

Combat in Turn

1. Roll Initiative - Agility Stat + 1d10
2. List Order of All Involved
3. Determine Surprise If Relevant
4. Players Perform Actions in Initiative Order
5. End Round

Action Times

- Full Action** Requires full attention; no additional actions allowed
- Half Action** Fairly simple, player can take two half actions per round
- Free Action** No real limit; GM's discretion
- Caveats** No more than 1 attack action and No more than 1 Cast Spell action

Making an Attack

1. **Roll to Hit with Percentile Dice** (2d10). Use WS for melee and BS for ranged. Must roll under WS or BS.
2. **Determine Location of Hit** Reverse the attack roll and consult below:
01-15 Head
16-35 Right Arm
36-55 Left Arm
56-80 Body
81-90 Right Leg
91-100 Left Leg
3. **Apply and Perform Any Parry/Dodge**
Make a weapon skill test to attempt to parry an incoming blow. Can use only if two weapons OR you entered parrying stance (half action)
4. **Roll Damage** Roll 1d10 + Weapons base Damage
5. **Subtract Modifiers** Reduce damage with opponents Toughness Bonus, and any armor bonus



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