# 8.2 Combat

This chapter introduces all the rules you’ll need for running a fight between two or more characters and/or creatures. They are an extension of the “Sequences” ruleset, so make sure you’re familiar with that as well.

These rules are intended to work with a square grid and miniatures, and could be cumbersome to use without those objects for all but the simplest of fights.

The chapter on Sequences has already laid out the basic structure for turn-based action resolution. This chapter will present many new combat-specific action options, which will mostly come down to various ways to move, attack and defend in such situations.

Threatened Zones:

<Maybe Engagement Zones?>

In combat, combatants that are conscious and able to fight (meaning that they are not incapacitated, disabled, dropped prone and similar) threaten the area in their immediate vicinity – meaning within their reach (which is just their natural reach unless wielding a weapon which extends reach, such as a polearm).

Threatened areas represent areas of active engagement in combat, in which fighters must act and move carefully, lest they be struck by a vigilant opponent.

The mechanical importance of threatened zones comes through the concept of “Exposing”. Occasionally you’ll see actions described with “Expose yourself to …”, “This action exposes you” or similar. Any time you are Exposed while threatened by a foe, he may use the “Attack of Opportunity” reactive action to attack you (if he has 1 Action Die to spend). More information on this can be found in later sections.

Movement Exposes:

Any time you move (no matter if voluntary or because of being knocked back or some other effect) while in a threatened zone, you are Exposed. There are some special actions that permit moving without exposing yourself, but this will be stated explicitly where appropriate.

Note that the text above says ”while in a threatened zone”, meaning that entering a threatened zone from a non-threatened are does **not** expose you.

Attacking:

There are two fundamental attack types:

* **Melee:** Attacks done with a melee weapon, or while unarmed.
* **Ranged:** Attacks made with thrown or projectile weapons.

All forms of attack in the game are done with the same Standard Action – **Attack** – which works as follows:

First, you need to select a target. If making a Melee attack, select another creature within your Reach. If making a Ranged attack, select another creature within your weapon’s range.

Then, depending on the type of weapon used (if any) roll a Skill Test with either Melee (Armed), Melee (Unarmed), Throw or Marksman.

After rolling, declare the Attack Effects (see below) that you wish to achieve.

The next step is for the target to roll for defence. This is explained in more detail later, but the important thing now is that defence will also be a Skill Test that is opposed to the attack roll. We use the usual rules for Opposed Tests to determine whether an attack is successful or not.

Finally, if the attack is successful (the attack roll wins the Opposed Test), choose 1 Attack Effect from the list on page XX. For every success that the attack roll generated over the defence roll, you may choose an additional effect. Note that some effects may be chosen multiple times, but not all effects are compatible with each other, so you must choose a valid combination. Also, you may only choose effects that you declared as the intent of the attack before the defender rolled for defence (the declared effects must present a valid combination too – you cannot just declare everything and choose afterwards).

So, in brief:

* Select target,
* Roll appropriate Skill Test,
* Declare Attack Effects,
* Defender rolls for defence,
* If the attack roll wins, select Attacks Effects and enact them.

Attack Roll Size Adjustments:

All attacks are subject to Minor Size Adjustment (as described on page XX) when the attacker and defender are not of the same size category.

For Melee attacks, the bigger creature is at an advantage. What that means is:

* When attacking a creature smaller than yourself with such an attack, gain a number of Automatic Successes equal to the difference between your size categories.
* When defending against a creature smaller than yourself making such an attack, gain a number of Automatic Successes equal to the difference between your size categories (only when using active defence).

For Ranged attacks, the situation is reversed:

* When attacking a creature larger than yourself with such an attack, gain a number of Automatic Successes equal to the difference between your size categories.
* When defending a creature larger than yourself making such an attack, gain a number of Automatic Successes equal to the difference between your size categories (only when using active defence).

**Note:** These adjustments, combined with rules for damage scaling according to size, make it so that close combat against creatures much bigger than yourself is a difficult, and often deadly endeavour.

Conditional Attack Modifiers:

In this section we’ll go over a few things that modify the chances of an attack succeeding. The list is not exhaustive, it merely covers the cases that are expected to come up most often. For all others, if there isn’t a specific rule in another spot in the book, use generic Circumstance Modifiers arbitrated by the GM.

