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 >= attacker weapon Size	Deflect all damage
Ddefender weapon Size == one less than attacker weapon Size	Deflect half damage (rounded up for defender)
Otherwise	Deflect no damage

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