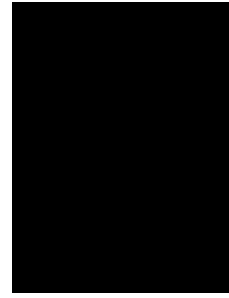


warrior guild

TRICKS IN DETAIL



It helps with role-play to know not only what tricks you can learn but how much round-time performing the tricks takes and how the tricks are viewed by onlookers.

| COMMAND | WTRICK WFLIP |
|------------------|---|
| Bremerial's View | You toss your mithril claidhmore in the air, sending it into a spiraling blur. At the perfect moment, you reach out and snatch it competently by the handle. Roundtime: 3 sec. |
| Onlookers' View | Bremerial tosses her mithril claidhmore in the air, sending it into a spiraling blur. At the perfect moment, she snatches it competently by the handle |

| COMMAND | WTRICK GUZZLE |
|------------------|--|
| Bremerial's View | You tip your head back and empty your bottle of milk down your gullet! You discard your vessel of drink and wipe off your mouth. Roundtime: 4 sec. |
| Onlookers' View | Bremerial tips her head back and empties a small bottle of milk down her gullet! |

| COMMAND | WTRICK TSHEATH |
|------------------|---|
| Bremerial's View | You deftly twirl your mithril claidhmore around your finger and stuff it in your spidersilk harness. Roundtime: 3 sec. |
| Onlookers' View | Bremerial deftly twirls her mithril claidhmore around her finger and stuffs it in her spidersilk harness. Fancy! |

| COMMAND | WTRICK WHOP |
|------------------|---|
| Bremerial's View | You spin the mithril claidhmore over your head, leap into the air and tuck your legs beneath you as you swing the claidhmore where your legs were just an instant ago. Roundtime: 3 sec. |
| Onlookers' View | Bremerial spins her mithril claidhmore over her head, leaps into the air and tucks her legs beneath her as she swings the claidhmore where her legs were just an instant ago. |

warrior guild

TRICKS IN DETAIL



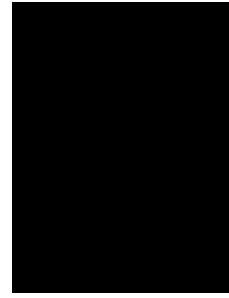
| COMMAND | WTRICK SPIN |
|------------------|---|
| Bremerial's View | You spin the mithril claidhmore around your right forearm, then pass it to your left without grasping it or stopping the spin, then pass it back to your right arm. You spin it once more until you grasp the claidhmore by its handle. Roundtime: 3 sec. |
| Onlookers' View | Bremerial spins her mithril claidhmore around her right forearm, then passes it to her left without grasping it or stopping the spin, then passes it back to her right arm. Each spin causing a crisp "whoosh," Bremerial brings it back to bear in her right hand. |

| COMMAND | WTRICK APPRAISE {name} |
|------------------|--|
| Bremerial's View | {name} appears to be of average constitution, is in a defensive stance, and is in relatively good shape. {name} is too easy to give you any experience. |
| Onlookers' View | {does not see anything} |

| COMMAND | WTRICK BALANCE {palm} |
|------------------|--|
| Bremerial's View | [Total modified roll: 212] You stand a razor-sharp mithril claidhmore on your palm and begin to balance it skillfully. Roundtime: 5 sec. |
| Onlookers' View | Bremerial stands a razor-sharp mithril claidhmore on her palm and begins to balance it skillfully. |
| Bremerial's View | Your mithril claidhmore wobbles slightly on your palm, but you shift to compensate. |
| Onlookers' View | Bremerial continues balancing a razor-sharp mithril claidhmore on her palm, shifting her position to keep the claidhmore from falling. |
| COMMAND | STOP BALANCE |
| Bremerial's View | You stop balancing a razor-sharp mithril claidhmore on your palm. |
| Onlookers' View | Bremerial stops balancing her mithril claidhmore on her palm. |

