

Combat

Whose turn is it? (Move speed) - when combat begins all players roll 1D20, and then add their move speed modifier (e.g. +2/ -3) afterwards the players attack in order from highest score to lowest.

Actions - Each player gets 2 actions, these actions can be used to roll for anything, however, if a player wishes to perform certain actions they must be aware how many of their actions it may take.

- Movement = less than than the characters move speed (0 actions)
- Movement = up to 2x the characters move speed (1 action)
- Movement = upto 3x the characters move speed (2 actions)
- Attacking (1 action, ends turn)
- Healing (1 action, ends turn)
- Non attack actions (1 action)
- Usage styles (1 action)
- Ability activation / technique usage (1 action)
- Passive effects (0 actions)

Rotations - A rotation is when it gets back to the play it started on, for example if there are five players in combat and 1 player has their turn, after everyone else's turns it will be the first player again which means it's been 1 rotation. A rotation is considered in the perspective of each player and every time it's their turn again is a new rotation.

Clash / guarding/ blocking

Characters who have a weapon, shield or item that'd be able to block an incoming attack by rolling either acrobatics or finesse.

Grappling

This system is based on strength, if the attacking character is able to successfully roll higher on strength they have grabbed hold of their enemy, limiting their dexterity to dodge the attack (disadvantage). It is possible to also cripple a limb on either a natural 20 on strength or a critical hit on combat damage. (Remember, those with tactile abilities are potentially more dangerous when held or grabbed).

Retaliation (reactions)

Retaliation rolls there are stats a player can roll to avoid being attacked, bellow are their pros and cons;

Evasion - Roll and succeed against the attacker to get out of the way from them, the user of this roll can only as far as their move speed allows them. If the user gets 5 or above the roll of the attacker, the user gets a ranged counterattack (If the user has the abilities/equipment to do so). If both the attacker and the target match with their rolls, the attacker lands their attack.

Acrobatics - Roll and succeed against an attacker but keep within a close proximity of the area of attack/ attacker (5m), if the user gets 5 or above the attackers roll, the user of this roll gets to counterattack with a melee attack.(Powers are not included unless passively active).If both the attacker and the target match with their rolls, the attacker lands their attack.

Blocking - Roll this to stop or take less damage from an attack (if user uses Shield or weapon to defend themselves). If the user uses a body part to block the user will take damage but only toward the particular body part. If the player who uses blocking achieves a roll that is 5 or more higher than the attacking roll the damage that is dealt is halved, whether the damage is to the character or the item they used to block with.

Super Power (if the player has one) - Some powers allow the user to use their power reactively and can either use it to evade or attack back, if the roll succeeds against the attacker, they can either avoid the attack without dealing damage, or exchange blows (choice must be stated before rolling). If the user rolls 5 or above the attacker , they deal a counterattack against the attacker, without taking damage. (If the rolls match they both roll again)

Interception reactions - Each character has an interception range, which is equivalent to $1m + 1/10$ th of their movement speed; characters can react to attacks within their interception range, even if they are not the target of the attack. Characters can react in any of the relevant ways mentioned in this section of the rules, including rolling movement speed to move in front of an attack to defend its target (user of this reaction must roll movement speed equivalent to the attack roll to succeed). (Note; this can't work if the character is prone, being grappled or held, pinned, unable to move, or taking continuous damage).

Willpower (technique dependent) - Certain willpower techniques can be used reactively to defend the user.

Reactive strike / reactive shot (Powers, ability or proficiency dependent) - The target rolls to attack back to either trade damage or stop the attacker before their attack lands. If match or success both attacker and target deal damage to each other, if the target achieves 5 or higher above the attackers rolls the target stops the attack and deals their damage to the attacker. (must be within the targets attack range)

Ways of attack

Direct damage:

Typically dealt by a melee weapon or semi-automatic weaponry, this is damage from which the cause (e.g. a bullet) has travelled in a straight line toward the target.

Sweep attacks :

Typically dealt by powers, such as kraken physiology or hydrokinesis, this damage type occurs when an attack is able to hit multiple targets, providing they are lined up alongside each other.

