ATHIA

STAMINA EXPENDITURES

Cost	Effect
Additional Actions/Attacks	
5	To take an additional Action
3	To take an additional off-hand attack with a Light weapon
4	To take an additional off-hand attack with a Medium weapon
10	To make a regular Attack against every Target in your immediate area (using the highest Defense of your Targets as your Hit Check Difficulty)
Hit Modifiers	
1	To increase the result of a Hit Check by one (+1)
4	To roll a Hit Check at Advantage/reroll a single failed Hit Check
10	To automatically obtain a successful Hit Check (non-critical)
Damage Modifiers	
1	To increase a Damage result against a Target by one (+1)
3	To roll Damage against a Target at Advantage
3	To add an additional 1D4 Damage against a Target
4	To add an additional 1D6 Damage against a Target
5	To add an additional 1D8 Damage against a Target
1	To do one (+1) Damage against a Target on an unsuccessful Hit Check
3	To do ½ normal Damage against a Target on an unsuccessful Hit Check
5	To do maximum Damage against a Target
10	To bestow the Blinded State, on a successful Hit Check, against a Target
3	To bestow the Lame State, on a successful Hit Check, against a Target
4	To bestow the Prone State, on a successful Hit Check, against a Target
5	To bestow the Stunned State, on a successful Hit Check, against a Target
10+*	To bestow the Unconscious State, on a successful Hit Check, against a Target
Defense Modifiers	
1	Decrease the amount of Damage received by one (1)
10	Cancel a single physical Attack made against you
15	Cancel all physical Attacks made against you in a Round
Movement Modifiers	
1	Traverse an obstacle/obstruction without impediment
3	Double your Speed for your Maneuver
Miscellaneous Modifiers	
3	Disarm an opponent*
3+*	Grab and Hold an opponent*

* See Description