

The Fantasy Trip: Bob's DX Modifier Helper by Bob Portnell

BASICS

Fighting adjDX = DX minus modifiers for Shield, Armor, or Weapon weight.

Exploring adjDX = Fighting adjDX minus total load penalties.

More DX Modifiers Based on What's Done To You

Injury: -2 if Stunned (5+ hits last turn); -3 if ST 3 or less
DX 0 if Knocked Down (8+ hits last turn)

More DX Modifiers Based On The Scene

Thrown/Missile Attacks

Range modifies DX but does not change action order!

Roll to miss intervening figures or figures past a missed weapon target.

THROWN: -1 per hex

MISSILE: - (MH -2)/2, round up

Visibility/Concealment: -2, -4, or -6 (varies with situation)

More DX Modifiers Based On What You Do

Physical Attacks

+1 if waited one turn for an opening; +2 if waited more than one turn

-3 for sweeping blow with large cutting weapon across front hexes

-4 if attacking with two weapons on same action

Position

+2 if attacking through target's side hex or braced or above target

+4 if attacking through target's rear hex or into HTH

-2 if bad footing (broken ground, on a body, in a fire, below target, half concealed)
(Hexside bonuses N/A to missile/thrown attacks)

Target is Dodging or Defending

No change to your adjDX, but roll 1 more die.

More DX modifiers for Weapons, Spells, Flying, Optional Rules

Refer to the book or the GM.

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