### Prone Position:

<Placeholder> (+/-2 CM, half if not adjacent)

### Poor Visibility:

<Placeholder>

### Cover:

<Placeholder>

### Range Increment:

The range increment mechanic represents the scaling difficulty of hitting targets as the distance increases.

For every full range increment between the attacker and his target, the DC to hit is raised by one. Use either the weapon’s range increment or the attacker’s own, whichever is lower.

### Precise Targeting:

When attacking, the attacker may wish to strike a specific part or area of his target, or a specific object that the target is holding.

To do that, assess the size of the targeted object or area and give it a size rating as if it were a creature (you can use the guidelines on page XX). The attack’s DC to hit is raised by the difference between the assessed size category and the target’s own size category as a whole.

For example, if you want to hit a human (size category 7 – Medium) in the arm, which we approximate it to a creature of size category 4 (Tiny). The DC to hit is then raised by 7 - 4 = 3.

If the attack using Precise Targeting fails, we can say that the attacker was too focused on hitting that particular spot, and simply missed his window of opportunity to make an effective strike.

Attack Effects:

What follows is a list of various effects that can be declared and enacted as a result of an attack. It covers about what you’d expect an attack to do – dealing damage, disarming an opponent, dropping them prone and similar.

**Important:** When declaring effects before the defender’s roll, you only declare *which* effects you wish to use, but not how many times you’ll select each. For example, you declare Damage and Knock Back. If you generated 3 successes more than the defender, that means you now have a total of 4 Attacks Effects to choose. You could do an even split of Damage 2 and Knock Back 2, or Damage 3 and Knock Back 1, or even Damage 4 Knock Back 0 (or any other combination not listed here).

Attack Effect - Damage:

**Compatibility:** No restrictions.

Deal damage to the target. The damage is always in the form of **Base Damage** + **Bonus Damage**, however, these are calculated differently based on the type of the attack.

### Melee & Thrown Damage:

For Melee attacks and Ranged attacks with thrown weapons, the Base Damage is equal to the damage characteristic of the weapon, plus the attacker’s Might modifier.

If you select this Attack Effect only once, you deal only Base Damage. If you select it multiple times, each one after the first deals 50% of the Base Damage as Extra Damage (alternatively, every two after the first deal 100% of the Base Damage as Extra Damage – the distinction can sometimes be important because of number rounding).

### Projectile Damage:

For Ranged attacks with projectile weapons, the Base Damage is equal to just the damage characteristic of the used weapon.

However, unlike other weapons, projectile weapons don’t depend on the user’s strength for impact force, but do depend on the energy embedded in their sinews, mechanisms or cartridges, and a bit of luck.

To portray the volatility of projectile weapons, and the danger they pose even in amateurs’ hands, each attack with them is accompanied by a “Bullseye Roll”, which has a good chance to add Bonus damage to the attack.

By default, a Bullseye Roll is rolled with a d8. On a roll of 2, the attack deals Extra Damage equal to 1×Base Damage (for a total of double damage), and on a roll of 3, the attack deals Extra Damage equal to 2×Base Damage (for a total of triple damage). Other results don’t affect the attack.

Some especially powerful weapons use a d6 or a d4 for Bullseye Rolls, and extraordinarily volatile weapons can deal quadruple damage on a roll of 4.

A Bullseye Roll is rolled even when the Damage effect is chosen only once. However, if it is chosen multiple times, each extra allows you to roll an extra die for the Bullseye Roll and then pick the best result.

### Other Considerations:

Apart from what’s been mentioned above, various character abilities can also add to the damage of an attack, but any damage over Base Damage is considered Bonus Damage, unless an effect explicitly states that it modifies the Base Damage of an attack.

### Scaling Damage For Size:

Once you add the Base and Bonus Damage values of the attack, if the attacker and defender are not creatures of the same size category, scale the total damage dealt according to table XXX on page YYY (at this point the distinction between Base and Bonus Damage is not important anymore).

