

# Unusual Attacks

This file is addenda (stuff we left out) of the Advanced Combat rules. It includes things like animal attacks, poison, and damage to the undead. You can consider these advanced rules

## POWER vs. STAT Attacks (Poison)

The PWR vs. STAT attack is what happens when your character gets poisoned and the GM says, "Make a CON roll at -4." The idea is that the attack has a PWR (a roll, like a STAT roll) and whatever it makes its roll by you have to make your STAT roll by. The amount you make or miss your roll by determines what happens.

### PWR vs. STAT Table

This is the table where PWR vs. STAT attacks are rolled. Remember, you have to make a STAT roll (usually CON, sometimes WIL) and the amount you made it by determines what Effect you take.

Effects are described separately for each PWR vs. STAT attack.

### Character Made STAT roll by

+4 or Better	+3 to +1	-0 to -3	-4 to -6	-7 to -9	-10 or worse
No Effect	Minor Effect	Standard Effect	Major Effect	Critical Effect	Catastrophic Effect

### Power Roll

When you're hit with a PWR vs. STAT attack the first thing the GM does is make a PWR roll. Let's say that Cobra Venom has a PWR of 17. He rolls and gets a 10. You have to make your CON roll at -7! This isn't looking good.

### Effect Levels

When you make your STAT (CON usually) roll, you look on the PWR vs. STAT chart and determine your Effect Level. If you missed it badly you could be suffering a Critical or Catastrophic Effect (not good!). If you made it you could get off with No Effect or a Minor Effect. Usually that isn't bad but for some really powerful toxins (or other effects) even a Minor Effect can be too much.

### Poison Rules

Poison is a PWR vs. STAT attack having a POWER (roll) and a Base Damage. Here are some examples.

Poison	PWR	Base Damage
Cobra Venom	17-	32
Arsenic in Drink	16-	16
Cyanide Tablet	17-	24
"Standard" Poisoned Weapon	13-	8
Semi-Deadly Scorpion	14-	12

All PWR vs. STAT attacks have an Effect Table. This is the one for Poison.

Effect	Description
Minor Effect	Target takes $\frac{1}{4}$ Base Damage each 10s until a CON roll is made
Standard Effect	Target takes $\frac{1}{2}$ Base Damage each 5s until a CON roll is made
Major Effect	Target takes $\frac{3}{4}$ Base Damage each 2s until a CON-1 roll is made
Critical Effect	Target takes 1x Base Damage each 2s until a CON-2 roll is made
Catastrophic Effect	Target takes 1.5x Base Damage each 1s until a CON-4 roll is made

Ex1: A character pops a Cyanide pill. This has a PWR of 17- and a Base Damage of 24. The GM rolls for the PWR. He gets an 8. This is a roll made by a whopping 9. The character must make a CON roll at -9! The character has an 11 CON and rolls an 8. He makes his CON roll by 3. The total effect is -6: a Major Effect.

On the Poison Chart, a Major Effect is 3/4s damage every 2 seconds until a CON roll at -1 is made. The character immediately takes 18pts of damage (which forces him to make a Major Wound roll and drops his CON rolls to an automatic -1). The next 2 seconds the character makes a recovery roll. He gets an 11. This isn't good enough: he's rolling at -2 to his CON (-1 for the Major Effect, -1 for being at Injured Condition). He takes another 18pts of damage.

NOTE: The amount the character makes or misses his *recovery roll* by doesn't change what's happening on the Effect Chart. He could critically miss the recovery roll and the effect is the same as just barely making it.

### **Strength Level**

The Strength of an attack is its PWR and its 'potency.' If you suffer a Minor Effect from nerve toxin it's not the same as a Minor Effect from a bee-sting. Some attacks (like Death Ray) incapacitate on the Minor Effect. Others require a Major or Critical result to take a target out of action. The Supers book has a bunch of different Chemical Attacks, which are PWR vs. STAT attacks.

### **Resistance**

The resistance to most chemical attacks is CON. Against telepathic attacks it's WIL. Some drugs (like truth serums) might have WIL as a resistance stat. Here we introduce the concept of Resistance.

If a PWR vs. STAT attack is listed as "Strongly Resisted" then the PWR of the attack is at -1 for each point of STAT the target has above 10. This means that if the hypnotic vision of the Andromedean Goggle-Snake has a PWR of 15 Strongly Resisted by WIL and you have a 13 WIL its PWR gets reduced to 12 before it even rolls. Then you get your full roll. This is a way of making PWR vs. STAT attacks less effective against characters (less of a 'crap shoot' since even a good stat can have a bad roll).

### **When is Something Strongly Resisted?**

Well it depends. In most Super Hero games Psionics (mind powers) are strongly resisted. On the other hand, in games where it's groups of Telepaths against the government psionics are usually NOT strongly resisted. Why? Because it's felt that in Super Hero games Telepathic attacks are a bit of a cheap-shot and in "Psionic Games" they're supposed to work. A general rule is that outside of super heroics or Chi Martial Arts games, most PWR vs. STAT attacks aren't strongly resisted.

