ModifierNotesOMDMAimed Body ShotSee Hit Location TableNANAAiming+1 per Phase, up to +3 max+1 to +3NAArea Effect AttackHit hex; roll AV vs. DV based on range Melee = 4; Close = 8; Medium = 12; Long = 16, Extreme = 16+2/+100mNA-5Attacker ProneMay have concealmentNA-5Attacking Over a Friendly CharacterMust be a long weapon-2NAAutofireMore than one shot against a single target-1/10 shotsNABlindedLight, dust, fog, darkness, etc4NABlockedBy Hit Location Table or: Half body-2NAHead only-3NAHead only-4NABracedOnly effects range; can combine with Aim+2-5ChutterPer piece of significant clutter in attacker's hex-1NACoordinated AttacksCombine damage for purpose of Stunning-1NAEncumberanceModifies DEX-1NA
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Coordinated Attacks Combine damage for purpose of Stunning Encumberance Modifies DEX
Encumberance Modifies DEX
Carrying 0-3.2 kg. NA 0
Carrying 3.3-6.4 NA -1
Carrying 6.5-12.5 NA -2
Carrying 12.6-25.0 NA -3
Carrying 25.1-50.0 NA -4
Carrying 50.0-100.0 NA -5
ExplosionHit hex; roll AV vs. DV based on rangeNANA
Melee = 4; Close = 8; Medium = 12; Long = 16, Extreme = 16+2/+100m
Improvised Weapon Rock, bottle, stool, etc2 NA
Moving TargetModifier based on speed-1/10mNA
Multiple Attackers+1 AV per attacker after the first; must coordinate+1/attackerNA
ObscuredOn successful Perception Roll-2-2
On unsuccessful Perception Roll -4 -4
Off Hand Using off hand -3 NA
Prone TargetMay have concealment-2NA
Surprise MoveGM decides+1 to +3NA
SurprisedTarget unaware or distracted+5NA
Target SizeTiny Target (bullseye, eye, vital area)-6NA
Small Target (less than 1m, head, limb) -4 NA
Large Target (trees, cars, large animals) +2 NA
Very Large Target (trucks, planes, walls, side of barn) +4 NA
Throw See Throw Modifier Table
Aerodynamic +1 NA
Balanced +1 NA
Target a HexHit hex; roll AV vs. DV based on rangeNANA
Melee = 4; Close = 8; Medium = 12; Long = 16, Extreme = 16+2/+100m
Unfamiliar Weapon -3 NA
Weapon Length Penalties are reversed when the wielder of the shorter weapon is
inside an opponant's longer weapon
Short vs. Medium -1 NA
Medium vs. Long -1 NA
Short vs. Long -2 NA

