

CHEAT SHEET

CORE MECHANICS

CHECKS (D100)

- **Success:** Roll \leq Skill/Attribute.
- **Failure:** Roll $>$ Skill/Attribute.
- **Degree of Success (DoS):** Tens digit of a successful roll (e.g., Roll 48 = 4 DoS).
- **Critical Success:** Doubles under skill (11, 22, etc.).
 - *Combat:* Crit Dmg (Weapon + Tens) + **Injury**.
 - *Non-Combat:* Auto success (max difficulty).
- **Pushing:** Gain Advantage, but lose 10 IP (Instinct).

ADVANTAGE & DISADVANTAGE

- **Advantage:** Swap tens/units for best result.
- **Disadvantage:** Swap tens/units for worst result.

DIFFICULTY MODIFIERS

DIFFICULTY	DOS	DESCRIPTION
Easy	0	Routine tasks
Routine	1	Standard tasks
Challenge	2	Demanding tasks
Hard	4	Significant obstacles
Extreme	6	Edge of capability
Impossible	8	Legendary feats

COMBAT ACTIONS

Turn: 2 AP + 1 Zero Cost Action.

STANDARD ACTIONS (1 AP)

- **Move:** Move up to Speed (AGI/10 m).
Evasive Stance: Move $>3m$ = +3 Defense.
- **Attack:** Weapon check. 2nd attack = 1/2 skill.
- **Help:** Advantage to ally (melee range).
- **Interact:** Open door, light torch, etc.
- **Swap Weapon:** Draw/Sheathe.
- **Stand Up:** From prone.
- **Prepare:** Save action for reaction later.

ZERO COST ACTIONS

- **Wait (Vanguard only):** Drop to Rearguard. Regain 1 Reaction.

REACTIONS (COST 1 REACTION)

- **Dodge (AGI):** Success = No damage.
- **Parry (Combat Style):** Reduce dmg by Weapon + DoS.
- **Block (Shield):** Reduce dmg by Shield + DoS. Fail = Half dmg.

DAMAGE & WOUNDS

- **Damage:** Weapon Base + DoS.
- **Bleeding:** Take +1 dmg per stack from all hits. Removed by Medicine check.
- **Wounds/Injuries:** Caused by Critical Hits. Roll on Injury Table.

INJURY TABLE (D100)

ROLL	SEVERITY	EFFECT & DESCRIPTION
01-10	Minor	Stunned: Lose next Half Action. <i>Glancing Blow.</i>
11-20	Minor	Pain: -10 to next check. <i>Deep Gash.</i>
21-30	Minor	Disoriented: Disadv. on Logic/Instinct (1d4 rnds). <i>Knocked Senseless.</i>
31-40	Mod.	Hobbled: Speed halved until healed. <i>Leg Wound.</i>
41-50	Mod.	Weakened Grip: Disadv. on arm checks. <i>Arm Wound.</i>
51-60	Mod.	Concussion: -10 LOG/INS permanently*. <i>Head Trauma.</i>
61-70	Severe	Winded: No "Sprint". -10 CON checks. <i>Broken Ribs.</i>
71-80	Severe	Vulnerable: Double dmg from Bleed stacks. <i>Internal Injury.</i>
81-85	Severe	Useless Limb: Limb unusable. <i>Mangled Limb.</i>
86-90	Severe	Permanent Loss: -5 to relevant stat. <i>Severed Extremity.</i>
91-95	Lethal	Dying: Drop to 0 HP. <i>Mortal Wound.</i>
96-99	Lethal	Amputation: Limb gone. CON check or pass out. <i>Severed Limb.</i>
00	Fatal	Dead: Instant death. <i>Fatality.</i>

*Until fully rested/healed. Severe injuries require surgery.

CONDITIONS

CONDITION	EFFECT
Blinded	Disadv. on attacks. Fail sight checks.
Frightened	Disadv. on all checks. Can't move closer.
Prone	Ranged vs you: Disadv. Melee vs you: Adv.
Stunned	No actions/reactions. Enemies have Adv.
Unconscious	Prone & Stunned. Auto-fail checks. Crits vs you.
Exhaustion	1: Disadv. checks. 2: Half speed. 3: Unconscious.