

## Attack:

**melee:** d20p + attack bonus

**missile:** d20p + range modifier + attack bonus

### Range modifiers:

short: 0

medium: -4

long: -6

extreme: -8

### TRAUMA:

HP > ToP → Trauma check

Roll d20 vs  $\frac{1}{2}$  CON

$\leq \frac{1}{2}$  CON → OK

$> \frac{1}{2}$  CON → fall to the ground

for 5 x difference with  $\frac{1}{2}$  CON

nat20: unconscious 5d6p minutes

### Knock-back: damage\* > 5 / size

\* before AR

## Defense

**surprised:** d8p

**vs melee:** d20p - 4 + defense bonus

**vs melee with shield:** d20p + defense bonus

**vs missile, moving:** d20p

**vs missile, unmoving:** d12p

**vs missile, at long range:** add defense bonus

**vs missile, at extreme range:** can raise shield for cover

## Defending with shield:

**unsuccessful defense:** normal damage

**successful defense by < 10:** shield hit

attacker rolls  $\frac{1}{2}$  damage dice + full modifier (1)

defender applies damage to shield's AR (2)

excess damage is applied to defender's armor and hp

**successful defense by 10+:** miss completely

**nat20** on attack and modified  $\geq$  defense → crit (roll d10,000)

**nat20** on attack and modified < defense → normal hit

**nat19** on defense and modified  $\geq$  attack: NPD

**nat20** on defense and modified  $\geq$  attack: PD

**nat20** on defense and modified < attack: attack misses

Both attacker and defender nat20: normal

**NPD:** immediate free hand to hand attack for (d4p-2 + d4p-2) + STR and unarmed specialisation bonus or dirk/dagger/knife with normal damage and bonuses, this damage ignores shield and/or armor damage reduction (but not natural armor). This is independent (and doesn't affect) the count up for the character.

**PD:** As NPD (immediate free normal attack) but with weapon.

**nat1** on attack: automatic miss

**nat1** on attack and modified attack < defense: fumble

**nat1** on defense: attacker gains free attack on next second

(1) when advanced rules will apply, each weapon has a specific shield damage value.

(2) check for shield damage if  $\geq 8$  hp (small shield) or  $\geq 12$  hp (M or L shield)