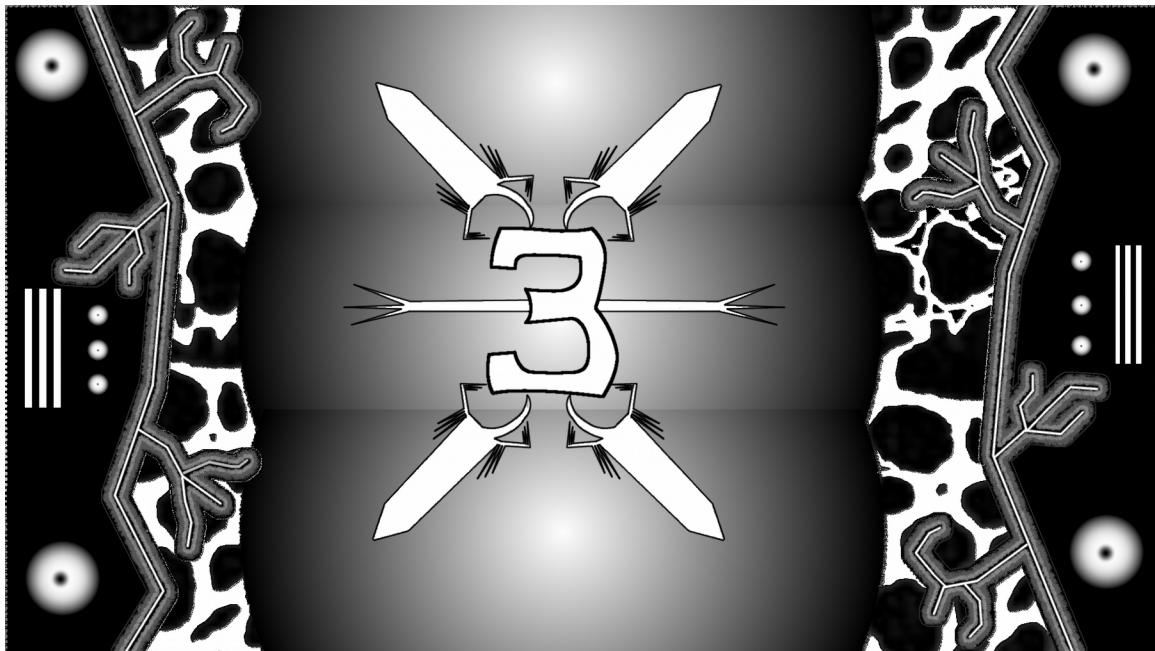


FIGHTING FOOLISHNESS 3



FIGHTING IDEAS FOR OSR GAMES

**Fighting Foolishness 3
Fighting Ideas For OSR Games**

by

Unbalanced Dice Games

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Introduction

Fighting Foolishness 3. The third book of fighting ideas. 30 new ideas, abilities, skills, etc... however you want to classify them. Like to fight together, needing only one successful die roll to hit then Synchronized Attacks is here. Need to do a touch attack for the worthless magic caster? Channel Magic can do this for you. It seems like that other Fighter has all the good armor. Maybe I can use her AC for awhile with Duplicate AC? The nasty foe does a lot of damage. I can redirect its misses at another foe with Miss Redirect! This is Fighting Foolishness 3 where the Fighter is king. The Fighter is KING!

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.

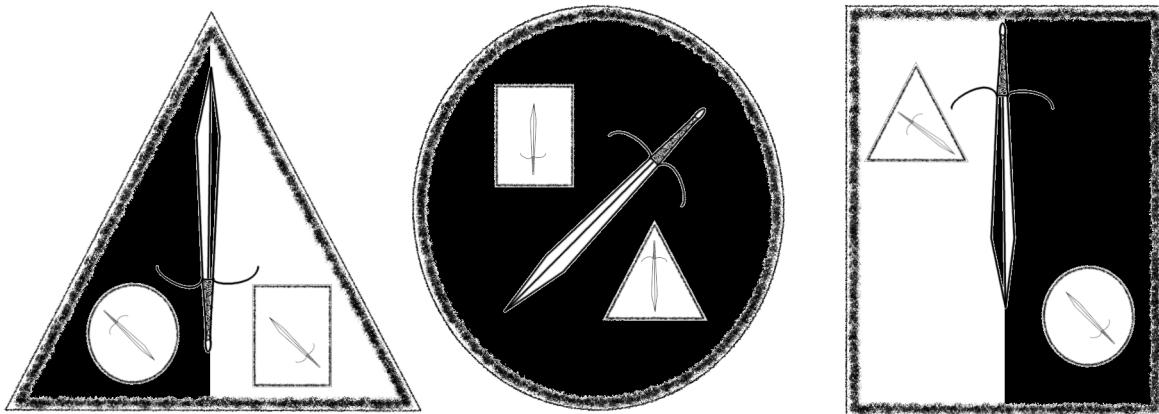
Uses is how many times an ability/idea can be activated.

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

Anarchy Animal

Activation Time: See Below

Range: See Below

Duration: See Below

Uses: See Below

She has always been a creature of absolute freedom. People should do as they choose she learned from listening to her inner voice. Authority be damned! All they do is sit on their asses and chew other's meat.

The Fighter when she is in a large area that is ruled by a king, emperor, etc... feels and acts as if she is being persecuted. Her Charisma is lowered by 2 when she interacts with anyone allied with or supportive of the authority. She is constantly hounded by a voice in her head that this place is a prison and she must beat her way out of it. Break the bars, crack the chains.

For every fight/encounter she enters in this area there is a 1 in 4 chance that her Fighting level will be raised by 1-3(D6: 1-2: 1, 3-4: 2, 5-6: 3) levels for 10 rounds. The Fighter does not gain additional HP but fights at a higher level. If that adds additional attacks she gains those.

When the 10 rounds have expired she enters a bestial rage and her Strength is raised by 2 points for the remainder of the encounter. Her Intelligence score is cut in half(round up, lowest it can go is 3) and she has trouble speaking complete sentences. Hair sprouts on her back and facial hair appears. The animal has broken out of its cage! In her mind she sees the bars of a cage being bent and broken. "The jailer king will die." she mumbles.

When she slays an enemy the Strength bonus increases to 4 points for 2 rounds and then returns to 2. Fangs appear in her mouth and her eyes become blood red. At this point she cannot communicate anything at all, her Intelligence score drops to 25% of what it normally is(round up, lowest it can go is 3). There is a 1 in 6 chance that she will spend the 2 rounds jumping up and down on her slain foe. If attacked she stops doing this and fights back. After the 2 rounds are up she visually returns to the less bestial version. During this time of

extreme energy she becomes immune to anything that could influence or control what's left of her mind.

While in the bestial period(both the 2 and 4 point stages) if she is within 10" of anyone in the party that is allied with the authority there is a 1 in 10 chance each round that she will choose to strike that character instead of a foe. She will briefly have trouble telling the difference between that character and the foes. Another oppressor to rip apart.

After the fight ends her fighting level is reduced by one level for an hour and her Strength and features return to normal. Once a day + once more per 7 Fighter levels she can turn off this ability. That is at any point, the first 10 rounds and beyond.

This ability extends into dungeons as long as the exterior ruling force surround it. If the Fighter descends deep underground, for example, where the authority has no hope of reaching the character then the ability does not take effect. This is the Game Master's call.

The Game Master will have to decide if anyone with a Lawful alignment can have this ability. Perhaps having a Chaotic alignment should be required?

