

Rolling Dice



Handling: 1 or more d12s

Simple <Attribute> Roll: Handling 3

Attributes: *Discipline, Mobility, Intellect, Strength, Recovery, Resilience, Power*

Specialty: +1 Handling with any Skill Kit and Enhanced Hit Quality with paired Skill Kit.

Flair: +1 Handling with any Skill Kit roll by making a show of Elemental Power.

Glimmer: +1 Handling with any Skill Kit roll by utilizing your Ghost's transmat.

Unmodified	Precision Hit (=< Attribute)					Miss				Hit		
	1*	2*	3*	4	5	6	7	8	9	10	11	12

+1 Hit Spread	1*	2*	3*	4	5	6	7	8	9	10	11	12
+1 Precision Hit Spread	1*	2*	3*	4*	5	6	7	8	9	10	11	12

Enhanced Hit Quality	1*	2*	3*	4	5	6	7	8	9	10	11	12
Reduced Hit Quality	1*	2*	3*	4	5	6	7	8	9	10	11	12

*Precision Hits in example are using an Attribute value of 3.

Combat Actions (1 Action per Beat)

Aim: *Simple Discipline Roll.* Minimum 1 Hit. Each spent Hit grants +1 Hit Spread and +1 Precision Hit Spread at Weapon's Range. Bonus ends upon taking any other Action or Move.

Finisher: *Simple Loot Roll.* Final Blow a Wavering Opponent in Melee Range. Pick one result.

Fire Weapon: Roll up to Weapon's Handling and spend Hits to apply its Impact to Opponents.

Regen: *Simple Recovery Roll.* Each Hit regains 1 Health (Min. 1) before Shields (Min 2).

Sprint: *Simple Mobility Roll.* Spend a Hit, actions against you have Reduced Hit Quality.

Strike: *Simple Strength Roll.* Range: Melee, Payload, Impact 2 Kinetic.

Use Ability: *Simple Power Roll.* Use a Readied Class, Melee, Grenade, or Super ability.

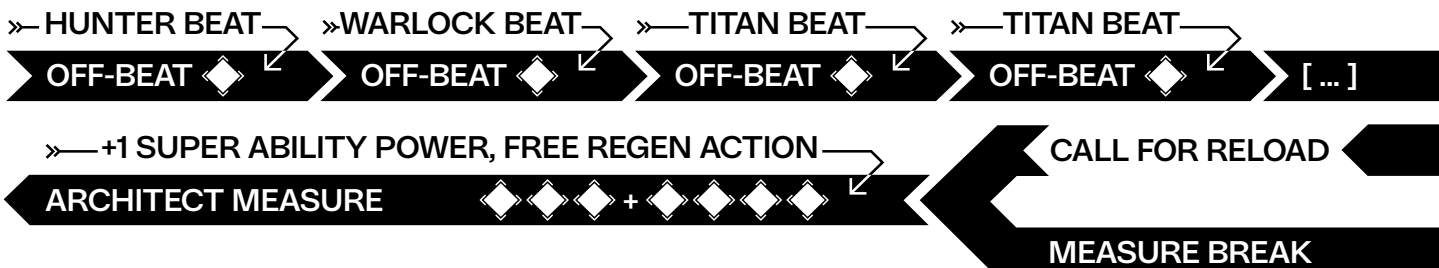
Use Skill Kit: *Skill Kit Handling with Attribute.* Use a Skill Kit in the scene.

All Actions get a Free Move by default. Max 3 Moves per Beat, spend 1 Handling per +1 Move.

A Move changes your location in your current Zone, or to any location in a neighboring Zone.

Anyone may Call for a Reload during a Beat. This causes a Measure after the Off-Beat and half the Fireteam (rounded up) may reset a Weapon's Handling.

Combat Loop



Loot Roll	Power Orb			Glimmer						Special		Heavy
1 Handling Per Final Blow	1	2	3	4	5	6	7	8	9	10	11	12