

5.0 Converting to Arms Law from Other Systems

The beauty of the *Arms Law* system is that it will work with any role playing system you are using. However, conversion of certain stats may appear to be a problem. This section will attempt to assist you in converting to *Arms Law* from several popular systems.

Arms Law works best when using it with systems that include such combat results as stuns and activity penalties. The results for specific criticals can then be more easily translated into results of your system of choice.

For conversion to any system, remember: the effectiveness, flexibility, and power of an attack is entirely contained within the offensive bonus of an attacker. So the offensive bonus should represent the potential of the attacker for inflicting damage. Find your system below and follow the simple steps. If you do not see your system, look for a system that is similar to it.

Note: This combat system tends to focus on realistically deadly combat. If your RPG assumes a relatively non-lethal combat situation (e.g., most super hero games), usage of this system may not be healthy for your characters!

As a final observation, we want to point out that many systems put arbitrary limits on your characters that force them to perform in certain ways (e.g., your thief cannot wear plate armor or use a two-hand weapon). We believe these limitations to be unrealistic. We do suggest that you use whatever system you are having fun

with, but for realistic characters, you should check into *Rolemaster Fantasy Role Playing* or the upcoming *HARP: High Adventure Role Playing*.

Stat Conversion Table			
1-20 Stat	3-18 Stat	RM Stat	RM Bonus
0	0	1	-10
1	1	2	-9
2	2	4	-8
3	3	6	-7
4	4	8	-6
5	5	10	-5
6	6	15	-4
7	7	20	-3
8	8	25	-2
9	9	30	-1
10	10	50	0
11	11	70	1
12	12	75	2
13	13	80	3
14	14	85	4
15	15	90	5
16	16	92	6
17	17	94	7
18	18	96	8
19	19	98	9
20-21	20-21	100	10
22-23	22-23	101	12
24-25	24-25	102	14

5.1 Dungeons & Dragons Third edition® (D20®)

It is very easy to adapt the latest version of *Dungeons & Dragons* (D&D) and *Arms Law* to work together as they use almost the same type of mechanics, with the major difference being one of scale.

Armor Type

The easiest method of determining a character's Armor Type (AT) is through comparing a description of the armor worn against the armor descriptions in Section 1.1 and choosing the one that matches best. If the armor is masterwork or magical in nature, the bonus is multiplied by 5 and added to the Defensive Bonus.

Defensive Bonus

To determine a character's Defensive Bonus (DB), use the following guidelines, adding together all applicable items.

Stat Bonus – Take the character's Dexterity bonus, double it, and then multiply the result by 3 and add it to the Defensive bonus.

Shields – A shield adds a straight bonus to DB. Use the Defensive Bonus chart to determine the bonus gained by the type of shield being used. See the next item for masterwork and magical shields.

Masterwork or Magical Armor and Shields – For each +1 (magical or masterwork) of the armor/shield, add +5 to the character's DB.

Special Bonuses – For each additional +1 received from a special bonus of any sort, add another +5 to the DB.

Offensive Bonus

To determine your Offensive Bonus (OB), use the following guidelines, adding together all applicable items.

Base Attack Bonus – For each +1 of your base attack bonus, add +10 to your OB.

Stats – Take the character's appropriate stat bonus (Strength for melee, Dexterity for missiles), double it, and then multiply the result by 3 and add it to the OB.

Masterwork or Magical weapons – For each additional +1 received from magical or masterwork items, add +5 to your OB.

Special Bonuses – For each additional +1 received from a special bonus of any sort, add another +5 to the OB.

Concussion Hits

Arms Law is designed for a system in which a normal fighter will take around 100 hits by tenth level. To accommodate this, just multiply your character's hit points by 2 and add 10 to the result.

Damage From Spells

For damage that results from the effects of a spell, or special ability, just double the amount of damage received for use with this system.

General

All other facets remain essentially the same for the rest of the system.

5.2 Advanced Dungeons & Dragons®

Take your AD&D game to the next level by creating critically lethal combats!

Armor Type

Armor Types are easy enough to translate by description (ignoring the AC that the armor gives you). An important note is that “magical” armor in *AD&D* gives you a better class of armor. In this system, enchanted items give bonuses (enchanted armor, helms, shields, and greaves generally give bonuses to DB).

Attack Type

Once again, this is simple enough to convert by simply using the description of the attack.

For non-weapon attacks this can be trickier. There is no weapon table that compares to a fire-breathing dragon or a lightning-bolt casting wizard. For these attacks you need to determine two things: an attack table and a critical table.