Example:

Third Thrust is journeying through the land of King Crud. The people have a down cast look in their eyes and there are rules posted on every tree on how to act. She does not like this at all, she hears a voice in her head telling her to get out of this place. Instead she chooses to enter a dungeon.

On the first encounter she rolls a 2 and the ability does not activate. She deals with Crud's Loves and moves on. The next encounter with more of Crud's Loves she rolls a 1 and the ability activates. It is determined that she gains 2 Fighting levels for 10 rounds. In 10 rounds 3 of them go down to her enhanced fighting ability. On the 11th round that phase ends and she goes crazy. Her Strength increases by 2 points; her muscles pump up and the sound of chains breaking is heard. One foe she cuts down and her Strength increases by another 2 points. A check to see if she attacks the corpse shows that she does not. She breaks her sword in two and cuts the last of them in half with one of its halves.

Armory Arrives

Activation Time: See Below

Range: See Below

Duration: 1 Turn(10 Minutes)

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

The Fighter is able to stock a location with weapons, food, etc.. and designate it as her armory. She can only have one armory. It can only be as large as 30" x 30" x 30" + another 10" x 10" x 10" per 5 Fighter levels. This can be switched between adventures.

In a dungeon or any threatening location she must find an area that roughly matches the size of the area she has made her armory. It can be larger in size, up to 5" + 1" per Fighter level in all dimensions. So a 5th level Fighter, for example, could stock a 30" x 30" x 30" area and she could use an area that is as large as 40" x 40" x 40". The area cannot be smaller than the area she has used as an armory.

When she finds such a place she must seal it up, close the doors. Then she begins to describe her armory. After 5 rounds of this the area she is in changes. The doors disappear and it mutates into something that seems like the armory. All the things she has put in the armory are now here. She and whomever is with her have 1 turn to take what was in the armory. When the turn is up the area returns to normal. Nothing the party has put on the ground is taken back with them. The doors return. Though 1 turn has passed they find that only 1 round has passed in the place they are in.

Example:

Third Thrust has left quite a bit of gear in her armory back at the ruined castle. She needs some more arrows, a different shield and a long pole. In a room that matches the dimensions of the armory she begins to activate Armory Arrives. After 5 rounds of describing what her armory is like the room changes and becomes like it. All her stuff that she put in the armory is here. She gets her arrows, the shield she wants and a very long pole. She takes a breather and after 1 turn the room returns to normal. Only 1 round has passed.

Atomic Armor

Activation Time: See Below

Range: See Below

Duration: See Below

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

The Fighter becomes an explosive force. If she is wearing any type of armor that isn't leather, flesh, etc.. then she can blow it off her body. The explosion will be $10" + 5"$ per 5 Fighter levels. If she wishes allies not to be affected then the foes gain +1 to their saving throw. Those within range must make a saving throw or their AC will be decreased by the value of the Fighter's armor. For example, armor with an AC of 7, $9-7 = 2$, would decrease their AC by 2. Their AC will be decreased by this amount for 1 round + 1 round per 3 Fighter levels. Also they will take HP in damage equal to the AC decrease/2(round up).

The Fighter will be without armor after she explodes. For each point the armor gave her in protection this requires a round before her armor returns to her. Every round though there is a 1 in 4 chance that it will immediately reform. Putting on any other armor during this time is impossible, the character's flesh pushes back against any attempt to put it on.

Example:

Third Thrust runs into a group of Metal Morons and decides that she needs to lower their AC. Her special armor gives her an AC of 4, 5 points of protection. Since she is 10th level she can explode outwards 20". A couple of allies are within that radius so she decides protect them from it. The 4 Metal Morons gain +1 to their saving throw. 2 of them make it. The other 2 fail it and their AC drops by 5 for 4 rounds(1 + 3 for being 10th level). They also take 3 HP of damage since $5/2 == 2.5$, which rounds up to 3. The ones with their armor are destroyed quickly by the rest of Third Thrust's party. The other two flee. Third Thrust had her armor reform on the 3rd round, a 1 was rolled on a D4 check.

Channel Magic

Activation Time: Instantaneous/See Below

Range: See Below

Duration: Instantaneous

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

The Fighter is able to channel a spell caster's spell and deliver the spell's touch attack. She must be within $10" + 1"$ per Fighter level of the spell caster. This consumes an attack the Fighter could deliver for the round. The Fighter can either use her weapon or any part of her body. The weapon or the touch does not do any damage, they are just means of delivering the touch spell.

The magic flows from the spell caster, she must cast the spell. If the spell caster isn't touching the Fighter a copy of him sprouts up and the caster can touch it. The copy moves very fast and takes the spell to the Fighter who can then deliver it to the foe. The copy gives the Fighter the spell.

Example:

Third Thrust is fighting the Magic Man Mutilator. First Fist stands back, she would be mutilated by the thing. First Fist wants to cast the Disruptor touch spell on it, Third Thrust tells her to do it for she can use her Channel Magic ability. She is 15" away from Third Thrust which is in range for her. Third Thrust is 10th level which means she could be 20" away. Disruptor is cast and Third Thrust activates Channel Magic. She reaches out and touches the Magic Man Mutilator with her iron stick and scores a hit. The thing falls to the ground disrupted. First Fist runs up to it and beats it to death with her staff.

Chasing Momma

Activation Time: Instantaneous/See Below

Range: See Below

Duration: 1 Hour

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

At some point in the Fighter's life she became separated from her mother. A not so kind spirit that has watched her since she lost her Momma has told her that Momma is being kept from her. Since then she has been obsessed with finding her at all costs. Evil has imprisoned Momma but she can defeat the evil and free Momma. A happy family reunion awaits them. Momma, I'm coming!

If the dungeon has anything that can hold a person such as the Fighter's Momma she knows she may be here. If not then she will know that she isn't. It is just her intuition that tells her this and it hasn't been wrong yet.

When she activates this ability she will be able to sense any cell, jail, etc... that is $500" + 10" \text{ per Fighter level}$ away from her. It starts out as a feeling of ropes around her hands and as she gets closer the restraints increase and become metallic. When $250"$ or less away from it this causes her to suffer -1 to hit.

Once she sees the cells though the sensation of the bonds disappear and so does the penalty. In her mind she sees and hears her Momma in one of the cells yelling at her to rescue her. The Game Master must decide what is holding her if there are multiple options. When she reaches the door she can automatically open the door as if using a Knock spell. Once she opens the cell door Momma disappears. She must be here still she thinks. My Momma is here! Roll a D12 to see what additional benefit she gains for the remainder of the ability:

1-3: Any time she hits a foe the foe must make a save or be teleported to the cell that was holding Momma. This only happens once per foe. After that the foe is immune for the remainder of the ability's duration. If the cell is too small magically enlarge the cell so that it can hold them. When freed the cell shrinks back to its normal size.

4-9: She can enter a mad rage where she can keep swinging her weapon at a foe. Suddenly the foe becomes the villain that has imprisoned Momma. "Kill You You Momma Hater!" she screams at the foe. For every hit on a foe she can attack again. Each additional attack lowers the damage she can do with her weapon by -2. Second attack has a -2 penalty, third attack a -4 penalty, fourth attack a -6 penalty, etc... . These are subtracted from the total damage done. So a Fighter, for example, hits for 8 points of damage with 2 points added on for Strength. This being her third attack 4 would be subtracted from it, lowering it to 4 points of damage. She can swing again. When 0 or less is reached from the damage roll she can no longer attack for that round. If she normally has more than one attack for the round they are consumed by the rage. The rage/confusion can be used once every 5 rounds.

