

DAMAGE RESISTANCE MATRIX

SAVE RESULT	DAMAGE BONUS																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
2	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
3	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
4	Yellow	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
5	Yellow	Yellow	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
6	Green	Yellow	Yellow	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
7	Green	Green	Yellow	Yellow	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
8	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
9	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
10	Green	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
11	Blue	Green	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
12	Blue	Blue	Green	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red
13	Blue	Blue	Blue	Green	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red	Red
14	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Red
15	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red	Red
16	White	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red
17	White	White	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Red	Red	Red	Red
18	White	White	White	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Red	Red	Red
19	White	White	White	White	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Red	Red
20	White	White	White	White	White	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Red
21	White	White	White	White	White	White	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Yellow	Yellow	Yellow	Yellow	Red
22	White	White	White	White	White	White	White	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Yellow	Yellow	Yellow	Red
23	White	White	White	White	White	White	White	White	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Yellow	Yellow	Red
24	White	White	White	White	White	White	White	White	White	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Yellow	Red
25	White	White	White	White	White	White	White	White	White	White	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Green	Red
26	White	White	White	White	White	White	White	White	White	White	White	Blue	Blue	Blue	Blue	Blue	Green	Green	Green	Red
27	White	White	White	White	White	White	White	White	White	White	White	White	Blue	Blue	Blue	Blue	Blue	Green	Green	Red
28	White	White	White	White	White	White	White	White	White	White	White	White	White	Blue	Blue	Blue	Blue	Blue	Green	Red
29	White	White	White	White	White	White	White	White	White	White	White	White	White	White	Blue	Blue	Blue	Blue	Blue	Red
30	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	Blue	Blue	Blue	Blue	Red
31	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	Blue	Blue	Blue	Red
32	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	Blue	Blue	Red
33	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	Blue	Red
34	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	Blue
35	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White	White

NO EFFECT
 -1 PENALTY
 DAZED
 STAGGERED
 INCAPACITATED

BASIC CONDITIONS

Compelled: Single standard action determined by another.	Immobilized: Have no movement speed, cannot move, but can take actions. Supersedes hindered.
Controlled: Another character determines actions.	Impaired: -2 penalty on checks.
Dazed: May only take a single standard action.	Normal: Unaffected by other conditions.
Debilited: One or more abilities at -5.	Stunned: Cannot take actions.
Defenseless: Active defenses equal 0, often prone. Supersedes vulnerable.	Transformed: Traits altered by an outside agent. Depends on effect.
Disabled: -5 penalty on checks. Supersedes impaired.	Unaware: Unable to make interaction or Perception checks or perform actions based on them.
Fatigued: Hindered, recover after 1 hour of rest.	Vulnerable: Active defenses are halved (round up).
Hindered: Move at -1 speed rank.	Weakened: Temporarily lost power points in a trait. Depends on effect.

COMBINED CONDITIONS

Asleep: Defenseless, stunned, and unaware.	Exhausted: Impaired and hindered, recover after 1 hour of rest. Incapacitated: Defenseless, stunned, and unaware. Usually prone.
Blind: Hindered, visually unaware, vulnerable, may be impaired or disabled for visual tasks.	Paralyzed: Defenseless, immobile, and physically stunned; may be able to take mental actions.
Bound: Defenseless, immobile, and impaired.	Prone: Hindered, -5 penalty on close attack checks, +5 bonus to attacker's close attack checks, but -5 penalty to attacker's ranged attack checks. Move action to stand.
Deaf: Auditory unaware.	Restrained: Hindered and vulnerable, immobile if restraints are anchored.
Dying: Incapacitated. May die, see p. 19.	Staggered: Dazed and hindered.
Entranced: Stunned, but may only pay attention to entrancing effect. Breaks free if threatened or from allies interaction skill check (DC 10+effect rank).	Surprised: Stunned and vulnerable.

