Combat Skill Use

Combat skills are used in the same manner as other skills except that there is one offensive skill compared to zero, one, or two defensive skills. The method used to determine the outcome of combat skill use is as follows:

The attacker rolls three sets of dice: d100 to determine how well the attack skill was used, the appropriate dice for the damage inflicted by the attacking weapon, and d100 to determine hit location on the victim.

The defender can apply up to two different skills to the defense of the victim, dodge and parry. The defense also applies the armor points of the appropriate hit location against the damage done by the weapon.

First determine the quality of attack after it is compared to the quality of dodge (if there is any) with the following chart:

<table>
<tr><td></td><td></td><td colspan="6" align="center">**Attack**</td></tr>
<tr><td></td><td></td><td>**Critical**</td><td>**Special**</td><td>**Success**</td><td>**Failure**</td><td>**Botch**</td><td>**Fumble**</td></tr>
<tr><td></td><td>**Critical**</td><td>**Failure**</td><td>**Failure**</td><td>**Failure**</td><td>**Failure**</td><td>**Botch**</td><td>**Fumble**</td></tr>
<tr><td></td><td>**Special**</td><td>**Success**</td><td>**Failure**</td><td>**Failure**</td><td>**Failure**</td><td>**Botch**</td><td>**Fumble**</td></tr>
<tr><td>**Dodge**</td><td>**Success**</td><td>**Special**</td><td>**Success**</td><td>**Failure**</td><td>**Failure**</td><td>**Botch**</td><td>**Fumble**</td></tr>
<tr><td></td><td>**Failure**</td><td>**Critical**</td><td>**Special**</td><td>**Success**</td><td>**Failure**</td><td>**Botch**</td><td>**Fumble**</td></tr>
<tr><td></td><td>**Botch**</td><td>**Critical**</td><td>**Critical**</td><td>**Special**</td><td>**Success**</td><td>**Failure**</td><td>**Botch**</td></tr>
<tr><td></td><td>**Fumble**</td><td>**Critical**</td><td>**Critical**</td><td>**Critical**</td><td>**Special**</td><td>**Success**</td><td>**Failure**</td></tr>
</table>

Second determine the amount of points the parry stops based on the quality of attack after dodge processed against the quality of parry. Note that *pts* represents the amount of points that the device used to parry can apply toward parrying damage points.

<table>
<tr><td></td><td></td><td colspan="6" align="center">**Attack**</td></tr>
<tr><td></td><td></td><td>**Critical**</td><td>**Special**</td><td>**Success**</td><td>**Failure**</td><td>**Botch**</td><td>**Fumble**</td></tr>
<tr><td></td><td>**Critical**</td><td>*pts*</td><td>*pts x 2*</td><td>*pts x 4*</td><td></td><td></td><td></td></tr>
<tr><td></td><td>**Special**</td><td>*pts / 2*</td><td>*pts*</td><td>*pts x 2*</td><td></td><td></td><td></td></tr>
<tr><td>**Parry**</td><td>**Success**</td><td>*pts / 4*</td><td>*pts / 2*</td><td>*pts*</td><td></td><td></td><td></td></tr>
<tr><td></td><td>**Failure**</td><td>*0*</td><td>*0*</td><td>*0*</td><td>*0*</td><td>*0*</td><td>*0*</td></tr>
<tr><td></td><td>**Botch**</td><td>*0*</td><td>*0*</td><td>*0*</td><td>*0*</td><td>*0*</td><td>*0*</td></tr>
<tr><td></td><td>**Fumble**</td><td>*0*</td><td>*0*</td><td>*0*</td><td>*0*</td><td>*0*</td><td>*0*</td></tr>
</table>

Any points of damage from the attacking weapon remaining after the parry are applied to the armor points

protecting the hit location specified in the attack. The amount of protection armor provides depends of the quality of the attack (that was used in the parry chart above) compared in the following chart. Note that *aPts* is the amount of armor points on the target hit location.

Attack

	Critical	Special	Success	Failure	Botch	Fumble
Armor Points	0	aPts / 2	aPts			

If there are no armor points on the target hit location and the attack quality is either **critical** or **special** the amount of damage that passes through to the hit location is increased a factor of **2** for **critical** and a factor of **1.5** for **special** attacks. For example, a **critical** attack for 6 points of damage past a parry against an unarmored hit location results in the hit location receiving 12 points of damage (6 points multiplied by the **critical** factor of **2**). The same attack of **special** quality in the same situation would result in the hit location receiving 9 points of damage (6 points multiplied by the **special** factor of **1.5**).

Fumble

When a combat skill results in a Botch or Fumble another d100 roll is performed using the same values for *Chance* and *Failure* to determine the outcome. Using the following table cross reference the original result (Botch or Fumble) to the result of the second d100 roll:

	Critical	Special	Success	Failure	Botch	Fumble
Botch	Critical	Special	Success	Failure	Botch	Fumble
Fumble	Special	Success	Failure	Botch	Fumble	Fumble*

* In this case apply the results in the following table and proceed through the process again with another d100 roll and apply its results.

The following table indicates results from the Fumble table above:

	Attack	Parry	Dodge
Critical	lose next	lose next	lose next
Special	lose next 1d3	lose next 1d3	lose next 1d3
Success	lose next 2d3	lose next 2d3	lose next 2d3
Failure	lose weapon	lose parryer	fall down for 2d3 rounds
Botch	hit self	hit self with parry	fall down for 2d6 rounds
Fumble	Failure & Botch	Failure & Botch	fall down unconscious

Multiple Actions

Multiple attacks, parries and dodges may be performed when the character has enough skill so that each action has at least a 50% of success when the original skill is divided evenly by the number of actions. For

example, a person with a dodge skill of 120% can dodge twice in a round at 60% for each dodge but cannot dodge three times is a round because each dodge would only be 40%. Multiple attacks occur with a penalty of three strike ranks delay between each subsequent attack. All attacks must be performed by strike rank 10 or they are forfeited. If an attack cannot be performed by strike rank 10 because of a delay penalty it is forfeited.

If the same weapon is used to attack and parry in the same round, it cannot do both functions at the same strike rank. It may be used to parry in any strike rank that is not used as an attack strike rank.

Hit Locations

Humanoid	Melee	Missile/Spells
Right Leg *Medium*	01-20	01-15
Left Leg *Medium*	21-40	16-30
Abdomen *Medium*	41-55	31-50
Chest *Heavy*	56-60	51-75
Right Arm *Light*	61-75	76-85
Left Arm *Light*	76-90	86-95
Head *Medium*	91-00	96-00

Equine	Melee	Missile/Spells
Right Hind Leg *Light*	01-10	01-10
Left Hind Leg *Light*	11-20	11-20
Hind Quarters *Heavy*	21-35	21-45
Fore Quarters *Heavy*	36-50	46-70
Right Front Leg *Light*	51-65	71-80
Left Front Leg *Light*	66-80	81-90
Head *Medium*	81-00	91-00