Soak and Defense

Calculate

Bashing Soak: Stamina + Armor (B)

Lethal Soak: Stamina / 2 + Armor (L)

Aggravated Soak: Armor (L)

Calculate

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

Join Combat: Wits + Awareness

Move / Dash: Dex. – armor mobility (+ 6)

Weapons

Calculate

Weapon	Speed	Acc	Damage	PDV	Rate	Range	Tags	Notes	
									Melee
									Melee
									Melee
									Melee
									Melee
									Melee
									Melee
									Melee
									Melee
									Melee
									Melee
									Melee
Clinch	6	+0	+0B	-	1	-	C,N,P		Martial Arts
Kick	5	+0	+3B	-2	2	-	N		Martial Arts
Punch	5	+1	+0B	+2	3	-	N		Martial Arts

Armor

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

In Combat

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.

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 (-1e 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