

Combat Quick Reference (page 1)

V0.0.1



Melee Attack

Weapon Damage (+Strength if Proficient with the Weapon)

Dodge Defense

Agility + Perception - Armor Agility Penalty



Motivation Token

Can be spent to activate Special Moves, React, Regain Consciousness, and add up to 5 dice to a roll.

Thrown Attack

Weapon Damage (+Strength if Proficient with the Weapon), or
Weapon Damage (+Deftness if Proficient with the Weapon)

Grenade Throw Attack

Uses Thrown Attack to calculate Dice Pool (see above)
A character must get a number of **Focus Results** equal to the number of squares away they are trying to put the grenade.
If they succeed, they land the grenade where they want to.
If they fail, the grenade bounces in a random direction.
Grenade Launchers give +3 squares of distance, but also increase the bounce range.

Parry Defense

Deftness + Agility + Parry Bonuses - Armor Agility Penalty

Armor Defense

Armor Deflection Bonus + (optional Species Bonus or Talents)
The passive defense that is always available.



Ranged Attack

Weapon Damage (+Deftness if Proficient with the Weapon)

Block Attack

Toughness + Strength + Shield Bonuses



Focus Token

Can be spent to convert all Focus Results into Hits (Attack Dice) or Evades (Defense Dice)



Stress Token

Can be suffered to activate a Special Ability or Power. Also inflicted by Stun Damage. Has similar effects on Starships.



Default Defense

The PC must choose 1 of the 3 main Defenses to be their Default Defense. This is rolled by default if they are attacked.

Reactions

A Player Character must spend 1 **Motivation** or suffer 1 **Stress** and be reacting to something. A Reaction is possible when a character is directly targeted by an opponent. A character can also React to an NPC character's Action, as long as they are within Thrown (Close) Range.

The default Reactions allow for Changing Defense or a Movement Action, but there are also special attack Reactions that are purchased as Talents from the martial Classes.