10-12: Any foe she provides the killing blow for has a letter on it from her Momma. Momma's kiss is on the letter, red and beautiful. When she presses her lips to the lip print the Fighter can open any locked thing, like the Knock spell. Momma briefly appears in or behind whatever is opened. Even in a small box Momma is there and at a size proportional to the container. Kissing the letter causes the lips to disappear and the letter becomes instructions for making a pie of some sort.

If at any point the Fighter finds her Momma she can no longer use this ability. The Game Master will have to decide if she can use this ability at the exact same place over and over again. If Momma wasn't there the first time why would she be there a second time? Perhaps just having it detect the same cells again is enough?

When the Fighter detects additional places where her Momma could be constrained the ability can play out again. But the character does not gain any additional benefits from "freeing" her Momma more than once. The one benefit she has gained is all she gains for this one activation.

Example:

Third Thrust enters the dungeon. Her intuition tells her that there is something here that could imprison her Momma here. Half way through the level she activates Chasing Momma. Immediately she senses something 400" away. She is 10th level so she could sense it 600" away($500" + 10" \times 10$). Third Thrust moves quickly to where her Momma may be. When she reaches 250" away from whatever it is she feels chains around her wrists.

A Jail Booger jumps out at her and she swings at -1 (from the chains she feels) but hits. That takes care of it. She opens the door behind the dead Jail Booger and sees the door. It glows golden in her mind, her Momma's voice can be heard from behind it "I'm here Third Thrust!". The chains on her hands disappear. She runs to the door and uses her special ability to open the door. Momma is here! But then she is gone. Where did Momma go? An eleven is rolled for the special bonus, Third Thrust will now find letters from Momma on every foe she slays for the next 50 minutes.

Collection

Activation Time: Instantaneous/See Below

Range: See Below

Duration: See Below

Uses: See Below

The Fighter collects magical weapons. Magical weapons that she gathers but does not use add to her potency. When she encounters a magical weapon in a dungeon she can automatically transport it to her collection. The collection is kept some place where she thinks these things will be safe. There can only be one collection. This she can do 1 time an adventure + once more per 5 Fighter levels. When she does this she becomes aware exactly what the weapon is and what it can do. If the weapon is cursed there is a 1 in 4 chance that she cannot use this ability further until she removes it from the rest of her collection.

She can call 3 weapons in her collection + 1 more per 5 Fighter levels every week. When she calls on her weapon she can direct it to attack a foe. A phantom version of herself appears next to the foe wielding the weapon she has called upon. It attacks as the Fighter and it strikes with the weapon, then it returns to the collection. If it hits then damage is done. After the attack the Fighter can call the weapon again in 2 rounds.

None of the Fighter's bonuses for Strength or for other things are added in to hit nor do they add to the damage the weapon does. The weapons magical bonuses do apply though.

Missile weapons can be called upon and any magical ammunition that could go with it. The Fighter can place the weapon anywhere in sight and have

it attack from there. Only one weapon can be called upon at a time.

She can call the weapon 3 times an encounter + once more per 5 Fighter levels. Once a week she can trade a magical weapon she is carrying for one that is in the collection. Distance, plane separation, etc... does not matter. She can do the swap.

Example:

Third Thrust comes upon a long sword that is glowing blue. She decides to add it to her collection. She picks it up and throws it in the air, the sword vanishes and a flash occurs where it was at. Immediately she knows that it was a long sword +2 vs. Zoblins, 1" tall zombie goblins.

Later in the adventure she encounters 5 Zoblins. She calls upon this sword. It appears next to a Zoblin with a phantom version of herself. A roll to hit occurs, a 14. 2 points are added to the roll for the weapon is magical. It hits the Zoblin and destroys it. Then the sword and phantom are gone. Third Thrust destroys another one. 3 Zoblins are left.

2 rounds later 3 Zoblins are left and Third Thrust brings the sword back. It destroys a Zoblin and so does Third Thrust. The last Zoblin runs away. She could have called the sword back 2 more times since she is 5th level. 3 + 1 for being 5th == 4 times.

Not soon after she discovers that the whole level is overrun with Zoblins. She decides to trade a magical hammer she has for the blue sword. She uses her once a week ability to do this. The sword appears in her hand, 10 Zoblins enter the room. Just in time!

Dagger Spitter

Activation Time: Instantaneous/See Below

Range: Melee Attack

Duration: Instantaneous

Uses: 5 times a day

The Fighter consumes daggers. When she melee fights a foe and misses she can spit out one of these daggers and roll to hit the target. The attack is at +1 with another +1 per 5 Fighter levels. Once a day she can unload all of her daggers on one target without any bonuses applied. Instead for each dagger that she unloads there is a -1 to hit.

The Fighter can consume 1 dagger + 1 more dagger per 3 Fighter levels per use. She can use this ability 5 times a day. She cannot use this ability again until she has spit out all of the daggers.

For each dagger consumed she takes 1 HP of damage. If the daggers are greased with a healing potion then there is no damage when they are consumed but the daggers in turn do -1 damage when used. They will do a minimum of 1 HP of damage even with the penalty applied. The greasing from the potion is the equivalent of dipping the dagger in water, not much is consumed.

Example:

Third Thrust decides to eat some daggers. She is 10th level so she can eat 4 of them, 1 + 3 for being 10th. She dips them in a healing potion so she doesn't take any damage as she swallows them. Her stomach feels weird but they're ready to use.

A couple hours later she encounters the Crappy Cook. Third Thrust takes a swing at it and misses. She decides to spit out one of her daggers. She rolls to hit and scores a hit. With the damage penalty applied it does 0 damage but this is raised to the minimum of 1 HP. The Crappy Cook is surprised, a dagger spitter! The next round she misses again and decides to unload the rest of her daggers on it. 2 out of 3 of them hit (with a -1 to hit penalty) and the Crappy Cook falls.

Delay Effect

Activation Time: Instantaneous/See Below

Range: Fighter

Duration: Until points reach 0

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

The Fighter is able to delay any effect that she will suffer. Upon failing a saving throw she can activate the ability. The effect can be poison, magic sleep, paralyzation, etc.... Something that will effect the Fighter is delayed. If it is magic that has a duration its duration starts once the delay is finished. The Game Master will have to decide what to do in complicated cases. Something like a Fire Ball isn't affected, direct damage is not delayed.

If she failed the roll by 5 or more then she can delay it 5 points. If it was less then 5 then she can delay it 10 points. The effect takes effect when the points reach 0.

In combat the Fighter must roll a save again every round. If she fails then 1 point is subtracted. When not in combat she must roll a save again every turn(10 rounds). The saves will be rolled against the same thing that they failed against.

Example:

Third Thrust has been stuck by the Two Faced Friend with a spell of False Friendship. This is terrible, Third Thrust needs some time before the Two Faced Friend takes advantage of her. She activates Delay Effect. Since she failed the saving throw by 6 points she has 5 points before the spell takes affect. Third Thrust strikes the Two Faced Friend and he is surprised that his spell hasn't taken effect.

The next round Third Thrust fails her saving throw again and her points drop to 4. She strikes the Two Faced Friend again and that's the end of the fight. Out of combat 6 turns pass with Third Thrust failing her saving throw on 4 of them. The spell of False Friendship takes effect but without the Two Faced Friend around to control it the Game Master decides it does nothing.

