

Combat QuickRef

Combat Skills

Alkido: +4 to Disarm, +4 to Grab (Pain), +0 to Knockdown, +4 to Dodge, +4 to Flip, +0 to Parry

Archery: +4 to Simultaneous Draw and Strike (excluding crossbows), +0 to Strike (Projectile), +4 to Vital Strike. No penalty for targeted strikes., Double Aim (takes 2 actions, +10 to next action)

Automatic Weapons: +4 to Area Attack, +0 to Vital Strike (Bladed), +4 to Split Reaction: Dodge and Simultaneous Strike, +4 to Split Reaction: Drop and Simultaneous Strike

Bayonet: +8 to split Move (into range) and Strike, +12 to split Move (into range) and Vital Strike, +4 to Parry, +8 to Simultaneous Vital Strike

Black Powder Artillery: +4 to Strike, +4 to Simultaneous Strike. Double Aim (takes 2 actions, gives +8 to next action)

Black Powder Small Arms: +4 to strike, +4 to Simultaneous Strike, Double Aim (takes 2 actions, gives +8)

Bodyguard: +2 per level to initiative, +4 to Grab, +4 to Tackle, +0 to special action Parry Another (STH + AGY + 1d20 vs. 30, if successful the PC parries a blow directed towards another), +0 to special reaction: Body Block (SPD + AGY + 1d20 vs. 20).

Boxing: +4 to Parry with forearms, +0 to Strike with fists, +4 to Blinding Strike with fists, +0 to Knockout Strike with fists, +4 to Pain/Stun Strike with fists

Capoeira: +4 to split action: move (into range) and Strike (kick), +4 to Knockdown with feet, +4 to Jump (PC rolls backwards from an attack), Special Action: Feinted Strike (INL + AGY + 1d20 vs. 30)

Club: +4 to Parry, +4 to Vital Strike (Blunt), +0 to Wing, +0 to Strike

Fencing: +8 to Parry, +0 to Strike, +0 to Vital Strike, +4 to Jump

Immobilization: +8 to Grab (Pain), +4 to Grab (Wrestling), +0 to Grab, +0 to Knockdown, +4 to Crippling Attack, +4 to Disarm

Knife Fighting: +8 to Vital Strike (Bladed), +4 to Jump, +4 to Split action: Move (into range) and Strike, +0 to Dodge

Knife Throwing: +2 per level to initiative, +4 to Strike, +0 to Vital Strike, +4 to Blinding Strike. No penalty for targeted strikes

Ordinance: +4 to Strike (Projectile), +4 to Jump, Double Aim (Takes 2 rounds, gives +8 to the next action).

Pistol: +2 per level to initiative with pistols, +4 to Vital Strike (Bladed), +4 to Strike (Projectile), +4 to Split Reaction: Dodge and Strike, +4 to Split Reaction: Drop and Strike. No penalty for using paired pistols

Rifle/Shoigun: +4 to Vital Strike (Bladed), +4 to Simultaneous Strike, +0 to Strike

Scraping: +4 to Pain/Stun Attack, +4 to Crippling Attack, +4 to Blinding Strike, +0 to Knockdown, +0 to Stomp

Self-Defense Weapons: +4 to Pain/Stun Attack, +4 to Blinding Strike, +4 to Simultaneous Pain/Stun Attack

Shoe Fighting: +4 to Vital Strike (Blunt), +4 to Pain/Stun, +4 to Blinding Strike, +0 to Knockout Strike

Sniper: Double Aim (Takes 2 rounds, gives +8 to the next action), +4 to Vital Strike (Bladed), No penalty for targeted strikes.

Specific Weapon Training: +4 to Strike, +4 to Vital Strike -or- +4 to Pain/Stun Attack (choose one), +4 to Parry -or- +2 per level to initiative (choose one)

Straight Razor Fighting: +8 to Vital Strike (Bladed), +4 to Slash, +4 to Dodge

Tae Kwon Do: +2 per level to initiative, +4 to Strike with fists or feet, +4 to Pain/Stun Attack, +0 to Split Action: Jump and Strike (kick), +0 to Parry (with the back of the hand)

Wrestling: +0 to Grab, +8 to Grab (Wrestling), +4 to Knockdown, +4 to Tackle, +0 to Flip

Firearms

Black Powder Pistol: 3 bladed, ROF 1, FR 2 ft. (0.5 m.), MR 75 ft. (20 m.)

