

# NEW UNIVERSAL EXPLOITS

**T**HE FOLLOWING PAGES LIST A RANGE of new universal exploits for the WOIN roleplaying game.

These exploits can be taken by anybody who meets the prerequisites.

An exploit costs half the price of a new grade (a new grade costs ten times the next grade, so a new exploit costs five times the next grade; for a grade 5 character a new universal exploit costs 30XP).

As always, each exploit can only be used once per turn, although they can be 'stacked' onto a single attack or action. Only one free action and one free reaction can be used per turn.

These exploits should be added to those found in the WOIN core rules. They consist of a mix of exploits suitable for various campaign types, from fantasy to modern, to science fiction.

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**Alertness (requires INT 6).** Gain +1d6 to your INITIATIVE checks.

**Blindfighter.** Skilled at using senses other than sight for combat, you may ignore the Sight status track for melee combat.

**Cleave (requires STR 8+).** When using STR as your attack attribute, you follow through in one mighty swing, and make an additional attack at -1d6 against an adjacent foe if the first one hits.

**Dart In (requires Charge).** You move your SPEED, make a melee attack at -1d6, and then move your SPEED back again to your starting position. You cannot combine this exploit with other exploits, nor can you dart in while on difficult terrain.

**Deadly Critical.** Critical hits on one specific designated weapon occur on a roll of double sixes, not triple sixes. You must designate the weapon when you take this exploit. You may take it multiple times for multiple weapons; if you lose the weapon, the exploit does not transfer over to a new weapon of the same type.

**Die Hard (requires WIL 8+).** While at negative HEALTH you are still conscious, and can take one action per round. You still form the death countdown pool as normal. If you take any further damage, you fall unconscious as normal.

**Dual Defense (requires AGI 8+).** When dual-wielding, you can use both weapons defensively; you count as wielding a large shield until your next turn, but you cannot attack until your next turn.

**Far Shot.** You increase range increments by 50%.

**Fleet.** You are faster than you look. You gain +2 SPEED beyond that granted by your STR and AGI attributes. This does not stack with other SPEED bonuses.

**Improviser.** You are adept at using bar stools and other items as weapons. You suffer no attack penalties for improvised melee weapons.

**Iron Will.** You gain a permanent +2 to MENTAL DEFENSE, able to shrug off many mental attacks.



**Fortitude.** You gain a permanent +2 MELEE DEFENSE, able to shrug off many attacks.

**Leaping Attack (requires AGI 8+, Charge).** You leap into the air as you make a melee attack. You gain +1d6 damage, but if you miss your opponent gets a free attack against you.

**Lightning Reflexes.** You gain a permanent +2 to RANGED DEFENSE, able to dodge many ranged attacks.

**Lunge.** You increase your reach by 5' for one attack at a cost of -1d6.

**Mighty Blow (requires STR 8+).** When using STR as your melee attack attribute, you may use all of your actions to make one gigantic swing. If you hit, you do double damage (the combined total of the damage you would have done had they been separate attacks) in the one attack.

**Mighty Sunder (requires Sunder).** Half the damage from your sunder also applies to the target weapon's wielder.

**Opportunity Strike.** You can take a free action attack against a foe which disengages from melee combat with you.

**Point-Blank Shot.** You get +1d6 to hit ranged targets within 10'. This does not stack with the +1d6 from using a sidearm against an adjacent foe.

**Quickstep.** You can move 5' as a free action.

**Stop Right There!** Enemies which try to move past you (move within your reach) are subject to a free action attack, which stops their movement if successful.

**Spellbreaker.** Gain a free attack (free action) against anybody who casts a spell adjacent to you. If you hit, the spell is disrupted; the caster still loses the MP.

**Sunder.** You target your opponent's weapon or shield with the intention of breaking it. The weapon has same MELEE DEFENSE as its wielder; you take -2d6 to strike a weapon and no penalty to strike a shield.

**Shield Bash.** You may now strike with your shield as a free action, retaining your shield's DEFENSE bonus.

**Strafe.** When using a weapon designated "auto" you may, as a single action, spray an area 15' x 15' with fire. Everyone in that area takes 1d6 damage of the appropriate type. This is the only attack you can make with this weapon this turn.

**Strike Back.** You attack the limbs of a foe attacking you with reach greater than your own as a free reaction to their attack; this is a regular attack, and you may not attach any extra exploits to it.

**Throw Anything.** You suffer no attack penalty for improvised ranged weapons (including throwing melee weapons, which count as improvised when used in this way).

## WEAPON & SHIELD DAMAGE

When using the Sunder ability, you will need to know the HEALTH of your foe's weapon or shield. Remember, an object is broken at half HEALTH and destroyed at zero HEALTH.

The rules on objects from the core rules apply here.

Steel weapons or shields have SOAK 10; wooden weapons have SOAK 5.

Small weapons or shields have 10 HEALTH, medium weapons have 15 HEALTH, and large weapons have 25 HEALTH.

