

MELEE MODIFIERS

These modifiers apply to close combat attacks.

Situation

Modifiers

Aggressive	+10 or +1d10 DV, −10 Fray
Charging	−10, +1d6 DV
Extra Weapon (Defense Only)	+10
Grappling	
Smaller-Size Opponent	+20 / size category
Larger Size Opponent	−20 / size category
2+ Limbs Advantage	+20
2+ Limbs Disadvantage	−20
Multiple Targets	−20 / extra target
Reach	+10
Receiving a Charge	+20
Touch-Only	+20