



CHAPTER 11

COMBAT

Combat answers four immediate questions:

11

01

Position: Where is everyone, and what is at risk?

02

Intent: What is each combatant trying to accomplish?

03

Action: Which movement, attack, defense, or maneuver is used?

04

Consequence: What changes after damage and color effects?

1. Core Combat Principles

Combat must remain fast enough to feel like a comic-book fight.

The rules preserve the recognizable structure of classic play-six-second rounds, side initiative, Fighting and Agility attacks, Health damage, Body Armor, Slams, Stuns, lethal danger, and the Universal Table-without requiring a separate procedure for every punch, weapon, or Power.

The core limits are deliberate:

- one declaration, movement, and one Primary Action per turn;
- one attack FEAT normally determines whether an attack hits;
- no routine attack roll followed by a routine defense roll;
- no bonus-action or reaction economy;
- no facing rules or exact square counting;
- no generic multiple-action procedure;
- no long catalogue of weapon tags or conditions;
- no ordinary modifier total beyond the Universal FEAT limits; and
- no special subsystem when the universal procedure already answers the question.

A combat rule earns its place only if it creates a meaningful comic-book decision at the table.

Detailed vehicle combat, chases, armies, battlefield command, and cosmic-scale conflicts belong in focused modules. Weapons and Powers may create explicit exceptions, but an exception does not rewrite the core loop.

2. The Fast Core

Use this procedure for almost every combat turn.

- 1 Establish intent. The player says what the hero is trying to accomplish and how.
- 2 Determine initiative. Each side rolls once for the round.
- 3 Take turns. The winning side acts, followed by the other side.
- 4 Move. A character may move before or after the Primary Action, or split ordinary movement around it.
- 5 Take one Primary Action. Attack, defend, escape, assist, interact, use a Power, or attempt another consequential act.
- 6 Roll one FEAT when needed. Read White, Green, Yellow, or Red on the Universal Table.
- 7 Apply damage and the attack profile's color effect. Make a resistance FEAT only when a special result calls for one.

2.1 The Default Attack

For an ordinary attack:

- close attacks use Fighting;
- ranged and thrown attacks use Agility;
- a Power attack uses the Ability or Power rank stated by the Power;
- Green or better hits unless Passive Evasion requires a higher result;
- subtract applicable protection from damage;
- reduce Health by the penetrating damage; and
- apply the attack's Yellow or Red effect only if the result reached that color and at least one point penetrated protection.

That is the complete attack unless a rule below clearly applies.

3. Combat Terms

3.1 Round

A Round is approximately six seconds. It is long enough for every participating character to take one turn.

3.2 Turn

A Turn is one character's opportunity to move and take one Primary Action. Turns within a side may occur in any order that side chooses.

3.3 Primary Action

A Primary Action is the character's main consequential effort for the turn.

Common Primary Actions include:

- attack;
- use a Power under pressure;
- defend;
- grapple or escape;
- assist;
- administer First Aid;
- operate a complex device;
- overcome an obstacle; or
- perform a strenuous interaction.

3.4 Incidental Action

Brief speech, dropping an item, pressing an accessible control, opening an ordinary door while passing through it, or drawing a readily available item is incidental when it creates no meaningful difficulty.

An incidental action becomes the Primary Action when it requires concentration, precision, resistance, extended handling, or meaningful risk.

3.5 Area

One Area is 132 feet or approximately 40 metres of travel distance. Use that exact conversion for measured range and movement.

The Judge may also divide a scene into narrative zones: a room, rooftop, stretch of street, rail platform, laboratory bay, or similar location. One ordinary outdoor zone is approximately one Area; a tightly bounded interior may be treated as one zone even when smaller. Zone boundaries simplify position but never enlarge a measured Power radius, bypass an obstruction, or alter travel time over a known distance.

Characters in the same Area or zone may still be separated by furniture, elevation, cover, crowds, or other established positioning.

3.6 Engaged

Characters are Engaged when they are within immediate close-combat reach. Leaving engagement may be prevented by a Hold or an established obstacle, but it does not trigger a free attack.

4. Starting Combat

Before initiative, establish only what matters:

- who is present;
- the Areas and important connections between them;
- who is Engaged;
- obvious cover, hazards, exits, heights, and objectives;
- who is unaware, surprised, restrained, or already protected; and
- any mission constraint, such as protecting civilians or stopping an escape.

Do not inventory every object in the scene. Add ordinary details when a character reasonably uses them and they do not contradict what has been established.

4.1 Surprise

Use Intuition and the Universal FEAT procedure to determine surprise only when awareness is uncertain.

A surprised character:

- acts after all aware characters in the first round, regardless of side initiative; and
- suffers -1CS on the first Primary Action taken before the end of that round.

A character who is completely unaware of an attack cannot use a committed defense or Passive Evasion against it. Surprise does not overcome missing reach, line of effect, a Scale Gate, or another impossibility unrelated to Evasion.

5. Initiative

At the start of each round, one player rolls d10 for the heroes and the Judge rolls d10 for the opposition.

Each side uses the highest Intuition among its aware, participating characters.

- If one side's highest Intuition is at least two ranks higher, that side adds +1.
- Explicit initiative Powers, Talents, or conditions apply as written.
- The higher total wins initiative.
- On a tie, the side with the higher Intuition acts first.
- If still tied, the heroes act first unless the fiction clearly favors the opposition.

All members of the winning side take their turns in an order they choose, followed by the other side. Roll again next round.

Initiative determines sequence, not extra actions. A character unable to act contributes no Intuition to the side.

5.1 Holding a Turn

A character may delay a turn until later in the same round. The character acts after a declared event or at the end of a chosen character's turn.

If the event does not occur, the delayed character may act at the end of the round. An unspent turn never carries into the next round.

5.2 Changing Intent

Players may revise intent when the situation changes before their turn. No separate change-action roll is required.

Once a character begins resolving a FEAT or spends a committed defense, the choice is made.

6. Movement

A character may use the normal movement provided by the character's movement mode before or after the Primary Action, or split it around that action.

Movement is automatic when the path is open and the pace is within the established capability.

Make a movement FEAT only when the movement is dangerous, opposed, unusually precise, or beyond routine use. Examples include crossing collapsing debris, changing direction during a high-speed charge, landing on a moving vehicle, or forcing passage through an opponent.

6.1 Ground Movement

Normal ground movement in one Round is based on Endurance.

Endurance	Areas per Round
Feeble	1/2
Poor through Excellent	1

Endurance	Areas per Round
Remarkable or higher	2

This is rapid movement under combat pressure, not a claim that every character maintains the equivalent real-world speed over a long race. One Area equals 132 feet or approximately 40 metres of travel. A narrative zone may stand for one Area when exact distance is unimportant, but a known physical distance still governs actual travel time.

Movement Powers and vehicles use their recorded rates. A character using an ordinary movement mode not listed here uses the closest credible rate until its focused rules define otherwise.

6.2 Full-Speed Movement

Every character record distinguishes movement that may accompany an action from any faster powered or vehicular maximum:

- Movement while acting: movement that may occur before, after, or around a Primary Action. Ordinary ground movement uses Section 6.1. A Power or vehicle uses that same Endurance-based rate through its mode unless it expressly provides another tactical rate.
- Full speed - Primary Action: a Power's or vehicle's listed maximum combat rate. Reaching that faster rate always consumes the Primary Action, even on a clear route.

Thus a character with a movement Power may still move at the ordinary Endurance rate through that mode and attack, or spend the Primary Action to use the Power's full listed rate. A character with no faster powered or vehicular rate simply records ordinary movement while acting; spending the Primary Action creates no extra speed. The sheet must record both values whenever a faster maximum exists rather than presenting one ambiguous rate.

A movement Power may expressly permit full movement and an attack. That is a Power exception, not a general extra action.

6.3 Difficult Ground

Crowds, rubble, ice, dense undergrowth, steep slopes, or similar ground may:

- reduce movement;
- require a Green movement FEAT under pressure; or
- become an Intensity when the danger is substantial.

Use one consequence appropriate to the scene. Do not apply both reduced movement and a penalty for the same fact unless the terrain presents two distinct problems.

6.4 Falling and Forced Movement

Falling, knockback, and collision damage are ranked hazards. Compare the hazard with the character's applicable protection and resolve a FEAT only when control, catching, or resistance is uncertain.

Forced movement does not grant the target a free turn and does not by itself cause extra damage. A collision, dangerous landing, or contact with a hazard may cause a separate ranked effect when the fiction establishes it.

