



TACTICS...are what separates brawlers from true warriors. Any fool can swing a sword or shoot a bow, but the use of tactics is really how battles are won and lost. These new Tactical Solo Talents will give your PC a real edge in combat and let you pull off some cool maneuvers as well. They follow all the standard rules for solo talents listed on pages 95-99 in you H/20 Fantasy Guidebook.

Enjoy the new talents and try and pull off some crazy combat maneuvers with them.

FEBRUARY T-N-T EXPLODING D20: TACTICAL TALENTS

Tactical Solo Talents

Tactical Solo Talent Name	Point Cost	Description / Rules	Prerequisites
Aim for Accuracy	5	You may as a (S*) Action gain a +10 Talent Bonus to your next Single Ranged Attack and Injury Roll by Aiming. You Must Declare your Target, take the (S*) and then take the Ranged Attack in the following Combat Round to gain the benefit of this talent.	Eagle Eyed Talent and Observe 10 Ranks
Battle Flanker	10	You gain a +5 Talent Bonus to your MELEE Attack and Injury rolls anytime you and at least one other ally are in hand to hand combat with the same creature.	Group Tactics Expert Talent
Battle Tactics	5	You may as a (f) action add a Talent Bonus equal to your MRSB to a single Defense, Attack or Injury Roll because you have learned the basics of battle. You may use this talent Oncer Per Encounter for Every 100 Build Points you have earned.	Steely Mind Talent
Counter Charge	10	When you are Charged by an opponent you MAY make an Opposed INITIATIVE Test, if you win this test you negate the +10 Bonus your opponent receives for using a CHARGE, though he still does not get his Weapon or Shield to defense. You may Use this talent Oncer Per Encounter for every 100 Build Points.	Battle Tactics Talent, Rapid Reaction Talent

FEBRUARY T-N-T EXPLODING D20: TACTICAL TALENTS

Tactical Solo Talent Name	Point Cost	Description / Rules	Prerequisites
Defensive Stance	10	You gain a +5 Talent Bonus to ALL Defense rolls when using a STAND & DELIVER Combat maneuver.	Battle Tactics Talent
Disarm (Melee)	10	You may as a (S) Action Attempt to force a Creature to drop any single weapon, or object it is holding, if it can be dropped with a (f) action. Roll a single Melee Attack vs Targets Defense, this attack causes no injury. If your attack is successful You roll a BRAWN or AGILITY test (whichever is higher) Opposed by Target's Brawn or Agility, if this succeeds the object is dropped at the creatures base. Note: Every extra hand or appendage holding an object grants the defender a +5 Talent bonus per extra hand or appendage to the Brawn or Agility Test. You may Use this Talent Once per Encounter for every 100 Build Points.	Mighty Blow (lesser) Talent

FEBRUARY T-N-T EXPLODING D20: TACTICAL TALENTS

Tactical Solo Talent Name	Point Cost	Description / Rules	Prerequisites
Disarm (Ranged)	10	You may as a (S) Action Attempt to force a Creature within 12"LOS to drop any single weapon, or object it is holding, if it can be dropped with a (f) action. Roll a single Ranged Attack vs Targets Defense, this attack causes no injury. If your attack is successful You roll an AGILITY test Opposed by Target's Brawn or Agility (whichever is higher), if this succeeds the object is dropped at the creatures base. Note: Every extra hand or appendage holding an object grants the defender a +5 Talent bonus per extra hand or appendage to the Brawn or Agility Test. You may Use this Talent Once per Encounter for every 100 Build Points.	Aim for Accuracy Talent and Battle Tactics Talent
Goading Taunt	10	You may as a (f) Action Make a Charm Test Opposed by Savvy against a single Target within 24", If you Win the Test The Target Creature Gains a +5 Bonus to its Attack and Injury Rolls that Target ONLY You, but Suffers a -10 Penalty to its Defense rolls vs ALL Attacks. This is a FEAR Effect and lasts a Number of Rounds equal to your MRSB. You May Use This Talent Once per Encounter for every 100 Build Points.	Battle Tactics Talent and Strong Personality Talent
Ground Fighter	10	You gain a +5 Talent Bonus to ALL Defense, Attack and Injury rolls while PRONE.	Battle Tactics Talent.

