

# MA2e: Metamorphosis Alpha To Omega Official Errata

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

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

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)

FORGOTTEN WEAPONS			
Weapon	Dam/Leth	Notes	Range
Cross Bow	1d6/3	only ½ 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		

Weapon	Dam/Leth	Notes	Range
Great Sword	1d10/4	2-handed	
Long Sword	1d8/3		
Short Sword	1d6/3		

## Skills

**Brawling:** This skill covers generic unarmed combat. It applies to hitting, kicking, biting, grabbing, tackling and wrestling. In such activities the character can do 1d4/1 points of damage. A character with this skill can still attack when grappled, in close quarters or when only partially restrained.

When tackling or wrestling, the character can grapple an opponent to restrain or immobilize that individual. The first successful grappling attack indicates that the character has closed with their opponent; this inflicts no damage. In the next round, if the character succeeds again, the character has grappled with their opponent and can inflict 1d4/0 damage. The character can continue to inflict this damage until the victim breaks the hold. If the character chooses to make a further difficult Brawling skill check, he may then pin the victim. If the character fails, no damage is inflicted to their opponent for that round. A pinned victim will break the pin with a successful Brawling skill roll. This will allow the pinned character to revert to just being grappled. This is the only *physical* action a pinned character may do. A grappled character may break free from a grapple hold by making a successful Brawling skill roll. Note that breaking a pin or grapple inflicts no damage to either the character or their opponent. 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:** Using this skill, a character can inflict 1d6/2 damage without a weapon. If the character takes an enhancement for a particular style of martial arts, the character receives the normal + 10 bonus to their chance to hit. In addition, the character can strike twice per round and can vary the damage inflicted and the lethality of their blows. The character can choose to inflict damage of 1, 1d2, 1d3, 1d4, 1d5, or 1d6 points; the character can also choose no lethality, or a lethality of up to 3 ratings. These elements must be declared by the attacker before each blow is struck, or the default damage and lethality of 1d6/2 is used.

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