COMBAT ACTIONS

STANDARD ACTIONS			
Action	ОМ	DM	Effects
Attack	NA	NA	Strike, shoot, kick (at -1 penalty, +1 damage)
Block	NA	NA	Abort; Stop any 1 attack w/successful roll; auto initiative next phase
Dodge	NA	+3	Abort; Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down; Full Action
Grab	-2	-3	Grab something. Both are at -3 Defense
Run	NÃ	NĂ	Move up to full Combat Move; Full Action
Sprint	NA	NA	Move up to full NCM at $1/2$ DEF, 0 REF; Full Action
Other Action	NA	NA	Reloading, changing weapons, mounting up
Throw	NA	NA	-4 for unbalanced objects
ADVANCED ACTIONS			
Abort	NA	NA	Interrupt opponant's turn to use DEF action
Aim	+1	NA	Add $+1$ per phase to ranged attack, up to $+3$ total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab
Disarm	NĂ	NA	Knock weapon from opponant's hand
Dive for Cover	NA	NA	Abort; Dodge Area Attack at +2 Diff per each m/yd
Draw & Attack	-3	NA	Draw and attack in one action at penalty
Entagle	NĂ	NA	Immobilize opponant, forcing him to Escape
Escape	NA	NA	Escape Entagles/Grabs in STR+Athletics Roll
Haymaker	-3	NA	Go all out! +3 damage to regular
Move	NĂ	NA	Move 1/2 MOVE and perform other non-Full Action action
Move Thru	-2	NA	Full combat move and HTH attack; Full Action
Move By	-2	NA	Full combat move and HTH attack; Full Action
Recover	NÃ	-5	Get Stun back equal to REC score; Full Action
Sweep/Trip	NA	NĂ	Opponant falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later
OPTIONAL ACTIONS	1111	1111	
Attack Weapon	-2	NA	Does damage to opponant's weapon
Block for Another Character	-2	NA	Abort; Protects other character
Club Weapon	NĂ	NA	Does STUN damage instead of HITS
Covered	-2	NA	Target held at weapon point
Flail Maneuver	-2 -1	NA	Opponant gets no shield bonus to DV
Pulling Punch	-1/3D6	NA	Strike, normal STUN damage, 1/2 HITS
	NA	NA	STR + $V/3$ of target; Full Action
Set vs. Charge Shield Wall	NA	+1	Shielded friend to one flank
Silielu Wali	NA	$^{+1}_{+2}$	Shielded friend to both flanks
Swoon		$^{+2}$	Hits multiple targets in melee; Full Action
Sweep Unhorse	-2/target -1	-5 NA	STR + V/5 of target
UIII015C	-1 -5	NA	SIN $\neq V/J$ of target target is expecting attack
Weapons Bind	-5 NA	NA NA	STR + V/5 of target; target is expecting attack Can bind target's weapon with STR vs. STR
ARCHERY ACTIONS	INA	11/1	can binu target 5 weapon whit 511t v5. 511t
Load Bow/Sling	NA	NA	
Load Crossbow	NA	NA	Full Action
Load Arbalest	NA	NA	2 Full Actions
Fire Bow/Sling	NA	-5	
Fire Crossbow/Arbalest	NA	NĂ	
OPTIONAL ARCHERY ACTION			
Load Prepared Bow Fire	NA	NA	Prepares 2 arrows; not with rapid fire; Full Action
Fire Prepared Bow Fire	NA NA	NA	
			Fires 2 arrows; not with rapid fire; Full Action Load & fire bow, STR \geq STR Min + 2
Rapid Arrow Fire	-2	NA	
Rapid Sling Fire	-2 NA	NA	Load & fire, DEX + Athletics skill roll vs. 17 or lose phase STP > STP Min + 5 DEX + Athletics skill roll vs. 17 or lose phase
Rapid Crossbow Loading	NA	NA	$STR \ge STR Min + 5$, DEX + Athletics skill roll vs. 17 or lose phase
EXPLAINATION OF TERMS			
	1.0		

OM: Offensive Modifier. The modification to the attacker's AV for performing the Action.

DM: Defensive Modifier. The modification to the attacker's DV for performing the Action.

NA: Not Applicable.

Abort: A character can forfeit his next Action Phase to do this Action out of phase.

Full Action: This Action cannot be combined with a Move Action.

