Attack Rolls

Is your weapon Ready?
Is your target within Reach?
Roll 3d6 vs Effective Skill
3 or 4 = Critical Hit
17 or 18 = Critical Miss

Melee Attacks

Deceptive
-2 Skill for -1 on Defense

Rapid Strike
x2 Attacks at -6

Hit Location
-9 vs Eyes
-7 vs Skull
-5 vs Face
-2 vs Right Leg
-2 vs Right Arm
0 vs Torso (Default)
-3 vs Groin
-2 vs Left Arm
-2 vs Left Leg
-4 vs Hand
-4 vs Foot
-5 vs Neck
-3 vs Vitals

Ranged Attacks

Accuracy: Add if Aimed

Range: Distance + Speed
0 if Speed+Range < 2
-1 if Speed+Range < 3
-2 if Speed+Range < 5
-3 if Speed+Range < 7
-4 if Speed+Range < 10
-5 if Speed+Range < 15
-6 if Speed+Range < 20
-7 if Speed+Range < 30
-8 if Speed+Range < 50
-9 if Speed+Range < 70
-10 if Speed+Range < 100
-11 if Speed+Range < 150
-12 if Speed+Range < 200
-13 if Speed+Range < 300
-14 if Speed+Range < 500
-15 if Speed+Range < 700

Critical Success

3 or 4 on Attack Roll
Success Margin of 10+
Attack automatically hits
No Defense Rolls
Roll on Critical Hit Table

Critical Failure

17 or 18 on Attack Roll
Failure Margin of 10+
Roll on Critical Miss Table

Defense Rolls

Shields = +DB to all defenses
Only Defend vs Aware Attacks
Roll 3d6 vs Effective Skill
3 or 4 = Critical Hit
17 or 18 = Critical Miss

Dodge

Move + 3
x1 per Attack
Unlimited per Turn
Acrobatic: +2
Sacrificial: Transfer Damage

Block

1/2 Shield or Cloak + 3
x1 per Attack
x1 per Turn
Front Facing only
-2 for Shield Back Side

Parry

1/2 Skill + 3
x1 per Attack
-4 per extra Parry per Turn
-2 with off-hand
-1 or -2 vs Thrown
-2 for Weapon Back Side

Retreat

Move 1 away from Threat
+3 to Dodge
+1 to Block or Parry
Only vs Melee

Dodge and Drop

Fall Prone
+3 to Dodge
+0 to Block or Parry
Only vs Ranged

Critical Success

3 or 4 on Defense Roll
Success Margin of 10+
Foe rolls on Critical Miss Table
Melee Attacks Only

Critical Failure

17 or 18 on Attack Roll
Failure Margin of 10+
Roll on Critical Miss Table
Dodge = Fall Prone
Block = Shield Unready

Damage

Roll effective Damage for attack
Subtract targets effective DR
Roll < DR = No Damage*
Roll > DR = Penetrating (pDMG)

Injury Multiplier

Small Piercing (pi-) = x0.5
Burning (burn) = x1
Corrosion (cor) = x1
Crushing (cr) = x1
Fatigue (fat) = x1
Piercing (pi) =x1
Toxic (tox) = x1
Cutting (cut) = x1.5
Large Piercing (pi+) = x1.5
Impaling (imp) = x2
Huge Piercing (pi++) = x2
pDMG x Type = Inflicted HP

Remaining HP Value

1/3 Remaining HP
1/2 Move
1/2 Basic Speed
Reduced Dodge
0 or less Remaining HP
Roll vs HT each Turn
Fall Unconscious
-HP value
Roll vs HT once
Die
-2xHP value
Roll vs HT once
Die
-3xHP value
Roll vs HT once
Die
-4xHP value
Roll vs HT once
Die
-5xHP value
Automatic Death

Damage Effects

Injuries cause a penalty to all DX and IQ Skills equal to the HP loss on the next turn
Max Penalty is -4

Major Wounds

Wound causes >1/2 HP in single hit
Roll vs HT
Failure = Stunned and Knocked Down
Failure by 5+ = Knocked Out

Stunned

-4 to Active Defenses
Cannot Retreat
Do Nothing action only
roll vs HT each Turn to recover

Combat Maneuvers	Distance	Defense
Do Nothing	None	All
Move	Move	All
Change Posture	None	All (w/Penalties)
Aim	Step	All (cancels Aim)
Evaluate	Step	All
Attack	Step	All
Feint	Step	All
All-Out Attack	1/2 Move	None
Move and Attack	Move	Dodge or Block
All-Out Defense	Step	All (w/Bonus)
Concentrate	Step	All
Ready	Step	All
Wait	varies	varies

Movement Modifiers	Multiple
Standing	x1
Kneeling	x1/3
Crawling	x1/3
Lying Down	1
Sitting	0