

Annihilation-Strike

If, during combat, a double zeros is rolled, roll one more ten-sided die. If a third zero is rolled, this CAN easily, and instantly, defeat your foe. Annihilation-Strike must be a physical attack to be successful (i.e., no drain attacks, etc.).

All creatures are susceptible to this strike. Most all creatures can easily fall to such a well placed strike, for it is the most deadly of all attacks. Only a creature trained in the art of war, or a creature with warrior-like, combat, abilities can successfully land such an attack (it will say in the “Description” if a creature can cause an Annihilation-Strike). Only physically damaging attacks can cause an Annihilation-Strike.

Avoiding an Annihilation-Strike: Add together your DEXTERITY and COORDINATION and divide it by 10 (round down to the nearest number). This will be the % roll, or lower, needed to avoid the annihilation-strike. **Example:** If a character has a dexterity of 20 and a coordination of 23 there will be a $43 \div 10 = 4.3$ (rounded down to the nearest number = 4). The character will have a 4% chance to avoid the annihilation-strike.

Adjustments:

Shield:

If a MAGICAL SHIELDING SPELL is being used by the victim of the Annihilation-Strike, the damage must be enough to penetrate it so as to inflict one single point of damage to the defender’s armor or flesh. Then, and only then, can the Annihilation-Strike be successful (but the shield will be destroyed, even if the annihilation strike does not fully penetrate the shield’s barrier).

Skin Armor:

By wearing a set of skin armor the chance to evade an Annihilation-Strike will be increased by 5% in favor of the wearer (just add 5 to your % chance).

Surprise attack:

If an attacker is not seen there will be 1/2 the % chance, rounded down, to avoid an annihilation-strike.

G.M.: Keep in mind that other factors can adjust the resistance or susceptibilities against the annihilation-strike.

Note: Luck used to avoid this attack will be lost for 1 moon (30 days).