7. The Combat Turn

On a turn, a character may:

- 1 take ordinary movement;
- 2 take one Primary Action; and
- 3 perform reasonable incidental actions.

The order may be changed and ordinary movement may be split.

7.1 No Generic Multiple Actions

There is no universal roll to gain extra attacks or Primary Actions.

Extra actions exist only when a Power, Alternate Profile, vehicle, or other explicit feature grants them. Talents improve competence; they do not grant extra turns.

When several minor operations genuinely form one coherent task, resolve them as one Primary Action rather than counting hand movements.

7.2 Assisting

Use the Universal FEAT teamwork rules. One qualified assistant may normally grant +1CS when the assistance is credible and both characters can coordinate.

Assisting is the helper's Primary Action. Assistance improves the FEAT; it does not add ranks, damage, or separate hits unless a specific rule says otherwise.

8. Attack Profiles

Every attack is described by a compact Attack Profile.

Field	Meaning
Name	The attack's ordinary name
Delivery	Close, Ranged, Area, or another explicit method
Accuracy	Fighting, Agility, Power rank, or another stated rating
Damage	The exact score inflicted before protection
Form	Impact, Edged, Energy, Mental, Restraint, or a defined special form
Range	Reach or maximum Areas, when relevant
Yellow	The effect of a Yellow hit
Red	The effect of a Red hit

An entry may omit a field that does not apply.

8.1 Default Profiles

Attack	Accuracy	Damage	Yellow	Red
Unarmed strike	Fighting	Strength score	Slam	Stun
Ordinary impact weapon	Fighting	Listed score	Slam	Stun
Edged melee weapon	Fighting	Listed score	Injury	Lethal Threat
Projectile firearm	Agility	Listed score	Precision	Lethal Threat
Thrown impact object	Agility	Listed score	Slam	Stun
Force or concussive blast	Stated attack rating	Power or listed score	Slam	Stun

These are defaults, not universal descriptions of every attack. A tranquilizer dart, web-shooter, heat ray, magical curse, or armor-piercing missile receives the profile that its actual function requires.

8.2 Unarmed and Strength-Driven Damage

An ordinary unarmed strike inflicts the attacker's Strength score as Impact damage.

A Strength-driven weapon uses its listed Damage and operating limit. A weapon never safely channels more force than its Material Strength or description permits. Detailed equipment entries state any increase, cap, or special use.

8.3 Thrown Objects

A thrown object's damage is the lower of:

- the thrower's applicable Strength score; or
- the object's Material Strength or listed damage capacity.

Exceptional size, shape, speed, or explosive contents may change the profile. Throwing a large object may create an Area attack rather than greater direct damage.

8.4 Power Attacks

A Power uses its written attack rating, damage, range, and effects. If none are specified:

- use Fighting for a close physical delivery;
- use Agility for a ranged physical delivery;
- use Power rank when the Power itself governs precision or control; and
- use Power rank as damage only when the Power is capable of causing direct damage.

A Power's description determines what it can affect. Rank alone does not create a new attack function.

9. Resolving an Attack

Step 1: Declare Target and Method

State the target, attack, and intended special maneuver before rolling.

Step 2: Confirm Possibility

Confirm reach, line of effect, required senses, ammunition or charge, scale, and any other necessary means.

Step 3: Establish Accuracy

Use the Attack Profile's Accuracy and establish any legitimate replacement or Effective Accuracy rating.

For an individually targeted attack whose line, path, contact, or point of impact can be physically avoided, compare the attack's acting Accuracy rating with the target's Evasion under Section 9.1. That comparison sets the Required Result before ordinary column shifts are applied.

Then apply relevant Talent and circumstance shifts to the attack column. The final ordinary modifier remains capped by the Universal FEAT chapter.

Step 4: Roll the Attack FEAT

Read the result on the Universal Table.

Result	Ordinary attack outcome
White	Miss or failure to produce a useful attack
Green	Hit if Green satisfies the Required Result
Yellow	Hit if Yellow satisfies the Required Result; apply the profile's Yellow effect
Red	Hit and apply the profile's Red effect

Step 5: Apply Protection and Damage

Subtract applicable protection from damage. Any remainder is penetrating damage and is removed from Health.

Step 6: Apply the Color Effect

Apply the profile's color effect. Ordinary Slam, Stun, Injury, and Lethal Threat effects require at least one point of penetrating damage.

An attack expressly designed to move, restrain, blind, disrupt, or otherwise affect a protected target may operate without Health damage as stated by that attack.

9.1 Passive Evasion

An alert character who can physically move is always harder to hit when Agility exceeds an attack's governing Accuracy. This Passive Evasion requires no declaration, action, or defense roll and remains available while the character moves, attacks, or uses a Power normally.

Passive Evasion applies to Close and Ranged attacks and to another individually targeted attack whose line, path, contact, or point of impact can reasonably be avoided. Compare the attack's acting Accuracy rating with the defender's Agility using the ranked Intensity ladder in the Universal FEAT chapter. Because an attack under pressure is never routine, equal or lower Evasion still requires at least Green.

Defender's Evasion relative to attack Accuracy	Required attack result
Equal or lower	Green
One rank higher	Yellow
Two ranks higher	Red
Three or more ranks higher	Impossible without an Enabler

Make the comparison after applying a legitimate replacement or Effective Accuracy rating but before ordinary Talent and circumstance column shifts. Those shifts change the attacker's chance of reaching the required color; they do not retroactively change the comparison.

Passive Evasion does not apply to an Area attack against the Area, environmental exposure, or a direct mental, emotional, sensory, biological, spatial, temporal, dimensional, or Meta-Ability effect with no physically avoidable delivery. It is unavailable while the defender is completely unaware of the attack, Stunned, Held, Immobilized, Unconscious, or otherwise unable to perceive and physically evade it. A Restrained Function removes Passive Evasion only when the named restriction prevents the necessary perception, posture, or locomotion.

Passive Evasion is not protection and never subtracts damage. An established Enabler may remove or reduce an otherwise impossible Evasion problem by restraining the target, denying space, predicting movement, attacking through an unavoidable route, or creating another specific advantage. Merely taking a normal Primary Action does not remove Passive Evasion.

9.2 Natural Extremes

A natural 01 and natural 100 follow the Universal FEAT chapter. Neither invents an automatic catastrophe or miracle.

9.3 Red May Be Reduced

Before applying the result, an attacker may voluntarily treat a Red attack result as Yellow or Green. This can represent restraint, a less dangerous target point, or abandoning an unwanted special effect.

Reducing the color does not turn an inherently lethal method into a safe one. Safe use may require pulling the attack or using another profile.

10. Protection and Damage

10.1 Protection

Body Armor, Force Fields, resistance Powers, cover, and similar defenses provide an exact protection score against stated forms of damage.

Penetrating damage = Damage score - applicable protection score

The minimum is zero. Protection never restores Health and ordinary damage is not negative.

10.2 Overlapping Protection

Use the highest applicable protection. Protection does not ordinarily stack.

Layers combine only when a Power or item expressly describes them as cumulative or one layer protects another as a separate target. Passive Evasion and circumstance shifts to avoid an attack are not protection and may coexist with one protection score.

10.3 No Penetration

If protection reduces damage to zero:

- no Health is lost;
- ordinary Slam, Stun, Injury, and Lethal Threat effects are negated; and
- visible impact, noise, displacement of loose objects, or similar narration may still occur.

10.4 Zero Health

At zero Health, a character is unconscious. If the cause could reasonably be fatal, the character begins Dying under the Advancement, Codes, and Recovery chapter.

Do not track negative Health. Further damage to a dying character uses the Dying-mark rules.

10.5 Damage Is Not Automatically an Injury

Health loss does not automatically reduce an Ability or create a lasting Injury. Apply an Injury only when the attack profile, special result, established risk, or fiction justifies one.

The Advancement, Codes, and Recovery chapter controls Injury severity, Dying, stabilization, Health recovery, medical treatment, Healing, and Regeneration.

11. Defending

A defense is a Primary Action. A character may declare it on the character's turn or commit the upcoming Primary Action when first attacked before that turn.

Once committed, the character cannot take another Primary Action that round. There is no separate reaction allotment.

11.1 Dodge

Dodge protects against Ranged attacks and attacks whose line can be avoided.

Roll an Agility FEAT when the defense is committed. Apply the result to qualifying attacks until the start of the character's next turn.

