


|   |  |   |   |
|---|--|---|---|
| <p style="text-align: center;"><b>Combat Task</b><br/>— FORWARD —<br/><b>Intimidate Foe</b></p> <p>Forgo Attack roll.<br/>Roll <b>Awe</b> or <b>Battle</b> instead (TN 10 plus the highest Attribute level among all foes).<br/>Enemy loses Hate points accordingly:</p> <ul style="list-style-type: none"> <li>• <b>Ordinary success:</b> 2 Hate points</li> <li>• <b>Great success:</b> 3 Hate points</li> <li>• <b>Extraordinary success:</b> 4 Hate points, or a number of points equal to your character's Valour rating, whichever is higher.</li> </ul> <p>The Loremaster divides the Hate point loss in any way he sees fit. You cannot intimidate if you were just Wounded or Wounded during the previous round.</p> | <p style="text-align: center;"><b>Combat Task</b><br/>— OPEN —<br/><b>Rally Comrades</b></p> <p>Forgo Attack roll.<br/>Roll <b>Inspire</b> or <b>Song</b> instead (TN 14).<br/>All fighting companions (including you) recover Endurance lost this battle accordingly:</p> <ul style="list-style-type: none"> <li>• <b>Ordinary success:</b> 2 Endurance points</li> <li>• <b>Great success:</b> 3 Endurance points</li> <li>• <b>Extraordinary success:</b> 4 Endurance points, or a number of points equal to your character's Heart rating, whichever is higher.</li> </ul>   | <p style="text-align: center;"><b>Combat Task</b><br/>— DEFENSIVE —<br/><b>Protect Companion</b></p> <p>Announce the character you wish to protect right after choosing your stance (they must be in FORWARD or OPEN stance).</p> <p>When the protected character is attacked, you may choose to spend 1 point of Hope and become the target of the attack in his place. The attack is resolved using your stance (TN 12) to calculate the TN.</p> <p>You may still Attack this round.</p>              | <p style="text-align: center;"><b>Combat Option</b><br/>— ANY STANCE —<br/><b>Knockback</b></p> <p>You literally 'roll with the punches,' and reduce the force of an attack by stepping back or to the side or by kneeling under the force of a blow.</p> <p>Halve the Endurance loss caused by a successful attack against you (rounding fractions up) by letting yourself be thrown off-balance.</p> <p>When you are knocked back, you cannot change your stance and you spend the following round recovering your fighting position, unable to take any further action that turn. If an adversary attacks you while you are recovering from knockback, the attack is resolved normally.</p>  |
| <p style="text-align: center;"><b>Combat Task</b><br/>— REARWARD —<br/><b>Prepare Shot</b></p> <p>Forgo Attack roll.<br/>Spend an entire round preparing a ranged attack instead, and get a clearer shot the following round.</p> <p>If you succeed in a ranged attack during the following round, you are considered to have successfully achieved a Called shot.</p>  | <p style="text-align: center;"><b>Combat Task</b><br/>— ANY CLOSE —<br/><b>COMBAT STANCE</b><br/><b>Escape Combat</b></p> <p>Forgo Attack roll.<br/>Roll <b>Athletics</b> instead (TN 10 plus highest Attribute level among all foes).</p> <p>On a successful roll, you have escaped. A great or extraordinary success is needed if you are engaged by multiple opponents. If your escape attempt fails, you remain engaged and cannot attack when your next turn to act comes.</p> <p><i>If you were in REARWARD the previous round, you may escape combat feely at the top of the round. No roll is required to do so.</i></p> | <p style="text-align: center;"><b>Combat Option</b><br/>— ANY STANCE —<br/><b>Remove Helm</b></p> <p>If you are wearing a helm, you can remove it when your turn to act comes, as a free action.</p> <p>Removing a helm causes you to lower your Fatigue score by 3 points (and, of course, to lose the helm's Protection bonus).</p> <p><i>If you are already Weary, you do not gain anything from lowering your Fatigue score (as Weariness is normally removed only after a prolonged rest).</i></p> | <p style="text-align: center;"><b>Combat Option</b><br/>— ANY STANCE —<br/><b>Called Shot</b></p> <p>Announce a 'called shot' before rolling your attack dice. If you succeed, a special attack result occurs, depending on the weapon used to attack.</p> <p>A called shot hits only when the roll produces a Great or Extraordinary success. If not, the attack misses altogether.</p> <p>If the roll fails with an , the attempt fails in a catastrophic way called a fumble.</p> <p><b>Fumble:</b> The next time you are attacked, the difficulty to hit you will be equal to the basic combat TN of your stance (you lose any bonuses from attributes, Virtues or equipment).</p> |