

## MARGIN ROLL OUTCOME DAMAGE TYPE STATUS EFFECT / CONSEQUENCE

NAT 20	CRITICAL	Double Damage	INJURY (Roll on Injury Table).
#ERROR!	CRUSHING	Normal HP	Target is STAGGERED (No Reactions, Next Action Disadvantaged).
#ERROR!	SOLID HIT	Normal HP	None.
#ERROR!	GRAZE	Half HP Damage	1d4 Composure Damage (Stress/Fear).
0 (TIE)	THE CLASH	See Clash Table	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 Damage	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 EVENT MECHANIC EFFECT / COST

OVERCHARGE	Pay HP for r	Cost: 2 HP per 1 Stamina. (Muscle Tear).
OVERCHARGE	Pay Composure f	Cost: 2 Composure per 1 Focus. (Mind Fracture).
BLOWOUT	HP < 50% of	Apply STATUS: Weakened or Shaken.
CRITICAL INJURY	Nat 20 or M 1:	Concussion (No Focus). 2: Broken Arm. 3: Broken Leg.
...Injury correction ...		4: Eye/Ear Loss. 5: Internal Bleeding. 6: Severed Limb.

## STATUS EFFECT SUIVANT CURE / END CONDITION

STAGGERED	No Reaction	End of your next Turn.
PRONE	Melee hits	Spend Half Movement to stand.
DISARMED	Weapon dropped	Interact Action to pick up.
BROKEN	0 Composure	Rally Action or Restore Composure.
INJURED	Structural Damage	Medical Surgery or High-Tier Magic.