Black Powder Musket: 4 bladed, ROF 1, FR 6 ft. (2 m.), MR 250 ft. (75 m.)

Black Powder Rifle: 4 bladed, ROF 1, FR 5 ft. (1.5 m.), MR 400 ft. (120 m.)

Automatic Rifle: 6 bladed, ROF 6, FR 7 ft. (2 m.), MR 1500 ft. (450 m.)

Hunting Rifle: 5 bladed, ROF 2, FR 7 ft. (2 m.), MR 1,500 ft. (450 m.)

Machine Gun: 8 bladed, ROF 4, FR 5 ft. (1.5 m.), MR 1,500 ft. (450 m.)

Pistol (Automatic): 4 bladed, ROF 4, FR 5 ft. (1.5 m.), MR 175 ft. (50 m.)

Pistol (Heavy): 5 bladed, ROF 2, FR 5 ft. (1.5 m.), MR 200 ft. (60 m.)

Pistol (Mini): 3 bladed, ROF 3, FR 5 ft. (1.5 m.), MR 150 ft. (45 m.)

Pistol (Revolver): 4 bladed, ROF 3, FR 5 ft. (1.5 m.), MR 175 ft. (50 m.)

Sawed-Off Shotgun: 5 bladed, ROF 1, FR 5 ft. (1.5 m.), MR 40 ft. (12 m.)

Shotgun (Pump): 6 bladed, ROF 1, FR 6 ft. (2 m.), MR 200 ft. (60 m.)

Shotgun (Semi-Automatic): 6 bladed, ROF 2, FR 6 ft. (2 m.), MR 200 ft. (60 m.)

Sniper Rifle: 6 (pierces armor as 9), ROF 3, FR 50 ft. (3 m.) (using scope), MR 2,000 ft. (600 m.)

Submachinegun: Damage 7 bladed, ROF 10, FR 5 ft. (1.5 m.), MR 700 ft. (200 m.)

Self-Defense Weapons

Pepper Spray: Very Easy Blinding Strike (+8, also blind save vs. pain), Very Easy Pain/Stun Attack (+8).

Shield (Native): +5 to parry. PR 3 bladed 2 blunt.

Shield (Riot): +10 to parry. PR 7 bladed 5 blunt.

Laser (Air): FR 3 ft. (1 m.) MR 20 ft. (6 m.) Damage: 3 electrical.

Laser (Baton): Range 1-2, Damage: 3 blunt, 3 electrical.

Laser (Heavy Duty): Range: 0-1, Damage: 5 electrical.

Laser (Mini): Range: 0-1, Damage: 3 electrical.

Improvised Thrown Weapons

1-2 lbs., or 0.5-0.9kg.: FR 3 ft. or 1 m., 1/2 blunt damage, STH vs. 20 to use

3-5 lbs., or 1-2.5 kg.: FR 3 ft. or 1 m., 1 blunt damage, STH vs. 10 to use

6-10 lbs., or 2.5-4.5kg.: FR 2 ft. or 1/2 m., 2 blunt damage, STH vs. 15 to use

11-20 lbs., or 4.6-9kg.: FR 1 ft. or 1/3 m., 3 blunt damage, STH vs. 20 to use

21-99 lbs., or 10-45kg.: FR 1/2 ft. or 1/8 m., 4 blunt damage, STH vs. 25 to use

100+ lbs., or 45+ kg.: 1/2 ft. or 1/8 m., 1 dung.

