

WITHERING ATTACK

Damages initiative
(Dex + Skill + Accuracy) d10
Must exceed Defense
(Str+Weapon+Extra Succ -Soak) d10
Minimum : OverWhelming
Attacker gains (succ +1) initiative
Defender loses (succ) initiative

DECISIVE ATTACK

Damages health levels
(Dex + Skill) d10
Must meet Defense
Fail -> Init -2 (or -3 if Init >10)
(Initiative) d10 IF >Hardness
10s are not double successes
Reset Initiative to 3

Cause Initiative Crash
-> +5 extra initiative

10

20

30

9

19

29

8

18

28

7

17

27

6

16

26

5

15

25

4

14

24

3

13

23

2

12

22

1

11

21

0

**INITIATIVE
CRASH !!!**

-6

-1

No Decisive Attacks
No Perilous Charms
Hardness 0
If Self-inflicted
-> -5 initiative

-7

-2

Special rules
if Initiative Shift

-8

-3

-9

-4

-10

-5