

# 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:

# Abdomen

Similar areas on another type of creature: Underbelly

•  
•  
•  
•

Creature's adjusted defense:

Standing still, but aware of the attack: +30

Standing still, Unaware of the attack: +20

Moving, but aware of the attack: +50

Moving, but unaware of the attack: +30

Surprise attack on creature: +10

Creature immobile (i.e., tied up, held, etc.): Normal chance to strike

Possible effects the GM may use:

Climbing penalty.

## Continual Blood-point loss

Grappling penalty.

Increased time to regain your feet on a fall.

• • • • •

## Arm

Similar areas on another type of creature: Arm-like Tentacle, Branch,

•

•

Creature's adjusted defense:

Standing still, but aware of the attack: +40

Standing still, Unaware of the attack: +30

Moving, but aware of the attack: +60

Moving, but unaware of the attack: +40

Surprise attack on creature: +20

Creature immobile (i.e., tied up, held, etc.): Normal chance to strike

Possible effects the GM may use:

### Ability penalty or failure

### Blocking with a shield penalty

### Casting penalty or failure

Offense penalty

### Parrying with a weapon penalty

•

•

$$\vdots$$

•

•

⋮

•

•

⋮

•

•

• •

•

•

# Back

Similar areas on another type of creature: Great wings (like a dragon's wings), Large shell (like the shell of a turtle,

$$\vdots$$

⋮

Creature's adjusted defense:

Standing still, but aware of the attack: +30

Standing still, Unaware of the attack: +20

Moving, but aware of the attack: +50

Moving, but unaware of the attack: +30

Surprise attack on creature: +10

Creature immobile (i.e., tied up, held, etc.): Normal chance to strike

Possible effects the GM may use:

### Strength penalty

### Grappling penalty

Increased time to regain your feet on a fall.

### Movement penalty

Possible paralysis (depending on the amount of damage inflicted)

•

•

.

•

•

$$\vdots$$

:

•

•

•

$$\vdots$$
$$\vdots$$

•

# Chest

Similar areas on another type of creature:

•  
•  
•  
•

Creature's adjusted defense:

Standing still, but aware of the attack: +30

Standing still, Unaware of the attack: +20

Moving, but aware of the attack: +50

Moving, but unaware of the attack: +30

Surprise attack on creature: +10

Creature immobile (i.e., tied up, held, etc.): Normal chance to strike

Possible effects the GM may use:

## Continual Blood-point loss

### Oxygen-point loss per turn for heavy blow to the chest

Possible instant death (depending on the amount of damage inflicted)

## Stunned

[illegible]

## Eye

Similar areas on another type of creature:

$$\vdots$$

•

Creature's adjusted defense:

Standing still, but aware of the attack: +90

Standing still, Unaware of the attack: +80

Moving, but aware of the attack: +110

Moving, but unaware of the attack: +90

Surprise attack on creature: +70

Creature immobile (i.e., tied up, held, etc.): +20

Possible effects the GM may use:

Awareness decrease

## Continual Blood-point loss

Defense penalty

Possible instant death (depending on the amount of damage inflicted)

$$\vdots$$
$$\vdots$$

•

•

•

•

•

•

•

•

.

# Finger

Similar areas on another type of creature: Claw

:

:

## Creature's adjusted defense:

Standing still, but aware of the attack: +90

Standing still, Unaware of the attack: +80

Moving, but aware of the attack: +110

Moving, but unaware of the attack: +90

Surprise attack on creature: +70

Creature immobile (i.e., tied up, held, etc.): +20

## Possible effects the GM may use:

Ability penalty or failure

Casting penalty or failure

Thieving ability penalty or failure

Throwing penalty

Weapon wielding penalty

:

:

:

:

:

:

:

:

:

:

## Foot

Similar areas on another type of creature: Claw, Paw, Pincer

$$\vdots$$

•

Creature's adjusted defense:

Standing still, but aware of the attack: +50

Standing still, Unaware of the attack: +40

Moving, but aware of the attack: +70

Moving, but unaware of the attack: +50

Surprise attack on creature: +30

Creature immobile (i.e., tied up, held, etc.): Normal chance to strike

Possible effects the GM may use:

Defense decreased

Increased time to regain your feet on a fall.

Movement per turn decreased

⋮

$$\vdots$$
$$\vdots$$

•

•

•

•

•

•

•

•

# Hand

Similar areas on another type of creature: Claw, Paw, Pincer

:

:

## Creature's adjusted defense:

Standing still, but aware of the attack: +50

Standing still, Unaware of the attack: +40

Moving, but aware of the attack: +70

Moving, but unaware of the attack: +50

Surprise attack on creature: +30

Creature immobile (i.e., tied up, held, etc.): Normal chance to strike

## Possible effects the GM may use:

Ability penalty or failure

Casting penalty or failure

Offense penalty

Parrying with a weapon penalty

:

:

:

:

:

:

:

:

:

:

:

# Head

Similar areas on another type of creature:

⋮

:

Creature's adjusted defense:

Standing still, but aware of the attack: +35

Standing still, Unaware of the attack: +25

Moving, but aware of the attack: +55

Moving, but unaware of the attack: +35

Surprise attack on creature: +15

Creature immobile (i.e., tied up, held, etc.): Normal chance to strike

Possible effects the GM may use:

### Ability penalty or failure

Awareness penalty for bleeding into the eyes.

## Continual Blood-point loss

## Knocked out

Possible instant death (depending on the amount of damage inflicted)

## Stunned

•

•

.

.

•

•

•

.

•

•

•

Hip

Similar areas on another type of creature:

$$\vdots$$

•

Creature's adjusted defense:

Standing still, but aware of the attack: +30

Standing still, Unaware of the attack: +20

Moving, but aware of the attack: +50

Moving, but unaware of the attack: +30

Surprise attack on creature: +10

Creature immobile (i.e., tied up, held, etc.): Normal chance to strike

Possible effects the GM may use:

### Ability penalty or failure

Increased time to regain your feet on a fall.

## Movement penalty

$$\vdots$$

•

•

•

•

•

•

•

•

•

$$\vdots$$

Leg

Similar areas on another type of creature: Large tentacle

$$\vdots$$

•

Creature's adjusted defense:

Standing still, but aware of the attack: +35

Standing still, Unaware of the attack: +25

Moving, but aware of the attack: +55

Moving, but unaware of the attack: +35

Surprise attack on creature: +15

Creature immobile (i.e., tied up, held, etc.): Normal chance to strike

Possible effects the GM may use:

### Ability penalty or failure

Defense penalty

Increased time to regain your feet on a fall.

### Movement penalty

$$\vdots$$
$$\vdots$$

•

•

•

•

•

•

•

•

.

# Neck

Similar areas on another type of creature: Large eye

•

:

Creature's adjusted defense:

Standing still, but aware of the attack: +50

Standing still, Unaware of the attack: +40

Moving, but aware of the attack: +70

Moving, but unaware of the attack: +50

Surprise attack on creature: +30

Creature immobile (i.e., tied up, held, etc.): Normal chance to strike

Possible effects the GM may use:

### Ability penalty or failure

## Continual Blood-point loss

Possible instant death (depending on the amount of damage inflicted)

### Stun chance

$$\vdots$$

•

•

•

•

.

.

•

•

•