Traditional Weapons

Name	Range/FR&MR	Damage	Special +/-
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Baseball Bat	Range 1-2	2.5 blunt	None
Bayonet	Range 3	3 bladed	+4 to Strike
Bear Trap	n/a	1 bladed	None
Blowpipe	FR 2 ft. (.5 m.), MR 30 ft. (10 m.)	Does 0 bladed (pierces as 2)	None
Bow (Archery)	FR 5 ft. (1.5 m.), MR 100 ft. (30 m.)	2 bladed	Weights 4 lbs (2 kg)
Bow (Compound)	FR 7 ft. (2 m.), MR 250 ft. (75 m.)	3 bladed	Weights 4 lbs (2 kg)
Chain	Range 2-3	2 blunt	+4 to Strike, +4 to Vital Strike
Crate Cutter	Range 0	1 bladed	+4 to Slash
Crowbar	Range 1	2 blunt 1 bladed	None
Dagger	Range 0-1	2.5 bladed	+4 to Vital Strike
Dagger (Throwing)	FR 1 ft. (1/3 m.), MR 20 ft. (6 m.)	2 bladed	None
Fire Ax	Range 1	3 bladed (pierces as 6)	+4 to Strike, +4 to Vital Strike
High Heeled Shoes	Range 0-1	1 blunt (pierces as 3)	+4 to Strike, +4 to Vital Strike
Knife (Combat)	Range 0-1	2 bladed	+4 to Slash, +4 to Wing
Knife (Hunting)	Range 0-1	2.5 bladed	none
Knife (Kitchen)	Range 0-1	2 bladed	none
Knife (Switchblade)	Range 0	1.5 bladed	+4 to Slash, +4 to Wings, +4 to Vital Strike
Machete	Range 1	4 bladed	none
Nightstick	Range 1	3 blunt	+8 to Parry
Pen Knife	Range 0	1 bladed	+4 to Slash, +4 to Vital Strike
Pipe	Range 1	3 blunt	none
Quarterstaff	Range 1-3	2 blunt	+4 to Parry
Railroad Spike	Range 0-1	1.5 bladed	+4 to Vital Strike
Spear (thrown)	FR 2 ft. (.5 m.), MR 40 ft. (12 m.)	3 bladed	none
Spear (handheld)	Range 2	2 blunt, 3 bladed	+4 to Parry, +4 to Slash
Straight Razor	Range 0-2	1 1/2 bladed	+4 to Strike, +4 to Parry, +4 to Slash
Sword (Broadsword)	Range 1-3	5 bladed (pierces as 7)	None
Sword (Fencing)	Range 1	3 bladed	+4 to Parry, +4 to Vital Strike
Sword (Katana)	Range 1-2	5 bladed	+4 to Vital Strike
Sword (Saber)	Range 1-2	4 bladed	+4 to Strike
Sword Cane	Range 1	2 bladed	+4 to Parry, +4 to Vital Strike
Telescoping Baton	Range 1-2	3 blunt	+4 to Pain/Stun
War Club	Range 1-2	3 blunt (pierces as 4)	+4 to Vital Strike
Whip	Range 3	1 bladed	+4 to Pain/Stun

Combat Modifiers

Aim	Combat Modifiers
Blinded (Full)	+4 to roll
Blinded (Partial)	-15 to roll
Burst	-7 to roll
Extended Action	-4 to roll
Improvised Weapon	+5 to roll (-10 to next reaction)
Leaning	-8 to most rolls
Paired	-10 to roll
Simultaneous Act	-4 to roll
Split	-20 -w/1 to roll
Targeted	-10 to rolls
Underwater	-4 to roll
	-8 to rolls, half damage

Actions

Area Attack	Actions
INL+#of shots+1d20 vs. 10+area in ft. (or +3m.)	
Blinding Strike	INL+AGY+1d20 vs. 30
Crippling Attack	STH+INL+1d20 vs. 30
Disarm	STH+AGY+1d20 vs. 30
Grab	STH+AGY+1d20 vs. 25
Grab (Pain)	STH+INL+1d20 vs. 35
Grab (Strangle)	STH+AGY+1d20 vs. 25
Grab (Wrestling)	STH+INL+1d20 vs. 30
Knockaway	STH+AGY+1d20 vs. 25
Knockdown	STH+AGY+1d20 vs. 30
Knockout	STH+AGY+1d20 vs. 30
Pain/Stun	INL+AGY+1d20 vs. 25
Slash	INL+AGY+1d20 vs. 25
Stomp	SPD+STH+1d20 vs. 25
Strike (Handheld)	STH+AGY+1d20 vs. 25
Strike (Projectile)	INL+AGY+1d20 vs. 25
Tackle	SPD+STH+1d20 vs. 20
Vital Strike (Bladed)	INL+AGY+1d20 vs. 35
Vital Strike (Blunt)	INL+STH+1d20 vs. 40
Wing	INL+AGY+1d20 vs. 20

Reactions

Dodge	AWR+AGY+1d20 vs. 25
Entangle	INL+STH+1d20 vs. 30
Flip	AGY+STH+1d20 vs. 35
Drop	AWR+AGY+1d20 vs. 20
Jump	SPD+AGY+1d20 vs. 25
Parry	STH+AGY+1d20 vs. 25