Combat Quick Reference

Encounters are broken down into Rounds: periods of time in which characters take actions, representing roughly six seconds of "real" time. The core of each combat round is the Cycle: the countdown through initiative order so that each player has a chance to take a turn. There can be several cycles per combat round. During each Turn, the active character spends 1 AP to perform a combat action and resolves its effects.

Combat Overview

Combat encounters can be resolved by following these steps:
- **Determine Surprise:** Surprised characters do not roll 1d10 for initiative, and simply use their initiative rating. Can only make reactions after the first round.
- **Set the Scene:** GM describes the scenario.
- **Determine Initiative:** Everyone rolls 1d10+Init Rating. Roll off if two characters tie.
- **Round Start:** Everyone takes a turn in highest to lowest initiative order, spends an AP, and picks an action. Skip them if they do not have an AP to spend.
- **Round End:** Repeat 4 until everyone is out of AP.
- **Encounter Ends:** Repeat rounds until encounter ends.

Effect Durations

Effects that last for one or more rounds last for the remainder of the round in which they were triggered, and then for a number of full rounds equal to their listed duration.

Movement

During his turn a character can move before or after taking his action (or both). Every meter that a character moves through normal terrain costs 1 meter of their movement for the round. Moving through difficult terrain (water, climbing, dense forest, etc) costs 2 meters of their movement for the round for every 1 meter that they actually move unless the character passes an Acrobatics test before moving (does not affect swimming speed).

Free Actions

Free actions can be taken at any time, and cost no AP.

Actions

The following combat actions are all actions that a character can attempt on his turn by spending an action point.

Aim: +10 to next ranged attack, can stack across consecutive turns to a max of +30.
Attack: Standard attack, or one of the types below.
- **All Out Attack:** Normal melee attack at a +20, no reactions until the beginning of next turn.
- **Coup de Grâce:** Automatically kill helpless target.
- **Precision Strike:** -20 attack, get to pick hit location.

Bash: Combat Style vs. Combat Style or Evade (requires a reaction). If the attacker wins or has higher DoS, then the defender is knocked back 1m plus 1m for every 3 DoS. Acrobatics test or prone if they are knocked into an obstacle.
Cast Magic: The character casts a spell that they know.
Delay: Pick one of the choices below.
- **Delay Action:** Pick an action to delay, and circumstances. Skip turn and may perform the action as a free reaction if the circumstances are met. AP lost if the action isn't performed before next turn.
- **Defensive Stance:** Skip turn, but save the AP. This saved AP can be spent on a defensive reaction any time before next turn, when it is then lost.

Dash: Double speed (after any modifiers) for the round.
Disengage: Enemy cannot make attacks of opportunity on you.
Hide: Make a Stealth vs. Observe of enemies who could spot you. On success, hidden from enemies you beat.
Ready Weapon / Drink Potion: Draw, sheath weapon, reload (can be consecutive), drink potion (1/round max).
Trip Opponent: Strength or Agility or Combat Style (unarmed combat) vs. Strength or Evade or Combat Style (unarmed combat). If attacker wins/has more DoS, enemy knocked prone.

Reactions

Can be taken on other characters' turns.

Attack of Opportunity: Make an attack given circumstances:
- **Retreat:** When an opponent moves out of the character's melee range without taking the disengage action.
- **Approach:** When an opponent moves closer to the character *within* their melee range (such as from 3 meters away to 2 meters away against a 3m range weapon).
- **Spellcast:** When an opponent casts a spell within their melee range (unless the spell counts as a melee attack).
- **Standing Up:** Prone character stands up w/in melee range.
- **Ranged Attack:** When an opponent makes a ranged attack or reloads a weapon within their engagement range.
- **Ready:** When an opponent readies a weapon, reloads a weapon, or drinks a potion within their melee range (unless this was done as a free action).

Block: The character tries to use a shield to block an incoming ranged or melee attack.
Evade The character attempts to dodge an incoming ranged or melee attack. The character suffers a -20 penalty if the attack is ranged unless the character chooses to end his evasion prone.
Parry: The character uses a shield or melee weapon to defend against an incoming melee attack from an opponent he is aware of through the use of his Combat Style skill.

Attacking & Defending

Combat is resolved blow by blow, with each attack and defense representing a single swing with a sword or block with a shield. This exchange is simulated by the Combat Roll, in which a pair of attack and defense tests are compared.

