

Combat QuickRef

Kick Damage

SPD 1-5: ½ blunt damage
 SPD 6-15: 1 blunt damage
 SPD 16-19: 1½ blunt damage
 SPD 20+: 2 blunt damage

Punch Damage

STH 1-5: 0 blunt damage
 STH 6-10: ½ blunt damage
 STH 11-15: 1 blunt damage
 STH 16+: 2 blunt damage

Modification of Handheld Weapon Damage

STH 1-5: -1 to blunt damage
 STH 6-10: 0 modification
 STH 11-15: +1 blunt damage
 STH 16+: +2 blunt damage

Blindness Penalty to Actions/Reactions

11 years -2
 12 years -5
 13 years -8*
 14 years -11*
 15 years -13*
 16+ years -17*

*only -7 after sensing enemy position

Combat Skills

Aikido: +4 to Disarm, +4 to Grab (Pain), +0 to Knockdown, +4 to Dodge, +4 to Flip, +0 to Parry
Archery: +4 to split action Draw and Strike (excluding crossbows), Double Aim (takes 2 actions, +10 to next action), +0 to Strike (Projectile), +4 to Vital Strike, No penalty for targeted strikes.
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
Blind-Fighting: Armed: +8 to Simultaneous Strike, +4 to Sweep, +4 to Wing, +4 to Jump
Blind-Fighting: Unarmed: +4 to Jump, +0 to Tackle, +4 to Grab, +4 to Simultaneous Grab, +4 to Simultaneous Strike
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 carries a blow directed towards another), +0 to special reaction: Body Block (SPD + AGY + 1d20 vs. 20, if successful the PC put himself or herself between a strike and the intended target).
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
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
Florentine Sword: No penalty for using paired swords, +4 to Parry, +4 to Strike, +8 to Split Reaction: Parry and Simultaneous Strike
Immobilization: +8 to Grab (Pain), +4 to Grab (Wrestling), +0 to Grab, +0 to Knockdown, +4 to Crippling Attack, -4 to Disarm
Kickboxing: +4 to Wing, +4 to Parry, +4 to Knockaway, +0 to Strike
Knife Fighting: +8 to Vital Strike (Bladed), +4 to Jump, +4 to Split Action: Jump 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: Double Aim (takes 2 rounds, gives +8 to the next action), +4 to Strike (Projectile), +4 to Jump
Pistol: No penalty for using paired pistols, +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
Rifle/Shotgun: +4 to Vital Strike (Bladed), +4 to Simultaneous Strike, +0 to Strike
Rock Throwing: +4 to Strike, +4 to Pain/Stun, +0 to Knockout, +0 to Crippling Strike, +0 to Vital Strike: Blunt
Roping: Can double aim (takes 2 actions, gives +8 to the next action), +0 Entangle, +4 Grab, -4 Disarm, -4 Grab (Strangle), +0 to special action: Hog Tie (STH+AGY+1d20 vs. 30, used to tie up the limbs of a prone animal or human; can be opposed by a STH+1d20 vs. 20 roll).
Self-Defense Weapons: +4 to Pain/Stun Attack, +4 to Blinding Strike, +4 to Simultaneous Pain/Stun Attack
Slap Fighting: +2 per level to save vs. Shocking Pain, +4 to Initiative per level, +0 to Blinding Strike, +4 to Parry with forearms, +4 to Pain/Stun Attack, +8 to Simultaneous Pain/Stun Attack
Slingshot: +4 to Strike, +0 to split action Load and Strike, +4 to Pain/Stun, +0 Vital Strike, +0 Blinding Strike, No penalty for targeted strikes.
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)
Staff Fighting: +8 to Parry, +0 to Strike, +4 to Split Action Jump and Strike
Street Fighting: Armed: +4 to Pain/Stun Attack, +4 to Simultaneous Strike, +4 to Crippling Attack, +0 to Slash, -4 to Vital Strike (Bladed and Blunt)
Street Fighting: Unarmed: +4 to Pain/Stun Attack, +4 to Crippling Attack, +4 to Blinding Attack, +0 to Knockdown, +0 to Stomp
Sword and Shield: +4 to Parry, +8 to Split Action Parry and Simultaneous Strike, +0 to Knockaway
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

