

Killing

If an attack achieves a potential **kill** outcome and inflicts 0 or more Stamina damage to the target, after resistance, test the full damage level against the target's Strength. Attacks inflicting less than 0 Stamina damage cannot kill a target.

Failure or Marginal Success means no effect other than the attack's Stamina damage.

Moderate Success reduces the target's Stamina to 0 and renders the character unconscious.

Major or Massive Success reduces the target's Stamina to 0 and renders the character unconscious. On the following page, and each page thereafter, the character loses a level of Strength. When Strength falls below 0, the character dies.

You can prevent your Strength level from dropping for one page by spending a Determination Point. Assistance from another character for one page stops loss of Strength and stabilizes your condition, leaving you unconscious.

Recovery

Unconscious characters regain consciousness in 2d6 (2–12) pages with 1 Stamina. Thereafter they recover their current Strength level in Stamina per hour (minimum of 1) unless they use an advantage to recover (see **Advantage** in **The Basics**). The Healing and Regeneration powers allow characters to recover faster.

During most adventures, the Game Master may wish to assume characters simply recover all lost Stamina in between chapters in the adventure, since it involves less bookkeeping.

Characters recover one lost level of Strength per week, or one per day of medical treatment and complete rest. Certain powers like Healing and Regeneration can speed the recovery of lost Strength.

Taking Action

Bashing and Blasting

Failure: Your attack misses.

Marginal Success: You deal half the attack's damage (rounded down).

Moderate Success: You deal the attack's damage.

Major Success: You deal the attack's damage and may *slam* the target.

Massive Success: You deal the attack's damage and may *stun* the target.

Slashing and Shooting

Failure: Your attack misses.

Marginal Success: You deal half the attack's damage (rounded down).

Moderate Success: You deal the attack's damage.

Major Success: You deal the attack's damage and may *stun* or *injure* the target.

Massive Success: You deal the attack's damage and may *kill* the target.

Hitting a specific spot or small target—a “called shot”—increases difficulty by +2 but allows you to avoid a killing outcome, if you want (inflicting a flesh wound or grazing the target, for example). Attacking an immobile target—whether an inanimate object or a foe unable to act—is difficulty 0.

Blocking

Blocking involves bracing for an attack, resisting it with sheer Strength. Blocking is normally only effective against bashing, blasting, and rushing attacks. When blocking, take your action to do so. Until the start of your next action, you defend against those three types of attacks using Strength as a reaction, rather than Prowess or Coordination. A failed attack outcome means you block or shrug off the attack.

If you have the Damage Resistance power, you can also block slashing and shooting attacks using your DR level. Your normal level of Damage Resistance applies to any unblocked damage.

If you have an advantage, you can choose to block as a Stunt, substituting Strength or Damage Resistance for your normal defensive abilities for a page as a reaction, without taking an action to do so. See **Stunts** for more details.

Bending and Breaking

To break through or damage an inanimate object, make a damage test against the Material level (see the **Benchmark Table**). Success bends, breaks, or puts a hole through the object. Failure has no effect. The GM may modify an object's Material level, increasing it by 1 or 2 for especially thick or reinforced material, reducing it by 1 or 2 for thin or delicate objects.

Defending

If the only action you take on your panel is reacting to defend yourself, you get a +2 bonus on all tests to do so until the start of your next panel.

Wrestling

When characters want to grab and restrain an opponent, roll a test of Prowess against a difficulty of the greater of the target's Prowess or Coordination:

Failure or Marginal Success has no effect.

Moderate Success achieves a *partial hold*. The target can perform actions, but at +2 difficulty, and *can't* move away from the attacker. A moderate success can also upgrade an existing partial hold to a complete hold (following).

Major or Massive Success puts the target into a *complete hold*. The target is fully restrained and can take no physical action except to escape from the hold. In the character's panel, the character can inflict Strength damage on a character in a complete hold as a reaction with no test required.

A character in a hold can attempt to escape as a Prowess or Strength test in their panel (see **Escape**).