

# Combat, Chance to hit a certain area during:

At times, players will wish to strike a specific area of an opponent's body. When a player wishes to attack in this way, the creature's defense will be adjusted (increased), thus simulating the difficulty to preform an exact strike.

Any adjustments and/or effects of striking a certain area of a creature's body will be strictly the discretion of the Game Master. Some ideas are given for each area of the body.

If a player fails to strike a certain area of an opponent's body, and fails, a miss will occur.

## Area of the body:

The following are the increased difficulties to strike an opponent in a certain area of the body versus the situation:























