

## ROLLING DICE

### Character AV

**2d6** vs

+ [Attribute] + [Skill]  
+ [Equipment (up to Skill)]

### Opposed Task DV

**8**

+ [Attribute] + [Skill]  
+ [Equipment (up to Skill)]

### Unopposed Task DV

**12 Moderately difficult**

Perform a familiar task under hostile conditions, or an unfamiliar task under ordinary conditions

**15 Remarkably difficult**

Perform an unfamiliar task under hostile conditions

**18 Extremely difficult**

Perform an esoteric task under ordinary conditions

**21 Inconceivable!**

Perform an esoteric task under hostile conditions

On a tie, the character who initiated the action wins the contest.

If a task is too difficult, try focusing the team.

Failure should never make the game less interesting.

## BONUSES AND PENALTIES

Only the highest bonus applies. Penalties are cumulative, to a maximum of -6.

Circumstance	AV	DV	Notes
Skill bonus	+3 AV	+3 DV	e.g., hidden, invisible, prone in ranged combat, etc.
Skill penalty	-3 AV	-3 DV	e.g., distracted, restrained, sprinting, disarming attack, etc.
Trade accuracy for safety	Varies	Varies	-/+1 AV penalty/bonus for each +/-1 DV bonus/penalty
Trade accuracy for damage	Varies	Varies	-/+1 AV penalty/bonus for each +/-1 damage bonus/penalty
Character is prone in ranged combat	+3 AV	+3 DV	(standard skill bonus)
Character is prone in hand-to-hand combat	-3 AV	-3 DV	(standard skill penalty)
Character is restrained	-3 AV	-3 DV	(standard skill penalty)
Character is helpless	AV 0	DV 0	
Character is dodging	-6 AV	+6 DV	
Character's team is focusing on the task	+3 AV	+3 DV	Only the highest AV applies; +3 damage bonus
Character is attempting a sweep attack	Varies		-1 AV penalty for each adjacent target
Character is attempting a takedown attack	-3 AV	-3 DV	(standard skill penalty)
Character is sprinting	-3 AV	-3 DV	(standard skill penalty)
Character is terrified	-3 AV	-3 DV	Target must cover or flee (defender's choice)

## DAMAGE

### Damage

**1d6**

+ [Equipment Level]  
or [Power Level]

### Resistance

**3**

+ [Equipment Level]  
or [Power Level]

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#### If the attack is Normal

The remaining points of damage are deducted from the target's Health (or Endurance, if it is a stunning attack).

#### If the attack is Mental or Alteration

Half of the remaining points of damage are applied to the target (round down, even if the fraction is more than one-half, to a minimum of 1).

## ACTIONS

### On Your Turn

One **move action**

One **standard action**

As many **quick actions** as the GM deems reasonable

### Any Time

As many **free actions** as the GM deems reasonable

### Recover

Recover all lost Endurance by resting for an hour. Recover half of lost Health by resting for an hour. Recover all lost Health with a night's rest.

### "Break out" of ongoing effects

To "break out" of an alteration attack with an ongoing effect, the target must use a standard action to attempt a Brawn + Athletics roll against 8 + Power Level or 8 + Equipment Level of the attacker.

To "break out" of a mental attack with an ongoing effect, the target must use a standard action to attempt a Presence + Athletics roll against 8 + Power Level or 8 + Equipment Level of the attacker.