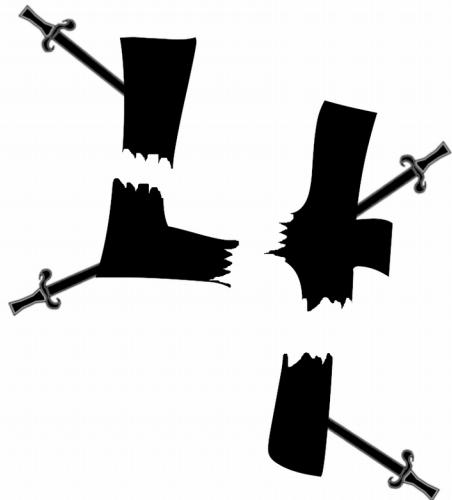


FIGHTING FOOLISHNESS 4



FIGHTING IDEAS FOR OSR GAMES

Fighting Foolishness 4

Fighting Ideas For OSR Games

by

Unbalanced Dice Games

Copyright © 2019 Unbalanced Dice Games

Fighting Foolishness 4

Introduction	1
Terminology	1
Thoughts On How To Use The Fighting Ideas	2
Fighting Ideas	3
Ammo Galore	3
An Arrow For Everyone	4
Arrow Awaits	5
Back Away	6
Contemplation	7
Damage Retreat	8
Destructive Absorb	9
Diminish Leader	10
Executor Of Exploiters	11
Fleeing	13
Frustration	14
Fuse Armors	15
Half Down	16
Hand Bones	19
Healing Babble	20
Melee And Missile	21
Nerves	22
Offensive	23
Paint Missile	25
Revenge	26
Release Magic	27
Roots Of Liberation	28
Scout And Return	30
Sleep Striker	31
Strange Skin	32
Surprise To Ferocity	33
Thief's Fate	34
Undead Stand Back	35
Victory Restore	36
Wee Face Feast	37

Introduction

Fighting Foolishness 4. The fourth book of fighting ideas. 30 new ideas, abilities, skills, etc... however you want to classify them.

“The magic has been dead for a years, didn't you figure it out?” the Fighter said to the Bumble Caster. The Fighter must be right, there has to be some good abilities in this book she can rely on instead of the Bumble Caster. The leader of the Dumbos was tough but she showed the Bumble Caster how to make him an ordinary Dumbo with Diminish Leader. The Bumble Caster understood. They were beaten by the Brute Butt and had to flee. Later they returned and with the Fighter's Revenge ability they were able to make mush of the Brute Butt. The Bumble Caster seemed to understand this. The Fighter was paralyzed by the Grumpy Grug but with her Sleep Striker ability her muscles were able to fight it til it was a Grug corpse. The Bumble Caster understood this pretty well. Then they came upon the Slave Master and the Fighter explained to the Bumble Caster that she was the Executor Of Exploiters. One good blow and the Slave Master became one less exploiter of the weak. The Bumble Caster found himself agreeing with the Fighter, yes spells are not everything. Fighting Foolishness 4, another liberating book for the Fighter! FIGHT THE FOOLS!

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.

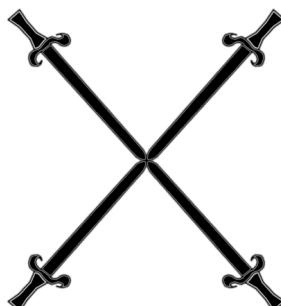
Duration is how long an ability/idea is activated.

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

Ammo Galore

Activation Time: Instantaneous

Range: Fighter

Duration: Encounter

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

The Fighter if she has ammo at the start of an encounter can activate this ability. Any normal ammo that she has is instantly replicated in her missile weapon. There must be normal ammo present for this to work. While active the Fighter cannot run out of the ammo she has as it is always replicated when the missile weapon is used.

When the Fighter reaches 7th level she is able to replicate +1 magical ammo. Every additional 7 levels adds another +1 to the possible ammo replicated. A 14th level Fighter, for example, would be able to replicate +2 ammo. Ammo with a special power, such as an acid arrow, would have to use one of the +1's to replicate it. So a +1 acid arrow, for example, would need a +2 bonus to replicate it, one for the +1 and one for the acid effect. Unique ammo cannot be replicated. If there is only one Ivy's Heart Hater, for example, in existence then it cannot be replicated by this ability.

Example:

Fourth Fighter has 1 arrow left and one great bow. Into an area she strolls and sees 4 Polidorkians. Their a good distance away, her bow can reach them but she only has one arrow. She activates Ammo Galore and solves her arrow problem. For 2 rounds they stand around and argue if they should send their army against Fourth Fighter, 2 of them go down during these rounds. Fourth Fighter is very confused, why are they talking and not fighting?

Then they decide to show how strong they are and start to stumble towards her. Before they can reach her she knocks them down with her arrows from her never ending supply. One pulls the arrow out of its chest and sticks it

in the other one that was still crawling. Fourth Fighter puts an arrow in each one again and the fight is over.

Though the fight is over she swears she can still hear them talking. "Send them soldiers in... get er good..." they seem to say. She still has her original arrow left, maybe she will probe them with it? Why can't a Polidorkian ever be quiet?

An Arrow For Everyone

Activation Time: Instantaneous

Range: Weapon's range

Duration: An attack

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

The Master taught the Fighter how to shoot many arrows at once at many different targets. "It is not you but me who does the shooting, I have spent centuries perfecting the technique." he told her. The Master when she did this entered her body and performed the arrow shots. The Fighter did not believe this but at least she could shoot all these arrows. She couldn't do that before. Someday she'd shoot the Master and see if it really was him shooting the arrows.

The Fighter is able to shoot an arrow at every foe in range. There is a limit of 5 foes + one more per 2 Fighter levels that can be targeted. She must have the right amount of arrows, it does not magically appear. The Fighter rolls once and the roll is used against each foe's AC. Range modifiers are used for each foe if there are any. The same type of arrow does not need to be used, mixed arrows are allowed.

One damage roll is rolled(if the arrows share the same damage range), bonuses applied and every foe that was hit by an arrow takes the same damage(again if the arrows share the same damage range). With different arrow types break the damage rolls into groups. The group that was hit with one type of arrow gets one roll, another group that was hit with a type of arrow gets another roll and so on. So group 1, for example, that was hit with normal arrows would get one damage roll and each of them would get the same damage applied. The 2nd group that got a +1 arrow each would get one damage roll with the magic of the arrow added in.

Example:

Fourth Fighter runs into 12 Broken Brains, their clubs are ready to beat her into the ground. These are not tough foes, perhaps she can knock them out with an arrow each. She activates An Arrow For Everyone and shoots 10 of the same arrows. Fourth Fighter is 10th level so she can target 10 of them at once, 5 + 5 for being 10th level. She rolls a 14 which is good against their AC. The damage roll ends up being 5 and 9 of the 12 Broken Brains fall. The other 3 panic and make their escape.

Arrow Awaits

Activation Time: Instantaneous

Range: See Below

Duration: See Below

Uses: 3 times an encounter + once more per 5 Fighter levels

The fighter shoots an arrow(or a bolt perhaps) at a target. If it hits it does no damage but sticks partly in. The arrow can be removed by the foe but this consumes one of its attacks. If the arrow is still stuck on the foe when it is melee attacked next the hit does its normal damage. But the arrow is pushed in by the attack and does(roll a D6):

1-2: normal damage

3-5: 2x the arrows normal damage

6: 3x the arrows normal damage

If multiple arrows are sticking in the foe only one is knocked in with the attack. The others await another attack. The Fighter can use this 3 times an encounter + once more per 5 levels.

Example:

Fourth Fighter faces the Perfumed Plague , it is too far away to attack with a melee weapon. She decides to shoot it with an arrow and uses her Arrow

Awaits ability. With a good roll her arrow hits the Perfumed Plague, and dangles there. The Perfumed Plague is confused and ignores the arrow, it begins to march forward.