Dodge result	Temporary Evasion rating
White	Agility
Green	Agility +1 rank
Yellow	Agility +2 ranks
Red	Agility +3 ranks

Use this temporary Evasion rating instead of ordinary Agility when qualifying attacks make the Passive Evasion comparison. The increase affects Evasion only; it does not change Agility FEATs, attacks, movement, initiative, Health, or any other derived value. It may cross Shift Z through the named Class ranks for this comparison only and cannot exceed Class 5000; it grants no Class-scale authority.

Multiple Evasion ratings do not stack. Use the highest applicable rating. Dodge still uses one Agility FEAT when committed, not a new roll against every attack.

The character may move normally while Dodging but cannot make an ordinary attack that round. An Area attack may require Dive for Cover instead.

11.2 Evade

Evade protects against one Engaged opponent's close attacks. Its active contest replaces both the ordinary attack roll and Passive Evasion; do not apply both.

Resolve an active contest between the defender's Fighting and the attacker's Fighting. This contest replaces the attack roll; do not roll twice for the same attack.

- If the attacker wins, the attack hits at the attacker's contest color and resolves normally.
- If the defender wins, the attack misses.
- If the defender wins with Yellow, the defender gains +1CS on the next close attack against that opponent before the end of the next turn.
- If the defender wins with Red, the bonus is +2CS.

Ties go to the higher exact Fighting score, then to the defender.

11.3 Block

Block meets a physical attack with Strength, a shield, or a suitable defensive Power.

Choose one attack or one clearly defined source when the defense is committed. Roll the applicable defensive rating against the attack's Damage Intensity.

Block result	Outcome
White	The Block fails; protection still applies normally
Green	Reduce the attack's damage by the blocking rating's exact score
Yellow	Reduce the damage to zero; the blocker holds position
Red	As Yellow, and the blocker may protect one adjacent character from the same attack

A Block must be physically credible. Strength cannot block fire, gas, telepathy, or another effect that cannot be met by force. A shield or Power may broaden what can be blocked.

The blocking score is not added to Body Armor. Apply the Block reduction first, then the highest applicable protection.

11.4 Take Cover

Moving behind existing cover requires no FEAT when the route is open. Cover shifts attacks by -1CS, -2CS, or -3CS according to how completely it conceals and protects the target.

Cover's Material Strength may absorb damage when the attack actually strikes or passes through it. The same cover fact cannot both impose a larger penalty and provide a second unrelated modifier.

11.5 Protect Another

A character may use the Primary Action to interpose for one nearby person until the start of the protector's next turn.

An attack that would hit the protected person hits the protector instead when interposition is physically possible. The protector may use an applicable committed Block as part of the same action.

12. Special Attack Effects

Only a successful profile result invokes these procedures.

12.1 Slam

A Slam is forceful displacement or knockdown. The target makes an Endurance FEAT against the attack's Damage Intensity.

Resistance result	Slam outcome
White	Knocked into an adjacent Area and Prone
Green	Knocked down in the same Area and Prone
Yellow	Holds position; no Slam
Red	Holds position; no Slam and may immediately secure a reasonable foothold or grip

If the attack's force, Power, or environment establishes greater knockback, use that stated effect. Colliding with a dangerous obstacle may create a separate hazard, but forced movement does not automatically duplicate the original damage.

12.2 Stun

A Stun threatens to overwhelm the target without itself declaring a lasting Injury. The target makes an Endurance FEAT against the attack's Damage Intensity.

Resistance result	Stun outcome
White	Stunned and Prone
Green	Staggered
Yellow	No additional effect
Red	No additional effect and may ignore one ordinary Staggered result already affecting the character

12.3 Injury

An Injury result creates a Serious Injury when the method and struck location can reasonably do so. If a Serious Injury would not fit the attack, apply a Minor Injury instead.

The Injury takes effect after damage. It does not multiply that damage.

12.4 Lethal Threat

A Lethal Threat represents a potentially fatal hit from an edged, piercing, destructive, or otherwise lethal attack. The target makes an Endurance FEAT against the attack's Damage Intensity.

Resistance result	Lethal outcome
White	Critical Injury; Health becomes zero and the target begins Dying
Green	Severe Injury
Yellow	Serious Injury
Red	No additional Injury beyond Health damage

This is not an instant-death roll. Death occurs only through the Dying rules or an established narrative absolute beyond ordinary character scale.

Nonliving targets do not become Dying; use their material, structural, or special rules.

12.5 Precision

A Precision result lets the attacker accomplish one declared exact purpose that the method can produce, such as severing a cable, striking a held object, pinning clothing, hitting a control, or placing a shot in a narrow opening.

Precision does not add damage and does not create a lethal effect unless the profile already possesses one.

13. Conditions

Core combat uses only the following conditions. A Power may define a unique state when necessary.

13.1 Prone

A Prone character suffers -1CS on physical actions that require stable footing. Standing uses the character's movement and ends Prone.

13.2 Staggered

A Staggered character suffers -1CS on the next Primary Action, after which the condition ends. Multiple Staggered results do not stack; a new result only renews it.

13.3 Stunned

A Stunned character cannot take a Primary Action on the next turn and may use movement only to recover, crawl, or seek immediate safety. Stunned ends after that turn.

Passive Evasion is unavailable while Stunned.

13.4 Restrained Function

A Restrained Function makes one named limb, carried item, sense, speech, or locomotion mode unavailable. Actions unrelated to that function remain available without an automatic penalty. Different named restrictions may coexist, but they do not stack numerical shifts.

13.5 Held

A Held character cannot use ordinary movement or leave the current position or engagement. Dodge and Evade are unavailable. Escape normally requires a Primary Action.

The character may make a physical close or ranged attack, Block, manipulate equipment, or defend another character at -1CS only when the necessary limb, item, line, and posture remain available. Defending another cannot include repositioning. Passive protection, resistance, and nonphysical actions remain available, but Passive Evasion does not.

13.6 Immobilized

An Immobilized character cannot use physical movement or take a physical Primary Action except resistance or escape. Dodge, Evade, Block, physical attacks, equipment manipulation, and physical protection of another character are unavailable.

Passive protection, resistance, perception, thought, and purely mental Powers remain available, but Passive Evasion does not. Speech remains available unless the restraint covers or suppresses it. Immobilized does not itself blind, silence, suffocate, inflict damage, or suppress Powers.

13.7 Restraints and Power Use

A movement Power that physically moves through or pulls against a restraint must overcome it through the normal escape procedure. A Power that genuinely bypasses the restraint's medium, such as suitable Phasing or Teleportation, may be used when its activation requirements remain available; successful use ends the physical restraint.

Anchoring, dimensional containment, Power suppression, or another specialized restraint blocks such a method only when its operating profile expressly says so.

13.8 Unconscious and Dying

An unconscious character cannot act. A Dying character follows the Advancement, Codes, and Recovery chapter.

13.9 Condition Limits

- The same condition never stacks its numerical effect with itself. Different named Restrained Functions may coexist as stated above.
- Apply only the single largest shift arising from conditions to one FEAT.
- A condition ends when its stated duration expires or the fiction clearly removes its cause.
- Do not create a condition merely because damage was inflicted.

14. Grappling

Grappling is close combat using Fighting to establish control and Strength or agility to maintain or escape it.

14.1 Establishing a Hold

Make a Fighting attack FEAT against an Engaged target.

Result	Outcome
White	No Hold
Green	Partial Hold
Yellow	Held
Red	Held, plus one immediate grapple maneuver

A Partial Hold stops the target from leaving engagement but does not otherwise restrict the target. It ends if the attacker does not use the next Primary Action to maintain or improve it.

A Held target has the Held condition.

14.2 Escaping

Escape is an active contest:

- Strength against the holder's Strength to break free;
- Agility against the holder's Fighting to slip free; or
- a suitable Power against the appropriate opposing rating.

If the escaping character wins, the Hold ends. A Yellow win also permits ordinary movement immediately. A Red win may reverse position, leaving the former holder Held when the method supports it.

Ties favor the holder.

14.3 Grapple Maneuvers

While maintaining a Hold, the holder may use a Primary Action to perform one credible maneuver:

- inflict Strength damage;
- take or disarm a held item;
- move the target with the holder;
- inflict Restrained Function on an additional limb or function;
- throw the target into the same or an adjacent Area; or
- pin the target, inflicting Immobilized and causing escape to use -1CS.

When the outcome is uncertain or the target actively resists, use an active contest. A throw may replace its damage with a Slam result rather than applying both automatically.