		MELEE WEAPONS	LIST			
WEAPON	AV MOD	RANGE	DC	STR MIN	LENGTH	NOTES
Axes & Maces						
Great Axe	0	_	6	6	М	2H
Battle Axe	-1	_	5	4	М	1.5H
Large Axe	0		5	5	М	m
Francisca Hand Axe	0 0	3m/STR; Max 10m 3m/STR; Max 10m	4 3	4 3	M M	Throw Throw
Small Axe	0	$\frac{511}{51}$, $\frac{511}{51}$, $\frac{1011}{-}$	3 2	3 2	M	TIIIOw
Maul	0	_	5	6	M	2H, +STUN
War Hammer	-1	-	4	4	Μ	1.5H, +STUN
Large Hammer	0	-	4	5	М	+STUN
Hammer Small Hammer	0	-	3 2	4	M	+STUN
Great Mace	0		<u> </u>	<u>3</u> 5	<u>M</u> M	+STUN 2H
Mornigstar	-1	_	3 4	3	M	1.5H
Large Mace	Ō	_	4	4	M	
Mace	0	-	3	3	Μ	
Small Mace	0	_	2	2	M	
Great Pick	0	-	4 3	6	M	2H, AP
Military Pick Large Pick	-1 0	-	з 3	4 5	M M	1.5H, AP AP
Pick	0	_	2	3 4	M	AP
Small Pick	Ő	_	ĩ	3	M	AP
Clubs						
Great Club	0	-	7	5	М	2H, STUN
War Club	-1	-	6	3	М	1.5H, STUN
Large Club Club	0 0	-	6 5	4 3	M M	STUN STUN
Small Club	0	_	5 4	3 2	M	STUN
Swords & Knives	-					
Great Sword	+1	_	5	6	М	2H
Bastard Sword	0	_	4	4	M	1.5H
Falchion	+1	-	4	5	Μ	
Broad Sword	+1	-	3	4	М	
Scimitar Papier	0 + 2	-	3 1	3 3	M M	AP
Rapier Short Sword/Saber	$^{+2}$ +1	_	2	3 3	M	AP
Dirk	0	_	$\tilde{\tilde{2}}$	2	S	
Dagger/Knife	+1	3m/STR; Max 10m	1	1	S	Throw
Stiletto	+1	3m/STR; Max 10m	1	2	S	Throw, AP
Pole Arms						
Halbard	0	-	6	6	L	2H, Set, Unhorse
Glaive	0	-	6	6	L	2H, Set
Voulge Bardiche	-1 -1	_	6 6	5 5	L L	2H, Set, Unhorse 2H
Pike	-1	_	6	5	XL	2H, Set
Fauchard	0	_	5	5	L	2H, Set
Bill	-1	-	5	4	L	2H, Unhorse
Trident	-1	4m/STR; Max 20m	5	4	L	Throw, Red. Pen.
Long Spear Pole Axe	-1 -1	-	5 5	4 4	XL L	2H, Set 2H
Ranseur	<u>-1</u> -1		<u> </u>	4 4	L L	2H 2H, Set
Lucern Hammer	-1	_	3 4	5	XL	2H, Set, AP
Sythe	0	-	4	4	L	2H
Harpoon	0	-	4	4	L	Throw
Military Fork	0	_	4	4	<u> </u>	2H, Set, Red. Pen.
Medium Spear Bec do Corbin	-1 -1	_	4 4	3 3	L L	1.5H, Set 2H
Awl Pike	-1 -1	_	4 3	3 4	L XL	2H 2H, Set, AP
Javelin	0	5m/STR; Max 30m	3	3	L	Throw
		,		2		
Small Spear Partisan	-1 -1	-	3 2	$\frac{2}{2}$	L L	1.5H, Set 2H, Set, AP

		MELEE WEAP	ONS LIST			
WEAPON	AV MOD	RANGE	DC	STR MIN	LENGTH	NOTES
Flails						
Battle Flail	0		5	6	М	2H. Flail
Military Flail	-1	—	4	4	M	1.5H, Flail
Large Flail	Ō	_	4	5	M	Flail
Bladed Flail	0	-	3	4	Μ	Flail
Flail	0	-	2	3	Μ	Flail
War Flail	0	-	2	4	М	Flail, + STUN
Large War Flail	0	-	3	5	М	Flail, + STUN
Unusual Melee Weapons			~			
Quarterstaff	+1	- 0/CTD M. 10	5	4	M	2H, STUN
Darts	0	3m/STR; Max 10m	1	0	S	Throw
Whip Heavy Lance	0 0	-	2 5	2 5	XL XL	Grab, Red. Pen., Flail
Medium Lance	0	_	3 4	4	XL	
Light Lance	0	_	3	3	L	
Light Lunce	Ū		-	-	Ľ	
	DANCE	MISSILE WEAP	UNS LIST			
WEAPON	RANGE MOD	RANGE	DC	STR MIN		NOTES
Bows						
Very Small Bow	0	20m/STR; Max 100	1	1		2H
Small Bow	0	20m/STR; Max 150	2	2		2H
Medium Bow	0	20m/STR; Max 200	3	3		2H
Heavy Bow	0	20m/STR; Max 250	4	4		2H
Very Heavy Bow	0	20m/STR; Max 300	5	5		2H
Very Small Long Bow	+1	20m/STR; Max 150 20m/STR; Max 200	2	2		2H, No Horse
Small Long Bow Medium Long Bow	+1 +1	20m/STR; Max 200 20m/STR; Max 250	3 4	3 4		2H, No Horse 2H, No Horse
Heavy Long Bow	+1	20m/STR; Max 200	4 5	5		2H, No Horse
Very Heavy Long Bow	+1	20m/STR; Max 350	6	6		2H, No Horse
Crossbows			-	-		,
Light Crossbow	+1	200	3	4		2H, 1 Phase Reload
Heavy Crossbow	+1	200	4	5		2H, 1 Phase Reload
Arbalest	+2	200	5	6		2H, 2 Phase Reload
Slings						
Small Sling	-1	10m/STR; Max 100	2	2		2H, + STUN
Sling	-1	10m/STR; Max 150	3	3		2H, + STUN
Staff Sling	0	10m/STR; Max 200	4	4		2H, + STUN
Siege Weapons						
Ballista (bolts)	+3	450	9	-		1 Man, 3 Phases Reload
Ballista (stones)	+1	300	6	-		1 Man, 3 Phases Reload
Heavy Ballista (stones)	+4	450	9	-		2 Men, 2 Turns Reload
Catapult	0	450	9	-		4 Men, 5 Turns Reload
Trebuchets Heavy Trebuchets	0 0	450 600	9 12	_		4 Men, 5 Turns Reload 8 Men, 5 Minutes Reload
			16	_		o men, o minutes neivau
AV Mod: Bonus or penalty to al		•	hor is positi	va tha hanva	can anly he w	used to offect range penalties
Range Mod: Modifier to range		au the weapon. If the num	iver is positi	ve, me bonus	can only be u	ised to ouset range penalties.
Range: The weapons maximum	-					
DC: Dice of killing (unless other		0 0				
Str Min: Strength Minimum. DO	C is $+1/1$ STR over	er minimum up to 2x DC	1 REF & -1 1	DC/1 STR und	der minimum.	
Length: The Length of the wea	pon. S = Short, M	I = Medium, L = Long, XL	= Extra Lon	g weapon tha	at can be used	l from the second rank.
0	-	atistics that aren't listed el				