Dominoes

Activation Time: Instantaneous/See Below

Range: See Below

Duration: Instantaneous

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

In the Fighter's mind she sees every foe as a potential domino in a chain that can be knocked over. She strikes a foe and activates this ability. She rolls a D4 and adds +1 for every 5 Fighter levels. The foe is given a saving throw. If they fail they take that damage and become a domino. If another foe is 10" + 10" per 3 Fighter levels away the foe/domino enlarges and slams into that foe. The Fighter directs which foe it slams into if there are multiple foes to choose from. The same thing that happened to the first foe happens to this foe. Damage rolls are rolled for each foe slammed into. This repeats up to 1 foe + 1 more per 3 Fighter levels. After the domino has slammed into another foe it shrinks back to match the dimensions of the foe.

What happens to the foe after they have been turned into a domino is determined by what number came up on the D4 roll:

1: Can't do anything for the rest of the round. Returns to normal at the end of it. Loses initiative the next round.

2: Same as 1 but there is a 1 in 4 chance the next round that the foe will briefly become a domino again. When this happens if the ally it hit the previous round is in the same place the foe becomes a domino again and hits him again for the same amount of damage as before. That foe does not need to make a saving throw. After that foe is hit this foe returns to normal where it was. It can attack and move as normal.

3: Same as 1 but there is a 1 in 4 chance that the foe will turn into a domino and fall on another foe the party is fighting, any foe. When this happens the foe the domino falls on takes the damage that this foe took the previous round. If there are no other foes then nothing happens. After the foe falls it turns back to normal but will be on the ground for another round, stunned.

4: Same as 1 but there is a 1 in 4 chance that the foe will turn into a domino in the next 1D4 rounds and start the domino process again. Roll the D4, this is the number of rounds to check. Each round roll a D4 again and if a 1 comes up the process starts over. The foe takes damage as if the Fighter has used the Dominoes ability on it. No saving throw is allowed for this foe. The Fighter gets to direct the dominoes falling over as before. If this occurs to multiple foes during the round assume that dominoes cannot smash into other dominoes. It can only be used against foes that are normal.

Example:

Third Thrust is fighting a group of 3 Dung Dudes, they are all lined up in a row, 10" away from each other. She strikes the closest one and activates Dominoes. The first one fails its saving throw. A 3 is rolled and since Third Thrust is 10th level she adds to 2 to this for 5 HP of damage. The first one falls over and expands outwards enough to slam into the next Dung Dude. This one fails its saving throw as well. A 4 is rolled which results in 6 HP of damage in total. This Dung Dude expands as well and slams into the third one. The third one makes its saving throw and takes no damage. The ones that were turned into dominoes cannot do anything for the rest of the round. The third one shoots an arrow at Third Thrust but misses her. A 2 and 3 are rolled for the two that were turned into dominoes, something could happen again the next round. The next round starts up and the 2 Dung Dudes that were knocked over stand up. Neither rolls a 1 on their D4 check. Third Thrust goes before them since they were turned into dominoes. The fight continues.

Duplicate AC

Activation Time: Instantaneous

Range: Maximum 100"/See Below

Duration: 3 rounds + 1 round per 3 Fighter levels

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

The Fighter is able to use the same AC, assuming it is a better AC, as another character in the party. When within 10" + 1" per Fighter level the duplication works perfectly. Beyond that there is a 1 in 4 chance that the Fighter's normal AC will be attacked as opposed to the duplicated AC.

If the character with the duplicated AC is slain or incapacitated the ability ends. It has a maximum range of 100". If the maximum range is exceeded the ability ends.

Example:

Third Thrust has bad armor, Second Slayer does not. They enter the room and see the Cutting Clown, something that is good at attacking. She uses her Duplicate AC and copies Second Slayer's AC, which is much better than hers. Second Slayer stands back and shoots arrows while Third Thrust rushes the Cutting Clown. She is 50" away from Second Slayer. Since she is 5th level which means she could be 15" away and have the AC always function. Because she is further then that each attack has a 1 in 4 chance of attacking her normal AC.

The Cutting Clown rolls a 2 and attacks the better AC and misses Third Thrust. Some more fighting happens and the next round starts. This time the Cutting Clown rolls a 1 and attacks Third Thrust's normal AC. It hits and Third Thrust thinks about making a run for it. 2 more rounds pass and the fighting continues. On the 5th round of fighting the Duplicate AC ability ends. Third Thrust could only use it for 4 rounds, 3 + 1 for being 5th level. How will this fight end?

Fighter's Mark

Activation Time: Instantaneous/See Below

Range: Foe/See Below

Duration: See Below

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

The Fighter is able to scratch her mark on an opponent. The weapon used must be sharp. To activate the Fighter must hit with a roll that is 15 or greater on a D20 attack roll. This roll can be modified with bonuses. The mark does 1 HP of damage.

The inspiration the mark has on those close to the marked is great. They know that they have a great swords woman among them, the fight is theirs! Those in the party that are within 10" of the marked opponent win initiative each round. Also each character can roll again any failed saving throw.

The effects of the mark continue until its damage is magically healed, the marked destroys it by scratching it out or the marked dies/is knocked out of combat. Scratching it out does 1 HP of damage.

Example:

Third Thrust and First Fist face the Two Faced Friend. I'll show this traitor Third Thrust says and rolls a 19, enough to hit the Two Faced Friend. She activates Fighter's Mark and puts the mark on his chest. The foe takes 1 HP of damage from the scratch. First Fist swings in joy at the Two Faced Friend and does some damage. The Two Faced Friend casts False Friendliness on them. Both of them fail their saving throws. But since the Two Faced Friend has the mark on him they can roll their saving throws again. They do and both make it, the spell does nothing.

The next round they instantly win initiative against their foe. Third Thrust and First Fist score great hits on it and that's the end of the Two Faced Friend. The Fighter's Mark was well worth it!

From Dead Magic

Activation Time: Instantaneous

Range: One weapon

Duration: 10 rounds into the next encounter/See Below

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

The Fighter sticks his weapon into where the heart of a dead spell caster should be. If the caster had spells he did not cast then the weapon can be enhanced from them. For every 10 levels of spells that have not been cast the weapon can add a magic bonus of +1. The Fighter can enchant a weapon like this for 1 point + 1 more point per 5 Fighter levels. The bonus lasts 10 rounds into the next encounter. After the 10 rounds the bonuses decrease by(roll a D10):

1-5: 100%

6-9: 50%

10: 25%

Round down in all cases. So, for example, a +3 bonus that was cut by 50% would be +1.5. This rounds down to 1. After every 10 rounds roll again until the bonus is gone. If the fight is shorter than 10 rounds then the sword can be taken into the next encounter and the round count continues. Eventually the sword will lose its enchantment.

Others can use a weapon enhanced in this manner not just the Fighter. The Fighter can also control how much magic she takes from a corpse. After the first 10 levels have been taken in she can decide to take no more. If enough magic has not been drained to give the weapon a bonus this does not carry over from use to use. The magic instantly discharges around the weapon, doing nothing. The corpse no longer carries the left over magic. Weapons that already have a magical bonus can be enhanced further by this ability but it costs 20 levels of spells to increase the bonus by 1.

The Fighter is able to sense that there is magic in the corpse but how much she cannot tell. Once a week + once more per 5 levels the Fighter can tell exactly how many spell levels are left.

Example:

Third Thrust stands over a dead wizard's body. There is magic in it still she feels. She takes out her good old long sword and sticks it into where it's heart should be. From Dead Magic is activated and it is determined that the wizard had 22 levels of spells not cast. Her long sword gains a +2 magical bonus, 20 levels turn into +2. Down the hall Third Thrust goes with her glowing long sword. Third Thrust is 10th level and could have taken it to +3: 1 + 2 for being 10th level.