The attack table should be one where the damage is roughly equivalent in *AD&D*. If the attack does about as much damage as a two-handed sword, use the same attack table and modifications as a two-handed sword. If there is no comparable weapon, use a relatively equivalent table. So if an attack does twice as much damage as a two-handed sword, use an attack table that does twice as much damage as the table for a two-handed sword. For these comparisons use the maximum value for Rigid Leather (Light).

The critical table should follow common sense. Heat, Cold and Electricity criticals were included for fireballs, undead cold-attacks, and lightning-bolts. Air and earth based elemental attacks will generally use Krush criticals. For other attacks use your best judgment.

Offensive Bonus

This is a bit trickier. There is some actual calculation that must be done. Follow the steps below to determine your character's basic OB.

- Start by multiplying your level times 5.
- To this number add +20 if you are a Warrior; +10 if you are a Rogue; or +5 if you are a Priest.
- Add another +5 for each +1 bonus to Hit gained from Strength. Also do this for each +1 bonus to Hit from Dexterity.
- Because attacks are based upon different weapon types, add another +20 if you have a weapon proficiency in the attack type.

Defensive Bonus

This is actually pretty simple. All characters start with a basic DB of zero. Shields apply as listed in Section 3.0 (and other modifiers from Section 3.0 may be appropriate). Then apply the following modifiers.

- Gain a +5 for each +1 to AC from Dexterity.
- Gain a +5 for each +1 bonus to AC from armor or any other item.

Concussion Hits

Once again, this is pretty simple. Take your Hit Points from *AD&D* and multiply them times 3. Add +10 to this total and that is your total number of concussion hits in this system.

5.3 GURPS®

GURPS is actually very similar to *Rolemaster* in many ways, which makes it easy to convert the two systems.

Armor Type

Armor is very descriptive in *GURPS*, so you can just compare the *GURPS* armor to the descriptions in Section 1.1.

Attack Type

Attack types for characters are again simple, converting the weapon used in *GURPS* to the appropriate table in this book. Being a universal system, *GURPS* sometimes incorporates fantasy elements. Refer to the section on *AD&D* to convert fantasy attacks to these tables.

Offensive Bonus

OB is simply five times the appropriate *GURPS* skill level, minus ten.

Defensive Bonus

DB is equal to your dodge. Parry comes into play as a portion of your offensive bonus, and Block is an addition to your DB based on your shield type (Section 3.4).

Concussion Hits

To convert *GURPS* hits to this system, multiply them by five and add 20.

5.4 Legend of the Five Rings™

Legend of the Five Rings uses a dice pool system, which makes conversions to a *Rolemaster* system rather complicated. Rather than give a chart of the possible dice pools and their OB/DB equivalents, this section shows how to convert the results achieved using *L5R* dice pools to ones usable with the tables in this book.

Armor Type

Heavy samurai armor would be considered Chainmail (Heavy), while light samurai armor would be Rigid Leather (Light). Other defensive capabilities should be converted using the descriptions in Section 2.1.

Attack Type

Most of the weapons for *L5R* are listed in the attack tables of this book. For ones not listed, go by the descriptions in Section 2.2, or use a similar weapon listed on one of the tables.

Offensive Bonus

Roll for the attack as normal, but multiply the result by 6. This is the number to reference on the appropriate weapon attack table. For raises, subtract five from your roll before multiplying, but increase the critical two levels. Roll any criticals with percentile dice.

Note: This gives a limited number of results. You may optionally add 1d6-3 to the final result to get the full range of possibilities.

Optionally, you may use percentile dice for the attack roll also. Use the probability table in the back of the *L5R* rulebook. The probability for your Trait + Skill is your offensive bonus for that weapon.

Defensive Bonus

To figure your DB, subtract fifteen from the TN to hit you. Do not count bonuses for armor (except shields), as that is included in the column the attack is rolled on.

Concussion Hits

Concussion hits are simply Earth multiplied by 16, plus 35.

5.5 Werewolf: the Apocalypse™

These conversion notes are provided mainly for Werewolf, the most combat intensive of the *World of Darkness* games. However, similar techniques can be used to convert other World of Darkness games.

Note: Regeneration is commonly used by Werewolves, and will generally heal the effects of one critical strike or 15 concussion hits. You should keep track of aggravated damage and critical strikes separately.