Notes: A	catch-all category that includes any statistics that aren't liste	d elsewhere:	
2H	Two-handed	+ STUN	+1 STUN/DC applied against KD (not SD)
1.5H	One-and-a-half handed. Use as listed with one hand,	STUN	Weapon does STUN damage only
	use with -1 STR Min in two hands.	Red. Pen.	Reduced Penetration. Traget's KD is doubled.
Throw	Can be thrown	Set, Unhorse,	0
AP	Armor Piercing attack	Flail, Grab	Weapon is capable of performing these maneuvers

	SHIELD TAB	LE			ENCUMBERANCE T	ABLE
NAME	DV MOD	STR	WEIGHT	WEIGHT	DEX MOD	END/TURN
Main Gauche	+1	2	2	0-3.2	0	0
Buckler	+1	2	2	3.3-6.4	-1	4-STR, Min 0
Small Shield	+1	2	2	6.5-12.5	-2	6-STR, Min 0
Medium Shield	+2	4	4	12.6-25.0	-3	8-STR, Min 0
Large (Kite) Shield	+3	6	7	25.1-50.0, etc.	-4	10-STR, Min 0

ARI	MOR TABLE	
NAME	KD	WEIGHT OF A FULL SUIT
Heavy Cloth, Soft Leather	2	3.5
Heavy Leather, Padded Cloth, Woolen Cord	4	5
Boiled Leather, Cuir-Bouilli, Heavy Animal Hide, Studded Leather	6	7
Brigandine, Ring Mail	8	10
Scale Mail, Bezainted, Splint Mail	9	14
Chain Mail, Laminated, Banded Mail	10	20
Double Mail, Plate and Chain, Plate Mail, Field Plate	11	28
Full Plate	12	40

