## **More Combat Stuff**

## **Damage Bonuses**

For global damage bonus, calculate damage bonuses for high STEEP and high PMPow.

Note that the high PMPow bonus does not apply to propelled missile weapons.

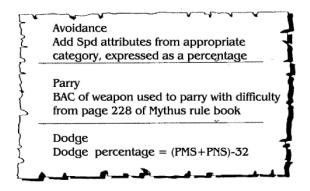
~	~~~	-A-A-A-
	High S	TEEP
	Damage	Bonus
•	Base Attack	Damage
	Chance	Bonus
	41-45	1
	46-50	2
	51-55	3
	56-60	4
	61-65	5
•	66-70	6
	71-75	8
	76-80	10
	* For every 5 point beyond STEEP 80,	sorfractionthereof add +2.
		4 - 1

Dan	nage Bonus		
for t	for High PMPow		
PMPow "	Damage Bonus		
13	1		
14	2		
15	3		
16	4		
17	5		
18	6		
19	7		
20	8		
21	9		
•	•		
* Add +1 fo	or every 1 point beyond		
PMPow 21.			
A			

**Avoidance** is the ability to avoid combat or a confrontational/conflict situation. Baseline difficulty is Easy when personas have total surprise, Hard when personas have initiative, and Extreme when personas are totally surprised.

**Parrying** can be accomplished by using one of the persona's attacks to block an opponent's attacks. It is resolved by a K/S roll against the persona's BAC with the parrying weapon.

**Dodging** is possible if the persona's (PMS+PNS) total is greater than 32



PARRY TABLES Non-Shield Parries Attack Type Fist or kick Easy Moderate Large thrown weapon (spear, javelin, axe) Hard Hand weapon Difficult Medium thrown weapon (dagger, large throwing star) Very Difficult Small thrown weapon (dart, small star) \* Fists and kicks parry these at "Moderate." Note that, for game purposes, an attacker does not take damage for having a fist/kick attack parried by an artificial weapon, such as a sword. Shield Parries DRAttack Type Easy Fist/kick or large & medium thrown Moderate Hand weapon Hard Small thrown Arrows, bolts, sling stones, etc. Difficult

The **Strike Location** is used when either:

- a) A natural critical success is made with a hit (a roll of 01 or 02). Roll percentage and consult the tableto the right for damage modifier.
- b) A persona with Weapons, Special Skill (Specific Target) succeeds in the roll and selects the targeted strike location, applying the damage modifier.

D% Roll*	Area	Damage Modifier
01-10	Ultra-Vital	×4
11-25	Super-Vital	×3
26-40	Vital	×2
41-00	Non-Vital	×l
*For fragi	le or tough creatur	es (QM's discretion