

# Attack Skills Appendix

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This section covers skills that are not inherently combat skills. The skills covered in this document are, at the moment; Coup De Gras, Waylay and Ambush.

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## Waylay

This skill is the art of subduing a victim from behind to render them unconscious. The skill only works on targets with un-armoured head locations, though the actual head location should never be hit (for safety reasons). Instead the attacker places one open and empty hand on the target's shoulder (gently) and strikes a blow to the BACK saying "Stun" (only the target needs to hear).

The victim is inflicted as per the Stun effect with the duration of thirty seconds:

This effect causes the victims muscles to spasm collapsing them to the ground. The victim loses consciousness immediately but is otherwise unharmed.

### Waylay I

The target of the waylay must be approached from behind and be completely unaware of the attacker.

The skill requires the use of a small club or sap and the target must not be engaged in combat.

### Waylay II

The target of the waylay must still be approached from behind, be completely unaware of the attacker and not engaged in combat.

The skill can now be used with any one-handed weapon. i.e. the side of the blade. Please bear in mind safety considerations when using other weapons, and never use the hilt.

## Opportunist Strike (Modus)

*Requires training from a suitable NPC*

The target of the waylay must still be approached from behind but can be aware of the attacker's presence.

This skill can still only be used on a target not engaged in combat.

This ability can only be used once per day.

## More Opportunities (Modus)

With each purchase of this modus, the character may use Opportunist Strike one extra time per day.

This Modus may be purchased a maximum of twice (giving a total of 3 uses per day).

## Coup de Gras

This is the age old assassination tool of the wise and wicked. It allows an attacker to deliver a blow which will quickly and quietly kill the target.

The attacker places one open and empty hand on the target's shoulder and strikes a blow to a legal target location with a knife saying "Lethal" (only the target needs to hear). When striking this blow, please be careful not to hit the face, throat or groin for safety reason.

The skill requires the use of a knife (short bladed weapon of less than 12"). Please do not make thrusting attacks for safety reasons.

The victim is affected by the Lethal call:

The target of Lethal immediately drops unconscious and starts the lethal death count. The lethal death count is Toughness Rank x 10 seconds. i.e. a character with Toughness 1 will die in 10 seconds. A character with no Toughness will die immediately.

Coup de Gras can never be used on a target engaged in combat.

## Coup de Gras I

The target of must be incapacitated in some way before this skill can be used. i.e. Bleeding out on the ground unconscious, completely tied up or Paralysed / Frozen as per the Paralyse and Freeze spells.

At this level of skill the legal location on the victim is any un-armoured body location. Any hole in the armour is allowable for this skill to work.

## Coup de Gras II

The target no longer has to be incapacitated, however must be approached from behind and be completely unaware of the attacker's presence. At this level of skill the legal location on the victim is any un-armoured body location. Any hole in the armour is allowable for this skill to work.

## Assassination (modus)

*This modus must be trained by a suitable NPC.*

This is the skill of sizing up the target before selecting the correct location to kill with a single blow. The skill will only be taught to assassins, by assassins!

The legal location on the victim is any un-armoured location.

The attacker can approach from any direction, however, must spend at least 5 seconds within 5 feet of the target before the attack can be attempted.

The victim can be fully aware of the attacker, but cannot be engaged in combat.

This skill can be only used once per day.

### **Mass Muderer (modus)**

With each purchase of this modus, the character may use Assassination one extra time per day.

This Modus may be purchased a maximum of twice (giving a total of 3 uses per day).

## **Ambush**

This skill is the secret art of attacking a surprise opponent and driving your blades through chinks in the armour. Unlike weapon mastery skills that require you to fight with your opponent before you can unleash your full fury, the user's of the ambush skill use it with the very first attack.

[to be written]