Cumulative penalty to further resistance checks against damage

DAZED

DAZED condition:

- Limited to free actions and a single standard action
- Dazed lasts until the end of the next turn
- 1 circumstance penalty to further checks against damage (cumulative)

STAGGERED

STAGGERED condition:

- Dazed - may only take free actions and a single standard action
- Hindered - move at -1 Speed Rank
- 1 circumstance penalty to further checks against damage (cumulative)
- If the target is Staggered again he or she becomes Incapacitated
- The Staggered condition remains until the target recovers

INCAPACITATED

INCAPACITATED condition:

- Defenseless - active defenses equal 0
- Stunned - cannot take actions
- Unaware - Unable to make interaction or Perception checks or perform actions based on them
- If an incapacitated target fails a Damage resistance check, the target's condition shifts to dying.
- The Incapacitated condition remains until the target recovers

DYING

DYING condition:

- Incapacitated - see above
- A Dying target who fails a Damage resistance check is dead.

Other conditions suffered

Degrees of Success and Failure Matrix

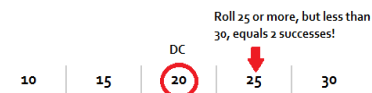
(Count left for degrees of failure) DC (Count right for degrees of success)

0	5	10	15	20	25	30	35	40
1	6	11	16	21	26	31	36	41
2	7	12	17	22	27	32	37	42
3	8	13	18	23	28	33	38	43
4	9	14	19	24	29	34	39	44
5	10	15	20	25	30	35	40	45
6	11	16	21	26	31	36	41	46
7	12	17	22	27	32	37	42	47
8	13	18	23	28	33	38	43	48
9	14	19	24	29	34	39	44	49
10	15	20	25	30	35	40	45	50

How to use the Degree of Success and Failure Matrix?

- Find the DC (Difficulty Class)
- If you roll less than the DC it is a failure
- Every 5 points less than the DC (numbers to the left of your DC) is a degree of failure
- If you roll equal to or greater than your DC this is one success
- Every 5 points above the DC is (numbers to the right of your DC) is a degree of success.

Example:



ACTIONS

ACTION	ATTACK	DEFENSE	TYPE	EFFECT
Aid	-	-	Std	Close; Attack check (DC 10), success grants +2 attack or defense, four degrees grants +5.
Aim	+5	-	Std	Close or Ranged; +2 bonus if longer than close range
Charge	-2	-	Std	Close; Speed rank in straight line, then attack
Defend	-	-	Std	Make an opposed check vs. attack, add 10 to roll of 10 or less
Disarm	-2	-	Std	Close; -5 at range; opposed check Damage vs. target's STR
Escape	-	-	Mve	Opposed Athletics or Sleight of Hand vs. opponent's routine STR or grab effect
Grab	-	-	Std	Attack check, if successful, target resists with STR or Dodge; see Grab p. 176
Recover	-	+2	Std	Remove highest level of damage or fatigue, or make resistance check; one per combat
Smash	-	-	Std	-5 attack if vs. a held object
Trip	-2	-	Std	Attack vs. Parry, if successful make opposed Acrobatics or Athletics vs. target's Acrobatics or Athletics; defender is prone

MANEUVERS

MANEUVER	ATTACK	DEFENSE	TYPE	EFFECT
Accurate Attack	+1 or 2	-	Std	-1 or 2 to Effect
All-out Attack	+1 or 2	-1 or 2	Std	
Defensive Attack	-1 or 2	+1 or 2	Std	
Finishing Attack	-	-	Std	Auto hit or attack vs. DC 10, if successful treat as a crit.
Power Attack	-1 or 2	-	Std	+1 or 2 to Effect
Slam Attack	-1 or 2	+1 or 2	Std	Charge, Damage is Damage or Speed ranks +1, full-speed is +2; you make Toughness check vs. 1/2 damage (round down)
Team Attack	-	-	Std	Must be simultaneous, must be vs. same defense, see page 179

RECOVERY

Living targets remove one degree of Damage per minute of rest, starting from their highest and working back. So a character recovers from being incapacitated, then staggered, dazed, and finally removes a -1 Toughness check penalty per minute until fully recovered. The Healing and Regeneration effects can speed this process. Lasting or more serious injuries are handled as complications

Critical Success: If you roll a 20 on the die when making a check you've scored a critical success. Determine the degree of success normally and then increase it by one degree.

Critical Hit: When you make an attack check and get a natural 20, you automatically hit, regardless of your target's defense, and you score a *threat*. The hit might also be a critical hit. To find out if it's a critical hit, determine if the attack check total is equal to or greater than the target's defense. If so, it is a critical hit. If not, the attack still hits, but as a normal attack, not a critical.

Critical Miss: Conversely, a natural 1 on an attack check is *always* a miss, regardless of your total result.