warrior guild

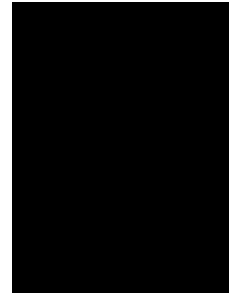
TRICKS IN DETAIL



| COMMAND | | WTRICK JUGGLE {number 2 - 10} |
|----------------------------|---|--------------------------------------|
| Bremerial's View | <p>[Total modified roll = 242] You gather up a dagger, a dagger and a dagger in your hands. One by one, you toss them in the air, where they flip end over end until all of the weapons are airborne. You catch each one as they fall and send it back in the air, creating a dazzling aerobic display.</p> <p>Roundtime: 5 sec.</p> | |
| Onlookers' View | <p>Bremerial gathers up a dagger, a dagger and a dagger in her hands. One by one, she tosses them in the air where they flip end over end until all of the weapons are airborne. Bremerial catches each one as they fall and sends them back in the air, creating a dazzling aerobic display.</p> | |
| Bremerial's View | <p>You continue to artfully juggle your three weapons.</p> | |
| Onlookers' View | <p>Bremerial continues to artfully juggle her three weapons.</p> | |
| COMMAND | | STOP JUGGLE |
| Bremerial's View | <p>You stop juggling, carefully catching each weapon as it falls. You return the weapons to where you found them.</p> | |
| Onlookers' View | <p>Bremerial stops juggling, carefully catching each weapon as it falls. Bremerial returns the weapons to where she found them.</p> | |
| UNSUCCESSFUL JUGGLE | | |
| Bremerial's View | <p>[Total modified roll = -67] You gather together some weapons and attempt to juggle them, but can't quite get the rhythm and end up dropping them all over the ground. Trying to hide your blunder, you quickly gather up the weapons you were holding.</p> | |
| Onlookers' View | <p>Bremerial gathers together some weapons and attempts to juggle them by throwing them up in the air and letting them land in a heap on the ground. Bremerial quickly recovers her weapons while looking as nonchalant as possible.</p> | |

warrior guild

TRICKS IN DETAIL



| COMMAND | WTRICK BACKFLIP |
|------------------|---|
| Bremerial's View | Grasping your claidhmore with both hands for a counter-balance, you flip backwards, heels over head three times but while attempting another flip, your equilibrium is off, causing you to flail about in the air and land awkwardly. Roundtime: 10 sec. |
| Onlookers' View | Bremerial grasps her claidhmore with both hands and flips backwards, heels over head three times, but while attempting another flip, Bremerial flails about in the air and lands awkwardly. |

| COMMAND | WTRICK SPIT {shirt} {head} {feet} {L/R foot} {L/R hand} {L/R eye} |
|------------------|--|
| Bremerial's View | [Total modified roll = 105] You dredge the back of your throat for some meaty phlegm and bring a gob to the tip of your tongue. You expertly shape the gob into a perfect missile and fire it at your intended victim! Like a stone from a slingshot, the glob hits a rolton squarely in the right eye! Roundtime: 5 sec. |
| Onlookers' View | Bremerial makes a horrendously wet and sticky ordeal of clearing her throat and spits! Like a stone from a slingshot, the glob hits a rolton squarely in the right eye! |
| SPIT FAILURE | |
| Bremerial's View | [Total modified roll = 40] Though nicely shaped, your spit blob ricochets off your teeth and falls to the ground. Roundtime: 5 sec. |
| Onlookers' View | Bremerial spits on the ground. |
| Bremerial's View | Your mouth is too dry at the moment. |
| Onlookers' View | (sees nothing) |

warrior guild

TRICKS IN DETAIL



| COMMAND | WTRICK SPERF {0% to 100%} |
|------------------|--|
| Bremerial's View | <p>You are now using 0% of your combat skill to defend yourself.</p> <p>You are now using 5% of your combat skill to defend yourself.</p> <p>You are now using 10% of your combat skill to defend yourself.</p> <p>You are now using 15% of your combat skill to defend yourself.</p> <p>You are now using 20% of your combat skill to defend yourself.</p> <p>You are now using 25% of your combat skill to defend yourself.</p> <p>You are now using 30% of your combat skill to defend yourself.</p> <p>You are now using 35% of your combat skill to defend yourself.</p> <p>You are now using 40% of your combat skill to defend yourself.</p> <p>You are now using 45% of your combat skill to defend yourself.</p> <p>You are now using 50% of your combat skill to defend yourself.</p> <p>You are now using 55% of your combat skill to defend yourself.</p> <p>You are now using 60% of your combat skill to defend yourself.</p> <p>You are now using 65% of your combat skill to defend yourself.</p> <p>You are now using 70% of your combat skill to defend yourself.</p> <p>You are now using 75% of your combat skill to defend yourself.</p> <p>You are now using 80% of your combat skill to defend yourself.</p> <p>You are now using 85% of your combat skill to defend yourself.</p> <p>You are now using 90% of your combat skill to defend yourself.</p> <p>You are now using 95% of your combat skill to defend yourself.</p> <p>You are now using 100% of your combat skill to defend yourself.</p> |
| Onlookers' View | (Sees nothing) |

