Dice Pools for Skills

Have the skill & specialization?

Pool: ATTR + Skill level + 2

Have the skill at or above the specialization's required level?

Pool: ATTR + Skill level

Don't have the skill at the specialization's required level?

Defaulting Penalty: (Required level) - (Your level)
Pool: ATTR - (Defaulting Penalty)

Combat Round Process

1) Roll Initiative (REA + INT + mods). Add hits to initiative pool.
2) Arrange all characters by Initiative (including Team Pool), highest to lowest.
3) On his turn, **the character acts**; or he may hold action or skip his turn.
4) When all characters have acted, return to step 1. New rolls are added to the remaining IP Pool.

Resolving Attacks

1) Attacker declares his attack
2) Defender spends IP to decide the threshold (IP × REA)
3) Attacker rolls attack (usually AGI + Melee/Ranged + Specialization)
4) If hits on test exceed threshold, defender **resists damage**

Motivations

You get XP anytime you perform an action that is related to one of your character's motivations.
Don't forget: The GM doesn't have your character's Motivations memorized - ask if you think something you did deserves XP!

Chutzpah Powers

Good Luck: +1 to each die on a roll
Long Shot: Choose X. +X to dice pool and GR.
Take Two: Rerolls all failed dice, except 1's
Adrenaline: +1d6 Initiative
Second Wind: Recover 1d6 Stun damage
Retcon: Change 1 past action
Knowledge is Power: Invent a fact based on interest. roll WIL+Interest to make it true

Turn Procedure

a) Player declares his desired action
b) Player pauses to give other characters a chance to **Interrupt**
c) Resolve action
d) Subtract the IP cost of the action

To **interrupt**, your character must have a higher initiative score than the one being interrupted plus the IP cost of the interrupting action.

To **Blitz**, the IP cost of your second action is doubled. The cost of your third action is x4, the fourth is x8, and so on.

Resisting Damage

1) Add attacker's net hits to **first** piece of the Damage Code
2) Adjust all damage based on size class
3) Defender rolls BOD, and adds hits to Armor
4) For each piece (i.e. each letter) of the damage code:
    1) Apply effect of Armor (from chart)
    2) If any made it though, apply damage (from chart)
    3) If the relevant damage track is filled, apply overflow effect (from chart)