

Evasion



Dodge (Melee)

Dodge

Against **melee** only. Opposed **dodge** vs attacker's **fighting**. Ties favor defender.

Cost: 1 evasive action



Fight Back (Melee)

Fighting (Brawl // Weapon)

Against **melee** only. Opposed **fighting** skill check vs attacker. Ties favor attacker.

No critical/impaling on extreme success during a fight back maneuver.

Cost: 1 evasive action



Dive for Cover (Ranged)

Dodge

Against **ranged weapons** only, Declare before attacker rolls. Make a **dodge** check; on success attacker incurs +1 penalty 🎲. Dive in any direction for up to 1/5 **DEX** feet. Lose your next combat round.

Cost: 1 evasive action, lose your next round **Gain:** Attacker receives +1 penalty 🎲

Modifiers



Sprinting

🎲 only

Target sprinting (**MOV** 8+)

+1 penalty 🎲 on attacker's roll



Player Size

🎲 only

Player **build** ≤2 (small) or ≥4 (large)

+1 bonus 🎲 (small target)

+1 penalty 🎲 (large target)



Attacker Range

🎲 only

Distance ≥2x or ≥4x weapon range

Hard roll // Extreme roll



Fire into Melee

🎲 only

Target engaged in melee with ally

+1 penalty 🎲, **friendly fire** on fumble



Player Armour

Player wearing armor

Damage reduced by armor value

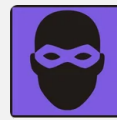


Overwhelmed

🎲 only

Multiple attacks in same round

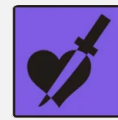
+1 penalty 🎲 on evasive actions



Surprise Attack

Target unaware of attack

Auto-success OR +1 bonus 🎲



Impaling Strike

Extreme success with edged

weapon

Full damage + DB + damage roll



Action Fumble

Roll 96+ (skill <50) or 100 (skill ≥50)

Failure with unintended consequences