

Roll	Result	Attack Checks	Skill Checks
≤3	Major Failure	Miss, Target gains Momentum	Fail, Complications
4-7	Minor Failure	Miss <i>or</i> Roll Damage and Target gains Momentum	Succeed or Fail, Complications
8-11	Minor Success	Roll Damage	Succeed, Complications
12-14	Moderate Success	Roll Damage, 1 Attack Effect	Succeed
15+	Major Success	Roll Damage, 2 Attack Effects	Succeed, Benefits
<p>All Checks are made by rolling 2d8 and adding any relevant modifiers.</p> <p>Exert Put in extra effort to increase the chance a check succeeds. Strain the Attribute used for the Check, and roll 2d10 instead of 2d8.</p>		<p>Attack! (AW) [NA] {SP} Make an Attack Check. The first time Attack! is used Strain the Attribute associated with your Combat Technique. Each additional Attack! Action during that round increases the Strain by one.</p> <p>On any Successful Attack Check you may forgo Inflicting Damage with the Attack to gain an additional Attack Effect.</p>	<p>Skill Checks are used to determine the outcome of many actions where the result is uncertain. When making a Skill Check you receive a bonus to your Roll determined by your Skill Proficiency Tier with that Skill.</p> <p>For other types of checks and their uses see The Document.</p>

Actions		
<p>(PA) Passive</p> <p>(AW) At Will</p> <p>(xR) x Per Round</p>	<p>[NA] Normal Action</p> <p>[RE] Reaction</p>	<p>{ } represents a cost that must be paid.</p>
<p>Block (AW) [RE] {1 Resilience} An Attack Check Targeting you Suffers a -2 penalty. This must be declared before knowing the result and an Attack Check can only be affected by Block once.</p>		
<p>Opportunity Attack (1R) [RE] {-} You may make an Attack Check against a Character that uses a Dash to leave your Zone of Control.</p>		
<p>Sprint (AW) [NA] {1 Physique} Perform a number of Dashes up to your remaining Dashes. (Dashes are short bursts of movement. Performing a Dash allows you to move up to two Spaces. Any time a Character performs an Normal Action they can also perform a Dash, either before or after the Action.)</p>		

Attack Effects
<p>Consistent Damage {1 Attack Effect} Reroll Damage and take the highest of the results.</p> <p>Ensnare {1 Attack Effect} Melee Only. Inflict the Stuck Condition on the Target. If the target leaves your ZoC it loses the Stuck Condition.</p> <p>Hinder {1 Attack Effect} Inflict the Hindered Condition on the Target.</p> <p>Major Damage {2 Attack Effects} Roll the Damage again and increase the Damage Inflicted by that amount.</p> <p>Gain Momentum {1 Attack Effect} Gain 1 Momentum.</p> <p>Reposition {1 Attack Effect} Perform a Dash at no cost. This Dash ignores Difficult Movement and can be used to move through an Opponent's Space.</p> <p>Shove {1 Attack Effect} Move the Target up to 2 Spaces, Shove Costs two Attack Effects for Ranged Attacks.</p>

Mechanics
<p>Vigor Damage taken from Vigor before Health. Regained on Quick or Full Rest.</p> <p>Health If a character's Health is reduced to 0 they are Dying. Regained on a Full Rest.</p> <p>Straining is used to Exert or to pay the cost of any Ability or Action that specifies a cost. When outside of Combat you do not need to Strain Attributes to use Abilities or perform Actions.</p> <p>Resolve You may spend an Resolve instead of Straining an Attribute. Gain two at the start of your Turn. Saved Resolve does not carry over.</p> <p>Momentum is used to perform certain Abilities or to Exert Attack, Skill, or Casting Checks.</p> <p>A Few Moments Less than a minute. In combat the effect lasts until the end of the next Round.</p> <p>Short Time Less than an hour.</p> <p>Long Time Several hours.</p> <p>Full Rest An extended period of time during which the Player Characters are relatively safe and have access to any food and supplies they need to survive. At the end, regain Health and reset the amount of times you can Strain Attributes.</p> <p>Quick Rest A short period of time during which the Player Characters are relatively safe and not performing any strenuous activity. At the end, regain Vigor.</p>

Conditions
<p>Bloodied Suffer a -1 penalty on all Checks. Any Character with less than half of their Max Health is considered Bloodied.</p> <p>X Drain At the start of the Round you suffer Damage equal to your Drain and then reduce your Drain by 1. This Damage ignores Damage Reduction. Reduce Drain by Straining {1 Discipline} and performing a Simplified Medicine Skill Check. Remove 1 Drain on Failure and 3 Drain on Success.</p> <p>Dying The Character makes Death Checks, suffers a -1 penalty on all Checks and can only perform one Action or Reaction each Round.</p> <p>Helpless All sources of Damage inflict their maximum amount of damage possible. To end the Helpless Condition Strain {1 Discipline} as a Normal Action.</p> <p>Hindered Suffer a -1 penalty on all Checks. To end the Hindered Condition Strain {1 Discipline} as a Normal Action.</p> <p>Hobbled All Movement is considered Difficult Movement. (Difficult Movement causes each Dash to only allow 1 Space of Movement.)</p> <p>Stuck Can not be moved except by the source of the Stuck Condition. Strain {1 Physique} and make a Simplified Athletics Skill Check, on any success remove Stuck.</p> <p>Wounded Suffer a -1 penalty on all Checks and all Resolve Gained is reduced by 1. Removed at the end of a Full Rest.</p>