### Wounds:

Wounds will be described in more detail in the “Injury & Death” chapter, but for now, let’s just say that Wounds are rated on a scale from 1 to 5, with level 1 Wounds being minor nuisances, and level 5 Wounds having a good change to put the victim out of their misery permanently.

The level of Wound inflicted upon the defender by a successful attack is equal to the total damage dealt by the attack divided by the defender’s Constitution score (rounded down).

### Armour:

If the target is wearing armour or has another form of damage reduction, the level of the Wound they receive can be reduced (for more information, see the "Equipment" chapter).

<Reserved space>

.

.

.

</Reserved space>

Attack Effect – Attack Silently:

**Compatibility:** Only for Melee attacks.

<+1 DC for perception checks to notice the attack>

If the attack fails to kill or at least incapacitate the target, there’s nothing stopping them for then calling for help.

Any other Attack Effect + Attack Silently counts as just that other effect for purposes of other rules.

Attack Effect - Compel Surrender:

**Compatibility:** Only for Melee attacks. Cannot be used alongside any other effects.

Allows the attacker a chance to force the surrender of a helpless or disadvantaged opponent; for example someone who has been disarmed, is lying prone unable to regain his footing, is seriously wounded, and so on.

To enact this effect, follow all the steps of the Damage effect, including calculating total damage and rolling armour dice, up to determining the level of the wound that the target is about to receive. That wound will not be actually dealt, but the target will have to test Willpower against DC equal to twice the level of the wound. If they fail, they capitulate. Otherwise, nothing happens.

Compel Surrender cannot be used against targets that aren’t sentient or are otherwise unable to understand the demand.

For purposes of defending, Compel Surrender counts as Damage.

Games Masters may wish to reserve Compel Surrender for use against non-player characters only.

Attack Effect - Disarm:

**Compatibility:** Only for Melee attacks. Can be combined only with Attack Silently and Open Up Opponent.

When you choose this effect, you force the opponent to drop their weapon, shield, or another object they’re holding.

Choosing Disarm more than once doesn’t produce any additional effects unless you want to force the opponent to drop multiple items. However, for each of the following that’s true-

* The opponent is holding the targeted object with two hands,
* You’re not using a weapon that’s appropriate for disarming (one with a hook or a chain),
* You want to end up holding the targeted object instead of dropping it to the ground (you may drop whatever you’re currently holding as a Free Action in the process).

-you need to select Disarm one additional time for it to be successful.

Attack Effect - Drop:

**Compatibility:** Only for Melee attacks. Can be combined only with Attack Silently.

When you choose Drop, you Disrupt your opponent’s balance and knock them prone.

This is a difficult maneuver, and you must often Expose yourself to fully accomplish it (attacker’s choice).

Choosing Drop more than once doesn’t produce any additional effects. However, for each of the following conditions that’s true, you must choose it one more time or it fails:

* You’re not using a weapon that’s appropriate for disarming (one with a hook or a chain).
* The target is especially stable (for example, standing on 4 legs).
* You choose not to Expose yourself for purposes of achieving the maneuver.

**Note:** The attacker chooses whether to Expose themselves after declaring Drop, but before the target rolls for defence. If they opt to do so, any Attacks of Opportunity are also made before the target rolls for defence.

Attack Effect – Knock Back:

**Compatibility:** Only for Melee attacks. Can be combined with Damage or used on its own. Can also be combined with Attack Silently and Open Up Opponent.

When you Knock Back, the target must pass an Athletics test or be pushed away from you.

The DC for this test is 2, plus 2 for every time you choose this effect after the first. If you’re combining this effect with Damage, add the level of the wound you caused to the target to the DC (max +5). If you’re using a Bludgeoning weapon, now increase the DC by 50%.

Apply a Major Size Adjustment benefitting the larger creature to the Athletics test.

If the Athletics test is failed, the distance that the target is pushed back depends on the attacker’s size:

|  |  |
| --- | --- |
| **Size Category** | **Knock Back Distance [Qo]** |
| 1 (Fine) | 1 |
| 2 (Miniscule) | 1 |
| 3 (Diminutive) | 1 |
| 4 (Tiny) | 1 |
| 5 (Very Small) | 1 |
| 6 (Small) | 1 |
| 7 (Medium) | 1 |
| 8 (Large) | 2 |
| 9 (Huge) | 3 |
| 10 (Gargantuan) | 4 |
| 11 (Colossal) | 5 |
| 12 (Titanic) | 6 |

If the Athletics test fails by 3 or more, double the distance, if it fails by 6 or more, triple the distance, and so on.