Step 1: Attack

The attacker first chooses his target, weapon, and combat style for the attack before making the attack test and applying any relevant circumstantial modifiers. **Weapons not included in the character's combat style impose a -20 penalty to all attack and defense tests.**

- **Melee Attacks:** The attacker makes a Combat Style test using either *Strength or Agility* as the base against a target within the listed range of his weapon.
- **Ranged Attacks:** The attacker makes a Combat Style test using *Agility* as the base against a target within the listed range of his weapon.

Step 2: Defend

The defender then picks his method of defense and combat style before making the defense test. A character must be aware of an attack to defend against it, and must choose to defend before the attacker has rolled.

- **Evade:** The defender rolls an Evade test (*Agility*). **Evading a ranged attack imposes a -20 penalty unless the character chooses to end his evasion prone.**
- **Parry:** Melee weapons or shields may be used to parry melee attacks. The defender makes the Combat Style test using *Strength or Agility* as the base.
- **Block:** Shields may be used to block ranged or melee attacks. The defender makes a Combat Style test using *Strength* as the base.

Step 3: Roll Tests & Determine Result

If one character is able to gain a significant advantage over the other on either attack or defense, they have the opportunity to gain a Special Effect. Note that if a defender does not try to defend, or cannot do so, he is treated as having automatically rolled a failure.

- **Both characters fail:** Nothing happens and the turn ends.
- **One character fails:** The winner receives a special effect.
  - **Attacker wins:** The attack is successful, and the attacker picks a special effect then resolves the attack.
  - **Defender wins:** The defense is successful, and the defender picks a special effect then resolves the defense.
- **Both characters pass:** No characters win special effects.
  - **Attack vs. Block:** The defender blocks the attack regardless of attacker degrees of success. Resolve the block using the rules in Step 4 as if the defender won.
  - **Attack vs. Parry or Evade:** The defense is negated if the attacker has more degrees of success. Resolve the attack.

Critical Success/Failure

If one character critically succeeded, treat it as if they succeeded with more degrees than their opponent (if their opponent succeeded at all) and then apply this additional effect:

- **Attacker Crit:** The attacker may choose to either deal the highest possible damage or gain another special effect.
- **Defender Crit:** The defender gains another special effect.

If one character rolls a critical failure, and their opponent passed, then their opponent counts as having critically succeeded. If both sides roll a critical success, then nothing happens as perfect attack is met with an ideal defense.

Step 4: Resolve Attack

Finally, resolve the attack based on the result.

Attacker Won

The attack hits the target and deals damage. If the target's armor values differ across hit locations, then check to see where it hit using the ones digit of the attack roll or a d10 (count 10 as 0). *(You can often skip this step entirely or delay it until it is necessary).*

Hit Locations

Result	Location Hit
1-5	Body
6	Right Leg
7	Left Leg
8	Right Arm
9	Left Arm
0	Head

Next, resolve any special effects gained from the combat roll. Then roll the damage of the attack and subtract the Armor Rating (AR) of the hit location struck. Reduce the target's HP by the remaining amount. Some types of AR only mitigate certain types of damage. If the damage dealt after reduction exceeds the target's Wound Threshold, the attack has also caused a wound.

Defender won

If the defender won a special effect, resolve it first:

- **Evade:** If an attack is evaded it is negated entirely.
- **Parry:** If an attack is parried it is negated entirely.
- **Block:** If an attack is blocked, roll the damage of the attack. If the damage exceeds the shield's Block Rating against that damage type, then the character takes the full damage to his shield arm unless the character chooses to spend one Stamina point to protect. **Attacks dealing magic damage treat BR as half (round up) unless the shield has a specific BR for the damage type.**

