

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	

