

Victorious Reference Sheet

SIEGE Check Core Mechanic:

- **(D20 + Attribute Bonus + PC's Level) vs (Challenge Class)**

Challenge Class = (Challenge Base + Challenge Level)

Challenge Base = 12 (Prime attribute) or 18 (Secondary attribute)

Challenge Level = GM discretion, Level of opponent, Power Rank PC is acting against etc.

CL 1 - 5: Easy

CL 6 - 10: Difficult

CL 11 - 15: Very Difficult

CL 16 - 20+: Epic

Saving Throws (Page 47):

- **(D20 + Attribute Bonus + PC's Level) vs (Challenge Class)**

SAVE TYPE	CATEGORIES
Strength	Paralysis, Constriction
Dexterity	Magick Blasts, Mechanical Traps
Constitution	Suppression, Poison, Firearms*
Intelligence	Magick**, Mechanical Traps
Wisdom	Telepathy, Intuition, Shapeshifting
Charisma	Intimidation, Influence Magick

*Depending on the alignment of your chronicle, a Constitution saving throw might be required every time a Hero is hit by a firearm's attack. In such a milieu, the Hero who fails this saving throw dies immediately. Use with caution!

**Does not include Magick Blasts or Influence Magick.

Page 39: Combat Terms Quick List and Combat Actions

Page 42: Pushing an attack

Combat (Page 37):

- Initiative: At the beginning of a combat scene the various Heroes roll a 10 sided die (D10) and add to this roll any adjustments due to superpowers or Dexterity.
- Action:
 - Moving one's full Movement Rate
 - Attacking with a power or physical blow
 - Activating a Defensive Power (such as Force Wall)
 - Dodging an Attack
 - Grabbing an opponent or object
 - Throwing an opponent or object

- Concentrating on a specific task with a Skill, power or Heightened Sense

Making an Attack:

- **(D20 + Attribute Bonus + BTH [Base To Hit] + Other Modifiers) vs (Target AC)**

Attribute Bonus: Strength for Hand-to-Hand; Dexterity for Ranged.

Typical HTH modifiers: Dexterity bonus if Martial Arts is used, weapon bonus, other skill modifiers, other Power effect modifiers, combat to hit modifiers and situational modifiers.

Base To Hit = Relevant Skill Level.

Using a weapon unskilled: -4

AC may be modified by Dexterity and some Powers. Page 41 has armour types and mods. Defending: Hero Level is added to defence.

Damage:

Thrown etc weapons: Add Strength modifier to Damage.

Mechanically / chemically etc powered weapons: No Strength bonus to Damage.

Spending VP:

- 1 VP makes one attack, attribute check, damage roll or saving throw an automatic success.
- 1 VP makes a non-lethal damage roll into the maximum possible rolled amount.
- A VP can be used to ensure the success of an NPC.
- 1 VP can be spent to insure that a Villain's Attribute roll, saving throw, or attack roll fails to hit or the damage done is the absolute minimum possible.
- 1 VP can be exchanged for (100 x Hero's Level) in Experience Points.