Out of another doorway Fourth Fighter's exciting ally, Ivy appears. With her real sharp knife she stabs the Perfumed Plague. That does damage and the arrow digs in as well. A 5 is rolled for the arrow. The check on any damage multiplier is rolled, a 4 comes up. The arrow does 10 HP of damage, 2×5 HP of normal damage. The fight continues.

Back Away

Activation Time: Instantaneous

Range: The Party/10" + 1" per Fighter Level

Duration: After attacks during the round

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

The Fighter is able to pull every character back, up to 10" + 1" per Fighter level away from the foe they are fighting after they attack. The Fighter can be moved as well not just the other party members. The character must be visible to the Fighter. Behind, to the left or the right of the Fighter is all right as long as the character is visible. She can move 5 characters + 1 character per Fighter level back.

The character must want to be pulled back otherwise the ability will not function. The character can be moved in a straight line or up to a 45 degree angle. Any obstruction stops them from being moved back, the path must be clear. They can be moved up to where a blockage exists.

Example:

Fourth Fighter, Ivy and the other guy face 3 Dopey Dongs. Though they were loved in the past they have become Fourth Fighter's enemy. Each character takes on an individual Dopey Dong. They move into position and attack. Fourth Fighter decides to move everyone out of the way after they attack. Fourth Fighter hits one hard with her fist. Ivy seems to stick her Dopey Dong 100 times with her long sharp knife. Deadly and sexy as usual. The other guy misses. Kind of worthless as usual.

Fourth Fighter activates her Back Away ability and pulls everyone back 20". She is 10th level so she can move them back 10" + 10" for being 10th level. The Dopey Dongs are very frustrated, they already moved and the party is too far away to attack.

Contemplation

Activation Time: 10 minutes/1 turn

Range: Fighter

Duration: 1 hour + 1 hour per 5 Fighter levels

Uses: Once a day

The Fighter sits down and thinks about all the foes he has fought during the day. The foes flow through his mind, each attack and defense they used. He begins to see flaws in what they do and they all seem to share the flaws.

At the end of this he gains a bonus against any foe that is similar to the other foes he has fought. For each new foe he encounters that is similar enough roll to see what bonus manifests itself(roll a D12):

1-2: Nothing

3-4: Foe's Armor Class is lowered to 9(Descending AC) for 3 attacks for the Fighter. These are individual attacks, he decides which 3 attacks are affected.

5-6: Attacks do 50% less damage against the Fighter for 3 strikes. The Fighter decides which strikes and the decision must be made before any damage dice are rolled.

7-8: Fighter can hit the foe once for maximum damage whenever he wishes

9-10: Fighter can summon 1 of the foes he has fought/killed and have it fight this foe as a zombie. The zombie comes running into the combat zone at an incredible pace and immediately attacks the foe. If all the foes are used up roll again. If there are barriers between the zombie and the Fighter and foes it is teleported to the fight. Then it begins to run and attack.

11-12: Fighter is able to attack the foe once a round even if he is fighting a different foe. Foe must be within striking distance. Lasts entire encounter. If he is only fighting the foe then he does not gain an additional attack.

(Against multiple foes that are the same the Game Master may want to use one bonus for all of them.)

Example:

Fourth Fighter has fought many Wrong Women today. She wants to sit down and think about how she has fought them. So she sits down cross legged and activates her Contemplation ability. She is secure in the room and is able to think about them for 10 minutes uninterrupted. Fourth Fighter stands up and will be able to fight them with bonuses for the next 3 hours. She is 10th level so it will last 1 hour + 2 hours for her being 10th level.

Half an hour later she runs into 2 Wrong Women. Since she has fought other Wrong Women today she can roll to see if she gets a bonus for fighting them. The first one she rolls a 1 for so she does not gain a bonus. The other one she rolls a 7 for and can inflict maximum damage on it once. She attacks the one she can inflict maximum damage on and scores a hit. She chooses to use maximum damage on it and does 12 HP of damage. The Wrong Woman is destroyed. The other one is frightened and runs away. Fourth Fighter continues in the dungeon looking for other Wrong Women to fight.

Damage Retreat

Activation Time: Instantaneous

Range: Fighter

Duration: See Below

Uses: 3 times an encounter + once more per 5 Fighter levels

The Fighter has never been one to take too much damage. If a bee swarm attacked him he'd be able to escape it after 1 sting. When the giant started dropping rocks from his bag on him he was able to get to safety after the first one cracked his skull. When he needs to get out of the way he gets out of

the way. A little cut instead of a decapitation has been the Fighter's philosophy.

The Fighter after suffering 1 HD or more worth of damage from an attack(or multiple attacks in the same round) can immediately use this ability. A Fighter, for example that rolls a D10 for each level/HD increase would need to take 10 HP of damage before being able to activate the ability.

Before another attack he can move his full movement rate to a different place in the fighting area. This movement is separate from any previous movement that occurred during this round. It has nothing to do with his normal movement. The Fighter can use this multiple times a round if necessary. If he suffered another full HD of damage after using it he'd be able to activate it again and move.

Example:

Fourth Fighter stands before the 5 armed Pussy Wussy. He runs forward and uses all of his movement. The Pussy Wussy hits him 2 times in a row and has 3 attacks left. These have done over 1 HD of damage and Fourth Fighter activates Damage Retreat. Before the other 3 attacks occur he runs past the Pussy Wussy and stands 50" behind it. The Pussy Wussy is very angry! Didn't he just use up all his movement?

Destructive Absorb

Activation Time: Instantaneous

Range: Fighter

Duration: Instantaneous

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

The fighter is able to escape damage done by a blow a foe has dealt her. Either a shield she is using, armor she is wearing or a weapon she is wielding must be destroyed as a consequence. The damage is totally absorbed by the item. The Fighter decides what gets destroyed. This ability can be used multiple times in one round as long there are items left to absorb the damage.

Magical items cannot be used with this ability, they resist being destroyed. The magic of the item is more powerful than that of the ability. Weapons cannot be ammunition. Arrows, bolts, bullets, etc... are not acceptable but a bow, sling,

crossbow, etc... is.

Example:

Fourth Fighter takes a blow from the Boring Baby, a diapered destroyer. She is close to 0 HP so she decides to sacrifice her shield. Fourth Fighter activates Destructive Absorb and the shield explodes into several pieces. In return she cuts the head off the Boring Baby and feels free of its unfriendly presence.

Diminish Leader

Activation Time: Instantaneous

Range: 10" per Fighter level

Duration: 3 rounds + 1 round per 5 Fighter levels

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

The Fighter found the magic book of leveling. Lower the mountain to the ground, the king will clean the toilets and the gods will worship the peasants. That is what the book taught her. And then the book gave her the ability, no one would be that special against her ever again.

The fighter is able to turn a "boss" version of a foe into a normal version of the foe. The foe gets a saving throw and if it fails it becomes "normal" for the duration of the ability. HP do not change but all defenses and attacks become the "normal" version. The boss must be very similar to a normal version, its attacks and defenses should be more powerful versions of the normal ones. Against "boss" versions that are completely different this ability will not work. How different they can be must be decided by the Game Master.

The Fighter can use one of his daily uses and be able to perceive if the ability will work against any foe. This will last 24 hours. Nothing special is perceived, the Fighter just knows that the foe is a boss version that the ability will work against. If used against a non-boss version the ability will not do anything but a use will be squandered. The Fighter has a 50% chance of reclaiming her use. If she does so she then she doesn't lose the use.

Example:

Fourth Fighter faces the Taller Terror, a taller version of the normal Terror. Stronger it is, faster and with better AC. Fourth Fighter knows it thinks it's better than her but she has a surprise for it, the Diminish Leader ability. She activates it. The Taller Terror fails its saving throw and it becomes a Terror for 5 rounds(Fourth Fighter is 10th level, 3 + 2 for being 10th). During those 5 rounds the Taller Terror can't hit Fourth Fighter and Fourth Fighter has an easy time reducing its HP. On the 6th round when the ability ends Fourth Fighter gets cut in two by the Taller Terror. The ability helped for awhile but it was not enough.

