

### 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**  $\geq$  attacker weapon Size Deflect all damage

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

**Otherwise** Deflect no damage

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