Body Armor does not prevent a Hold, but it protects against damaging grapple maneuvers.

15. Common Maneuvers

These maneuvers use the normal attack procedure.

15.1 Aim

A character who remains stationary and spends the Primary Action aiming gains +1CS on one specified ranged attack made on the next turn. The benefit is lost if the target becomes unavailable, the character is forced to defend, or concentration is broken.

Aim never exceeds the normal modifier cap.

15.2 Called Shot

Declare a small target or exact point and attack at -2CS. A Yellow result is required to achieve the called purpose. Green may still inflict ordinary damage when the larger target was hit, but it does not achieve the precise effect.

A called shot does not automatically increase damage or create a Lethal Threat.

15.3 Disarm

Declare the held item and attack at -1CS. A Yellow result disarms it. A Red result lets the attacker place, catch, or immediately take the item when physically possible.

Damage is not inflicted unless the attacker declared a damaging method that could reasonably do both.

15.4 Pulling an Attack

Before rolling, an attacker may reduce damage to any lower exact score the method can safely produce.

An inherently lethal weapon requires a credible safer use—such as a flat strike, reduced setting, disabling ammunition, or a different Power mode—to replace its Edged or lethal profile with an Impact or nonlethal profile.

15.5 Charge

A Charge combines direct movement with an Impact attack and uses the Primary Action.

- Move at least one Area along a credible route.
- Use Endurance as Accuracy.
- Inflict the higher of Strength or Endurance score as Impact damage, limited by the character's safe charging capability.
- Yellow produces Slam; Red produces Stun.

On a White result, the attacker continues to the next reasonable position and may collide with an established obstacle. A sharp turn, narrow route, or dangerous landing may require an Agility FEAT.

Protection applies normally. A character who strikes protection greater than the Charge's damage may suffer the unpenetrated force as a collision hazard when appropriate.

15.6 Catch

Catching a falling person, thrown object, projectile, or other moving target is an Agility FEAT against an Intensity based on speed, size, and control.

Success secures the target. The catcher must also have enough Strength, protection, or another means to absorb its force. Otherwise the catch may succeed while both catcher and target suffer the remaining hazard.

16. Ranged, Area, and Indirect Attacks

16.1 Range

An attack within its listed range suffers no automatic distance penalty. Apply a shift only when actual circumstances-extreme precision, obscurity, an unstable platform, or range beyond normal performance-make the shot harder.

Range never creates line of effect through a barrier.

16.2 Cover and Concealment

Cover can stop force. Concealment blocks information.

- Cover may shift the attack and provide Material Strength.
- Concealment may shift the attack or make targeting impossible.
- A sense or Power that defeats concealment does not automatically defeat cover.

16.3 Area Attacks

An Area attack uses one attack FEAT for the targeted Area. On Green or better, every exposed target in the affected portion is hit. The profile's color applies to all targets, but protection and resistance are resolved individually.

A White result misses the intended placement or fails to form. The Judge places any harmless miss according to the declared approach; a White result does not automatically strike an ally.

Passive Evasion and ordinary Dodge do not negate an Area attack that fills the target's position.

16.4 Dive for Cover

A character threatened by an Area attack may commit the upcoming Primary Action to Dive for Cover if a reachable safe position exists.

Make an Agility FEAT against the attack's placement or effect Intensity.

- Green reaches partial cover.
- Yellow reaches full cover or leaves the affected portion.
- Red also permits the character to bring one adjacent willing or helpless person.
- White leaves the character exposed.

This is the character's defense for the round, not an additional reaction.

16.5 Indirect Attacks

Ricochets, arcing attacks, remote origins, and attacks through unusual routes require a method capable of producing them. Use a required Yellow or Red result or an appropriate shift, not both for the same difficulty.

17. Mental, Social, and Mystical Conflict in Combat

A mental, emotional, social, or mystical action taken during combat still uses the Universal FEAT chapter.

- Use the rating stated by the Power, spell, Talent, or approach.
- Use an active contest only when both sides are actively pursuing incompatible outcomes.
- Use passive resistance when the target is resisting an imposed effect rather than taking an independent action.
- Do not inflict Health damage unless the effect expressly does so.
- Do not apply Body Armor to an effect it does not protect against.

Combat timing does not grant mind control, persuasion, illusion, or magic functions that the character does not possess. A spoken appeal may change an NPC's decision when the fiction supports it; it is not a universal combat command action.

Astral, magical, and dimensional combat uses this same timing and FEAT structure. Its sourcebook defines special forms, defenses, and consequences.

18. Objects, Barriers, and the Environment

18.1 Attacking an Object

No attack FEAT is required to strike a stationary, accessible object when time and placement are not uncertain.

Roll when the object is moving, protected, difficult to reach, small, being used by an opponent, or when precise placement matters.

Compare damage with Material Strength using the Universal Intensity ladder.

- Damage two or more ranks higher normally breaks or penetrates the material automatically when the method is suitable.
- One rank higher normally requires Green.
- Equal rank normally requires Yellow.
- One rank lower normally requires Red.
- Two or more ranks lower cannot break it without an Enabler, vulnerability, leverage, repeated-task permission, or different method.

Breaking a barrier creates only the opening the attack could reasonably produce.

18.2 Improvised Environment

The environment may provide weapons, cover, hazards, leverage, and rescue opportunities. Rate only what becomes relevant.

Creative use of scenery should usually:

- change the possible approach;
- provide one justified shift;
- create an Area or Precision effect;
- exchange damage for control; or
- create a new objective.

It should not automatically stack damage bonuses. Creative Power Use may qualify for the Karma award defined by the Advancement, Codes, and Recovery chapter.

18.3 Hazards

Fire, electricity, toxins, vacuum, crushing pressure, drowning, radiation, and similar threats are ranked effects.

Determine:

- 1 what the hazard can affect;
- 2 its Intensity and interval;
- 3 the applicable protection or resistance;
- 4 the required color; and
- 5 the consequence of failure.

A continuing hazard normally applies once per round or at another clearly stated interval. Do not roll both an attack and an exposure FEAT unless they answer different questions.

18.3.1 Hazard Profiles

Every baseline hazard profile records these fields separately:

- 1 Exposure: what contact begins the hazard and what it can affect;
- 2 Intensity: the ranked potency opposed by protection or resistance;
- 3 Onset and interval: when consequences begin and how often they repeat;
- 4 Resistance: the Ability, Power, protection, equipment, or other defense that applies;
- 5 Consequence: damage, condition, deprivation, or other result of exposure;
- 6 Removal: what ends or reduces the continuing cause; and
- 7 Recovery: what remains after removal and how it is treated.

Intensity and damage are separate fields. A resistance FEAT may prevent a toxin's effect without serving as armor against flame, while protection may reduce heat damage without supplying breathable air. Endurance measures bodily resistance and exertion; it does not create a missing substance or make an environment habitable.

18.3.2 Air Deprivation

Use this clock when a breathing character cannot obtain usable air through drowning, choking, suffocation, smoke, vacuum, Phasing without respiration, or another cause.

Breath Reserve: Record rounds equal to the character's exact Endurance score after a deliberate full breath. Sudden deprivation begins with half that reserve, rounded up. Vacuum always uses the sudden reserve; holding the breath in vacuum grants no additional time.

At the end of each turn, spend 1 Breath Reserve for ordinary activity or 2 for strenuous movement, combat, or use of a Primary Action. When a turn begins at zero Breath Reserve, make an Endurance FEAT at its end. The first crisis FEAT requires Green, the second Yellow, and the third Red. Failure reduces the character to zero Health, makes the character Unconscious, and begins air-deprivation Dying. After three successful crisis FEATs, the character becomes Unconscious at the end of the following turn without another FEAT.

While deprivation continues, do not make the ordinary round-by-round Dying FEAT. Instead, gain one Dying mark after every ten additional rounds without usable air. Three Dying marks mean death. First Aid and restored Health cannot stabilize the character while the deprivation continues.

Once usable air returns, stop gaining automatic marks and resume the ordinary Dying, First Aid, Healing, stabilization, and recovery rules. Restoring air ends the cause; it does not automatically restore Health or consciousness.

- Deliberate submersion normally allows the full reserve; sudden submersion uses half.
- Choking and sudden suffocation normally use half.
- Smoke may combine this clock with a separate toxin profile when inhaled.
- Vacuum combines the sudden reserve with its separately resolved pressure and decompression profile.
- Self-Sustenance ignores this clock only when air is a selected need.
- Environmental Protection ignores this clock only when its recorded package expressly supplies breathing; vacuum or pressure resistance alone does not create air.