A fight starts against the Dull Dings. It drags on and on and on the 11th round Third Thrust must roll and see how much magic is drained from her sword. She rolls a 2 which means all of it is gone. The fight will be a little tougher but she thinks she can win.

Futility

Activation Time: Instantaneous

Range: Foes/Fighter

Duration: 5 rounds + 1 rounds per 5 Fighter levels

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

The Fighter when she activates this ability teaches her foes the futility of trying to hit her. Every time a foe misses the Fighter it gains a -1 penalty to hit her. Each miss adds another -1 to this. The penalties persist until the ability ends.

Example:

Third Thrust faces 3 Laughing Looters. They have a good chance of missing she thinks. On the first round of fighting she activates Futility and takes a swing at them. 2 of the Laughing Looters miss her and gain a -1 penalty to hit for the remainder of the fight. The ability will last 5 rounds in total, Third Thrust is 3rd level so there are no more rounds beyond the 5th. The next round the same thing happens and the penalty increases to -2. On the third round all of them miss so the penalties are -1 for one and -3 for the other 2. The 4th round starts and Third Thrust destroys all of them except for the one with -3 to hit.

That Laughing Lootie misses as well and the penalty increase to -4. On the 5th round it misses again and Third Thrust fights on. The 6th round starts and the Laughing Lootie attacks as normal and hits Third Thrust. She thinks about using the ability again.

Guard 1

Activation Time: Instantaneous/See Below

Range: 10" from character/See Below

Duration: Encounter

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

The Fighter designates a character in the party that she will guard for the encounter. When she is 10" or less from the character she moves instantly, if she wishes it, to block any attack that is coming in at the other character. She has two options:

1: Take the blow herself. She is attacked at the designated character's AC. If hit she takes 25% less damage(round up) then what is rolled.

2: Try to block the blow. She rolls a D20 without any bonuses applied and if she scores a hit against the foe the blow is blocked. If she fails the foe automatically hits the Fighter and does 25% more damage(round up).

To make the guard function she must be within 10" or less. If she strays beyond the 10" range it does not stop but just does not function. She can attack once each round while using this ability. It also functions against missile attacks. If she is attacked by multiple attacks from one foe she can mix her options up in response.

Example:

Third Thrust wants to protect First Fist who isn't doing so great. The 2 Naughty Knives are getting closer. She activates Guard 1 and designates First Fist as the character she is guarding. One Naughty Knife tries to stick First Fist. Third Thrust tries to block the blow. She rolls to see if she hits the Naughty

Knife and misses. A D8 is rolled and a 6 comes up. 25% is 1.5 points, rounded up that is 2 points. So Third Thrust takes 8 HP of damage from the blow. The other Naughty Knife attacks Third Thrust and misses. First Fist kills the Naughty Knife that hit Third Thrust.

The next round the Naughty Knife attacks First Fist. Third Thrust decides to take the blow and is hit. A 6 is rolled again. 25% of that is 1.5 points, rounded up that is 2 points. She takes 4 HP of damage from the attack. First Fist kills this Naughty Knife as well.

Guard 2

Activation Time: Instantaneous/See Below

Range: 10" from character/See Below

Duration: Encounter

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

The Fighter designates a character in the party that she will guard for the encounter. She must be 10" or less away from the character for this ability to function. Beyond 10" it does not end but does not function. She designates a foe each round that she will guard the character against.

When the foe attacks the character the Fighter, if she wishes it, steps in and is attacked instead. The Fighter gains +1 to her AC + 1 more per 5 Fighter levels. If the foe misses the Fighter gains an immediate attack against the foe. If there are multiple misses then she only gets one attack back. The Fighter can attack as normal during the round. This ability works against missile attacks but if the foe is out of range she cannot attack back.

Example:

Third Thrust wants to protect First Fist who isn't doing so great. The Naughty Knife is getting closer. She activates Guard 2 and designates First Fist as the character she is guarding. The Naughty Knife gets designated as the foe. The Naughty Knife attacks First Fist and Third Thrust steps in. Her AC improves by 3 points(1 point + 2 for being 10th). The Naughty Knife misses and Third Thrust gets to attack back immediately. She scores a hit and kills the Naughty Knife.

Hardened By Hits

Activation Time: Instantaneous

Range: Fighter

Duration: See Below

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

The Fighter activates this ability. For 1 round + 1 round per 5 Fighter levels each time the Fighter is hit her AC improves by 1 point. Each hit alters what the Fighter is wearing. If she were nude a strong cloth could appear all over her. If she were wearing metal armor an energy field could appear over it. Something actually changes to improve the AC.

When the point accumulation period is over roll a D10. This is the number of rounds that the AC points stay around. For every 5 Fighter levels the minimum rounds increases by 1 point. So a 10th level Fighter, for example, will have her AC improved for 3-10 rounds. After this over with the changes the ability caused to happen are gone, the Fighter reverts to normal.

Example:

Third Thrust is facing the Hitting Harlot, not a good opponent. She activates Hardened By Hits. She is 10th level so for the next 3 rounds, 1 + 2 for being 10th, her AC will improve if she is hit. Over these rounds the Hitting Harlot hits twice which gives Third Thrust a +2 bonus to her AC. On the 4th round a D10 is rolled and a 5 comes up. For 5 more rounds she will have this bonus. If she had rolled a 1 or 2 it would have been 3 rounds, 10th level adds to 2 to the minimum rounds. The fight goes well and the Hitting Harlot has trouble touching Third Thrust.

Intensification At Zero

Activation Time: Instantaneous/See Below

Range: See Below

Duration: See Below

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

The Fighter if she hits a foe hard enough that the foe will be destroyed can forgo killing the foe and leave it with 1 HP. When she does this she increases the damage she does to other foes in the encounter by $1 \text{ HP} + 1 \text{ HP per 5 Fighter levels}$. Other members of the party gain this benefit as well. This damage increase lasts until the foe is killed, it moves its HP beyond 1 HP or the encounter ends.

The other foes will be aware that they are being damaged more because one of their own is still alive. Something red shoots out of the foe and hits the other foes. This something is doing damage they will think.

Example:

Third Thrust sticks the Mouthy Meanie a good one and could have killed it. Instead she activates Intensification At Zero which leaves it with 1 HP. There is 1 other Mouthy Meanie for her to deal with. The next round she strikes it a good hard hit. She deals it 5 HP of damage. With the ability activated she does 3 more HP of damage, $1 + 2$ for being 10th level. That ends this Mouthy Meanie, leaving the other one. On the next round the remaining one hits Third Thrust but is cut down by her afterwards.

Miss Redirect

Activation Time: Instantaneous

Range: See Below

Duration: One miss

Uses: Three times an encounter + once more per 5 Fighter levels

The Fighter if melee attacked by a foe that misses can redirect the attack against a different foe that is in striking distance. It must be in striking distance of the foe not the Fighter. The same dice roll is used.

Once an encounter she can add a bonus of +1 per 5 Fighter levels to the roll. If the Fighter has not attacked yet she can use her attack and roll the attack dice again against the foe she is trying to redirect that attack against. All her bonuses to hit are added in and she can use the once an encounter bonus to hit if she wishes.

Example:

Third Thrust is being attacked by two Babble Voices. One misses her and Third Thrust uses Miss Redirect on the attack to move the attack towards the other Babble Voice. The roll that missed Third Thrust is good enough to hit the other Babble Voice. The Babble Voice rolls its usual damage which is enough to destroy the Babble Voice that got hit. Third Thrust laughs and prepares to fight the remaining Babble Voice.

