

## Common Maneuvers

- **Wait.** Specify another maneuver you will execute if you observe a trigger action. Defenses and Movement as per specified maneuver.
- Allows you to interrupt opponent actions. This often includes bracing for an enemy charge attack.
- **All-out Defense.** Move: 1 step. You forgo making an attack but get +2 to one active defense of your choice. Also, if you fail a defense roll, you may try one other means.
- **Move-and-attack.** Shield slam (E40) at full skill. Otherwise, long-sword skill capped at -9. Move: full.
- **Attack.** Move: One step, before or after attack. One full attack, or two rapid sword strikes, at skill-3.
- **All-out Attack.** Move: Up to half. May make two attacks at full skill, one strong attack at +2 damage. **No defense allowed.**
- **Feint.** Move: 1 step. Roll a Quick Contest of your sword v. theirs. Margin of success = subtracted from one attack made next round. Can be combined in a one-round strike with All-Out Attack or Rapid Strike.

## Notes.

- Only 1 block attempt per turn
- Penetrating cutting(cut) or large piercing(pi+) damage deals x1.5 against most targets (minimum 1).
- Penetrating impaling (imp) or huge

piercing (pi++) deals x2 against most targets (minimum 1).

- Penetrating crushing damage deal x1 against most targets (min 0).
- Major Wound: any single wound greater than half current HP. HT roll to avoid knockdown.
- Crippling (Major) Wound. Damage to an extremity triggers a major wound if its greater than: (HP/2 for arm/leg, HP/3 for hand/foot). This renders the limb useless. Cutting damage beyond twice the cripple threshold severs the limb.
- Knockback. Triggers another HT toll to avoid being knocked prone. Failing by -5 or greater indicates unconsciousness.

## Speed-Range-Size Modifier

Mod	Linear yards	Mod	Linear yards
		-8	50
0	2	-9	70
-1	3	-10	100
-2	5	-11	150
-3	7	-12	200
-4	10	-13	300
-5	15	-14	500
-6	20	-15	700
-7	30		

## KNIGHT Sir Yvor Gryffyn (Human male)

Size Humanoid (+0 mod) Base Speed 6 Encumbered Move 4 yards (6)

Strength(ST) 16 Dexterity(DX) 14

IQ 10 Health(HT) 13

Fatigue Points 13 Will 10

Perception 10 Observation 5 Search 5

Hit Points 16

Damage Reduction 6 (Lt. Segmented Plate over heavy cloth armor)

Armor Heavy cloth armor (36 lbs.)

Dodge 8 (10 unencumbered)

Encumbrance/Move Penalty -2

Block 12 w/Shield Parry 14 (Sword w/shield))

Thrust / Swing 1d+1 / 2d+2

Reaction Mod +0



*"I pledge my sword to your cause."*

Current HP		Current FP	

Melee	#	Damage	Reach	Parry	WT	Cost	Properties
Fist	14	1d-2	c				
Kick	12	1d-1	c, 1				
Longsword (swing)	20	2d+2 cut	1	+0	4	\$700	Fast draw(15)
(thrust)	20	1d+5 imp	1,2				
Lg. Shield bash	16	1d+1 cr	1	DB3	16	60	Medium shield

Ranged	#	Damage	Acc	WT	Properties	Shots
Crossbow	16	1d+5 imp	4	4	Half 320 Max 400	1(4)
Carries 20 bolts of ammo in his hip quiver.						

## Advantages

Born War Leader - 2 Bonus to Leadership, Connaisseur(Weapons), Savoir-Faire, Strategy, & Tactics

### Combat Reflexes

Bonus +1 to active defense and fast draw, +2 to fright check, +6 to wake/recover from stun.

### High Pain Threshold

Suffer no shock penalty from receiving damage.

### Penetrating Voice

### Rallying Cry

Shout as a free action to provide a +3 per turn bonus to allies's stun checks within HT +3 (16) yards.

### Sacrificial Block

Block any attack that penetrates a ally within your weapon reach, subtracting the shield bonus of +3, which he does not receive.

### Sacrificial Parry

May attempt to parry on behalf of an ally within your weapon reach, subtracting the shield bonus of +3, which he does not receive.

### Shield Wall Training

Ignores the usual-2 to attack rolls for allies within the shield's reach. carrying a large shield. May block for

## Weapon Master (Longsword)

### Personality Quirks

- Always shout a battle-cry. Always!
- Honor = wisdom
- Loves armor and overspends
- Misuses adjectives.
- Takes offense at insults to any royalty.

### Disadvantages

Code of Honor (Chivalry)  
Never break your word ignore an insult (duel or apology), never take unfair advantage of a civilized foe. Protect the defenseless. Shield your homeland from evil.

### Obsession (Savior complex)

Roll 12 or less to ignore a town threatened by a monster.

### Sense of Duty (Adventuring Companions, Nation)

You think of your adventuring party and you nation like a family and feel honor bound to protect and defend them.

Item	Location	WT	Cost
Personal ba-	Body	3	5
sics/clothing	Body	1.2	15
Hip Quiver (Bolts)	Body	.2	10
Pouch	Body		

## Skills

### Dex-Based Skills

Boxing-14  
Fast Draw(Sword)-15  
Knife-14  
Broadsword-20  
Crossbow-16  
Riding(Horse)-13  
Shield-16  
Two-Handed Sword-16 (Untrained)

### Wrestling-14

### IQ-Based Skills

Armory(Body Armor)-11 Make repairs on your armor.  
Connaisseur(Weapons)-12 Heraldry-9  
Leadership-12. Direct NPC actions.  
Savoir-Faire-12. Born War Leader. Participate in courtly society.

### Strategy-11. Born War Leader. Discern enemy motivations

Tactics-11 Born War Leader. Gain the high ground in combat.

### Other Skills

Intimidation-9.

### Random Hit # / Location (Called Shot Penalty)

#7. Torso. (-0). No special damage effects.  
#3-4 Skull. (-7) Extra natural DR effects.

+2. Wounding modifier x4 for cut, cr, or imp damage types.

#5 Face (-5). Natural DR +2. Knockdown rolls for major wounds are

at -5.

#6-7 R. Leg (-2). Check for Crippling Wounds.

#8 R. Arm (-2). Check for Crippling Wounds.

#9-10 Torso (-0). No special mods. #11 Groin (-2). Male humanoids suffer double the usual shock threshold (max -8) from crush damage.

#12 L. Arm (-2). Check for Crippling Wounds.

#13-14 L. Leg (-2). Check for Crippling Wound.

#15 Hand (-4). Roll for which side.

#16 Foot (-4). Roll for which side.

#17-18. Neck (5). Wounding modifier for penetrating crushing damage (x1.5, min 1) for cutting x2. Anyone killed by a neck injury is deemed decapitated.

Eye (No random roll)(-9). Piercing and impaling attacks only. Injury over (target HP)/10 blinds the eye. Wounding modifier x4 for cut or imp damage types.