	SEC	FIONAL ARM	IOR DEFENS	SE TABLE (I	N KILOGRAN	MS)		
HIT LOCATION			AR	MOR BASE DI	EFENSE			
Name (Roll)	2	4	6	8	9	10	11	12
Full Helmet (3-5)	0.16	0.23	0.32	0.46	0.65	0.93	1.30	1.85
Coif (4-5, 9)	0.55	0.79	1.10	1.57	2.20	3.15	4.41	6.30
Helm (4-5)	0.15	0.21	0.29	0.42	0.58	0.83	1.17	1.67
Cap (5)	0.10	0.14	0.19	0.28	0.39	0.56	0.78	1.11
Gauntlets (6-7)	0.41	0.58	0.81	1.16	1.62	2.31	3.24	4.63
Gloves (6)	0.16	0.23	0.32	0.46	0.65	0.93	1.30	1.85
Brassards (7-8)	0.58	0.83	1.17	1.67	2.33	3.33	4.67	6.67
Vambraces (7)	0.24	0.35	0.49	0.69	0.97	1.39	1.94	2.78
Rerebraces (8)	0.34	0.49	0.68	0.97	1.36	1.94	2.72	3.89
Pauldrons (9)	0.41	0.58	0.81	1.16	1.62	2.32	3.24	4.63
Hauberk (7-14)	2.85	4.07	5.70	8.15	11.40	16.30	22.80	32.60
Corselet (9-15)	2.43	3.47	4.86	6.94	9.72	13.90	19.40	27.80
Byrnie (9-14)	2.27	3.24	4.54	6.48	9.07	13.00	18.20	25.90
Cuirass (9-13)	2.03	2.89	4.05	5.79	8.10	11.60	16.20	23.20
Vest (10-13)	1.62	2.31	3.24	4.63	6.48	9.26	13.00	18.50
Breastplate (9-11)	1.28	1.83	2.56	3.66	5.12	7.32	10.20	14.60
Skirtplate (12-13)	0.75	1.06	1.49	2.13	2.98	4.26	5.96	8.52
Chausses (14-18)	0.57	0.81	1.13	1.62	2.27	3.24	4.54	6.48
Leggings (14-17)	0.55	0.79	1.10	1.57	2.20	3.15	4.41	6.30
Skirt (14)	0.24	0.35	0.49	0.69	0.97	1.39	1.94	2.78
Greaves (16-17)	0.15	0.21	0.29	0.42	0.58	0.83	1.17	1.67
Boots (17-18)	0.06	0.09	0.13	0.19	0.26	0.37	0.52	0.74
Knee Cops (15)	0.16	0.23	0.32	0.46	0.65	0.93	1.30	1.85
DemiGreaves (16)	0.10	0.14	0.19	0.28	0.39	0.56	0.78	1.11
Anklets (17)	0.05	0.07	0.10	0.14	0.19	0.28	0.39	0.56

	SECTIONAL ARMOR WEIGHT TABLE (IN KILOGRAMS)												
HIT LOCATION	ARMOR BASE DEFENSE												
Name (Roll)	2	4	6	8	9	10	11	12					
Head (3)	0.02	0.02	0.03	0.05	0.06	0.09	0.13	0.18					
Head (4) Head (5)	0.05 0.10	0.07 0.14	0.10 0.19	0.14 0.28	0.19 0.39	0.28 0.56	0.39 0.78	0.56 1.11					
Hands (6)	0.16	0.23	0.32	0.46	0.65	0.93	1.30	1.85					
Arms (7) Arms (8)	0.24 0.34	$\begin{array}{c} 0.35\\ 0.49\end{array}$	0.49 0.68	0.69 0.97	0.97 1.36	1.39 1.94	$\begin{array}{c} 1.94 \\ 2.72 \end{array}$	2.78 3.89					
Shoulders (9)	0.41	0.58	0.81	1.16	1.62	2.32	3.24	4.63					
Chest (10) Chest (11)	0.44	0.63	0.88	<u>1.25</u> 1.25	<u>1.75</u> 1.75	$\frac{2.50}{2.50}$	<u>3.50</u> 3.50	5.00 5.00					
Stomach (12)	0.41	0.58	0.81	1.16	1.62	2.32	3.24	4.63					
Vitals (13) Thighs (14)	0.34 0.24	$\begin{array}{c} 0.49 \\ 0.35 \end{array}$	$\begin{array}{c} 0.68 \\ 0.49 \end{array}$	0.97 0.69	1.36 0.97	$\begin{array}{c} 1.94 \\ 1.39 \end{array}$	2.72 1.94	3.89 2.78					
Legs (15)	0.16	0.23	0.32	0.46	0.65	0.93	1.30	1.85					
Legs (16) Feet (17)	0.10 0.05	0.14 0.07	0.19 0.10	0.28 0.14	0.39 0.19	0.56 0.28	0.78 0.39	1.11 0.56					
Feet (18)	0.02	0.02	0.03	0.05	0.06	0.09	0.13	0.18					