Attack Effect- Open Up Opponent:

**Compatibility:** Only for Melee attacks. Can be combined with Damage, Disarm or Knock Back effects, or used on its own. Can also be combined with Attack Silently.

Attack Effect - Sunder:

**Compatibility:**  No restrictions.

Basically a normal attack that doesn’t damage the target, but something they are holding or wearing.

<STUB>

Attack Effect – Target Weak Spot:

**Compatibility:** Must be done with a weapon that has the “Precise” quality, and must be combined with the Damage Attack Effect (and optionally with Attack Silently).

Each time you choose this effect, the target of the attack loses one Armour die they would otherwise get to roll to avoid receiving damage. Armour dice conferred by shields are lost last.

**Special:** This effect doesn’t need to be declared. It counts as a part of the Damage effect and not as a separate Attack Effect.

Damage Scaling Table:

The table below is used for scaling total damage dealt when a character is attacking a creature that’s not the same size category as him.

**Usage Tip:** First, fixate a row by looking up the original damage the character dealt in the left-most column. Then, upscale or downscale the damage, based on whether the character is larger or smaller than the creature (respectively).

**Note:** The table is large enough to accommodate almost all values that you should encounter during play. However, if you manage to go out of its bounds, turn to page XX.

Defending:

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Original**  **Damage** | **Scaled damage according to relative SIZE (Attacker’s – Defender’s)** | | | | | | | | | | |
| **-5** | **-4** | **-3** | **-2** | **-1** | **0** | **+1** | **+2** | **+3** | **+4** | **+5** |
| **1** | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 2 | 3 | 4 | 6 |
| **2** | 0 | 0 | 0 | 1 | 1 | 2 | 3 | 4 | 6 | 8 | 12 |
| **3** | 0 | 0 | 1 | 1 | 2 | 3 | 4 | 6 | 9 | 12 | 18 |
| **4** | 0 | 1 | 1 | 2 | 3 | 4 | 6 | 8 | 12 | 16 | 24 |
| **5** | 0 | 1 | 1 | 2 | 3 | 5 | 7 | 10 | 15 | 20 | 30 |
| **6** | 1 | 1 | 2 | 3 | 4 | 6 | 9 | 12 | 18 | 24 | 36 |
| **7** | 1 | 1 | 2 | 3 | 5 | 7 | 10 | 14 | 21 | 28 | 42 |
| **8** | 1 | 2 | 3 | 4 | 6 | 8 | 12 | 16 | 24 | 32 | 48 |
| **9** | 1 | 2 | 3 | 4 | 6 | 9 | 13 | 18 | 27 | 36 | 54 |
| **10** | 1 | 2 | 3 | 5 | 7 | 10 | 15 | 20 | 30 | 40 | 60 |
| **11** | 1 | 2 | 4 | 5 | 8 | 11 | 16 | 22 | 33 | 44 | 66 |
| **12** | 2 | 3 | 4 | 6 | 9 | 12 | 18 | 24 | 36 | 48 | 72 |
| **13** | 2 | 3 | 4 | 6 | 9 | 13 | 19 | 26 | 39 | 52 | 78 |
| **14** | 2 | 3 | 5 | 7 | 10 | 14 | 21 | 28 | 42 | 56 | 84 |
| **15** | 2 | 3 | 5 | 7 | 11 | 15 | 22 | 30 | 45 | 60 | 90 |
| **16** | 2 | 4 | 6 | 8 | 12 | 16 | 24 | 32 | 48 | 64 | 96 |
| **17** | 2 | 4 | 6 | 8 | 12 | 17 | 25 | 34 | 51 | 68 | 102 |
| **18** | 3 | 4 | 6 | 9 | 13 | 18 | 27 | 36 | 54 | 72 | 108 |
| **19** | 3 | 4 | 7 | 9 | 14 | 19 | 28 | 38 | 57 | 76 | 114 |
| **20** | 3 | 5 | 7 | 10 | 15 | 20 | 30 | 40 | 60 | 80 | 120 |
| **21** | 3 | 5 | 7 | 10 | 15 | 21 | 31 | 42 | 63 | 84 | 126 |