One Weapon After Another

Activation Time: Instantaneous/See Below

Range: The Fighter

Duration: For one sequence/See Below

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

The Fighter must designate a series of melee weapons that she will use. Every round she must use one of the weapons in the series. Weapons cannot be repeated in the sequence. Ammunition or small things that exist in great numbers cannot be used. Multiple attacks cannot be used, only one attack per round. The Fighter can use up to 5 weapons + one more per 5 Fighter levels. For every weapon used there is a chance that a benefit will occur when she attacks with it:

Number Of Weapons/Chance:

2: 1 in 10

3: 1 in 8

4: 1 in 6

5+: 1 in 4

When a benefit occurs, roll a D20 before the attack is rolled to determine what happens:

1-2: Automatic hit for the round.

3-5: The next time the Fighter misses in the attack sequence roll again.

6-8: For the remainder of the ability's activation each weapon does damage like the most powerful weapon in the series. This does not include damage bonuses or magic effects. If this is rolled more than once roll again.

9-11: If the Fighter hits she replaces her current weapon with the last one used and she hits with that too. This is after the first weapon's damage was dealt. If there was no previous weapon used then there is no extra hit.

12: The round after this one the sequence restarts. Any benefits from previous rolls continue.

13-15: The Fighter either attacks or does damage with a 1D4 bonus. She decides before the attack roll occurs.

16-18: The Fighter increases the chances of something happening by 1 point for the rest of the sequence. So, for example, 5 weapons were used. Instead of a 1 in 4 chance of a benefit occurring it will be raised to 2 in 4 for the remainder of the ability's duration. She does +1 HP of damage if a hit occurs for this round only. If the chance of something happening is 100% roll again. The damage bonus does not occur if this is the case.

19-20: The Fighter subtracts the weapons sequence number from her D20 roll. If she scores a hit she adds the sequence number to the damage roll. So the 3rd weapon, for example, used would subtract 3 from the hit roll but add 3 to the damage roll if a hit happened.

When she has gone through all her weapons the ability ends. She does not need to attack every round but she must go through each weapon one at a time or the ability ends. At the end of the encounter the ability ends as well.

Once a use she can increase one benefit chance roll by 1D4 points. That is the chance of a benefit happening increasing from 1(or whatever number it is at) by 1D4 points.

Example:

Third Thrust faces the Mouth Of Terrible Talking and decides to use her 5 different swords against it. One of them should shut it up, she activates One Weapon After Another. With her first attack against it she rolls a 2 and no benefit is rolled. The Mouth talks and talks.

Round 2 starts and a 1 is rolled before she attacks with her second sword. A 2 is rolled so she automatically hits the Mouth. The Mouth is cut bad but keeps on talking.

Round 3 starts and she decides to add a 1D4 roll to the roll. A 2 is rolled so she has a 3 in 4 chance of something beneficial occurring. She rolls a 9. Third Thrust attacks and hits! She does a good amount of damage with the sword she is using. With the benefit she reaches for her previous weapon and cuts the Mouth so hard that it falls to the ground.

The Mouth Of Terrible Talking is now the Mouth Of Sedating Silence. Third Thrust takes the cotton out of her ears. She had 2 more weapons to go through but since the encounter is over with the ability ends.

Punish Behind

Activation Time: See Below

Range: Fighter

Duration: Instantaneous

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

The Fighter whenever she is struck by a foe automatically is moved behind the foe. If there is no space for her to move behind then it does not happen. The move behind also should not occur if it would drop the Fighter in a pit or some other terrible place. Depending on how nimble the Fighter is she may take no damage. Roll damage and then roll a D20:

- 1: If it is below her Dexterity score she takes no damage.
- 2: If it is equal to her Dexterity score she takes only 25% of the damage.
- 3: If it is above her Dexterity score she takes only 50% of the damage.

After the damage is dealt she can attack the foe immediately. If she hits the foe it takes 25%(round up) of the damage that was rolled up to the maximum damage the Fighter's weapon can do. If the Fighter has no weapon then there is no damage dealt back. The use of this ability does not count as an attack the Fighter used for the round.

Example:

Third Thrust is fighting the Smut Smusher. It rolls a hit on Third Thrust. She decides to use Punish Behind. The Smut Smusher would have done 14 HP of damage from the hit! A D20 is rolled and it is under her Dexterity score so she slides right behind the Smut Smusher without taking any damage. Third Thrust hits and does 4 HP of damage. 25% of 14 is 3.5, rounding up makes that 4 HP. Her sword can do up to 8 HP of damage. Third Thrust has another attack left for the round, she rolls to hit. The fight continues.

Relentless Healer

Activation Time: See Below

Range: Fighter

Duration: See Below

The Fighter heals 1 full HD of HP every 8 hours regardless of whether she is resting or not. The healing only happens every 8 hours. During the hours between the healing and the next healing nothing happens. If she is damaged during this time this does not disrupt the healing.

The Fighter can try to get access to a portion of the healing earlier than that. Divide the HD/HP by the number of hours that have passed since the last time she healed, round up. If a full hour has not passed then that does not count. Roll a D4, if a 1 comes up then they get access to those HP and the remainder will appear when the 8 hours have passed. They can do this once every 8 hour healing cycle. If a 1 does not come up then they lose the healing for this 8 hour cycle. Once a week + once more per 5 Fighter levels she can automatically succeed with this check.

Example:

Third Thrust has been through a bad battle. She takes the long road home in the dungeon, the one where no foes have been found so far. The first 8 hours pass and she regains 8 HP. She continues onward but smells something bad up ahead. She has been journeying 4 hours and tries to access some more healing. A 2 comes up. Disgusted she uses her once a week automatic success checks and heals 4 HP. If she hadn't done this she would have lost the healing for this cycle. The fight starts a few minutes later.

Silencer

Activation Time: Instantaneous

Range: See Below

Duration: 1 turn(10 minutes)

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

The Fighter is able to get the party to silently sneak as they move around. They must walk directly behind her and follow her walking example. Each character must follow the character ahead of them since they are following the Fighter's example. Everyone moves at 50% of their normal walking rate. The ability is similar to how a thief moves silently. Those that are walking cannot be further than 10" away from the one up ahead or they do not move silently. If they stray further then that they can rejoin once they are 10" or less away from the next character.

At any point that the party is disturbed by an encounter then the ability ends. A character falling into a pit, for example, will not end the ability. The character in question can be pulled up quietly and everyone can get moving again. A loud trap only provides noise when it goes off, it does not end the characters sneaking around.

Example:

Third Thrust is leading First Fist and Second Slayer in the dungeon. Up ahead she spies a Lunatic Leper. It is walking slowly looking at a painting. She decides they want to avoid the encounter. She activates her Silencer ability and leads the party quietly by the area with the Lunatic Leper in it. 5 minutes later they are far enough away that they can resume normal movement. Phew!

Split Hard Hit

Activation Time: Instantaneous

Range: Foe

Duration: Instantaneous

Uses: 3 times an encounter + once more per 3 Fighter levels

The Fighter whenever she hits a foe with enough damage that equals or exceeds 1 HD can forgo the damage and then attack twice. The hit is nullified and the Fighter gains 2 attacks that she must use immediately against the foe. She pulls the weapon back and turns it into 2 fresh attacks. 3 times a day she can cut the amount of damage that she must do to 50% for the the ability to be used. If she wishes it she can turn these immediate attacks into 2 more attacks if they meet the damage requirements.

