



IMPORTANT ATTRIBUTES PG. 173

REACTION
INTUITION
QUICKNESS
STRENGTH
BODY

DODGE
[COMBAT SKILLS]
IMPORTANT SKILLS

STEP 1 - DECLARE ATTACK

ATTACKER: DECLARE ATTACK

DEFENDER: DECIDE TO TAKE STANDARD DEFENSE TEST OR DODGE OR PARRY OR BLOCK OR FULL DEFENSE

STEP 2 - ATTACK

ATTACKER: ROLL (COMBAT SKILL) + (ATTRIBUTE) +/- (MODIFIERS) [LIMIT]

MODIFIERS: WOUND. ENVIRONMENTAL, RECOIL, SITUATIONAL

STEP 3 - DEFENSE

A) ROLL DEFENSE. STANDARD DEFENSE ROLL: (REA) + (INT) +/- (MODIFIERS)

MODIFIERS: WOUND. ENVIRONMENTAL, RECOIL, SITUATIONAL

COMPARE DEFENSE RESULT TO ATTACKER'S HITS.

IF ATTACKER HAD MORE HITS: ATTACK HITS. CONTINUE TO B

IF ATTACKER HAD LESS HITS: ATTACK MISSES. STOP ATTACK.

IF THE HITS TIE: GRAZING HIT (PG.173)

B) ADD ATTACKER'S NET HITS TO WEAPON DV. RESULT IS MODIFIED DV (MDV)

APPLY WEAPONS'S AP TO DEFENDER'S AV. RESULT IS MODIFIED AV (MAV)

IF MDV > MAV THEN: ATTACK DEALS PHYSICAL DAMAGE

IF MDV < MAV THEN: ATTACK DEALS STUN DAMAGE

IF MAV > 0 THEN: DEFENDER SOAKS WITH (BOD) + (MAV)

OTHERWISE: DEFENDER SOAKS WITH (BOD)

EACH SOAK HIT REDUCES DAMAGE BY 1.

IF DAMAGE REDUCED TO 0, ATTACK STOPS, NO DAMAGE TAKEN.

STEP 4 - APPLY DAMAGE/EFFECT

EACH HIT REMANING AFTER STEP 3.B EQUALS ONE TICK ON THE DEFENDER'S RESPECTIVE CONDITION MONITOR (PHYSICAL OR STUN)