

### Degrees of Success in Combat:

Grazing: 0 to 4

Hit: 5 to 9

+1 Degree of Success: 10 to 19

+2 Degree of Success: 20 to 30 etc.

### Equipment Scaling:

Archetype	Example	Size	Damage	Max Degrees of Success	Max Bonus	Other Effects
<b>Melee</b>	Longsword	--	--	2	10	
<i>Undersized</i>	Short sword	-1	-1 Increment	--	--	
<i>Precision</i>	Rapier	--	-1 Increment	--	+2	
<i>Oversized</i>	Greatsword	+1	+1 Increment	--	--	
<i>Reach</i>	Halberd	+1	--	--	--	+1 Reach increment
<i>Crushing</i>	Axe	--	--	+1	-3	
<i>Piercing</i>	Rondelle		--	-1		Can give up degree of success to ignore ½ DR
<b>Ranged</b>	Rifle	--	--	2	10	
<i>Undersized</i>	Pistol	-1	-1 Increment	--	--	
<i>Automatic</i>	SMG		-1 Increment	--		Can take -4 to hit to double number of attacks in a round*
<i>Scattershot</i>	Shotgun		-1 Increment	N/A	-5	AoE at DC 10 + hit mod to evade: AoE = 15 ft wide max 30 ft range
<b>Equipment Modifiers</b>						
Mercurial	--	--	--	--	-5	+1 Degree of success

Powered		--	+1 Increment	--	--	
Adamantium		--	+1 Increment	--	--	Ignore ½ DR (unless adamantine armor)
Keen		--	--	+1	--	
Masterwork		--	--	--	+5	

\*Automatic property can stack but is additive, not multiplicative.