



Weaverdice d20

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This was inspired by both Zanorin's Skitterdice and Wildbow's Weaverdice

This rulebook is outdated. For the current version, see here:

https://docs.google.com/document/d/16ZMqYZOjqxIJ49Dqc9FuK5GZyQUZD4X-E5pEcFxB_OI/edit#heading=h.vf74uauaex5e

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Gameplay Mechanics

The Basics

The goal of Weaverdice d20 was to add more granularity to Weaverdice's d6 system, while retaining the feel and flavor of the system. Actions are resolved by rolls (opposed or unopposed). Most rolls are based on one of the seven stats (Brawn, Athletics, Dexterity, Wits, Social, Knowledge, or Guts), and usually can apply the bonuses of a skill to it as well. When a character wishes to contest a roll with their own, it is an opposed roll. When two opposed rolls tie, the 'attacker' wins. In situations where the attacker is not always clear, assume it is the person who initiates the roll, or see the specific skill for clarification. When there is no player opponent for a roll, then the roll is compared to a difficulty class, or DC for short. When no exact number is given, assume the DC for a roll of 'average' difficulty is 12.

Criticals and Critical Failures

If you roll a natural 20, and your opponent does not, then your roll may crit. As an attack, your damage increases, as seen in the *Combat Rules* section. As a block or dodge, you are permitted to attempt an attack-of-opportunity, even if using a ranged weapon. As a skill-roll, you automatically succeed, even if your modifier means that you would have otherwise failed. If it's a single save against an ongoing effect, the 20

means that you do not have to roll against it on the next turn (or whenever you would have to make your next check against the effect), unless the effect is reapplied. If your roll was made at a negative modifier of -4 or lower, it cannot crit. Treat the result like a normal roll.

If you roll a natural 20 to attack or defend and your opponent does not, you automatically succeed the roll, even before confirming. Similarly, natural 1s always fail.

If two combatants each roll a natural 20 or 1, both are ignored, and the modifiers determine the results as if neither had crit. No damage increase etc. occurs.

Rolling to confirm a crit consists of rolling the same skill you threatened the critical on. If you beat the DC or opposed roll again, you confirm the critical. You need only roll to confirm critical hits for attacking and defending. Skill checks do not require confirmation.

If you roll a natural 1, and your opponent does not, then your roll is considered a crit fumble. You automatically fail your roll, and if the roll was an attack or defense roll in combat, you provoke an attack of opportunity on you.

Stats

Stat Modifiers

Stats directly modify the results of rolled dice, and, except where otherwise noted, apply to all rolls using the relevant stat.

Stat	Modifier
○○○○○	-6
●○○○○	-4
●●○○○	-2
●●●○○	+0
●●●●○	+2
●●●●●	+4

Stat Caps

The maximum that a stat can be, barring extenuating circumstances, is 5. The lowest a stat can be is 0, which implies a serious physical or mental disability, beyond physical or mental unfitness.

Zeroed Stats

Having a 0 in a stat, whether by stat-lowering wounds or by means of disability, means that the character has to roll for even basic actions requiring that stat, against a DC12.

The character must make this roll *before* they are allowed to make rolls, e.g. to attack or defend from an attack. Even after this roll, they still apply the -6 modifier for having 0 in a stat.

Each time a stat is reduced to 0, the cape must make a pure Guts check versus a DC12, falling unconscious or dying, depending on the inflicting wound, on a failure. Every lowering of the stat thereafter prompts another roll. If the zeroed stat was Guts, *Death Sentence* is instead triggered upon a failed roll.

If you have a superstat, see the [Superstats and stat penalties](#) section for how penalised stats affect you. Handcuffs and similar non-damaging lowered stats do not force rolls, and do not contribute when considering forcing to roll. Track these separately.

Superstats

Superbrawn (SB), Superathletics (SA), Superdexterity (SD), Superwits (SW), Supersocial (SS) Superknowledge (SK) and Superguts (SG) are special values some capes have, which enhance their physical capabilities to superhuman levels. They are ranked from 0 to 7 (higher levels exist but are typically never found on PCs), where higher levels are better, each one providing a set of benefits.

Each Superstat automatically provides 5 pips in whatever stat it's based from. These points cannot be moved out of these stats to others during character creation, and also cannot be increased above 5 by moving points from other stats. Furthermore, they do not count towards stat point caps.

Superbrawn

Superbrawn increases the damage you do with your physical attacks, as well as the modifier of various non-attacking feats of strength. When using a weapon alongside Superbrawn, the SB damage is added to the Alpha strike, provided that the attack is made using Brawn and not another stat. The strength bonus applies to all Brawn rolls that are not attacks or defenses. The bonus also applies to strongarm rolls in combat, but not to the roll to initiate the grapple.

Superbrawn Level	Bonus Melee Damage	Bonus roll modifier
SB0	No Bonus	+0
SB1	1 Lesser	+1
SB2	1 Mod	+1
SB3	1 Mod 1 Lesser	+2
SB4	2 Mod	+2
SB5	2 Mod 1 Lesser	+3
SB6	3 Mod	+3
SB7	3 Mod 1 Lesser	+4

Superathletics

Superathletics acts as a natural 5 Athletics, and grants the user supernatural speed, allowing them to move at speeds far exceeding the human baseline, multiplying the distance they can travel by running. The bonus applies to all athletics rolls that are not attacks or defenses.

Superathletics Level	Movespeed Multiplier	Bonus roll modifier
SA0	x1	+0
SA1	x1.5	+1
SA2	x2	+1
SA3	x2.5	+2
SA4	x3	+2
SA5	x3.5	+3
SA6	x4	+3
SA7	x4.5	+4

Superdexterity

Superdexterity acts as a natural 5 Dexterity, and allows extra non-penalised attacks per attack action with a Dexterity-based weapon. When used in conjunction with a dual wield, you only add a single weapon swing per attack. The attacks can be made with either weapon, although 1 attack must still be made with both weapons for the initial dual wield. Superdex also provides additional bonuses to all Dexterity rolls that are not attacks or defenses.

Fractional attacks occur every other or every 4th attack. For example, someone with 2.25 attacks per round would do 2/2/2/3 attacks per round, resetting if they don't attack during a round, if they swap weapons, or change the number of hands on a weapon.

Superdexterity Level	Attacks per attack action, two-handing	Attacks per attack action, one-handing	Bonus roll modifier
SD0	1	1	+0
SD1	1.25	1.5	+1
SD2	1.5	2	+1
SD3	1.75	2.5	+2
SD4	2	3	+2
SD5	2.25	3.5	+3
SD6	2.5	4	+3
SD7	2.75	4.5	+4

Superwits

Superwits gives bonus dice to initiative and gives bonuses to Wits rolls that are not attacks or defenses.

Superwits Level	Initiative dice	Bonus roll modifier
SW0	1	+0
SW1	2	+1
SW2	3	+1
SW3	4	+2
SW4	5	+2
SW5	6	+3
SW6	7	+3

Supersocial

Supersocial does not grant any specific bonuses besides the bonus roll modifier to all Social rolls that are not attacks or defenses.

Supersocial Level	Bonus roll modifier
SS0	+0
SS1	+1
SS2	+1
SS3	+2

SS4	+2
SS5	+3
SS6	+3

Superknowledge

Superknowledge grants 5 Knowledge, as well as granting further bonus skill points, and enhancing the rate at which skills can be moved around. It allows the person in question to have a higher skill rank, even if they don't have the stat to support it, and increases the rate at which the cape can move around skill points.

From SK1, you gain the ability to move your skill points around in the middle of combat, up to your skill allowance of points in an encounter. For example, with SK2 you could move 4 points from one skill into another skill, in the middle of a round on their turn. The number of points you can transfer this way is listed under *Skill movement allowance*, and refreshes at the end of each encounter or each day, whichever is sooner. All times are given in real life time.

The Knowledge bonus applies to all Knowledge rolls that are not attacks or defenses.

Superknow Level	Bonus skill points	Unsupported skill rank	Skill movement allowance	Bonus roll modifier
SK0	0	0	2/week	+0
SK1	2	1	2/day	+1
SK2	4	2	4/day	+1

SK3	6	3	6/day	+2
SK4	8	4	8/day	+2
SK5	10	5	10/day	+3
SK6	12	5	12/day	+3
SK7	14	5	14/day	+4

Superguts

Superguts acts as a natural 5 Guts, and provides additional wound slots to the cape, which do not suffer wound effects. Each rank of Superguts gives 1 wound slot of each severity (lesser, moderate and critical), and gives a bonus to Guts checks in the same way as other Superstats do. Superguts always fills up before regular wound slots.

Superstats and stat penalties

If an effect would lower a stat that the character has a superstat in, their superstat is lowered instead. If it is reduced to 0, the stat itself begins to be lowered instead. This carries all applicable penalties, such as lowered damage, fewer attacks per turn, and a reduced bonus to attacks. Note, however, that this does not reduce the wound slots provided by Superguts.

Combat Rules

Actions

A character can take 1 standard action and 1 partial action per turn, 2 partial actions, or 1 full-round action. You may take free actions during a full-turn action. Examples of standard actions are punching someone, or firing a gun. Examples of partial actions are moving or reloading a gun. Examples of full-turn actions are freeing yourself from a bear trap. Talking is considered a non-action, within reason.

Attacks of Opportunity

When a character moves out of melee range of another or uses a ranged attack whilst in melee range of another, the other character is able to make an attack of opportunity (AoO) against them. This is a free melee attack made against the triggering character, rolled as normal. Attacks of Opportunity also occur upon teleporting into or out of melee range of an enemy (1/turn max, per enemy). Throwing grenades counts as a ranged attack, however dropping one does not.

There are two different types of Attacks of Opportunity: Openings and Counterattacks.

Openings (Movement Attacks of Opportunity): These Attacks of Opportunity are gained from enemy movement. They interrupt the triggering action. The movement may be completed after the attack.

Counterattacks: These cover every other kind of attack of opportunity (critical defenses, someone missing an attack while knocked down, standing up while knocked down, slice and dice, range in melee attacks, etc.). They are executed after the triggering action (the enemy's attack/action).

To counter attacks of opportunity, characters are capable of *shifting*, that is, moving half their move action, rounded down, taking no attacks of opportunity in the process.

Shifting cannot utilize any movement techniques other than basic movement. This means you cannot climb, jump, or fly away, but still works with any flat ground speed boosts from your power.

An attack of opportunity isn't triggered when the cape moves around the target, only when they move out of range. If an attack of opportunity forces someone back, this does not trigger another AoO. Only one AoO may be triggered per action.

You may use superdex, dual-wielding, multi-attacking and so on to make multiple attacks on an AoO.

Armor

Armor comes in three varieties: light, medium, and heavy. This refers to how many times you have taken the 'armor' costume quality: light has not taken it, medium has taken it once, and heavy has taken it twice. Wearing too much armor restricts ability to act, making it harder to defend in multiple ways. Armor restricts the number of defensive skills and skill pips characters can use without a penalty. Using skills or pips beyond what is allotted by your armor imposes a -4 to their roll. Armor works as follows:

No armor	Access to 3 defensive skills at 5 pips.
Light armor	Access to 2 defensive skills at 5 pips.
Medium armor	Access to 1 defensive skill at 5 pips, 1 at 3 pips.
Heavy armor	Access to 1 defensive skill at 3.

As you add DR to your costume it restricts your ability to act in various ways you haven't tuned your armor for explicitly. You may tune a single armor set to different arrangements of skills outside of combat.

When a cape has access to Damage Reduction (DR), from armor or otherwise, they

can use it to reduce the damage they take from attacks. Each point of DR allows you to reduce the damage from an attack by one lesser, or reduce a moderate wound to a lesser wound. DR applies once per attacker per round, and the defender chooses how to allocate their reduction among damage taken. When DR would reduce taken damage to nothing, you take a typeless lesser instead. Surplus DR is preserved. Reducing damage to a typeless lesser also removes effects and on-hit effects.

When burn wounds refer to coverage, they refer specifically to the Coverage costume feature. When wounds refer to wearing a helmet, they refer to the Helm costume feature.

You may only wear one costume or suit of armor at once. The damage reduction from armor only applies once per target per round. Similarly, it always applies to the first source of damage and if unused carries over to the next.

Most masters will group their minions, having them collectively count as one attacker for the purposes of this reduction.

