

Swords & Sorcery Fighting Techniques

Default Rules

One-Handed Weapon and Shield: A combatant using a one-handed weapon with a small or large shield attacks and does damage as normal. The shield improves his armour class by one against most attacks, and by two against ranged attacks in the case of a large shield on account of its size.

One-Handed Weapon: A combatant using a one-handed weapon and who has a free second hand increases the average damage he does with it by one; that is to say, 1d8 becomes 1d10, and 2d4 becomes 2d4+1 (or 1d4+1d6, if preferred).

Two One-Handed Weapons: A combatant using two one-handed weapons in combination improves his armour class against melee attacks by one, and may attack with either weapon, but gains no extra attacks on account of his second weapon.

Two-Handed Weapon: A combatant using a two-handed weapon adds one to his attack roll and increases the average damage he does with it by two; that is to say 1d10 becomes 1d12+1 and 2d4 becomes 2d6. Against large targets use the higher of the two damage ranges.

Combat Actions

Strong Counter: A combatant who has the initiative and is fighting with a one-handed weapon and a strapped small shield may give up the initiative to leave go and execute a stronger counter attack. The combatant may attack as though he was not using a shield any opponent who rolled an attack against him, but the benefit that the shield would otherwise provide does not apply for the rest of the round.

Throw Down: A combatant who has the initiative and is fighting with a one-handed weapon and a free second hand may give up the initiative for the chance to execute a throw. He gains a 50% chance of throwing an opponent to the ground who has attacked him with an unmodified roll of 1-10. The combatant may then make an immediate attack against the prone opponent with a +4 to hit.

Second Weapon: A combatant fighting with two weapons may take a penalty to hit with all attacks this round to gain the chance of an extra attack. The penalty is -4 if both weapons are heavy, -3 if one weapon is light, and -2 if both weapons are light; he may also use his dexterity modifier instead of his strength modifier to offset these penalties. When he makes his first attack, an unmodified roll of 16-20 allows him to make an attack with the second weapon at an appropriate point in the round.

Fake Out: A combatant who has the initiative and is fighting with a short hafted pole-axe or hammer may give up the initiative to make a feint, seemingly attempting an overhead blow only to jab with the haft spike before executing the attack. As a result of baiting his opponent, the combatant worsens his armour class by one point for the round, but if the unmodified attack roll of his opponent is 1-10 he gains +2 to hit and +2 to damage with his next attack.

This product uses the OSRICTM System (Oldschool System Reference and Index Compilation™). The OSRICTM system text may be found at <http://www.knights-n-knives.com/osric>. The OSRICTM text is copyright of Stuart Marshall. "OSRICTM" and "Old School Reference and Index Compilation™," are trademarks of Matthew Finch and Stuart Marshall and may be used only in accordance with the OSRICTM license. This product is not affiliated with Wizards of the Coast.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

OSRICTM copyright 2006, Stuart Marshall, adapting material prepared by Matthew J. Finch, based upon the System Reference Document, and inspired by the works of E. Gary Gygax, Dave Arneson, and many others.

Designation of Product Identity and Open Game Content:

All material copied from or derived from the OSRIC Core Rules is Product Identity except where designated as Open Game Content or Open OSRIC Content in the OSRIC Core Rules. All other material is Open Game Content, excepting the term OSRIC and the name of the author.