

Erratum of Shields and Off Hand Weapons

Summary of Changes

The Shield Base Skill Level is used to determine the number of Off Hand Actions that may be gained (there is no need to purchase the Off Hand proficiency (Shield) Skill).

The Off Hand Proficiency (Type) Skill mimics its on-hand counterpart (but with the off-hand) and provides additional user Actions specifically for use with that hand.

P68 - rewrite

Off Hand Proficiency (Type)

Var (Combat, Military) + DEF

The Off Hand Proficiency Skill demonstrates a character's ability with their non-prominent hand (known as the Off Hand). Unless stated otherwise during character creation, every character is assumed to be right-handed and the Off Hand is therefore assumed to be the left.

All one handed Weapon Skills, some two handed Weapon Skills (as detailed in the item description) and the Body Combat Proficiency (types) of Punch, Parry, Kick, or Other (as detailed by the GM) may be mastered as Off Hand Proficiencies. In each case, the Skill mimics its on-hand counterpart (but with the off-hand) and provides additional user Actions specifically for use with that hand.

Half of the character's Skill Base with the Off Hand Proficiency (Type), rounded off with a minimum of 1 and a maximum equal to his normal number of Actions for the Round (i.e. the number of Actions as defined by his Initiative only and not including any additional Actions gained as a Result of the Multi Attack Skill), is equal to the number of Off Hand Actions that he may make during a Round (also see Ambidexterity on page 49).

In order to acquire any Off Hand Proficiency (type), the user is required to spend double the standard XP cost listed for the usual version of the Skill (further experience increases are then made as with any normal Skill. i.e. x30 x10 for Humans – see page 173). Once obtained, Weapon Specialisation Skills may also be acquired, specifically for use with the Off Hand, in the usual manner described. When a character does Specialises with an Off Hand weapon (or shield) then half the Base of the highest statistic, be it HIT, PAR or INIT etc. is used to determine the number of Off Hand Actions gained.

Although the character is at liberty to decide, upon his Action, whether he uses an Off Hand Action, via the use of this Skill alone, the character cannot make more than two attacks in a single Action; although he may make use of the Multi Attack Skill whilst utilising this Skill and thereby gain further attacks in the same Action.

Off Hand Actions may only be used by the Off Hand (generally Parry or Attack) and they will not enable the user to gain additional movement or other such advantage. In reality, Off Hand Actions are made at half the user's INIT score, however, for game continuity, the character will utilise his Off Hand Actions at the same INIT score as his on hand Actions.

All Off Hand Actions are subject to GWP (see page 83), in addition, if a weapon (or weapon and shield) is to be used in each hand, the player must apply the GWP to both items. In the case of INIT and DGE, always use the lowest total score minus the worst GWP. In the case of SPD, simply use the worst score but the more favourable GWP.

P71 rewrite

Shield, Large

15 (Hand Held Combat) + DEF

Skill in using shields larger than 99cm in diameter. Offers a bonus to parry.

Note that half of the Base Level will determine the number of additional Off Hand Actions (see page x)

Shield, Medium

10 (Hand Held Combat) + DEF

Skill in using shields larger than 59cm in diameter. Offers a bonus to parry.

Note that half of the Base Level will determine the number of additional Off Hand Actions (see page x)

Shield, Small

15 (Hand Held Combat) + DEF

Skill in using shields smaller than 60cm in diameter. Offers a bonus to parry.

Note that half of the Base Level will determine the number of additional Off Hand Actions (see page x)

Shield, Two-handed

20 (Hand Held Combat) + DEF

Skill in using shields requiring two hands for operation. Offers a bonus to parry.

P84 rewrite

Use of Two Weapons

Every character is assumed to be right-handed unless stated otherwise during character creation. The character's Off Hand is therefore automatically assumed to be his left.

The Off Hand Proficiency (or Shield) Skill provides a character with additional Actions that may be utilised by the Off Hand (see above). However, without the Off Hand Proficiency (or Shield) Skill, if a weapon (or weapon and shield) is to be used in each hand, as well as applying the GWP to both items (as defined above), no extra Actions are gained for the second weapon (or shield) and any such uses are made as part of the character's normal Actions for the Round.

P104 rewrite

Off Hand Actions / The Use of

Two Weapons

The Off Hand Proficiency (or Shield) Skill provides a character with additional Actions that may be utilised by the Off Hand (see page above). However, without the Off Hand Proficiency (or Shield) Skill, if a weapon (or weapon and shield) is to be used in each hand, as well as applying the GWP to both items (as defined on above), no extra Actions are gained for the second weapon (or shield) and any such uses are made as part of the character's normal Actions for the Round.

P109 rewrite

Shields

If the defender is wielding a shield, he may attempt to use it to parry his opponent's attack (bonuses and penalties to be applied whilst using a shield are fully explained in the shields section of the Equipment Chapter).

Note that Results when using two weapons or weapon and shield are always subject to GWP – see above.

Passive Defence Bonus (PDB)

When a character is not actively making a defensive manoeuvre and the TN to strike him is therefore calculated as either 5, 8 or 10 (see page 108 for details of non-defended attacks), at the GM's discretion, based upon circumstance, such as the shield providing cover or causing an obstruction to the attacker's line of sight etc. the character may include his Shield's PAR bonus multiplied by 2 (as listed in the equipment statistics) as a Passive Defence Bonus. See page 115 for the full details concerning cover and PDB.

Parrying with a Shield (or Off Hand)

If the defender's Shield (or Off Hand) Parry Result is less than the attacker's Strike Result, then his attempt to parry is unsuccessful and the attacker has struck.

If the defender's Shield (or Off Hand) Parry Result is equal to or greater than his attacker's Strike Result, then his attempt to parry is successful, and the attacker's blow has landed on the shield or Off Hand.

Unskilled and Semi-Skilled Use

Without the Shield (or Off Hand Proficiency) Skill, if a weapon and shield is to be used in each hand, as well as applying the GWP to both items (as defined above), no extra Actions are gained for the second weapon (or shield) and any such uses are made as part of the character's normal Actions for the Round.

Skilled Use

If the character has the Shield Skill (at a minimum Base Level 0) then he is able to attempt a number of parries equal to the amount of Actions he has for the Round (as described on page 107).

In addition, half of the Base Level rounded off with a minimum of 1 and a maximum equal to his normal number of Actions for the Round (i.e. the number of Actions as defined by his Initiative only and not including any additional Actions gained as a Result of the Multi Attack Skill), is equal to the number of additional Off Hand Actions that he may make during a Round (also see Ambidexterity on page 49). Note that there is no need to purchase Off Hand Proficiency (Shield) as the Shield Skill automatically assumes this is the case.