

Eldritch Ass Kicking

Combat Maneuvers

STEP ONE: Initiative

Initiative is based on the SPEED of each wizard, beast or construct involved in the combat. Most combat actions will be to attack, but the wizard may also choose to flee, summon a construct, parlay or anything else you imagine. Don't forget to lay the smack down with witty insults before blasting away with tremendous magic!

STEP TWO: Attack!

There are three Attack modes:

Normal Attack (+0): basic damage

Preventive Attack (-2): force target to lose his next action; if attacked while immobilized, a held target only gets his Agility as defense.

Mega Attack (-6): triple damage!

All rolls are 2D10 + Magic

STEP THREE: Defend!

There are three Defense modes:

Evade: 2D10 + Agility

Parry / Block: 2D10 + Magic

Counter Spell (-6): 2D10 + Magic; reverse damage on attacker

STEP FOUR: Suffer!

Subtract the Attack roll from the Defense roll to determine wounds. Preventive Attacks do not cause damage, but unless completely negated, the target is held.

MISCELLANEOUS MODIFIERS

- Continuous Damage (-4): attack does half damage on next turn
- Correct Tool (+4): must have the perfect item for the job to get bonus
- Extreme Conditions (-4): the GM decides, maybe based on your magic
- Half Dead (-4): when you have less than half your Life Points
- Helping Hand (+4): give up your turn to aid an ally
- Higher Ground (+4): it's easier to hammer downwards
- Life Drain (+X): burn your Life Points to add to your roll
- Life Stealing (-8): do a normal attack to gain their Life Points
- Multiple Targets (-4 per additional target): attack several at once
- Opposite Magickal Force (+4): use Water against Fire, etc.
- Preparation (+4): requires one whole day of study
- Words of Power (+4): may be used only once per day