18.3.3 Pressure and Vacuum Trauma

Pressure danger is the difference between the pressure acting on a target and the pressure it is equalized or designed to withstand. Ambient pressure alone does not automatically crush an equalized creature, and vacuum does not make an exposed body explode.

One Pressure score point represents approximately one atmosphere of pressure difference. In water, each point is approximately 33 feet of additional depth.

Pressure rank	Score	Approximate additional underwater depth
Feeble	1-2	33-66 feet
Poor	3-4	99-132 feet
Typical	5-7	165-231 feet
Good	8-15	264-495 feet
Excellent	16-25	528-825 feet
Remarkable	26-35	858-1,155 feet

Pressure rank	Score	Approximate additional underwater depth
Incredible	36-45	1,188-1,485 feet
Amazing	46-62	1,518-2,046 feet
Monstrous	63-87	2,079-2,871 feet
Unearthly	88-125	2,904-4,125 feet
Shift X	126-175	4,158-5,775 feet
Shift Y	176-350	5,808-11,550 feet
Shift Z	351-999	11,583-32,967 feet
Class 1000	1,000	Approximately 6.25 miles

Exposure: A sudden pressure change, continued unequalized pressure, decompression, flooding, implosion, or direct crushing begins exposure. A controlled change causes no exposure when suitable equipment and procedure keep the target equalized. Rate the actual pressure difference, not the total ambient pressure.

Intensity: Use the score above. Normal atmosphere to vacuum is Feeble 1. Sudden decompression from a pressurized environment uses the full difference; for example, approximately ten atmospheres to vacuum is Good 8.

Onset and interval: Resolve a sudden change immediately. After a failed resistance, continuing hostile pressure repeats every ten rounds. Catastrophic flooding, implosion, or direct crushing repeats every round. A successful resistance lasts until the pressure changes by at least one named rank.

Resistance: Use Endurance, Environmental Protection that includes pressure or vacuum, Specialized Resistance to pressure, or another explicit defense. Use the highest applicable rating; do not add them together. An exposure at least two named ranks below the resistance is withstood automatically. Otherwise use the ranked Intensity ladder; if the ladder permits no roll, apply the failure consequence. A sealed, pressure-rated shell protects its contents automatically within its rating. Above that rating it no longer prevents pressure exposure and may also suffer a separate structural consequence under the object rules. Ordinary Body Armor is not pressure protection unless it is expressly sealed and pressure-rated.

Consequence: Failure causes Pressure damage equal to the Intensity score. This damage bypasses protection that is not pressure-rated. Failure against sudden decompression also makes the target Staggered. Pressure damage does not automatically establish a lasting Injury; zero Health, dramatic barotrauma, and other established risks use the existing Injury and Dying rules.

Vacuum: Vacuum uses the Feeble pressure difference from normal atmosphere and always begins the sudden air-deprivation clock. Holding the breath grants no benefit. Vacuum does not by itself inflict cold or radiation damage; those are separate profiles when present. Explosive debris, forced movement, fire, or structural collapse are also separate consequences when the scene establishes them.

Removal: Equalizing the pressure, entering a safe environment, escaping the force, or restoring an effective sealed shell ends continuing exposure.

Recovery: Ending exposure does not restore lost Health, remove Staggered early, or erase an established Injury. Use the ordinary recovery, Healing, First Aid, Injury, and Dying procedures. Decompression or medical treatment may satisfy the fictional requirement for recovery without automatically restoring Health.

18.3.4 Temperature and Fire

Ambient temperature, direct thermal damage, and continuing fire are related hazards but not the same damage instance. Resolve only the procedure that represents the current exposure. An attack does not also become environmental damage in the same round.

Ambient Temperature

For an unprotected Human, the ordinary effective temperature band is 40-90°F, approximately 4-32°C. Effective temperature includes humidity, wind, wetness, and similar conditions rather than using the thermometer alone.

Outside that band, each full or partial 10°F of difference equals 1 Temperature point. For heat above 90°F, subtract 90, divide by 10, and round up. For cold below 40°F, subtract the temperature from 40, divide by 10, and round up. One point is approximately 5.6°C beyond the Celsius band.

Temperature rank	Score	Effective heat	Effective cold	Normal interval
Feeble	1-2	91-110°F	39-20°F	1 hour / 600 rounds
Poor	3-4	111-130°F	19-0°F	10 minutes / 100 rounds
Typical	5-7	131-160°F	-1 to -30°F	1 minute / 10 rounds
Good	8-15	161-240°F	-31 to -110°F	1 minute / 10 rounds
Excellent	16-25	241-340°F	-111 to -210°F	1 round
Remarkable	26-35	341-440°F	-211 to -310°F	1 round
Incredible	36-45	441-540°F	-311 to -410°F	1 round
Amazing	46-62	541-710°F	-411°F to absolute zero	1 round
Monstrous	63-87	711-960°F	Forced heat extraction	1 round
Unearthly	88-125	961-1,340°F	Forced heat extraction	1 round
Shift X	126-175	1,341-1,840°F	Forced heat extraction	1 round
Shift Y	176-350	1,841-3,590°F	Forced heat extraction	1 round
Shift Z	351-999	3,591-10,080°F	Forced heat extraction	1 round
Class 1000	1,000	10,090°F	Forced heat extraction	1 round

Absolute zero is approximately -459.7°F or -273.15°C and produces Amazing 46 ambient Cold Intensity. A greater Cold Intensity represents accelerated, imposed, or supernatural heat extraction, not a temperature below absolute zero.

Exposure: Continuous presence outside the effective safe band begins ambient exposure. Direct contact, immersion, steam, molten material, flame, and an aimed Heat or Cold attack use direct thermal damage instead of this gradual clock.

Intensity: Calculate the exact Temperature score above and use its named rank for resistance. If a Power or phenomenon records a higher imposed thermal Intensity, use that score without claiming an impossible physical temperature.

Onset and interval: Make the first resistance check after one listed interval. A successful check protects for that interval only. Continued exposure is accumulated danger and creates a new check after each additional interval. An Intensity at least two named ranks below the resistance may be routine and automatic for the first interval; continued exposure is no longer routine and requires at least Green under the ranked Intensity ladder.

Resistance: Use Endurance, Environmental Protection that includes the applicable temperature, Specialized Resistance to heat or cold, or another explicit defense. Use the highest applicable resistance rating; do not add them. If the ladder permits no roll, apply the failure consequence. Thermal Energy Armor subtracts matching damage after a failed resistance but does not replace Endurance. Specialized Resistance supplies both the replacement resistance and matching protection stated by its Power procedure. Ordinary Body Armor supplies neither unless explicitly insulated.

Consequence: Failure causes thermal damage equal to the Temperature score after applicable protection and makes the target Staggered if at least 1 damage penetrates. At zero Health, begin Dying when the exposure could be fatal. Damage does not automatically create a lasting burn, heat illness, hypothermia, or frostbite Injury; use the existing Injury rules when zero Health, the established risk, or the fiction justifies one.

Removal: Entering the safe effective band, reaching adequate shelter, or applying sufficient heating, cooling, clothing, or life support ends exposure. A benefit must supply a recorded protection or change the effective temperature; do not count it both ways.

Recovery: Ending exposure stops new checks but does not restore Health, remove Staggered early, or erase an Injury. Ordinary recovery, First Aid, Healing, Injury, and Dying procedures apply. Appropriate warming, cooling, hydration, or medical treatment may satisfy the fictional requirement for recovery without restoring Health automatically.

Fire and Direct Thermal Exposure

Fire Intensity measures damaging heat transfer, not merely flame temperature or color. A tiny flame may be extremely hot at one point without transferring enough energy to equal a room fire.

Fire source	Fire Intensity
Match, candle, or tiny flame	Feeble 1
Torch or small contained fire	Poor 4
Burning clothing or person-sized furnishing	Typical 6
Bonfire, fuel-fed personal fire, or vehicle fire	Good 8
Fully involved room or structure	Excellent 16
Flamethrower or napalm strike	Remarkable 26
Military incendiary or thermite	Incredible 36
Furnace or direct molten-lava exposure	Amazing 46
Rocket exhaust or extreme plasma fire	Monstrous 63
Stellar or superhuman fire	Unearthly or its recorded rank

Exposure: Direct contact with flame, an incendiary substance, molten material, or another intense thermal source begins exposure. A weapon or Power attack uses its recorded damage and result profile rather than replacing it with this table.

