

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 eligible 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).

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Text completely by FreddyB.

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