

## 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 NPC's in the world and can be learned through training.

1. **Blind God's Rage:** You can only select this fighting style if you already had Press selected, and you have just killed an opponent: +4 to hit, +1d4 to damage, -4 to AC.
2. **Wind-Blasted-Eyes:** You may select this fighting style concurrently with another fighting style. When you take the aim action in combat you can keep your DEX modified AC. If your aimed attack roll misses, you may roll to hit a second time.
3. **The Warp Dance:** You must spend 2 rounds dancing and chanting. After you complete your ritual. Your body begins to contort and transform in monstrous ways, this process takes 1 painful round. Once your transformation is complete, any armor you are wearing is destroyed, and you gain +3 HD, +2 to Hit, +2 AC, two unarmed attacks (Rip and Tear/ Bite 1d10/1d6), and 30' of movement speed. When you are hit, you lose your new HP before your default HP. It takes 2 rounds to transform back to normal, and can only be done after a round in which you have not been hit in combat. You require twice as much food and water on a day you transform.
4. **Upon a Beast:** You may select this fighting style concurrently with another fighting style. When you are mounted on a riding beast, +1 to hit, as well as the ability to make the mount attack on your initiative, even without war-training. You do not receive a reduced AC when making a mounted charge.
5. **Defender of Mankind:** This fighting style provides an identical bonus to Defensive Fighting. When a human being is hit within 10' of you, you can leap in front of the blow, taking all the damage of the strike. If your next attack targets the original aggressor, you gain +6 to hit and +1d8 damage.
6. **The Drinker of Blood:** -3 to hit, -3 damage and -3 AC. Each time you land a hit, all bonuses increase by 1 to a maximum of +10. Each time you miss a hit, all bonuses decrease by 1, to a minimum of the default.