Armor Type

Armor types for humans are easy to figure out, and will usually be Kevlar, None, or Soft Leather (Light). Glabro and Lupus forms give Animal (Light), while Crinos and Hispo forms give Animal (Heavy).

Attack Type

Most attack types for humans are obvious, because they use melee weapons or firearms. A Garou bite should be done with a maximum value of 120, while the claw attack would have a maximum result of 150.

Offensive Bonus

OB is not used when converting from *Werewolf*. Instead, roll the attack normally. If you hit, that counts as a result of 75 on the attack table. For each success beyond the first, add 15 to that result.

Note: This provides a limited number of results. You may optionally add 1d10-5 to the result for a wider range of possibilities.

Defensive Bonus

There is no defensive bonus. However, each success on Dodge removes 15 from the attack result. Soak does not apply, as the effect of Stamina on combat is figured into the concussion hits.

Concussion Hits

A character's concussion hits are 20 times their stamina, plus 25. Note that since stamina changes based on the Garou's form, you should change the number of available hits also.

5.6 Dice Pool Systems

So long as your dice pool system uses an additive method of determining if one character can hit another, then using *Arms Law* is not difficult, and the critical charts can really spice up your game. By additive method, I mean that the player must add together the numbers on the dice and get equal to or greater than a certain number in order to hit a foe. If this is the case, then using *Arms Law*'s criticals can really enhance your game.

The best method in this instance is to stay with the rules of the system to determine if your character hit or missed, and to just use the critical charts as supplemental damage.

To determine if a strike does a critical, you must perform a little calculation. The first step is to determine the maximum possible result from the roll about to be made. You then subtract the target number from that maximum. Once you have this result, you divide it by 5 (rounding as needed) to give you a crit range.

If the actual roll goes over the target number, determine how many crit ranges above the target number the result was, and this gives you the column on the critical chart to roll on to determine the critical.

The results of a given critical would then be read and converted to the system as desired by the Game Master.

Example: John is about to roll his attack for his character, Jinjin. Jinjin has a rating of 4d6+2 with his weapon. He has to roll a 16 or better to hit his foe. The maximum possible result for 4d6+2 is a 26. Subtracting the number needed to hit the foe from the maximum result gives us a 10 ($26 - 16 = 10$). This result (10) divided by 5 gives a crit range of 2 ($10 / 5 = 2$). Thus a 16 is a hit, an 18-19 would result in an A critical, a 20-21 would result in a B critical, a 22-23 would result in a C critical, a 24-25 would result in a D critical, and a 26 would result in an E critical.



5.9

GM GUIDELINES

5.9.1 • HEALING GUIDELINES

A GM should develop a comprehensive healing system for his world. This is a factor that controls how many and how often characters die permanently and how long they are out of commission healing.

HEALING SPELLS

In a campaign game, the GM may want to make healing spells available in towns and cities. The GM should experiment with costs and requirements for healing services. This could range from spell users requiring only money for their services to spell users who will only heal “true believers” of their religion (or race). A complete set of healing spells is provided in *Spell Law* for healing by a variety of professions.

HEALING HERBS

One of the prime ingredients of a healing system is herbs (drugs). Herbs may be used to simulate the effects of certain spells in performing miraculous cures, are portable, and are usually much more available than high level healers. The GM can experiment with the numbers, prices and effects of whatever herbs he feels are necessary in his game. Below is an example some herbs found in one area of a fantasy world; other drugs might be available in other areas.

NATURAL HEALING

For the **RM** system concussion hits heal at a rate of 1 each hour if resting, and every 1 every 3 hours if active. The Healing Recovery Chart (below) gives the recovery time for a variety of injuries.

EFFECTS OF INJURIES

Another key factor in a healing system is the effect of the wound after being cured (by spells or herbs); some considerations in this area are: how long does it take to recover? should there be any permanent damage (often reflected in a lowering of stats)? what effect would the wound have on the character while he is recovering? Most of these questions are very subjective and must be decided on a case to case basis. For example, having an arm cut off and then reattached might cause a loss of agility (temporary or permanent) and maybe a scar. Death and being raised from the dead might cause a general loss of abilities, partial loss of experience, and scars. Due to the variety of character systems which exist, these elements will not be detailed in *Arms Law*.

HEALING RECOVERY CHART

This chart provides recovery times for most general injuries. When using it, apply the character's Constitution bonus to any roll. The result is the recovery time for light injuries. Multiply the figure by 5 for medium injuries and by 10 for severe injuries. Halve the recovery time if the victim is hospitalized or placed in some other special care.

