

## YOUR TURN

**Move** – walking, swimming, or using a movement power  
 Attempt one **standard action** – use a skill, stand up, etc.  
 Take as many **quick actions** as the GM deems reasonable

## ANY TIME

As many **anytime actions** as the GM deems reasonable

## ACTION VALUE

### 2d6 + [Skill] vs.

#### DV 9 (Moderately difficult)

Perform an unfamiliar task, or a familiar task under hostile conditions

#### DV 12 (Extremely difficult)

Perform an unfamiliar task under hostile conditions

#### DV 7 + [Skill] (Opposed task)

If the AV equals or exceeds the DV, the attempt succeeds

## AREA ATTACKS

The player rolls once for all targets in the affected area. Weaker targets are affected first.

#### If the player's roll fails by 3 or more

GM chooses one quarter of the targets in the area

#### If the player's roll succeeds by 3 or more

The GM chooses three quarters of the targets in the area

#### Otherwise

The GM chooses one half of the targets in the area

## BONUSES AND PENALTIES

**Only the highest bonus applies. Penalties are cumulative.**

Attack bonuses and penalties typically apply to one roll.

Defense bonuses and penalties typically apply until the beginning of the character's next turn.

Circumstance	AV	DV	Notes
Standard bonus	+3 AV	+3 DV	e.g., focused team, invisible, prone in ranged combat, etc.
Standard penalty	-3 AV	-3 DV	e.g., distracted, sprinting, disarming, takedown, etc.
Character is prone in ranged combat	+3 AV	+3 DV	standard bonus
Character is prone in hand-to-hand combat	-3 AV	-3 DV	standard penalty
Character is held	-3 AV	-3 DV	standard penalty; unable to use movement
Character is helpless	AV 0	DV 0	
Character is dodging	-6 AV	+6 DV	double penalty to AV; double bonus to DV
Character's team is focusing on the task	+3 AV	+3 DV	only the highest AV applies; +3 damage bonus
Character is attempting a sweep attack	-3 AV	-3 DV	standard penalty; max six adjacent targets
Character is overcoming a complication	-3 AV	-3 DV	standard penalty
Character is terrified	-3 AV	-3 DV	target must cower or flee (defender's choice)
(Optional) Trade accuracy for safety	Varies	Varies	-/+ 1 AV for each +/- 1 DV bonus/penalty (max +/- 3)
(Optional) Trade accuracy for damage	Varies	Varies	-/+ 1 AV for each +/- 1 damage bonus/penalty (max +/- 3)

## DAMAGE AND RECOVERY

### Damage = 1d6 + Power Level

#### If the attack is Normal

The remaining points of damage are deducted from the target's Health (or Endurance, if it is a stunning attack).

#### If the attack is Alteration or Mental

Half of the remaining points of damage are applied to the target (round down, even if the fraction is more than one-half, to a minimum of 1).

#### If your Endurance or Health are reduced to zero

You are out of the fight unless someone revives you.

### Resistance = Power Level

Subtract resistance from the damage.

#### Recovering from injury

Recover all lost Endurance and half of lost Health with a short rest (an hour). Recover all lost Health with a long rest (8 hours). Recover 2 Health and 2 Endurance when revived (standard action).

#### "Breaking out" of ongoing effects

To "break out" of an attack with an ongoing effect, the target must use a standard action to attempt a skill roll against 7 + Power Level of the attacker.