

MOVE

- **Advance** up to your SPD in inches OR
- **Run** up to 2x your SPD in inches and perform one quick action (no full or attack actions) OR
- **Charge** your SPD + 3" and make at least one attack against your target, if it hits boost the damage roll.

ACT

- Perform 2 **Quick Actions** OR
(*Quick Actions: Draw or Stow a weapon or item, Reload a ranged weapon, Pull a pin on a grenade, Cast a spell, Use a steamjack drive, Use a skill or ability that requires a quick action, Take cover or go prone, Others per GM*)
- **Attack** and perform 1 **Quick Action** OR
- Perform a **Full Action**

ATTACKING (MEET OR EXCEED TARGET'S DEF)

- **Melee** attack = 2d6 + PRW + skill + weapon attack modifier
- **Ranged** attack = 2d6 + POI (PRW for thrown weapons) + skill + weapon attack modifier (-4 penalty if target is engaged in melee)
- **Magic** attack = 2d6 + ARC

If an attack hits roll for **DAMAGE** (POW + STR 1 Point of damage for every point that exceeds target's **ARM**) and then roll a d6 to determine which life spiral to mark off vitality points in.

FEAT POINTS

- **Gain** points by incapacitating or destroying enemies, critical success on attack rolls, and as the GM rewards them.
- **Spend** points to do the actions indicated on the feat list.
- A character can only have a **maximum of 3** feat points at any time.

FEAT LIST

- **Boost Non-Attack Skill Roll** – Boost a non-attack skill roll if you have at least the level of the skill used.

KEY TERMS

Boosted: Add one extra die to your roll.

Back Strike: +2 Bonus on attack roll when in the target's back arc. (Must have been in the target's back arc during the entire activation phase.)

Critical Hit: An attack that hits and doubles were rolled.

Knocked Out: Cannot allocate focus, take actions, make attacks, or move and must forfeit their activation phase

Disabled: When all vitality points are marked. After resolving effects if still disabled character is considered grievously injured

Grievously Injured: Out for the rest of the encounter. Must be stabilized after the encounter. To do this, the treating character makes an INT + Medicine skill roll against a target number of 14. If the roll succeeds, the injured character is stabilized. If the roll fails, the injured character dies

Recovery: After a short rest following an encounter, characters automatically regain vitality points = **PHY**

- **Heroic Dodge** – Suffer only half the damage from an attack, rounded up.
- **Make a Quick Action** – Take an additional quick action, must be spent during your activation phase.
- **Parry** – Keep from being targeted by free strikes this turn.
- **Reroll Failed Attack, Skill, or Willpower Roll** – Reroll a failed attack, skill, or willpower roll. You can continue to reroll the same failed roll as long as you have feat points to spend.
- **Run and Gun** – When you make a full advance during your turn, move up to 2x your SPD in inches instead of your SPD as normal.
- **Shake Continuous Effect** – Immediately expire one continuous effect on you at the beginning of your turn.
- **Shake Knockdown** – Immediately stand up at the beginning of your turn.
- **Sprint** – On a turn in which you incapacitated or destroyed one or more enemy characters with a melee attack. At the end of his turn, make a full advance.
- **Walk It Off** – Immediately regain d3+1 vitality points during your turn. If a character suffers damage during his turn, the damage must be resolved before he can use this feat. Incapacitated character cannot use Walk It Off.