

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 <b>Attack!</b> 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> - Can only make Death Checks. They cannot perform Normal Actions, Reactions, or gain Health. Attack Checks against them gain a +1 bonus. Dying Characters are Helpless.</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>