Armor Piercing

Unless noted otherwise by the weapon or effect, armor-piercing effects typically treat the armor as one tier lower, ignoring a single lesser of DR. Any points of armor piercing from an attack which exceed the amount of DR the armor has damages shell instead. AP applies before any other aspect of a standard damage code. AP is treated as part of the total damage code and is additive. It is multiplied by critical hits and reduced by skill and power effects.

Protection

The Protection armor effect can increase the armor rating (and subsequent damage reduction) of your armor against a specific damage type. The Protection quality does not protect from critical wounds, unless the costume it is applied to somehow does as well. Natural resistances operate in the same manner, but can also reduce critical wounds.

Breaking Points

The Moment When Your Character's Life Goes To Complete Shit:

Breaking Points are a new character element that can be assigned, like your milestones. They represent a set of conditions under which your character would snap in some way, perhaps related to their trigger event or another past trauma. Breaking Points should reflect your character's worst fear, their nightmare scenario. Absolute rock bottom. They should be specific ('getting hurt badly' vs 'severe burns and scarring'), unique-ish (everyone would be traumatized by getting locked in a dungeon for three weeks and tortured, you should focus on specific phobias or weak points that tie to the unique circumstances of your character's life), and relate to concrete, external events (not 'having a heart attack' or other passive things that either happen entirely in your character's own head or not in play at all).

If someone else causes your Breaking Point to trigger, they get 15 Conflict Rep. You gain a life flaw, and your character can roll to second trigger with a moderate situational bonus.

You gain 4 SR for assigning a Breaking Point and having your GM approve it, once per character. Having a breaking point set is also a prerequisite for being granted any second trigger roll (such as the one ordinarily rolled on death).

You may have up to one breaking point chosen at a time. Once you reach a breaking point, you can gain SR again for assigning a new one. You may change your breaking

point at any time based on events in your character's arc, but changing a breaking point if the previous one was not reached does not reward SR again.

Breaking Points must be approved by your GM, just like milestones.

Carrying Capacity

You can carry 4 capacity worth of weapons, plus whatever you are holding in your hands. Unless otherwise noted, 2-handed weapons are 2 capacity and 1-handed weapons are 1 capacity. You can carry 3 javelins per capacity, 5 throwing knives, and 2 grenades. The Pocket quality adds 2 capacity to your total.

Climbing and Falling

When climbing a surface, roll acrobatics, and divide the result by 5, rounding down. That is how many squares up the surface you can climb. You can never climb more squares than your normal Ath distance. When climbing down a surface, divide by 3 instead of 5.

When falling more than 1 square of distance, you take a lesser bash per square fallen, with 2 lessers stacking into 1 moderate and 5 moderates stacking into 1 critical. You can roll Acrobatics (and your costume) to mitigate this damage. Fall damage bypasses shell and DR.

Roll DC12 Acrobatics, and reduce your effective fall height by one square plus one for every 3 points over 12. Fall damage caps out at 2 critical bashes.

When determining fall damage, first count how many squares you would fall. Roll Acrobatics, then apply costume qualities, then apply Fall Guy (then, unless otherwise noted, apply your power).

Coup de Grâce

If your opponent is entirely unable to defend or even react, for example being unconscious or in *Death Sentence*, then all attacks against them are confirmed critical hits, and you may instantly knock out, kill, or otherwise inflict upon them any condition that you are physically capable of with no roll required. (Exercise common sense. You don't become superhuman just because your enemy's unconscious). There is inherently a chance of missing a ranged attack vs holding a knife to someone's neck, so a target is never considered a valid target for a Coup de Grace from a ranged attack, unless the shooter is in melee range of the target.

Cover

To determine if an enemy is in cover, draw a line from the edge of your map cell to the center of theirs. If this intersects any cover squares (or those squares' border) they get the benefit of it. Verticality does not provide cover. The very square a character is standing *in* does not provide cover. When a character is behind partial cover, such as a low wall or a vehicle, they gain +2 to defend against all ranged attacks from enemies that have to shoot past the cover. Full cover, such as a wall or building, breaks line of sight entirely, preventing ranged attacks through it in normal circumstances.

Critical Hits and Fumbles

When you confirm a critical hit in combat, assuming your opponent didn't also critically defend against it, your damage increases. Add up the amount of damage dealt, with lessers being 1, moderates being 2, and criticals being 6. Multiply the total by 1.5 (rounding up), and convert back into wounds, keeping as close to the original ratios of

lessers to moderates to criticals, and different damage types, as possible, with the attacker breaking ties.

When you confirm critically defending against an attack, you automatically defend, and gain the opportunity to make a melee or ranged attack of opportunity against the attacker. This is one standard action of attacks, of the attacker's choice. Nobody else is able to make this attack of opportunity.

When critically fumbling an attack, you provoke an attack of opportunity against you with the same rules as if your opponent critically defended against you. If you critically fumble an attack your opponent critically defended against, their attack of opportunity automatically hits.

When critically fumbling a defense, your opponent's attack is treated as a natural 20, rolling to confirm a crit. This does not stack if your opponent crit anyways.

Direction of Facing

To determine directionality of a character's facing, draw a line from the center of your square to the center of the square of the target of your last action. The first square (outside the one you are standing in) that the line intersects is the direction are you facing into.

Defending

Attacks can be either dodged, endured, redirected, or blocked. Dodging uses the Athletics and the Evade skill. Enduring uses Guts and the Withstand skill. Redirecting uses the stat of the most recently used melee attack skill and the Parry skill. Blocking uses Brawn and the Guard skill.

A successful defense negates the attack, whilst a failed one causes the defender to

take the full effect of the attack.

If you are caught off-guard, such as being surprised by an attack, you are flatfooted, and roll to defend at a -4 penalty.

Rolling a natural 1 on your defense roll provokes an attack of opportunity against you.

Grappling

Grappling someone is a Strongarm (Brawn) roll, contested by either defending against the grapple with a defense roll or rolling strongarm of your own. The grappler starts off with two *steps of control* over the person being grappled.

The victim must loosen hold twice to either turn the tables (becoming the person in control of the grapple, with two steps of control) or break the grapple and get away. While maintaining control, the grappler has more attack options and can break the grapple at any time.

The grappler can use some actions to reassert their control, gaining one step of control, but cannot have more than two steps of control, barring special cases like tentacles and other specialized physiologies.

Grappling inflicts a -3 penalty to defend against attacks per stage of control for the grappled, and -3 regardless of control for the grappler.

Superbrawn directly assists in grappling an opponent, as described in the [relevant section](#) of this rulebook. Ties in a grapple are won by whoever initiates the action.

“Contests” refer to rolls against the opponent, with the format Skill used (Stat used). Grapple actions are full-round actions unless otherwise stated.

Action	Rule
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Struggle (Either)	Contest: Strongarm (Brawn) VS Strongarm/Defense If successful, assert hold (for grappler), or loosen the grappler's hold; and strike the enemy.
Strangle (Grappler)	Contest: Strongarm (Brawn) VS Strongarm/Defense If successful, force a consciousness check and prohibit them from speaking for one round. Each successive strangle during the same grapple increases the penalty to the consciousness roll by 2. Failed attempts do not reset this cooldown, but taking an action other than strangling does.
Disarm (Grappler)	Contest: Strongarm (Brawn) VS Strongarm/Defense If successful, enemy is disarmed, with the attacker being given the choice between dropping the weapon on the ground, at no cost, or taking it, losing a step of control in the process.
Lift (Grappler)	Contest: Strongarm (Brawn) VS Strongarm/Defense If successful, enemy is lifted, can take action to move/carry them, enables throwing. On failure, loosens hold.
Throw (Grappler)	Strongarm (Brawn), No Contest Requires enemy be lifted first. For every five points on roll, rounded down, opponent moves 5 feet horizontally (some of this movement may be rolling, tumbling, or stagger). Lesser bash damage, plus any environmental damage, moderate bash if they move 20' or more. The grapple is ended.
Another Action (Either)	Can act/take a non-movement action, including AoOs, but this forfeits own hold, with the grappler losing their hold or the victim letting the grappler take control. If this would release the enemy, or if it focuses on someone who isn't involved in the grapple, the opponent can take one of the above actions. This does not include attacks on the grappler. For that, see struggle.
Use Power (Either)	Powers that require physical action are treated as 'another action' above, while ones that do not are used with one's action for the turn. Assumption is that their attention is divided between not being hit/strangled and use of the power.
Desperate Escape (Victim)	Contest: Strongarm/Defense (Brawn/Ath/Dex/Guts) VS Strongarm (Brawn) Spend a round struggling. Loosens hold if successful, frees self if successful by 6 or more. On each consecutive turn this is done, may roll an added stat

	alongside the prior one (Such as Brawn & Athletics both being rolled in one action). Stats beyond the first always provide a minimum of +1 bonus, even if it would otherwise penalize the roll. The skill used must correspond to one of the stats being used. Cannot assert control by doing this, can only escape.
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Grenades

Grenade attacks consist of two rolls. First, a ranged attack is made to hit the target. If this hits, then the target suffers the full damage of the grenade. For a regular explosive grenade, this is 2 mod burns. All others within the listed blast range also make a defense roll in order to negate the damage entirely, versus the attacker's attack roll. Grenades can also be dropped directly. This counts as an automatic fail for the ranged roll. Certain grenades list their own rules. If they do, they override this section.

Containment foam grenades

Confoam attacks also consist of a ranged attack roll in order to hit the target. If this hits, the target acquires one "foam point". Critical hits or critically fumbled defenses with confoam inflict 2 foam points.

Each foam point causes the target to suffer -1 to their Dex and Ath. When the target reaches 0 Dex, they are unable to take actions involving their hands, such as attacking. When they reach 0 Ath, they are unable to move or defend. When they reach 0 in both stats, they are considered completely foamed, and can take no actions, unless they have a method with which to escape the foam.

When detonating confoam in a grapple, both the grappler and the grappled roll the defense roll, taking 1d4 foam points on a fail. If the grappler refuses to defend, holding the grapple, the grappled cannot defend against the attack.

Guns and Shards

When using a gun or grenades in an offensive manner not condoned by the power, and not as a problem-solving tool, you will lose ranks of shardrep as detailed in the shardrep section.

Initiative

Rolling for initiative consists of a d20+wits modifier+reflexes modifier. Reflexes does not provide extra dice for initiative rolls, however Superwits does. You cannot crit initiative rolls.

Interposing attacks

If you wish to take a blow for another person, you must roll the lower of your defense skill, and your tactics skill, comparing this to the attack roll. Where there is no objectively lower option, for example 3 🎲 +2 against 2 🎲 +5, use the lower number of dice, and the lower modifier, here 2 🎲 +2. You then take the damage the other person would have suffered. Multiple people cannot interpose for the same blow. If they try, only the person who rolls the highest is counted, with all the others automatically failing to get there in time. You may only interpose attacks if you are adjacent to the person being hit. You cannot interpose for an attack that would hit both you and the target.

Jumping

Characters can jump one square up and forward with no roll. This counts as one square of movement for the turn. If a character wishes to jump further horizontally than that,

they must roll acrobatics. For every 4 points rolled on the check, rounding down, the character can jump one extra horizontal square, up to half of their grounded partial action movespeed in one jump.

Knockback and Forced Movement

If an individual is knocked back or otherwise displaced on the map and cannot move the full displacement distance (usually from running into a wall or car), they are dealt a moderate bash effect and stop moving. If you're knocked back into another player's square, you pass through that square rather than collide with them. If you end in the same square as someone else, you both may exist in that square.

Map Deployment

Unless otherwise agreed upon by all parties, everyone must deploy within 5 squares of a 'flag' placed at a central location on the map. In fights with more than 8 people, you may deploy up to 1 extra square away from the flag per two people in the fight past 8, rounding up. You must deploy within line of sight of the flag. Stealthed characters must deploy within cover, and in order to do so, may deploy up to twice the normal distance from the flag, 10 squares away. Place in order of initiative, highest places first. You must place at least 5 squares away from the nearest opponent in 1v1s, or 3 squares in teamfights. If unable to do so, place as far away as possible.

Movement

Without mover powers, you typically move a number of squares per partial action equal to your Athletics plus three. You may also *shift*, as seen in [Attacks of Opportunity](#). If you have Superathletics you multiply your base movement speed by the move speed

multiplier seen in [Superathletics](#). If you do not take a standard action you may take a second partial action on a turn. Whenever distance traveled is measured, it is measured along the shortest safe path from your starting position to your ending position.