FEBRUARY T-N-T EXPLODING D20: TACTICAL TALENTS

Tactical Solo Talent Name	Point Cost	Description / Rules	Prerequisites
Feinting Blow	10	You May when Doing a STAND & DELIVER Combat Maneuver Add your Ranks in BLUFF to your Melee Attack Roll. This bonus only applies to the Attack, NOT the Injury roll. You May Use this talent Oncer per Encounter for every 100 Build Points.	Battle Tactics Talent, Sneaky Talent and Bluff 10 Ranks
Kip-Up	5	You May Stand up from a PRONE position as a (f) Action.	Quickened Reflexes Talent and Acrobatics 10 Ranks
Low Blow	10	When using a STAND & DELIVER combat maneuver you may add an additional +10 Talent bonus to your Attack and Injury rolls. You may use this talent Oncer Per Encounter for every 100 Build Points. Note: Creatures that are unaffected by DAZED and DOWN&OUT Injury results are IMMUNE to this Talent.	Dirty Tavern Fighting
Mighty Blow (Greater)	10	You Gain a +5 Talent Bonus to ALL MELEE Attack and Injury rolls each combat round. This Talent bonus Stacks with Mighty Blow (lesser) as well as any other Talent.	Mighty Blow (lesser) Talent
Mighty Blow (lesser)	5	You gain a +5 Talent Bonus to a Single MELEE Attack and Injury roll each combat round.	Battle Tactics Talent, Powerful Brawn Talent

FEBRUARY T-N-T EXPLODING D20: TACTICAL TALENTS

Tactical Solo Talent Name	Point Cost	Description / Rules	Prerequisites
Offhand Parry	10	You may Negate a Single MELEE Attack that allows your weapon to Defense. You must be armed with Two Melee weapons to use this talent. You may use this Talent Once per Adventure for every 100 Build Points.	Battle Tactics Talent, Rapid Reaction Talent and Two-Fisted Fighting Talent
Shield Block	10	You may Negate a Single non AOE RANGED Attack That Allows your Shield Bonus to Defense. You must be equipped with a Shield to use this talent. You may use this Talent Once Per Adventure for every 100 Build Points.	Battle Tactics Talent and Rapid Reaction Talent
Shield Pin	5	You MAY as a (Me) Action Negate a Single Opponent's Shield Bonus to his Defense vs your Melee Attack, you Must be within Reach and have a Shield Equipped. You may use this Talent Once per Encounter for every 100 Build Points.	Battle Tactics Talent and Shield Expert Talent 1-3
Spell Dodge	5	You gain a +5 Talent Bonus to All Defense rolls or Avoid test vs ANY Spell or Spell-like Attack. You May use this Talent Oncer per Encounter for every 100 Build Points.	Battle Tactics Talent and Magic Lore 10 Ranks
Stunning Blow	5	You may as a (f) Action turn any KILL Injury Result you inflict into a HELPLESS Condition. The Helpless Condition has an OCC Count equal to your MRSB. You may use this Talent Once per Adventure for every 100 Build Points.	Battle Tactics Talent

FEBRUARY T-N-T EXPLODING D20: TACTICAL TALENTS

Tactical Solo Talent Name	Point Cost	Description / Rules	Prerequisites
Trip Sweep	10	You may as a (S*) action attempt a SWEEP Attack vs a single Target you are in Reach of. You roll an opposed BRAWN Test, should you win the target is knocked prone. You may use this talent Once per Encounter for every 100 Build Points. Note You may only attempt to Sweep Attack a target one Size Larger than you or smaller, Targets with more than two legs gain a+5 bonus to the test for each pair of legs beyond the first.	Battle Tactics Talent

“I swing my axe and their heads fly off. What more do you need!”

- Rat Ironhead, Dwarf Brute on the nature of battle tactics