THE COMBAT ROUND

1. Each combat round lasts six seconds.

2. During a round, each combatant *takes action* (takes his/her turn) in *initiative* order (highest to lowest.)

INITIATIVE

Initiative = d20 + DEXTERITY

Players roll a d20 to determine the order in which they will roleplay their actions throughout a conflict. (High goes first.) *The actions themselves take place near-simultaneously.*

ACTIONS

- **FULL-ROUND ACTIONS** • Charges, retreats, full-out attacks, etc. *Require the full round.*
- **STANDARD ACTIONS** • Attacks, using supernatural powers, using items, or *Preparing.* PCs can perform one standard action and one move action in a round.
- **MOVE ACTIONS** • Changing location, changing position, or manipulating objects. *PCs can take a move action plus a standard action, or two move actions per round.*
- **FREE ACTIONS** • Speaking, dropping objects, *Delaying,* spending Conviction, etc. *Can be taken in addition to more strenuous actions in a round.*
- **REACTIONS** are *FREE ACTIONS* taken in response to changes in circumstance. *It is generally possible to declare a REACTION out-of-turn.*

COMBAT SCORES

Base Combat Bonus [BCB] • Combat fitness differs by role and level. A role's BCB is found under the *Combat* column of the Advancement Table for the role.

> *Mixed Role Heroes* add the Combat Bonuses for *all* their roles.

ATTACK ROLL

Grapple Bonus = BCB + STRENGTH + Size + Feats
Non-lethal hand-to-hand attacks, wrestling and pinning.

Melee Bonus = BCB + DEXTERITY + Size + Feats
Face-to-face attacks, with weapon in hand.

Ranged Bonus = BCB + DEXTERITY + Size + Feats - Range Penalty
Distance attacks, with thrown or missle weapons.

DEFENSE (Opposes Attack)

Defense Bonus = 10 + BCB + Size + Feats + Dodge *or* Parry
Measures skill in avoiding being hit or hurt.

DODGE & PARRY

Dodge = DEXTERITY + Feats
Avoiding being hit through evasive maneauvers.

Parry = STRENGTH + Feats
Blocking or redirecting damaging blows.

"Natural" 20 / "Natural 1"

◎ A roll of 20 on the die (called a *natural* 20) indicates that an attack roll automatically hits and threatens a *critical hit*; Fortitude, Reflex and Will saves automatically succeed; and Toughness saves take the lowest damage (if they fail).

A fumble (*natural* 1) means that an attack roll automatically fails.

CRITICAL HITS

Critical hits deal out extra damage. The attacker must roll a *threat (~ natural* 20) on an attack roll, then make a second *confirmation roll* that also overcomes the target's Defense.

SAVES & RECOVERY

Saving Throw = d20 + Toughness / Fortitude / Reflex / Will Save *vs. the Difficulty (DC) of the hazard.*

When risking injury, characters make 'saving throws' to see if their actions can reduce or negate the incoming damage.

Base Save Bonus(es) [BSBs] • Resilience and resistance differ by role and level. A hero's BSBs are listed under the *Save* columns of the Advancement Table for the hero's role.

> *Mixed Role Heroes* add each role's BSBs. *The Good Save for non-core roles is reduced by 2 (minimum 0).*

'SAVES' FOR SAVING THROWS

Toughness = CONSTITUTION + Size Adjustment* + Feats + Armor
Resisting impairment from physical trauma and direct damage.

> ✪ If the DC of a *TOUGHNESS SAVE* is impossible to match, the roll is still made. *A natural 20 means the character is only bruised or hurt, regardless.*

Fortitude = CONSTITUTION + Base Fortitude Bonus + Feats
Throwing off diseases, poisons and other threats to health.

Reflex = DEXTERITY + Base Reflex Bonus + Feats
Adroitly sidestepping injury.

Will = WISDOM + Base Will Bonus + Feats
Thwarting mental manipulation and hostile powers.

* -1 for Small, +2 for large

RECOVERY CHECKS   ['CON' CHECKS]

Recovery Check = d20 + CONSTITUTION *vs. DC 10*

A successful **Recovery Check** indicates that a character has shaken off their most severe damage condition. A failed check means no significant improvement during the round.

> **Conviction** can be expended to improve various aspects of the Recovery Check. *See Conviction rules for details.*

ATTACK VS. DEFENSE

1. The Attacker attempts to hit the Defender.
   (See Attack Rolls vs. Defense.)

2. *If* the Attacker gets through the Defender's Defense, the Defender rolls a Toughness Saving Throw to establish the extent of his / her injuries.
   (See Damage vs. Toughness.)

3. The Defender tracks the consequences of any damage accrued, and makes adjustments according to whether the attack was intended to kill or capture (subdue).

NON-LETHAL (SUBDUAL) DAMAGE TRACK

BRUISED	-1 to saves against subdual for one minute. ♥ 🛡
DAZED	Lose one full round action, retain normal defense. -1 to saves against subdual for one minute. ♥
STAGGERED ☑ 🔷 ❶	***Stunned!*** Lose one full round action. -2 to DEFENSE & lose DODGE / PARRY for one round. Move at half speed until recovered.
UNCONSCIOUS ☑ 🔷 ❶	Passed out and helpless.