ROLL	TYPE OF DAMAGE (in days)					
	Burn	Bone	Tissue	Head	Organ	Muscle/ Tendon
01-15	3	5	3	10	9	7
16-35	2	3	2	7	6	4
36-65	2	2	1	5	4	3
66-90	1	1	1	3	3	2
91+	1	1	1	2	2	1

5.9.2 • AD&D® CONVERSION NOTES

Because AD&D® is a role playing game that many people are familiar with, here are some conversion notes as an example of how *Arms Law* can be used with other FRP systems. To use *Arms Law* with AD&D® substitute the *Arms Law* attack tables for the AD&D® Hit & Damage Procedure.

WEAPON SKILL

To calculate the skill with a weapon that a character has proficiency in, use the following formula.

$$OB = ([20 - THAC0] \times 7) + \text{Stat Bonus}$$

To determine the stat bonus for a given weapon, look up the most appropriate stat on the chart on the next page (use Strength for melee and thrown weapon, Dexterity for missile weapons).

A character has a -25 (before stat modification) with a weapon with which he has no proficiency.

LEVEL BONUSES

Because levels are not the same in both systems, use the following for level bonuses.

Warriors	+5 per level
Rogues	+2 per level
Mages	+0 per level
Priests	+0 – +2 per level †

† – depending on the nature of the diety—normal clerics would get a +3 per level

SAMPLE HERBS

Name	Home	Form	Prepare	Apply	Effect
Abass	Coastal Beaches	Green Leaf	Crush	Eat	Cure (2-12)
Fiiis	High Altitude Lakes	Tree Resin	Dilute	Drink	Cure (1-5)
Thurl	Forests (comon)	Brown Clove	Brew	Drink	Cure (1-4)
Mirenna	Vales Above 10,000' (Rare)	Silvery Berry	—	Chew	Cure (10)
Harfy	Hilly Regions	Scrub Resin	Dry	On Wound	Stops Bleeding
Ucason	River Bands (Rare)	Yellow Grass	Burn	Inhale	Cures Blindness
Jojojopo	Base of Glaciers	Grey Leaves	Dry	On wound	Cures Frostbite
Naza	Plains	Red Leaf	—	Chew	Neutralize Poison
Olvar	Bay fo Glass Spires	White Flower	—	Chew	Lifekeeping (1 days)
Kathkusa	Nothern Icy Plains (Rare)	Green Leaves	—	Chew	2X Strength (2-5 rnds)
Nelisse	Volcano of the Udahir	White Leaves	Brew	Drink	Euphoria and Nutrition
Agaath	Mountains Above 20,000	Blue Berry	—	Eat	Breathe at High Altitudes



OFFENSIVE BONUS

The remaining factors of OB are the same as presented in Section 5.5.

INITIATIVE POINTS

Convert Dexterity to a 1-100 stat using the chart below.

DEFENSIVE BONUS

Look up the character's Dexterity on the chart below to determine the character's Quickness bonus portion of DB. The rest of the factors in DB are the same as presented in Section 5.4.

1-100 Stat	3-18 Stat	Stat Bonus
102+	20+	+35
101	19	+30
100	18	+25
98-99	17	+20
95-97	16	+15
90-94	15	+10
75-89	13-14	+5
25-74	9-12	+0
10-24	7-8	-5
5-9	6	-10
3-4	5	-15
2	4	-20
1	3	-25

HITS

Arms Law is designed for a system in which a normal fighter will take just over 100 hits by 10th level. To accommodate for this, multiply the characters hits by 2 and add 10.

GENERAL

All other facets of the system remain as presented here.

For conversion to any system, remember: the effectiveness, flexibility, and power of an attack is entirely contained within the offensive bonus of an attacker. So the offensive bonus should represent the potential of the attacker for inflicting damage.

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5.9.3 • MARTIAL ARTS GUIDELINES

MARTIAL ARTS IN GENERAL

In *Arms Law*, the martial arts rules have been designed to maximize playability while maintaining as many facets of real martial arts as possible. The Martial Arts Combat Summary Chart gives the combat capabilities of a sample of the martial arts existing in our world. Any other capabilities of martial artists are dependent upon the character system being used. Combat capabilities are described in terms of 2 attack tables and 2 critical tables devoted to martial arts. All normal *Arms Law* combat rules apply—unless they are specifically superseded by the guidelines provided in this section.

THE MARTIAL ARTS "FORMS"

The martial arts forms given are broad generic classifications and represent no specific style. The GM may modify any or all of the statistics given to simulate a specific martial art form. The forms given are primarily intended to provide an example of how the system can be used.

