

# CHILL™ Action Table

## Defense Column

Attack Margin	1-15	Ability Checks 16-30	Skill Checks 31-45	46-60	61-75	76-90	91-105	106-120	121-135	136+
	1	2	3	4	5	6	7	8	9	10
0	LK	L	L	L	L	S	S	S	S	S
1-4	M	M	L	LK	L	LK	L	S	S	S
5-9	H	MK	M	L	L	L	L	L	LK	S
10-29	C	H	MK	M	M	M	LK	L	L	L
30-49	C	C	H	M	MK	M	M	MK	L	LK
50-69	CK	CK	C	H	H	H	M	M	M	M
70-89	CK	CK	CK	CK	H	H	H	H	M	M
90-94	CK	CK	CK	CK	CK	HK	H	H	H	H
95-99	CK	CK	CK	CK	CK	CK	HK	HK	H	H
100+	CK	CK	CK	CK	CK	CK	CK	HK	HK	H

### UNARMED COMBAT RESULTS

Code	Result (Points lost from current Stamina)
S	Scant Damage: Lose 1 or 2 points.
L	Light Damage: Lose 2-20 (1d10x2) points.
M	Medium Damage: Lose 4-40 (2d10x2) points.
H	Harsh Damage: Lose 6-60 (3d10x2) points; record one Scratch Wound.
C	Crushing Damage: Lose 6-60(3d10x2) points; record one Light Wound; or Called Shot.
K	Knockdown: Defender knocked down and back 5 feet; unfinished actions this round cancelled.

### ARMED COMBAT RESULTS

Code	Result (Points lost from current Stamina)
S	Scratch Wound: Lose 1 or 2 points; record one Scratch Wound.
L	Light Wound: Lose 2-20 (1d10x2) points; record one Light Wound.
M	Medium Wound: Lose 4-40 (2d10x2) points; record one Medium Wound.
H	Heavy Wound: Lose 6-60 (3d10x2) points; record one Heavy Wound; lose an additional 2-20 (1d10x2) points at end of each round until wound is treated.
C	Critical Wound: Lose 6-60 (3d10x2) points; record one Critical Wound; lose an additional 2-20(1d10x2) points at end of each round until wound is treated; if current Stamina reaches 0, character is dead. Or Called Shot.
K	Knockdown: Defender knocked down and back 5 feet; must make DEX check to hold onto any hand-held item; any uncompleted actions this round cancelled.

### FEAR CHECK RESULTS

Code	Result (Points lost from current Willpower)
Fail	Character loses 2-20 (2d10) points; must flee or cower in fear for remainder of round; any uncompleted actions cancelled for round.
S	Scared: Character loses 1-10 (1d10) points; must flee or cower as in Failure result; any uncompleted actions cancelled for round.
L	Lily-Livered: Character loses 1-5 (1d10/2, rounded up) points; flees as in Failure result; any uncompleted actions cancelled for round.
M	Mildly Frightened: Character loses 1-5 (1d10/2, rounded up) points; is free to take declared actions.
H.C	Courageous: Character suffers no adverse result.
K	Not Applicable.

### SEQUENCE OF PLAY FOR ONE ROUND

1. CM Declaration
2. Player Character Declaration
3. Initiative Determination
4. Side A uses the Art
5. Side A fires or throws missiles
6. Side A moves
7. Side B defensive missile fire
8. Side A melees
9. Side B uses the Art
10. Side B fires or throws missiles
11. Side B moves
12. Side A defensive missile fire
13. Side B melees
14. Stamina Loss and Recovery