Example:

Third Thrust attacks the Metallic Ass. It will die at her hands she has declared. She swings at it, hits and does 10 HP of damage. The hit was an easy strike and since she did more than 1 HD of damage she decides to give up the damage and use Split Hard Hit. The two immediate attacks she gains hit as well and she does 15 HP of damage against it. A good gamble because the Metallic Ass is smashed to pieces with those hits.

Start Of The Level

Activation Time: Instantaneous

Range: See Below

Duration: Instantaneous

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

The Fighter the first time she enters a level can use this ability. She raises her weapon in the air and a very dim wave shoots out and expands outward for $100" + 100"$ per 3 Fighter levels. What she sees is a very vague map off the areas within the distance of the ability. Room shapes and hallways are now in her mind. Doorways, traps, things like beds, chests she does not see. She has an idea of what is around her but nothing more. Living creatures, foes, etc... she does not see. Rooms that are supposed to be secret only have a 1 in 4 chance of being revealed.

Once a week she will know if the areas she has seen in her mind have enemies in them or not. When they do the area will appear with a death symbol of some sort in her mind.

Creatures unless extremely sensitive will not notice the wave as it shoots outward. If they are sensitive they only have a 1 in 10 chance of noticing it.

Example:

Third Thrust walks down the steps to the third level. What is down here she wonders? She decides to use Start Of The Level. Since she is 7th level she sees 300" in all directions, $100" + 200"$ for being 7th. A map forms in her mind. The Game Master notes 2 rooms are supposed to be secret. He rolls a 2 and 3, neither of them are revealed. Third Thrust wants to know if there are enemies in any of the rooms. So she uses her once a week ability to reveal any. Two of the areas have skull and bones appear in them. There's something there, she motions for the rest of the party to follow her.

Synchronized Attacks

Activation Time: Instantaneous/See Below

Range: See Below

Duration: 1 round per Fighter level

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

The Fighter is able to synchronize her attack with another character. When they are melee fighting the same opponent they attack at exactly the same moment. If either of the characters hits the foe then both hit. This works for one attack a round. For every 5 levels the Fighter can synchronize another attack with the character for the round, that is if they both have multiple attacks. The Fighter can designate a character each round that she is fighting with, it does not need to be the same character for the ability's duration. They only need to be melee fighting the same foe.

Example:

Third Thrust and Second Slayer team up against the Four Handed Fool. She activates Synchronized Attacks. This will last for 10 rounds since Third Thrust is 10th level. Second Slayer rolls a miss but Third Thrust rolls a hit. Since they are melee attacking the same foe both hit. The Four Handed Fool is thrown back, did it not block Second Slayer with one of its shields? The next round the opposite happens: Second Slayer rolls a hit and Third Thrust rolls a miss. This time the damage they've done destroys the Four Handed Fool. Together in synchronicity they have won a great victory against the Fool with 4 hands.

Teacher Of Finality

Activation Time: See Below

Range: Fighter/See Below

Duration: 24 hours/See Below

Uses: Once lesson a week

The Fighter is taught whenever she is free from adventuring by a mysterious being who calls herself the “Teacher Of Finality”. She came to the Fighter while she was musing on her own death. Inside of her mind she stepped and told her to look for a bag when she was ready. “You will know what to do when you hold it in your hand, what is in the bag is you. You KNOW the answer to your question.” the Teacher told her.

When she is ready to be taught a black bag appears at her feet. She reaches into the bag and pulls out her own skull. The skull asks “Teach you?” over and over again. She responds with Doom, Ends or Finality each time the skull asks “Teach you?”. After doing this several times the Fighter finds herself on top of the Teacher's mountain, wherever that may be, and the Teacher Of Finality stands before her.

The Teacher appears as a bald woman with a multitude of scars all over her face. There are more scars then there is untouched skin. Her flesh appears drained of all color, her lips are blue. When one looks into her eyes one sees a skull grinning back. The teacher is dressed in warped and bent weapons, ones that have been used against her and brought her her own doom. “Death I have known, my own lessons I have learned.” she says and tries to pull one of the weapons off her breasts. She smiles, revealing a toothless blood filled mouth.

All around terrible elements are raging: snow, strong winds, lightning, earth rumbles, etc... . The Fighter somehow is untouched by all this and the Teacher begins the lesson. She sits at the feet of the Teacher and she watches herself being killed over and over again by different foes.

A lesson takes one day and can only be given once a week. Each lesson gives her 1 education point. She can learn up to 3 education points + 1 more per 5 Fighter levels. When a lesson is finished the character returns to where she wishes to be as long as it is a place she would ordinarily have access to.

While on an adventure she can use an education point in an encounter. During that encounter anytime that she is attacked and hit with a blow that

would do 1 HD or more worth of damage roll a D20 to see what happens:

1-5: The Fighter recalls from her lessons the blow that is coming down. She is able to remember how to evade it and takes only 25% of the damage from it(round down).

6-9: The Fighter remembers how to weaken the foe's blow against her. She rolls the damage roll that the foe rolled. Whatever she rolls the foe's damage rolls are reduced by for the next 1D4 rounds. This starts this round.

10-11: The Fighter takes the damage from the blow but has prepared a response against it. If she has anything that can quickly be used that heals, such as a healing potion, she can apply it to her fresh wound which will immediately heal. No damage taken.

12: The Teacher appears and in great anger blocks the blow. She pushes the foe back 50" and slaps the Fighter. "You have learned nothing!" she yells and is gone. The Fighter is stunned for 1D4 rounds and if the foe approaches her again she will do her utmost to get away from it while stunned. As the foe moves the Fighter moves as well, away if possible. This happens even if the Fighter has already moved. The most she can move again is equal to her normal movement rate. Being stunned does not affect her moving away from her foe.

13-20: The Teacher appears briefly and looks disappointed. That is all.

If the Fighter is hit hard enough that she is killed there is a 3 in 10 chance the Teacher will appear. For every education point that has not been spent she will heal her pupil 1D8 HP and restore her to life. The education points are spent as she heals the Fighter. The foe that did this to the character is stunned by the Teacher for a round. Once a year the Fighter can automatically have the Teacher do this. The Teacher will seem disgusted with her, "If you live you will spend weeks with me learning of this doom."

After this death and as soon as the adventure is over with the Fighter will disappear and not be seen for 1D4 weeks. During that time she will be subjected to the most grueling lessons the Teacher can devise, all based off of the doom she has evaded. When done she will be better prepared and gain +1 to her AC and +1 to her HP for every level. These bonuses last for one month or until the end of the next adventure. For each week she is gone she gains an education point, up to her maximum.

Example:

Third Thrust has learned from the feet of the Teacher Of Finality. Years ago she spent hours pondering her death and the Teacher came to her. In the last month she has gone to the Teacher 3 times and gained 3 education points. Into the dungeon she goes.

As the encounter with the Rotten Righties starts she spends an education point. Not that far into it a Rotten Rightie smacks her for 12 HP of damage, which is over 1 HD worth of HP. A D20 is rolled and a 10 is rolled. Third Thrust has a healing potion and immediately uses it. The damage is nullified. Later in the encounter she is hit again for 12 HP of damage. A 15 is rolled on the D20. The Teacher appears and does not look that pleased with her. Then she is gone. A 15 HP blow happens much later and a 12 is rolled on the D20. The 15 HP of damage is blocked by the Teacher. She pushes the foe back 50" and slaps Third Thrust, "Nothing have you learned!". Third Thrust is stunned for 3 rounds. As her foe tries to get closer she stumbles away. The fight continues.

