

## AGGRESSIVE ATTACK

+5 to next attack; -2 to defensive rolls; If the defender GIVES GROUND against a successful aggressive attack, only do ½ damage.

#### ChARGE

Sprint in a straight ling toward a foe at least 20 ft away; Gain +4 to Attack roll; Lose any Dex bonus to Defense rolls for 5 sec; Normal damage counts as double for determinging KNOCK-BACKS

# **FULL PARRY**

+5 to Defense rolls; Re-set Weapon Count Up; May be combined with GIVE GROUND and/or FIGHTING WITHDRAWAL fighting styles.

# FIGHT DEFENSIVELY

Take an Attack penalty of -2, -4, -6 or -8; Gain a corresponding +1, +2, +3 or +4 to all Defense rolls; You may stop fighting defensively at anytime; May be combined with GIVE GROUND and/or FIGHTING WITHDRAWAL fighting styles.

#### **hOLD AT BAY**

If you have Reach and a Jabbing weapon you can prevent a target from approaching you; Target must knock your weapon aside before they can attack you; To land a hit on weapon attack must make a successful d20p roll against defender's d12p. Success means he can attack on the next count

#### JAB

Faster attack – not allowed with all weapons; Deals ½ damage; No Penetration.

#### GIVE GROUND

During attacker's count, defender can move back 5ft; Gain +5 to Defense roll; Suffers -1 to next attack; Attacker can automatically Advance (press forward)

# FIGHTING WITHDRAWL

Use normal walking movement to back up or sidestep; -2 to next Attack as long as you continue withdrawing

# FLGG

Attacker can follow at normal speed or make a free attack; If he attacks he may not pursue for number os seconds equal to 1/2 weapon speed round up; Fleeing character cannot use shield in defense; Fleeing character uses a d10p for defense roll; Re-set count up for fleeing character's weapon.

# READY AGAINST CHARGE

Requires a polearm & Reach; Use against targets attempting to CHARGE you; Must be able to attack first and have 3 secs to set it; If successful charge loses CHARGE benefits; Success does double damage; Success attacker HELD AT BAY

# Mage Spells

Spell Doints Spell Books Apprentice Level Apprentice Level Journeyman Level 1st Level 2nd Level 3rd Level 4th Level 5th Level 6th Level Memorized Spells 7th Level 8th Level 9th Level 10th Level TI<sup>th</sup> Level 12th Level 13th Level 14th Level 15th Level 76th Level 17th Level 18th Level 19th Level 20th Level

## SPELL FATIGUE

5 seconds + casting time after spell is completed; During recovery: -6 Defense, No Attacks, Move ½ speed, Skill Checks -30%

### SAVING THROWS

Target rolls 1d20p + [creature attack bonus, character levels] + save modifier vs. Caster 1d20p + level.

# Memorized Spells

# Gleric Spells & Turning

1 <sup>st</sup> Level
2 <sup>nd</sup> Level
7 <sup>st</sup> or 2 <sup>nd</sup> Bonus
3 <sup>rd</sup> Level
4 <sup>th</sup> Level
3 <sup>rd</sup> or 4 <sup>th</sup> Bonus
5 <sup>th</sup> Level
6th Level
5 <sup>th</sup> or 6 <sup>th</sup> Bonus
7 <sup>th</sup> Level
8th Level
7 <sup>th</sup> or 8 <sup>th</sup> Bonus
9 <sup>th</sup> Level
70 <sup>th</sup> Level
9 <sup>th</sup> or 10 <sup>th</sup> Bonus
n <sup>th</sup> Level
12 <sup>th</sup> Level
11 <sup>th</sup> or 12 <sup>th</sup> Bonus
3 <sup>th</sup> Level
14 <sup>th</sup> Level
13 <sup>th</sup> or 14 <sup>th</sup> Bonus
15 <sup>th</sup> Level
16th Level
15 <sup>th</sup> or 16 <sup>th</sup> Bonus
17 <sup>th</sup> Level
18th Level
19th Level
20 <sup>th</sup> Level

# Turning Undead

To Turn undead, the cleric must be within sight of the creature or otherwise have its attention, boldly present his holy symbol and speak a prayer or command of his religion. Roll a d20p and add the character's level Turning Modifier (based on Charisma) vs. d20p and add the monster's Will Factor. If the priest's roll is greater the undead must immediately flee at its maximum rate for 3d4p minutes. If the roll is a tie, the undead is held at bay for 5 seconds and then may re-engage. Turning requires 5 seconds to complete and may be performed any number of times, as long as the priest is successful or ties. If the undead attempt to attack the cleric before the 5 seconds have passed, the Turning attempt activates immediately.

Once a priest fails, he may try again, but the undead receives a +4 bonus to its roll. Each successive failure results in a cumulative +4 bonus. Attacking in melee or otherwise forcing oneself or allies onto the creature negates the repelling effects (though missile attacks do not), but does not otherwise affect future attempts or provide a bonus to the undead's Will check.

# Player's hackTrack

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60



