Creatures D6 / Luminescent Green Ray

Parrying

A PC may sacrifice an attack to parry a single melee attack. The attacker and defender both make attack rolls; if the defender wins, the attack is parried. The parry must be declared before the attack roll is made (if a character is facing multiple attacks, he cannot decide to parry after seeing which attacks would hit).



If the weapons are of different sizes, the attacker gains a +4 bonus per size category of difference. Parrying is a move-equivalent action, and therefore is incompatible with the full attack action - only one parry may be performed per round. Parrying, however, requires an attack, so a character must be eligable for multiple attacks to parry and attack in the same round (either from two-weapon use or a base attack bonus of +6 or higher).

Page designed in Notepad, logo`s done on Personal Paint on the Amiga. Text completely by FreddyB.

Images stolen from various web pages I`ve now forgotten where (Copyright resides with the artist). Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster <u>FreddyB.</u>