

20%

## TUMBLING ATTACK

*“Manari lunged forward to parry the flashing blade of his opponent, a Desert Screamer with fury in his eyes. The two swayed briefly on the portico of the shrine before the slighter man gave ground. Manari stumbled backward down the steps in response to the Gark’s sudden shove. As he brought his sword up again, he pondered briefly the irony of a confrontation between a scholar and one of the most ferocious warriors of the South. Then all time for thought was at an end. Two more Scions of Gark emerged from the shadow of the shrine’s portal.”*

The purpose of a Tumbling Attack is to surprise the enemy. It requires speed and a relatively open space surrounding the opponent. Tumbling Attack is a part of the Martial Arts and cannot be used in heavy armor. It can however be combined with an armed melee attack, should the GM approve.

The 20% activity required to perform a Tumbling Attack can be taken either during the same round as the attack is performed, or during the round prior to the attack. It includes up to a 20’ movement towards the enemy.

■ The number to the right of this box indicate the modification to the attackers OB.

### Condition modifiers:

Padded mat	+10
Flat ground	0
Rough Ground	-10
Numerous obstacles	-25
Holding a large object (i.e shield, flail) *	-10
No free hands *	-10
Spent at least 1 round preparing (i.e an ambush)	+20

\* Cumulative penalties

## Tumbling Attack

### Moving Maneuver Table MM-10.1.1

#### -26 down Spectacular Failure ■ -

In a disastrous attempt to surprise your foe you roll against a hard surface and smack your head into it. If helmed, you are stunned and unable to parry for two rounds. If not; out for 3 rounds. You drop anything held in your hands. Hopefully your foe will spare your life!

#### -25 – -04 Absolute Failure ■ -

You tumble to short, strain a muscle (roll an “A” severity Stress Critical) and step wrong on your way up. Your attack is forfeit. Foe(s) is pleasantly surprised by your lack of ability and receive +20 bonus to any attacks against you.

#### 05 – 75 Failure ■ ½

Circumstances force you to abort your action before you even start to tumble. This maneuver takes the edge of your attack and you may only attack with half OB. Better luck next time.

#### 76 – 90 Partial Success ■ -10

You tumble to slow. Foe is not surprised, your allies not impressed. You may carry out your attack(s) with a -10 penalty.

#### UM 100 Unusual Event ■ +35

In a divine act of perfection you tumble fast and with complete exactness. You get behind your foe before he is able to react. He must make a successful Perception roll (111+) or be unable to parry (i.e no shield, no weapon parry, no QU-bonus, no Defensive Technique, Defensive Weaving or Adrenal Defense).

#### 91 – 110 Near Success ■ +20

Your tumble maneuver surprise foe, but yet you face him to his front. Foe is able to use his defenses, but you gain a +20 OB mod.

#### 111 – 175 Success ■ +35

The tumbling attack puts you in a position on foe’s side. His defenses are still up, but he is surprised by your sudden movement as your attack comes from his flank. You receive a +35 OB mod.

#### 176 – 225 Absolute Success ■ +50

You perform a well executed tumbling maneuver that nearly fools the enemy. Foe’s defenses are up, but your sudden attack receive a +50 OB mod.

#### 226 up Remarkable Success ■ +35

A double roll completes the feint and gets you behind your enemy before he is able to react. He must make a successful Perception roll (111+) or be unable to parry (i.e no shield, no weapon parry, no QU-bonus, no Defensive Technique, Defensive Weaving or Adrenal Defense). Your attack receive a +35 OB mod.