### **Other Resistance**

Even if an attack isn't Strongly Resisted, there are other general resistance rules (you can't use a human amount of anesthetic to bring down an elephant). Usually each point of Mass above 2 the target has can be a -1 if the GM rules that there's a body-weight effect on the drug. This can also go for each 5 DP above 10 (so a 20 DP character might roll at STAT+2).

## Automatons (Non-Living Targets)

In High Fantasy games you may wind up facing the undead ... golems, etc. In space games you might face robots. None of these opponents take damage like a living person. How does that work? The complete rules for this are found in the Super Hero book: Body Types (which are the rules so you can \*play\* a robot or a golem or a zombie ...). These rules should get you up and running.

1. They don't breathe, suffer poison effects, etc. This should be obvious. They do NOT take PEN damage (treat all damage as Impact)
2. They have an STC (Structure) and Damage points.

To determine the effects of damage do the following: take the total DP and divide by STC. This gives you the number each X points of damage will reduce the STC roll by one.

Ex1: A Skeleton has 36 DP and a 12- STC. This means that each 3pts of damage will lower the STC by 1. This is written as (-1:3pts)

3. When the target suffers that amount of damage or more --or-- is reduced to HALF total DP and suffers any damage at all, it makes a roll.

Ex1: The skeleton takes 1pt of damage. It doesn't have to make a roll unless it's already taken 18 or more (half its damage points).

4. If it misses the roll, how much it missed by determines the effect:

STC Roll	Effect
<b>Misses -1 to -3:</b> Minor Failure	Crack: take a -1 STC (additional to damage) but no other effect
<b>Misses -4 to -9:</b> Major Failure	Crack AND make 3 STC rolls <b>Miss all 3:</b> Broken (destroyed) <b>Miss only 2:</b> Incapacitated for 2 seconds <b>Miss only 1:</b> Daze effect
<b>Miss -10 or More:</b> Critical Failure	Automaton is destroyed.

**NOTE:** The STC is reduced by damage before the roll.

Ex1: The skeleton is at full health. It is hit for 11 points of damage. This is enough to reduce its STC by 3 (1 more pt would have reduced it by 4!) It rolls at -3 (a 9- roll). It rolls an 11 and misses by 2: a Minor Failure. CRACK. It's STC drops from a 9- to an 8-.

It is then hit for 4pts of damage. The total damage is now 15, enough to give it a -5 Reduction. It has CRACKED once for -1. It has an STC of 6- (12 - 5 -1). It rolls a 7. CRACK. It's STC is now a 5-.

It is hit a third time for 1pt of damage. This gives it a total damage of 16. This is NOT half its DP and is below the threshold of 3pts. It suffers no effect.

It is hit a fourth time for 2pts of damage. This is below the 3pt Threshold but brings it to 18pts that is half its DP. It still doesn't have to roll.

It is hit a fifth time for 1pt. This is, again, below the threshold but it's at half damage. Its STC is now -6 for damage (18pts / 3 = 6) and -2 for 2 cracks: 12 - 6 - 2 = 4. It rolls a 10 and misses the STC check by 6. It makes three rolls on a 4-. It misses all three and is destroyed.



## **Bite and Hold**

A common animal attack is the bite and hold (also the pounce discussed at the end of this section). A Bite and Hold attack means that in addition to having been bit, you're held in the animal's jaws, being crushed and torn!

A Bite and Hold attack is a Grab attack that does damage. Here's how it works:

1. Roll to hit normally. Keep track of what you hit by.
2. When the damage for the bite is resolved, make a Grapple roll (note: animals with a Bite and Hold attack usually have a high offensive grapple for their teeth).
3. If successful then, until the Grab is broken, the animal can "Bite" for 5 REA. This requires no roll to hit and cannot be blocked or dodged. It uses the original damage modifier.

Ex1: A Lion (Bite damage 13) chomps on a hunter. It rolls to hit and hits by 3. It does 14pts of damage with the first chomp. It has an 8 Offensive Grapple and the hunter has a 4 Defensive grapple. It has a 14- to lock its jaws on and makes the roll.

The next turn the Lion spends 10 REA to bite twice. There are no rolls to hit: the +3 Damage Modifier is used and two rolls are made. The damage is 11 and 15 respectively. The hunter has taken  $14 + 11 + 15 = 40$ pts ... he's lion chow!

NOTE: While an animal is executing a Bite and Hold attack it gets NO AGI bonus (it's at -0 to be hit).

## **Pounce**

A pounce attack occurs when an animal springs onto a target. It is an 8 REA long action and terminates in a bite and hold (or just bite--the animal doesn't have to hold). If the target strikes on the way in he gets no block or dodge against the bite. If the animal is attacking from surprise or makes its REA roll by 5 or more than the target it's too fast to strike on the way in (but can still be blocked or dodged if the target makes an REA roll).