Multi-attacking and Dual-Wielding

Many abilities, most commonly superdex, can be used to make multiple attacks in a single attack action. You can also dual-wield two Nimble weapons, making a single attack with each wielded Nimble weapon as a single attack action.

The first attack rolled in any attack action is called the 'Alpha Strike'.

When defending against a multi-attack, roll defense only once, and compare all of the attacker's attacks to the one defense roll. Against multi-attacks, when a defender is asked to compare their roll to the attacker's, notably for confirming defensive crits, or the somersault, tackle, or duck and roll specialties, the defender should only compare to the opponent's alpha strike.

When calculating damage reduction against multiple attacks, most often from armor, subtract the damage only once per attacker per round.

Postponed Actions

You can delay your turn until later in the round at no penalty, other than acting later in subsequent turns. If you wish to act in someone else's turn, you must prepare an action.

If you wish to delay your entire turn until *after* someone else's, by means of lowering your initiative, you may do so at the cost of lowering your initiative for the entire fight. For example, if you are first in initiative, and you wish to act after the 3rd person, then you act after them in every turn following this.

Progression

As you play your character, you'll develop new abilities and become stronger. The following sections outline this process.

Shardrep

As you fight and enter conflicts with other capes, your shard unlocks more of its abilities, represented by power perks and augments. This is abstracted by your shardrep level. Shardrep starts at 0, and climbs as you fight other capes. Characters deliberately avoiding a fight, stalling, or running away from a teamfight (to return when other players are defeated) forfeit all shardrep for the fight in question. This decision is made at the discretion of their GM. GMs also may rule that a fight is being avoided if someone is breaking the spirit of these rules but not the letter.

Certain actions, such as using guns, that are frowned upon by your shard may cause your shardrep level to go down. If this happens, the perk or augment associated with the level you lost is gone until you climb back up. Your progress on your current shardrep level becomes progress on your previous shardrep level.

The amount of shardrep you get from a given fight is calculated in the following way: $1 + \text{Win Bonus} + 2 * \text{Enemies Downed} + \text{Teams Downed}$

Win Bonus: You gain 1 SR for winning the fight.

Enemies Downed: You gain 2 SR for each enemy downed while your team is up. You can only gain this SR from a number of enemies up to a cap of the team size in the fight.

Teams Downed: You gain 1 SR for each enemy team downed while your team is up. In a fight with only two teams, this does just include the one enemy team you have.

The amount of shardrep you need for each level is a fresh total: it does not count the shardrep that it took to reach the previous level. For example, once you reach level 1, you need an additional 14 to reach level 2, not just 2 more on top of your current 12.

Fighting the same person or in the exact same 2v2 or 3v3 etc. in a 24 hour period only counts once for shardrep.

Level	SR Needed	Reward
0	Starting Level	Starting perk
1	12	Augment
2	14	Perk
3	16	Augment
4	18	Perk
5	20	Augment
6	33	Perk
7	36	Augment
8	39	Perk
9	42	Augment
10	45	Perk
11	80	Augment
12	100	Perk
13	120	Augment
14	160	Perk
15	225	Augment
16	250	Perk
17	275	Augment

18	300	Perk
19	325	Augment
20	420	Perk
21	450	Augment
22+	+30 on the previous level	Augment or perk, alternating

Stats and Skills

Characters gain new stats and skills over time through training. Every week, if a character has played out a scene where they utilized the skill or stat they are trying to train, they can gain up to 1 stat point, two Combat skill points, and two Roleplay skill points. Characters cannot have more than 30 stat points total, and cannot have more than 30 Combat skill points or 20 Roleplay skill points. The table below is a general guideline, not a strict set of rules. In general, if you use a skill or stat during a scene, that skill or stat is eligible for training. A character must also dedicate time, either on or offscreen, specifically to training the stat or skill in question. Instead of increasing your stats or skills, you may also move those pips to a different stat/skill.

Activity	Relevant Stats/Skills
Fights/Spars	Brawn, Dex, Ath, Guts, any mental stats required by the cape's power, combat skills
Roleplaying, Interactions with other capes	Wits, Social, Social skills
Misc. activities requiring a specific trained skill	Knowledge, the trained skill in question

Life Perks

New life perks are obtained by completing major character milestones. A character milestone should be a significant, long-term goal for them: drastically altering their public appearance, establishing a new organization against all odds, or something else. Any milestone requiring fewer than 5 sessions of effort should be rejected outright. Milestones should generally require effort outside of strict combat as well. You obtain one life perk per milestone completed. Instead of rolling a life perk, you can also remove a life flaw that you already have.

Range Increments

By default, unless otherwise stated, all ranged attacks have a range of 8 squares, and require both arms to use. Characters suffer a -2 to hit per range increment past the first, rounded down, between the attacker and the target.

Shell

Most commonly seen in force fields, shields, or as health for constructs, shell is a defensive mechanic. A character has a certain number of points of shell. When they are hit, their shell takes damage before they do. A lesser breaks one point of shell, a moderate breaks two points of shell, and a critical wound breaks six. Armor piercing attacks also deal extra damage to shells. If an attack has more armor piercing than a target has layers of armor, the attack does one extra lesser to any shells the target has per excess point. Disregard this when attacking a construct whose entire health pool is shell.

Sneaking

Sneaking is made through Dex+Stealth rolls, versus the opponent's Wits+Awareness roll. If your opponent's line-of-sight is broken only briefly, you take a -10 to all sneak attempts. If the opponents have a reason to suspect your presence, you take -5. These penalties do not sum.

If you are capable of invisibility, you gain a bonus of +6 to all sneak attempts, which combines additively with the modifiers in the above paragraph. If this invisibility is near-perfect camouflage, this bonus is only +4. If the camouflage is regular camouflage-print, you gain only +2.

Entering stealth takes a full-turn action. Moving or taking any actions in stealth prompts another awareness roll from your opponents.

Sneaking allows you to make attacks which consider the target flatfooted, giving them a -4 flatfooted penalty to defend against your attacks. Stealth is immediately broken upon a successful Awareness roll by the enemy, or by making your presence obvious, for example by attacking.

The stealthed player must be behind cover or on rooftops. On a failure to stealth, the opponent is prepared for your attack although you don't know you've failed. This means the opponent defends at +2 due to knowing your position and being prepared for an attack. This doesn't apply if the opponent attacks you after your first turn.

If you ambush an opponent from out of stealth, they roll initiative at a penalty equal to the difference between their awareness roll and the lowest stealth roll of the attackers. If this pushes their score below zero, they cannot act on the first turn of combat. On the second turn of combat, they act at the initiative they rolled without the penalty. Ambushes are generally only possible in quests or other unique circumstances.

If your initiative is higher than an opponent but they are stealthed, they act first, then

you act, then you proceed to the next round as normal. This would mean that you would get 2 turns in a row in a 1v1.

Status Effects

Bleed	If the subject does not take a full round to patch themselves up, they suffer a typeless lesser every turn, overflowing as normal once the lesser track is filled. Applies at the end of turn.
Staggered	Off balance, shoved away. Staggered individuals are penalised for a round: attacks suffer a -2 penalty, and their movement is reduced by $\frac{1}{2}$ if they try to move in a direction directly towards the source of the stagger.
Knockdown	Ass hits the floor. Standing or attempting a close-quarters attack and failing provokes an attack from those nearby, movement allowance is reduced by half in the process of getting up. You may crawl as a full-round action. You can crawl at half speed and then stand up. This speed can be further halved (down to $\frac{1}{4}$ speed) to make this movement shifting, although if the final stand is in melee range you will still get an AoO upon completing your stand.
Confused	Concussed, thoughts scattered. DC12 Wits roll to identify targets, directions, where things are respective to each other. On a failure, can still act, but targets are chosen randomly amongst friends, enemies and bystanders, movement in random direction. Cannot accidentally target unconscious capes. If there's only one target, 'the environment' is added as a second viable target.
Pain	Take -1 to all consciousness rolls for the next 4 turns, or until the inflicting wound effect is healed. Duration resets if Pain is inflicted again. Does not stack with itself.
Disabled	Typically affects a limb. Must roll DC14 in the appropriate stat for even mundane attempts to use limb. On a failure, the attempted action suffers a -1 die penalty. Movement via legs is halved if one leg fails, and reduced to a single square if both fail.
Disarmed	You drop whatever was held in your hands in a square to your left or right, attacker's choice. You can pick up all dropped weapons in adjacent squares as a partial action. If you do not have a weapon to disarm, you need to spend a partial action fixing your limb before resuming attacks.
Blind	Must roll DC14 Wits for even mundane attempts to see surroundings

	(including those that would not have to be rolled for). Otherwise take -4 on all rolls reliant on sight, including attacking and defending. Roll against blind once per round and keep that result for the entire round.
Agony	Roll DC12 Willpower roll each turn, or else suffer -4 to all non-defensive rolls that turn.
Death Sentence	Subject is dying. Each round, an empty wound slot fills up with a typeless moderate wound. Once the moderate track is filled, moderate wounds start becoming critical ones. Typically helpless and unconscious, Medical intervention can slow or stop progression.

Targeted Attacks

Attacks can be targeted at -2 to hit, allowing the attacker to choose the body part (Head, Torso, Arm, Legs) struck. When a targeted attack is successful, the wounds and effects resulting from it are targeted at the targeted body part.

Tripping and Knocked Down

Tripping an opponent as a standard action is an Acrobatics VS. Acrobatics roll. If you succeed, the opponent is *Knocked Down*. You cannot trip as an attack of opportunity.

If *Knocked Down* you have many choices as to how to proceed:

You may stand which provokes an attack of opportunity from all adjacent characters.

Your movement allowance is reduced by half in the process of getting up. If you stand up and critically defend against their attack, you are considered standing for your AoO.

You may attempt a close-quarters attack, however failing provokes an attack of opportunity from all adjacent capes.

You may crawl as a full-round action. You can crawl at half speed and then stand up.

This speed can be further halved (down to 1/4 speed) to make this movement shifting,

although if the final stand is in melee range you will still get an AoO upon completing your stand.

Other movement options must be cleared with your GM on a case by case basis.

Vehicle Rules

Vehicles are controlled using the driving skill as a standard action at a -4 driving roll penalty, or at no penalty as a full-round action. Driving a large car into someone (an opposed roll between driving and their defense skill of choice) does 2 moderate bashes for motorcycles, 3 for convertible-sized cars or vans, 4 for trucks, and 5 for tanks or larger vehicles. This requires you to move at least 5 squares before hitting the target.

Turning at a rate of more than 45 degrees from the current direction in a turn requires a driving roll with a DC of $12 + 4$ for every 45 degrees past the first. A full 180 would be DC 24. Vehicles roll driving to attack at a -6 penalty, and cannot defend against attacks.

Most vehicles have a default of 15 shell worth of damage that they can take before breaking, and move at 40 squares per turn.

Grabbing onto a moving car is a passive strongarm DC of 16. Cars automatically fail all acrobatics checks, treated as rolling a 0.

Wounds, Consciousness, and Death

Wounds come in 3 types, Lesser, Moderate, and Critical. You get 5 wound slots, with each wound slot having room for a lesser, moderate, and critical wound.

Critical wounds fill three wound slots. Each of these subwounds does as much shell damage as a moderate wound, and if any of the sub wounds deal damage to a character's wound tracks through shell and superguts, the character suffers the full

critical wound effect.

If all of a character's lesser wound slots fill, further lesser wounds will begin to fill the moderate wound track, followed by criticals. However, the wound effect is not upgraded.

Many different powers and costumes grant ways to reduce or mitigate damage. When doing so, apply defenses in the following order:

Active Guard

Resistance (4 pip withstand)

Force Field Damage Reduction

Force Field Shell

Armor Damage Reduction

Armor Shell

Natural Armor Damage Reduction

Natural Armor Shell

Superguts

Wound Tracks

Non-DR costume qualities

Rolled Wounds

Wounds which make it to actual wound tracks are sorted as follows:

The untyped wound fills the appropriate track.

Costume qualities and special effects are checked.

Wounds are rolled.

Rolled wounds which no longer fit in the track are shifted to the appropriate track if there are open slots.

Consciousness or Death are checked

Healing from wounds

Where duration is not already stated, lesser wounds will naturally heal over a night's rest. They may be downgraded to negligible status after a week's time - a vicious cut can scab over, but it may remain visible unless covered.

Moderate wounds typically take 6 days to recover from. Medical attention can vastly reduce this time. The wound and the effect heal at the same time, unless otherwise stated by the effect.

