

**MOVING MANEUVER TABLE T-4.1**

<b>ROLL</b>	<b>Routine</b>	<b>Easy</b>	<b>Light</b>	<b>Medium</b>	<b>Hard</b>	<b>Very Hard</b>	<b>Extremely Hard</b>	<b>Sheer Folly</b>	<b>Absurd</b>
<b>-201</b>	Fall down. +2 hits. You are out 3 rounds.	Fall. Knock self out. You are out for 12 rounds. +9 hits.	Fall. Break arms. You are out for 6 rnds. +10 hits.	Fall. Break arm. You are out for 9 rnds. +15 hits.	Fall. Break arms. Your arms are useless, out for 18 rnds. +20 hits.	Fall. Break both arms and neck. You are out for 60 rnds. +30 hits.	Fall sends you into a coma for 3 yrs. Broken spine. +30 hits.	Fall breaks neck. You die in 3 rounds.	Fall crushes skull.
<b>(-200) – (-151)</b>	Fail to act.	Fall down. Lose 2 rounds. +2 hits.	Fall down. You are out for 4 rnds. +3 hits.	Fall. Break wrist. You are out for 6 rnds. +10 hits.	Fall. Break leg. You are out for 9 rnds. +15 hits.	Fall. Break arms. Your arms are useless, out for 18 rnds. +20 hits.	Fall. Break back and legs. Paralysis of lower body. +25 hits.	Fall. You smash your backbone and are in a coma for 1 year.	Fall paralyzes you from the neck down.
<b>(-150) – (-101)</b>	10	Fail to act.	Fall down. You are out for 2 rnds. +2 hits.	Fall down. Sprain ankle. You are at -25. +6 hits.	Fall. Break arm. Out for 6 rnds, stunned for 3 rnds. +10 hits.	Fall. Break leg. You are out for 6 rnds. +15 hits.	Fall. Shatter knee. You are at -80, out for 6 rnds. +30 hits.	Fall. Break both arms and neck. You are out for 60 rnds. +30 hits.	Fall. You smash your backbone and are in a coma for 1 year.
<b>(-100) – (-51)</b>	30	10	Fail to act.	Fall down. Lose 2 rnds. +3 hits.	Fall down. Sprain ankle. You are at -25. +5 hits.	Fall. Break your wrist. Out for 6 rnds. +20 hits. Not very smooth.	Fall. Break arm. You are out for 6 rnds. +12 hits.	Fall. Shatter knee. You are at -80, out for 9 rnds. +30 hits.	Fall. Break back and legs. Paralysis of lower body. +25 hits.
<b>(-50) – (-26)</b>	50	30	10	Fail to act.	Fall down. You are out for 3 rnds. +5 hits.	Fall. Sprain ankle and tear ligament. You are at -30. +15 hits.	Fall. Knock yourself out for 18 rnds. +10 hits. You lose, pal.	Fall. Break arm. You are out for 6 rnds. +12 hits.	Fall. Break both arms. You are out for 18 rnds. +25 hits.
<b>(-25) – 0</b>	70	50	30	5	Fail to act.	Fall down. You are out for 3 rnds. +5 hits.	Fall. Sprain ankle and tear ligament. You are at -30. +10 hits.	Fall. Break your wrist. Out for 2 rnds. +20 hits. Not very smooth.	Fall. Break leg. You are at -75, out for 6 rnds. +10 hits.
<b>01 – 20</b>	80	60	50	10	5	Fail to act.	Fall down. You are out for 3 rnds. +5 hits.	Fall. Pull a leg muscle. You are at -25, out for 2 rnds. +5 hits.	Fall. Break arm. You are out for 6 rnds. +15 hits.
<b>21 – 40</b>	90	70	60	20	10	5	Fail to act.	Fall down. You take 3 hits per rnd., out for 2 rnds. +7 hits.	Fall. Knock yourself out. You are out for 3 rnds. +10 hits.
<b>41 – 55</b>	100	80	70	30	20	10	5	Fall down. You are out for 3 rnds. +5 hits.	Fall. Sprain ankle. You are at -30. +15 hits.
<b>56 – 65</b>	100	90	80	40	30	20	10	Fail to act.	Fall. 3 hits per rnd., out for 2 rnds. +7 hits.
<b>66 – 75</b>	100	100	90	50	40	30	20	5	Freeze for 2 rounds.
<b>76 – 85</b>	100	100	100	60	50	40	30	10	Fail to act.
<b>86 – 95</b>	100	100	100	70	60	50	40	20	5
<b>96 – 105</b>	110	100	100	80	70	60	50	25	10
<b>106 – 115</b>	110	110	100	90	80	70	60	30	20
<b>116 – 125</b>	120	110	110	100	90	80	70	40	30
<b>126 – 135</b>	120	120	110	100	100	90	80	50	40
<b>136 – 145</b>	130	120	120	110	100	100	90	60	50
<b>146 – 155</b>	130	130	120	120	110	100	100	70	60
<b>156 – 165</b>	140	130	120	120	120	110	100	80	70
<b>166 – 185</b>	140	140	130	Super move. You feel great. Heal 4 hits.	Excellent move. You are unstunned. +10 to allies' rolls for 2 rnds.	120	110	90	80
<b>186 – 225</b>	150	140	Great move. You feel better. Heal 4 hits.	Move inspires all. You are unstunned. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 2 rnds.	120	100	90
<b>226 – 275</b>	150	Incredible move. You feel great. Heal 3 hits.	Move inspires all. You are unstunned. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +25 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 3 rnds.	You have half the round to act.	100	100
<b>275+</b>	Incredible move. You feel great. Heal 3 hits.	Brilliant move inspires all. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +25 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 4 rnds.	Move inspires your allies. +30 to friendly rolls for 4 rnds.	Move stuns foes within 30' for 1 rnd. You still have half a rnd.	Move stuns foes within 50' for 1 rnd.