Executor Of Exploiters

Activation Time: Instantaneous

Range: Slave owner/Exploiter

Duration: Encounter

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

The Fighter does not like beings that have slaves and such. Something happened to her in years past where she was treated as one and she will never forget this. Those that take everything from others deserve death, her heart and mind tells her this. Nothing would please her more than seeing a gang of slaves taking turns whipping their former master. Alas that it not the case usually and she has decided to do the punishing for them.

Whenever faced with a being that is an “owner” of others the Fighter can activate this ability, Each time she hits the target there is a chance that she will do additional damage against it. This is determined by the unmodified to hit roll:

1-5: 0 chance

6-10: 1 in 8 chance

11-15: 1 in 6 chance

16-17: 1 in 4 chance

18-19: 1 in 2 chance(50%)

20: 100% chance

When a hit occurs and the 1 in N chance is rolled additional damage is

done. The target will have their current HP reduced by 25% of their possible maximum HP + the damage the fighter would normally do. The 25% of their possible maximum HP is rounded up when necessary. The possible maximum HP is their HD x the maximum number each die could grant. A 10 HD monster, for example, with a D8 for each HD would have 80 possible HP. A hit that succeeds would do 20 additional HP of damage. The target gets a saving throw and if they make it the additional HP of damage is cut in half, round up.

The Fighter is able to sense that she is facing an exploiter. Something urges her to cut the beings head off or something. It is an unusual sensation she experiences, like she has to do something awful but good. Gruesome images erupt in her mind of the slaves having a barbecue with their master as the main course. There is nothing good about the foe she is facing, like it's trying to be eviler than the Fighter is. Time to execute!

The Game Master will have to decide what qualifies as an exploiter/owner. A slave owner, beings that have mentally enthralled others, an evil lord, etc.... . Intermediaries won't be affected by the ability unless they function as a exploiter. In an encounter against multiple foes that qualify as an exploiter each one is affected by the ability.

Example:

Fourth Fighter confronts the Whip Woman, she seems so much like her former master the Wicked Whipping Woman. The scars on her back heat up and she knows that the Whip Woman is another slave owner, another terror queen who can't find her soul for it is soooo small. Something snaps in Fourth Fighter and she activates her Executor Of Exploiters ability.

3 rounds into the fight Fourth Fighter has scored several hits. This round she rolls a 17 and finally a 1 comes up on the D4 check. She does 6 HP of damage. The Whip Woman is strong, she has a 8 HD(with a D8 HP roll for each). Fourth Fighter can do 16 additional HP with her hit. 25% of 8 HD is 2 HD, $8 \times 2 = 16$. The Whip Queen does not make her saving throw and she takes the full damage. The 22(6 from the normal hit, 16 from the ability) HP of damage ends her slave queen days.

Fleeing

Activation Time: Instantaneous

Range: See Below/50" + 10" per 5 Fighter levels

Duration: 1 turn + 1 round per 2 Fighter levels

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

The Fighter is able to lead the party quickly to escape when they are in an encounter. No one must be left behind. Every character in the party must be within 50" + 10" per 3 Fighter levels of the Fighter for the ability to activate. If there are characters that are dead or incapacitated they can be left behind.

If she is in the lead the each character in the party can move 25% faster than they normally could. If she is the last character in the party then each character gains +1 to their AC, the Fighter gains +2. If the Fighter is neither the first or last character then the ability does not offer these benefits.

For the first 1D4 rounds it is activated the party wins initiative as long as they are fleeing the encounter. In this case if they are moving away from the foes this should be considered fleeing. Fighting foes as they retreat is possible but they must be moving away from them.

The party must keep moving or each round is equal to 2 rounds per 1 round in time spent. The Fighter can choose to increase their movement bonus to 50% and this consumes 5 rounds for every 1 round of activation time. If there isn't enough time left they can't move at that rate.

Example:

Fourth Fighter, Ivy and their band of weaker men fighters are being beaten by the band of Gum Groqarts. She tells everyone to head for the exit, their getting out of here. She activates her Fleeing ability and takes the lead. With every character in the party following her their speed bonus of 25% allows them to put the necessary distance between them and the Gum Groqarts, they escape. It takes them only 8 rounds to escape.

Frustration

Activation Time: Instantaneous

Range: The Fighter

Duration: One Round

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

The Fighter after missing all attacks 3 rounds in a row can activate this ability. She attacks at -2 and if she misses she does 50% of her attack's maximum damage(half of the unmodified roll, round up). If she hits she does twice the amount of damage that she ordinarily would do and at least 50% of her attack's maximum damage(as if she missed). In this case she would roll her unmodified damage, multiple it by 2 and then add in any bonuses. This does not apply to just one attack but all her attacks for the round. Each attack is enhanced by the ability.

Example:

Fourth Fighter attacks the Over Armored Idiot. She has never seen someone wear so much armor before, it makes the Over Armored Idiot hard to hit. 3 rounds of completely missing the Over Armored Idiot makes her scream and cuss. She activates her Frustration ability and takes a swing at the Over Armored Idiot. Amazingly she rolls a 20 and hits. She rolls a 4 and the ability turns the damage into 8. Not good enough but at least the Over Armored Idiot knows that it isn't as safe as it thought it was.

Fuse Armors

Activation Time: 10 rounds

Range: 2 suits of armor

Duration: 1 hour + 1 hour per 5 Fighter levels

Uses: Once a day

The Fighter is able to take one suit of armor and fuse it with another suit of armor. The result is a suit of armor that has the best of both suits of armor. It weighs as light as the lightest one. It offers the protection of the best one. In addition any magical bonuses of the armors are stacked. A +1 suit fused to another +1 suit, for example, would result in a +2 suit of armor. In addition the fusing improves the armor value of the best armor by 1 if neither suit is magical.

When the ability ends the armors split apart and lie side by side on the ground. If the one suit is being worn the Fighter can choose to keep on of the suits on himself. The other falls to the ground next to him. Or in the case where he wants to wear neither one they both fall to the ground around him.

Example:

Fourth Fighter places his Leather Plate + 1 and his Rubber Chain Mail + 1 before him. He activates Fuse Armors and begins bringing the two together. After 10 rounds of making them one suit of armor he has something that is a combination of the 2. It is as light as the Leather Plate but it offers protection that is as good as the Rubber Chain Mail. Both of the +1 bonuses become +2 for the suit. If neither suit was magical the AC which is based off of the Rubber Chain Mail would be improved by 1. He puts it on and the suit lasts for 3 hours, 1 hour + 2 for the Fighter being 10th level. At the end of 3 hours he keeps the Leather Plate on while the Rubber Chain Mail falls to his right side.

Half Down

Activation Time: Instantaneous

Range: The party

Duration: 1 hour + 1 hour more per 5 Fighter levels

Uses: Once a week

When the number of characters that are alive/active in the party are reduced down to 50% or less the Fighter can activate this ability. Though the incapacitated/killed are not helping the party directly their souls are still looking for ways to aid the party. The Fighter when he activates the ability makes it possible for them to do this.

When there are an odd number of characters add one to the party count and divide by 2. So 7 characters, for example, would be turned into 8 and divided. When the party is down to 4 characters the Fighter can activate this ability.

Characters that are not considered active may not be dead but have little chance of functioning. Perhaps they have been turned to stone or paralyzed for 8 hours. Having something happen like being put to sleep for 10 rounds is not considered being inactive.

Time stands still when an encounter happens. The souls of each incapacitated/dead character appear with a chest in their hands. They ask the standing party members to reach inside and find magic that will aid them in each fight. Each character gains 1D4 of these benefits for every encounter. They can choose the same one multiple times unless the benefit specifies otherwise. Roll the D4 and have them choose which ones they want:

1: 3 saves can be automatically made. Character chooses which.

2: There is a 1 in 4 chance with each time the character is hit that it does no damage. This can happen 3 times.

3: 3 times during the encounter the character can move twice his normal movement rate.

4: For one round the character can lower his AC to 0(Descending AC). This can be done 3 times.

