 bonus to her AC. It matters not if she delivered the death blow to the foe or not as long as she has damaged it at least 20% of its HP during the fight.

Each day the Game Master randomly decides what the tattoos will be. She has 1 tattoo + one per 5 Fighter levels appearing on her body. The tattoos should be different if possible. Once a month + once more per 5 Fighter levels the Fighter can designate which tattoos appear on her body. Also once a week she can increase the AC bonus of one tattoo by 1 + 1 more per 7 Fighter levels. This lasts for the whole day.

Example:

Second Slayer has slain many a different foe. She gained the Today's Tattoos ability when she wanted some foes she had fought pictured on her skin. A magical knife she used with ink that was made from a shape shifter's blood. The knife broke when she finished, its magic had become her new ability.

Every day when she wakes she finds different tattoos on her body. Old foes that have become an armor for her. Second Slayer is a 10th level Fighter so she gets 3 tattoos a day(1 + 2 for being 10th).

This morning's tattoos are: an Orc, an Elf and a Giant. She enters the dungeon and meets a band of Orcs and Elfs. She decides the Elfs are a worse

threat than the Orcs so she uses her once a week ability to increase her AC bonus against them. Since she is 10th level she can add 2 more bonus points to her AC, this increases the bonus to 3.

The fight commences and some of the Orcs hit her and the Elfs mostly miss. Second Slayer destroys them all, a good victory for her. But no new foes for Today's Tattoos.

Trap Laugh

Activation Time: Instantaneous

Range: The Fighter

Duration: Instantaneous

Uses: 3 times a day + once more per 5 levels

Funny to the Fighter is the pit, the arrow from above and the smashing ceiling. How many times she has seen others smashed or cut in two by them but only gotten a little cut or bruise. Where is the trap that has been devised that can kill her? Such is the mindset that Trap Laugh puts a Fighter in.

The Fighter is able to reduce the damage done to her by any trap. Round down in all cases. Roll a D10 to determine what:

- 1-3:** 50%
- 4-6:** 75%
- 7-10:** 100%

Once a week + once more per 5 Fighter levels she can raise the amount of damage evaded to 100%. A 100 HP damage trap is a mere tickle to the Fighter when 100% of the damage is evaded.

If the trap actually traps the Fighter she does get trapped by it. The Fighter giggles as she tip toes out of it. A pit she does not fall into but maybe it does a little damage. The ability does not defend against things like poison gas that may kill if breathed in. It only affects traps that cause physical damage. Against traps that do continuous physical damage round after round the ability only works for one round. After that she would need to use a fresh use.

The Fighter is able to activate this ability whenever she wills it. It can be before a trap's damage is calculated or after it has been done. If she wishes to

save it til after she sees if a saving throw has been made then she can do so.

Example:

Second Slayer has encountered a mysterious device. It is a hand with one finger pointing out. Above it is written "Pull me". She thinks she should do this and pulls the finger. The hand opens up and some white fluid shoots out of its palm, right towards Second Slayer. The Game Master rolls 3D10 and tells Second Slayer that she is going to take 25 HP of damage from it. Second Slayer uses Trap Laugh and rolls a 1. This will reduce the damage down to 12 HP. Second Slayer decides to use one of her once a week 100% evasions and does so. She takes no damage from the white fluid.

Upwards

Activation Time: Instantaneous

Range: Fighter

Duration: 5 rounds + 5 more per 5 Fighter levels

Uses: 3 times a day + once more per 5 levels

The Fighter when in melee is able to ascend above her foes 10" + 10" per 5 Fighter levels. From her vantage point she can pull one foe up to fight her a round. The foe must be positioned so that if the Fighter were on the ground she would be 10" or less away.

A foe is pulled upwards when it is the Fighter's turn in the round. If the foe is not in weapon striking distance on the ground it is pulled upwards at an angle so she can strike it. Something similar happens if the foe is directly below her. No matter what happens the foe will be lifted to a spot in the air where the Fighter can strike.

The foe if it wins initiative for the round cannot attack the Fighter. If it loses it can attack her before it descends back to the ground. A missile attack it could use in both cases when it is below on the ground.