| **22** | 3 | 5 | 8 | 11 | 16 | 22 | 33 | 44 | 66 | 88 | 132 |
| **23** | 3 | 5 | 8 | 11 | 17 | 23 | 34 | 46 | 69 | 92 | 138 |
| **24** | 4 | 6 | 9 | 12 | 18 | 24 | 36 | 48 | 72 | 96 | 144 |
| **25** | 4 | 6 | 9 | 12 | 18 | 25 | 37 | 50 | 75 | 100 | 150 |
| **26** | 4 | 6 | 9 | 13 | 19 | 26 | 39 | 52 | 78 | 14 | 156 |
| **27** | 4 | 6 | 10 | 13 | 20 | 27 | 40 | 54 | 81 | 18 | 162 |
| **28** | 4 | 7 | 10 | 14 | 21 | 28 | 42 | 56 | 84 | 112 | 168 |
| **29** | 4 | 7 | 10 | 14 | 21 | 29 | 43 | 58 | 87 | 116 | 174 |
| **30** | 5 | 7 | 11 | 15 | 22 | 30 | 45 | 60 | 90 | 120 | 180 |
| **31** | 5 | 7 | 11 | 15 | 23 | 31 | 46 | 62 | 93 | 124 | 186 |
| **32** | 5 | 8 | 12 | 16 | 24 | 32 | 48 | 64 | 96 | 128 | 192 |
| **33** | 5 | 8 | 12 | 16 | 24 | 33 | 49 | 66 | 99 | 132 | 198 |
| **34** | 5 | 8 | 12 | 17 | 25 | 34 | 51 | 68 | 102 | 136 | 204 |
| **35** | 5 | 8 | 13 | 17 | 26 | 35 | 52 | 70 | 105 | 140 | 210 |
| **36** | 6 | 9 | 13 | 18 | 27 | 36 | 54 | 72 | 108 | 144 | 216 |
| **37** | 6 | 9 | 13 | 18 | 27 | 37 | 55 | 74 | 111 | 148 | 222 |
| **38** | 6 | 9 | 14 | 19 | 28 | 38 | 57 | 76 | 114 | 152 | 228 |
| **39** | 6 | 9 | 14 | 19 | 29 | 39 | 58 | 78 | 117 | 156 | 234 |
| **40** | 6 | 10 | 15 | 20 | 30 | 40 | 60 | 80 | 120 | 160 | 240 |

It was mentioned earlier that every character and creature gets to roll for defence after getting attacked, and that they can use either passive or active defence.

Passive Defence:

Passive Defence is a Free Action, meaning that it does not consume Action Dice. The defender rolls a Reflex Skill Test to oppose the attacker’s roll. This test is made as if the defender had no Ranks or Specializations in the Reflex Skill, and no helpful special rules (such as Effort) may be used, nor any Traits or Perks, unless they specifically state that they affect passive defence as well. So, most of the time, it will be just your Reaction modifier that affects your Passive Defence rolls.

Exceptionally, Passive Defence may still be affected by Circumstance Modifiers (positive or negative) and The Rule of the Ellipse.

No Test for advancement of the Reflex Skill may be gained when using passive defence.

Active Defence:

In the following section, “Reactive Action Options”, there are 6 actions tagged “Active Defence”. They are: Block, Dodge, Dive, Fancy Footwork, Parry and Stand Fast.

Each of them has a Key Skill which is tested to oppose the attacker’s roll.

Each of these 7 actions has certain benefits and drawbacks specific to them. However, being Reactive Actions, they each cost an Action Die to use.

Unaware Defender:

A character who is unaware of their attacker can’t use Active Defence. They may use Passive Defence, but with a -2 CM penalty.

Reactive Action Options:

This section lists combat-related reactive actions, which serve to provide players and their characters with some agency even when it’s not their turn. Not all forms of defence can be used against all attacks (remember that Attack Silently is not a factor here, and that Compel Surrender counts as Damage for purposes of defending).

