

Check Swing

Background: Warrior

Base Cost: 100

Attribute/Skill: Single Melee Weapon Skill

Default: non

The character must have a 13 Torture OR Diagnosis skill and 13 Combat Modifier in order to purchase this skill.

The check swing skill allows an attack or series of attacks to be pulled back so as not to kill the target. A successful roll will either minimize the damage of an attack enough to render the victim unconscious or stop subsequent attacks from hitting an already unconscious individual. Critical hits can also be stopped but they must be stopped before the roll on the Crit chart.

The warrior may roll against his weapon skill and split his dice as normal. In addition to the standard subskills for the weapon, he may choose to use dice for this skill. The total for the dice used for this skill must be less than or equal to the rank purchased in this skill or that aspect of the skill fails.

Caveats:

Skill user must have some familiarity with the target type to determine whether to use the skill (i.e. humanoid target fought before vs. a never encountered creature). When, used in combination with split target, attacks on subsequent targets do apply (as per the weapon skill, the split of the attacks and how many per target must be specified first).