

MIGHTY DEEDS QUICK REFERENCE

Might Deed	Effect	Source
Battle Axe	May choose to have defending party's armor damaged so severely that the armor's AC bonus is reduced by the amount of the deed die instead of causing hit point damage.	DCC 92
Blinding Attacks	Include throwing sand in an enemy's face, stabbing a knife through a visor, or impaling a target's eyeball with an arrow. Cause penalties to attack and movement.	DCC 89
Cleave	If attack kills first opponent, any excess damage is applied to another target in melee. May continue as long as opponents are killed up to result of deed die; target with better AC than first victim unaffected.	AoR Blog
Defensive Maneuvers	Include shield walls, fighting withdrawals, and back-to-back combat maneuvers. Provides AC bonus to warrior and potentially allies.	DCC 92
Disarming Attacks	Include called shots to the hand, shattering an opponent's weapon, severing a spear shaft, entangling a sword arm, and using the flat of a blade to smack a weapon from an enemy's hand.	DCC 89
Flails	Normal melee attack may function as a Trip or Throw.	DCC 90
Follow-Through Throw	Draw dagger and throw it a second opponent with a -1d attack roll.	AoR Blog
Lance	Mounted warrior may shatter opponent's shield and knock opponent prone, potentially causing damage.	DCC 92
Precision Shots	Include severing the hang-man's noose with a well-placed arrow from twenty paces, lodging a sword in the dragon's mouth so it cannot use a breath weapon, and smashing the evil cleric's anti-holy symbol so he loses control over his undead minions. Also includes called shots that attempt to do additional damage. For example, aiming for an opponent's head, trying to sever a monster's neck, a belly shot against a lumbering chaos beast, and so on. May cause extra damage.	DCC 90
Pushbacks	Include shield bashes, tackles, bull rushes, tables hurled into enemies, doors smashed into opponents on the other side, and so on. Moves enemies, potentially causing additional harm.	DCC 90

Rain of Arrows	Roll damage against a number of targets equal to deed die within 5' of main target (targets with better AC unaffected). Make immediate ammo check on d10; equal to or less than deed die drops ammo level.	AoR Blog
Rallying Maneuvers	Include a bellowing war cry, a heroic charge, a frothing bloodthirsty maniac exemplifying bloody prowess. Allies and henchmen get morale and possible attack bonus.	DCC 91
Trips and Throws	Include hooking an enemy's leg, stabbing a kneecap, knocking an opponent off-balance, hurling an enemy away, sweeping an enemy's legs, and so on. Leave enemy prone and possibly pinned.	DCC 90
War Hammer	Normal melee attack may function as a Pushback.	DCC 90