warrior guild

TRICKS IN DETAIL



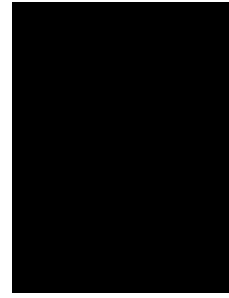
| COMMAND | WTRICK INITIAL (using a dagger) |
|------------------|--|
| Bremerial's View | With a few whistling rapid strokes, you cut your initials through the air with your dagger. Roundtime: 4 sec. |
| Onlookers' View | Bremerial slashes her dagger through the air, her weapon becoming such a blur that you momentarily see the initial "B" flash before your eyes. |
| COMMAND | WTRICK INITIAL (using a claidhmore) |
| Bremerial's View | The mithril claidhmore isn't suitable for that maneuver. |
| Onlookers' View | (sees nothing) |

| COMMAND | WTRICK ROLL |
|------------------|--|
| Bremerial's View | You quickly roll to the left, then spring to your feet, ready again for action! Roundtime: 6 sec. (<i>RT Varies – not seen more than 10 max or less than 2</i>) |
| Onlookers' View | Bremerial rolls to the left, then springs to her feet, ready again for action! |
| ROLL FAILURE | |
| Bremerial's View | You try to roll forward. Unfortunately, you didn't get enough momentum and you end up flat on your back! Roundtime: 3 sec. |
| Onlookers' View | Bremerial tries to roll forward, but her poor momentum only leaves her flat on her back! |

| COMMAND | WTRICK CATCHS |
|------------------|---|
| Bremerial's View | You toss your mithril claidhmore into the air, then position your body just right so it lands perfectly in your spidersilk harness. Neato! Roundtime: 3 sec. |
| Onlookers' View | Bremerial tosses her mithril claidhmore into the air, it turns end over end once and falls. Bremerial positions her body just right so that the weapon lands perfectly in her spidersilk harness! |

warrior guild

TRICKS IN DETAIL



| COMMAND | WTRICK HAIRCUT {name} |
|------------------|---|
| Bremerial's View | You swing your mithril claidhmore at {name's} head and cut off a hair! Roundtime: 5 sec. |
| Onlookers' View | Bremerial swings her mithril claidhmore at your head and cuts off a hair! |

| COMMAND | WTRICK KSHEATH |
|------------------|---|
| Bremerial's View | You place your mithril claidhmore on your foot, pause to visualize your stunt and then kick the claidhmore into the air. You watch as it falls and position your body just right so it lands in your spidersilk harness. Roundtime: 3 sec. |
| Onlookers' View | Bremerial places her mithril claidhmore on her foot, then straightens. With a deft kick, she sends the claidhmore into the air, causing it to arch nicely and land in her spidersilk harness! |

| COMMAND | WTRICK POLISH |
|------------------|--|
| Bremerial's View | You polish your mithril claidhmore for a bit. Roundtime: 3 sec. |
| Onlookers' View | Bremerial leisurely polishes her mithril claidhmore. |

| COMMAND | WTRICK SATTACK {critter} |
|------------------|--|
| Bremerial's View | You snarl aggressively and take a spinning leap towards the kobold. |
| Onlookers' View | Bremerial lets out an aggressive snarl and takes a spinning leap towards the kobold. |

| COMMAND | WTRICK FEINT {critter} {name} |
|------------------|--|
| Bremerial's View | [Roll result: 216 (open d100: 79) Penalties: 12] You feint to the right, {name} buys the ruse and twists awkwardly to |

