

# RISKY

## BUSINESS

Between the Players Handbook and the Castle Keepers Guide, Castles & Crusades offers a variety of combat maneuvers to spice up any martial conflict. The following document adds greater elements of risk and reward to the maneuvers offered in those books, as well as introducing some new elements to combat in general. It is recommended that characters be limited to one 'risky' maneuver per encounter.

Note: all SEIGE tests are based on a challenge base of 18 and the assumption that a prime attribute lends a +6 bonus to such tests (rather than the standard CL 12/18 system). Unless otherwise noted, the challenge level is equal to the level (or Hit Dice) of the opponent. The PC may not elect to forego the planned maneuver in question if his SEIGE test fails.

### MIGHTY SUNDER

Related Maneuver: Disarm

Make a SEIGE test based on strength to gain a +2 bonus to a disarm attempt. Moreover, a successful disarm breaks the defender's weapon if the margin of success is more than twice the EV of the defending weapon. Failure results in the possible breakage of the attacking weapon. If the disarm attempt fails, the weapon breaks if the amount the roll failed by is more than twice the EV of the attacking weapon *and* its EV is equal to or lesser than the defending weapon.

### DEVASTATING BLOW

Related Maneuver: none

Make a SEIGE test based on strength to automatically inflict maximum damage on a successful hit. Failure results in a -2 penalty to hit the opponent; damage is rolled as normal on a successful hit.

### SIDESTEP

Related Maneuver: Evade

Make a SEIGE test based on dexterity to perform an Evade without sacrificing an action. Failure results in the loss of any action for that round.

### MULTISHOT

Related Maneuver: none

Make a SEIGE test based on dexterity to fire two arrows at once at no penalty to hit. The challenge class is determined by the proximity to *unengaged* enemies, below. A failed roll results in the automatic miss of both arrows.

Enemies within 5' of shooter	not possible
Enemies within 10' of shooter	26
Enemies within 15' of shooter	24
Enemies within 20' of shooter	22
Enemies further than 20' of shooter	18

### RIPOSTE

Related Maneuver: none

Make a SEIGE test based on dexterity to make an immediate counter attack when the enemy misses his attack roll on you. A failed roll results in a free immediate attack roll for the opponent.

### KNOCKDOWN

Related Maneuver: none

Make a SEIGE test based on strength versus the challenge class given below to knock your foe prone with a melee attack. A failed

roll results in the attacker being left open; the opponent's next attack is made at +2.

S 10 + HD

M 14 + HD

L 18 + HD

### CRITICAL AIM

Related Maneuver: Called Shot

Make a SEIGE test based on dexterity. On a successful roll, the penalty for a called shot is made at -6 instead of the standard -8. A failed roll results in an automatic missed attack.

### MARTIAL PRECISION

Related Maneuver: Offensive Focus

Make a SEIGE test based on dexterity. If successful, the attack bonus to the offensive focus maneuver is +4 and the penalty to AC is only -4. A failed SEIGE roll results in an AC penalty of -8 to the offensive focus maneuver.

### RECKLESS CHARGE

Related Maneuver: Push

Make a SEIGE test based on strength. If successful, you suffer no penalty for push attempts and the defender makes his strength test at -2 to avoid being forced back. A failed SEIGE test dictates the attacker make a dexterity roll to avoid stumbling to his knees. Success allows the push attempt to proceed as normal.

### COUNTERSPELL

Related Maneuver: None

With a successful SEIGE test based on intelligence (wizard and illusionist) or wisdom (cleric and druid) the spellcaster can cast a CT 1 spell as an immediate reaction, even if it is not the caster's turn. A failed test results in the loss of any spell casting during the character's next two turns.

### BURST OF ENERGY

Related Maneuver: none

Make a SEIGE test based on constitution. A successful test gains the PC temporary HP equal to half his hit die plus his level. Eg., a 6th level fighter would gain 11 hp, while a 6th level thief would gain 9 hp. The hp last until the end of the encounter. A failed SEIGE test delivers 1d10 points of subdual 'fatigue' damage, as the PC has reached for extra energy and found the tank empty.

### **DEFENSIVE STUN**

Related Maneuver: Shield Blow

Make a SEIGE test based on strength. A successful roll allows the shield blow attack to be made at -4 and the potential stun to last 1d4 rounds. A failed test disallows a shield blow attempt and reduces the attacker's AC by 1 for one round.

### **SUPERIOR SPELL MEMORY**

Related Maneuver: none

Make a SEIGE test based on intelligence (wizard or illusionist) or wisdom (cleric or druid). The challenge level is equivalent to the spell level in question. If successful, the spell slot is not 'lost' after spell is cast. A failed SEIGE test means the spell uses up two slots. If only one slot is available, the spell may not be cast.