5: After the fight is over each character can use a Cure Light Wounds on themselves. Each time taken, each character in the party is healed by a Cure Light Wounds when the fight is over. It is not just the character that took it.

6: The character is able to make a spiritual version of one of the incapacitated/killed characters. It will fight for 2D4 rounds and then it is gone. Give the thing 50% of the character's HP. In the case of a spell caster let it use the spells it had when incapacitated/killed.

7: When another character is incapacitated/killed the character can instantly return them to life and heal them $1D8 + 1D6 + 1D4$ HP. This must be used upon them being incapacitated/killed. The character must be in sight of the other character, there is no need to be touched. This requires 2 benefit "slots" to get.

8: The party can automatically surprise their foes. This can only be done at the start of the encounter.

9: When another character is incapacitated/killed everyone in the party has their AC improved by 1 point for the rest of the encounter. This only happens once.

10: When any character in the party is healed during the encounter every other character in the party heals at 50% the amount the character healed, round up. This can only be used 3 times. Only one will work at a time.

11: $1D4 + 2$ of the spells the character used during the encounter are restored at the end of it. If more are restored than used heal the character 1 point for each extra restored point.

12: If the character is incapacitated/killed during the encounter the foe that did it takes 1 HP of damage per level of the character. Only one of these benefits can be acquired for the encounter.

There must be at least 2 characters in the party for this to work. Until there are 6 characters there is a chance it will not work:

Characters:

2: 4 in 6 chance of failure

3: 3 in 6 chance of failure

4: 2 in 6 chance of failure

5: 1 in 6 chance of failure

6+: 100% success

6 characters + 1 more per 4 Fighter levels can be affected by this ability. If there are more characters then that then members of the party will be excluded. If characters that were knocked out/killed come back to life it does not end this ability but reduces its duration by half an hour. The returned character does not get any bonuses the other characters are gaining from it.

Example:

Fourth Fighter, Ivy and one their of not so great men are down to 3 out of 6 party members. Things look bad. She has the Half Down ability, which she activates. Down the hallway they go!

In the next area the encounter the Creepy Coarse One. A sickening old man that most people wish had died years ago. Fourth Fighter has to stop him! Fourth Fighter rolls a 1 and takes the 3 saves. Ivy rolls a 3 and takes options 1, 2 and 5. The last party member rolls a 2 and takes 4 and 5.

The first round the Creepy Coarse One touches Fourth Fighter inappropriately. She feels a weird love surge and must make a saving throw. She chooses to make the saving throw automatically, this leaves 2 more. She strikes back and hurts the Creepy Coarse One. Ivy cuts his hand and tells him to put it away. The other guy misses him.

The 2nd round the same thing happens as the first one, Fourth Fighter automatically makes her save. The Creepy Coarse One finds a 2nd attack and attacks Ivy. He scores a terrible hit and would do 14 HP of damage. But Ivy has option 2 and a 1 is rolled, no damage is done. All 3 of them strike the Creepy Coarse One and his reign of being creepy and way too touchy has come to an end. Ivy cuts something off of him to show other people, the Creep is gone.

Ivy and the other guy heal everyone in the party with a Cure Light Wounds spell automatically applied. Though they didn't take any damage they were hurt prior to the encounter. Fourth Fighter says they must move on, let's go!

Hand Bones

Activation Time: See Below

Range: Fighter

Duration: Until ruined

Uses: Once a month/See Below

The Fighter takes the hands/wrists from a dead foe he has fought, cooks the flesh away from it and keeps the bones. This usually takes an hour of boiling and burning to get the bones in the right shape. The foe must be a human or humanoid. He wraps the hand bones around his wrist. When he fights the bones are what wields the weapon not his own.

When they attack they attack as the dead foe. They only attack if they are wielding weapons. Claws they had when alive do not cause any damage. A foe that had 10 HD, for example, would attack as the 10 HD foe not at the Fighter's level. If it was a monster it would attack as the monster. If it was a foe that was a Fighter it would attack as a Fighter. What matters is what it was while alive.

Each fight they are used in there is a 1 in 4 chance that they will become useless after the encounter. They crack and fall to pieces.

The Fighter can make one pair of hand bones a month. If he already has a pair he cannot create new ones unless the current ones are destroyed. He cannot keep unaltered hand bones in storage, they must be turned into a new pair within 24 hours or they become unusable.

Example:

Fourth Fighter has defeated the Rich Reeker, what a smell that one had. But the Rich Reeker was a decent fighter, so Fourth Fighter decides to acquire his hand bones. He cuts off the Rich Reeker's hands, boils them, burns them and they are ready. Fourth Fighter can't be sure but he thinks they still stink.

Into the dungeon he goes, he knows something bad is behind the door ahead. He straps the hand bones to his wrists and puts a weapon in one of the hands. A terrible fight happens but with the Rich Reeker's hand bones he fights

as a 10 HD monster. After the fight he rolls a 1 and the hand bones fall apart. Fourth Fighter is angry but that's how all hand bones end up.

Healing Babble

Activation Time: 3 rounds

Range: 10" + 10" per Fighter level

Duration: 1 turn

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

The Fighter lets some manifestation of a God or Goddess she worships into her head. Her face though it does not change seems to double in size to those looking at it. The flesh distorts and becomes like the god or goddess. Everyone in the party can sense the importance of what they are looking at. Her voice sounds like it has a thunderstorm behind it and she begins to babble. Out of her mouth comes the words associated with different healing spells.

During this time she is babbling any healing spell cast on a party member heals its maximum potential. The healed must be within 10" + 10" per Fighter level for this to take effect. A healing spell, for example, that can heal 2D8 HP of damage would heal 16 HP($8 + 8 = 16$).

She can do this for 1 turn and then she returns to normal. If there is an interruption such as an encounter this ends the ability. After the ability ends roll a D6 to see if Fighter suffers an after effect:

1-3: Nothing

4-5: Drained for 1 turn, -1 to hit

6: Cannot be healed for 1 hour.

Once a week she can add a little more healing power to her babble and heal every character in the party 1 HP a round. This lasts for 2 rounds per Fighter level.

Example:

Fourth Fighter and the rest of the party have had a bad time. Everyone is horrible damaged and needs powerful healing to continue. Fourth Fighter tells

everyone to hold tight and she activates her Healing Babble ability. She reaches out to her Goddess the red headed Ivy, the one who taught her the secrets of her sex. Something of Ivy enters her head. Fourth Fighter's face expands and becomes Ivy's. Everyone feels hot and a little strange. "Ivy nee nee now!" she says over and over again, words that are part of a well known healing spell.

The Healer goes to each character in the party and casts Heal Or Veal on them. This can potentially heal $3D8$ HP each time it is used. With Healing Babble going on each character heals 24 HP from the spell. That's good enough for now Fourth Fighter thinks and deactivates the ability.

Melee And Missile

Activation Time: Instantaneous

Range: Fighter

Duration: 1 Attack

Uses: 3 times an encounter + once more per 5 Fighter levels

The arrow or the sword? The Fighter decided not to make that decision anymore. From now on she will use both! She will cut her foe down and put an arrow in the neck of another one.

The Fighter is able to fight with her melee weapon and use a missile weapon in the same attack. Activating the ability splits one attack into a melee and a missile weapon attack. They are used in a sequence so whichever she chooses to use last is what she is holding after the attacks are finished.

If the Fighter wishes to wield a shield when using a weapon that only requires one hand she can do so. When switching weapons she can also switch the shield she is using.

Example:

Fourth Fighter faces the Tough Turd, standing next to her, and the Far Fart, 100" away from her. Only one attack she has this round but maybe she can make the encounter end in this one? She activates Melee And Missile and cuts the Tough Turd down with her double club. Quickly she raises her bad bow and puts an arrow through the heart of the Far Fart.

Nerves

Activation Time: Instantaneous

Range: 10" + 10" per 3 Fighter levels

Duration: Encounter

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

The Fighter has difficulty fighting, he has been in too many battles, too much war. Though he continues to fight he does not wish to engage in it. Each fight seems to cause him to become ill. Maybe he shakes, maybe he turns green or some other unpleasant thing happens. Peaceful solutions make him happy. If blood needs to be spilled he reluctantly will make the necessary cuts.