We suggest that any player-character wishing to run a martial artist (warrior monk) be allowed to choose (or be assigned) one of the forms given. The fantasy character level values (experience or skill level) would determine the rate of progression of combat capabilities. Level capabilities that are not given can be easily extrapolated. It is suggested the non-trained characters be treated as novice boxers and novice wrestlers.

Kung Fu is the source of most martial art forms (it has no belt system, but belts are included for comparison purposes). Kung Fu requires spiritual and mental training as well as physical training and thus the stats given are superior to the other forms (Kung Fu progresses equally in striking and sweeps and throws). It is suggested that characters wishing to be Kung Fu martial artists be given certain restrictions. Suggested restrictions include:

- 1) a background (youth) spent in a religious order or retreat;
- 2) a specific mission in life due to the background;
- 3) personal enemies due to affiliation with the religion; and/or
- 4) a very, very strict alignment of good (or evil).

MARTIAL ARTS OBs

The OBs given on the Martial Arts Combat Summary Chart include bonuses for expertise and level, but not for personal characteristics (strength, agility, etc.). A GM should examine the normal *Arms Law* offensive bonuses of his standard characters and compare them to the stats given. If there is a large difference, merely reduce the offensive bonuses given by 25-50%.

INCREASED INITIATIVE POINTS

Only martial artists may use part of their offensive bonus to increase their first strike points (see Section 5.6.1). For every 5 points by which the martial artist decreases his offensive bonus, his initiative total is increased by 10 points. This reflects a martial artist's capacity to focus his attack upon a very fast lethal blow.

MULTIPLE ATTACKS AGAINST THE SAME FOE

Certain Martial artists may make two attacks against the same foe in one round (if "Hasted," a martial artist can make 4 attacks). Factor #1 following an OB on the Martial Arts Combat Summary Chart indicated the number of allowable attacks against the same foe. If this factor is not given for a given MA rank, the martial artist may not make multiple attacks against the same foe with that MA rank.

To make multiple attacks, the martial artist must decrease his OB by 30, he must split his OB between attack and parry in the same manner for both attacks, and he must be using Martial Arts.

Example: Aurum (Black Belt, 3rd D., Japanese) has a +100 OB in MA Striking Rank 1 ("100 2/3/180°") and chooses to attack Edan twice in one round. Because he is striking twice in the same round, he subtracts 30 from the OB applied to each attack (i.e., he makes two +70 MA Striking Rank 2 attacks). Of course, he may use part of his OB to parry, and he still has the option of only attacking once at +100.

ENGAGING MULTIPLE FOES

Only martial artists can engage multiple foes in the same round of combat, without using special abilities or aid from spells (e.g., "Haste", etc.). Factors #2 and #3 following an OB on the Martial Arts Combat Summary Chart indicated the number of allowable foes and the maximum allowable angle of separation of these foes. If these factors are not given for a given MA rank, the martial artist may not engage multiple foes with that MA rank. To engage multiple foes, a martial artist must be using martial arts (unarmed combat) and he must subtract 20 from his OB for each foe engaged. He must also allocate his remaining OB between attack and parry in the same manner against all foes engaged.

Example: Lauria (Black Belt, 2nd D., Korean) has a +80 OB in MA Striking Rank 1 and is fighting two foes. He can attack one with his full +80 OB or both with a +60 OB against each (80 - 20). Since the chart indicates he can engage 2 foes within 180° ("80 1/2/180°"), he can fight the two foes regardless of their angle of separation (e.g., even against one frontal and one rear attacker).

Section 5

Martial Arts Guidelines



Section 5

Martial Arts Guidelines

INTERPRETING THE

MARTIAL ARTS COMBAT SUMMARY CHART

The example below shows how the combat statistics can be interpreted using the guidelines above and the key found at the bottom of the Martial Arts Combat Summary Chart.

Example: Consider a martial artist with a 3rd degree black belt in Japanese style karate. His DB of 60 applies to all foes that he is aware of. This example ignores weapon Kata.

He could choose to fight using any one of his 8 rank abilities (4 striking, 4 sweeps and throws), or he could attempt to grapple with an offensive bonus (OB) of 50 (maximum result on the Grapple attack table of Small).