Special Effect Quick Reference

Special Effect	Rule Summary (see complete rules for details)
Arise	Stand up from prone.
Bash	*1m range, cannot be used on Evade.* Knock back an opponent 1m + 1m/DoS on attack/defense test.
Blind Opponent	Opponent makes Evade vs. original attack/defense test or is blinded for 1 round.
Compel Surrender	*Attacker Only.* Compel the surrender of a helpless opponent: Wp test vs. original attack test to not surrender.
Disarm	*Cannot be used on an Evade.* Opponent makes Str/Ag test vs. original attack/defense test or be disarmed.
Force Failure	Combine with another special effect to make opponent auto-fail an opposed roll from that effect.
Force Movement	Character and opponent 1m in any direction (must be the same for both, character's choice).
Overextend Opponent	*Evade/Parry only.* All characters gain +10 to melee attacks against opponent until the end of his next turn.
Penetrate Armor	Count full armor as partial, and partial as unarmored, for resolving attack. Does not actually lower AR.
Pin Weapon	*1m range, cannot be used on Evade.* Pin enemy weapon so it cannot be used. Opponent can resist on his turn.
Precision Strike	Choose hit location of attack before resolving its effects.
Press Advantage	*Melee attack only.* Opponent suffers -10 to attack or casting tests until.
Rapid Reload	*Crit success only.* Attacker reduces reload time for the next shot by 1. Reload 0 means the reload is free.
Redirect Target	*Evade/Parry only.* Attacker hits someone else nearby (defender's choice).
Reposition	Character can freely move AB meters without attacks of opportunity. Counts towards total round movement.
Slip Free	Escape being restrained or grappled or free a pinned weapon.
Take Weapon	Parry/parried attack only, free hand, unarmed combat needed. Opponent makes Combat Style vs. original attack/defense test or the character takes his weapon in his free hand.
Trip Opponent	Combat Style vs. Athletics, Evade, or unarmed Combat Style. If opponent loses he is rendered prone.

Wounds & Death

If a character ever takes damage from a single attack in excess of their Wound Threshold (WT) then they take a wound. **Record the amount of damage and hit location**.

Shock Test

First, the character must make a special Endurance test known as a SHOCK TEST, which represents how well the character fares against the initial effects.

- If the wound is to the **body**, the character loses an action point. If they have none remaining, they begin the next round with one less. If they fail the shock test then they also suffer the crippled body condition.
- If the wound is to a **limb** then the character suffers the crippled limb condition (blows to the head instead stun for 1 round). If they fail the shock test then they also suffer the lost limb condition (lost ear or lost eye for the head).

If the wound was caused by magic damage, the following applies:
- If the wound is from **fire** damage, the character also must pass an Agility test or gain the Burning (1) condition.
- If the wound is from **frost** or **poison** damage, the character also loses a Stamina point.
- If the wound is from **shock** damage, the character also loses Magicka points equal to the damage inflicted.

Passive Effects

After the shock test has been resolved, the character suffers a -20 to all tests and a -2 to future initiative rolls until the wound is fully healed. The character has 30 seconds (5 rounds) before they drop to 0 HP through blood loss. These effects can be removed by first aid (a Survival or Profession [Medicine] skill test must be performed, which takes 1 turn and requires a healer's kit or other supplies), or delayed with magical healing (see below).

Death

If a character is reduced to 0 Hit Points remaining then they fall unconscious. A character who is unconscious at 0 HP must pass an Endurance test each round. If they fail a number of tests in excess of their Luck bonus while unconscious, then they die. Taking damage at least once causes the character to fail the next test. If an effect would STABILIZE them (this can be done with a Survival or Profession [Medicine] skill test and a healer's kit) or bring them above 0 HP, then they stop testing.

Luck Points & Burning Luck

Each session a character is afforded a number of LUCK POINTS, (or LP, see Defining a Character in this chapter). **A character's LP max is equal to their Luck bonus, and they begin each new game session with this many LP available to them.** Characters may spend these luck points in order to influence their character's fate:

- Characters may spend a Luck point whenever they fail a test. If they do so, the character may immediately **reroll that failed test.** This may only be done once for a given test.
- Characters may spend a Luck point to **add a degree of success** to a successful test (including one passed using spent Luck points). This can be done multiple times for a given test. Once a character has used all of their LP for a given session, they can resort to burning luck (see below).
- Characters may spend a Luck point in order to **modify the narrative** in some way, such as retroactively "remembering" to purchase something that would be helpful for the party.

Burning Luck

The player characters are the heroes of the story, and fortune favors heroes! Characters may choose to permanently reduce their Luck characteristic score by one or more points in order to benefit from a number of different effects. This is known as BURNING LUCK.

Luck that a character burns never regenerates naturally. A character may burn any amount of Luck at any time.