Intensity, onset, and interval: An environmental fire inflicts damage equal to its Fire Intensity once per round, beginning on first contact. Do not inflict both attack damage and environmental damage from the same flame in one round.

Resistance and protection: Ordinary Endurance does not erase direct fire damage. Thermal Energy Armor, heat Specialized Resistance, Invulnerability to fire or heat, an applicable Force Field, and recorded thermal protection subtract normally; use only the highest applicable protection score. Environmental Protection that includes fire or heat may resist literal environmental exposure with its Power rank under the ranked Intensity ladder, but it is not armor against an aimed Fire or Heat Emission attack. A successful environmental resistance lasts until the Fire Intensity changes; failure resolves that round's damage. Ordinary Body Armor applies only if it explicitly protects against heat or flame.

Ignition and continuing fire: Use an attack's written ignition and recurring-damage results exactly. An unattended ordinary flammable item exposed for one full round to a fire at least as intense as the fire that item would normally sustain ignites at the end of the round. Once ignited, use the fuel's own Fire Intensity rather than the original source: a small paper or dry-cloth fire is Poor 4, ordinary burning clothing or furniture is Typical 6, and a fuel-soaked target or napalm is Good 8. A written one-turn burn from an attack resolves first; a separately established fuel fire begins afterward and never stacks with that written burn in the same round. A weapon profile that expressly supplies continuing fuel uses its stated burn beginning on the following round.

Fuel, oxygen, and spread: Fire cannot continue without credible fuel and, unless the source says otherwise, usable oxygen. Each newly ignited fuel source is a separate exposure at its own Fire Intensity. Fire does not increase its damage rank merely because it spreads. Smoke, toxic combustion products, and loss of usable air use their own profiles and never duplicate fire damage.

Removal: Leaving the burning Area ends direct environmental exposure unless the target carries burning fuel. An ordinary clothing fire ends when the target or a helper spends a Primary Action dropping, rolling, smothering, or applying an equivalent credible method. Fuel-fed or Good-or-higher fire requires an appropriate extinguishing, Fire Control, Thermal Control, water, foam, or similar effect against its Intensity. An unattended lower-rank fire is routine for a stronger applicable control effect; equal or stronger fire uses the ranked Intensity ladder. The method must suit the fuel.

Recovery: Extinguishing the fire ends new fire damage but restores nothing already lost. Burns, destroyed equipment, smoke exposure, zero Health, and Dying use their own existing procedures. A lasting burn Injury occurs only when the attack profile, zero Health, established risk, or fiction justifies it.

18.3.5 Electricity

Electrical Intensity measures the shock delivered through an actual circuit. Voltage alone does not select the Intensity. Current path, duration, insulation, wetness, available energy, and whether contact is brief or sustained determine the exposure. Electrical Intensity and Health damage are separate: a painful deterrent pulse may carry a ranked effect without inflicting ordinary damage.

Source or exposure	Electrical Intensity	Health damage	Normal interval
Static discharge or tiny battery spark	Feeble 1	0	Once
Electric fence or low-energy deterrent pulse	Poor 4	0	Each deliberate contact
Brief, dry household-mains contact	Typical 6	6	Once
Sustained or wet household current; exposed panel	Good 8	8	Once per round
Industrial current or severe utility fault	Excellent 16	16	Once per round
Transmission line or high-energy arc	Remarkable 26	26	Once, or once per round while contact continues
Direct natural lightning strike	Incredible 36	36	Once
Major substation arc flash	Amazing 46	46	Once
Superhuman or cosmic source	Recorded rank	Recorded damage	Recorded profile

Exposure: A completed circuit through a creature, item, or system begins exposure. Nearby voltage without contact, an arc, or another conductive path causes no shock. Wetness does not add a separate modifier; it changes the actual path and may select the sustained-or-wet row. A brief touch ends after one exposure. Contact continues only while a target remains gripping, clamped, trapped, immersed, or otherwise held in the circuit.

Onset and interval: Resolve the first exposure immediately. A sustained circuit repeats at the end of each exposed target's turn until removed. A direct lightning strike or arc is one exposure unless its source remains live. Aimed electrical attacks use their written attack, damage, and color results; they do not also apply this environmental damage or condition in the same round.

Resistance and protection: For an injurious shock, use Endurance, electricity-specific Environmental Protection against a literal environmental exposure, Specialized Resistance to electricity, Invulnerability to electricity, or another explicit defense. Use only the highest applicable resistance. The ranked Intensity ladder sets the required result; if the gap permits no roll, resistance fails. Success prevents the electrical condition. Electricity-specific Environmental Protection that succeeds also prevents that environmental exposure's damage by blocking or isolating the circuit. Before removing Health, subtract only the highest applicable electrical protection, such as Electrical Energy Armor, Specialized Resistance, Invulnerability, an applicable Force Field, or recorded insulation. Ordinary Body Armor applies only when expressly insulated. Metal armor does not automatically increase damage, but it may establish a conductive path.

Consequence: An injurious shock inflicts its listed Health damage after protection. If at least 1 damage penetrates and resistance fails, the target is Stunned. A target Stunned while sustained gripping contact continues cannot voluntarily release the source before Stunned ends. At zero Health, begin Dying when the current could reasonably be fatal. Electrical exposure does not automatically create a lasting cardiac, burn, or nerve Injury; use the existing Injury rules when zero Health, an established risk, or the fiction justifies one.

A non-damaging deterrent pulse instead uses Endurance or an applicable electrical resistance against its Intensity. Failure makes the target Staggered and ends or prevents that attempt to cross, grip, or maintain contact. It does not remove Health or cause Stunned unless its own equipment profile says otherwise.

Conductive spread: Water and metal establish paths; they do not increase damage. When an environmental source energizes a shared conductor, other exposed subjects in the same Area face the source one named rank lower; reduce it one additional named rank for each further Area along the conductor. For ordinary ranks, use the lower benchmark shown by this profile—Amazing 46, Incredible 36, Remarkable 26, Excellent 16, Good 8, Typical 6, Poor 4, or Feeble 1—for both Intensity and damage when the original source is injurious. Each target resolves protection and resistance separately. Never reduce below Feeble 1. A targeted Electrical Emission does not gain this spread: additional targets require Area, a mastered arc stunt, or another written profile.

Electrical systems: An exposed device resists with the highest applicable shielding, insulation, Material Strength, or System rank; an ordinary unshielded electronic system uses Typical 5. The Judge rolls that rating against Electrical Intensity. Success leaves no lasting effect. Failed brief exposure makes the system Disabled until the source is removed and a safe restart is performed. If the source is at least one named rank higher, failure makes it Disabled until repaired. A source at least two named ranks higher may Destroy it only when

credible arcing, heating, or component damage is present. Electrical Emission, Electromagnetic Pulse, and a specific equipment profile use their own written device results instead of this procedure.

Removal: Breaking the circuit, leaving contact, cutting power, or applying sufficient insulation ends exposure. A character who can act may release ordinary unrestrained contact as part of movement toward immediate safety. Shutting off an accessible source or separating another character with a suitable nonconductive method is a Primary Action and is routine when the method clearly exceeds the hazard. Otherwise compare the rescue method with Electrical Intensity. A bare-handed rescuer who touches an exposed subject joins the circuit at the applicable conducted Intensity. Electrical Control may routinely route or ground a lower-rank source; equal or stronger current uses its normal ranked FEAT.

Recovery and secondary hazards: Removal stops new exposure but restores no Health and ends no condition early. Ordinary recovery, First Aid, Healing, Injury, Dying, and equipment-repair procedures apply. First Aid cannot stabilize a subject while the circuit remains live. Fire, explosion, falls, debris, and data loss are separate consequences only when the source establishes them; they never duplicate the electrical damage automatically.

18.3.6 Radiation

Radiation hazard uses accumulated Dose, not the mere presence of a radioactive source. For ordinary ionizing radiation, 1 Dose point is approximately 0.1 sievert of acute whole-body equivalent dose. This is a game abstraction for comparing exposure, shielding, and bodily effect; localized, non-ionizing, magical, and exotic radiation use their recorded profiles rather than claiming identical medical behavior.