Critical wounds are permanent, barring extraordinary healing measures such as powers or time alteration. Some, such as pierced arm, can be healed through a hospital stint. Others, such as a broken spine, cannot. The actual critical wound will heal after 12 days, whilst the effect persists.

Even if it overlaps into a higher wound slot, wounds are always treated as the tier inflicted. A dealt lesser wound will heal overnight even in the critical track, for example.

Consciousness and Death

Damage can be either lethal or non-lethal, at the will of the inflicter. When a character has a large enough consciousness penalty that there's a chance of failure, generally from a large number of wounds, they begin rolling for consciousness.

When a character goes lethal, going unconscious applies the *Death Sentenced* status effect on their victim. Non/lethal damage is incapable of killing a victim, even accidentally, as even overflowing wounds from a non-lethal source will not result in death, nor do these sources apply *Death Sentenced*.

If a character's critical wound track is overflowed (ie the track would take another wound but there is no free slot for it anymore), they die immediately unless the attacker chooses to reduce, or bop instead.

Some damage is always lethal, or non-lethal, although these are few and far between.

The baton is an example of a non-lethal weapon; wounds inflicted by it can never be lethal, save for exceptional circumstances. If your victim has full moderate and critical tracks, you may reduce moderate wounds you deal to lessers at a 1 to 1 ratio.

When making an AoE attack, you cannot reduce damage selectively, and must change the damage for all targets in order to change it for any of them. If an attack would inflict lethal damage after rolling wounds, you can always choose to reduce that damage, even if it breaks the above rules.

Consciousness is rolled every time you take a moderate or critical wound, or at least 2 lesser wounds from one attack or effect. Roll 1d10+Guts pips (not including superguts), versus a DC equal to the number of wounds you've taken, beyond those absorbed by armor or Superguts. Rolling a flat 10 before modifiers is an automatic success. Being a DC, you need only match the number of wounds taken in order to remain conscious.

If a target is hit with an attack while all of their wound tracks are full, the attacker can perform a maneuver known as bopping. For every wound the attack would normally deal, the target must make one extra consciousness check instead. Bopping is never lethal and deals no actual damage to the target.

Tinker rules

Tinker points (TP) are used to create tinkertech. Use the [Tinker Calculator](#) to keep track of your projects and their costs.

You get 5 TP per Shardrep point you earn in a fight (after applying conflict multipliers). Each Shardlevel also gives a **bundle of TP**: $50 \times \text{Shardlevel}$ TP, or 250 points flat, whichever is higher (this applies from SL 1 to 5).

Tinkers **do not roll any power perks**, instead relying on Tinker augments. You still get your starting perk.

You can **buy power perks** for $100 \times n$ points (with n being the number of perks you already possess) to gain out-of-spec tech (which is researched/built at 75% speed). The first item in the newly-unlocked spec gets 200 points applied towards its build cost.

Maintaining a piece of technology typically requires 1% of the initial build cost of the project. Whilst initially cheap, maintenance costs will grow for every piece of tech maintained, eventually drawing substantial time away from new projects.

The more tech you have built, the less time is left over to work on new projects.

Maintaining tech used by others costs twice as much as personal tech, since other users will not be instinctively shielding it from damage in the same way that the tinker would.

Maintenance is a build cost increase: 30 maintenance halves your build speed. Each point of Maintenance adds $\sim 3,3\%$ build cost.

Starting gear does not cost maintenance.

Base cost of new projects

Type	Description	Base cost
------	-------------	-----------

Trinket	Consumable items. These may either have to be rebuilt after each use, or may be limited in use per encounter. Examples include the scanner trinket.	50
Pattern	Generally hot-swappable during combat, like different damage types for your tinker gun. They might also be other minor variants for your tech that is changed between combats.	100
Lesser Tech	Flexible category, covering a wide variety of items even for the less prolific tinkers. These projects provide utility most of the time, like goggles that let you see heartbeats through walls.	200
Minor Tech	Projects that occupy the middle ground between Lesser and Major tech.	300
Major Tech	Strong tech you rely on to a large degree, like Dragon's mech suits.	400
Keystone	Signature tech of your Tinker, like Armsmaster's Nanothorns. These are the kind of projects other people think about when they discuss your tinker.	500
Megaproject	The pinnacle of Tinker creations: Tech that may be renowned throughout the world, coming with massive benefits and massive costs. GMs might assign you quests to complete these, or accelerate progress.	1000

Skills

When a character is created their starting skill pips are split between Roleplay and Combat skills. For Roleplay skills they get a skill at 4 points, 3 points, 2 points, and 1 point. For Combat skills they get a pair of skills at 4 points, 3 points, and 2 points. Then, you gain additional skill points equal to your Knowledge pips.

You cannot spend more points in a skill than you have in the relevant stat. Additionally, Combat skills can reach a cap of 30 points, where Roleplay skills can reach a cap of 20 points.

You may not apply the effects of more than one skill to a single roll, nor may you benefit from more pips of the skill than you have pips in the base stat. This applies most notably in the case of Aim-using javelins, which uses a different stat than typically associated with the aim skill.

Every skill applies only to itself unless explicitly noted otherwise.

Power Use

For some capes, no other skill makes sense for their power. In this case, at their GM's specific direction, they may take points in the 'Power Use' skill. This gives +1 die to all power-related actions at level 1, and +2 dice at level 2. All other levels of the skill give nothing by default, although may have bonuses attached if necessary.

Melee attacking skills

Brawl (Brawn)	
<i>Put aside technique, martial arts, weapons, footwork, and combat can be reduced to a simple idea: beat the other guy into submission before he does the same to you. Brawl is the combat skill that focuses on the beating. Emphasizing heavier weapons and the slinging of fists, Brawl is something touched on by anyone who's made a habit of swinging their fists, be they a street thug or a teen who grew up trading blows with an abusive dad.</i> <i>Applies only to Brawn-based weapons and when making attacks using the Brawn stat.</i>	
•	When making a Brawn-based melee attack, roll an additional die and take the highest die result.
••	1-pip bonus increases to +2 dice.
•••	Can immediately follow after enemies that you knock back with a brawl-based attack.
••••	Your alpha strikes generate momentum. See momentum table below for details.
•••••	Choose a Brawl specialty.
Specialties • Slugger - Wound effects inflict doubled knockback. Add one square of knockback to your attacks. • Drunken Fist - Attack at -1 to hit, but gain both Crush and Rage benefits from momentum gained by this attack. • Beatdown - When attacking an enemy that is <i>staggered</i> or <i>knocked down</i>, gain +1 to hit & destroy one costume feature on hit. • Pugilist - You may take an AoO against any enemy that shifts away from you at -3 to hit, provided you have momentum stacks on them. • Knock Silly - You may choose the direction you knock opponents into (left, right, diagonally, back).	

Momentum

Every time you hit an opponent with Brawl, you build up a stack of momentum.

Every round you do not hit an opponent with Brawl, momentum decays by one stack, at the end of the turn the stack was applied.

Each stack of momentum grants either the buff or the penalty, chosen upon acquiring that stack. Effect is active until stack decays.

Stacks	Crush	Rage
1	Disable one enemy limb of your choice.	Ignore first stagger and knockdown received. Refreshes at the end of your turn.

2	Applies a -1 penalty to conc checks. Does not stack from multiple sources.	When landing a well-placed hit (roll 2 higher than opponent's defense), allows you to reroll your choice of wound effects on that attack.
3	Enemy suffers -2 to attack and halved movement.	Force an additional conc check. Applies to attack achieved.

Blitz (Athletics or Brawn)

Move fast, hit hard. A combat specialty focused on charging, tackling, and fast, hard-hitting actions in a brawl, aiming to pick fights and put foes on the back foot. A skill trained by some athletes and some law enforcement, as well as ambush attackers and dark-cowled vigilantes.

- When making an attack roll as part of a charge, roll one extra die and keep the highest.
- 1-pip bonus increases to +2 dice.
- When a foe is struck with a Blitz attack alpha strike, can carry them with the force of the attack, up to 5 squares. This knockback must be made in a straight line between your position at the start your turn and your opponent. This knockback does not inflict damage (For specifics, see FAQ).
- If the carry-through from the 3-pip bonus carries the enemy into a wall, you deal an extra lesser bash of damage.
- Choose a Blitz specialty.

Specialties

- **Dive Strike** - When used with flight or jumping down from above, blitzing from above always counts as carrying the opponent into a wall for the purpose of the 4-pip extra damage.
- **Bullrush**- Charging opponents from more than 5 squares away gives you +1 to hit.

Critical (Dexterity)

With practice, the character has learned how to deliver the hurt and land blows where they'll do the most damage. Points in this skill can represent experience in something like Krav Maga or experience in fighting with no holds barred. Examples might include brutal gang members, pit fighters, parahumans with exceptionally high Brawn or Dexterity, or might even be an abused child who knows they'll never be able to beat their physically abusive

father, who is twice their size, so they've become accustomed to thinking about fighting with attention to weak points and vulnerabilities.

- When making a Dexterity-based melee attack, roll one extra die and keep the highest.
- 1-pip bonus increases to +2 dice.
- When confirming a critical threat with the Critical skill, roll the critical confirm at a modifier 3 higher than the initial attack.
- When attacking with Critical, you can threaten critical hits on a natural roll of +19, but these do not automatically hit and do not get the +3 to confirm themselves, and cannot be automatically confirmed.
- Choose a Critical specialty.

Specialties

- **Efficient Killer** - Your critical threats automatically confirm.
- **To the Pain!** - You can choose to have your critical threats automatically confirm, and deal double wound effects instead of increased damage.
- **Go for the Legs** - Critical hits disable one of the target's legs at random.
- **Bloodbath** - When you threaten a critical on a natural 20, you can choose to attempt a bloodbath crit. Roll to confirm twice without any bonuses from the Critical skill aside from the 3 dice. If you confirm both times, the critical hit does double damage instead of the normal increase. If either confirmation fails, the hit is treated as unconfirmed.

Finesse (Dexterity)

Careful handling of the right weapon can allow for a flurry of melee hits, each hit aimed at delivering maximum damage. Knife-fighters, sword-wielders and the like will often utilize finesse. Applies only to weapons with the Dexterity option, only when making attacks with Dex as the primary stat.

- Roll an additional die when rolling to attack in melee with a qualifying Dex weapon, use highest result.
- 1-pip bonus increases to +2 dice.
- Once per attack action, you may ignore 2 rolled wound effects (of the same level and type) that you deal, after rolling them, and roll 1 to replace them. You cannot reroll already rerolled effects.
- When attacking with Finesse, you can feint, rolling your flat attacking stat against the target's defending stat or Wits before the attack is made. On a success, the

attack roll is made at +2. This ability can be used once every other finesse attack action.

•••••

Choose a Finesse specialty.

Specialties

- **Quick Fingers** - After taking an attack action you may swap your equipped weapons as a free action.
- **Butchery** - When using the 3rd pip, also roll an additional lesser effect.
- **Precise** - Gain 1 AP on the first hit of a successful feint.

Martial Arts (Brawn/Dexterity)

Various martial arts are preferred by those who like to fight bare-handed. Martial Arts is unique in that it is not one skill, but a collection of styles that grant different effects depending on which path you choose to take.

- When fighting unarmed in melee combat, roll one extra die and keep the highest.

••

1-pip bonus increases to +2 dice.

•••

Choose a martial art. When you threaten a critical alpha hit on a melee attack, instead of rolling to confirm, you may choose to apply the martial art's benefit:

Judo: Attempt to grapple your opponent using strongarm.

Karate: Attempt to trip your opponent using acrobatics.

Boxing: Inflict your damage again as effects. These effects cannot be mitigated or ignored by skills.

••••

May choose to apply the martial art's benefit instead of confirming a critical defensive when fighting unarmed and having used MA for previous attack:

Judo: Throw the enemy to any adjacent square. They are knocked back by one square, and suffer the Dazed wound effect.

Karate: Smash their head into your knee, inflicting 1 moderate bash effect to the head and the KO wound effect.

Boxing: Uppercut. You get +2 to attack that enemy on your next turn. May be used at range.

•••••

Take the Martial Arts specialty of your chosen martial art.

Specialties

- **Iron Grip** (Judo) - When throwing an enemy off of the defensive critical part of judo, you can throw up to 4 squares and inflict 2 moderate bash effects instead.
- **Flow Like Water** (Karate) - Whenever you threaten an (alpha) offensive (or defensive)

crit, you add +1 to your critical threat range on defenses (or offenses) for 1 round. Only considers natural 20s to trigger, and thus cannot stack both options with each other or themselves.

