

## 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).

---

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 [FreddyB.](#)