Weak Is Wrong

Activation Time: Instantaneous

Range: Fighter/See Below

Duration: Encounter/See Below

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

The Fighter cannot stand being around weaklings. She has a strength inside of her but it never appears around them. These weak people, they must be why her strength is hiding from her. Why do they hate her strength? She has to get away from them!

If any character has a Strength score of 11 or less then she suffers -1 to hit and damage. If anyone has a Strength of 7 or less then the penalty is raised to -2. They are considered "weak" characters by her. She must be 10" + 1" per Fighter level away from the weak character(s) to escape this penalty. She can activate the ability when she is close to a weak party member but it does not function until she is far enough from them. The Fighter must have a Strength of 12 or more to have this ability.

The Fighter can activate this ability when she is in combat. She yells at her foes to send their toughest against her. As they get closer her real Strength begins to manifest itself. When a foe is 10" or closer to her she gains Strength points based off how strong a foe is:

HD < level: .5

HD = level: 1

HD > level: 1.5

A full Strength point is not gained until the number is whole. .5 is just a step to a whole point. This increase can be up to 3 + 1 per 5 Fighter levels. The ability lasts the entire encounter.

Example:

Third Thrust is running the dungeon with the weak First Fist, a character with only 9 Strength! They run into 4 Rotten Rigthies, the most annoying things that have ever existed. Third Thrust tells First Fist to get back and she moves

30" between away. Third Thrust is 5th level so she needs at least 15" in space for Weak Is Wrong to function. She activates it and the Rotten Righties get within 10". 2 of the Rotten Rightie's HD are below her level, so she gains .5 x 2, 1 Strength point from them. One's HD is equal to her level so she gains 1 point from that. The final one's HD is above her level so she gains 1.5. The total is 3.5, which turns into 3 Strength points in all. Since she is 5th level she can increase this amount to 4 points, that is if there were enough foes.

Third Thrust's muscles expand and she smashes 2 of the weaker Rotten Righties into the floor, they are gone. With 2 dead Rotten Righties her bonus Strength points lower to 2. She is still strong. The Rotten Rightie with HD equal to her level goes down and her Strength bonus is lowered to 1. Finally First Fist destroys the last one from afar. Third Thrust's Strength returns to normal. She thinks she should leave First Fist here. Hmmph, all she does is make her weak. Which is wrong.

Weed

Activation Time: See Below

Range: See Below

Duration: 24 hours

Uses: See Below

At some point in the Fighter's life she stuffed some forest weed she had never seen before in her ears. Usually that was all she needed to do to drive out the bird's belching, the insect's booming and the wind's fart. This time though she found that the weed made her feel better. The noises stopped bothering her and she found that she enjoyed them. The more she used it the healthier she got. Her hair regrew and the drip from her nose stopped. Since then she has harvested the weed whenever she was in the right forest.

The Fighter is able to turn a specific forest weed into a healing plant. She can eat it, smoke it, rub it all over her body, whatever. When she does this she is able to reduce her need to rest by 50%. In addition to this whenever she heals it is at double the amount it normally would do, this includes magic spells. For example she uses the weed and is healed by a spell. Normally she would be healed D8 by it. Now when she heals for the next 24 hours the roll is done and the amount is doubled. When she uses the weed the effects last 24 hours.

If she gives the weed to someone else as a dose it has a 25% + 10% more per 5 Fighter levels of working the same as it does for her. If it does not work whomever consumed the weed will be off balance for 24 hours and attack at -1. She can try to give them another dose of it in a week. Before that time it will automatically fail. If it worked then she can give it again within 24 hours with an additional bonus of 50%. After one day of not using it this extra bonus is no more.

Once a week + once more per 5 levels she can potentiate a dose so that it is strong enough to cure any disease, heal any madness or end any poison. It takes her 1 turn to turn a dose into this. How she prepares it so it can be consumed is up to her. This can be given to anyone and it will work. If time is pressing she can reduce the time down to 1 minute but there is a 1 in 4 chance of it being ruined in the rush. When a dose is turned into this it will only last 1 hour and then it becomes useless.

She can harvest 3 doses of weed + 1 more per 3 Fighter levels. Any beyond that amount spoil as soon as she harvests it. She must designate a forest where the weed is found and she can find the weed in any forest that is similar. It takes 1D8 hours for her to find one dose of weed.

Example:

Third Thrust was an unhealthy teenager. Gunk poured out of her rear end and something red and apple like grew in one of her ears. Then one day she found the magical weed in the forest. It was yellow and had things on it that looked like blinking eyes. She put it under her armpit and all her bad health problems disappeared. Since then she has harvested the weed and found deeper benefits in using it.

One day in the dungeon First Fist eats something she thought was an pastry. The thing let out a yellow gas as she swallowed it and she began to die. Third Thrust sat down and worked on a dose of her weed. She knew she had only a few minutes to make it into something that would cure her. She decides to gamble and cut some corners. A 2 is rolled on the D4 and she succeeds in speedily creating a cure. She puts it in First Fist's nose and sets it on fire. The smoke removes the poison and First Fist lives.

Wounds Unwound

Activation Time: Instantaneous

Range: Fighter

Duration: See Below

Uses: See Below

The Fighter keeps track of terrible damage she has suffered. Whenever she suffers a wound that is greater than or equal from what she could have gotten from a maximum HD roll, add 1 point to the total. When she has acquired 5 of these points she can heal herself of 1 full HD of damage at any time. When 15 of these points have been acquired she can activate a regeneration ability. Every 15 points adds another time she could use regeneration. 30 points, for example, would be the next time she could access it after 15. These points are milestones and indicate when a healing or regeneration can happen. For the first 15 points, for example, she would get a healing at 5 points, 10 points and 15 points. In addition when 15 points have been reached she can use the regeneration ability. This lasts 1 hour, 1 HP per round.

Example:

Third Thrust has been hit several times over this adventure. She has been hit hard 4 times for a HD or greater of damage. The 5th time occurs from the Dumb Dork and she decides to heal herself of 8 HP of damage immediately. That was equal to 1 HD that she would have gotten for a HD roll. Deeper in the dungeon this has happened 14 times. Another Dumb Dork hits her for over a full HD of damage. This makes it the 15th time she has been hit. Third Thrust kills the Dumb Dork and activates the regeneration ability she can access with the 15th point.

Zombies For Now

Activation Time: Instantaneous/See Below

Range: The Party

Duration: 1 week/See Below

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

If the Fighter and the party have all been killed she can bring them back from the other side. Every character rises up as a full HP 1 HD zombie. The Fighter's spirit can observe what happens after they are all dead. She has one day to activate this ability, after that she can no longer use it. They have 1 week to get themselves to a healer that can bring them back from the dead.

While zombies they cannot access any of their magic or special abilities. The only difference between them and regular zombies is that they have their minds still.

Each day is a battle to keep themselves from becoming mindless undead. Roll a D20 and if the roll is over their Wisdom they must make a saving throw against(perhaps Death) and if that fails then they become mindless for 1 day. Once the week is up they all become regular zombies that cannot be restored.

Example:

Third Thrust, Second Slayer and First Fist have all been killed. The Brutal Big Butt leaves them on the field to do something else bad. Third Thrust's spirit watches for many hours and decides to bring them all back. They rise as zombies but with their minds intact. Third Thrust tells them that they need to get to a healer as soon as possible, they have a chance of being normal.

One day into the journey Second Slayer fails her Wisdom check and rolls above hers. She makes her saving throw and does not become mindless. The next day they find the healer who is visibly shaken from being confronted by zombies. Third Thrust makes it clear to the healer that they are still good beings they just need the healer's help. This convinces the healer and she raises them all from the dead.