When the Fighter no longer has any foes that she can pull upwards to fight the ability ends. She immediately descends to the ground. Every round she must pull one foe upwards or the ability ends. The foe must be attacked once. If the Fighter has more missile attacks it wishes to use after the one attack then

she can use them against foes elsewhere.

Example:

Second Slayer finds herself surround by 4 Flaming Fools. 2 are in front, 2 in back of her. She decides to use her Upwards ability and rises 30" above them. She is a 10th level Fighter which means she adds 20" to the 10" base amount. One of the Flaming Fools is pulled upwards to where she is at and she cuts it in two. The other 3 Flaming Fools strike at the air.

The next round Second Slayer loses initiative and the Flaming Fools strike at the air again. Another one is pulled upwards and is cut by Second Slayer. The Flaming Fool does not get to attack Second Slayer since its turn in the round is up. It descends to where it was at.

The third round starts and Second Slayer wins initiative. She pulls a different Flaming Fool upwards and she strikes it. The Flaming Fool before it descends gets to attack her and scores a hit. To the ground it descends.

On the 4th round the Flaming Fools have had enough and retreat from the area. Second Slayer had 12(not including this one) more rounds of being in the air but since the foes have left the ability ends. She descends to the ground glad that the fight is over with.

Useless Weapons

Activation Time: Instantaneous

Range: Fighter

Duration: Encounter

Uses: 3 times a day + once more per 5 levels

The Fighter can alter her mind to the extent that the physical nature of some weapons cannot affect her. It is a form of insanity that she is unleashing on herself. When she uses this ability check every weapon that the Fighter is carrying. Each has a 1 in 4 chance that the Fighter will believe it is useless. If none are found to be useless the ability's use has been spent. Another use can be attempted. Weapons that have already been found useless from a previous use are ignored when the checking has commenced again.

As a consequence of finding a weapon useless she believes that all

weapons that are of the same type are useless as well. Her belief becomes a magical defense. Any weapon type that she believes is useless cannot damage her. If her long sword, for example, is found to be useless then she is immune to damage from any long sword. Short swords she would not be immune to. Magical bonuses that increase the damage of a weapon are also negated. Effects from magical weapons, such as fire, are not nullified.

Once a day + once more per 7 levels she can check a weapon again to see if it is useless or useful. If a weapon had turned useless it becomes damaging again. If it was useful it stops being damaging. When she does this check she does so at -1. There can use more than one of these checks used at once so she can increase the amount beyond -1. If she used 3 checks that would guarantee that the weapon in question would change its usefulness/uselessness.

Example:

Second Slayer encounters a group of long sword wielding warriors. She carries a long sword and a club. She decides to use Useless Weapons. She rolls a 2 for the long sword and a 3 for the club. Before giving up she uses one of her charges that allow another check. Her long sword and the warriors long swords all become useless against one another. She rolled a 2 and the -1 bonus lowered the roll to 1. Second Slayer pulls out his club and crushes them. They can't figure out why their long swords aren't doing any damage.

XP Dead Or Alive

Activation Time: Instantaneous

Range: The Fighter

Duration: Encounter

Uses: Once a day + once more per 5 Fighter levels

The Fighter if she fights foes gains full XP even if she does not kill the foe. As long as she stays in the fight for the whole duration and does not leave she can gain the XP. At the start of the fight she must declare she wants full XP for fighting a specific foe. If the foe retreats, teleports away, etc... then the Fighter gains the full XP for the foe. The Fighter must have damaged the foe or she does not gain the XP.

When the XP is divided among multiple characters her share of the XP from the foe will be based off of the full XP and not any smaller amount that they got for the fight. So if there were 5 characters, for example, and a 500 XP will have been awarded for a retreating foe, 4 of them would get 100 XP. Killing the foe awards 2000 XP. So the Fighter would get 400 XP from the fight.

If no XP is awarded for a retreating foe then the Fighter still gets the full XP. This will only be a portion if there are multiple characters. If there were 6 characters, for example, and the foe retreated the Fighter would get 1/6th of the foe's full XP. The others would get nothing.

Example:

Second Slayer runs into a cowardly man with a club. She decides that she may run away and uses her XP Dead Or Alive ability, she designates that she wants the XP for the man regardless of the outcome. The fight goes poorly for the man and he runs away. Second Slayer rejoices as she gains full XP for fighting the foe instead of only 10%, the reward for a retreating foe.