

CHEAT SHEET

COMBAT STATISTICS

Initiative: *Agility + Awareness*

Reactions: *Agility + Awareness & min 3*

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

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. $[\text{attack vs medium} + \text{distance} / 30 \text{ m}]$.

Thrown can be parried, ranged cannot and provoke free attack.

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.

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 |

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 |