

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.

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Range Bands

	Blade (Melee)	Thrown (Close)	Pistol (Medium)	Rifle (Long)	Escape (Extreme)
Blade (Melee)	0	1	2	3	5+
Thrown (Close)	1	0 / 2*	1	2	4+
Pistol (Medium)	2	1	0 / 4*	1	2+
Rifle (Long)	3	2	1	0 / 6*	1+
Escape (Extreme)	5+	4+	2+	1+	0 / 8*

Positioning Bonuses

Back Attack: +1 Damage Die if attacking from a target's blindspot
Flanking: When 2 or more opponents surround a target, their Dodge Dice Pool is reduced by 1 for each opponent after 1.
High Ground: If a character is at least 2 meters above the target they gain a +2 attack bonus.

Grappling

The Attacker composes an Attack Dice Pool:
Grapple Dice Pool = Strength (+ Athletics if Proficient in Unarmed Combat)
Grapple Dice Pool = Agility (+ Acrobatics if Proficient in Unarmed Combat)
 The Defender rolls any Defense Dice Pool

Once a target is grappled, neither the Grappler or Target can perform the Dodge Defense.

Characters can attempt to break free using a Reaction or as an Action on each of their Turns.

As a Free Action on their following Turn the Grappler can perform a

Grapple-Attack:

- **Pin** [Finesse] - pins the target to the wall or floor, preventing them from moving until they break free.
- **Trip** [Quick] - causes the target to become Unbalanced
- **Throw** [Power] - launches the grappled target into the air, where they must make a Acrobatics check or fall Prone

Surprise Attacks

When one or more characters attack one or more characters that are completely unaware of them (often due to Stealth), that is a Surprise Attack. These Surprise Attacks come with advantages for the attacker.

Surprise Round

The main advantage is that all of the attacking characters gain 1 Round before the surprised targets can take actions. This is often enough to determine who will win the battle.

Armored Defenses Only

In addition, during the Surprise Round, the surprised defenders can only use their Armor Defense if they are the target of a Surprise Attack.

Aimed Shots Difficulty

Difficulty	Example	Defense Bonus
Easy	Chest	1
Intermediate	Head	2
Challenging	Weapon Hand	3
Hard	Eye	4

Critical Strikes

If a player suffers uncanceled **Critical Hits** that exceed their **Resistance** value, they have suffered a Critical Strike. A Critical Strike inflicts a **Status Condition** on the character that lasts until it is cleared or the Combat ends.

Status Conditions

Insensate	Insensate characters get a -5 dice penalty to Ranged or Thrown Attacks and a -2 Penalty to Melee Attacks. They get a -5 to the Dodge and Parry Defenses and a -2 to the Block Defense. These penalties cannot reduce an Attack or Defense dice pool below 1.
Incommunicado	The character is unable communicate with others.
Stunned	The character is stunned and loses 1 of their Actions on their next Turn.
Hamstrung	The character's movement is halved.
Weakened	The character's physical attributes are all at -1.
Dazed	The character's mental attributes are all at -1.
Shocked	The character also suffers the same amount of Stun Damage
Wounded	The character suffers 1 unavoidable Lethal Damage each turn

Standard Actions

Attacking: The character can perform an attack against another character within weapon range

Change Defense: The character changes their Default Defense. The character will use this new Defense until it is changed again or the combat ends.

Switching Weapons: The character can put away one weapon and draw a different weapon. If the character has the Quickdraw ability, this becomes a Free Action.

Hiding: The character moves to break the line-of-sight of enemies and attempts to gain Concealment, which allows them to switch to the Stealth Game

Quick Searching: The character attempts to find a hidden character or a single, obvious item.

Mounting: Climbing aboard a vehicle to pilot it, or onto an animal to ride it.

Aiming: The character spends an Action concentrating on hitting their target. Grants Reroll(2), which means that the player can reroll 2 of the attack dice.

Concentrating: The character uses an Action to Concentrate, granting themselves a Focus Token.

Rifle
Long

Blade
Melee

Thrown
Close

Pistol
Medium

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Lethal Damage

By default damage in Combat is Lethal Damage and is marked against a target's Hit Points. If a character's current Hit Points ever reach zero, they immediately suffer from 1 Injury and are knocked Unconscious.

Stun Damage

This damage is marked against the target's Stress Capacity instead of their Hit Points. If the total Stress is greater than their Stress Capacity, the character is knocked Unconscious but does not suffer an Injury.

Injuries

All player characters can suffer up to 6 Injuries and survive. However the 7th Injury will be "Dying". If a character that is Dying (has sustained 7 Injuries) is not cured of at least 1 Injury within 1 minute, that character Dies.

Critical Strikes

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Morale Conditions

Morale Conditions are inflicted via Emotional Attacks during combat and resisted with Emotional Control. Morale Conditions often have lingering effects on a character.

Frightened	The character cannot approach the thing that scares them, difficulties are treated as +2 when taking actions other than fleeing. Inflicted by Intimidation. Being subjected to more Intimidation (or Fear) effects once already Frightened can result in Stress equal to the number of uncanceled Hits.
Enraged	The character will try to attack their enemies every turn. Inflicted by Insults.
Bribed	The character will do the minimum to uphold their end of the bargain. Inflicted by Negotiation.
Charmed	The character will not attack the target while they are in this condition. The character will also be compelled to do whatever they can to help the target of their infatuation. Inflicted by Charm.

Natural Healing

Recovering from Stress

Characters completely recover from all Stress after an 8 hour rest. Characters also recover from Stress if they are KO'ed and wake up again.

Healing Hit Points

Outside of combat, characters heal 1 Hit Point per hour of rest.

Removing Status Conditions

Status Conditions are removed at the end of Combat.

Curing Injuries

Every full 8 hours of rest will cure 1 Injury on the character.

Medicinal Healing

Recovering from Stress

A Medict or Doctor can administer a sedative to a patient, knocking them unconscious. When they awaken, they will have their Stress cleared.

Healing Hit Points

Using the First Aid Skill is a Standard Action which can restore Hit Points to a damaged character or stabilize a dying character.

The Medic rolls their First Aid + Bonus Healing Talent points, and the number of Hits is the amount of Hit Points healed. Critical Hits count as 2 points of healing.

Removing Status Conditions

Status Conditions can be removed with an Intermediate(3) First Aid check during Combat.

Curing Injuries

Outside of Combat curing an Injury is a simple roll where the difficulty is the number of Injuries the patient has.

During Combat, the Doctor must pass a Medical Challenge to cure an Injury.



Name	Hit Points Healed
Tiny Bacta Vial	1d4 Hit Points
Small Bacta Vial	2d4 Hit Points
Medium Bacta Vial	4d4 Hit Points
Large Bacta Vial	8d4 Hit Points

Healing Powers

Healing Hit Points

For each "Hit" rolled, the target regains 1 Hit Point. Critical Hits count as 2 Hits.

Removing Status Conditions

Status Conditions can be removed with an Intermediate(3) Healing power check during Combat.

Curing Injuries

To heal Injuries, the Augmentor must purchase the Stimulate Regrowth talent. This will cause the subject to regrow limbs and organs quickly, and will also cause them to recover from 1 Injury per hour.