

Combat is done in two parts: an **ATTACK CHECK** (made by the *attacker*) and then, on a success, a **RESISTANCE CHECK** (made by the *defender*).

HOW TO ATTACK CHECK

**ATTACK CHECK = D20 • ATTACK BONUS •
MODIFIERS VS. DEFENSE CLASS**

D20 + ATTACK BONUS + MODIFIERS VS. DEFENSE CLASS

POLICE OFFICER	PL4
STR 2, STA 2, AGL 1, DEX 1, FGT 3, INT 0, AWE 1, PRE 1 Equipment: Bulletproof vest (+4 Toughness vs. Ballistic), light pistol, tonfa, cell phone, handcuffs. Advantages: Equipment 3. Skills: Athletics 3 (+5), Expertise: Current Events 2 (+2), Expertise: Streetwise 3 (+3), Expertise: Police Officer 4 (+4), Insight 4 (+5), Intimidation 2 (+3), Investigation 2 (+2), Perception 4 (+5), Ranged Combat: Pistols 4 (+5), Treatment 2 (+2), Vehicles 4 (+5). Offense: Init +1, Unarmed +3 (Damage 2), Tonfa +3 (Damage 3), Pistol +5 (Ranged Damage 3). Defense: Dodge 2, Parry 4, Fort 4, Tou 6/2, Will 2. Totals: Abilities 22 + Powers 0 + Advantages 3 + Skills 17 + Defenses 5 = 47	

[Supporting character: Police Officer]

CRIMINAL	PL2
STR 1, STA 0, AGL 2, DEX 1, FGT 1, INT 1, AWE 0, PRE 1 Equipment: Leather jacket (+1 Toughness), light pistol, knife, cell phone. Advantages: Equipment 2. Skills: Athletics 4 (+5), Expertise: Choose One 4 (+5), Expertise: Streetwise 4 (+5), Expertise: Current Events 2 (+3), Perception 4 (+4), Stealth 6 (+8), Technology 4 (+5), Vehicles 4 (+5). Offense: Init +2, Unarmed +1 (Damage 1), Knife +1 (Damage 2, Crit. 19-20), Pistol +1 (Ranged Damage 3). Defense: Dodge 3 , Parry 3, Fort 2, Tou 1/0, Will 0. Totals: Abilities 14 + Powers 0 + Advantages 2 + Skills 16 + Defenses 5 = 37	

[Supporting character: Criminal]

What is an Attack Bonus?

- The attack bonus is typically the *ability rank* tied to the attack.

If, in the example, the Police officer decided to use a close-range *unarmed attack*, they would have to check their *fighting ability*. In this case, the supporting character has a *fighting ability* of **+3**. So the *unarmed* is +3.

What is a Modifier?

- The modifier is anything besides the attack bonus

Let's say the police officer decides to use his *light pistol* instead. After getting the *dexterity ability* of **+1** (a ranged attack uses dexterity), you would then add the *ranged combat: pistol skill* of **+4**. Giving the *light pistol* a total of +5.

What is Defense Class?

- The defense class (DC) is the defense bonus (*ability rank + defense rank*) + 10

The police officer uses a ranged attack to shoot at the criminal. The criminal must now Dodge (close attacks would be a Parry). To do this, add the *agility ability rank* of **+2** with the *defense rank* of **+1**, then add +10. It's important to note that on your character sheet, these two numbers should already be added and make up the defense bonus.

All Together

$$D20 + 1 + 4 \text{ VS } 2 + 1 + 10$$

-or-

$$D20 + 5 \text{ VS. DC } 13$$

HOW TO RESISTANCE CHECK

$$\text{RESISTANCE CHECK} = D20 + \text{DEFENSE BONUS} + \text{MODIFIERS VS. HAZARD'S DC}$$

$$D20 + \text{DEFENSE BONUS} + \text{MODIFIERS VS HAZARD DC}$$

CRIMINAL	PL2
STR 1, STA 0, AGL 2, DEX 1, FGT 1, INT 1, AWE 0, PRE 1 Equipment: Leather jacket (+1 Toughness), light pistol, knife, cell phone. Advantages: Equipment 2. Skills: Athletics 4 (+5), Expertise: Choose One 4 (+5), Expertise: Streetwise 4 (+5), Expertise: Current Events 2 (+3), Perception 4 (+4), Stealth 6 (+8), Technology 4 (+5), Vehicles 4 (+5). Offense: Init +2, Unarmed +1 (Damage 1), Knife +1 (Damage 2, Crit. 19-20), Pistol +1 (Ranged Damage 3). Defense: Dodge 3, Parry 3, Fort 2, Tou 1/0, Will 0. Totals: Abilities 14 + Powers 0 + Advantages 2 + Skills 16 + Defenses 5 = 37	