- **Float Like a Butterfly** (Boxing) - Whenever you land an alpha strike, you can immediately shift 1 square

Strongarm (Brawn)

To a character with the strongarm skill, they've learned to approach the playing field with a sense of things being a tug of war and measure of raw power. If they're standing and their enemy is sitting on their ass, they have to be doing something right. To these ends, they emphasize grabbing, throwing, pushing, and otherwise physically bullying their opposition. The Strongarm skill is the province of bouncers, many athletes, wrestlers of all sorts, and heavy laborers.

Strongarm is also the skill that represents one's ability to use powers that move foes around.

- When rolling to grapple, hold, push, pull, or throw people, roll an added die and keep the highest result.
- 1-pip bonus increases to +2 dice.
- When initiating a grapple, roll strongarm at a +1 bonus.
- When you confirm a critical hit on a strongarm roll to grapple an opponent, you may take a grapple action of your choice (i.e. disarm, lift, strangle) immediately after resolving the grapple.
- Choose a Strongarm specialty.

Specialties

- **Kidnapper** - Can move without forfeiting stages of control.
- **Human Nunchuck** - The single greatest specialty in the game. When a foe is successfully grappled, can use them as a melee weapon. Attacks this way are made at a -4 penalty, +1 for every stage of control on the target, to a max of +0. Use the grappled target as a two handed Brawn-based melee weapon, dealing 2m bash. If a foe is struck, the damage from the attack is inflicted to both the foe and the grappled target.

Ranged skills

Aim (Dexterity)	
<i>A steady hand and keen hand-eye coordination are essential for those who would pick off their enemies with ranged attacks. Refining the ability to place the attacks where they need to allows more reliable hits and makes the hits that are delivered more potent. Favored by snipers and archers.</i>	
•	When making a ranged attack roll an extra die and keep the highest. If a partial action was spent this turn taking aim, increase the bonus to +2 dice.
••	1-pip bonus increases to +2 dice (+3 when an aim action is spent).
•••	Taking a standard action to concentrate allows you to add half your Wits pips (rounding down) to your next attack's hit roll, and pierce 1 layer of armor with the next shot.
••••	Ignore penalties to hit from partial cover if you spend a partial action focusing.
•••••	Choose an Aim specialty
Aim Specialties • Brutal Aim - Your shots have a 50% chance to stagger enemies on alpha hit. This only applies if your attack rolls wound effects, and is not blocked by shell, armor, superguts, or other defenses. • Multi-Aim - You can split your shots using the aim skill among multiple targets if you make multiple attacks. When attacking multiple targets, gain +1 to hit the next shot on each new target for each shot before it you hit this turn. This bonus can only apply once to each target per turn. • Patience - You can delay your ranged attack per Tactics skill using your aim roll, without requiring the Tactics skill.	

Barrage (Dexterity)	
<i>The second of the ranged combat skills, Barrage is focused around delivering more shots in a given span of time. At the outset, the character can make decisions about whether to shoot less accurately or focus on honing their aim when firing a great deal. Later on, the gap between these two options closes.</i>	
<i>Barrage skills and specialties only work with ranged attacks that are not Single Fire.</i>	
•	When making a ranged attack that fires multiple shots in a round, roll one extra

	die and keep the highest.
••	1-pip bonus increased to +2 dice.
•••	Suppressing Fire: Missing a shot by 3 or less gives the target -1 to hit on attacks they make next round. Does not stack.
••••	Missing by 1 or less hits and deals half damage.
•••••	Choose a barrage specialty
Barrage Specialties • Spray and Pray - Suppressing fire penalty to hit triggers on missing by 6 or less instead. • Splitfire - Can shoot multiple targets with the same barrage at no penalty. Shots can 'cleave', hitting any two adjacent enemies (they both roll dodge against the same attack).	

Bullseye (Dexterity)	
<i>Aim for center mass, breathe deep... exhale as you pull the trigger. This cape may use ranged attacks, but they sure aren't afraid of getting up close and personal. Used by the military, by hitmen, by vigilantes and others who may get into close-quarters scraps frequently.</i>	
•	When making a ranged attack, roll one extra die and keep the highest.
••	1-pip bonus increases to +2 dice.
•••	Allows you to mark enemies by flanking them. On an alpha hit, mark the target and note its direction in relation to yourself. When you next hit that target from the opposite side or those adjacent to it (counting your own facing), you may immediately consume that mark for one of the provided effects. You also re-mark them. Consume the mark to <i>rupture</i> the enemy for a round, dealing a lesser cut effect for every square they move.
••••	Consume the mark to reroll "Any" wound effects you inflicted.

•••••	Once you have consumed a mark on an enemy, you may choose how to apply their DR/Shell against your Bullseye attacks for the rest of the encounter, instead of them.
•••••	Choose a Bullseye specialty.
Specialties	
★	Hollow-point Consume the mark to make your projectile disintegrate inside the target's body. You inflict a -2 penalty to either the next attack or defense of your target.
★	FMJ Consume the mark before wound rolls to sacrifice one lesser effect, or downgrade a moderate effect for an additional -2 penalty to this attack's consciousness check.
★	High-Velocity Consume the mark to allow your attack to pierce through your target, striking all other opponents along the firing path; you may also immediately shift one square.

Gunfight (Dexterity)	
<i>Gunfighting is the province of those who know the battlefield and their weapons well. Having been through hazardous situations, they can maintain their cool and keep on shooting. Police officers in the most dangerous areas, military, child soldiers, and even gun aficionados with some experience in paintball or airsoft might show skill in gunfighting, but even more than other ranged skills, gunfighting is a skill that is learned with experience.</i>	
•	When making a ranged attack, roll one extra die and keep the highest.
••	1-pip bonus increases to +2 dice.
•••	Instead of making a ranged attack normally, a gunfight user can delay their attack as a standard action, choose one of the conditions on the table below, and then wait for an opening to strike. If and when that condition is fulfilled in the next round, they can make a 'potshot' attack against the target that fulfilled it at +1 to hit. If the condition is never fulfilled, the shot is wasted. Potshots do not trigger AoOs from shooting in melee from the target that they're shooting
••••	When setting up a potshot, the gunfighter can choose to have the 3-pip bonus be +1 die instead of +1 to hit, or select 2 conditions that will trigger the potshot.

.....	Choose a gunfight specialty.
Gunfight Specialties • Fan the Hammer - On hit with potshot, can ready another potshot at the cost of standard action next turn. The same action cannot trigger a potshot twice. This additional potshot lasts 1 full round before expiring if unused. • Fire Blind - Once/fight, negate all penalties from partial cover and blindness to hit a target.	

Brawn	A melee attack against the gunfight user or a shot from within 2 squares of the gunfight user.
Athletics	At the end of a foe's partial action spent on non-shifting movement, or a shift that moves more than 5 squares.
Dexterity	Foe takes an action that utilizes a non-damaging item (ie. throwing a flashbang), target makes a skill roll for any non-combat skill that isn't acrobatics or reflexes.
Wits	Foe emerges from smoke/sight hazard or from an area such that that line of sight was obstructed.
Social	User and teammates have target flanked from at least two cardinal directions (ie. user to their front, user's ally behind, character's ally to left). Trigger at the end of the flanking ally's turn. Both flankers must be in melee of the desired target.
Knowledge	Enemy fires as part of delayed action, or foe trips up on trap/hazard character is aware of.
Guts	Foe attacks the gunfighter from cover.

Defensive skills

Evade (Athletics)
<i>Duck, leap for cover, recognize danger and move the hell out of the way. Evading is an important thing for anyone who goes into a confrontation and doesn't expect to be able to</i>

deflect bullets. Favored by lightly armored capes who prioritize mobility and flexibility in their fighting style.

- When dodging an attack, roll one extra die and keep the highest.
- 1-pip bonus increases to +2 dice.
- Duck and Roll: When you successfully dodge an attack, you can shift 1 square in any direction. This does not interrupt multi-attacks.
- Gain two free evade rerolls per fight. You may not reroll rerolls.
- Gain an evade specialty.

Specialties

- **Slip Through** - You have +1 to dodge Attacks of Opportunity.
- **Fend Off** - Roll both Evade and another defensive skill vs. an attack. Rolls made as part of this defense have a -2 penalty. Has a 2 round cooldown. You gain the passive benefits of the higher skill roll. You cannot reroll into a Fend Off.
- **Somersault** - If your defense roll is three or more higher than an attacker's alpha strike, you gain +1 to defend against that enemy until the end of their next turn. Can only apply once per enemy per round.

Guard (Brawn)

As a Guard user, your first line of defense is your trusty shield. Guard is both a passive defense, as it closes off avenues of attack for the enemy, as well as an active one.

Active guarding grants +2 to your defense, and soaks all but 1m1l of damage. This damage is called "passthrough damage", and damages you as normal. See the shields section for further rulings.

More than any defense, shields are flexible and can be adapted to your needs.

Using guard requires you to have a shield equipped.

- While guarding against an attack while having a shield equipped, roll one extra die and keep the highest.
- 1-pip bonus increases to +2 dice.
- While not having moved in your last turn, you gain 1 point of DR.

••••	Allows you to active guard. The first time you successfully active guard (First Guard), there is no passthrough damage.
•••••	Gain a guard specialty.
Shield Augments • Shield Charge - When moving into melee from 5 or more squares away, roll your Brawn against the enemy's to inflict a moderate bash effect. • Foot Slam - Slam shield down on enemy's feet as a partial. Enemy rolls DC20 Guts. If they fail, their movement is halved on their next turn. If they fail by more than 4, they are also <i>staggered</i>. • Stand Your Ground - Can resist forced movement with a DC12 Brawn check. Roll checks until you fail, each check halving the movement further. Grants +1 to defend against Attacks of Opportunity if you have not moved on your turn. • Catch Weapon - When blocking a melee attack, can try and pin the enemy's weapon. Doing so imposes a -1 to your next defense. Reroll your defense, on a success, enemy is disarmed. • Push And Shove - While shifting, can push enemy along in front of yourself. Enemy can resist being shoved. Roll your Strongarm against enemy Acrobatics. • We All Lift Together - Can interpose for allies up to two squares away. When you interpose successfully, take reduced damage. Defend against AoE attacks at +2 (only if another ally is also affected). This interpose does not require the Tactics skill. • Feel The Weight - Your shield cannot be disarmed. In addition, it gains the 'Nimble' property, allowing it to be used as part of a dual wield, dealing 1m bash. You may also dual-wield the shield alongside any melee 1H weapon as if that weapon was Nimble.	

Parry (Attacking Stat)	
<i>Strike attacks out of the air, or redirect them with deft movements. A defense for those on the offensive. Parrying uses whichever stat you use to attack in melee.</i>	
<i>Using the parry skill requires the user to use a weapon capable of doing so. All ranged weapons are considered incapable of parrying.</i>	
•	When parrying an attack, roll one extra die and keep the highest.
••	1-pip bonus increases to +2 dice.
•••	Your defensive critical threat range is increased by 1. When you successfully parry an attack you may shift up to three squares towards or around the enemy. This does not interrupt multi-attacks. This does not allow you to move before taking an attack of opportunity off of a critical defense.
••••	You may choose to add another die to your next attack action with the weapon

	you used to parry. Doing so removes 1 die from your next defense. You must use parry to defend during that time.
•••••	Choose a Parry specialty.
Parry Specialties • Riposte - You can choose to activate the 4-pip bonus after an opponent has rolled their attacks but before you roll your defenses. • Pursuit - Increase the 3-pip movement to six squares or ath speed, whichever is less. If you are already in melee range in the first 3 squares of movement, your next attack against them reduces their movement away from you by half. • Tackle - Once per attack action, if you successfully parry while adjacent to the attacker, you may shift to any square adjacent to them and then you may push them back one square	

Withstand (Guts)	
<i>Block, brace and withstand incoming attacks. Ideal for brutes and those with otherwise high Brawn and Guts, as well as those who wear heavy armor.</i>	
<i>Can block striker attacks, unless the brute wears minimal covering and lacks a weapon with which to deflect strikes.</i>	
•	When blocking an attack, roll one extra die and keep the highest.
••	1-pip bonus increases to +2 dice.
•••	Once per round, when you would suffer a status effect(Knockdown, Stagger, Disable, Bleed, Blind, Confusion, Disarm) from a wound effect you may choose to instead halve your base movement next turn.
••••	When you roll 1 less than the amount needed to block an attack, treat the attack's damage as though it was reduced (criticals are reduced to moderates, moderates are reduced to lessers, lessers are halved rounding down, these all happen simultaneously). Applies to effects as well.
•••••	Choose a Withstand specialty.
Withstand Specialties • Power Through - The first time you roll consciousness in a fight, roll it at +5 if you	

attempted to defend against the cause of the consciousness check with withstand.