Radiation exposure	Dose increment	Normal interval
Normal background or a routine diagnostic exposure under safe procedure	Shift 0	Do not track
Trace contamination or a brief diagnostic-scale spill	Feeble 1	Once or each hour
Light fallout fringe or weak unshielded laboratory source	Poor 3	Each hour
Serious contamination or an unshielded industrial source	Typical 5	Each 10 minutes / 100 rounds
Heavy fallout or a reactor-accident zone	Good 8	Each minute / 10 rounds
Severe source or concentrated hot-particle field	Excellent 16	Each round
Unshielded core or weaponized radiation field	Remarkable 26	Each round
Critical core exposure or intense cosmic-radiation storm	Incredible 36	Each round
Nuclear, cosmic, or superhuman radiation field	Amazing 46 or higher	Each round or recorded profile

Exposure and accumulation: Entering the source's field, carrying external contamination, inhaling or ingesting radioactive material, or receiving a discrete dose begins exposure. At the end of each listed interval, add the Dose increment to the subject's current Dose. A partial final interval supplies one named rank less. For a point source that is not an Area effect, each full Area of distance reduces the increment one named rank; pervasive fallout, internal contamination, and a written Area profile do not use this reduction.

Radiation-rated shielding subtracts its exact rating from each Dose increment before accumulation, to a minimum of zero. Use only the strongest shielding layer that actually lies between the subject and source. A sealed radiation-rated shell protects its contents automatically while its rating reduces the increment to zero. Ordinary Body Armor, cover, or Material Strength supplies no radiation shielding unless expressly rated for the radiation family.

Resistance: A successful radiation-specific Environmental Protection FEAT against a literal environmental source prevents that interval's Dose increment. Otherwise, when accumulated Dose first reaches Typical 5 and at the end of every later exposure interval, make an Endurance FEAT against the current accumulated Dose. Specialized Resistance to radiation, Invulnerability to the radiation family, or another explicit defense replaces Endurance when higher. If the ranked gap permits no roll, resistance fails.

Success prevents the current bodily consequence but does not erase accumulated Dose. Failure resolves the entire current Dose as one consequence and then resets the Dose total to zero because that absorbed amount has become damage or Injury; it is never counted twice.

Consequence: Failed resistance inflicts Health damage equal to the resolved Dose after the highest applicable radiation protection, such as Radiation Energy Armor, Specialized Resistance, Invulnerability, or

an applicable Force Field. If at least 1 damage penetrates, the subject is Staggered. Penetrating Excellent or Remarkable damage also establishes a Serious radiation Injury; penetrating Incredible-or-higher damage establishes a Severe radiation Injury. Repeated radiation Injury from the same continuing source does not create duplicate penalties: an equal-severity result renews its recovery clock, while a stronger result replaces it. Zero Health and a fatal exposure use the ordinary Critical Injury and Dying rules. A successful resistance creates no damage or Injury at that interval.

Contamination and attacks: External contamination remains a source until removed. Internal contamination remains a source until neutralized, excreted, decayed, or otherwise ended by its profile. Decontamination stops new Dose but does not remove accumulated Dose, Health damage, or an Injury. A Radiation Emission attack uses its written attack damage and results. Yellow's detectable contamination is not automatically a damaging environmental source; Red's Poison/Ongoing Affliction uses its written recurring damage. Neither result gains an additional Dose consequence in the attack round.

Removal and control: Leaving the field, shielding the source, decontaminating exposed surfaces, or containing radioactive material ends the applicable external source. Radiation Control routinely contains or attenuates a lower-rank source and uses its normal ranked FEAT against equal or stronger radiation. Control does not remove absorbed Dose or repair damage. Destroying a container may spread rather than eliminate contamination.

Recovery: When exposure ends, resolve any final partial interval and any accumulated Typical-or-higher Dose. An unresolved sub-Typical Dose remains available to combine with new exposure for 24 hours, then leaves the acute Dose track if no new Dose was received. This bookkeeping removal is not healing and does not erase established harm or long-term narrative risk. Health, Injuries, Dying, medical care, Healing, and Regeneration use their ordinary rules. Radiation never creates a beneficial mutation, a Power, cancer, sterility, or permanent transformation automatically; such a result requires an established Injury, Power profile, or deliberate story decision.

18.3.7 Toxins

A toxin profile records six facts before exposure: vector, Potency, standard dose and maximum dose, onset, recurrence interval, and one defined effect. Naming a substance without these facts is not an executable profile. Potency measures the effective standard dose delivered through the stated vector, not the total mass of material present.

Toxin Potency	Standard-dose benchmark
Feeble 1	Trace nuisance, mildly spoiled food, or weak irritant
Poor 4	Tear gas, strong irritant, mild venom, or ordinary food toxin
Typical 6	Strong sedative, household poison, or significant plant toxin
Good 8	Knockout agent, dangerous industrial chemical, or dangerous ordinary venom
Excellent 16	Lethal poison dose or concentrated industrial toxin
Remarkable 26	Military nerve agent or superhuman venom
Incredible 36	Engineered, alien, or extreme metahuman toxin
Amazing 46 or higher	Exotic, cosmic, or recorded superhuman toxin

Vector and dose: Common vectors are inhaled, ingested, injected, contact, and ocular. Armor or equipment matters only when it blocks the actual vector. A sealed or vector-rated defense prevents exposure automatically within its rating; above that rating the target is exposed and uses bodily resistance normally. A partial dose is one named rank below the listed Potency. A concentrated dose or one additional full dose received before the next recurrence interval is one named rank higher, never above the profile's recorded maximum. Further quantity extends the exposed Area, available doses, or duration; it does not keep raising Potency unless the profile expressly records a dose-response. Repeated effects from the same toxin do not stack; use the strongest active Potency and renew its interval.

Onset: A profile may record immediate, one-minute, ten-minute, one-hour, or one-day onset. If omitted, inhaled and injected toxins begin at the end of the exposed subject's current turn, contact and ocular toxins after one minute, and ingested toxins after ten minutes. A specific toxin may override these defaults. Leaving a cloud or washing a surface before onset prevents only a dose that has not already crossed its vector.

Resistance: At onset, use Endurance, toxin-specific Environmental Protection against a literal environmental exposure, Specialized Resistance to toxins, Invulnerability to the toxin, or another explicit defense. Use only the highest applicable rating against effective Potency. If the ranked gap permits no roll, resistance fails. Success prevents that dose's effect. After failure, repeat resistance at each listed recurrence interval; success ends the active dose unless continued exposure supplies a new one.

Defined effect: Each toxin uses one of these baseline effects unless a specific profile expressly supplies another.

- **Irritant:** failed resistance causes Staggered.
- **Sensory:** failed resistance imposes -1CS on actions depending on one recorded sense.
- **Debilitating:** failed resistance imposes -1CS on one recorded Ability family; repeated failure renews but does not stack the penalty.
- **Incapacitating:** the first failed resistance causes Stunned. A second failure while that dose remains active makes the subject Unconscious.
- **Damaging:** failed resistance inflicts one-quarter Potency score, rounded down, minimum 1, at onset and each recurrence interval. Matching toxin protection subtracts from each damage instance normally.

A non-damaging toxin does not remove Health or begin Dying unless its specific profile records respiratory, cardiac, or other lethal danger. A damaging toxin that reduces Health to zero begins Dying when the exposure could be fatal. Lasting organ, nerve, or sensory Injury occurs only when the profile, zero Health, established risk, or fiction justifies it.

Area exposure: Every subject exposed to a cloud, contaminated surface, food supply, or water supply resolves vector, dose, and resistance separately. Leaving the Area or sealing the vector stops new doses but does not neutralize an active internal dose. Oxygen displacement and chemical toxicity are separate hazards only when both facts are established; smoke or gas does not automatically inflict toxin damage and air deprivation for the same mechanism.

Removal and treatment: Ventilation, leaving the source, removing contaminated clothing, or washing a surface prevents new doses when appropriate to the vector. An active injected, inhaled, or ingested dose ends through successful resistance, natural completion of its profile, a correct antidote, Disease and Toxin Control, or another credible neutralization method.

A caregiver with the correct antidote, access, and equipment makes Reason with Clinical Medicine or Pharmacology and Toxicology against effective Potency. Green suppresses the next recurrence, Yellow neutralizes the active dose, and Red also prevents a new dose from the same residual exposure for one listed interval when the treatment can plausibly provide prophylaxis. Disease and Toxin Control uses its own stronger written procedure. First Aid without an appropriate neutralization method may stabilize lost Health but does not remove the toxin.

