# Skill checks

## Roll

2d6 + relevant attribute modifier + skill level + Situational

**Success**: Larger or equal to DC.  
**Not even level 0**: Skill level = -1  
**Peripheral cases**: +2 DC and potentially less effective (e.g., using Drive to repair vehicle instead of Fix)  
**Situational**: .

## Difficulty

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## Aid skill check

**Requires:** Player describes how action helps and GM agrees.  
**Roll:** Same DC as original, uses skill relevant for the aiding action.  
**Effect:** +1 on success, nothing on failure. Max +1 regardless of how many aiding.

## Opposed skill checks

Each person rolls relevant skill. PC wins ties. NPC adds skill bonus to relevant skills, otherwise flat 2d6.

# Combat (Print page 33)

## Attack

**Roll**

1d20 + Base Hit Bonus + Weapon’s Attribute + Skill

Gear/situation may add or subtract.

**Hit:** RollAC. Ranged and melee have different AC.   
**Damage:** Weapon dependent. Unarmed add Punch.   
**Trauma/Crits:** If hit, roll weapon’s Trauma Die. Equal or exceed Trauma Target to cause weapon’s Traumatic Hit multiplier.  
**Shock:** If miss, deal Shock if weapon’s Shock rating AC  
**Nat 1 and 20:** Nat 1 auto miss, Nat 20 auto hit if physically possible.

## Actions

**On own turn**: 1 Main Action, 1 Move (10 m), reasonable amount On Turn actions.  
**Any time:** Instant action.  
**Snapshot:** Make attack at -4 as Instant action. Uses up own action for the round.

## Cover

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Same type: Use worst. Different type: Stack.

## Death and injuries

## Attack of opportunity

Move away from enemies in melee, enemies get free attack. *Fighting Withdrawal* action prevents AoO.

# Scenes

Full fight counts as 1 scene.

# Hacking

# Expenses