- **Steel Jaw** - 4-pip bonus applies when blocking by 2 or less.
- **Human Tank** - At the end of your turn you may choose to gain an extra 1m of DR until the start of your next turn. This has a three turn cooldown.

Miscellaneous Combat skills

Acrobatics (Athletics)

Hurdling, jumping, climbing, it's a question of navigating the environment and getting from A to B when there are too many things in the way, or when there isn't enough footing between the two points. At the highest level, parallels could be drawn between acrobatics and parkour or acrobatics and gymnastics. Either way, it is skilled whole-body movement and use of the environment.

Mentions of falls include cases where an individual is thrown.

- When navigating the environment by way of jumping, climbing, hurdling or falling, roll an added die and take the highest.
- 1-pip bonus increases to +2 dice.
- When you jump, add $\frac{1}{2}$ of your acrobatics pips to your jump height in squares, rounding up.
- You can move at your ground running speed along any vertical surface, unless it specifically lacks any handholds. Can not end your turn on such a vertical surface.
- Choose an Acrobatics specialty

Specialties

- **Steady Feet** - You may roll DC 22 acrobatics to resist any attempt to stagger you.
- **Fall Guy** - When falling, fall damage is instead treated as though you fell half the distance; applied after all flat modifiers to fall distance.

Reflexes (Wits)

Add bonus to rolls made to catch, time things, and other reactions, as well as initiative rolls in combat. Roll to dodge with a number of effects, including teleporting, and attack with a scarce few attacks focusing on precise timing.

Skill Points

- When rolling to test your cape's reflexes, roll an additional die and take the highest. This does not apply to initiative rolls.
- When rolling to test your cape's reflexes, roll two additional dice and take the highest.
- When rolling initiative, add your total pips in reflexes as a modifier.
- You can always act during surprise rounds. However, you automatically act at the end of initiative. If multiple people have this bonus, roll initiative normally to break the tie.
- Choose a reflexes specialization

Specialties

- **Twitchy** - If you start the battle below an enemy combatant in initiative, you have +1 to defend against all attacks in the first round of combat against enemies higher than you in initiative.
- **Instinctual** - Gain +1 to initiative rolls.

Sneak (Dexterity)

Sneaking is the ancient art of moving subtly, avoiding detection and attention. It allows you to sneak past guards, or maneuver on the battlefield by making able use of your opponent's disorientation. It's also imperative to invest in this skill if you want to lay ambushes for your opponents.

- When rolling to remain quiet and undetected, roll one extra die and take the highest.
- 1-pip bonus increases to +2 dice.
- As an active free action, you may attempt to *Sneak Off*, dropping a smoke grenade to cover your repositioning. This smoke grenade does not create lasting smoke. Roll Sneak vs highest Awareness of any opponent within 4 squares: on success, your next action does not suffer from AoOs. This bonus does not apply while knocked down.
- When moving out of line of sight of all opponents with a movement action, you may define a 3x3 sq zone. Each square in the zone must be one you could have reached with your remaining movement. At the end of any (movement) action that re-establishes line of sight with any of your zone's squares, you must choose which square you occupy. For the purposes of attacking, you may count any square in the zone as your current position.

At any time, for the purposes of cover calculation when attacking, you may count the edges of your square as any adjacent, passable square.
- Choose a Sneak specialty.

Specialties

- ★ **Dual-Purpose Casing**
Dropping a smoke grenade for *Sneak Off* leaves behind lasting smoke if you are successful.
- ★ **Out of Sight, Out of Mind**
Enhances 4-pip's zone: For the purposes of attacking, you may count any square in the zone, or any square (horizontally) adjacent to the zone, as your current position.
- ★ **Smoke Me**
You may use Sneak Off to cover an ally within 4 squares of you, giving them the benefit if you succeed instead of yourself.

Notes

Sneak Off requires a special smoke grenade that takes up 1 capacity. This grenade is not illegal, but may only be used to trigger Sneak Off.

You may only (successfully) Sneak Off once per encounter.

[Ambush rules](#) explain how to use Sneak to ambush enemies. This is generally only allowed in specific situations like Quests.

3-pip can for example be used to move without having to shift, or to make a ranged attack in melee without triggering a RiM AoO.

"Highest Awareness of any opponent within 4 squares" means that everyone within 4 squares rolls their Awareness, but you only need to beat the highest with your roll; not win a roll against all of them.

Tactics (Wits)

Survey the battlefield, reason enemy action, prepare actions and interpose for enemy attacks on your allies.

- When making rolls regarding surveying the battlefield and reasoning enemy action or interposing, roll an additional die and keep the highest.
- 1-pip bonus increases to +2 dice.
- At the start of a fight, before anyone else moves, can move self up to 2 squares in any direction. If multiple people use this ability, go in order of initiative.
- When delaying your turn, may take a movement action before delaying, at the cost of your coming turn's partial action.

••••• Pick one Specialty:

- ★ **Springloaded**
When delaying your turn, may choose to take your turn directly after you are attacked. If you are not attacked during the round you take your turn at the end of initiative.
- ★ **Maneuver**
May take a single movement action to interpose an attack.
- ★ **Vanguard**
You may redirect an attack at yourself when standing adjacent to the attacker. This means you defend normally against this attack, as if you were the original target.

Notes

[Interpose rules can be found here.](#)

Springloaded does not interrupt the attacker's turn, you take your turn once they end theirs.

Willpower (Wits/Guts)

Keep on keeping on. Somewhere along the way, the character learned to plumb the depths deep inside them, dredge out that last gasp of air, that last iota of energy, or push through despite rain, sleet, heat, or chaos storms of warped space. Those techniques they've picked up, where they push themselves to the limit, they can make that push just a little bit more often. Masters include athletes, marathon runners, firefighters, workers on fishing boats, and even those disabled who struggle to do even normal tasks.

Wits is used as the base stat when the effect is mental, and Guts when the effect is physical. The maximum skill rank is limited only by the highest stat.

Skill Points

- When rolling against an effect that tests the character's mental or physical tenacity, stamina, or ability to power through pain, roll an additional die and take the highest.
- • When rolling against an effect that tests the character's mental or physical tenacity, stamina, or ability to power through pain, roll two additional dice and take the highest.
- • • Thrice per fight, can ignore the penalties from pain on a consciousness roll.
- • • • Once per fight, can delay the effects of a wound effect for up to 2 rounds. This is done before any DCs from wounds are rolled. Does not work on critical wounds.
- • • • • Choose a willpower specialty

Specialties

- **Second Wind** - Can reroll a consciousness roll once per fight, but at a -4 penalty from the initial roll.
- **Tolerance** - The character always ignores the penalty from the pain effect.

Roleplay skills

Awareness (Wits)	
<i>To be perfunctory, Awareness is trained senses. Looking and listening and being able to track one's enemies and allies in the midst of a confrontation are essential. At the lowest level, it's the ability to see something in shadows or make out a bit of whispered conversation. At the highest level it is the ability to notice the cues and changes in air pressure to know that something's wrong.</i>	
•	When testing one's perception with a Wits roll, roll an added die and take the highest.
••	1-pip bonus increases to +2 dice.
•••	You can track targets. Have them roll stealth at a +5 modifier when you examine any location they were in in the last week. If they fail, you can tell the direction they were going and what path they took through the area. You automatically fail this roll if the area has a dozen or more people passing through it every day, such as an airport or crowded street.
••••	The penalty for being caught flatfooted in combat is reduced by -2. You automatically detect any stealth rolls below 15 + your Awareness pips.
•••••	Choose an Awareness specialty.
Specialties	
★	Steely-eyed Reduce the DC of all blindness effects by 3.
★	Stop Trying That Gain +2 against Sneak Offs if the opponent has failed a Sneak Off within the last round.

Charm (Social)	
<i>Some people can look good in rags, or make even crabby old ladies blush. Charm is the ability to project an image of one's self and beliefs through any audience. For capes, this usually means carefully crafting their actions and cape persona to appeal to the general public in a specific way.</i>	
•	When making a social roll that involves calibrating initial impressions, attractiveness, seduction, or attempts to sell one's emotions (including acting,

	emotional appeals), roll an extra die and keep the highest result. Public appearances and displays more easily spread your name throughout an area. When you win a faction action you may make a contested Charm check to gain an Activity's worth of money as well.
••	1-pip bonus increases to +2 dice.
•••	Those who are familiar with you will notice your activities even in other areas. When you would start a public fight or event you may bet up to your Charm pips worth of Loyalty on the match. Whoever wins gains that amount of Loyalty from the loser. Can not be used with Assaults or Skirmishes. At an interpersonal level you can get a better feel of a person's attitudes. Once per session you can roll Charm against an opponent's Charm, Deception, or Scrutinize to know if they would be open to a suggestion be it peace, cooperation, or bribery.
••••	You've figured out how to spend the good will of others. By accomplishing a display of public good or by giving up all Loyalty in a controlled territory you may compel the public to act in your favor for a specific purpose like hosting a no-cost event for you, coordinating a manhunt, or starting a mass gathering.
•••••	Choose a Charm specialty.
Specialties	
★	Crowd Pleaser You can sway groups of neutral or friendly NPCs to take actions in your favor with a Charm roll at a DC the GM sets based on the size of the population and difficulty.
★	Idol Your identity is built around a cause, a symbol. While wearing a publicly familiar and undamaged Costume gain +2 to all social rolls.
★	Media Darling Opinion pieces and editorials see you in a good(or at least understandable) light. Unless you do something publicly egregious you won't come off horribly in the news. This benefit is not shared by your faction or allies.
Notes	
	It is the character with Media Darling's responsibility to inform others about their specialty before anything is published. Crowd Pleasers take a general group at ~8 people for DC of 16. The more drastic actions raise the DC, as well as the amount of people in the group. DC may be lowered or removed at GM discretion if the character has time to work the crowd.

Command (Social)	
<i>You've got people under your command, and it's time to get shit done. Command lets characters take control of and lead larger groups more efficiently and strategically.</i> <i>Command benefits are primarily aimed at those who are already subordinate and cooperative, and helps to direct them and bring out the best in them.</i> <i>Favored by many leaders, particularly captains of squads and organizations. More passive leaders who don't face a great deal of confrontation, such as politicians, may favor Charm.</i>	
•	When rolling to direct or inspire your subordinates, roll an extra die and take the highest. In your presence, subordinates may substitute your Command roll for their Willpower or their Abstraction bonus roll.
••	1-pip bonus increases to +2 dice.
•••	Unlock one of the below Abstraction bonuses to use while directly fighting with your subordinates. • Ambush: Mark a 3x8 cardinal line on the map. Mook can immediately attack anyone that enters the zone once. • Covering Fire: When you would prompt an AoO, the mook attacks anyone that takes it. • Distraction: Activate when the opponent uses an Abstraction bonus and before you roll any saves. The bonus is negated. One round cooldown. • Hit and Run: Mook flees the battle, taking the income <i>they</i> earned from the Prize Pool and securing it for you. • Coordinated Push: Opponent decides to defend against the mook's attack or grant you +4 to your next attack.
••••	For every 5 mooks you control, you may designate one Dedicated Mook. The Dedicated Mook is far more willing to take risks for you, even at greater personal risk. In Abstracted fights Dedicated mooks can be selected as a fighter instead of selecting randomly. Dedicated mooks may use your Command skill and stat to command your other subordinates.
•••••	Chose a Command specialty
Specialties	
★	Overwhelming Force In Abstracted fights, if your side has more than twice the opposing side's mook count you may take two Abstracted bonuses per round instead of one.
★	Dogma Any of your subordinates may benefit from your Command roll even without your

	presence.
★	Mastermind You may use 2 additional Abstraction bonuses from the 3rd pip.
★	Supply Line When purchasing costumes, weapons, or tools for 10+ subordinates at the same time, gain a 30% discount.
Notes	
	Subordinates refer to mook class NPCs by default.

