

# CHEAT SHEET

## COMBAT STATISTICS

**Initiative:** *Agility + Awareness*, min 2  
**Reactions:** *Agility + Awareness*, min 3  
**Health:** 5 + 2 x *Endurance + Athletics*  
**Dodge:** *Agility + Awareness*  
**Parry:** *Melee Attack*

## ACTIONS

**Melee Attack:** Auto hit unless opposed.  
**Shove Kick or Trip:** Shove 3 meters provoking Free Attacks and staggering or knock prone.  
**Reckless Attack:** advantage on attack and damage, become staggered.  
**Ranged or Thrown:** Auto hit within 10 meters, else [attack vs medium + distance / 30 m]. Thrown can be parried, ranged cannot and provoke free attacks.

## REACTING TO ATTACKS

**Oppose (parry or dodge):** [Parry or Dodge vs Attack] success allows for repost.  
Retreating 2 meters grants advantage.  
**Block:** Add *Athletics & Shield* to *Armor*  
**Eye for an Eye:** Automatically get hit and attack back  
**Hit the Deck:** Fall prone.

## CRITICAL SUCCES AND FAILURE

**Attacks:** Automatically hit or advantage on damage. Fails automatically miss.  
**Damage:** Double skill bonus or ignoring armor. Fail deals no damage.  
**Armor:** Soak all damage. Fails block no damage.  
**Dodge:** Automatically dodge or be hit.

## OTHER RULES

**Offhand:** After successful attack, disadvantage on Attack and damage.  
**Staggered:** Grants advantage on attack, damage, and opposition checks made against it.  
**Prone:** Movement costs 3x, so cannot retreat or take ground.  
**Charging:** Charging 4 meters grants advantage to knock over or shove opponent  
**Grappling:** Grappled combatant cannot move, attackers ignore the combatants armor or gain advantage on attack and damage.  
The grappler moves at half speed and only after [*Brawling vs Brawling*], grants advantage on attack and damage (except to the grappled combatant). Only short weapons are usable in a grapple but do not provoke Free Attacks.  
**Mounted:** Advantage on attack and damage against non-Mounted, charging grants devastating property.  
**Sneaking:** [*Stealth vs Awareness*] prevent retreat, no free attack using short weapon.

## QUALITIES

**Short:** Draw for free. wield in the off hand. critical on 5 & 6 or 6 & 6. Attacking provokes Free Attack from standard and Long weapons.  
**Long:** Moving into reach (4 meters), provokes Free Attack.  
**Throw:** can be thrown 8 meters. Does not provoke Free Attacks. Can be reacted to same as melee attack.  
**Impeding:** Imparts penalty to *Agility*.  
**Tiring:** After combat or 1 hour wearing, [*Endurance vs Tiresome*] or suffer 1 exhaustion.  
**Devastating:** deals minimum of weapons bonus damage after *Armor*.  
**Ranged:** Attacking provokes melee Free Attacks.  
**Unwieldy:** Can't take ground.

## EQUIPMENT

### Shields

Shields	Protection	Quality	Cost
Light	+1	Flexible	2 gold
Medium	+2		5 gold
Heavy	+4	Unwieldy	10 gold

### Armor

Armor	Protection	Quality	Cost
Light	+2	—	2 gold
Medium	+5	Impeding(-1), Tiring(10)	5 gold
Heavy	+8	Impeding(-2), Tiring(13)	10 gold

### Weapons

Weapon	Damage	Quality	Cost
Unarmed Weapon	+1	Short, Grab	1 gold
Short Weapon	+3	Finesse	1 gold
Single-Handed Weapon	+3		5 gold
Two-Handed Weapon	+5		10 gold
Heavy Weapon	+7	Unwieldy, Devastating	10 gold
Long Weapon	+5	Long, Two-Handed	3 gold
Ranged Weapon	+5		5 gold