After every fight there is a 1 in 4 chance that he will gain a -1 to hit for 8 hours. The penalties can accumulate up to -2. After the -2 limit has been hit any additional penalties gained turn into an 1 in 10 chance that the character will pull back 10", if possible, from any foes he is attacking. This happens at the start of his attack(s) and will occur even if the character has used up all his movement for the round. The Game Master decides where the Fighter runs off to. The next round the Fighter returns to normal. So a Fighter that has reached the -2 to hit penalty, for example, and again rolls a 1 on the D4 check after a fight would continue to suffer a -2 to hit penalty but also need to check each time he attacks to see if he runs 10" away from his foe. Each time the Fighter rolls a 1 on the D4 check after this causes the current dice check to be reduced by 2 points. This can go as low as a D4. So, for example, a Fighter that has reached the point of checking on a D10 each time he attacks rolls a 1 on the D4 after a fight. The D10 is shrunk to a D8, and the check is to see if a 1 comes up on a D8. The dice used as the penalty increases are: D10, D8, D6 and D4.

Each time a penalty or a check is added to the penalties the Fighter experiences the 8 hour clock is reset. When the 8 hours have passed all the penalties cease to exist. If the Fighter is checking to see if he runs away, each time the D6 dice check is decreased the 8 hour time period is reset. When it has reached D4 and another penalty is acquired after a fight the 8 hour clock is reset again. So a Fighter with the -2 penalty and a check on a D6, for example,

would have all the penalties and the check cease to exist when the 8 hours have passed from when the run away/DN check became D6.

Though the penalties are harsh he can unleash his nervous condition on foes and make them nervous instead. Every foe within range must make a save against magic or acquire the Fighter's nervous condition for the duration of the encounter. The Fighter's condition is returned to normal and he does not need to check at the end of the encounter to see if he acquires a penalty.

Example:

Fourth Fighter has fought 7 fights today. His nerves have been affected and he has acquired a -2 penalty to hit. Soon he encounters 4 Arrogant Actors, running around with cardboard swords and wearing plastic undies. "We fight you good" the fat one says. The tough looking male giggles like a little girl and says "yeah fatty yeah.". Fourth Fighter just wishes they'd go away, he's had enough of their kind.

He decides to let them partake of his nervous condition and uses Nerves. Fourth Fighter is 10th level so he can reach 40" away. They are 30" so each one must make a saving throw. 3 of them fail and gain the -2 penalty. This will last for the duration of the encounter, making it harder for them hit Fourth Fighter. Fourth Fighter laughs, free of his nerves. The next round he enters melee with them.

Offensive

Activation Time: Instantaneous

Range: The Fighter/See Below

Duration: 10 rounds

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

The Fighter assumes leadership of some of the characters in the party. The characters have to agree to join her offensive. The other characters must be close to the Fighter, 50" + 10" per 5 Fighter levels and must follow her lead.

When they move she must be the lead character. The Fighter moves then the other characters in the group, they move as one unit. They must move at least 10" away from the rest of the party for the non-movement benefits to take

effect. If anyone from the rest of the party gets 10" or closer the non-movement benefits stop, but can restart.

The group under the Fighters command can move 50% faster and gains +1 to initiative. The group rolls initiative separately and as one unit(if initiative is rolled separately for each character). If the initiative is simple and split between the two groups usually treat the offensive group as a separate group.

The Fighter and other melee characters fight their foes as a group. The Fighter attacks before anyone else in the group. If she hits the rest of the group attacks at +2 to hit, or +1 to hit and damage. If she misses but another character in the group hits the remaining attacks are at +1 to hit. These bonuses only apply to the round they are attacking in. Each new round these bonuses can be restarted.

For each foe that they slay they add 1 round + 1 round per 3 HD the foe had to the duration of the ability. So if the group killed a 9 HD foe, for example, they'd add more rounds to the duration of the ability. 1 round + 3 rounds for slaying a 9 HD foe.

To stay in the group one must follow the distance rules. They cannot use missile weapons. Casting spells and using magic items is also prohibited. If they violate any of these rules they are no longer part of the group and cannot rejoin.

To have a group to lead the Fighter needs at least 2 other active characters. If the group shrinks below that the ability ends. The largest it can be is 5 characters, including the Fighter, + 1 more Fighter per 5 Fighter levels.

Example:

Fourth Fighter, Ivy and one other Fighter face a group of 4 Rich Reekers. She activates Offensive and the other 2 Fighters join her. The other 2 are 5" away from her. The Rich Reekers were at a safe distance for this round but with Offensive activated the group can attack them this round. They move at the same time and are toe to toe with the Rich Reekers.

They win initiative with their bonus and Fourth Fighter strikes one down. She decides to use the +2 to hit bonus for the round. Ivy and the other one attack. Ivy cuts her Rich Reeker down and its blood splatters her breasts and face. She smiles and licks the blood off. The 2nd Fighter would have missed but with the +2 bonus he hit, another Rich Reeker goes down. Each Rich Reeker is a 3 HD monster so the duration of the ability goes up 6 rounds. 1 round + 1 round for the monsters have 3 HD, that's 2. Take 2 and multiply it by 3, 6 more rounds. There is one Rich Reeker left and it surrenders.

Paint Missile

Activation Time: Instantaneous

Range: 1 missile

Duration: 1 missile

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

The Fighter is able to alter an missile and turn it into a hollow glass version of it. Inside of it is some paint, the color the Fighter chooses. If she shoots it at a target and it hits the target is painted. Roll damage and multiple the roll by 2. That is the number of rounds the target is covered with the paint. Invisible creatures are rendered visible during this time. Normal damage is not done to those hit by the missile.

Only one paint missile can be created at a time. It can be kept and used at a later time. The Fighter can also will it to return to normal and it will do so. Magical ammunition cannot be turned into a paint missile.

Example:

Fourth Fighter faces the Vanished Vanity, a foe she cannot see. She knows it's there but where is it? Suddenly she sees a distortion in the air and she pulls an arrow out and turns it into a paint arrow with her Paint Missile ability. Into the distortion she shoots it and hits the Vanished Vanity. She rolls a 4 and the Vanished Vanity is covered by pink paint for 8 rounds. This gives Fourth Fighter enough time to get rid of it, this Vanity thing.

Revenge

Activation Time: Instantaneous

Range: The Fighter/See Below

Duration: Encounter

Uses: Once a week

The Fighter after being defeated(retreat, knocked out) by a foe(s) can use this ability against the foe if he runs into it again. In cases of retreat the Fighter must have been knocked down to 10% or less of his maximum HP. At least 1 day must have passed since the event before he can activate the ability.

He can use this once against the foe(s) that defeated him and it lasts for the entire encounter. During this time each time she hits the foe roll a D8 to see if his damage is modified:

1-2: Nothing

3-7: x 2

8: x 3

When there are multiple foes involved the ability affects all of them. When a subset of the foes are encountered using the ability uses up the one time the Fighter can use the ability against them.

Example:

Fourth Fighter faced Ubbb the boring movie monster. He had 70 HP and Ubbb dropped him down to 6 HP, less than 10% of his maximum HP. Away he ran, Ubbb did not follow. Why eat anything so pathetic?

2 days later Fourth Fighter returned very angry but fully healed. Since he was soundly defeated by Ubbb, his HP dropped to less than 10% he can activate his Revenge ability. This he does and rips into Ubbb. The first strike hits and he rolls a 5, so he does double damage. Ubbb falls back and is stunned. The next round Fourth Fighter hits again but rolls a 1 and does normal damage. Ubbb strikes back and Fourth Fighter looks grim. The final round starts and Fourth Fighter hits one more time, an 8 is rolled, his damage roll will be multiplied by x 3. He does so much damage that Ubbb explodes. Fourth

Fighter is covered with guts and stuff and finds the finger he lost the last fight.
Ubbb, I HAVE BEATEN YOU!

