

Stunts

- give 1 ally +2 to their next skill check
- give 1 ally +3 to specific skill check next round
- give 2 allies +1 to their next skill checks
- +2 to own next PAS check within 5 rounds
- guarantee that 1 enemy takes damage in melee
- cover 1 ally (no damage by melee/missiles)
- stun 1 enemy for 1 turn. (Same stunt in same battle can't be done twice.)
- cancel out a condition-based penalty for 1 turn
- disarm: ACT STR vs ACT STR/DEX; destroyed if net success > 15, else knocked away
- grapple: ACT STR vs ACT STR/DEX; enemy can't act until broken free
- rally your side: +2 against Intimidation checks
- frighten enemy into Morale check: Intimidation, only 1x per battle
- move through difficult area (e.g. tumble through horde)
- make called shot next turn: ACT WIS vs 20+(enemy DR) to ignore DR of the enemy
- +2 to own next Quick-Cast check by Occult Lore
- move an extra move that turn, effectively moving 3x movement rate: ACT CON or ACT DEX + Acrobatics
- craft a master quality item (DC35)

Combat Turn Sequence

1. Movement Phase; may move 2x if not acting otherwise
2. Magic Declaration Phase/Quick-Casting: ACT INT + Occult Lore* + 3D6
3. Missile Phase: DEX + Missile Bonus + Weapon Damage + 3D6; -2 per range increment beyond first one vs 10 + enemy DEX +/- special modifiers (cover etc.)
4. Melee Combat Phase: DEX + STR + Melee Bonus + Weapon Damage + 3D6
5. Stunt Phase
6. Spell Completion Phase: PAS WIS + Occult Lore* + 3D6 vs 10+(2x Spell Lvl), else 1D6+Spell Lvl damage
7. Morale/Intimidation Check Phase: Invoked when: 1st casualty, down to 1/2 men on one side or leader fallen
Leaders Intimidation vs leaders Sense Motive (or HD for monsters); NPCs run away, PCs suffer -6

* maximum +6

(Stunt and Melee may be switched by optional rule; indicate that in that case by mutual arrow on the left side.)

- participating in melee **and** doing magic/missile/stunt: -6 to **both** actions, only Melee bonus + 3D6 for melee
- active defense against missile: ACT + DEX + 3D6 + special modifiers (cover etc.); no other action possible

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