

MARGIN RA OUTCOME DAMAGE TY STATUS EFFECT / CONSEQUENCE

NAT 20 CRITICAL Double Dar INJURY (Roll on Injury Table).

#ERROR! CRUSHING Normal HP Target is STAGGERED (No Reactions, Next Action Disadv).

#ERROR! SOLID HIT Normal HP None.

#ERROR! GRAZE Half HP Da! 1d4 Composure Dmg (Stress/Fear).

0 (TIE) THE CLASH See Clash 1 Initiate Clash Protocol.

-1 to -5 CLEAN MISS None.

-6 to -11 BAD MISS Attacker is STAGGERED (Off-balance).

-12 or less FAIL Attacker falls PRONE.

NAT 1 DISASTER 1d4 Self Da! Attacker is PRONE & DISARMED.

OPTION COST EFFECT DESCRIPTION

OVERPOWER 2 Stamina Force a Hit. Deal Normal Damage. (If both Overpower, both take damage).

COUNTER 2 Stamina Force a Miss. Deflect and make an immediate Free Attack.

BREAK -1 Durability Sunder. Take the hit but the enemy Weapon/Shield takes -1 Penalty permanently.

YIELD Retreat. No Damage. You are pushed back 5ft and lose Initiative.

TRIGGER E\ MECHANIC EFFECT / COST

OVERCHARGE Pay HP for Cost: 2 HP per 1 Stamina. (Muscle Tear).

OVERCHARGE Pay Comp for Cost: 2 Composure per 1 Focus. (Mind Fracture).

BLOWOUT HP < 50% o Apply STATUS: Weakened or Shaken.

CRITICAL If Nat 20 or M 1: Concussion (No Focus). 2: Broken Arm. 3: Broken Leg.

...Injury cor ... 4: Eye/Ear Loss. 5: Internal Bleeding. 6: Severed Limb.

STATUS EFFECT SUI CURE / END CONDITION

STAGGERED No Reaction End of your next Turn.

PRONE Melee hits Spend Half Movement to stand.

DISARMED Weapon dr Interact Action to pick up.

BROKEN 0 Composure Rally Action or Restore Composure.

INJURED Structural L Medical Surgery or High-Tier Magic.