

<p align="center">Major Action</p> <ul style="list-style-type: none"> • Damaging attack • Bane attack • Invoke a boon • Assist an Ally: give adv. 1 • Extra Move action 	<p align="center">Move Action</p> <ul style="list-style-type: none"> • Move your speed • Long jump: distance(ft) = might roll High jump: distance = might roll/2 *10' running start or disadv 1 • Climb – half speed (agility or might if difficult) • Swim – normal speed (might or fortitude if difficult) • Resist banes – Roll for Each 1d20 vs. 10 (no attribute modifiers) *3 failed attempts = longer duration 	<p align="center">Minor Actions</p> <p>*Take any number, each once per turn</p> <ul style="list-style-type: none"> • Draw or sheathe a weapon • Retrieve an item stored on your person • Sustain a boon • Perception roll to observe your surroundings • Learning roll to recall useful information • Open a door, chest, drawer, etc. • Opportunity attack: If you are using a melee weapon and an enemy moves (of their own will) out of your reach, get one free attack once per turn
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<p>Advantage & Disadvantage</p> <p>Advantage: Roll X extra attribute dice, ignore X <i>lowest</i> rolls. X = Advantage Level Disadvantage cancels advantage: Roll X extra attribute dice, ignore X <i>highest</i> rolls.</p>

<p>Focus Action *uses all actions</p>
<ul style="list-style-type: none"> • Disrupting Attack: Make a damaging attack using the normal attack rules. If your roll exceeds the target's defense by 10 or more, then any boons being sustained by your target immediately end. • Superior Action: Make any one action roll with advantage 1. • Charge: Move up to twice your speed and make one melee attack at disadvantage 1.

Boon Challenge Ratings			
Power	Challenge	Power Level	Challenge
0	10	5	20
1	12	6	22
2	14	7	24
3	16	8	26
4	18	9	28

Damaging Attack Major Actions	
Roll 1D20 + Attribute Dice (All Dice Explode)	
Step 1: Determine Range	Melee = Within your reach
	Projectile = Weapon range (Disadvantage 1 per extra range increment) Close Range: < 25' Short: 50' Medium: 75' Long: 125' Extreme: 300'
	Extraordinary = According to Attribute: 1-3 = 25' 4-6 = 50' 7-9 = 75' *Ranged attacks in melee range of enemy get 1 disadvantage Area attacks are ranged unless unless area includes one space adjacent to attacker
Step 2: Determine Targets	<i>If more than one target...</i>
	Melee = Disadvantage equals total # of targets
	Ranged = Disadvantage equals total # of targets (Max 5 targets within 25' square)
	Extraordinary
Step 3: Determine Targeted Defense	Cube Disadvantage = 1 per 5' of length of cube.
	Line Disadvantage = 1 per 5'x10'x10' line.
	Cone Disadvantage = 1 per 5' length of cone.
Step 4: Roll Attack and Calculate Damage	Guard if the attack requires dodging or deflection, such as weapon melee or ranged attacks
	Toughness if the attack targets bodily health, such as extraordinary energy or entropy
	Resolve if the attack harms the psyche or will, such as extraordinary influence
	Damage dealt = Attack Roll minus Defense *If exceeds defense by 10 or more, inflict one bane of power level less or = to attribute used, attack must equal or exceed appropriate defense for bane

Damage and Healing
<ul style="list-style-type: none"> • Lethal Damage: Reduces Max HP, unconscious at 0, Heal Fort./day (minimum 1), if under care heal Fort./day + the care giver's Creation / Presence / Learning attribute (multiple care givers do not stack, use highest) • Zero HP: Unconscious, incapacitated, helpless, received attacks are finishing blows↓, any healing that raises HP above 0 revives • Finishing Blows: Defense against attack does not include attribute bonuses. If damaged roll Fortitude Vs. 10 + Damage, failure = death • Healing: 10 minute rest after combat returns HP to max. If unconscious regain consciousness and all HP after 2d4 hrs

Experience									
XP:	1	3	6	9	12	15	18	21	24
Level:	1	2	3	4	5	6	7	8	9
Max. Attr.:	5	5	6	6	7	7	8	8	9
	<ul style="list-style-type: none"> • For each XP, gain 1 feat point and 3 attribute points, can be used immediately • Cost (in XP) for Attribute increase = new score 								
Attr.Score:	1	2	3	4	5	6	7	8	9
Dice:	1d4	1d6	1d8	1d10	2d6	2d8	2d10	3d8	3d10
Total Cost:	1	3	6	10	15	21	28	36	45