Release Magic

Activation Time: Instantaneous

Range: The Fighter/Magic Weapon

Duration: 1 attack

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

The Fighter is able to release the magic in any magical weapon she holds. When she does this every +1 the weapon has adds another damage roll. So a +3 weapon, for example, that does 1D8 normally would roll 4D8 for damage. 1D8 + 3D8 for the +3, one 1D8 for every +1. The magical bonus is not added in. Other normal bonuses are added in after the damage roll is done.

The weapon loses all its magical bonuses for 24 hours and then it returns to normal. Other effects are turned off as well. During this time the weapon can be used as a normal weapon. Against foes that require a magical weapon to hurt it does not work as a magical weapon, no damage it will do to them.

This can be used with magical missile weapons, just use the ammunition's damage. In the case of magical missile weapons it affects any ammunition that has the same bonus. So when the ability is used with 30 +1 arrows, for example, the 1 arrow would do the extra damage roll and other 29 arrows would be normal for 24 hours.

Example:

Fourth Fighter holds the long sword +3 and one of the Forgotten Females crawls out of the television set that was embedded in the wall. Fourth Fighter knows they have been forgotten but they may still be dangerous. She decides to use Release Magic on her sword and see if she can get rid of the thing she faces quickly.

Fourth Fighter scores a hit and activates the ability. The sword glows brightly and she rolls 4D8 damage against it, 1D8 + 3 x 1D8 for the sword being +3. The Forgotten Female turns into some foul smelling gas and then she is gone. Fourth Fighter raises her now normal sword up high and asks her

Goddess to make it the last of these things she will ever have to face. 24 hours later the sword's magical bonuses return.

Roots Of Liberation

Activation Time: Instantaneous

Range: The Fighter

Duration: 10 rounds/See Below

Uses: Once a week/See Below

The Fighter can take the roots from a forest that is not infested with evil and make spike weapons with them. The forest must not be dominated by evil, good creatures must abound and one could safely make their home in it. She must find a tree that is over 100 years old and beg it for a root. The tree if it understands what is happening will quickly grow a new root for the Fighter to harvest, it takes it a few minutes to do so. Out of the ground it comes and the tree breaks it off for the Fighter to use. The Fighter must sit before the tree and cut the root into spikes he can use. This takes an hour for each spike she can create.

Into a forest that is infested with evil she can take them. When faced with a plant creature that is evil she can take the spike and implant it into it. To implant it requires a hit against the foe. It does $1D6 + 4$ HP of damage upon a hit and is used up. If 7 or more HP of damage is done the spike is implanted. Against non-plant based evil creatures of the forest it does $1D4 + 2$ HP of damage and is used up. The spike is not implanted in these foes. In all cases the spike is considered a magical weapon of $+1 +$ another 1 per 5 Fighter levels. The bonus is not added into the hit or damage rolls, it is just a measure of how much magical protection it can penetrate.

For 10 rounds the evil plant creature is attacked by the good spike. It attacks as an 8 HD monster and if it hits it does $1D6 + 4$ HP of damage. If destroyed by a spike the evil plant explodes and a benevolent energy shoots out. Other evil plant creatures within 100" fight at -1 for a round and any character in the party that is in range is healed $1D8$ HP of damage.

The Fighter is able to make one spike + one more spike per 3 Fighter levels at most, once a week. She can return to the good forest and ask the same tree for another root. If she has destroyed an evil plant creature with the

one of the spikes it will give it to her. If she has failed there is a 50% chance that she will tell her to go away. When rejected she can try to find another tree that can give her a root. Every time she finds one there is a 1 in 4 chance that it will reject her as well. Once the forest has been cleansed of evil the trees treat her normally again.

When the evil forest has been cleansed the Fighter must plant a tree from the good forest in the evil forest. If she does not she loses the ability to use Roots Of Liberation. Every tree will know her only as a destroyer and not a healer.

Example:

Fourth Fighter had found the Evil Forest infested with Razor Roses. She went to the Good Forest and found a tree that was willing to give her a root to cleanse the Evil Forest. Fourth Fighter is 10th level so she was able to make 4 root spikes, 1 + 3 for being 10th.

Into the Evil Forest she goes and encounters a Razor Rose. She hits the Razor Rose with a root spike and does 8 HP of damage, it is implanted(1D6, a 4 comes up + 4 more HP). Fourth Fighter pulls back and the Razor Rose cannot get close to attack. Each round for 6 the Razor Rose takes 1D6 + 4 HP of damage from the root spike, it hits each time. On the 6th round the Razor Rose is destroyed. The Razor Rose explodes and good energy shoots outward. There are no other Razor Roses nearby so it does nothing. Fourth Fighter heals 6 HP from the energy.

After several more fights the Razor Roses are destroyed. She returns to the Good Forest and finds a small tree she can take to the Evil Forest. Back to the Evil Forest she goes and plants the tree. The Evil Forest will become a Good Forest soon, the healing tree has been planted.

Scout And Return

Activation Time: Instantaneous

Range: The Fighter

Duration: 10 turns + 1 turn per Fighter level

Uses: 1 time a day + once more per 5 Fighter levels

The Fighter can assume the role of a magical scout. She wanders forth by herself and looks around at things. Where she activated the ability is the “home” spot. When she decides to return or if she runs into anything hostile she is instantly returned to the home spot, as if teleported. If the hostiles do not notice her she can continue to scout. Setting off a trap, falling into a pit, etc... is not considered running into a hostile.

She can move her normal movement rate + 25% of that. If she moves at half her normal movement rate she can move silently and hide in shadows like a Thief of the same level.

If scouting while it ends she is returned to the “home” spot. Foes that saw her will not know where she went. If the party is attacked while she is away she will not know that they are in combat.

Example:

Fourth Fighter knows that the way ahead is unknown to the rest of the party. She decides she must scout it out ahead, they can hide and wait here. She activates Scout And Return. She has 21 turns to scout the dungeon out, she is 11th level(10 turns + 11 for being 11th level).

She moves at half her normal rate, this gives her the benefits of silent movement. About 30% of this dungeon level she is able to scout before the Sharp Sighter sees her and tries to start a fight. Instantly Fourth Fighter is transported back to the party. She tells them about the Sharp Sighter and some other monsters she saw. They must prepare themselves!

Sleep Striker

Activation Time: Instantaneous

Range: The Fighter

Duration: Encounter/While asleep/paralyzed

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

If the character is put to sleep or paralyzed she still functions. Her mind may be quiet but she has trained her muscles to function on their own, with their own mind... a fighting mind. Who needs a brain or a nervous system to fight?

She can do nothing but attack and move. Roll a D8 to determine how well she functions:

1-3: She attacks at -2 to hit and moves at 25% her normal rate.

4-5: She attacks at -1 to hit and moves at 50% her normal rate.

6-7: She attacks normally and moves at her normal movement rate

8: She attacks at +1 to hit and moves twice her normal movement rate.

There is a 1 in 4 chance with each hit that she will awaken or cease being paralyzed.

When the character ceases being asleep or paralyzed the ability ends. Her brain mind resumes control and the muscle mind has to accept its subordinate position again. When the encounter ends the ability also ends even if the sleep/paralyzation continues. If her body is taken to another encounter while in this state she can use the ability and fight again.

Example:

Fourth Fighter has been put to sleep by the Boring Broad, she may never awaken. At the last moment before she falls asleep she activates Sleep Striker. She rolls an 8 and amazingly she becomes a better fighter though asleep. The Boring Broad is shaken up bad and Forth Fighter rips her into a thousand pieces. The sleep spell ends and she awakens with all these flesh pieces at her feet.

Strange Skin

Activation Time: Instantaneous

Range: The Fighter

Duration: Encounter

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

The Fighter has extremely strange skin. When she concentrates it becomes another creature, ready to take a hit for her. Off her body it flies and becomes a shield when the blow arrives. Any damage can be absorbed as long as the skin can take it. If there are special effects associated with the damage like level drain, disease, etc... the skin will absorb the physical damage but ignore anything else that would affect the fighter like the level drain, disease, etc... . The skin is almost like a golem the Fighter wears.

