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A Renaissance in Pen and Paper RPGs

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WARRIOR SKILLS

Like, my character is an overconfident animal hybrid: Iguana, warrior/warrior-monk (so cool) . . . My GM has recently pitted my group against an evil wizard who keeps pounding us with magic. I know there are advanced spell colleges is your other books but what about warrior skills? My guy can't stand toe to toe with my GM's over-the-top, high elven, death machine. Are there alternative skills that I don't know about or what?

Posed by D6Danny, 7/18/2009. Thanks Danny, This should help.

The Dark Fantasy of Sundrah offers many advanced skills and rules for skill combinations for warrior, thief, and spellcaster types. There is always room for more.

The best advice for standing toe to toe with any DFoS opponet is of course—not to. Victory often belongs to the character that can best exploit initiative and who has the stronger game plan in preperation to the encounter. It is generally a bad idea to stand “toe to toe” with an opponet, unless victory is reasonably assured.

To help your warrior on its way, here are a few skills that have been developed in ongoing DFoS game testing that you may find entertaining and useful.

As always, enjoy.
T. Glenn Bane

COMBINATION STRIKE

“A single drop ofwater dies unnoticed on the theatre of the world, but a downpour of those same drops can change the paths of rivers, ravaging and destroying the land itself.”

Combination Strike is a DX based that allows a character to land more than a single strike against a target in melee

combat during a single attack. The skill uses a sinister succession of attacks to fell a target.

The character must have mastery with the weapon being employed. The skill is intended for melee attacks only. The skill cannot be used in conjunction with ranged attacks or spellcasting. It cannot be used in conjunction with charge maneuvers.

Any game mechanic or spell that would affect the outcome of damage, (such as: critical hits, attackmastery spell, etc) will only affect the first strike of a combination. Mastery skill can, however be used with each strike.

When the character attacks a foe he rolls his Combination skill roll. Every two points the character succeeds his roll by results in one additional hit possibility. The maximum number of extra hits that can be delivered in this way is equal to the character's sSP+ 2.

If the first attack roll fails or is parried, combination may not be attempted.

T. Glenn Bane

SCISSOR STRIKE

“Consequences, consequences, consequences.”

This DX based skill allows an attacking character to sever limbs from a target. If an attack hit and causes a disabling injury, the target must make a save, penalized by the amount the ScissorStrike was succeeded by or lose the affected limb, instantly. Obviously a severed head or torso would result in instant death, in most cases.

If a target has the skill swansong, it will be ignored forthe purposes of this attack if a head or torso is severed. This represents instant death, even to Swan Songed foes.

The character must be employing an edged weapon with mastery to use this attack.

T. Glenn Bane



SWEEPING STRIKE

How many?

This DX based skill is used to cut down large numbers of opponets, at one time. The targets must be within melee range. Since up to eight targets can usually surround a character, at one time, it stands to reason that all eight foes could be struck at one time by this attack.

Each foe targeted by this attack causes the character's skill roll to suffer a penalty of 2.

The character rolls his Sweeping Strike skill, adjusted for the number of targets, then, if successful, makes one normal melee attack roll. Each target has a chance to parry the attack or dodge if applicable. Any target that fails the defensive roll is struck.

The damage caused by this attack cannot be modified by mastery skill, unless the character has Sweeping Strike mastery. Spells, criticals and mighty blow can affect all damage.

T. Glenn Bane