- With **striking rank 4** and **all four sweeps and throws ranks**, he could only fight one target per round with the OB given.
- However, with **striking rank 3**, he could:
 - 1) Fight 1 foe with a 70 OB, **or**
 - 2) Fight 2 foes (within a 90° arc) with a 50 (=70-20) OB against each.
- With **striking rank 2** he could:
 - 1) Fight 1 foe with an 85 OB, **or**
 - 2) Fight 2 foes with a 65 (=85-20) OB against each.
- With **striking rank 1** he could:
 - 1) Fight 1 foe with a 100 OB (1 attack), **or**
 - 2) Fight 1 foe with a 70 (=100-30) OB (2 attacks), **or**
 - 3) Fight 2 foes with an 80 (=100-20) OB (1 attack each), **or**
 - 4) Fight 3 foes with a 60 (=100-20-20) OB (1 attack each).

EFFECT OF WEAPON KATA

Certain martial artists use weapons as part of their Kata (kata are patterns of attack and defense that form the basis for the various forms of martial arts). Weapon kata may be used if a -20 modification is made to the OB of the particular rank being used. Normal martial arts weapons include knives (daggers), jo sticks, nunchakus, tonfas, various swords, and other exotic weapons. A GM may wish to limit which types of weapons may be used and at which level of development in martial arts training their use should begin.

It is suggested that knife kata be allowed at striking ranks with an offensive bonus (OB) of at least 50, and stick kata be allowed for sweeps and throws ranks with an OB of at least 50. It is further suggested that each martial artist be allowed to pick two other appropriate weapon kata that can be utilized by a rank that has an OB of 90 or more.

A weapon kata attack is resolved in the following manner.

- 1) A normal attack is conducted on the appropriate martial arts attack table (striking or sweeps and throw). A OB modification of -20 is applied.
- 2) The weapon being used may be fumbled as specified in Section 5.6.2-5.6.3. However, the fumble range is decreased by 1 for each increment of 10 that the OB is over 50 (round down and the range can never be reduced below 2).
- 3) The number of concussion hits indicated on the martial arts attack table is increased by: the difference between the maximum number of hits the weapon can give [to the armor type (AT) being attacked] and the maximum number of hits that can be given to the AT being attacked by the martial arts attack table being used. The result is the actual number of concussion hits inflicted by the weapon kata.

Kata Hits Delivered = normal MA hits +
(Max Weap. Hits vs. that AT) - (Max MA Hits vs. that AT)



- 4) In addition to the normal (if any) critical strike indicated by the martial arts attack table, a weapon kata also inflicts a second critical of one severity level less. For example, a result of C on the Martial Arts Strikes Attack Table would also inflict a B Slash (or Puncture) critical if a knife were used. **Important:** Only one die roll is made to resolve both criticals. The type of extra critical is always Unbalancing for sweeps and throw for weapons kata, while the extra critical type can be Slash, Puncture, or Krush for striking weapon kata. If more than one type of critical is appropriate for a given striking weapon kata, the attacker should choose which is to be applied—before the critical roll.

Example: Consider a martial artist with a rank 1 striking OB of 110. He decides to use a weapon kata utilizing a morning star against a foe with an armor type (AT) of 9(-30). His OB is reduced to 90 (110-20) due to using a weapon kata (-20) found on Offensive Bonus Modification Chart). A morning star normally fumbles on 01-08; but his OB is 40 more than 50, so he would only fumble on an attack roll of 01-04.

He makes an attack roll of 45, thus his net attack roll is 45 (attack roll) + 90 (OB) - 30 (defender's DB) = 105. If he had made a higher attack roll, it would not have changed the result because the maximum result for a rank 1 attack is 105. The result from the martial arts striking attack table is "10B."

The maximum number of concussion hits that a morning star can inflict upon AT 9 is 27, the maximum for a MA striking attack against AT 9 is 19; so the actual number of concussion hits inflicted is 18 (=10+27-19).

The critical damage is a 'B' martial arts Striking critical and an 'A' Krush critical are applied to the defender. Thus, if the martial artist rolled a critical result of 52; the 'B' MA Striking critical would stun the foe for 1 round and inflict 6 concussion hits, while the 'A' Krush critical would force a parry at -25 for one round and inflict 5 more concussion hits.

The grand total of damage would be: 29 (=18+6+5) hits, stunned one round, and forced to parry at -25 the next round (the worst damage inflicted is applied first).

MA OFFENSIVE BONUS MODIFICATIONS (CUMULATIVE)

- 20 For each foe over 1 engaged during a round.
- 30 For using two attacks versus one foe in a round.
- 20 For using a weapon kata.

