

Swords & Sorcery

Parrying, Dodging and Blocking

Effective Armour Class

Shield: A small or large shield can be used to improve effective armour class by one against melee attacks; for example, mail armour has an armour class of 5, so a mail clad character equipped with a small or large shield has an effective armour class of 4.

Parry: A weapon may be used to improve effective armour class against melee attacks by one for every attack a character gives up at the beginning of the round. When a secondary weapon is used in this way it does not impose the usual attack penalties on the primary weapon.

Block: A shield can also be used to improve effective armour class against missile attacks; a small shield improves it one, whilst a large shield it by two. A mail clad character with a large shield would thus have an effective armour class of 4 against melee attacks and 3 against missile attacks.

Saving Throws

Parry: A character equipped with a weapon or shield may give up an attack to gain a saving throw against one enemy melee attack. His saving throw has a bonus equal to his effective fighting ability and the parry modifier of his weapon or shield, but suffers a penalty equal to the effective fighting ability of his opponent.

Block: A character equipped with a shield may give up an attack to gain a saving throw against one enemy melee attack. His saving throw has a bonus equal to his effective fighting ability and the block modifier of his shield, but suffers a penalty equal to the effective fighting ability of his opponent.

Dodge: A character may give up an attack to gain a saving throw against one enemy melee attack. His saving throw has a bonus equal to his effective fighting ability modified by dexterity, but suffers a penalty equal to the effective fighting ability of his opponent.

Parallel Armour Class

Parry: A character equipped with a weapon or shield may give up an attack to use a parallel armour class against one enemy melee attack. His parallel armour class is equal to $[10 - (\text{effective fighting ability} + \text{parry modifier})]$ and is used in place of his normal armour class.

Block: A character equipped with a shield may give up an attack to use a parallel armour class against one enemy missile attack. His parallel armour class is equal to $[10 - (\text{effective fighting ability} + \text{block modifier})]$ and is used in place of his normal armour class.

Dodge: A character may give up an attack to use a parallel armour class against one enemy melee or missile attack. His parallel armour class is equal to $[10 - (\text{effective fighting ability modified by dexterity})]$ and is used in place of his normal armour class.

Opposed Roll

Parry: A character equipped with a weapon or shield may give up an attack to attempt a parry an enemy melee attack. To be successful he must make an attack roll higher than that of his opponent; his roll is adjusted by the parry modifier of his weapon or shield.

Block: A character equipped with a shield may give up an attack to attempt to block an enemy missile attack. To be successful he must make an attack roll higher than that of his opponent; his roll is adjusted by the block modifier of his shield.

Dodge: A character may give up an attack to attempt to dodge an enemy melee or missile attack. To be successful he must make an attack roll higher than that of his opponent using only his base fighting ability, but modified by dexterity.

Forced Reroll

Parry: A character equipped with a weapon or shield may give up an attack to require that an enemy melee attack be rerolled, but his armour class is adjusted by the parry or block modifier of his weapon or shield for the purpose of the attack.

Shield: A character equipped with a shield may give up an attack to require that an enemy missile attack be rerolled, but his armour class is adjusted by the block modifier of his shield for the purpose of the attack.

Dodge: A character may give up an attack to require that an enemy melee or missile attack be rerolled.

Notes

- 1) A dodge is typically used when a character either has no weapons to hand, or an enemy attack is not likely to be defended against by means of a parry or block, as the game master determines.
- 2) Effective fighting ability is the equivalent fighter level of the character plus any modifiers from attributes or magic. Typically, both dexterity and strength are used, but only the worst penalty and best bonus applies.
- 3) A basic saving throw does not take into account level or class and so defaults to 20.
- 4) A shield can be used as a secondary weapon, but grants no bonus to armour class versus any attacks in the round and penalties apply as usual for fighting with two weapons.

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