Automatic Rifle: ROF 6, FR 7 ft. (2 m.), MR 1,500 ft. (450 m.), 6 bladed, STH vs. 20 to use
Hunting Rifle: ROF 2, FR 7 ft. (2 m.), MR 1,500 ft. (450 m.), 5 bladed, STH vs. 15 to use
Machine Gun: ROF 15, FR 5 ft. (1.5 m.), MR 1,500 ft. (450 m.), 8 bladed, STH vs. 15 to use
Pistol (Automatic): ROF 4, FR 5 ft. (1.5 m.), MR 175 ft. (50 m.), 4 bladed.
Pistol (Heavy): ROF 2, FR 5 ft. (1.5 m.), MR 200 ft. (60 m.), 5 bladed, STH vs. 15 to use
Pistol (Mini): ROF 3, FR 5 ft. (1.5 m.), MR 150 ft. (45 m.), 3 bladed,
Pistol (Revolver): ROF 3, FR 5 ft. (1.5 m.), MR 175 ft. (50 m.), 4 bladed.
Sawed-Off Shotgun: ROF 1, FR 5 ft. (1.5 m.), MR 40 ft. (12 m.), 5 bladed, STH vs. 15 to use, +8 to strike
Shotgun (Pump): ROF 1, FR 6 ft. (2 m.), MR 200 ft. (60 m.), 6 bladed, STH vs. 15 to use, +8 to strike
Shotgun (Semi-Automatic): ROF 2, FR 6 ft. (2 m.), MR 200 ft. (60 m.), 6 bladed, Easy strike (+4), 6 bladed,
Sniper Rifle: ROF 5, FR 50 ft. (15 m.) (scope), MR 2,000 ft. (600 m.), 6 (pierces armor as 9),
Sub-Machinegun: ROF 10, FR 5 ft. (1.5 m.), MR 700 ft. (200 m.), 7 bladed, STH vs. 20 to use
Zip Gun: ROF 1, FR 3 ft. (1 m.), MR 50 ft. (15 m.), 4 bladed,

Self-Defense Weapons

Bear Spray: FR 3 ft. MR 25 ft. Very Easy Blinding Strike (+8, on a successful blinding strike the victim must also make a hard (30) save vs. pain). Very Easy (+8) Pain/Stun.
Pepper Spray: Very Easy Blinding Strike (+8, on a successful blinding strike the victim must also make a hard save vs. pain). Very Easy (+8) Pain/Stun.
Shield (Kid): Gives +4 to Parry. PR 1 bladed 1 blunt.
Shield (Riot): Gives +10 to parry. PR 5 bladed 5 blunt. Takes 20 STH feat to use effectively.
Shield (Heavy): Gives +7 to parry. PR 5 bladed 6 blunt. Takes a 25 difficulty STH feat to use effectively.
Taser (Air): FR 3 ft. (1 m.). MR 20 ft. (6 m.) Damage: 3 electrical (see box).
Taser (Heavy Duty): Range: 0-1. Damage: 3 electrical.
Taser (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.
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 ½ 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 ½ ft. or 1/8 m, 4 blunt damage, STH vs. 25 to use
100+ lbs. or 45+ kg: ½ ft. or 1/8 m, 1 dmg.