Characteristic Maxima and Abilities																						
0Ps	Race	INT	WILL	PRE	TECH	REF	DEX	CON	STR	BODY	MOVE	SD	ED	SPD	REC	END	STUN	HITS	RES	RUN S	SWIM*	Other
0	Human	7	7	7	7	7	7	7	7	7	7	14	14	4	14	70	35	35	21	14	(7)	None
10	Hill Dwarf	6	7	7	7	7	7	8	7	8	6	16	16	4	15	80	40	40	21	12	(6)	None Dis. Features: Dwarf
15	Mountain Dwarf	6	7	7	8	7	6	8	8	8	6	16	16	4	16	80	40	40	21	12	(6)	Direction Sense Dis. Features: Dwarf
5	Halfling	7	7	7	8	6	7	8	5	5	6	16	16	4	13	80	25	25	21	12	(6)	None Dis. Features: Halfling
5	Wood Elf	8	7	7	7	7	7	7	6	6	9	14	14	4	13	70	30	30	21	18	(9)	Night Vision Lightsleep Dis. Features: Elf
13	High Elf	8	8	8	7	7	7	7	6	6	8	14	14	4	13	70	30	30	24	16	(8)	Night Vision Lightsleep Dis. Features: Elf
2	Lizardman	6	6	8	5	6	8	7	8	8	7	14	14	4	15	70	40	40	18	14	8	2D6 KA – Claws Dis. Features: Lizardma
14	Half-Giant	6	7	8	4	5	6	7	10	8	10	14	14	3	17	70	40	40	21	20	(10)	None Dis. Features: Giant
6	Gargoyles	4	4	7	5	5	5	7	8	8	7	14	14	3	15	70	40	40	12	14	(7)	10m Flight 3D6 KA – Claws 4 KD/EKD Armor Dis. Features: Gargoyle
11	Felines	7	5	7	6	9	9	7	5	5	9	14	14	5	12	70	25	25	15	18	(9)	1D6 KA – Claws Lightsleep Dis. Features: Feline
0	Half Elf	7	7	7	7	7	7	7	7	7	7	14	14	4	14	70	35	35	21	14	(7)	None
3	Half Orc	6	6	7	7	7	7	8	8	8	7	16	16	4	16	80	40	40	18	14	(7)	None Dis. Features: Half Orc
4	Merman	7	7	7	7	7	7	8	7	7	7	16	16	4	15	80	35	35	21	14	10	Life Support Dis. Features: Merman Must reach water onc per day or die x2 HITS from fire