If she activates the ability her skin can absorb damage. For every Fighter level the skin gains 2 HP. When she takes damage there is a 50% chance that the skin will take the damage as opposed to her normal HP. When the skin has 0 or fewer HP it stops taking damage, it is exhausted and unhappy. At that point her normal HP always takes the damage. The skin if takes damage that drops it lower than 0 HP absorbs that damage but its HP is dropped below 0.

When the Fighter is magically healed the choice must be made between healing the skin or the other HP. When resting the skin heals at the same rate as the other HP. She can choose to use one of daily uses to heal the skin. Each time she does so roll a D10. The number rolled is the percentage of the skin's maximum HP healed(round up). So for a 10th level Fighter, for example, with a skin reduced to 0 but normally has 20 HP a D10 roll of 5 would heal 10 HP. That would be 2 HP per point rolled, $5 \times 2 = 10$.

Example:

Fourth Fighter faces the Rude Rasher. She decides to use her natural defense, her strange skin, to give her extra protection. She activates Strange Skin. She is 10th level so the skin can absorb 20 HP of damage.

The first round the Rude Rasher hits her for 10 HP of damage. The die roll determines that the skin takes the damage. Her skin jumps off her flesh and intercepts the attack. Then it reattaches itself to Fourth Fighter's body. It is now

down to 10 HP. The next round the Rude Rasher does 12 HP of damage and again the skin takes the damage. Same thing happens. It had 10 HP and the 12 HP done drop it down to -2 HP. On the third round the Rude Rasher does 9 HP. The skin is at -2 HP so it cannot take anymore damage, Fourth Fighter takes the damage but she wins the fight.

Later in the day she finds the Healer. The Healer heals 10 HP on the skin with a spell. With another spell he heals Fourth Fighter's HP, not the skin's.

Surprise To Ferocity

Activation Time: Instantaneous

Range: The Fighter

Duration: 1 round

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

Surprise has never been something the Fighter has experienced. Try as they do to surprise him he always turns the tables on them. They think they can get the upper hand but it is he who shows them who has the advantage.

The Fighter if surprised in combat can activate this ability. He channels the surprise into intense physical energy. He can move at twice his normal rate and gains 1-3 additional attacks(D4, roll again on a 4). He also wins initiative for the round. After the round is over he returns to normal.

Example:

Fourth Fist is jumped by the Fat Fooney. "I've got you now thin guy!" he yells as he tries to belly flops on Fourth Fist. Fourth Fist would be surprised but he uses his Surprise To Ferocity ability. He rolls a 2 and gains 2 additional attacks, he attacks before the Fat Fooney. This gives him 4 attacks against it before it can attack him. On attack number 3 the Fat Fooney is turned into sausage for Fourth Fist to eat later on. Um mmm, Fat Fooney's annoy but they can taste so good!

Thief's Fate

Activation Time: Instantaneous

Range: See Below

Duration: See Below

Uses: See Below

The Fighter kills a thief and sucks his spirit into her weapon. When faced with a trap or a lock she can summon the spirit from her weapon to use his thief skills to deal with it. The spirit deals with the trap/lock at the level it was while alive.

After the spirit has worked with it the Fighter must suck the spirit back into her weapon. She can suck the spirit back in 3 times a week + once more per 3 Fighter levels.

If she does not have any sucks left she must attack the spirit to capture it again. The spirit has an AC of 9(Descending) and 4 HP. She has 1 attack to bring it to 0 HP. If brought to 0 or fewer HP the spirit is sucked back into the weapon. If the Fighter fails the spirit is free and cannot be captured again. Each time she has to put the spirit back into her weapon it returns to 4 HP.

She can put one spirit in her weapon once a month at most. If she loses the weapon she must wait a month before she can put a new spirit into another weapon. If the lost weapon is found after filling a new weapon the old one will be empty, its spirit will have fled.

Example:

Fourth Fighter kills Backstabbing Bill, a thief that has stolen from almost every one. She sucks his spirit into her weapon with her Thief's Fate ability. Ha ha, now I have the spirit of a 15th level thief in my weapon Fourth Fighter thinks.

On the first level of the dungeon Fourth Fighter comes upon an obvious trap. She holds her sword up and orders the spirit to disarm it. Something that looks like Backstabbing Bill comes out of it and disarms the trap, easy work for it.

Deeper in the dungeon and after Fourth Fighter has used up all the times she can suck the spirit back in she comes across another obvious trap. She decides to use the spirit to disarm it. It does so and then tries to escape. Fourth

Fighter takes a swing at it and hits. But she only does 3 HP of damage, the spirit flies away. Fourth Fighter has lost her valuable thief spirit. She'll have to get another one soon.

Undead Stand Back

Activation Time: Instantaneous

Range: See Below

Duration: 3 rounds + 1 round per 5 Fighter levels

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

The Fighter is able to create an area around him through which the undead cannot enter or be in. It is invisible to normal beings but to the undead the area is filled with a blindingly bright light. The area is 10" around the Fighter + 10" per 7 Fighter levels.

The area stays where it was created, it does not follow the Fighter around. But the Fighter can move it at half the Fighter's normal rate. Also the Fighter can do nothing else but move it, no attacking, spells, etc.... . Undead that find themselves in it must get out of it. But if they are close enough to a character when they stop moving they can attack the character.

The undead are not automatically affected, the Fighter must roll as if she is a Cleric of the same level turning undead. If the undead are affected by the turning roll they cannot enter the area. If they are in the area they must find a way out of it.

5 undead + 1 more undead per Fighter level can be kept out of the area. Undead that are not affected by the ability do not perceive the bright white light, the area is normal to them. Once a week he can automatically succeed and force any undead away.

Example:

Fourth Fighter stands over the bodies of the dead Cleric and Paladin. Ivy had to go get a repair kit for them and is absent. The Skeleton Slayers have returned and are getting close again, all 6 of them. He has learned from his Light Lover how to keep the undead away, he has the Undead Stand Back ability. When they are 30" away he activates it. The Skeleton Slayers are

turned as 4 HD undead on the Cleric table. He is 10th level and according to the table he automatically turns them. The Skeleton Slayers will only be able to get up to 20" to him, a blinding white light will keep them at bay. Being 10th level he keeps them 10" + 10" for having 7 levels.

While the Skeleton Slayers are trying to find a way in he destroys them with his blunt projectiles. At the end of 5 rounds the barrier ends(it would only last 3 rounds + 2 rounds for being 10th level). There is only one Skeleton Slayer left. Fourth Fighter picks up a special weapon the Paladin was carrying and decides he will destroy it!

Victory Restore

Activation Time: 1D10 rounds

Range: The Party/10" per Fighter level

Duration: Permanent

Uses: 3 times a day + once more per 7 Fighter levels/See Below

The Fighter's hand becomes immaterial and glows bright white. Into a freshly killed foe's body she reaches and begins to search. After a minute she finds Victory, sweet Victory. She pulls Victory up and shows it to the party, Victory heals them.

The Fighter reaches into a foe that has just been killed and channels healing energy from the victory. It takes 1D10 rounds to gather the healing energy. The energy is lost if the Fighter is interrupted while gathering it.

For every HD the foe had the Fighter can heal 1D8 HP. A 3 HD foe, for example, could heal one character of 3D8 HP of damage, 1D8 for 3 characters or some other combination. This ability must be used within 1 turn of killing a foe. The characters in the party must be within 10" per Fighter level for this ability to be used on them.

If the foe had more HD than the Fighter he cannot use this ability again for the rest of the day. The overwhelming amount of Victory energy takes the rest of her uses up. If the Game Master finds that this ability offers too much healing while adventuring she may want to cap its healing to 1D8 + 1D8 per 3 Fighter levels at most per Victory. So a defeated 7 HD monster, for example, that is being used with Victory Restore from a 6th level Fighter would only offer 3D8 HP of healing. 1D8 + 1D8 x 2 for being 6th level.

