

THE MISSING PAGES IN METAMORPHOSIS ALPHA TO OMEGA

DEFENSIVE ADJUSTMENT TABLE

Reflexes	Adjustment
1-30	0
31-60	-10
61-90	-20

PSYCHIC ADJUSTMENT TABLE

Psyche	Adjustment
1-30	0
31-60	-10
61-90	-20

(Adapted from Magitech pp. 12-13. Defensive Adjustment is subtracted from an attacker's chance to hit an aware opponent. Psychic Adjustment works just like Defensive Adjustment; only it applies to Psionic combat, and the defender need not be aware of the attack)

INCREASED DAMAGE DUE TO FITNESS (for hand held or hand tossed weapons)

fitness	Damage Modifier
1-20	-1
21-40	0
41-60	+1
61-80	+2
81-90	+3
91+	+4

(Adapted from Magitech, p. 81)

RANGE MODIFIERS (for ranged weapons)

Short Range:	Normal Attack Roll
Medium Range:	Difficult Attack Roll (1/2)
Long Range:	Very Difficult Attack Roll (1/10)

(Adapted from Magitech, p. 109)

FORGOTTEN WEAPONS

Cross Bow	1d6/3	only 1/2 shots per round	15/45/90
Rock	1d4/1	Also Melee	5/10/15
Battle Axe	1d8/3	2 handed	
War Club	1d8/2	2 handed	
War Hammer	1d6/3		
Great Sword	1d10/4	2 handed	
Long Sword	1d8/3		
Short Sword	1d6/3		

(Author's own adaptations)

SKILLS

Brawling: This skill is the basic unarmed combat skill, and applies to hitting, kicking, biting and grabbing. In such activities the character can do 1d4/1. A character can attack with this skill in very tight quarters, or even while grappled.

When tackling or wrestling, the character can grapple an opponent to restrain or immobilize the individual. The first successful grappling attack indicates the character has closed with the opponent: no damage caused. If in the next round, the character succeeds again, he has grappled the opponent and can cause damage of 1d4/0. The character may continue this damage until the victim breaks the hold. If the character makes a further difficult Brawling skill check, he may then pin the victim. A pinned victim must break the pin with a successful Brawling skill roll to just rise to grappled, and this is all a pinned character may do. A grappled character may come ungrappled by a successful Brawling skill roll. Note that breaking a pin or grapple does no damage to the one doing the pinning or grappling. A character who is wrestling is especially vulnerable to attacks from others besides the individual he is wrestling. Wrestlers lose all physical defensive adjustments to attacks from outside the wrestling match.

Martial Arts: Damage from this skill is 1d6/2. If the character takes an enhancement for a particular type of martial arts, the character receives the normal +10 bonus to the chance to hit. In addition, the character can strike twice per round and vary damage and lethality. The character can choose to cause damage of 1, 1d2, 1d3, 1d4, 1d5, or 1d6; the character can also choose no lethality, or a lethality of up to 3. These elements must be selected before the blow is struck, or it is assumed to be 1d6/2.

(Adapted from Magitech, pp. 43, 108)

submitted by: Anonymous Donor