

### Strike Rolls

### Target Numbers

Melee Combat	5 or higher
Ranged Combat	8 or higher
Called Shot	12 or higher

### Situational Bonuses to Strike

1 action to aim	+ 2
Additional Bonuses from gear	

### Ancient Weapon Bonuses

Weapon Proficiency
Physical Prowess
Hand to Hand
Class Bonuses

### Modern Weapon

Weapon Proficiency
Class Bonus
Weapon Systems (in vehicle)
Power Armor Combat (if applicable)

### Strike Penalties

Shooting Blind	-10
Shooting Wild	-6
Upto 30% over range	-5
Cover	Called Shot Required

### Basic Defensive Actions

### Auto Parry/Parry Action

Weapon Proficiency	
Hand to Hand	
Physical Prowess	
Other Physical Skills	
* Parry only possible when practical or specifically allowed	
* 1/2 damage	
* Most characters have auto parry	

### Dodge Penalties

Ranged Attack > 60ft	-2
Ranged Attack 15ft-60ft	-3
Ranged Attack 4ft-15ft	-5
Ranged Attack < 4ft	-10
Evading	-1
Speed	-1/50 mph

### Dodge Bonuses

Physical Prowess	
Hand to Hand	
Physical Skills	
Class Bonuses	
Power Armor Combat Skill	
Costs an action	

### Auto Dodge

Auto Dodge Bonus	
Physical Prowess	
Does not cost an action	

### Advanced Defensive Actions

### Simultaneous Attack

Defender	No other defensive action
(Original) Attacker	No defense except, may abort attack to auto-dodge.
Costs an action	

### Roll with Punch, Fall, or Impact

Bonuses from many skills	
* Applicable to explosions, large blunt weapons, punches, and similar	
* 1/2 damage	
* Costs an action and or/moves you out of position	

### Paired Weapons

Parry & Simultaneous Attack	Defender defends attacker cannot
Double Attack 1	Defender can only parry one
Double Attack 2	Both defenders can parry
Double Parry	Parry two simultaneous attacks

### Shooting Down Missiles

Fratricide	45%
Missile on Missile Fratricide	75%
Equal size volleys Fratricide	100%
Requires an available action	

