

# 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 skill set and rarely seen in use by those wearing 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 defenders DB.

## 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 presumptive foe will spare your life!

#### -25 – -04 Absolute Failure ■ -

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

#### 05 – 75 Failure ■ -

You misjudged your spatial awareness and are forced to abort your action before even starting. This takes the edge of your assault and you attack with half OB this round. Better luck next time.

#### 76 – 90 Partial Success ■ -

You are too slow. Foe is not surprised, your allies not impressed. You may carry out your attack(s) with a -15 OB penalty.

#### UM 100 Unusual Event ■ -30

In a divine act of perfection you tumble fast and with complete exactness. You get behind your foe (if possible) before he is able to react. Foe must make a successful Perception roll (111+) to be able to utilize any defenses (i.e shield, weapon parry, QU-bonus, etc) and even if successful foe’s defenses suffer a -30 subtraction.

#### 91 – 110 Near Success ■ -15

Your maneuver surprises foe, but he quickly finds his way and is able to use his defenses with a -15 subtraction.

#### 111 – 175 Success ■ -30

Your sudden maneuver startles foe. His defenses are somewhat misplaced, but still up. The surprise from your sudden movement causes a -30 subtraction from his DB.

#### 176 – 225 Absolute Success ■ -50

Foe is fooled by your excellent tumbling maneuver. Any defenses against your attack suffers a -50 subtraction.

#### 226 up Remarkable Success ■ -75

Masterly performed double roll completes the feint and gets you in a perfect position. Foe must make a successful Perception roll (111+) to be able to utilize any defenses (i.e shield, weapon parry, QU-bonus, etc) and even if successful foe’s defenses suffer a -75 subtraction. Your position enables you to make another Tumbling attack the next round (against this enemy, or the next).