

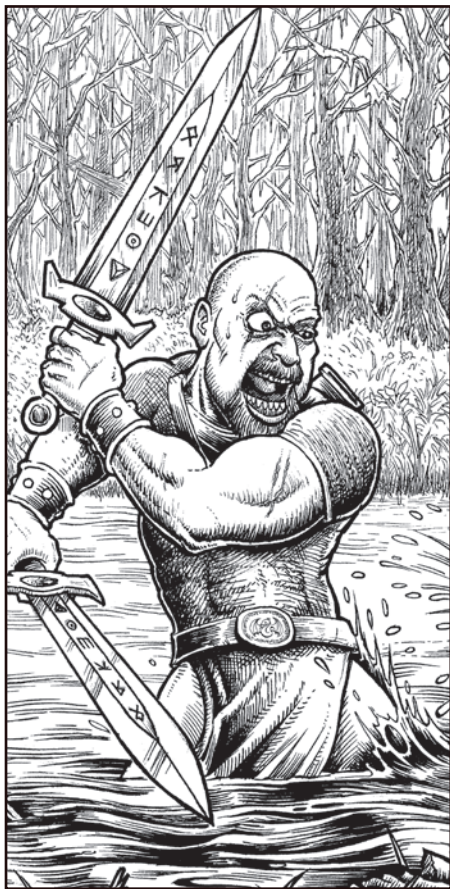
OPTIONAL RULES

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COMBAT TALENTS

An Optional Rule for Fighters

Groups who prefer fighters to have a little more mechanical complexity may allow characters to select one of the following combat talents at 1st, 5th, and 10th levels.



1. **Cleave:** When in melee with multiple foes, if the fighter strikes a killing blow, they may immediately make another attack against a second foe. The second attack roll is penalised at -2 .
2. **Defender:** When the fighter is in melee with a foe, any attacks the foe makes at characters other than the fighter are penalised at -2 .
3. **Leader:** Mercenaries or retainers under the fighter's command and within $60'$ gain a $+1$ bonus to morale/loyalty. All the fighter's allies within $60'$ gain a $+1$ bonus to saves against fear effects.
4. **Main gauche:** When fighting with a dagger in the off hand (in place of a shield), the fighter may choose each combat round to gain a $+1$ bonus to AC or to attack rolls.
5. **Slayer:** The fighter gains a $+1$ bonus to attack and damage rolls when in combat with foes of a specific type. The type of enemy must be chosen when this talent is selected. (Examples: undead, clerics, dragons, giants, etc.)
6. **Weapon specialist:** The fighter is an expert with a specific type of weapon chosen by the player (e.g. maces, two-handed swords, longbows, etc.). They gain a $+1$ bonus to attack and damage rolls using this type of weapon. (If using the optional weapon proficiency rules in *Old-School Essentials Advanced Fantasy*, this combat talent should be disallowed.)