Characters may burn Luck for the following effects. If they do not have the required amount, simply burn all remaining Luck:

- **Burn 1 Luck:** Add a degree of success to a successful test. This can be done multiple times for a given test.
- **Burn 3 Luck:** Re-roll a failed test. This may only be done once for a given test.
- **Burn 5 Luck:** Negate the effects of a critical failure. This must be done immediately after the test is rolled.
- **Burn 10 Luck:** Ignore the effects of a wound (though they still take the damage). Alternatively, and with GM permission, this can be used to allow a character to survive death at great cost (they are removed from play until the end of the encounter instead). Some GMs may not want players to have the ability to extend the life of a character this way, depending on the tone of a campaign.

Stamina Points & Spending Stamina

A character's Stamina Point (SP) maximum is equal their Endurance bonus, though it may be modified in other ways. When characters reach zero SP they gain a level of fatigue.

A character may still spend or lose SP even if he has none remaining, but each time he does so he gains a level of fatigue. This can cause him to eventually exhaust himself and fall unconscious.

Regaining SP

A character regains all of their lost SP after a long rest, and regains only 1 SP after a short rest (or removes a level of fatigue). Stamina points may be lost as the result of certain effects, or spent by the character in exchange for other benefits.

Spending Stamina

A character can choose to spend SP in exchange for a number of effects, though doing so can cause a character to reach 0 SP and gain a level of fatigue. Characters may spend Stamina for the following effects, but cannot spend for more than one effect per player turn (they can either modify an action on their turn, or a reaction on an opponent's turn). **A character cannot use both Luck and SP to modify the result of a single test:**

- **Physical Exertion (1 SP, spend before test):** Gain a +20 bonus on the next Strength or Endurance based skill or characteristic tests (except for Combat Style skill tests).
- **Sprint (1 SP):** Cause the character's dash action to triple their base Speed for the round instead of merely doubling it.
- **Power Draw (1 SP):** The character reduces the reload time for the next shot with his current weapon by 1. Reload 0 means the reload is free, unless the weapon has a minimum.
- **Power Attack (1 SP, spend after initial roll):** Roll again and take the higher value when determining the damage of a melee attack. If an effect (such as Proven) would cause you to already do this, add one to the damage instead. This cancels out the effect of Primitive, or any other effect that would cause you to roll twice and choose the lower result.
- **Improve Success (Varies, spend after test):** Upgrade the character's level of success on their next attack (melee or thrown weapons only) or defense test:
  - **(1 SP)** A failure becomes a success with 1 degree.
  - **(1 SP)** A success gains the degrees of success necessary to exceed the opponents' degrees of success.
  - **(2 SP)** A success that already exceeds the opponent's result becomes a critical success.

Casting Spells

Use the Cast Magic action to cast spells.

Step 1: Caster Declares Spell and Targets

If the spell has a target (or targets) other than himself, he must choose them now provided they satisfy the spell conditions (range, etc).

Step 2: Casting Test

The caster makes a skill test with the skill corresponding to the school of the spell (the Destruction skill for Destruction spells, and so forth). This test suffers a -10 penalty for each point by which the spell level exceeds the character's rank in that skill. If the character is untrained in that skill, they cannot cast the spell.

Spell Components

If the character cannot speak he suffers a -20 penalty to the casting test. He suffers an additional -20 penalty to the test if he does not have two free hands, either because they are holding items or because their movement is restricted in some way.

Step 3: Resolve the Spell

Pass or fail, the caster reduces his magicka by the listed cost of the spell. If this would reduce the character's magicka to below zero, then the spell is not successfully cast.

If the caster passed the test, resolve the effects of the spell as written. If the character is casting a multi-part spell then resolve each part of the spell simultaneously (meaning that none of the parts benefit from the effects of any of the other parts).

Attack Spells

Spells with the attack attribute count as attacks. They are resolved as appropriate for an attack of that type:
- The casting test for the spell is also the attack test, and the caster's degrees of success are compared to the defender's.
- Spell casting tests **can** suffer from circumstantial modifiers that the GM rules are appropriate.
- Spells **cannot** gain or benefit from special effects.
- Spells **cannot** be parried, only blocked or evaded.
- Critical successes cause spells to deal maximum damage.
- Spells **cannot** benefit from Stamina points.
- Spells with the AoE attribute are resolved as AoE attacks.

