

Combat Sheet



Name: _____

Race: _____

Vocation: _____

Health Status



CombatPool

Reflexe

Combat skills

#D att C

_____	()	____/____
_____	()	____/____
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_____	()	____/____

ATTRIBUTES

Physical

Str () ____/____

Tou () ____/____

Agri () ____/____

Size ____ Quir () ____/____

Wound

Threshold ____

Social

App () ____/____

Pre () ____/____

Cha () ____/____

Exp () ____/____

Perception

() ____/____

M-Size ____

M-Wound

Threshold ____

Mental

Str () ____/____

Tou () ____/____

Agri () ____/____

Quir () ____/____

Defensive Gears

Armor:

/ (hard):

- (soft):

S(hard/soft):

W(hard+soft):

mod:

Shield:

Parry:

S:

mod:

Mental Armor :

/ :

- :

mod:

Mental Status :

Offensive Gears

Close

D

S

Mod

Range

D

L

Range

Mod

Quick Formulae

Combat pool costs

- Change of heart: 1d
- Combat movement (Cm): 2yards/ 1d
- Combat skills: # of dice
- Dodge missile: 1d to 3d
- First aid: 11 - 1 per first aid skill level.
- Grabbing an object: 1d
- Loading weapon: loading time (#L)
- Recovering balance: 1d
- Searching for something: (on a body, backpack) from 1d to 5d (AJ)
- Shouting a short sentence: 1d
- Swinging 2h-weapons: 1d to 3d
- Willpower actions: such as resisting fear effects, from 1d to 5d (AJ)
- Gift: 2d

Combat rules

Hit : Attacker (Combat Skill+bonus) - Defender (Dodge Skill+bonus) = hit

Damage: size difference + hit + weapon damage roll = damage

Wounds:

- superficial: cumulative damage up to Wt
- deep: damage => Wt
- Pure Violence: damage => Wt x2

Wound Rules

- Superficial I: -1 CP, -1 Eflow
- Deep: -2 CP, -3 Eflow
- Pure violence: -5 CP, -10 Eflow

Eflow Limit

- High: up to 50 % over limit
- Overdose: over 50 % of limit
- Low: less than 50 % of limit
- Craving: less than 25 % of limit

Abbreviations

- D: Damage + bonus
- L: Loading range weapon
- S: Structure
- Wt: Wound Troughsold
- /: Divider
- : subtract