

NAME	HEIGHT	BODY POINTS	ATTACKS
Man with Throwing Knives	4	12	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	STAB	24	50	0	
SIDE SWING	SLASH	28	64	0	
	HIGH	10	64	-1	
	LOW	2	58	-1	
THRUST	HIGH	32	64	-1	
	LOW	14	58	-1	
FAKE	HIGH	42	58	-2	
	LOW	12	64	-2	
(DRAW &) THROW KNIFE	LOW	22	60	+3	
	HIGH	44	60	+3	
	WRIST	6	54	-1	
	THROAT	36	54	+5	
SPECIAL	TRIP	34	56	+1	
	WILD SWING	40	58	0	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
	WILD THROW	26	54	+4	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+2	
	SWING HIGH	64		-7	
	SWING LOW	58		-7	
	(DRAW &) THROW HIGH	54		+3	
	(DRAW &) THROW LOW	60		+3	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

Start Knives: 6.

Special Rules: You cannot throw a knife with which you have just parried. This will generally only matter if you have only 1 remaining knife. (36) Some opponents have no throat, or are not especially vulnerable there, such as undead and golems. (6) A knife to the wrist can be used to disarm an opponent with a one-handed weapon.

	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
2	49		11	19	13	13	49	57	37	19	59	13	31	13	49	13	41	31		51	49	31	27	
4	5		63	33	3	3	9	57	37	19	63	15	63	3	15	9	19	17		5	5	59	43	
6	19		63	33	3	3	51	19	19	29	63	31	63	31	5	51	19	63		19	19	63	43	
8	5		63	33	3	3	23	57	37	29	63	15	63	3	3	9	19	63		5	5	63	43	
10	31		31	19	45	3	7	57	19	23	59	45	31	31	3	53	25	31		53	31	31	43	
12	31		31	19	53	45	9	57	19	29	59	45	59	31	3	45	25	31		53	49	59	29	
14	49		11	23	13	3	13	19	37	19	59	13	13	13	5	13	13	13		51	49	59	53	
16	55		63	57	55	55	9	57	55	55	59	15	59	21	55	9	19	17		21	55	63	43	
18	5		11	33	3	3	9	57	37	29	59	15	59	5	3	9	19	17		21	5	59	43	
20	5		11	33	23	3	9	57	37	29	63	15	63	3	3	9	25	17		5	5	59	43	
22	49		13	23	13	13	13	19	37	19	59	15	59	3	5	31	25	13		51	49	59	43	
24	53		11	33	45	45	9	1	19	7	53	7	59	3	3	45	53	17		21	5	59	41	
26	5		63	33	3	3	9	57	19	29	63	15	63	5	3	9	25	63		5	5	63	43	
28	7		11	19	3	53	9	23	37	23	31	53	53	19	31	9	25	17		41	5	59	29	
30	49		11	33	3	3	9	57	37	29	59	15	59	3	27	27	25	17		5	27	59	27	
32	53		53	33	3	45	53	19	19	29	59	45	59	53	3	31	25	53		31	53	53	43	
34	5		11	33	3	3	9	1	37	29	59	15	41	19	3	9	25	41		41	5	59	27	
36	5		11	33	3	3	9	1	7	19	59	15	59	7	27	9	7	17		7	5	59	7	
38	31		31	19	45	45	7	57	19	29	31	45	59	5	5	45	25	31		5	31	31	43	
40	49		11	33	3	41	49	23	23	19	41	23	41	3	5	9	25	41		5	49	59	43	
42	49		11	19	13	49	49	57	37	19	59	13	59	13	5	9	41	19		51	49	31	27	
44	5		63	33	51	3	19	57	19	19	63	15	63	19	19	51	19	19		19	5	63	27	
46	5		11	33	3	3	9	1	37	29	59	15	59	3	15	9	25	17		5	5	59	43	
48	5		63	19	51	51	51	57	19	29	63	31	63	19	19	9	25	63		19	51	63	19	

	50	52	54	56	58	60	62	64
50	51	23	59	53	41	59	19	19
52	21	57	63	55	5	63	57	55
54	53	33	59	45	35	59	35	3
56	39	57	63	45	55	63	57	3
58	39	33	61	47	5	13	57	55
60	13	33	19	55	5	59	57	47
62	39	57	61	55	55	59	57	55
64	7	35	53	45	55	61	57	3

1 JUMPING AWAY

Tell Opponent: "Add +1 if you Score next turn. You may draw a knife."