Spell Restraint

On a successful spellcast, a mage can use his will to limit excessive use of magicka. This is known as Spell Restraint, or restrained spellcasting. A character can choose to reduce the cost of a successfully cast spell by his Willpower bonus (minimum 1). Some spells have the Overload attribute, which will state certain extra effects the character can benefit from if they choose not to restrain the spell when casting it.

Conditions

Conditions are things that externally affect the character and their capabilities instead of features of the character's nature.

Blinded

The character loses all vision and suffer the following penalties:
- Cannot see anything.
- Suffers a -30 to tests benefitting from sight.
- Automatically fail any tests that rely solely on sight.

Burning (X)

The target is engulfed in flames, with the intensity of the fire determined by a number X.
- **Start of Turn:** At the start of each round, a burning character suffers a single hit of X fire damage to the appropriate hit location (body is the default). Then increase X by 1.
- **Stacking Burning:** If a second instance of burning is inflicted on a character, simply combine the two X values.
- **Taking Action:** A burning character must pass a Willpower test with a -20 penalty at the beginning of a turn in order to attempt any action other than putting out the fire.
- **Putting It Out:** A burning character can attempt to extinguish the flames on their turn by spending an action point and making an Agility test with a +20 bonus, and a -10 penalty for every point of the X value beyond 1. The burning character becomes prone and, if the test succeeds, loses the burning condition.

Chameleon (X)

A character with this condition blends into his environment. Sight based tests to detect this character are made with a -X penalty. Only apply the highest value version of this condition if a character would receive it more than once.

Crippled Body Part

A piece of the character's body has been rendered temporarily useless. Multiple instances of this condition can affect a character at once as long as each affects a different hit location and/or the body parts associated with that hit location. Any body part that has been crippled suffers all the same penalties as if it had been lost, using lost eye if the head location has been crippled, and the organ damage condition if the body location has been crippled.

Dazed

The character gains one less action point at the beginning of each round, to a minimum of one.

Deafened

The character loses the ability to hear. deafened characters cannot hear anything and automatically fail tests that rely on hearing.

Fatigued

When a chracter gains a level of fatigue, he acquires the Fatigued condition. If he gains additional levels of fatigue, the effects worsen. Fatigue is most typically gained when a character falls to 0 SP, or spends/loses SP when they are at 0.

Fatigue Effects

Levels	Effects
Fatigued (1)	-10 penalty to all tests.
Exhausted (2)	-20 penalty to all tests.
Drained (3)	-30 penalty to all tests
Unconscious (4)	Characters falls unconscious
5+	Character dies

Frenzied

The character is flung into an uncontrollable rage. Frenzied characters gain the following rules:

- Must attempt to attack the nearest enemy in melee combat each turn if able. May only make All Out Attacks.
- If not in range of the nearest enemy, must move towards that enemy. May not attempt to flee the fight.
- Increase WT by 3, and SB by 1.
- Suffer a -20 penalty to all skill tests based on anything except Strength, Agility, or Endurance.
- Gains an extra SP, which can exceed his SP maximum.
- Immune to the effects of the stunned condition, fear, and passive wound effects.

Once the encounter has ended, the character snaps out of his frenzied state and loses 2 SP (this cannot kill him). The character can also test Willpower at a -20 as an action during combat to attempt to snap out of frenzy, which ends the condition.

Hidden

The character is hidden from enemies and moving stealthily. Characters must spend 2 meters of their movement for the round for each 1 meter that they actually move while hidden, and cannot Dash. Enemies cannot attempt to defend themselves against the attacks of hidden characters, but attacking causes a character to lose this condition immediately afterwards.

If a hidden character would enter line of sight of at least one character from whom they have not previously hidden, they must make a Stealth test opposed by that character's Observe. On success, or if they achieve more degrees of success, they remain hidden. Otherwise that character becomes aware of them.

Immobilized

Immobilized characters cannot move. They may still attack and take other actions, and can defend themselves.

Invisible

Invisible characters cannot be seen. Characters fail all sight related tests related to spotting the character, and attack him at a -30 penalty, assuming they can guess where he might be in the first place.

Lost Body Part

The character loses a part of his body. A character can have multiple instances of this condition at once, each affecting a different body part. If an attack would hit a body part that has been entirely lost, the attack hits the body location instead. This condition applies additional penalties that vary based on the body part. In the case of the head, there is a choice between an ear or an eye (GM's decision).