Spread attacks :

This damage type may occur with a fully automatic assault rifle for example, it takes place when the user fires multiple bullets at multiple targets within 1 turn; this reduces accuracy, but allows the attacker to hit multiple targets within 1 turn. The spread will be equal to half of the maximum range.

Area of Effect (AoE) :

This damage type would typically be dealt by an explosion of some sort. This damage type occurs when there is an affected area, its size determined by the power or weapon which it comes from, and everything within this area will take damage. AoE diameter is equivalent to half of the attack's normal range, height of an explosion is equal to radius from the epicentre, as is the depth (range of the attack downwards). This ability is only available to specific abilities.

Cause injury

When a player wishes to injure an opponent rather than deal damage to them they must roll for the attack, but instead of the attacker rolling for damage, the opponent must roll Con (with auxiliary stat if applicable), if the opponent gets 5 under the attackers roll, they take an injury based on what the roll requirement was. (See "injuries & ailments" for reference).

Damage types

Type	Category	Injury / ailment potentials	Explanation
Blunt	Physical	Bruises, internal trauma, broken bones	Mostly hand to hand combat can deal this damage type, however, there are weapons that will be able to deal it as well.
Slash	Physical	Cuts, wounds(bleed), severance	Bladed weapons and objects can deal this damage type, and is one of the most dangerous.
Pierce	Physical	Stab wounds(bleed), cuts	Sharp objects are easy to come by, and can even deal this damage type with some slash weapons. (e.g. sword)
Impact	Physical	Bruises, internal trauma, broken bones	This damage type comes from explosions and great blast of wind.
Constriction	Physical	Bruises, internal trauma, broken bones	When being crush or squeezed by anything on top or wrapped around the target.
Fire	Elemental	Burns	A dangerous damage type, however self explanatory.
Lightning	Elemental	Burns, paralysis	High voltage and intense heat, those who use or command this element will be powerful.
Energy	Elemental	Bruises, burns	Light energy is a compact amount of photons that can deal physical injuries as well as burns due to its nature.
Cryo	Elemental	Frostbite, frost burns, frozen	Extreme colds , can freeze those with low Con ir body warmth. Ice can be used to deal physical damage as well.
Molten	Elemental	Burns	Whether it's melting metal to molten magma, boiling water or boiling oil, any liquid substance that will scold deals this particular damage type.
Spatial	Special	Internal Trauma, severance, broken bones	Spatial distortions are the most powerful and dangerous way to deal damage , manipulating space means that there is practically no form of defense against it.
Decay	Special	Rot, Burns	The rotting of flesh can be deadly, and is almost always permanent.
Absorption	Special	Exhaustion	Absorption either deconstructs physical objects or drains life force from living creatures.
Poison	Special	Poison Ailment	Poison can only deal direct damage if there's enough of it or if its a special kind of poison, when cut by a poisoned weapon or drinking poison the victim must Succeed a Survival roll to not be poisoned.
Corrosive	Special	Corrosive Burns	Acid can damage those immediately with this damage, unlike poison however, Corrosive can also affect objects as well as living flesh.
Willpower	Special	"Physical Injuries"	Willpower isn't necessarily its own damage type, however, it does affect damage types allowing impact damage to pass through armour and powers.

Damage circumstances

Normal

Damage dealt by one source, normal rolls.

Initial damage

The situation of wielding damage that encompasses the attack, for instance normally hand to hand attacks deal blunt damage, however, a character could wear gauntlets with spikes, allowing them to deal piercing damage instead.

Additional

Multiple damage dice added together, some powers or attacks can add damage together. Example : "Fire + Energy = d10 fire + d10 energy".

Crossbreed

Two or more damage types that combine together, these don't normally add each other's dice together, however, these deal the damage and count as the damage the target is weakest towards out of the damage types combined. Example: "Solar = Fire/Energy".

Resistance blocking

A situation where the initial damage of a weapons modifier is neutralised by the damage resistance of the target, however, not to the extent that the entire attack damage. This would mean the rest of the damage would be converted into blunt or impact damage.