

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

Take as many **anytime actions** as the GM deems reasonable.

ACTION VALUE

Action Value = 2d6 + [Skill]

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 area.

Round down to a minimum of 1. Weaker targets near the center of the area are affected first.

If the player's roll fails by 3 or more

The 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 overcoming a complication | -3 AV | -3 DV | standard penalty |
| Character is dodging | -6 AV | +6 DV | double penalty to AV; double bonus to DV |
| Character is held | -3 AV | -3 DV | standard penalty; unable to use movement |
| Character is helpless | AV 0 | DV 0 | |
| Character is prone in hand-to-hand combat | -3 AV | -3 DV | standard penalty |
| Character is prone in ranged combat | +3 AV | +3 DV | standard bonus |
| Character is attempting a sweep attack | -3 AV | -3 DV | standard penalty; max six adjacent targets |
| Character is terrified | -3 AV | -3 DV | target must cower or flee (defender's choice) |
| Character is trading accuracy for damage | -3 AV | — | standard penalty to AV; +1 bonus to damage |
| Character is trading accuracy for safety | -3 AV | +3 DV | standard penalty to AV; standard bonus to DV |
| Character is trading safety for accuracy | +3 AV | -3 DV | standard bonus to AV; standard penalty to DV |
| Character's team is focusing on the task | +3 AV | +3 DV | only the highest AV applies; +1 bonus to damage |

DAMAGE AND RECOVERY

Subtract resistance from damage. Apply the difference to the target.

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 to a minimum of 1).

If your Endurance or Health are reduced to zero

You are out of the fight unless someone revives you.

Damage Resistance = Power Level

Recovering from injury

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

Recovering from ongoing effects

To recover from 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.