

## 30% ADRENAL MOVE - SPEED

*“There was no time to think, Edmon bolted towards the orcs, tackled one of them sideways down into the pit as he passed them and ran out of the cave. He ran along, now knowing that his great speed had saved him once again from being trapped in a fight against too many opponents.”*

This skill enables a character to press himself to act with extra speed during a round. The extra speed can be used to anything the character would normally do, such as making an extra attack, running with extra movement, climbing with extra speed or a combination of movement and combat. It cannot be used to prepare or cast additional spells.

Adrenal Move Speed is a 30% activity and also require a “cool down” round afterwards during which it cannot be prepared. Thus a character can be “speeded” once every third round as a maximum. The exceptions from this rule is the result of UM100 and the Remarkable Success (226 up) which allows user to maintain his speed in forthcoming rounds.

■ This symbol followed by a percentage number indicate the activity for the speeded round.

### Adrenal Move - Speed Alternative Maneuver Table AM-10.2.3

<b>-26 down Spectacular Failure</b>	■ 0%
You overextend and severely strain a muscle (location is chosen in accordance to what you were trying to perform). The muscle is damaged and you are at -20 until healed. Your action is lost as you remain stunned for the rest of the round (no herbs, spells or stunned maneuver will save this round, sorry).	
<b>-25 – -04 Absolute Failure</b>	■ 0%
You strain yourself in a vain attempt to enhance your speed. Your poor body begs you to stop this madness. You are at -10 (muscle damage) and have 6 “cool down” rounds before you may try any of the Adrenal Move skills again.	
<b>05 – 75 Failure</b>	■ 0%
You gain no additional speed and must take the usual “cool down” round before you can prepare and try again.	
<b>76 – 90 Partial Success</b>	■ 0%
Nearly there. No additional activity this round, but you can make another roll with +10 bonus next round.	
<b>UM 100 Unusual Event</b>	■ 160%
Your mind guide your body and manifest an act of godlike celerity. Not only may you act at 160% activity this round, but you may also roll for AM Speed the next two rounds without bothering with preparation or cool down round. Divine!	
<b>91 – 110 Near Success</b>	■ 110%
You gain 10% additional activity this round.	
<b>111 – 175 Success</b>	■ 120%
You gain 20% additional activity this round. If nothing else is done two melee attacks, each with a -20 modification, can be made during this round.	
<b>176 – 225 Absolute Success</b>	■ 140%
You gain 40% additional activity this round.	
<b>226 up Remarkable Success</b>	■ 160%
You gain 60% additional activity this round and may roll again next round to maintain your rapidity.	