

30% ADRENAL MOVE - STRENGTH

“Aldamir summoned his entire strength and focused on a single task - cleaving the head of his opponent with one sweep of the broadsword. This might be his last chance! The blade made a swooping sound in the air before impact. Bam! The once mighty stone troll Oggstar fell dead, head cloven from brow to chin.”

This skill enables a character to utterly focus his strength into one simple task. It might be to lift a heavy rock, break a sturdy door or simply bash the life out of foe. The AM Strength maneuver must be prepared in advance and is a 30% action during the preparation round.

If the maneuver is successful the character will have additional strength for one round. In a combat situation this is represented by a bonus to characters melee OB and a multipel to the concussion hits he inflicts that round.

■ The multiplier represents the additional concussion hits made by the strengthened character. The second number is the additional melee OB gained.

Adrenal Move - Strength Alternative Maneuver Table AM-10.2.4

-26 down Spectacular Failure ■ —
Have you really done proper warm-up? It don't seem so. You strain yourself while trying a little too hard. You lose this round and fail in whatever it was you were doing. Consider yourself stunned for the rest of the round. One muscle in the strained area is teared from its ligaments, causing excruciating pain and a -20 penalty until healed.

-25 – -04 Absolute Failure ■ —
You strain yourself in an attempt to show off. Did you really think you were up to this? You are at -10 from the pain until healed (muscle damage) and will not be able to perform this skill for 6 rounds.

05 – 75 Failure ■ —
You gain no additional strength from this shrimpy attempt.

76 – 90 Partial Success ■ —
You fail this round, but can make another roll with +10 bonus next round.

UM 100 Unusual Event ■ x2 +30
The strength of Gods lie hidden within you and now you release it! Whatever you were doing, if within the grasp of possibility, you have performed it. If in a combat situation you make double concussion hits and strike with a +30 OB this round. In addition, your attack make a secondary unballancing critical at the same degree. Impressive!

91 – 110 Near Success ■ x1,5 +10
You make x1,5 concussion hits and have a +10 OB this round.

111 – 175 Success ■ x2 +10
You make x2 additional concussion hits and have a +10 OB this round.

176 – 225 Absolute Success ■ x2 +20
You make double concussion hits and have a +20 OB this round. If scoring a “C” or better critical on your attack, you also make an additional unballancing critical two levels lesser in severity.

226 up Remarkable Success ■ x3 +30
Strongman! Your attack inflicts triple concussion hits, you strike with a +30 OB and you make a secondary unballancing critical at the same severity as your primary critical.