

		Opposing Value										
Acting Value		0	1-2	3-4	5-6	7-8	9-10	11-12	13-15	16-18	19-21	22-24
1-2		6	11	13	15	18	21	24	28	32	36	40
3-4		5	9	11	13	15	18	21	24	28	32	36
5-6		4	7	9	11	13	15	18	21	24	28	32
7-8		4	5	7	9	11	13	15	18	21	24	28
9-10		3	4	5	7	9	11	13	15	18	21	24
11-12		3	3	4	5	7	9	11	13	15	18	21
13-15		3	3	3	4	5	7	9	11	13	15	18
16-18		3	3	3	3	4	5	7	9	11	13	15
19-21		3	3	3	3	3	4	5	7	9	11	13
22-24		3	3	3	3	3	3	4	5	7	9	11

		Resistance Value											
Effect Value		X	0	1-2	3-4	5-6	7-8	9-10	11-12	13-15	16-18	19-21	22-24
1-2		+1	A	1	N	N	N	N	N	N	N	N	N
3-4		+1	A	2	1	N	N	N	N	N	N	N	N
5-6		+1	A	3	2	1	N	N	N	N	N	N	N
7-8		+1	A	5	4	3	2	N	N	N	N	N	N
9-10		+1	A	8	6	4	3	2	N	N	N	N	N
11-12		+1	A	10	9	7	6	4	3	N	N	N	N
13-15		+1	A	12	11	9	8	7	5	3	N	N	N
16-18		+1	A	14	13	11	10	9	8	6	4	N	N
19-21		+1	A	18	17	16	14	12	10	8	6	4	N
22-24		+1	A	21	20	19	17	15	13	11	9	7	5

Combat Maneuvers

Maneuver	OV Shifts	RV Shifts
Critical Blow	+2	-3
Devastating Attack	+4	-6
Flailing Attack	-2	+3
Grappling Attack	0	0
Sweep Attack	-1	-1
Multi-Attack on:		
2	+1	+1
3-4	+2	+2
5-8	+3	+3
9+	+4	+4
Team Attack by:		
2	-1	0
3-4	-2-0	
5-8	-3	0
9+	-4	0
Pulling a Punch	0	+1
Planned Knockback	0	0
Charging Attack	0	0
Take Away	+2	+1
Dodge	+1	0
Pressing the Attack	-1	0
Laying Back	+1	0

Going For Broke

	OV Columns Declared	RV Column Modifiers
	+2	-3
	+4	-6
	+6	-9
	+8	-12
Universal Modifiers		
Description	Standard Action Modifier	Automatic Action OV/RV
Easy	-1	NA
Average	0	NA
Challenging	+1	2/2
Difficult	+2	4/4
Strenuous	+3	6/6
Extreme	+4	8/8
Pushing the limit	+5	10/10
Herculean	+6	12/12
Beyond the limit	+7	15/15