Combat Reference Sheet

### Skill Check Overview

Skill/Compliment vs Difficulty

1. Skill + Compliment = The number of dice you roll (potency)
2. Favor: -1 potency, +1 outcome.
3. Roll dice and look at their values

* 1 = -1 outcome
* 2-5 = +0 outcome
* 6-9 = +1 outcome
* 10 = +2 outcome

1. Subtract difficulty (it is negative outcome). The more positive the result, the better.

Secondary vs Defense

Make a skill check using the outcome and compliment of the first check. Compare it against the listed defense.

Cover and Concealment

Trace a line from each corner of the attacker’s space to the center of the defender’s space. If the line is blocked by a solid object, the defender has cover. If the line is blocked by obscurement, the defender has concealment. These bonuses stack.

|  |  |
| --- | --- |
| **Blocked** | **Result** |
| **0 Lines** | No bonus effect |
| **1 Line** | Light cover/concealment, +1 to defenses |
| **2 Lines** | Medium cover/concealment, +2 to defenses |
| **3 Lines** | Heavy cover/concealment, +3 to defenses |

### Tactical Points

Regain a TP when you satisfy your archetype, take an extended rest, or when awarded by arbiter.

Spend TP to activate certain talents, or gain one of the following: +2 outcome (before roll), 6 AP, 3 CP, 15 energy, +2 defense for 1 round, or +2 speed for 1 round.

Combat Turn

1. Take Actions!
2. Recover 5 EP (minus burden), and choose to either pay any upkeep or recharge shields.
3. Replenish to 10 AP and WIT CP.

### Combat Actions

**Use a Talent:** See talent description.

**Basic Attack ([W] AP):**

**Ranged:** Skill/Weapon vs Reflex

**Melee:** Skill/Weapon vs Fortitude

**Delay (10 AP):** End your turn. -1 to your Initiative.

**Aid Ally (6 AP):** Choose one of the following:

* Adjacent ally can take a 4 AP action.
* Make a communication/weapon check against a target within [W] range. If you succeed, they suffer -1 outcome to attack rolls for 1 round.
* Make a subterfuge/weapon skill check against a target within [W] range. The next ally to attack the target gains +1 outcome.

**Prepare (6 AP):** Choose an action and an event. Your turn ends. Immediately after the event occurs, you perform the action. Your initiative moves to immediately before the trigger of the event.

**Reload (4 AP):** Eject and reload equipped weapon

**Concentrate: (4 AP):** You recover 2 EP.

**Move (4 AP):** Move up to your speed this turn.

**Overwatch** **(4 AP):** Choose an Area 3 space. Each time a creature enters or takes an action in one of those spaces, you may spend 1 CP to make a basic attack against them. While overwatching, you take cannot taking cover.

**Retrieve Item** **(4 AP):** Retrieve an item from storage.

**Run** (4 AP): Move twice your speed. Grant advantage for 1 round.

**Stand** (4 AP): You stand up from flattened.

**Take Cover** (2 AP): Double your cover bonus.

**Quick Retrieve** (2 AP): Retrieve easy-to-access item.

[W] = Use Weapon Value

**Status Effects**

**Blinded:** All targets have heavy concealment.

**Charmed:** You allies are your enemies and your enemies are your allies.

**Chilled: U**narmored targets are ensnared. If chilled again, may become frozen.

**Cloaked:** Cloaked characters have heavy concealment and advantage.

**Confused: You think a**ll targets are hostile.

**Dazed: A**ll targets have medium concealment.

**Dazzled:** All targets have light concealment.

**Ensnared:** -1 Reflex and -50% speed.

**Exposed: Y**ou cannot benefit from cover.

**Flattened:** You are prone, grant advantage to adjacent enemies, and -50% movement speed.

**Frozen:** unarmored targets are immobilized. Hardened targets are ensnared. If frozen again, may become Icebound.

**Icebound: Frozen and I**mmobilized.

**Immobilized:** You cannot willing leave your current space and you suffer -2 Reflex.

**Incapacitated:** Flattened. Skip your turn.

**Invincible:** Result of attacks against you is zero.

**Lifted:** Ensnared, -1 mass, cannot take cover.

**Panicked**: Can’t react. Take only one action.

**Rattled:** You cannot regain energy.

**Shaken:** -1 outcome on all skills.

**Slowed: O**nly one action and reaction.

**Staggered:** You cannot take cover or use powers.

**Stunned:** Cannot take actions or reactions.

**Suspended:** You are immobilized, exposed, and suffer -2 mass.

**Time Dilation:** Regaining additional AP.

More actions

**Escape (6 AP):** Break grab/pin with the following:

Fitness/WIT vs Reflex

Fitness/STR vs Fortitude

**Grab (6 AP):** Melee 1 Fitness/STR vs reflex. Hit: The target is grabbed. While grabbing, you may only attack with one-handed weapons. The grabbed creature grants you medium cover. Any attack that misses you requires a reroll against the target you are grabbing.

**Charge** (4 AP): Pursue a target at your speed. You gain advantage and suffer -1 defenses for 1 round. You must move at least 2. You cannot perform other actions while charging.

**Pass** (0 AP): Your turn ends.