

CHEAT SHEET

COMBAT STATISTICS

Initiative: *Agility + Awareness*

Reactions: *Agility + Awareness & min 3*

Health: $5 + 2 \times \text{Endurance} + \text{Athletics}$

Dodge: *Agility + Awareness*

Parry: *Attack*

ACTIONS

Melee Attack:

Shove Kick or Trip: shove 3 meters provoking Free Attacks and staggering or knock

Reckless Attack: advantage on attack and damage staggered

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, 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.

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.

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