

Combat Quick Reference (page 3)

V0.0.1

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

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

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.