Computers(Knowledge)	
<i>The computers skill covers the use of technology, devices, programming, and secure use of these things. While virtually everyone has some facility and familiarity with technology, the skill suggests more comfort and familiarity with technology overall. On a secondary level, the Computers skill covers the use of digital items, which might include phones, cameras, listening devices and further tech. Hackers, programmers, IT specialists, security specialists and more technologically minded burglars might have some basis in this skill.</i>	
•	When making a roll that involves computers, programming, technology and hardware, roll an additional die and keep the highest result. Can operate tech and computers despite distraction or harassment without penalty or fumbling.
••	1-pip bonus increases to +2 dice.
•••	Character's tech knowledge is sufficient to secure their tech vs. anyone with less than 3 points in Computers. On the flipside, can access tech owned by those with less than 3 points in Computers without a Computers roll so long as they are physically interfacing with it. Your Computers contests have +3 for each Computers point you have above your opponent.
••••	Can create programs. Programs perform simple tasks, such as making hack attempts, punishing attacks, gathering information, or performing research.
•••••	Choose a Computers specialty.
Specialties	
★	Shutdown With access to a system, can brick it as a full round action.

★	Programmer Can create more advanced programs, as described in the 4-pip skill.
★	IT Support Can support a network of devices that are owned and operated by other characters, using your Computers skill and Knowledge to defend against attackers in place of theirs.
Notes	
Computers are very productive, but unable to grasp complicated commands. A computer script created with the 4-pip can perform any task that can be explained in a simple sentence with one clause. “Download files from this server”, “Stream this camera’s footage back to my laptop” “Restart the software every 12 hours.” What taking Programmer enables is creating computer scripts that can react to information given to them. A computer script created with Programmer can perform a small series of simple sentence tasks sequentially, and can have logical branching paths based on the input it receives. “Parse through every video uploaded to this server. Identify if the video contains this person. If a video contains that person, download the video to my laptop. Text me when this happens.”	

Deception (Social)	
<i>Everyone lies, and some people make the lies a part of their identity. Careful use of body language and word choice, being able to believe one’s own words, management of stress levels and tailoring one’s tales to their audience are all covered by this skill. Favored not only by liars, criminals, conmen, and various slimy ‘legitimate’ professions, but by actors and by lawyers. Those who have been living a lie for a very long time might have a few points in the skill.</i>	
Skill Points	
•	When lying, cheating, or attempting to deceive someone, roll an extra die and take the highest.
••	When lying, cheating, disguising yourself, or attempting to deceive someone, roll two extra dice and take the highest.
•••	The bonuses from deception also apply when crafting disguises. Make two deception rolls, and take the highest. This roll is the roll for your disguise, and is

	rolled against by an opponent's scrutinize. You can reroll a deception check once per encounter when trying to lie or deceive someone.
••••	When you have time to prepare and rehearse a specific lie ahead of time, can roll an extra die when retelling it. Must state the specific lie prepped in a public channel beforehand, and can only prepare one lie at a time.
•••••	Choose a deception specialty
Deception Specialties • Immersive Storytelling - +1 to Deception rolls for each successful lie told. Must be lies about different topics, stacks up to three times, resets at the end of a scene. • Slippery Liar - +1 to Deception rolls to deflect blame or make another look bad. • Disguise Artist - When crafting disguises, roll at a +2 bonus. • Forger - Skill now applies to written/typed word, forgeries. +1 to rolls involved. • Mysterious - The character can take a single session quest to try to erase traces of their past, files, etc, giving a permanent -1 🎲 for enemy background checks.	

Driving(Wits)	
<i>Driving is a common basic capability in civilized society, but the truly skilled can safely ramp motorbikes without crashing, pilot complicated vehicles, outmaneuver others in chases and other such feats. This skill also represents chase sequences, with better drivers being able to outmaneuver, escape or corner the other.</i>	
•	When piloting a vehicle, roll 1 extra die and keep the highest. You may initiate Fleeing attempts, full round in mid-fight while adjacent to a vehicle. Make a contested driving check against the enemies, escaping on success.
••	When piloting a vehicle, roll 2 extra dice and keep the highest.
•••	Driving has reached a professional level. Your Driving contests have a +3 bonus for each Driving pip you have above your opponent.
••••	When you initiate a Fleeing attempt you may bring anyone adjacent to the vehicle with you up to the vehicle's capacity.
•••••	Choose a Driving specialty.
Specialties	
★	Hotwire When Fleeing or pursuing you may use vehicles you do not own.

★	Step on the Gas You may initiate Fleeing attempts as a standard action.
★	Clown Car Vehicles you pilot count have 2 additional capacity.
Notes	
When attempting to Flee, a pursuer needs a vehicle to follow. (1 pip) The exception to this is when the pursuers have 20+ squares of movement per partial action, or are reasonably speedy(GM discretion if they can outrun a car flavor-wise). Vehicles are placed on the battlefield with their owner. Any pursuers immediately leave combat when the Flee attempt is initiated.	

Medical (Knowledge)	
<i>Treat, aid, and nurse. Medical allows you to cure and mollify serious injuries and effects, with a successful check.</i>	
Medical actions	
<i>Except where otherwise noted, all medical actions require at least a stocked first aid kit. All first aid is considered a full-round action, and leaves you flatfooted that round.</i>	
- <i>DC12: Set a broken bone. You cannot set your own broken arms, as medical care requires both hands to perform.</i> - <i>DC16: Suppress Death Sentence this round. 6 successes will cure death sentence, with critical successes counting as 2 successes for this purpose, not necessarily in a row. Without any points in Medical, a success only reduces the damage to a lesser.</i> - <i>DC18: Suppress normal stat point loss, restoring 3 points of your choice. Excludes long-term and permanent stat loss.</i>	
Skill Points	
•	Capable of attempting basic medical actions. When attempting these actions, roll 1 additional die and take the highest.
••	When attempting medical actions, roll two additional dice and keep the highest. Additionally, may make a DC 16 medical check as a full round action to suppress two chosen wound effects on target. Wound effects return in 3 rounds unless this

	action is repeated 3 times for those wound effects.
...	Can move people under death sentence without killing them. +1 to all medical rolls and medical Knowledge rolls.
....	In a pinch, can make medical checks without any sort of medkit, but take a -3 penalty to all checks made in this way. When suppressing wound effects, can increase DC by 2 to suppress the wounds themselves, not just the effects. This can only be done up to the patient's Guts worth of wounds.
.....	Choose a medical specialty.
Specialties • Triage - 2-pip bonus can negate 3 wounds instead of 2. • Ripper - When defending an organ harvesting faction job, increase the income to \$3000.	

Scrutinize (Wits/Social)	
<i>What's with him? Look at his clothes, the way he stands. The quirk of his mouth. Why is he so tense? There's something going on. This is the scrutinize skill at work. Analysis of people, what they're saying and doing, the clues on their person and their body language. Scrutinize is a defensive skill of sorts in the Social field, key for those who would want to spot any deception or who need to know people well to do their job. Investigators, detectives, cops, psychologists and (good) human resources workers might have more points in scrutinize.</i>	
•	When rolling to analyze people, detect lies, or uncover disguises, roll one extra die and take the highest. When attempting to discern a lie, roll scrutinize vs deception. On a success, the character either looks sincere or insincere, depending on whether they are lying or not. On a failure, they always look sincere. This does not make your character automatically believe or disbelieve.
••	1-pip bonus increases to +2 dice.
•••	When you have someone in your power and ample time to prepare, for example as a prisoner, the character being interrogated automatically has to roll deception for lies they make.
••••	At the end of an encounter, may roll a DC20 check to see if you've been lied to during said encounter. You can't tell specifically what's false.

•••••

Choose a Scrutinize specialty.

Specialties

- **Truth Detector** - When rolling to discern lies, roll at a +2 bonus.
- **Glance Over** - Make automatic scrutinize check at conversation start. Once during the encounter, you can sub this roll out for any other scrutinize roll in the conversation, replacing the rolled value with the one you rolled at the start.

Street Smarts (Knowledge/Social)

The skill pertaining to knowledge of urban life, urban navigation, crime, criminals, gangs, drugs, guns, street level officers, and rules/dynamics.

- When making rolls pertaining to urban life, urban navigation, crime, criminals, gangs, drugs, guns, street level officers, and rules/dynamics, roll one extra die and keep the highest.

Mook upkeep is reduced by \$250 per week.

••

1-pip bonus increases to +2 dice.

Mook upkeep is reduced by \$250 per week.

•••

Using your knowledge of the henching scene, you may attempt to find out who a mook is working for with a DC18 street-smarts check as you recall/research rumors and updates.

••••

Your networking has given you contacts with serious mercenaries. You may roll to recruit a mercenary mook for **10k** with an upkeep of **2k**. Mercenaries count as *two* normal mooks towards your max mook capacity.

•••••

Choose a street smarts specialization.

Specialties

★

Coach

Once per week, may train a single mook. Costs \$2000, gives them a single skill pip. Can be done up to 4 times per mook. Can only train skills that you have yourself, to the rank you have them.

★

Popular

You may maintain 2 additional mooks at a time.

★	Discerning Recruiter Once per week, may recruit a specific class of General mook.
Notes	1 & 2 pip bonuses stack to -\$500 of upkeep. 1 & 2 pip upkeep reduction does not apply to Mercenaries. Mercenary Mooks stat line is: 5,5,4,4, 4,3,2.

Thievery(Dexterity)	
<i>Become capable of sleight of hand, lock picking, pickpocketing, shoplifting, breaking and entering, looting, and other nefarious deeds. Thievery rolls are made whenever subtlety is needed, in any task other than sneaking around.</i>	
•	When making rolls for sleight of hand, lock picking, pickpocketing, shoplifting, breaking and entering, looting, and other manual actions for nefarious deeds, roll one extra die and keep the highest.
••	1-pip bonus increases to +2 dice.
•••	Experience and know-how provides some ability to assess and collect higher quality goods on the fly; the character earns +5% in illicit earnings per skill point in Thievery.
••••	The character has a passive +4 bonus against all scrutinize and investigation rolls targeting their actions out of combat (not what they say).
•••••	Choose a thievery specialty
Specialties	
★	Sticky Fingers Can attempt to steal an item from a character in combat. Roll opposed thievery vs their attack skill for any weapons, and strongarm for everything else. This is a standard action normally, but becomes free if the target is paralyzed, screaming, blitzed, or staggered.
★	Cat Burglar If the character is free, can passively bring in 600 dollars per week, stealing from safe targets. The cape selects their targets so as to leave no evidence connecting them to these crimes.
Notes	

	Thievery third pip provides its benefits to both jobs and skirmishes.
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Threaten(Social)	
<i>Scare, coerce or threaten others. Threaten lets you leave lasting negative impressions and uses your imposing presence to scare others into submission.</i>	
•	When rolling to scare, coerce or threaten others, roll an extra die and keep the highest. When you make an unpowered NPC roll for consciousness you may roll your Threaten against their Willpower to Scare Off, making them surrender or flee.
••	1-pip bonus increases to +2 dice.
•••	You can use your attacking stat instead of Social with the Threaten skill.
••••	You can roll to Scare Off when hitting targets you have already wounded.
•••••	Chose a Threaten specialty
Specialties	
★	Back for More Targets you have previously Scared Off must reroll successful rolls against all your future Threaten attempts.
★	Bigger Boat Your Scare Off attempts also roll against a second NPC, closest to your target.
★	Terror You have +2 to Threaten unpowered targets.
Notes	
	Targets that fail against a Scare Off can choose to surrender or flee based on circumstance.

Equipment Rules

New characters start with \$1000 cash.

Costume Rules

Costumes include both clothing and armor, the pieces of a character's outfit that are worn on their person. Costumes are summarized as a complete outfit, including mask, torso, gloves, leggings, boots, and cape, among other details or accessories. These outfits will fall into tiers, based on their overall quality. The table below suggests costs for each tier of costume:

Costume Tier	Cost (In USD)
One	\$15
Two	\$150
Three	\$2500
Four	\$5000
Five	\$10k

On *purchasing* a costume, characters may create a paper trail, or at least create an avenue for investigators to get details on them. The higher the tier of costume, the more notable the trail.

Tier One costumes are so cheap as to be virtually free. Plastic dollar-store masks, bandannas covering face, makeshift war paint, slightly unconventional clothing from a thrift store. Looks cheap.

Tier Two costumes are basic, effective pieces of gear all put together. They might not look good, or they might look good while effectiveness is lacking. Could include a hockey mask, sports equipment, or a skintight suit with modifications.

Tier Three costumes are the point where costumes really start to pass muster. They're also at the point where people can really start tracing the buyer through sellers.

