

Bashing Soak: Stamina + Armor (B)

Soak and Defense

Lethal Soak: Stamina / 2 + Armor (L) Aggravated Soak:

Dodge DV:

(Dex. + Dodge + Essence + spe) / 2

Join Combat: Wits + Awareness Move / Dash: Dex. – armor mobility (+ 6)

Weapons !

Weapon	Speed	Damage	-	Rate	Range	Tags	Notes
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Armor!

Armor	Туре	Soak (L/B)	Hardness	Fatigue	Mobility	Notes

Grappling (Clinch Attack)

If clinch is successful victim is Inactive, attacker can choose to:

Break hold: Throw opponent up to Strength meters away – knockdown check. Or throw to the ground – prone. Or release the victim.

Crush: Strength + additional successes from attack, Piercing bashing. Hold: Keep holding her opponent.

On additional actions: Opposed Strength or Dexterity + Martial Arts to control the clinch.

In Combat Effects

Bleeding: Stamina + Resistance.
Difficulty: 2 to stop bleeding
Knock back: 1 meter per 3 raw damage,
will be prone

Knockdown: If raw damage > Stamina + Resistance, then: Dexterity or Strength + Athletics or Resistance. Difficulty: 2, will be prone

Stunned: If damage > Stamina, then: Stamina + Resistance.

Difficulty: damage - stamina

Special Attacks

Coup de Grace (-1e): Maim instead of killing

Disarming (-2e close or -4e range):
Reflexive Wits + Ability to hold on to
weapon

Fierce Blows (-1e): +2 lethal or aggravated, or +3 bashing damage to target

Pulling Blows (-1e): Makes lethal or aggravated damage bashing

Showing Off (-le to -4e): Make the 'Z' on an opponent

Sweeping (-1e): Target must test for knockdown

Action Options (Speed / DV modifier)

Aim (3/-1): +1D per tick, may be aborted to attack

Attack (weapon/-1): Attack a target

Change Weapon(s) (weapon/-1): Speed of the slowest weapon Climb, Swim (3/-2): Move: Dex. - Armor mobility meters per tick

Coordinated Attack (5/-0): Charisma + War, diff: number of participants / 2

Dash(3/-2): Sprint: Dex. + 6 - Armor mobility meters per tick Flurry (longest action/sum of defense penalties): Multiple actions

Guard (3/none): Doing nothing, may be aborted

Inactive (5/special): DV = 0

Join Battle (varies/-0): Wits + Awareness.

Speed: highest roll – own success. Max 6 ticks, min 0 ticks

Jump (5/-1): Up: Strength + Athletics. Ahead: 2 * Up Miscellaneous Action (5/-1 to -3): Do something else

Move (0/none): Move Dex. - Armor mobility meters per tick

Read Strategy (5/-0): Perception + War, diff: opponents

(Manipulation + War) / 2

Rising from prone (5/-1): Will be at -1e when prone Range shooting (varies e): x = weapon listed range.

range: x0 -> x1: -0e, x1 -> x2: -1e, x2 -> x3: -2e

