

Tail Skill

Base Cost: 100
Skill Type: Lizard

Attribute: AGI
Extra Dice: 3

A Lizard with this skill may use his tail as a weapon in combat. This skill combines three different maneuvers to give the lizard flexibility in attack. Any **one** of these skills may be used in a round. If the lizard adds two extra dice to the check, the lizard may use this skill along with using a hand weapon, as he normally would, but not on the same opponent. If the check fails, the lizard's tail fails to hit, but his weapon is still effective, if the two extra dice were rolled, for a single attack (no multi-attack) with a -2 mod. If the lizard did not roll the two extra dice, his tail misses and his round is over. This skill cannot be used underwater.

Whack is used to hit an opponent with the tail to cause damage. This requires a 1d6 check vs. the skill. If successful, the opponent is hit with the lizard's tail and takes 1d2 damage.

Trip is used to knock an opponent down with the tail. This requires a 2d6 check vs. the skill. If successful, the opponent is knocked to the ground, but takes no damage.

Disarm is used to knock an opponent's weapon out of his/her hand. This requires a 3d6 check vs. the skill. If successful, the opponent's weapon is knocked to the ground and must be picked up the next round. This does not apply to weapons that are attached to the opponent. (i.e. a maroglave).

Bob the Lizard is attacked from the front and behind. He has a tail skill of 15. He also is armed with a maroglave. He wants to use his tail skill to trip the person behind him and, at the same time, attack the person in front of him. This will require Bob to roll 4d6 vs. his tail skill (Trip(2) + Duel Attack(2) = 4). Bob rolls a 14, which is less than his skill. He knocks down the opponent behind him and gets to attack the opponent in front of him as he normally would.