

Combat Rundown

1. *Declare* - Describe what your character tries. Highest Sense declares last, GMCs declare before PCs.
2. *Roll* - Roll the appropriate pool, with any penalties for maneuver or the like.
3. *Resolve* - Widest set goes first, Height breaks ties.

Getting Hurt

Hits do Width damage, plus any bonuses from weapons. When hit, lose a die from any of your sets (your choice).

In Bad Shape

Blind - Diff 4 to close action, -2d to ranged action

Dazed - (Torso full of Shock) -1d to all actions

Down - On ground, -1d to all actions.

Unconscious - (Head full of Shock)
No actions for at least a half hour unless revived with Healing roll.

Not Getting Hurt

Dodge and Parry sets turn into Gobble Dice. In a fight, Gobblers can't be used against attacks that are timed quicker.

Any single Gobble Die can counteract any single opponent's die that is its own Height or lower.

Sets reduced to one die have no effect. Gobble Dice from a single set can counteract dice from multiple other sets.

Unworthy Opponents

Declare - You don't need to declare their actions.

Roll - Roll 1d per follower, maximum 15d.

Resolve - When each set comes up, use it as a defense or attack. Sets of 4x+ must be broken down to 2x or 3x sets. No maneuvers. They're out of the fight when hit by a set with Width or Height over their Threat. When hit, they lose a set. *Morale Attacks* remove followers = to their rating if they exceed Threat.

Basic Moves

Attack - If you get a set past defenses, it does damage.

Dodge - Either produces Gobble Dice or gets you to cover. Only protects you.

Parry - Produces Gobble Dice. Can protect others. Need an object to block with or arms get hurt.

Move - 15 feet/round no roll, success with Run adds Width x5'.

Aim - Each round spent preparing adds +1d to a later pool or offsets a -1d penalty, max +2d or offsetting -2d.

Called Shot - Drop a die from your pool, set another die to the result you want, roll.

Multiple Actions - For each extra action, drop a die from the lowest pool involved. Each action needs a set.

Simple Maneuvers

Display - Only on the first round of combat. Gives +1d or offsets -1d penalty to next attack on a witness.

Draw - Any action taken with a weapon the round it's drawn is timed 1 Width slower.

Feint - Opponent loses a die from a set and you get +1d or offset -1d penalty next attack. Can't be dodged or parried. Max of +2d or offsetting -2d penalty.

Pin - Take -1d if trying to pin someone while standing, otherwise both go down and are motionless. To escape he has to beat your Body score as a Difficulty to his roll.

Restrain - Called shot to arm or leg. Gives Gobble Dice against restrained target.

Shove - Tripping or slamming opponents get +1d. With a set, move him 5', cost him a die, and get +1d next turn to trip or slam.

Stand - Removes 'Downed,' -1d penalty to other actions.

Tackle - Tripping or slamming opponents get +1d. Roll with -1d penalty. With a set, it does normal damage and both you and opponent are downed.

Threaten - Before combat, roll Intimidate to produce Morale Attack equal to Width.

Wait - Can choose to time any successful action later.

Advanced Maneuvers

Charge - Multi-act with Ride or Run. Run gives +1d if you're Tripped.

2x Ride set = +1S

3x set = +2S, +1K

4x set = +3S, +2K.

Disarm - Called shot to arm.

Unarmored, multi act with Dodge or take 1K to an arm.

2x Weapon flies H feet away

3x As above, 1S to his hand

4x 2S to hand, you hold weapon or it's at your feet.

Disfiguring Strike - Called shot to head with killing weapon. Gives Gruesome Problem or

2x Reduce Beauty 1 step

3x Reduce Beauty 2 steps

4x Gives Gruesome Problem

Display Kill - Take -1d penalty, must land killing strike.

2x Morale Att. = W or H

3x Morale Att. = W+Command or H

4x Morale Att. = W+Command

+Intimidate or H

Knockout - Called shot to head

2x Weapon does only S

3x Weapon does only S+1

4x Weapon does only S+3, can't become K.

Slam - Diff 3, similar weight

2x Down, 1S to loc.s 3 & 5

3x Down, 1S to all but loc. 10

4x Down, 1S to all, WS to indicated location

Strangle - Called shot to head, no penalty if he's pinned.

2x 2S to head, auto 2x10 next turn if strangle's unbroken by Dodge, Parry or Attack.

3x 3S to head, auto 3S next turn if not dislodged this turn.

4x W+1S to head, auto 4S next turn if not dislodged this turn.

Trip - Called shot to 1 or 2, no penalty. Won't work if he's Down. +1 bonus if he Shoves, Tackles or Charges on foot.

2x No damage, he loses a die and has a -1d penalty next turn.

3x As 2x, plus he's down

4x As 3x, plus 1S to each arm.