NAM	E:								Fuzio ANCA	B)	STUN:	HITS:	E	END:
PLAY								1							
	CHARAC	FFRIST	TC		COST	ΜΔΧ	CPs			≤ 7					
VALUE	INT	LENDI	Intelligen	Ce	1	<u>МАЛ</u> 7	015	╞		S S	\mathbf{Y}				
	WILL		Willpowe		1	7		0Ps	SKILLS, TALENTS & PERKS		AV/DV	LIFEPATH/DE	SCRIPTION		
	PRE		Presence		1	7		015	Athletics						
	TECH	I	Techniqu	e	1	7			Climbing						
	REF		Reflexes		1	7			Concentration						
	DEX		Dexterity		1	7			Perception						
	CON		Constitut	ion	1	7			Persuasion						
	STR		Strength		1	7			Stealth						
	BODY		Body		1	7			Local Expert:						
	MOV	Ľ	Movemen		1	7			Hand-to-Hand						
	SD ED		[CON x2]		.5	14			Evade						
	SPD		[CON x2] [REF/2]		.5 2	14 4									
	REC		[STR+CO	N1	1	4									
	END		[CON x10	-	.1	70							VIBAT ACTION OM DM EFFECT	VS (MANE	UVERS)
	STUN	1	[BODY x5		.2	35						Attack	NA NA Strike, sho	oot, kick at -1 pe	enalty, +1D damage
	HITS		[BODY x5	-	.2	35						Block Dodge	NA NA Stop any 1	1 attack w/succe	essful roll out you can't attack
	RES		[WILL x3]		.33	21						Get Up	NA NA Get up from	m being knocke	ed down
												Grab Run	-2 -3 Grab some NA NA Move up to	ething. Both are to full Combat M	
													NA NA Move up to	to full NCM at 1/2	2 DEF, O REF
												Throw	NA NA -4 for unb	alanced objects	
	RUN		[MOVE x2	2]	-	14	-						NA NA Interrupt o +1 NA Add +1 pe		
	SPRI		[MOVE x3	-	-	21	-					Choke Hold	-4 NA 2D6 killing	g attack. Must fo	ollow a Grab
	SWIN		[MOVE x1	-	-	7	-						NA NA Knock wea NA NA Dodge Are		
CILAD	LEAP		[MOVE x1	[]	-	7	-					Draw & Attack	-3 NA Draw and NA NA Immobilize	attack in one ac	ction at penalty
	ACTERI: LICATIC			DACE	[50 C [50 C		DTo					Escape	NA NA Escape En	ntagles/Grabs in	STR+Athletics Roll
COMP	LICATIC	ms –	1	DASE	[30 0	r] +	P15					Haymaker Move	-3 NA Go all out! NA NA 1/2 MOVE	+3 damage to & perform othe	regular r non-Full Action
L												Move Thru	-2 NA Full comba	at move and HT	'H attack
<u> </u>												Move By Recover	-2 NA Full comba NA -5 Get Stun		
												Sweep/Trip Wait	NA NA Opponant NA NA Wait for cl		
												mat	ini mi matiorei	Rance to det of t	
								0Ps	POWERS & SPELLS	END	AV				
L															
<u> </u>														E TABLE	
├ ──													Melee Close		Long Extr.
├ ──										+		Meters Off. Mod	0-4m 10m 0 -2	50m 5	51+m Listed -6 **
												** .	-6 plus -1/ever		
													HIT LOCAT	ΊΩΝ ΤΑΡΙ	F
												Roll L		Effect	
EXPER	IENCE	(COMPLI						SKILLS, TALENTS & PI	ERKS +		Roll L 3-5		2x dmg	Mod KD -6
			+ EXP						POWERS & SPELLS =			3-5 6		zx unig 1/2 dmg	-0
			= T01	TAL C	OST				TOTAL COST			7-8		1/2 ding	-3
								Miı						1x dmg	-4 -3 -3 -1 -5 -6 -2 -3
WEAPO	N/ATTACK		N	/lod	Rang	e	DC	STI	R Length Notes			10-11		1x dmg	-1
<u> </u>						+								1.5 dmg	-5
<u> </u>						+						13	Vitals 1	1.5 dmg	-6
├ ──			-+			+							Thigh*	1x dmg	-2
			-+			+						15-16	U	1/2 dmg	-3
						+						17-18		l/2 dmg	-4
												*	* Roll D6; 1-3	left, 4-6 r	ight

NA	AM	E:							
VAI	LUE	CHARACTER	ISTIC		SKILLS	S, POWE	RS, EQU	IPMENT, etc.	AV/DV
		INT	Intellig	ence					
		WILL	Willpo	wer					
		PRE	Preser	ice					
		TECH	Techni						
		REF	Reflex	es					
		DEX	Dexter						_
		CON	Consti						
		STR	Streng	;th					_
		BODY	Body						_
		MOVE	Moven						_
		SD	[CON >						_
		ED	[CON >						_
		SPD	[REF/2						
		REC	[STR+	-	COMP	LICATIO	NS		
		END	[CON 3	-					
		STUN	[BODY	-					
		HITS	[BODY						
		RES	[WILL	x3]					
WE	APO	N/ATTACK	Mod	Range	DC	Min STR	Length	Notes	

NAME:									
VAI	LUE	CHARACTER	SKILLS	AV/DV					
		INT	Intellig	ence					
		WILL	Willpo	wer					
		PRE	Preser	ice					
		TECH	Techni	que					
		REF	Reflex	es					
		DEX	Dexter	ity					
		CON	Consti						
		STR	Streng	jth					
		BODY	Body						
		MOVE Movement							
		SD	SD [CON x2]						
		ED	[CON x2]						
		SPD	[REF/2]					
		REC	[STR+CON]		COMP	LICATIO	NS		
		END	END [CON x10]						
		STUN	[BODY	x5]					
		HITS	[BODY	x5]					
		RES	[WILL	x3]		-			
WE	WEAPON/ATTACK		Mod	Range	DC	Min STR	Length	Notes	
								_	

