

# DEGREE OF SUCCESS

## DEFENDER PARRY/BLOCK

A T T A C K E R	COMBAT Results	Extraordinary Success	Superior Success	Complete Success	Marginal Success	Failure	Complete Failure	Disastrous Failure
	Extraordinary Success	Defender blocks weapon, both weapons take 1d6 Damage	Defender blocks weapon and weapon takes 1d6 Damage	Defender blocks weapon and weapon takes 1d6+3 Damage	Defender blocks weapon and weapon takes 1d6+6 Damage	Defender misses parry and takes full damage from attackers weapon.	Defender misses parry and takes full damage plus ½ from attackers weapon.	Defender misses parry and takes double damage from attackers weapon.
	Superior Success	Defender blocks weapon and attacker's weapon takes 1d6 damage	Attackers weapon is blocked.	Attackers weapon is blocked.	Attackers weapon is blocked.	Defender misses parry, roll for damage	Defender misses parry and takes full damage from attackers weapon.	Defender misses parry and takes full damage plus ½ from attackers weapon.
	Complete Success	Defender blocks weapon and attacker's weapon takes 1d6+3 damage	Attackers weapon is blocked.	Attackers weapon is blocked.	Attackers weapon is blocked.	Defender misses parry, roll for damage	Defender misses parry, roll for damage	Defender misses parry and takes full damage from attackers weapon.
	Marginal Success	Defender blocks weapon and attacker's weapon takes 1d6+6 damage	Attackers weapon is blocked.	Attackers weapon is blocked.	Attackers weapon is blocked.	Defender misses parry, roll for damage	Defender misses parry, roll for damage	Defender misses parry, roll for damage, Narrator may deem the defender is now at a disadvantage
	Failure	No Parry Necessary						
	Complete Failure	No Parry Necessary						
	Disastrous Failure	Narrator may deem the attacker is now at a disadvantage due to his disastrous attempt.						

Any result of damage to a weapon uses the optional weapon rule system in *The Hall of Fire, Issue 5*  
See Core Rule Book page 231 for other ideas for Extra Successes in Combat.

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A T T A C K E R	COMBAT Results	DEFENDER DODGE					
	Extraordinary Success	Superior Success	Complete Success	Marginal Success	Failure	Complete Failure	Disastrous Failure
	Extraordinary Success	Defender avoids the attack.	Defender avoids the attack, Narrator may determine that they are now at a disadvantage	Defender avoids the attack, Narrator may determine that they are now at a disadvantage	Defender misses dodge and takes full damage from attackers weapon.	Defender misses dodge and takes full damage plus ½ from attackers weapon.	Defender misses dodge and takes double damage from attackers weapon.
	Superior Success	Defender avoids the attack. Narrator may deem that they have an advantage against the attacker.	Defender avoids the attack.	Defender avoids the attack.	Defender misses dodge, roll for damage	Defender misses dodge and takes full damage from attackers weapon.	Defender misses dodge and takes full damage plus ½ from attackers weapon.
	Complete Success	Defender avoids the attack. Narrator may deem that they have an advantage against the attacker.	Defender avoids the attack.	Defender avoids the attack.	Defender misses dodge, roll for damage	Defender misses dodge, roll for damage	Defender misses dodge and takes full damage from attackers weapon.
	Marginal Success	Defender avoids the attack. Narrator may deem that they have an advantage against the attacker.	Defender avoids the attack.	Defender avoids the attack.	Defender misses dodge, roll for damage	Defender misses dodge, roll for damage	Defender misses dodge, roll for damage, Narrator may deem the defender is now at a disadvantage
	Failure	No Dodge Necessary					
	Complete Failure	No Dodge Necessary					
	Disastrous Failure	Narrator may deem the attacker is now at a disadvantage due to his disastrous attempt.					