Active Defence - Block:

**Key Skill:** Melee (\*)

**Compatibility:** Can be used against Damage, Disarm and Sunder effects.

Attempt to stop the attack with a shield, weapon, or other object you happen to be holding (in this case, the Key Skill will be Melee (Armed)), or even bare-handed (Key Skill is then Melee (Unarmed)).

The effects of defending by blocking are as follows:

* Your attacker receives +1 Automatic Success to their attack roll (because you’re directing your force towards their attack and not away from it), but:
* If your Block roll generates fewer successes than the attack roll, but still enough that the difference between them is 2\* or less, you get the effect of a Partial Block.

\***Note:** This value can be higher when holding something large in your hands, especially shields.

### Partial Block:

When a Partial Block happens, the enemy still hits you and deals damage as they normally would, but you get to roll more dice for your Armour Roll. A Partial Block negates a Disarm or Sunder attempt completely, unless the target of those effects was the thing you’re blocking with.

For the number of dice to roll when blocking with various weapons and shields, as well as the target numbers, see the Equipment chapter (page XX). For improvised shields and similar, use the following guidelines:

* Small object held in one hand: 1d6
* Medium-sized object: 2d6
* Large object held with two hands, such as a weapon: 3d6
* Very large object held with two hands, such as a chair or table: 4d6

The target value (threshold) for these rolls is, by default, 4. If the object is especially sturdy (for example, forged from steel), it can be reduced to 3, and if the object is a bit flimsy, it can be increased to 5, or even 6.

<TODO + Object may break; Hardness???>

### Blocking Against Ranged Attacks:

Blocking can always be used as a means to defend against melee attacks, but can only be used to defend against ranged attacks if you’re holding a large or tower shield, or another object of comparable size.

Active Defence – Dodge:

**Key Skill:** Reflex

**Compatibility:** Can be used against all attacks.

Evade the attack by moving out of its way. You must move to an adjacent location (without ending up closer to your attacker than you were), otherwise you can’t use Dodge. The maximum distance you can cover is limited by your Shift Speed, and this movement does not Expose you.

**Size Adjustment:** Any size adjustment benefiting an attacker larger than you is negated.

**Note:** The use of Dodge (or Dive; see below) is often preferable to blocking if you’re unarmed.

Active Defence – Dive:

**Key Skill:** Reflex

**Compatibility:** Can be used against all attacks.

Jump and dive onto the ground. In game terms, this functions the same as if you used Dodge, but you can move twice as far and you end up prone.

Against ranged and thrown attacks, factor your prone position into your defence, and if you dive behind some cover, also factor that in as well.

**Size Adjustment:** Any size adjustment benefiting an attacker larger than you is negated.

Active Defence - Fancy Footwork:

**Key Skill:** Acrobatics

**Compatibility:** Can be used when the attacker declares only “Drop”.

Perform a fancy maneuver to keep your balance.

Active Defence – Parry:

**Key Skill:** Melee (\*)

**Compatibility:** Can be used against Damage, Disarm and Sunder effects.

The most aggressive defensive option that’s almost like an attack in its own right. Roll the appropriate key skill as if you were making a Melee attack against your opponent (do not apply any size adjustments if the attacker is larger than you, because it was already included in their attack roll).

If the combatants are of the same size category, the one using a larger weapon receives +1 Automatic Success.

When Parrying, if a tie is rolled, and no combatant has means to break it, the attacker wins. However, if you as the defender roll more successes than the attacker, and the attacker is within your Reach, for each success over theirs, you can choose one of the following Attack Effects:

* Damage
* Disarm
* Sunder

Or one of the following Defence Effects (pg. XX):

* TODO
* TODO

Active Defence - Stand Fast:

**Key Skill:** Athletics

**Compatibility:** Can be used against Disarm and Drop effects.

Attempt to firmly remain in your current position.

Attack of Opportunity:

Once per turn (any other than your own), you may make a melee attack against an Exposed character within your reach. The attack must be with your currently equipped weapon or unarmed.