SHEATH MAKING

| | |
|------------------|--|
| COMMAND | ASK BIGHTROC ABOUT SHEATH |
| Bremerial's View | Bightroc says, "Here for your last lesson in Warrior Tricks? Great! Let's get started..." |
| COMMAND | WTRICK SHEATHM MEASURE |
| Bremerial's View | Bightroc says, "First thing you need to do is find out how many units of animal hide you need for your sheath by measuring the weapon you're making a sheath for." Bightroc picks up a bit of marked cord and demonstrates by measuring his arm. "The standard size for a sheath is thirty units." |
| COMMAND | WTRICK SHEATHM CUT <# units> <pattern> |
| Bremerial's View | Bightroc continues, "Once you have your hides, you cut as many units as you need for your weapon sheath. We have eleven basic patterns: sheath, scabbard, baldric, weapon sling, weapon harness, sword belt, dagger sheath, dagger scabbard, bow sling, axe frog, and quiver." |
| COMMAND | WTRICK SHEATHM CURE <MILD STRONG LACQUER> |
| Bremerial's View | "After you have enough hides cut for your pattern, you cure it, so it will last a good long time." Bightroc picks up a portable wooden rack and says, "After you stretch the pattern on one of these wooden racks, you coat the non-furry side with the curative. We carry three types of curative: mild, strong, and lacquer. The mild curative will merely preserve the hide indefinitely, while the strong curative will allow the hide to harden into leather. Lacquer provides a glossy coating on your sheath, but also obscures the type of hide you used. The mild curative costs fifty silvers per unit of hide, the strong curative costs one hundred silver per, and the lacquer costs five hundred silver per unit." |
| COMMAND | WTRICK SHEATHM CURE |
| Bremerial's View | Bightroc says, "When the pattern has dried, you sew it together with some leather threading. The thread costs five silver for every four units of animal hide. The sheath is then ready to wear, but you can add more details..." |
| COMMAND | WTRICK SHEATHM SEW |
| Bremerial's View | Bightroc says, "You can stamp your initials in the hide..." |
| COMMAND | WTRICK SHEATHM INITIAL |
| Bremerial's View | Bightroc says, "For sheathes and scabbards, you can add a strap to wear it as a belt, over your shoulder, or on your wrist, arm, back, thigh, or ankle. Sling and harness patterns are already equipped with a shoulder strap. Also, you can only attach wrist straps to sheathes or scabbards made with four units, arm or ankle straps with two ones made with eight units or less, and thigh straps to ones made with sixteen units or less. "Belts cost 50 silver. Shoulder, arm, back, and thigh straps cost 100 silver. Wrist and ankle straps cost 25 silver." |

| | |
|------------------|---|
| COMMAND | WTRICK SHEATHM STRAP <type> |
| Bremerial's View | <p>Bightroc says, "Next, you can add one or two of the five following treatments: dye, inlaid jewels, metal binding, metal trimming, or fringe.</p> <p>Bightroc says, "Before getting into these treatments, you should know that there are two possible locations for placing your decorations: noticeable first, and noticeable last. For example, you may choose to create a gold bound roltion hide scabbard fringed with wraith talons."</p> <p>"For that, the gold binding is in the noticeable first slot and the wraith talon fringe is in the noticeable last slot. Normally, the slots are filled in the order that you add decorations, starting with the noticeable first slot. However, you can specify that you would like to hold the first slot empty while using last slot first."</p> |
| COMMAND | WTRICK SHEATHM HOLD |
| Bremerial's View | Bightroc says, "You can use the dye pots here to mix colors for use in coloring your sheath. The dye costs fifty silvers per unit, and will take some time to dry. We keep a wide variety of colors in stock, and will place orders for others to suit your needs. Special color orders cost 5,000 silver, which is non-refundable should your order be denied. Dye can only be used in the noticeable first decoration slot." |
| COMMAND | WTRICK SHEATHM DYE <color> |
| Bremerial's View | Bightroc says, "You can use the dye pots here to mix colors for use in coloring your sheath. The dye costs fifty silvers per unit, and will take some time to dry. We keep a wide variety of colors in stock, and will place orders for others to suit your needs. Special color orders cost 5,000 silver, which is non-refundable should your order be denied. Dye can only be used in the noticeable first decoration slot." |
| COMMAND | WTRICK SHEATHM INLAY |
| Bremerial's View | Bightroc says, "You can also attach jewels that you supply. The fixtures cost 50 silver apiece, and you'll need at least six for them to be noticable. Not all gems are suitable for this, however, but most are. If you inlay less than six jewels, a description slot is not used up and you will be able to see them if you LOOK closely enough. You can also inlay two different types of gems, if you use the noticeable last decoration slot." |
| COMMAND | WTRICK SHEATHM BIND <metal> |
| Bremerial's View | Bightroc says, "Binding your sheath with metal adds to its strength, and adds a decorative touch. We have copper, which costs two silver per unit, brass for ten silver per, bronze for 25, iron for 30, steel for 40, silver for 50, gold for 100, mithril for 140, ora for 160, imflass and alum for 200, vultite for 300, and veniom for 1800. You can bind with two different kinds of metals, if you use the noticeable last slot." |
| COMMAND | WTRICK SHEATHM FRINGE |
| Bremerial's View | Bightroc says, "If you like a more fierce look to your sheath, you can add a fringe of claws, teeth, talons, feathers, horns, fangs, stingers, plumes, manes, mandibles, pincers, whiskers, incisors, canines, jawbones, or bones. You'll need six of these items for the fringe to be noticable and the six fixtures will cost 300 silver. You can fringe with two different kinds of items, if you use the noticeable last slot." |
| COMMAND | WTRICK SHEATHM TRIM |
| Bremerial's View | Bightroc says, "Trimming your sheath with metal adds to its durability, and adds a decorative touch. We offer the same selection of metals for trimming as we do for binding, at the same prices. You may also trim with two different kinds of metals, if you use the noticeable last slot." |