

Avoidance-rolls, Explanation of:

Avoidance-rolls are (D-100) % Rolls to avoid an attack, lessen damage taken, overcome magical spells or magical item effects, enchantments, etc. The list of avoidance-rolls is as follows: Annihilation-strike, Breath, Characteristic, Consciousness, Control PET or STEED, Death, Disease, Enchantment, Faith, Fall, Fear, Magic, Mental-attack, Pain, Paralysis, Petrification, Poison, Shock, Sickness, Stun, Sudden-death, Tracking, Trap.

When a character must make an avoidance-roll it will be strictly left to the G.M. to discern if an avoidance-roll must be modified, or left as the rules state, for some situations could be more or less intense. While Some situations in the game are easier to avoid than at other times, there may be some situations that can also be impossible to avoid. This is why the judgement of the G.M. is so important.

Creatures Book

The formulas for avoidance-rolls are not listed for each creature in the Creatures Book. You can use the formulas on the character sheet to determine the avoidance-roll of any creature.

Character Sheets

Concerning avoidance-rolls: On page #1 of every character sheet, avoidance-rolls are listed, as well as the formulas for finding out the % roll needed.

Note:

Luck can be used to succeed at any and all avoidance-rolls unless otherwise stated.

Annihilation Strike

If this avoidance-roll is successful a character will be able to withstand being slain by a weapon strike. A Maximum Strike will occur, but the death effects will be evaded. See: "Maximum Strike" in the Medium section of the Basic Rules Book. Any luck used to avoid an Annihilation Strike will regenerate only after 30 days (instead of after the situation has ended).

Formula on page #1 of every character sheet:

Coordination + Dexterity \div 10 (rounded down) = %chance. Roll the % number, or below, to succeed

Breath

While a character is holding his or her breath oxygen-points will be taken off. The number of oxygen-points that will be depleted depends on whether an avoidance-roll vs. “Breath” is successful.

If oxygen-points reach zero, unconsciousness will pass out. When oxygen-points reach, in the negatives, equal to a character’s Constitution, death will occur. Example: If a character has 90 oxygen-points, and a Constitution of 30, death will occur if they recede to below 30.

See: “Breath, Holding:” in the B section of the Basic Rules Book,

Note

If a player states, “I hold my breath and jump in the water”, do not have him or her make an avoidance-roll vs. “Breath”. This is because the player is preparing for the action of holding his or her breath.

Formula on page #1 of every character sheet:

Constitution x 2 = %chance. Roll the % number, or below, to succeed

Characteristic

This is the trickiest avoidance-roll to understand, yet it is simple. At certain points in the game, the G.M. may have a player make an avoidance-roll vs. “Strength, Constitution, Coordination, Dexterity, or any of the 11 characteristics. All 11 of a character’s characteristics fit under this category of CHARACTERISTIC AVOIDANCE-ROLLS. If a character is told to make an avoidance-roll vs. “Strength”, it is considered a characteristic avoidance-roll. **BY DOUBLING THE CHARACTERISTIC, YOU WILL HAVE THE % CHANCE TO SUCCEED.**

Example

If the G.M. says, “Paul, make an avoidance-roll vs. “Dexterity”, or you will drop your sword. Paul would then look at his Dexterity. If his character has a Dexterity. of 23, Paul would then multiply $23 \times 2 = 46$. Paul would have a 46% chance to avoid dropping his sword (he would need to roll 55+).

G.M.

Luck may not be used when a player is asked to make a characteristic avoidance-roll during non-threatening, non-combative, situations. During a real battle, a player may use luck to successfully avoid these. There is no exception to this rule.

Consciousness

If this avoidance-roll is successful a character will withstand passing out (due to a blow to the head, a fall, pain, sleeping gasses, etc.).

Formula on page #1 of every character sheet:

Knocked out: $\text{Strength} + \text{Constitution} = \% \text{chance}$. Roll the % number, or below, to succeed

Waking from sleep: $\text{Awareness} = \% \text{chance}$. Roll the % number, or below, to succeed

Control PET or STEED

If this avoidance-roll is successful a character will be able to control the actions of a trained pet or steed.

Formula on page #1 of every character sheet:

Charisma + Dexterity = %chance. Roll the % number, or below, to succeed

Death

If this avoidance-roll is successful a character will be able to overcome, or lessen the effects of, dying.

Formula on page #1 of every character sheet:

Constitution + Mental-strength = %chance. Roll the % number, or below, to succeed

Disease

If this avoidance-roll is successful a character will fight off or lessen the effects of a disease.

Formula on page #1 of every character sheet:

Constitution = %chance. Roll the % number, or below, to succeed

Enchantment

If this avoidance-roll is successful a character will be able to withstand, or lessen the effects of, an enchantment.