### **POWERFUL SPELL**

Related Maneuver: none

Make a SEIGE test based on intelligence (wizard or illusionist) or wisdom (cleric or druid). If successful, the effects of the spell are maximized (damage, healing, etc). If the SEIGE check fails, the effects are minimized.

### **FAST CAST**

Related Maneuver: none

Make a SEIGE test based on intelligence (wizard or illusionist) or wisdom (cleric or druid). With a success, the caster fires off two CT 1 spells in one round as long as he has enough available slots. Failure results in only one spell being cast, and it goes off during the *next* round.

# SKILL

## MONKEY

The SEIGE engine provides a quick and easy mechanic for determining success or failure. By eschewing a traditional skill system, the rules place the onus on player and CK alike to describe intent, action, and results. While each class has specific abilities described in detail, the rules also go into some discussion of using another class's abilities. The limiting of non-class abilities by disallowing adding the character's level is the most significant factor, but the rules also mention that "the abilities of each class have the best results when used by only that class." The vague nature of this rule befits the general approach of C&C. But for those of us, like myself, who prefer slightly less fiat, this brief article provides specific rules for using non-class abilities. To make attribute tests more consistent across the board, it is assumed every attempt will add the character's level to the roll.

### CLIMB

Attribute: lesser of dexterity or strength

This ability is used when a character encounters a difficult climbing situations such as scaling a tree while being pursued by enemies, ascending non-inverted slopes, and climbing walls with sufficient hand-holds. The character moves at one-half his normal speed. A failed roll indicates no progress has been made. Failure by more than 3 results in the character falling. A climbing roll should be made every ten feet.

### DISGUISE

Attribute: lesser of charisma or intelligence

Using a combination of clothing and changes in posture, a character can adopt a disguise to fool enemies into thinking he is someone else. The following modifiers are applied to a disguise check when appropriate: sex difference -4; race difference -4; age difference -4 per 10 years.

### HEAL

Attribute: lesser of intelligence or wisdom

Basic battlefield medical attention is known to every adventurer. A successful check allows a wounded character to immediately add his constitution bonus to the standard 1 hp per day of rested healing. The challenge class of the attempt is a fixed 18 as long as the character being healed is not unconscious. If the recipient is between 0 and -6 hp, the CC is 20. If the hit points are between -7 and -9, the CC is 25. A character with 0 hp who is the recipient of a successful healing check will recover consciousness in only 1d2 hours and may assume his full movement rate and act normally. Characters between -1 and -6 hp will begin the recovery process in 12 hours, rather than the standard 24.

### HIDE

Attribute: lesser of dexterity or intelligence

A character uses the ability to conceal himself from others using shadows and/or camouflage. Any movement the character makes automatically reveals his presence if an enemy is looking in his general direction. Characters cannot hide and move silently at the same time.

### INTIMIDATE

Attribute: lesser of charisma or strength

The character can attempt to shake an enemy's resolve by displaying a forceful presence. The player makes a SEIGE roll with a CL equal to the opponent's level/HD. Intimidate checks are only effective against foes of equal or lesser HD than the character. A

successful check results in the enemy suffering -1 to all rolls for the duration of the encounter. This ability is effective against one enemy. At 5th level, up to two enemies may be affected. At 10th level, the number increases to three.

### LISTEN

Attribute: lesser of wisdom or intelligence

Listening tests are made when a character pays intent attention to a nearby conversation, the sounds of the forest, or the creaking of nearby floorboards. Characters cannot hear anything but the loudest noises through stone. Subtle noises such as described above cannot be heard past 20 feet. Extremely subtle sounds, such as the soft padding of a feline or the silent tread of a skilled rogue, are beyond the scope of this ability.

### MOVE SILENTLY

Attribute: lesser of dexterity or intelligence

A character can move up to one-half his speed and attempt to move silently. Any move speed greater than half results in automatic failure of the attempt. The CL of the attempt is dependent on environmental conditions, as determined by the CK. A successful test may be defeated by a successful listen attempt by any opposition.

### SPOT

Attribute: lesser of wisdom or intelligence

Characters searching for a hidden item, a potential ambush, or footprints in the mud use the spot ability. Extremely minute details may be noticed but not comprehended, such as subtle differences in footprints that only a ranger could read. In such instances, the CK should not bring such aspects to the attention of the player.

### SURVIVAL

Attribute: lesser of wisdom or intelligence

Most characters, save those brought up entirely in urban environments, have at least a nominal understanding of fishing, foraging, and shelter. A character making a successful survival roll can secure enough food to feed himself one meal, start a fire with flint & tinder, find enough water for one day, and provide basic shelter for himself. Any attempt may only be successful if the environment provides the necessary resources.