

Brawling

Brawling is a special kind of attack. You focus your whole body to assault and offbalance a target.

As an ♦Action, make a Contested ♠♠**Athletics** roll against a target in Close Quarters (Range 0). The defender wins ties.

If your target is larger, you roll with Disadvantage. You can't Brawl against someone 2+ sizes larger than yourself.

Grab

You attempt to latch onto an opponent to stop them from getting away.

Targets must ♦Escape to break free.

While Grabbed, targets can't move. Larger targets can move, but you travel with them.

Grabbing a target changes the effects of several other Brawl attacks.

Pummel

Using your full body, you repeatedly punch, kick, elbow, knee, and generally beat a target.

Deal damage as though making an Unarmed Strike (2(½♠ by default)

If you have both hands free, you also deal +1 damage per Tier rolled

Grabbed: Deal 1 damage per Tier rolled even after failing the Brawl roll

Shove

You attempt to bodily shove a target to a different space.

Push a target 1m (or ½♠ if you have ♠4+). See "Push Rules" for more information.

Grabbed: Throw your target 1m/Tier (or ½♠ per Tier) instead

Knock Down

You attempt to trip or overbear a target, knocking them to the ground

Melee and Brawl attempts against Knocked Down targets have Advantage

Grabbed: You Pin your target, preventing them from Getting Up until they escape your Grab. You are also considered Knocked Down.

Interpose

You attempt to block a target, wrestle something away from them, or otherwise stop their action.

Choose one specific course of action (such as: use a specific melee weapon, cast a spell, target a specific ally, press a button, open a door, call for help, activate an item, etc). You attempt to prevent your target from taking that action.

On the target's next turn, if they attempt to take that action, they must roll higher than your Brawl Roll or fail. If the task is too simple to require a roll, it fails.

You must stay within 1 meter of your target to Interpose.