

Dodge

Background

Dodge is often an unpopular choice for adventurers because a normal success only avoids an attack which was a normal success.

If the attack was a special success, then a special dodge (or better) is required to avoid it.

If the attack was a critical success then a critical dodge is required to avoid it.

Many players feel that a special dodge should offer at least some benefit against a critical attack and consequently the following house rule is a very old and common one.

I don't claim to have devised this house rule, merely copied it many years ago from a web page that now escapes my memory. If anyone knows who first devised this house rule, please let me know.

Mechanism

Each level of success with the dodge reduces the level of success of the attack by one. However a dodge cannot convert a missed attack to a fumble.

Level of Success	Attack Reduction
Critical	3 levels
Special	2 levels
Normal	1 Level
Fail	No Affect
Fumble	Add 1 Level

As with the existing dodge rules, if the character is attempting to dodge all the melee attacks of their foe for that round, a dodge roll must be made against each successful attack by that foe.

Example 1:

Angus the Angry attacks Orrin the Obnoxious, rolling a Critical. Orrin attempts to Dodge, rolling a normal success. This will change Angus' attack from a Critical to a Special.

If Orrin had achieved a Special, the attack would be changed to a normal success, and if the Dodge had been a Critical, the attack would have failed.

Example 2:

Angus attacks again, this time achieving a normal Success. Orrin attempts to Dodge, but fumbles. The Successful attack is converted to a Special.

Variations

- Allow a sufficiently good dodge to convert an attack to a fumble. I have trialled this and do not recommend it.
- Normally one dodge roll must be attempted against each melee attack from the same attacker in the same round. Allow one roll to work against all the melee attacks from the attacker in that round. A single normal or special dodge success roll in this case, may change some of the attacks to misses and others to a normal attack. This is really a separate house rule, but is commonly subsumed into this dodge house rule.