

Melee Modifiers

These modifiers apply to close-combat attacks.

Situation

Modifiers

Aggressive	+10 or +1d10 DV, -10 Fray
Charging	-10, +1d6 DV
Extra Weapon (Attack)	+1d6 DV
Extra Weapon (Defense)	+10
Grappling	
Smaller-Size Opponent	+20 per size step
Larger-Size Opponent	-20 per size step
2+ Limbs Advantage	+20
2+ Limbs Disadvantage	-20
Multiple Targets	-20 per extra target
Reach	+10 or more
Touch-Only	+20, no damage