Traditional Weapons

Name	Range/FR&MR	Damage	Special +/-	STH Feat Required?
Baseball Bat	Range 1-2	2.5 blunt	None	None
Bear Trap	n/a	1 bladed	None	None
Blowpipe	FR 2 ft (5 m), MR 30 ft (10 m)	Does 0 bladed (pierces as 2)	None	None
Bola	FR 5 ft (1.5 m), MR 50 ft (15 m)	0	+4 to Knockdown, +4 to Entangle	None
Boot Blades	n/a	+1 bladed to a kick	None	None
Bow (Archery)	FR 5 ft (1.5 m), MR 100 ft (30 m)	2 bladed	Weights 4 lbs (2 kg)	STH vs. 10
Bow (Compound)	FR 7 ft (2 m), MR 250 ft (75 m)	3 bladed	Weights 4 lbs (2 kg)	STH vs. 15
Brass Knuckles	n/a	+1 blunt to punches	None	None
Broom Handle	Range 1-2	1 blunt	+4 to Parry	None
Car Antenna	Range 1-2	0.5 blunt	-4 to Strike, +8 to Pain/Stun	None
Cattle Prod	Range 1-2	1 blunt or 1 bladed	-4 to Strike, +4 to Wing, +4 to Pain/Stun	None
Cattle Prod (Hotshot)	Range 1-2	1 electricity, 1 blunt	-4 to Strike, +4 to Pain/Stun	None
Chain	Range 2-3	2 bladed	-4 to Strike, -4 to Vital Strike	None
Chainsaw	Range 2	4 bladed (pierces as 6)	-4 to Strike, -4 to Vital Strike	STH vs. 20
Circular Saw Blade	FR 1 ft (1/3 m) to MR 25 ft (7.5 m)	0.5 ragged	None	None
Crate Cutter	Range 0	1 bladed	+4 to Slash	None
Crowbar	Range 1	2 blunt 1 bladed	None	STH vs. 15
Dagger	Range 0-1	2.5 bladed	+4 to Vital Strike	None
Dagger (Throwing)	FR 1 ft (1/3 m), MR 20 ft (6 m)	2 bladed	None	None
Fire Ax	Range 1	3 bladed (pierces as 6)	-4 to Strike, +4 to Vital Strike	STH vs. 15
Frying Pan	Range 1	1.5 blunt	-4 to Strike, -4 to Pain/Stun	STH vs. 20
Hatchet	Range 1	2 bladed	None	None
Kitchen Knife Spear	Thrown: FR 2 ft (5 m), MR 40 ft (12 m) Handheld: Range 2	Thrown: 3 bladed Handheld: 2 blunt if bashing, 3 bladed if stabbing	Thrown: None Handheld: +4 to Parry, +4 to Slash, +4 to Wing	None
Knife (Combat)	Range 0-1	2 bladed	+4 to Slash, +4 to Wing, +4 to Vital Strike	None
Knife (Hunting)	Range 0-1	2.5 bladed	none	None
Knife (Kitchen)	Range 0-1	2 bladed	none	None
Knife (Switchblade)	Range 0	1.5 bladed	+4 to Slash, +4 to Wing, +4 to Vital Strike	None
Knife (Trash)	Range 0-1	2 ragged	+4 to Pain/Stun, +4 to Slash	None
Lasso	FR 7 ft (1/3 m), MR 20 ft (6 m)	none	none	None
Machete	Range 1	4 bladed	none	STH vs. 15
Nightstick	Range 1	3 blunt	+8 to Parry	STH vs. 15
Paper Cutter Blade	Range 2-3	4 bladed	-4 to Strike	STH vs. 20
Pen Knife	Range 0	1 bladed	+4 to Slash, +4 to Vital Strike	None
Pickaxe	Range 2	3 bladed (pierces as 6)	-4 to Strike	STH vs. 15
Pike	Range 3	5 bladed 5 blunt (pierces as 6)	-8 to Strike	None
Pipe	Range 1	3 blunt	none	STH vs. 15
Polo Mallet	Range 3	2 blunt	none	STH vs. 10
Quarterstaff	Range 1-3	2 blunt	+4 to Parry	None
Railroad Spike	Range 0-1	1.5 bladed	+4 to Vital Strike	None
Shield Breaker	Range 1-2	3 blunt (pierces as 6)	none	STH vs. 20
Shiv	Range 0-1	1 bladed (pierces as 6)	-4 to Strike, +4 to Pain/Stun	None
Sledgehammer	Range 2	4 blunt (pierces as 3)	none	STH vs. 25
Sling	FR 3 ft (1 m), MR 50 ft (15 m)	1 blunt	-4 to Strike, -4 to Vital Strike	None
Slingshot	FR 4 ft (1.5 m), MR 50 ft (15 m)	0.5 blunt	none	None
Stationary Slingshot	FR 6 ft (2 m), MR 100 ft (30 m)	5 blunt	none	STH vs. 10
Steel Toed Boots	n/a	+1 blunt to kicks or stomps	none	None
Stick (Club)	Range 2	2 blunt	none	None
Stick (Sharpened)	Range 2	2.5 bladed	-4 to Strike	None
Stick (With Nail)	Range 2	2 blunt, 1 ragged (pierces as 4 bladed)	+4 to Pain/Stun	STH vs. 10
Sword (Broadsword)	Range 1-3	5 bladed (pierces as 7)	None	STH vs. 20
Sword (Fencing)	Range 1	3 bladed	+4 to Parry, +4 to Vital Strike	STH vs. 10
Sword (Katana)	Range 1-2	5 bladed	+4 to Vital Strike	STH vs. 20
Sword Cane	Range 1	2 bladed	+4 to Parry, +4 to Vital Strike	STH vs. 10
Telescoping Baton	Range 1-2	3 blunt	+4 to Pain/Stun	None
Whip	Range 3	1 bladed	+4 to Pain/Stun	None

Combat Modifiers

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

Actions

Area Attack	INL+#of shots+1d20 vs. 10+area in ft. (or +3/m.)
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
Sweep	STH+AGY+1d20 vs. 30
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