

## Swords & Sorcery Combat Actions

*Another Blow:* A character may take a -4 penalty to hit with all attacks this round to gain the chance of an extra attack. When he makes his first attack, an unmodified roll of 16-20 allows him to make another attack at an appropriate point in the round.

*Axe Hook:* A character with a heavy or two handed axe may forgo an attack to gain a 25% chance of hooking the leg of a human like opponent and bring him crashing to the ground. If the character has a second attack this round he may use it to immediately make an attack on his prone opponent.

*Pommel Strike:* A sword armed character loses initiative versus an opponent lacking head armour; he takes a -4 penalty to hit, but on an unmodified roll of 20 his opponent is knocked senseless. In this case damage is equal to 1 + strength modifier.

*Feint:* An armed character may sacrifice his attack to gain a 25% chance of feinting against an intelligent opponent. If the feint is successful, the character may make an immediate attack with +4 to hit.

*Reckless Attack:* A character who is not charging, fleeing, or otherwise moving at a speed greater than 30 feet per round, may choose to fight recklessly, gaining a +1 bonus to hit, but suffering -2 to armour class.

*Shield Bash:* A shield armed character can choose to use it offensively; before initiative is rolled, he may sacrifice the bonus to armour class for a +1 bonus to hit against human like opponents.

*Spear Charge:* A spear armed character throws caution to the wind during a charge and suffers a -4 penalty to armour class, but on an unmodified roll of 11-20 may add +4 to any damage inflicted.

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