

Six More Fighting Styles for Carcosa

Rules: When creating a Fighter from Carcosa, roll 1d6 on the Fighting Style Table and receive that fighting style. The remaining fighting styles are still known to some NPCs in the world and can be learned through training.

1. **Twists-Like-Grass:** You are like the reed in the wind! While this fighting style is selected you gain +2 AC, and +2 to your sneak attack and stealth skills.
2. **Snakebite:** When you have this fighting style selected, you may make an additional attack at +3 once per encounter. If this attack hits, the target must make a save against poison or be afflicted with poison. The type of poison is determined by the diet your character has been eating recently, time to go hunting for scorpions! (If you need a default poison, I would recommend one that causes 1 damage per turn until the save is passed)
3. **As a Deep One:** You may select this fighting style concurrent with another fighting style. You may breathe underwater for ten minutes, you receive no penalties for melee fighting while underwater, you gain a +2 bonus to all saving throws while underwater.
4. **The Hands of Man:** When you have this fighting style selected, and you do not have a weapon equipped, you may make two attacks on your turn in combat utilizing your hands and feet, each dealing 1d6 damage. All of the potential advantages and disadvantages of attacking with your limbs apply in this situation (I.E your hands and feet are not magical!). You may have this fighting style selected simultaneously with Press or Defensive Fighting.
5. **Furious Blow:** If you select this fighting style, your first blow in combat is made at a +6, and deals double damage if it hits. You cannot select another fighting style until the end of the encounter.
6. **Eyes of the All-Seer:** This fighting style confers no bonuses or penalties. When you are killed or knocked unconscious while this fighting style is selected, time is moved back to the last time you acted in combat, with your untimely death having only been an unfortunate vision. This ability works once per day. Note that this will not necessarily save you from death, although the GM is encouraged to give the player a sporting chance.