

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.

High STEEP Damage Bonus	
Base Attack Chance	Damage 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 points or fraction thereof beyond STEEP 80, add +2.	

Damage Bonus 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 for every 1 point beyond PMPow 21.	

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

Avoidance Add Spd attributes from appropriate category, expressed as a percentage
Parry BAC of weapon used to parry with difficulty from page 228 of Mythus rule book
Dodge Dodge percentage = (PMS+PNS)-32

PARRY TABLES	
Non-Shield Parries	
DR	Attack Type
Easy	Fist or kick*
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	
DR	Attack Type
Easy	Fist/kick or large & medium thrown
Moderate	Hand weapon
Hard	Small thrown
Difficult	Arrows, bolts, sling stones, etc.

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

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

Strike Location		
D% Roll*	Area	Damage Modifier
01-10	Ultra-Vital	x4
11-25	Super-Vital	x3
26-40	Vital	x2
41-00	Non-Vital	x1
* For fragile or tough creatures (GM's discretion) adjust roll by either -5 or -10, or by +5 or +10, respectively.		