3 SWINGING HIGH

Tell Opponent: "Do no Red next turn."

5 SWINGING LOW

Tell Opponent: "Do no Blue next turn."

7 DAZED

SCORE 8

Tell Opponent: "Do only Green or Yellow next turn."

9 THRUSTING

Tell Opponent: "No restrictions next turn."

11 THROWING KNIFE AT WRIST

Tell Opponent: "Do no Orange next turn. If unmodified Score is -2 or less, turn to p. 19. If on a Score page other than p. 19, turn to p. 31 and, if modified Score is 3 or more, instruct me to drop my one-handed weapon."

13 LEG WOUND

SCORE 4

Tell Opponent: "Do no Red or Orange next turn."

15 STABBING

Tell Opponent: "Do no Blue next turn."

17 THROWING KNIFE AT THROAT

Tell Opponent: "Do no Orange next turn. If on p. 27 or on a Score page other than p. 7, or opponent does not have a vulnerable throat, turn instead to p. 19 and subtract 3 from your modified Score."

19 STRUCK OFF BALANCE

SCORE 0

Tell Opponent: "Do only Green or Yellow next turn."

21 TURNED AROUND

SCORE 0

Tell Opponent: "Do only Yellow next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn. You may draw a knife."

25 TRIPPING

Tell Opponent: "Do no Yellow next turn. If on a Score page, turn to p. 41 and retrieve one knife from any in my shield."

27 WEAPON DISLODGED

Tell Opponent: "Do only Kick, Green or Yellow (except Wild Swing) until a weapon has been drawn or retrieved."

29 DUCKING

Tell Opponent: "Do no Orange next turn, but add +2 to any Blue that Scores. You may draw a knife."

- 31 ARM WOUND SCORE 3
Tell Opponent: "Do no Red or Orange next turn."
- 33 DODGING
Tell Opponent: "Add +1 to any Side Swing that Scores next turn. You may draw a knife."
- 35 EXTENDED RANGE BODY WOUND SCORE 5
Tell Opponent: "Do only Brown next turn."
- 37 JUMPING UP
Tell Opponent: "Do no Blue next turn, but add +2 to any Orange that Scores."
- 39 CHARGING
Tell Opponent: "Do no Yellow next turn."
- 41 KNOCKED DOWN SCORE 0
Tell Opponent: "Do only Green or Yellow next turn."
- 43 RETRIEVING WEAPON
Tell Opponent: "May use weapon again. No restrictions next turn."
- 45 PARRYING HIGH AND STABBING SCORE -2
Tell Opponent: "No restrictions next turn. If you have a knife in each hand, you may go to p. 13 and stab me with Thrust Low (14), but do no Throws next turn."
- 47 EXTENDED RANGE LEG WOUND SCORE 4
Tell Opponent: "Do only Brown next turn."
- 49 PARRYING LOW AND STABBING SCORE -2
Tell Opponent: "No restrictions next turn. If you have a knife in each hand, you may go to p. 53 and stab me with Thrust High (32), but do no Throws next turn."
- 51 PARRYING SCORE -2
Tell Opponent: "No restrictions next turn."
- 53 BODY WOUND SCORE 5
Tell Opponent: "Do only Green or Yellow next turn."
- 55 EXTENDED RANGE ATTACKING
Tell Opponent: "Do only Extended Range next turn."
- 57 EXTENDED RANGE READYING
Tell Opponent: "Do only Extended Range next turn. You may draw a knife."
- 59 THROWING KNIFE
Tell Opponent: "Do no Orange next turn. If on p. 23, turn to p. 33. If on p. 57, turn now to the page indicated by 22/16. If unmodified Score is less than 0, then turn to p. 19."

61 EXTENDED RANGE THROWING KNIFE

Tell Opponent: "Do only Extended Range next turn."

63 KNIFE LODGED IN SHIELD

(if shieldless, turn to: 6, p. 11; 22, 26 and 44, p. 59; 36, p. 17)

Tell Opponent: "Do no Orange next turn. You have thrown a knife into my shield.

Turn to p. 17."