

Common rules

note on modifiers: +5 is the max a stat can reach. If a stat would go beyond +5 for an opposed roll, start applying negative modifiers to your opponent. +7 would mean +5 for you and a -2 modifier for your opponent. Note that -5 is the minimum a stat can reach as well.

Critical hits: A score of a natural 20 for any roll should be considered a success, within reason. If a natural 20 is rolled in combat, it deals double damage. If a natural 20 is scored when defending in combat, a free counter-attack is awarded if possible.

Standard Actions

Focus: Skip your turn to get a +3 modifier on your next turn's actions. (Not defensive actions)

Covering Fire: explanation for how Covering Fire works

Blind Fire: explanation for how Blind Fire works

Feint attack: Low damage
Opponent must pass an opposed intelligence check against your (attack? charisma?) or they cannot defend.

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