

Roll	Result	Attack Checks	Skill Checks	Death Checks
<4	Major Failure	Attack Misses, Complications	Fail, Complications	Character Dies
4-7	Minor Failure	Attack Misses	Succeed or Fail, Minor Complications	-1 on Death Checks
8-11	Minor Success	Roll Damage	Succeed, Minor Complications	No Effect
12-14	Moderate Success	Roll Damage, gain 1 Attack Effect	Succeed	+1 on Death Checks
15+	Major Success	Roll Damage, gain 2 Attack Effects	Succeed, Benefits	Lose Dying, Gain 1 Health, Gain Wounded
<p><b>All Checks</b> are done by rolling <b>2d8</b> and adding any relevant modifiers.</p> <p><b>Exert</b> - put in extra effort to increase the chance a Check succeeds. Strain the Attribute used for the Check and Roll <b>2d10</b> (instead of 2d8).</p>		<p><b>Attack! (AW) [NA] {SP}</b> - Make an Attack Check with a Combat Technique, Resolve using the Attack Check Results table. Strain an Attribute determined by the Combat Technique being used. Each additional Attack! Action during that round increase the Strain amount by one.</p>	<p><b>Skill Checks</b> are used to determine the outcome of many actions where the result is uncertain. The Game Master will determine which Skill and Attribute should be used for the Check.</p> <p><b>Simplified Skill Checks</b> - Not resolved normally, the source of the Simplified Skill Check will specify how to resolve the Check.</p>	<p><b>Dying</b> - The Character can not make any Checks besides Death Checks, perform any Normal Actions or Reactions, or gain Health. All Attack Checks against them gain a +1 Bonus.</p> <p><b>Stabilizing a Dying Character</b></p> <p>A Character can attempt to assist in stabilizing a Character with the Dying Condition by making a relevant Skill Check. The Dying Character gains +3 on their next Death Check.</p>