POLICE OFFICER	PL4
STR 2, STA 2, AGL 1, DEX 1, FGT 3, INT 0, AWE 1, PRE 1 Equipment: Bulletproof vest (+4 Toughness vs. Ballistic), light pistol, tonfa, cell phone, handcuffs. Advantages: Equipment 3. Skills: Athletics 3 (+5), Expertise: Current Events 2 (+2), Expertise: Streetwise 3 (+3), Expertise: Police Officer 4 (+4), Insight 4 (+5), Intimidation 2 (+3), Investigation 2 (+2), Perception 4 (+5), Ranged Combat: Pistols 4 (+5), Treatment 2 (+2), Vehicles 4 (+5). Offense: Init +1, Unarmed +3 (Damage 2), Tonfa +3 (Damage 3), Pistol +5 (Ranged Damage 3). Defense: Dodge 2, Parry 4, Fort 4, Tou 6/2, Will 2. Totals: Abilities 22 + Powers 0 + Advantages 3 + Skills 17 + Defenses 5 = 47	

What is a Defense Bonus?

- The defense bonus is the *ability rank* + *the defense rank*.

For this example, the incoming damage is a toxic gas. This means we have to use the fortitude defense bonus. The fortitude defense bonus uses the *stamina ability rank* of 0 and the *fortitude defense rank* of +2.

What is a Modifier

- The Modifier is anything besides the defense bonus.

The incoming damage for this example will be through the officer's tonfa. After the criminal has their toughness defense bonus of 0 (*stamina ability rank of 0* and *toughness defense rank of 0*), the criminal will then add at their *equipment: leather jacket* +1 to toughness.

What is a Hazard DC

- Hazard DC is the incoming damage. *Rank* + 10 -or- 15

If the police officer is using an unarmed attack, they would have to look at their *strength ability rank of* +2. Then, they would add +15 for an attack (hazards such as toxic gas would be a +10).

It's important to note that for hazard DCs, the *rank* is the effectiveness/strength. If the police officer used the *light pistol* instead, the *damage rank would be 3* because that is how effective the weapon/equipment is.

All Together

$$D20 + 0 + 1 \text{ VS } 2 + 15$$

-or-

$$D20 + 1 \text{ VS Hazard DC } 17$$

DEGREES OF FAILURE

The only way for a character to go down is to get the incapacitated effect. This is achieved through *degrees of failure* after a *resistance check*.

CHECK RESULT EQUAL OR GREATER THAN	DEGREE	EQUAL OR GREATER THAN ... (DC 20)
DC+15	Four (Success)	35
DC+10	Three (Success)	30
DC+5	Two (Success)	25
DC	One (Success)	20
DC-5	One (Failure)	15
DC-10	Two (Failure)	10
DC-15	Three (Failure)	5
DC-20	Four (Failure)	0

TOUGHNESS VS. [DAMAGE RANK + 15]

Success : The damage has no effect.

Failure (one degree): The target has a -1 circumstance penalty to further resistance checks against damage.

Failure (two degrees): The target is dazed until the end of their next turn and has a -1 circumstance penalty to further checks against damage.

Failure (three degrees): The target is staggered and has a -1 circumstance penalty to further checks against damage. If the target is staggered again (three degrees of failure on a Damage resistance check), apply the fourth degree of effect. The staggered condition remains until the target recovers (see **Recovery**, following).

Failure (four degrees): The target is incapacitated .

ULTIMATE EXAMPLE

The hero and the villain get into combat. The hero uses their Standard action to attack, beginning their **Attack Check**. They choose the *ranged blast attack*. The hero looks to the ability section of their character sheet, they find they have a *dexterity* of +2. In skills, they have *ranged combat: blast* of +3. The hero rolls a 10 from their D20 for a total of 15. The villain must now give their Defense Class (DC) by looking at the defense section of their character sheet. Seeing as they are avoiding a ranged attack, the villain adds 10 to their *dodge defense bonus* of 4 for a total of 14. The hero's 15 beats the villain's 14. The **Attack Check** is a success! Now to the **Resistance Check**.

The defender, the villain, now must make a **Resistance Check** to see how much damage they receive. Knowing that they have the power of *impervious toughness 5* (a power that would void incoming damage if the damage rank is less than half of the impervious toughness rank rounded up), they ask the hero what rank the hero's *ranged blast attack* is. Unfortunately for the villain, the *ranged blast attack* is rank 4. The villain then goes to the defense to find the toughness bonus of +5. The villain now rolls the D20 and only gets a +5 for a total of 10. The hero now adds their *ranged blast attack* to 15 for a total of 20. The **Resistance Check** is now done, and it is time to do the **Degrees of Failure**.

The villain had a **Resistance Check** total of 10, and the hero had a Hazard DC total of 20. The 10-point difference applies 2 degrees of failure for the villain. The villain is dazed until their next turn and gains a -1 penalty to further damage-related **Resistance Checks**.

Meaning the hero's turn is officially completed.