

# ATTACK CHARTS

## STRIKE CHART

		DEFENDER'S SKILL VALUE										
		0-9	10-19	20-29	30-39	40-49	50-59	60-69	70-79	80-89	90-99	100
ATTACKER'S SKILL VALUE	0-9	5	5	6	6	7	7	8	8	9	9	9
	10-19	4	5	5	6	6	7	7	8	8	9	9
	20-29	4	4	5	5	6	6	7	7	8	8	9
	30-39	3	4	4	5	5	6	6	7	7	8	8
	40-49	3	3	4	4	5	5	6	6	7	7	8
	50-59	2	3	3	4	4	5	5	6	6	7	7
	60-69	2	2	3	3	4	4	5	5	6	6	7
	70-79	1	2	2	3	3	4	4	5	5	6	6
	80-89	1	1	2	2	3	3	4	4	5	5	6
	90-99	1	1	1	2	2	3	3	4	4	5	5
	100	1	1	1	1	2	2	3	3	4	4	5

## PARRY CHART

		DEFENDER'S COMBINED CONSTITUTION										
		0-9	10-19	20-29	30-39	40-49	50-59	60-69	70-79	80-89	90-99	100+
ATTACKER'S COMBINED MIGHT	0-9	5	5	4	4	3	3	2	2	1	1	1
	10-19	6	5	5	4	4	3	3	2	2	1	1
	20-29	6	6	5	5	4	4	3	3	2	2	1
	30-39	7	6	6	5	5	4	4	3	3	2	2
	40-49	7	7	6	6	5	5	4	4	3	3	2
	50-59	8	7	7	6	6	5	5	4	4	3	3
	60-69	8	8	7	7	6	6	5	5	4	4	3
	70-79	9	8	8	7	7	6	6	5	5	4	4
	80-89	9	9	8	8	7	7	6	6	5	5	4
	90-99	9	9	9	8	8	7	7	6	6	5	5
	100+	9	9	9	9	8	8	7	7	6	6	5

Increase the Parry Value by 1 (to a maximum of 9) in the sequence established on the Parry Chart should an Attacker's Combined Might be greater than 100. Similarly, decrease the Parry Value by 1 (to a minimum of 1) in the sequence established on the Parry Chart should a Defender's Combined Constitution be greater than 100.

# PARRY CHART

## DEFENDER'S COMBINED CONSTITUTION

ATTACKER'S COMBINED MIGHT

	0-9	10-19	20-29	30-39	40-49	50-59	60-69	70-79	80-89	90-99	100-109	110-119	120-129	130-139	140-149	150+
0-9	5	5	4	4	3	3	2	2	1	1	1	1	1	1	1	1
10-19	6	5	5	4	4	3	3	2	2	1	1	1	1	1	1	1
20-29	6	6	5	5	4	4	3	3	2	2	1	1	1	1	1	1
30-39	7	6	6	5	5	4	4	3	3	2	2	1	1	1	1	1
40-49	7	7	6	6	5	5	4	4	3	3	2	2	1	1	1	1
50-59	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	1
60-69	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
70-79	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1
80-89	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2
90-99	9	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2
100-109	9	9	9	9	8	8	7	7	6	6	5	5	4	4	3	3
110-119	9	9	9	9	9	8	8	7	7	6	6	5	5	4	4	3
120-129	9	9	9	9	9	9	8	8	7	7	6	6	5	5	4	4
130-139	9	9	9	9	9	9	9	8	8	7	7	6	6	5	5	4
140-149	9	9	9	9	9	9	9	9	8	8	7	7	6	6	5	5
150+	9	9	9	9	9	9	9	9	9	8	8	7	7	6	6	5

Increase the Parry Value by 1 (to a maximum of 9) after 150+ in the same sequence