Recovery: Once the active dose ends, recurring damage and penalties stop. Stunned ends normally. A subject made Unconscious by an incapacitant may attempt Endurance resistance against Potency every ten turns after the active dose ends; success awakens the subject Staggered. Lost Health, Injuries, Dying, Healing, Regeneration, and medical treatment use their ordinary rules. Toxins do not automatically create permanent immunity, addiction, disease, mutation, or transformation.

An aimed Poison/Ongoing Affliction, Stunning Attack, creature venom, weapon, or gas device uses its written profile. The environmental baseline supplies missing operating data; it never adds a second effect, extra recurring damage, or a new vector to an existing attack.

18.3.8 Hazard Removal and Recovery

Keep four states separate: the source, an active continuing effect, lost Health, and an Injury. Removing or escaping the source prevents new exposure but does not automatically end an active toxin dose, erase accumulated radiation Dose, restore Health, or remove an Injury. Neutralizing an active effect does not retroactively prevent damage already resolved.

Ordinary Health recovery begins only after ten turns without new damage. An active cause may remain during that time and interrupt Recovery if it deals damage again. Conditions end through their written duration or resistance. Injury clocks begin when stabilization, treatment, and the fiction permit.

Environmental Protection, resistance, decontamination, antidotes, and control effects prevent or end only the parts their procedures name.

Healing that restores Health does not remove a continuing cause. Removing disease, poison, radiation sickness, contamination, or another exotic condition requires a separate successful FEAT within the Healing source's recorded scope or the applicable control and treatment procedure. First Aid can stabilize ordinary Dying only when care can physically be performed; air deprivation, a live electrical circuit, catastrophic pressure, or another continuing cause may expressly prevent stabilization until removed.

Resolve one mechanical consequence for one mechanism. A radiation attack is not also environmental Dose in the same round, a toxin does not also cause air deprivation merely because it is inhaled, and an electrical explosion does not automatically repeat its electrical damage as fire or debris. Secondary hazards apply only when the scene establishes a distinct source, interval, and consequence.

19. Defeat, Surrender, and Ending Combat

Combat ends when the conflict's objective is settled, not only when every opponent reaches zero Health.

Characters may be defeated by:

- unconsciousness;
- surrender;
- restraint or capture;
- evacuation or escape;
- loss of the objective;
- separation from the conflict;
- a broken plan or morale; or
- a negotiated outcome.

The Judge should not require attack rolls against opponents who are helpless, compliant, or no longer meaningfully resisting. Such acts are resolved by intent, capability, Character Codes, and consequences-not by pretending the result is uncertain.

19.1 Unnamed Opponents

For ordinary unnamed opponents, the Judge may treat zero Health, a suitable Stun, surrender, flight, or decisive restraint as removal from the fight. Lasting Injury and Dying detail is necessary only when it matters to the story.

This changes bookkeeping, not the moral or legal meaning of what the heroes did.

20. Karma in Combat

Personal Karma and Karma Pool spending follow the Universal FEAT chapter.

- Declare Karma before the FEAT and name the desired color.
- Pay the required commitment.
- Add Karma point for point after the roll, within the stated limit.
- Personal Karma and Pool Karma cannot be combined on one FEAT.
- Every participant in an active contest declares Karma before either side rolls.

Karma may be spent on attack, defense, resistance, escape, rescue, First Aid, or another permitted FEAT. It cannot make an impossible action possible or invent a missing attack function.

Karma awards and losses are governed by the Advancement, Codes, and Recovery chapter and the character's Code. Combat does not create a separate moral ledger.

21. Worked Examples

21.1 Punch, Armor, and Slam

A hero with Remarkable Fighting and Excellent Strength punches an armored enforcer. The attack profile is an unarmed Impact strike for 16 damage, with Slam on Yellow and Stun on Red.

The hero rolls Yellow. The enforcer has Good 8 protection, so 8 damage penetrates and is removed from Health. Because damage penetrated, the Slam applies. The enforcer makes an Endurance FEAT against Excellent Intensity and rolls Green, becoming Prone in the same Area.

Only two rolls occurred: the attack and the exceptional Slam resistance.

21.2 Armor Stops the Effect

The same 16-damage punch strikes a hero with Remarkable protection. The attack is Red, but no damage penetrates. The target loses no Health and does not make a Stun resistance FEAT.

The blow may crack the floor or sound impressive, but it does not bypass the established defense.

21.3 Committed Dodge

A hero is attacked before her turn and commits her upcoming Primary Action to Dodge. Her Agility FEAT is Yellow, so her temporary Evasion is her Agility +2 ranks against qualifying attacks until her next turn.

When her turn arrives, she may move and perform incidental actions, but the Primary Action has already been spent.

21.4 Evading a Close Attacker

A martial artist commits to Evade one swordsman. Both make Fighting FEATs as a single active contest. The swordsman gets Green; the martial artist gets Yellow. The attack misses, and the martial artist gains +1CS on the next close attack against that swordsman before the end of the next turn.

There is no separate sword attack roll.

21.5 Lethal Threat

A firearm attack hits on Red and penetrates protection. The target takes the listed Health damage, then makes one Endurance FEAT against the weapon's Damage Intensity.

On Yellow, the target receives a Serious Injury but does not begin Dying unless Health has reached zero. The attack remains frightening without resolving death in a single unopposed die result.

21.6 Creative Power Use

A hero who controls ice does not simply blast a fleeing vehicle. She freezes a broad strip of roadway ahead of it, intending to force a controlled stop while preserving the hostages inside.

The Judge treats this as an Area placement FEAT using the Power rank. The vehicle's driver then makes a control FEAT against the ice Intensity. The solution changes the approach rather than stacking damage and may qualify for the Creative Power Use Karma award.

21.7 Rescue During Combat

A collapsing gantry threatens civilians. Reaching them is within the speedster's routine movement, but carrying everyone clear before collapse is uncertain and consequential. The Judge calls for a movement Power FEAT against the collapse Intensity.

The rescue is the Primary Action. It does not need attack terminology merely because initiative is active.

21.8 Breakwater Turns the Blow

Breakwater closes with an armored brute rather than trading force at range. His established close gravitic strike uses Amazing Fighting for Accuracy and Remarkable 26 Gravitic Emission for Impact damage, with Slam on Yellow and Stun on Red.

The brute's Agility is lower than Breakwater's Amazing Accuracy, so Green is sufficient to hit. Breakwater rolls Yellow. The brute has Excellent 16 protection, leaving 10 penetrating damage. Because damage penetrated, the Yellow Slam applies.

The brute makes an Endurance FEAT against Remarkable Intensity and rolls White. The brute is hurled into the adjacent Area and becomes Prone. Breakwater's high Fighting determined delivery, the Power determined damage, protection determined harm, and the color result created displacement. The attack required only one attack roll and one exceptional resistance roll.

22. Quick Reference

22.1 Round

- 1 Establish changed circumstances.
- 2 Roll side initiative.
- 3 Winning side acts in chosen order.
- 4 Other side acts in chosen order.
- 5 Resolve end-of-round durations and hazards.

22.2 Turn

- 1 State intent.
- 2 Move before, after, or around the action.
- 3 Take one Primary Action.
- 4 Roll only if possible, uncertain, and consequential.
- 5 Apply the result and end expired conditions.

22.3 Attack

- 1 Confirm target and method.
- 2 Use the profile's Accuracy.
- 3 Against an avoidable individual attack, compare Accuracy with the target's Evasion to set the Required Result.
- 4 Green hits unless Evasion requires Yellow, Red, or an Enabler; Yellow and Red add the profile effect when they satisfy the requirement.
- 5 Subtract the highest applicable protection.
- 6 Remove penetrating damage from Health.
- 7 Apply a color effect only if damage penetrated, unless the profile expressly says otherwise.

22.4 Core Conditions

- Prone: -1CS on footing-dependent physical actions; movement to stand.
- Staggered: -1CS on the next Primary Action.
- Stunned: no Primary Action next turn; limited recovery movement and no Passive Evasion.
- Restrained Function: one named limb, item, sense, speech, or locomotion mode is unavailable.
- Held: no ordinary movement, Passive Evasion, Dodge, or Evade; available physical actions use -1CS.
- Immobilized: no physical movement or physical Primary Actions except resistance or escape.
- Unconscious/Dying: cannot act; use Advancement rules.

23. Combat in One Sentence

One roll establishes the hit. Protection establishes the harm. Color establishes the comic-book consequence. Roll again only when that consequence deserves resistance.

This is the stopping point for core combat. Add detail through attack profiles and focused modules, not by expanding every turn.