

Combat, Chance of falling during:

Attack-rolls of 01-02 (during combat) will indicate an attacker has fallen.

Roll on the following to see what will occur if you have fallen:

01-60

Merely a fall – no penalties.

61-75

Lose your weapon 1 space away unless a successful avoidance-roll vs. "Dexterity" is rolled. If you fail this avoidance-roll, roll on the following chart to see which way the weapon will be dropped:

%Roll: Random direction calculation

01-11: North

12-22: North-East

23-33: East

34-44: South-East

45-55: South

56-66: South-West

67-77: West

78-88: North-West

89-00: Weapon is released straight into the air. There will be a 10% chance it will come down on wielder, causing normal damage as if he or she is wielding it. If this happens wielder must roll to strike self. If weapon is strapped to wielders's body treat this as merely a fall, no penalties (Ability) roll of 01-60).

76-78

Fall, losing weapon. Roll on the following chart to see which way the weapon will be thrown.

The weapon will be thrown up to 1-D8 +2 spaces.

%Roll: Random direction calculation

01-11: North

12-22: North-East

23-33: East

34-44: South-East

45-55: South

56-66: South-West

67-77: West

78-88: North-West

89-00: Weapon is released straight into the air. There will be a 10% chance it will come down on wielder, causing normal damage as if he or she is wielding it. If this happens wielder must roll to strike self. If weapon is strapped to wielders's body treat this as merely a fall, no penalties (Ability) roll of 01-60).

Fall, losing weapon, possibly striking one of the following areas of your opponent's body:

%Roll: Area of opponent's body:

01-25: Left Foot

26-50: Right Foot

51-75: Left Leg

76-00: Right Leg

Note

G.M.: You must interpret this ruling, for this can also mean that the weapon strikes a tentacle vine-like arm, etc. Opponent can dodge (thrown weapon) this attack.

85-86

Fall on your own weapon, causing damage to self.

Roll on Chart A and then roll a random area of your body.

Chart A

%Roll: Damages:

01-40: Normal damage.

41-70: x2 damage to self.

71-85: x3 damage to self.

86-95: x4 damage to self.

96-00: x5 damage to self.

Wielder falls, causing "Sudden Death" to self in random area of the body. Have wielder roll 1 D10. If a zero (0) is rolled, this will indicate an "Annihilation-Strike" against self to a random area of the body.

88-94

Wielder falls and strikes neck and/or head on the most solid object around him or her.

An avoidance-roll vs. "Consciousness" must be successful, or fallen will be knocked unconscious for 1-D100 turns.

If the avoidance-roll is successful wielder must then successfully make an avoidance-roll vs. "Stun" or be stunned for 1-20 turns, in which time he or she will have the following adjustments on both defense and offense:

%Roll: Defensive / Offensive adjustments:

01-20: -10

21-40: -20

41-60: -30

61-80: -40

81-00: -50

Defensive and Offensive adjustments will last for 1-D100 turns.

95-98

Wielder falls, spraining a joint in 1 random area of the body unless a Strength Check is successful (Strength = % chance to avoid). Example: If you have a 25 strength, you will have a 25% chance to avoid.

Sprains will cause a 50% chance of strength failure to the effected area of the body.

If strength failure happens, make an Avoidance-roll vs. "Pain" or falter, causing loss of turn.

Wielder falls hard to the ground, severely damaging the joint in 1 area of the body unless a Strength Check is successful (Strength = % chance to avoid). Example: If you have a 25 strength, you will have a 25% chance to avoid.

This type of damage will cause a 75% chance of strength failure to the effected area of the body.

If strength failure happens, make an Avoidance-roll vs. "Pain", at 1/3 the normal chance (rounded down) or falter, causing loss of 1-D4 turns.

Wielder falls hard to the ground. A successful avoidance-roll vs. "Paralysis" must be roll, or wielder will become permanently crippled in a random part of body. Any attack, defensive, and/or movement penalties that would effect this area of the body cannot be done.

Notes:

1

When a four legged creature score a 01-02 on its attack-roll, it will not fall (for it has four legs to balance much more proficiently upon). However, it will lose the remainder of its turn.

2

North will ALWAYS be considered the direction the attacker/wielder is facing. This may not actually be north, but it will gage which way the attacker will drop a weapon if a weapon is lost.