

60%

TUMBLING EVASION

“Unharmed but flat on his back, Pon Ivic spat sand and looked up. He cursed. Without a mount he had little chance against his foe. After all, the Warrior-lord had nearly cut Ivic’s head off. The Haradan ranger only escaped by tumbling headless into the sand.”

This skill represents the ability to avoid attacks rather than blocking them. It may also be used to escape from combat. No attacks may be made during the round when a tumbling evasion is performed.

It may not be possible to perform a Tumbling Evasion maneuver in all situations. A character performing a tumbling evasion cannot attack or parry in the same round. Defensive bonus from quickness, adrenal defense and spells is still applicable.

Note: shield bonus is not applicable.

If escaping from combat a character using Tumbling Evasion will probably use at least a part of his remaining activity to move.

Condition modifiers:

Well-known environment (i.e home)	+10
Padded mat	+10
Single opponent	+10
Cramped space/Numerous obstacles	-20
Getting past opponent(s) in a narrow hallway	-20
Escaping from 2-3 simultaneous opponents	-10
Escaping from 4+ simultaneous opponents	-10
Holding a large object (i.e shield, flail)	-10
No free hands	-10

** All modifctions are cumulative*

Tumbling Evasion

Moving Maneuver Table MM-10.1.2

-26 down Spectacular Failure

You lose control over your evasive maneuver and tumble your head into a hard surface. If helmed: stunned without parry for 2 rounds, if not; out for 3 rounds. In either case you drop anything you were holding. Your fate rests in the hands of your enemy!

-25 – -04 Absolute Failure

Your feeble attempt to get out of a sticky situation ends in total disaster. You lose footing, stumble a few feet and drop everything held before falling flat on your belly (prone). Enemies may attack you with a +30 bonus this round. Beg for mercy!

05 – 75 Failure

Your maneuver fail, your enemies may attack you with full OB.

76 – 90 Partial Success

You move through, but not quick enough. Any foe above 25 on initiative may still attack you with a -20 penalty.

UM 100 Unusual Event

With a speed and accuracy seldom seen, you tumble exactly as intended, leaving your amazed enemies behind. They get no chance to attack you.

91 – 110 Near Success

You carry out your evasive maneuver, but all foes above 50 on their initiative may still attack you with a -30 penalty.

111 – 125 Success

Your evasion is quite effective, but any foe above 75 on initiative that also win initiative over you may still attack with a -30 penalty before you tumble out of the heat.

126 – 175 Success

You gracefully tumble out of the mess, but any foe above 90 on initiative that also win initiative over you may still attack with a -50 penalty.

176 – 225 Absolute Success

Amazing dexterity and speed gets you out of the situation. Only enemies above 100 on their initiatives that also win initiative over you may attack, and then at a -60 penalty.

226 up Remarkable Success

World class gymnastics leave your enemies swinging in thin air while you tumble out of the situation. Live to fight another day!