

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.

pp. 94, 103

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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