

Attacks and Parries

Attacker Spend 1 AP and roll against Combat Style.

Defender Chooses whether or not to parry or evade. If so, spend 1 AP and roll against Combat Style or Evade.

Compare as Differential Roll (no reaction is considered a failure).

Each level of success grants a Special Effect chosen now.

Attacker If success or better, roll damage, and hit location.

Defender If success or better, reduce damage according to comparative weapon sizes or all damage if evading. If evading, fall prone.

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Damage Reduction

Defender weapon Size Deflect all damage
>= attacker weapon Size

Ddefender weapon Size Deflect half
== one less than attacker damage (rounded
weapon Size up for defender)

Otherwise Deflect no
damage

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