

STUNNED MANEUVER

“Gunnok failed to block the second attack and the orc mace landed hard on his side. He felt a rib crack and the pain was numbing, causing him for a moment to lapse into the dim world of unconsciousness. But knowing that letting the pain take residence in his body now would give the orcs the upper hand and lead to his own demise, Gunnok summoned his last reserves and pushed clear of the mist, attacking with renewed strength.”

Stunned Maneuver allows combatants to muster their inner strength in order to regain some activity when facing hard blows or other strenuous circumstances. These strain are known in the game as ‘stun’ or ‘stun without parry’ and are usually caused by physical trauma to the body.

Only one *Stunned Maneuver*-attempt is allowed per critical hit that causes stun. Versus spells that may accumulate several rounds of stun (i.e Sudden Light, Stunning etc, that causes 1 rnd of stun/5 failure) GM might approve that a *Stunned Maneuver*-attempt is allowed *each* round of stun to regain some activity.

The use of *Stunned Maneuver* equals *Lost Initiative* for that round.

Stunned Maneuver Static Maneuver Table 11.2

-26 down Blunder

Head over heels, your head smacks into the ground. If helmed, knock yourself out for 10 minutes; otherwise, out for 1 hour and -50 for 1 day due to concussion and splitting head ache.

-25 – -04 Absolute Failure

ringing in the head continues unabated. You dont even know that you have fallen and knocked yourself out. If helmed, out for 1 minute; otherwise out for 10 minutes and -30 for 6 hours due to concussion and grogginess.

05 – 75 Failure

Still stunned. Add another round of stun due to sudden movement that shudders through your body. Better luck next time!

76 – 90 Partial Success

Break stun this round and manage to get 50% of your normal action. If character has more than one round of stun accrued he is still stunned next round.

UM 100 Unusual Event

In a godlike manner you rage out of your distress (screaming at the top of your lungs!) and manage to regain full activity for this round and the next. If stunned for more than 2 rounds you may roll again with a +20 bonus to continue to act.

91 – 110 Near Success

Break stun this round and manage to get 60% activity. If character has more than 1 round of stun accrued he is still stunned next round.

111 – 175 Success

Break stun this round and manage to get one full round of action. If character has more than 1 round of stun accrued, he is still stunned next round.

176 – 225 Absolute Success

Break stun this round and the next, which allows you normal actions for both rounds. If character has more than 2 rounds of stun accrued, he is still stunned after these two rounds have finished.

226 up Remarkable Success

Break stun for 3 rounds, allowing full activity for these rounds. If you have more than 3 rounds of stun accrued, you are still stunned after these three rounds have finished.

Static maneuver modifications:

Open-ended d100 roll

- 20 for 2 rounds of stun.
- 30 for 3+ rounds of stun.
- 20 for 1 round of stun no parry.
- 40 for 2 rounds of stun no parry.
- 60 for 3+ rounds of stun no parry.

- Penalties for injuries applies