

What You Need to Know

Attributes

Logic

Willpower

Charisma

Skills

Astral Combat

Options

Weapon Focus Used (if any)

Weapon Focus DV

Weapon Rating

Your Reach

Weapon Reach

Wound Modifier

Variables

Defender's Reach

Your Hits

Defender's Hits

Your Net Hits

Modified DV



What You Need to Do

1. Choose the weapon focus you want to use, and note its DV. If unarmed, the DV is half your Charisma, rounded up.

2. If you are astrally perceiving (or dual-natured), add your Willpower to your pool. If you are astrally projecting, add your Logic to your pool.

3. Add your Astral Combat to your pool.

4. Add your reach and your weapon's reach together, and compare them to the defender's total reach. The higher reach may either add the difference to their own pool, or subtract it from their opponent's pool.

5. Add the Weapon Focus Rating if you are using one.

6. Subtract any Wound Modifier from your pool.

7. Roll your pool dice, note your hits.

8. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.

9. Add your net hits to your weapon DV; this is your modified DV.

10. Decide whether your attack will cause Stun damage or Physical damage, and tell the gamemaster.

11. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.