Once a week he can also cleanse the party of any negative effects that the foe has inflicted on the party. This would include disease, level drain, poison, etc... . The Game Master must decide what else is included.

Example:

Fourth Fighter has just killed Bad Bad Bob. Though feeble Bad Bad Bob had 5 HD. He was able to fry another character in the party, Diggin Iggin. Ivy only got a cut on her breast but needs some healing.

Fourth Fighter activates Victory Restore and reaches into Bad Bad Bob. Bad Bad Bob has 5D8 HP of healing energy in him somewhere, he was a 5 HD foe. 3 rounds later he has gathered the healing energy. With a wave of his hand he heals Diggin Iggin of 3D8 HP of damage, unfried and ready to do some diggin. The other 2D8 he uses on Ivy, her breast uncut and ready for breasting. Thanks Bad Bad Bob for the help!

Wee Face Feast

Activation Time: See Below

Range: The Fighter/Party

Duration: See Below

Uses: Once a week/See Below

The man with the mushroom sewn to his tongue told the Fighter of the Wee Faces, the mushrooms that wanted to be little people. "The Wee Faces if you feed them will take care of you." he said. Or was it the mushroom that spoke? Before he left he kissed her deeply and gave her the mushroom of his tongue. She felt it slide inside, her stomach did not receive it. "The Wee Faces love you, feed them your enemies." he tried to say, fumbling each word many times. The mushroom was not just for show. He winked, showed her that a new mushroom was already growing on his tongue and went down the road. She knew the Wee Faces were part of her now, they'd teach her what to do next. Bury her foe and spit the big Wee Face into it, the little Wee Faces would come. Then the feast, for her and her friends.

The Fighter buries the dead body of a foe in the ground of a forest. She activates Wee Face Feast and opens her mouth. She gags for a few seconds

and then out of her mouth flies a fist sized mushroom that burrows into the ground where the corpse is buried. The mushroom moves quick, it is a black and white blur. A day later mushrooms will have sprouted from the buried corpse.

For 1 week the mushrooms grow and become more powerful. She cannot use the ability again during this week. During that time the Fighter can come and consume the mushrooms. There will be enough to feed 1 person + 1 more person per 3 Fighter levels. After the mushrooms are gone the corpse rises up out of the ground turned into a big pile of black mycelium. If anyone else picks the mushrooms besides the Fighter they turn into worthless white button mushrooms.

The mushrooms are black on one half and white on the other half, split in the middle. On one of the sides a face that resembles the face of the foe, if it had one, has grown. When a mushroom is devoured the ground where the corpse is buried shakes. They start out an inch in length and grow larger by an inch each day for the first week and then they stop growing. After the first week black spores fall out of them whenever they are touched.

The day the mushrooms are consumed determine their effects. They must be consumed within an hour of harvesting or they lose their potency/effects. The Fighter must harvest the mushrooms or they become worthless white mushrooms when picked. The mushrooms effects last 24 hours or until used up(see below).

Day 1-2: Mushrooms or mycelium last for 1D4 + 2 rounds. Character can choose to grow a large mushroom out of her heart area. If consumed this heals 1D8 + 2 HP and ends the effects of consuming the mushrooms.

Day 3-4: Mushrooms or mycelium last for 1D4 + 4 rounds. Grow a mushroom like on Day 1-2 but heals 1D8 + 4 HP of damage.

Day 5-6: Mushrooms or mycelium last for 1D4 + 6 rounds. Grow a mushroom like on Day 1-2 but heals 1D8 + 6 HP of damage.

Day 7: Mushrooms or mycelium last for 1D4 + 8 rounds. Grow a mushroom like on Day 1-2 but heals 1D8 + 8 HP of damage.

After Day 7: The mushrooms become sickening and anyone that eats them must make a saving throw or die from poison. They do not become worthless white mushrooms at this point if picked by someone else besides the Fighter.

With every damaging hit the character can will either mushrooms or mycelium to grow out of the wound(or none!). They begin growing out of the wound after the round it is inflicted or it doesn't happen for that wound. Each one tries to heal the Fighter but does it differently. The Fighter can only have so many wounds at a time grow them. She can have 3 wounds + 1 wound per 5 Fighter levels grow them, that is for each encounter. At most they can be used in 3 encounters + 1 encounter per 5 Fighter levels. After all the encounters have been used the ability ends. Any other benefits cease. The day they were harvested determines how many rounds they last. Though they can only be created from wounds in an encounter they will continue to exist after the encounter is finished if they still have time left.

The mushrooms look like the ones that grew on the corpse, they have faces if those had it. The Fighter can begin eating them after they have sprouted. Each round that the Fighter is not damaged a portion of the mushrooms move from the wound and into the mouth. If the Fighter eats them they heal the wound of 1 HP. She is able to eat mushrooms from multiple wounds. This happens each round until the wound is healed, the Fighter is hurt again or the mushrooms run out of time. When hit the mushrooms fall off the wound and the healing for that wound is finished.

The mycelium look like small black noodles. The mycelium begin casting a spell and in 1D4 rounds it is cast. The spell functions as a Cure Light Wounds spell, 1D8 HP are healed when cast. Only the wound they are growing out of is affected. If the wound they are growing out of is not healed by the spell they begin casting another Cure Light Wounds spell. This continues until either the wound is healed or the mycelium runs out of time. If the character is damaged while the mycelium is preparing the spell there is a 5% chance for each HP of damage done by the hit that the mycelium's spell casting will be interrupted. If interrupted they will restart the spell casting.

After consuming the mushrooms for the 24 hours the feasters have a 1 in 10 chance each time they fight a new foe in hand to hand that they will spit out a mushroom the first round of combat like the Fighter did when he started the ability. This is the attack for the round. Each new foe that enters melee gets a check. Multiple new foes require a check for each one even if it is in the same round. If more than one rolls a mushroom attack then there will be multiple mushrooms spit out for the round. The mushroom hits and explodes into spores. The foe must make a saving throw against poison or it will be paralyzed for 1D4 rounds.

Example:

Fourth Fighter has killed a Hell Hen, a big bird that got cooked by its own fire. She buries it and activates Wee Face Feast. A big mushroom shoots out of her mouth and burrows into where the Hell Hen is buried. She leaves and comes back 3 days later. Where the Hell Hen is buried a nice feast of strange mushrooms have grown. Each one is half black, half white with the hen's face growing out of one of the sides. She gathers enough for her to eat and devours them. After she is done eating, for the next 24 hours, she can sprout mushrooms or mycelium from any wound she receives.

12 hours later she is attacked by another Hell Hen. She checks to see if the Hell Hen gets a mushroom spit at it and rolls a 2, so no. It burns Fourth Fighter for 13 HP of damage. The next round Fourth Fighter sprouts mycelium from her burn wound. The die roll indicates that they will last 7 rounds. They begin casting their spell immediately. The die roll indicates that they will cast their spell in 2 rounds. The Hell Hen misses and she misses as well. The next round the Hell Hen burns her again for 5 HP of damage. Fourth Fighter must check to see if the new wound will interrupt the spell being cast. 5 HP equals a 25% chance of it being interrupted. The check indicates that it is not interrupted. The spell works and the wound is healed of 7 HP of damage. She chooses not to grow anything from her new wound. Then she cuts the Hell Hen's head off. Another burning bird burnt. The mycelium are able to completely heal the wound they grew out of and disappear before the 7 rounds are up.

3 hours later another Hell Hen attacks Fourth Fighter. She checks to see if the Hell Hen gets a mushroom spit at it and rolls a 6, so no. It does 3 HP of damage and Fourth Fighter decides to grow mushrooms out of this wound. This is not her last use, she is 6th level so she can grow mushrooms or mycelium in 4 encounters and she's already used one so far. 3 encounters + 1 encounter for being 6th level. The die roll indicates that they will exist for 6 rounds. Fourth Fighter again cuts the head off of this Hell Hen. The next round and for the following 2 the mushrooms roll up from her leg and into her mouth. Chew chew chew, the mushrooms are consumed. 1 HP is healed each round and then the mushrooms are gone. The ability ends.