If the target Exposed themselves by moving voluntarily, they can utilize active defence against attacks of opportunity. It’s generally not allowed when they are forced to move (because of being knocked back, for example). In cases not related to movement, it’s at the GM’s discretion.

Special Effects (Defence):

* Overextend opponent
* Open Up Opponent

Attack & Defence Summary:

Asdf…

Attack Summary:

Standard action. Roll the appropriate Skill Test (Melee (Armed), Melee (Unarmed), Throw or Marksman) depending on the type of attack. Then, choose intent:

* **Compel Surrender**
* **Damage**; With this intent, any extra successes may be allocated for one of the following effects:
  + Increase Damage
  + Kill Silently
  + Knock Back
* **Disarm**
* **Drop**
* **Grapple**
* **Sunder**

If the enemy fails to defend (either actively or passively), enact the effects of the attack. Don’t forget to adjust the attack roll and damage dealt for creature size. If dealing damage, divide it by the enemy’s Constitution score – the result is the level of the wound suffered by the target (it can be reduced by armour).

Defence Summary:

To defend actively, you must spend AD. The following forms of active defence exist:

|  |  |  |  |
| --- | --- | --- | --- |
| **Action Name** | **Key Skill** | **Against** | **Special** |
| Block | Melee (Armed) |  |  |
| Block (Unarmed) | Melee (Unarmed) |  |  |
| Dodge | Reflex | Any |  |
| Dive | Reflex | Any |  |
| Fancy Footwork | Acrobatics | Drop |  |
| Parry | Melee (Any) | Melee attacks |  |
| Stand Fast | Athletics | Bull Rush,  Disarm,  Drop |  |

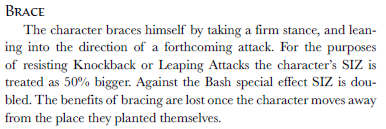
Asdf………………… words man …s d asd asd a sdasdasd………………………a sada ad as a aaaaa.

More Standard Actions:

Now that the basic structure for attacking and defending is laid out, we’ll present some additional Standard Action Options to spice up your combat experience.

Brace:

<TODO>



Bull Rush:

<TODO> Use the Knock Back effect as an abstraction

Charge:

Move up to your move distance towards an enemy you can reach (you must move in a straight line), then attack the enemy with a Melee or Unarmed attack, as per the rules of the “Attack” action, but with a +1 CM bonus.

Until the start of your next turn, all attacks against you receive a +1 CM bonus.

Fire on the Run:

<TODO>

Reload:

Some weapons, most notably crossbows and firearms, need to be reloaded every once in a while. Reloading is a Standard Action just like any other, though you’re Exposed when you do it.

Total Defence:

<TODO>

Shift Actions:

Shift:

“Shifting”, in combat, means moving a distance up to your Shift Speed characteristic without Exposing yourself.

Shifting once is a Swift Action.

Remember that a character’s Shift Speed must always be strictly lower than their Movement Speed, and if they’re slowed down enough, their Shift Speed may be reduced to 0, in which case this action cannot be used (same goes for the “Shift Twice” action).

Shift Twice:

As a Standard Action, you may Shift twice in a row.

Attack Effect – Grapple:

**Compatibility:** Must follow a Melee (Unarmed) attack and can be combined only with Attack Silently.

When you choose this effect, you start grappling and wrestling with your opponent.

### Starting a Grapple:

To grab your opponent and start grappling, make a standard unarmed attack against them (with the Melee (Unarmed) Skill).

If the target successfully defends against the attack, nothing happens. Otherwise, you move forward as to occupy the same space on the grid as they do, and they become locked in a grapple with you.

### Actions While Grappling:

While locked in a grapple, the only Standard Action the target may always do on their turn is to try and get free. To do so, they test their Athletics or Escapology against your Athletics. This test is subject to a Major size adjustment benefiting the larger creature. If they win the Opposed Test, they get free and you get pushed away as to occupy your own space on the grid again. If you win, they remain locked in the grapple with you.

<Something with Sleight of Hand? Overturn the position in the grapple?>

There are a few different things that the character who is controlling the grapple can do on their turn:

* Drop opponent
* Move opponent
* Attack opponent
* Let go

<WIP>