NAME:										
VALUE	CHARACTERISTIC			SKILLS	AV/DV					
	INT	Intellig	ence							
	WILL	Willpo	Willpower							
	PRE		Presence							
	TECH	Techni								
	REF	Reflex								
	DEX	Dexter	2							
	CON	Consti								
	STR	Streng	th							
	BODY	Body								
	MOVE	Movement								
	SD	· ·	[CON x2]							
	ED	[CON x2]								
	SPD	[REF/2]								
	REC	-	[STR+CON]		COMPLICATIONS					
	END	[CON >	-							
	STUN	[BODY	x5]							
	HITS	[BODY	x5]							
	RES	[WILL	x3]							
WEAPO	WEAPON/ATTACK		Range	DC	Min STR	Length	Notes			

NAME:									
VAI	LUE CHARACTERISTIC			SKILLS	S, POWE	RS, EQU	IPMENT, etc.	AV/DV	
		INT	Intellig	ence					
		WILL	Willpo	wer					
		PRE	Preser						
		TECH	Techni	que					
		REF	Reflex	es					
		DEX	Dexter						
		CON	Consti						
		STR	Streng	th					
		BODY	Body						
			MOVE Movement						
		SD	[CON >						
		ED	[CON x2]						
		SPD	[REF/2						
		REC	[STR+	-	COMP	LICATIO	NS		
		END	[CON >	(10]					
		STUN	[BODY	x5]					
		HITS	[BODY x5]						
		RES	[WILL	x3]					
WE	WEAPON/ATTACK		Mod	Range	DC	Min STR	Length	Notes	

NAME: #:			NAME: #:			NAME: #:		
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STUN:	HITS:	END:	STUN:	HITS:	END:	STUN:	HITS:	END:

REALITY SETTINGS							
Switches		Dials					
Complications:	On	Characteristics:	Herioc, 50 CPs				
Trading OP for CP:	On, 5 to 1	Option Points:	Heroic, 50 OPs				
Trading CP for OP:	On, 1 to 5	Perks:	High Impact, x3				
Wealth:	On	Powers:	Yes, no PPs, only from OPs, use Hero 4th Ed. 1-1				
Rule of X:	On, 18 (Herioc)	Martial Arts:	Common, w/GM approval only				
Speed:	Off, 3 Phase Turns, Initiative $=$ SPD $+$ 1D6	Strength:	Competant, -2				
Imparing Wounds:	On	Autofire:	No				
Hit Locations:	On, for PCs and important NPCs only	Knockback:	Competant, x1/2				

HOUSE RULES SUMMARY

CHARACTER CREATION						
Rule	Notes					
Characteristic Max:	7, may go up to 10 w/GM approval, each point over 7 costs 2 CPs					
Magic Users:	All Magic Users must be approved by the GM					
Melee Skill:	Requires specializations – Axes & Maces, Clubs, Swords & Knives, Pole Arms, Flails, (each) Unusual Weapon					
	All non-specialized weapon groups may be used with other Melee specializations at -3 AV					
Spells:	Choice of spells is restricted, power is limited to 30 active points per spell, 10 active points for defenses					
Races:	No non-human races					
Martial Arts:	Must be approved by GM					
Fencing:	New Martial Art. Must be approved by GM. Usable with swords $DC \le 3$					
Toughness:	2 points of KD may be purchased for 5 OPs					
COMBAT						
Turns	3 Phases per turn, recovery after phase 3					
Initiative:	SPD + 1D6 to determine 1st Action					
Critical Success:	If final result is 10 more than needed, +2 DC					
Critial Block:	If Block roll = critical success, then blocker gets free attack (riposte)					
Evade:	One Evade skill for all combat types					
To Hit PCs, Important NPCs:						
To Hit Dime-a-Dozens:	Attacker's AV (REF + skill + 3D6) vs. defender's DV (DEX + Evade + 10)					
Hit Locations:	Used for PCs and important NPCs only; To Hit Modifiers are $x1/2$ if target is surprised, in OR out of combat					
Healing:	After combat, PCs heal 1 HIT/wounding hit automatically, plus 1/Paramedic roll Success Margin					

FENCING – 12 OPs					
Name	Action	Notes			
Thrust	Defensive Strike	Strike, +1 REF, +3 DEX			
Lunge	Basic Strike	Strike, +1 DC, +2 DEX			
Slash	Offensive Strike	Strike, +2 DC, -2 REF, +1 DEX			
Parry	Martial Block	Abort, +2 REF, +2 DEX			
Disarm	Martial Disarm	Disarm, +2 STR			
Dodge Martial Dodge Abort, +5 DEX					
Note: Only usable with swords $DC \le 3$					