Formula on page #1 of every character sheet:

Intelligence + Wisdom \div 10 (rounded down)= %chance. Roll the % number, or below, to succeed

Faith

If this avoidance-roll is successful a character will be able to repel the advances of an Undead or UnHoly creature, considering that he or she has the Enchanted item, "Holy Crest". For an evil character, this works the same with driving away a holy creature as well.

Formula on page #1 of every character sheet:

Intelligence + Wisdom = %chance. Roll the % number, or below, to succeed

Fall

If this avoidance-roll is successful a character will be able to minimize the damages taken from a fall. The amount of damage resisted if this avoidance-roll is successful will be strictly up to the G.M.

Formula on page #1 of every character sheet:

Coordination x 2 = %chance. Roll the % number, or below, to succeed

Fear

If this avoidance-roll is successful a character will be able to put fear - and its side effects - out of his/her mind, or lessen the effect.

Formula on page #1 of every character sheet:

Intelligence + Wisdom = %chance. Roll the % number, or below, to succeed

Magic

If this avoidance-roll is successful a character will be able to withstand the power of a spell.

Formula on page #1 of every character sheet:

Intelligence x 2 = %chance. Roll the % number, or below, to succeed, or pit your Intelligence vs. your opponent's Intelligence and win (depending on the ruling)

Mental-attack

If this avoidance-roll is successful a character will be able to withstand the power of the mind of one overpowering you, or lessening the effects.

Formula on page #1 of every character sheet:

Mental-strength x 2 = %chance. Roll the % number, or below, to succeed, or pit Mental-strength vs. your foe's Mental-strength and win (depending on the ruling).

Pain

If this avoidance-roll is successful a character will be able to withstand severe amounts of pain without being in too much pain to move or passing out. This avoidance-roll is a good tool for the player, to be used to withstand the effects of being tortured.

Formula on page #1 of every character sheet:

Mental-strength + Strength = %chance. Roll the % number, or below, to succeed

Paralysis

If this avoidance-roll is successful a character will be able to withstand, or lessen the effects of, being paralyzed.

Formula on page #1 of every character sheet:

Strength = %chance. Roll the % number, or below, to succeed

Petrification

If this avoidance-roll is successful a character will be able to withstand the gaze attacks of a Medusa, Basilisk, or like creatures with similar effects. This avoidance-roll is used primarily to avoid being turned into anything other than your natural self, by a gaze attack. To be successful, merely win an initiative roll with each opponent attempting to effect you.

Formula on page #1 of every character sheet:

To avoid being turned into anything other than your natural self by a natural ability, just win initiative with your foe.

Poison

If this avoidance-roll is successful a character will be able to lessen the effects of being poisoned.

Formula on page #1 of every character sheet:

Constitution = %chance. Roll the % number, or below, to succeed

Shock

If this avoidance-roll is successful a character will be able to withstand, or lessen the effects of, going into shock.

Formula on page #1 of every character sheet:

Constitution x 2 = %chance. Roll the % number, or below, to succeed

Sickness

If this avoidance-roll is successful a character will fight off, or lessen the effects of, being sick.

Formula on page #1 of every character sheet:

Constitution + Strength = %chance. Roll the % number, or below, to succeed

Stun

If this avoidance-roll is successful a character will be able to withstand, or lessen the effects of, being stunned.

Formula on page #1 of every character sheet:

Constitution x2 = %chance. Roll the % number, or below, to succeed

Sudden Death

If this avoidance-roll is successful a character will be able to withstand a certain part of the body being slain by a weapon strike. A Maximum Strike will occur, but the death effects will be evaded. See: **Maximum Strike** in the Medium section of the Basic Rules Book.

Formula on page #1 of every character sheet:

Coordination + Dexterity = %chance. Roll the % number, or below, to succeed

Tracking

If this avoidance-roll is successful a character will be able to track a creature, following and possibly locating where it came from. For every 1 Hr. a non-tracker tracks another person or creature, keeping the trail, another avoidance-roll vs. "Tracking" must be successful, or the trail will be lost.

It will be strictly up to the G.M. the location of a creature's starting point (where it lives, camped last, etc.).

When calculating a characters avoidance-roll vs. "Track", always round down to an even number before calculating.

Special

For every 24 Hr. period a Forest-Knight tracks another person or creature, keeping the trail, another avoidance-roll vs. "Tracking" must be successful, or the trail will be lost. It will be strictly up to the G.M. the location of a creature's starting point (where it lives, camped last, etc.).

Formula on page #1 of every character sheet:

Awareness -10 = %chance. Roll the % number, or below, to succeed

This is for non-trackers attempting to track.

Trap

If this avoidance-roll is successful a character will be able to detect a trap which is directly before him or her. But the player must state beforehand that he or she will be searching for traps. This avoidance-roll will not help a character in the detection of magical traps.

Formula on page #1 of every character sheet:

Intelligence + Dexterity -30 = %chance. Roll the % number, or below, to succeed

This is for not for using a thief ability to disarm, find and set traps.