

# CHILL™ Action Table

## Defense Column

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

### UNARMED COMBAT RESULTS

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

### ARMED COMBAT RESULTS

Code	Result (Points lost from current Stamina)
S	<b>Scratch Wound:</b> Lose 1 or 2 points; record one Scratch Wound.
L	<b>Light Wound:</b> Lose 2-20 (1d10x2) points; record one Light Wound.
M	<b>Medium Wound:</b> Lose 4-40 (2d10x2) points; record one Medium Wound.
H	<b>Heavy Wound:</b> 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	<b>Critical Wound:</b> 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	<b>Knockdown:</b> 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	<b>Scared:</b> Character loses 1-10 (1d10) points; must flee or cower as in Failure result; any uncompleted actions cancelled for round.
L	<b>Lily-Livered:</b> Character loses 1-5 (1d10/2, rounded up) points; flees as in Failure result; any uncompleted actions cancelled for round.
M	<b>Mildly Frightened:</b> Character loses 1-5 (1d10/2, rounded up) points; is free to take declared actions.
H, C	<b>Courageous:</b> 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