Lost Ear

The character has had his ear removed or destroyed, and his hearing damaged. He suffers the following penalties:

- All tests that rely on hearing are made with a -20 penalty.
- If both ears are lost, the character gains the deafened condition permanently.

Lost Eye

The character has had his eye removed or destroyed and suffers the following penalties:

- All tests that rely on sight are made with a -20 penalty.
- If both eyes are lost, the character gains the blinded condition permanently.

Lost Foot/Leg

The character has had his leg severed somewhere between the ankle and the hip, and suffers the following penalties.

- Gain the slowed condition permanently.
- All tests that rely on the use of two legs are made with a -20 penalty.
- If both legs are lost, gain the Immobilized condition permanently and fail any tests that rely entirely on movement.

Lost Hand/Arm

The character has had his arm severed somewhere between the wrist and the shoulder, and suffers the following penalties:

- Can no longer use two-handed weapons, shields (if the whole arm is missing), or one handed weapons in that arm.
- All tests that rely on the use of two hands are made with a -20 penalty.
- If both hands are lost, the character cannot wield weapons and automatically fails all tests that rely on the use of hands.

Organ Damage (Lost Body Part: Body)

The character has had an internal organs damaged. Characters with this condition heal damage at half speed and reduce their SP maximum and WT by 1.

Muffled (X)

A character with this condition is harder to hear. Hearing based tests to detect this character are made with a -X penalty. Only apply the highest value version of this condition if a character would receive it more than once.

Prone

The character is prone, and every 1 meter that they move while prone costs 2 meters of their movement for the round. They also suffer a -20 penalty to all combat related tests, and count any full armor they are wearing as partial (to represent that it is easier for characters to take advantage of gaps in their defenses while they are down).

Dropping prone costs no movement, but standing up requires that a character spend movement equal to half of their base Speed. If the character does not have this much movement left over to use, then they cannot get up.

Paralyzed

The character is frozen, unable to move any part of their body. They may only cast spells that do not require speech or motion.

Restrained

The character is restrained, and thus unable to move. They also cannot attack or defend themselves. They may only cast spells that do not require motion.

Silenced

Magically silenced characters believe they are making sound, but in reality their words never pass their lips. They suffer the usual -20 penalty for being unable to speak when casting spells. At the start of each round they can roll a Perception test to see if they realize what is happening.

Slowed

The character's Speed is reduced by half (round up).

Stunned

The character immediately loses all remaining action points upon becoming stunned. Stunned characters do not regain action points at the start of each round.

Unconscious

The character is knocked out and loses consciousness: they fall prone if the circumstances allow it, and may not take action. If a character gains a level of fatigue while unconscious, they die.

Miscellaneous Combat Reference

Dual Wielding

Some characters fight with two one handed weapons at once as a part of their Combat Style and may choose to attack or parry with either. When making an attack with two weapons the character chooses a primary weapon and makes his attack as normal. If the attack successfully hits, he may choose to spend a Stamina point when resolving its effects in order to cause a second automatic hit on the target with his secondary weapon against a random hit location (unless the attack was a Precision Strike, then the character chooses).

Unusual Combat Scenarios

Climbing: Limit Combat Style by Athletics. Can only use one arm.

Slippery Surfaces: Limit Combat Style by Acrobatics. Test Acrobatics or fall prone on a failed Combat test.

Swimming: Combat Style limited by Athletics, all damage halved.

Swinging or Jumping: Combat Style limited by Acrobatics. If the character fails a combat roll he must pass an Acrobatics test or fall prone, and suffer appropriate fall damage.

Ranged Combat Circumstance Modifiers

Modifier	Common Examples
Minor Disadvantage (-10)	Firing in light wind
Disadvantage (-20)	Firing in moderate wind, target prone
Major Disadvantage (-30)	Firing in heavy wind or low visibility

Melee Combat Circumstance Modifiers

Modifier	Common Examples
Minor Disadvantage (-10)	Fighting in poor visibility.
Disadvantage (-20)	Fighting from lower ground or prone.
Major Disadvantage (-30)	Fighting blind.

Size To-Hit Effects

Size	Combat Effects
Puny	-30 to hit by characters of larger size / at range
Tiny	-20 to hit by characters of larger size / at range
Small	-10 to hit at range
Standard	-
Large	+10 to hit at range
Huge	+20 to hit by characters of smaller size / at range
Massive	+30 to hit by characters of smaller size / at range