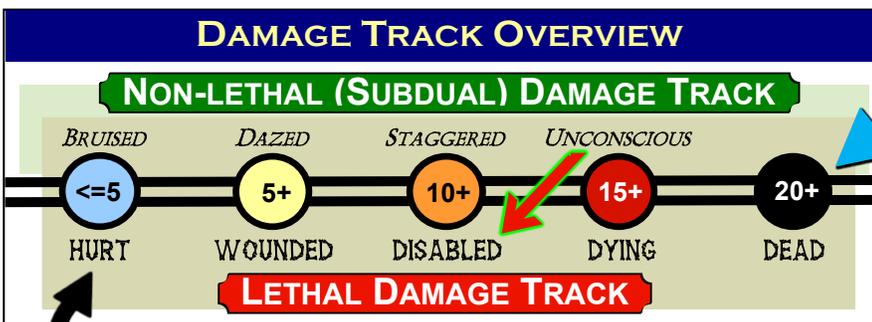☑ Requires a CON check (DC 10) to recover.   🔷 One check per minute. ↻

LETHAL DAMAGE TRACK

• **HURT** •	-1 to TOUGHNESS saves for one minute. ♥ 🛡
• **WOUNDED** • ☑ 🔷	***Dazed and Reeling!*** Lose one full round action. -1 to TOUGHNESS saves until recovered. -2 penalty on all checks other than TOUGHNESS and CON. -2 to DEFENSE & lose DODGE / PARRY for one round.
• **DISABLED** • ☑ 🔷 ❶	***Stunned and Munged!*** Lose one full round action. -2 to DEFENSE & lose DODGE / PARRY for one round. Move at half speed until recovered. (Deteriorates to DYING if pushed.)
• **DYING** • ☑ 🔷 ❶	***Knocked cold & near death!*** Make CON check once per round. • Check fails ➲ hero dies. • Check succeeds by >= 10 ➲ hero improves to DISABLED / *Unconscious.* • Check succeeds by <10 ➲ *DC* increases by 1.
• **DEAD** •	

☑ Requires a CON check (DC 10) to recover.   🔷/🔷/🔷 One check per Hour / Day / Round. ↻

❶ State can be acquired once ONLY. If inflicted a second time, damage rolls over to the *next more serious* state.
↻ *More serious states must be erased before* less *serious states can be recovered from.*

CONVICTION -- *Ensures a* **check result** *of 10 or better.*
♥ Allows immediate recovery AFTER combat ends.
🛡 Warriors ONLY - Grants instant recovery.

ATTACK ROLLS VS. DEFENSE

Attack Roll = d20 + Melee / Ranged / Grapple Bonus
vs. Target's Defense

Defense = 10 + Defense Bonus (*includes Dodge / Parry*)
vs. Attacker's Attack Roll

A target's ***Defense*** opposes an attacker's ***Attack Roll.***

♦ If the **Attack Roll** result *is greater than or equal to* **Defense**, the attack ***hits.***

♦ If **Defense** *is greater than* the **Attack Roll** result, the defender deflects or avoids the danger.

DAMAGE VS. TOUGHNESS

Damage = 15 + Weapon Damage + Strength
vs. d20 + Toughness Saving Throw

Targets *hit* by an attack make a ***Toughness Saving Throw.***

♦ If the **Toughness Save** result is *greater than or equal to* **Damage,** the target is ***still hit,*** but suffers no *significant* damage.

♦ If **Damage** is *greater than* the **Toughness Saving Throw** result, the target was unable to absorb or shake off the damage. The amount of damage taken depends on the type of attack (lethal or subdual) and the degree of failure.

DAMAGE VS. TOUGHNESS SAVE*

Save Failed By

	BRUISED • HURT •	DAZED • WOUNDED •	STAGGERED • DISABLED •	UNCONSCIOUS • DYING •
+1	12-15	7-11	2-6	<=0
+2	13-16	8-12	3-7	1-2
+3	14-17	9-13	4-8	1-3
+4	15-18	10-14	5-9	1-4
+5	16-19	11-15	6-10	1-5
+6	17-20	12-16	7-11	1-6
+7	18-21	13-17	8-12	1-7
+8	19-22	14-18	9-13	1-8
+9	20-23	15-19	10-14	1-9
+10	21-24	16-20	11-15	1-10
+11	22-25	17-21	12-16	1-11
+12	23-26	18-22	13-17	1-12
+13	24-27	19-23	14-18	1-13
+14	25-28	20-24	15-19	1-14
+15	26-29	21-25	16-20	1-15
+16	27-30	22-26	17-21	1-16
+17	28-31	23-27	18-22	1-17
+18	29-32	24-28	19-23	1-18
+19	30-33	25-29	20-24	1-19
+20	31-34	26-30	21-25	1-20

DAMAGE

DAMAGE TRACK OVERVIEW

NON-LETHAL (SUBDUAL) DAMAGE TRACK

BRUISED	DAZED	STAGGERED	UNCONSCIOUS	
<=5	5+	10+	15+	20+
HURT	WOUNDED	DISABLED	DYING	DEAD

LETHAL DAMAGE TRACK

Save Failed By

Damage State

*Lethal attacks inflict subdual damage as well as wounds. • Lethal TOUGHNESS fail by 20+ = instant kill.