Tier Four costumes are top of the line. The materials are the best available, and the craftsmanship is of the highest quality.

Tier Five costumes are akin to Tier Four costumes, but are even better than what standard tools and expert skills can produce, typically requiring access to unconventional components, superhuman talents or skills, and powers.

Depending on tier, the costume may have a set number of qualities. The number of advantageous qualities depends on the tier, with characters picking a number of advantages off the advantage lists equal to the tier of the equipment. Each tier gives one minor advantage, two of which stack into a major advantage. All armor is light armor by default, increased by selecting the 'armor' costume quality.

All armor, regardless of tier, also provides the wearer with 3 points of shell.

Superior Costume Qualities (Can take 1 per two minor qualities sacrificed):

Combat	The armor has spikes or other augmentations that make it better in a scrap. Melee punches and kicks are treated as though the user is wearing a gauntlet of a chosen damage type.
Coverage	Costume covers all skin. Provides some safety against burns, as well as ambient environmental effects such as steam, bugs, and cold. Such things don't take effect unless wearer is wounded or power is directed. Specifics are listed under the wound effects of burn wounds.
Covert	Dark colors, padded soles, etc. Costume affords +2 to attempts to stay concealed and silent, while hiding or active.
Movement	Costume assists in scaling surfaces or swimming. Can now move with selected mode at half base speed without needing to roll (barring especially troublesome environments) and get a +1 to rolls for said movement mode. Can also facilitate some flying/gliding, but only provides the +1; other benefits are at GM discretion and depend on means of flight & mode.
Protection	Provides an additional 1 armor (granting an extra 1I DR) against a damage type specified before combat without increasing encumbrance. This quality can't be stacked.
Supply	Costume includes container or containers that provide supply of some sort of material needed for power (water, sand, poison gas, battery).

Tech	Costume includes something equivalent to a breathing apparatus (for smoke or underwater), night vision, comms, body cams etc. Body Cams that constantly broadcast position/stream video to another source require the tech feature to be taken twice. You may only record situations if every involved player has been notified of it OOC.
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Minor Costume Qualities (1 per tier):

Armor	Increases the tier of the armor from light to medium and from medium to heavy. Can be taken up to twice. Each point of armor gives one lesser of damage reduction, stacking into moderates. If an attack would be reduced to deal no damage, it instead deals a single typeless lesser. See the armor section for more information.
Brace	Come in form of bracers or bands that protect joints and limbs. Protective sheaths provide an additional die vs. 'disable limb' effects.
Helm	Protective face/head covering provides reroll or resistance roll (if there was no initial roll) against 'confuse' effects.
Goggles	Gain reroll or resistance roll (if there was no initial roll) vs. blinding effects.
Mask	Covers mouth effectively, may have filters. Provides some protection against gas, smoke, and choking effects ambient in air. Gain reroll against such effects.
Mail	A degree of underlying/covering armor provide some protection against slashes and keep cuts from cutting too far or too deep. Provides reroll or resistance roll DC 14 flat Guts (if there was no initial roll) to resist bleed effects.
Reinforce	If a feature would break, the Reinforce quality breaks instead.
Material	Costume is made of an unusual material (Wood, glass). Typically used to encourage/boost some power use.

Padding	Mitigates fall damage. Ignore the first 2 squares of fall damage you would take.
Pockets	Grants space for carrying more items/weapons. Adds 2 carrying capacity . Can be taken multiple times.
Privacy	Leave behind less evidence, masks identity better. Penalizes opposed investigation rolls by -2.
Slick	Harder to hold. Enemies get a -1 to grapple attempts. +1 to escape holds/bindings.

Negative Costume Qualities (Grant 1 point per, only one negative costume quality can be taken):

Bulky	While worn, penalizes Athletics by 1. Changing costumes takes twice as long.
Flashy	The costume makes noise and due to colors, composition, or a unique profile, doesn't lend itself to being quiet or stealthy. -2 to all Sneak rolls.
Fragile	Prone to being damaged, due to materials or costume construction. On taking [Bash, Cut, Pierce, Burn choose one] damage, lose a costume quality.
Strappy	Costume provides things to hold on to or grip. While worn, -4 to escape grapples/bindings, or evade them in the first place.

Weapon Rules

Sheathing or unsheathing a weapon is a partial action. Weapons can be dropped as a free action and can be picked up as a partial or as part of a movement action that passes by them given that they are in an adjacent square to you.

Dropping a weapon is a free action. Sheathing and unsheathing weapons may be combined with move actions, so long as the hands are otherwise free.

Melee Weapons

	Spear / Glaive / Staff 2		Extended Reach 1 7 Can be thrown at -2 to hit.	
	Dexterity 3	1 hand 5	After a successful defense, can shift 1sq away from opponent.	
	1m Bash / Cut / Pier 4	\$200 6		

All weapons are displayed in the above format.

1) This denotes whether a weapon is a melee or ranged weapon. Grenades have their own symbol, but are also ranged weapons, though they have some special rules.

2) The name of the weapon. Some weapons share similar stats, and are grouped together. In the above example, there is no mechanical difference between a Spear, Glaive, or Staff other than damage type, so they all share the same entry.

3) For melee weapons, this indicates the stat used with this weapon.

4) The damage dealt by the weapon. Different damage types separated by a slash indicate different available options for this weapon; the choice is made on purchase or creation, and is permanent. If the weapon has AP, it will be noted here (see Armor Piercing)

5) The number of hands required to hold the weapon. Most people only have two hands, which limits the amount of weapons and shields they can wield at one time. If the weapon can be dual wielded, it will be noted as a 'Nimble' weapon here.

6) The market price of the weapon.

7) Any unique qualities of the weapon. For a full breakdown of different abilities and their meanings, see the chart below.

Extended Reach X	Additional X squares of Reach for making attacks and threatening movement/rim aooos.
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Offensive Reach X	Additional X squares of Reach only when making standard action attacks.
Cleave X	Can make a single attack against up to X opponents. All opponents must be adjacent to the 'primary' target, and be in Reach.
Nimble	Can be used with other Nimble weapons to dual-wield. Weapons cannot dual-wield, unless specified.
Single Fire	May make only a single attack before needing to be reloaded. Reloading is a partial action.
Brutal	If used for the Alpha Strike, deals an additional 1mE of this weapon's damage type.
Serrated	May replace all moderate wound effects inflicted by an attack with this weapon with Bleed, declared before wounds are rolled but after defenses are applied.
Illegal	Cannot be purchased without GM permission.
Shardlocked	Using this weapon causes penalties when used by capes. GM determines penalties.
Concealable	Requires DC14 Wits or a pat-down to spot.
Critical +X	When confirming a critical threat with this weapon, roll at +X
Bulky	This weapon takes up +1 carrying capacity.

You can also make a 'Heavy Attack' by using a 1 handed melee weapon with both hands. This increases the damage by 1l, unless otherwise noted in the description.

	Fists		Unarmed When Heavy attacking, deals 1m1l Bash. Cannot be Disarmed.
	Brawn / Dexterity	1 hand, Nimble	
	1l Bash	\$0	

	Brass Knuckles / <i>Claws</i> / <i>Gauntlets</i>		Unarmed When Heavy attacking, deals 2m Bash / Cut / Pierce
	Brawn / Dexterity	1 hand, Nimble	
	1m Bash / Cut / Pierce	\$200	
	Spear / <i>Glaive</i> / <i>Staff</i>		Extended Reach 1 Can be thrown at -2 to hit. After a successful defense, can shift 1sq away from opponent.
	Dexterity	1 hand	
	1m Bash / Cut / Pierce	\$200	
	Knife / <i>Dagger</i> / <i>Shiv</i>		One knife may be carried without counting against your capacity. Concealable
	Brawn / Dexterity	1 hand, Nimble	
	1l Cut 1le Cut	\$10	
	Machete / <i>Handaxe</i> / <i>Bowie Knife</i>		Serrated Critical +3
	Brawn / Dexterity	1 hand, Nimble	
	1m Cut	\$100	
	Sword		Brutal
	Brawn / Dexterity	1 hand, Nimble	
	1m Cut	\$200	
	Greatsword		Offensive Reach 1 Cleave 2
	Brawn / Dexterity	2 hands	
	2m Cut	\$500	
	Battleaxe		Brutal Bulky Cleave 3
	Brawn	2 hands	
	2m Cut	\$500	

	Halberd		Extended Reach 1
	Brawn / Dexterity	2 hands	
	2m Bash / Cut / Pierce	\$500	
	Scythe		Offensive Reach 1 Confirmed critical hits inflict bleed and pain. Critical +2
	Brawn / Dexterity	2 hands	
	2m Pierce	\$500	
	Hammer		
	Brawn	1 hand	
	1m Bash 1AP	\$100	
	Sledgehammer		Offensive Reach 1
	Brawn	2 hand	
	2m Bash 1AP	\$100	
	Baton / <i>Blackjack</i>		Conc rolls from baton attacks are made at -1.
	Brawn / Dexterity	1 hand, Nimble	
	1m Bash	\$100	
	Mace		When heavy attacking, damage becomes 1m. Bash 1m Cut 1 AP
	Brawn	1 hand	
	1l Bash 1l Cut	\$500	

Shields

You can only use one shield at once. Shields generally require one hand to wield.

Confirming a critical defence while active guarding means you do not take passthrough damage from said attack. If this critical defence has your First Guard bonus, the bonus is not spent. You pick which 1m1l of the passthrough damage code you take. When active guarding against an attack that makes multiple attacks in one attack action (such as a multiattack or dual-wield), add up all the damage that you successfully active guard against, and then choose the 1m1l of passthrough damage you take from that pool. Passthrough damage ignores all but one point of armor/DR.

If you active guard an attack that deals less than 1m1l, you behave as if you had an additional 1m1l dr against the passthrough damage. You may only benefit from Shield properties if you are using the guard skill to defend against the attack.

Heavy	Reduces base movement by 2 squares.
Medium	Reduces base movement by 1 square.
Light	Does not penalize movement.

	Riot Shield		<i>Large plexiglass shield designed for crowd control. Favoured by police officers.</i>
	Heavy	2 hands	
		\$500	Requires both hands to wield. Need to spend a partial action on your turn bracing the shield to allow active guarding that round. Can be used to attack (brawn weapon), dealing 1 moderate bash and one moderate bash effect. Attacking with the shield automatically braces you. Active guards at +4 instead of +2.

	Pavise		<i>Used less for personal defense and more as protection against long-range harassment. Favoured by crossbowmen.</i>
	Heavy	1 hand	
		\$500	Can be deployed as a partial action to provide full cover. Can be un-deployed as a partial action. Does not block movement through its square. You may use the Pavise to defend with Guard (not Active Guard) even if it is deployed, as long as you are adjacent to it. You count as Full Cover for allies while holding this shield and using it to defend.
	Kite Shield		<i>Long, angled shield providing lots of body coverage. Favoured by foot soldiers.</i>
	Medium	1 hand	
		\$200	May downgrade the first non-"Any" wound effect you suffer each attack. If only "Any" wound effects were rolled, may downgrade the first effect. Does not apply to Active Guard. Downgrades moderates into lessers and lessers into typeless wounds. If a Kite Shield is used against an attack with mixed damage codes, you may choose which damage type you apply the wound effect reduction ability to, after wounds are rolled. Will also always downgrade moderates before downgrading lessers, if any are rolled. Cannot downgrade critical wounds.
	Heater Shield		<i>Triangular & durable shield, intended to complement a strong defense. Favoured by knights.</i>
	Medium	1 hand	
		\$200	Grants 1m DR (does not stack with other DR sources) against frontal attacks you are facing directly (see Directionality). This DR is applied before anything else. May be applied to passthrough, respecting the 11 DR limit.

	Roundshield		<i>Classic shield design, as old as war itself.</i>
	Light	1 hand	
		\$100	Adds a lesser cut effect to one-handed weapons used alongside this shield, once per turn.
	Buckler		<i>Lightweight and extremely flexible shield design. Favoured by duelists and swashbucklers.</i>
	Light	1 hand	
		\$100	Bucklers leave one hand flexible, allowing you to switch between the shield and an item (like a weapon) in that hand at the start of your turn as a free action. Can only Active Guard (and benefit from shield augments) when the buckler is selected.

Ranged Weapons

All ranged weapons use Dexterity as their attacking stat. Where melee weapons would indicate the stat used, Ranged weapons instead list their range.

RI X	Range increment of X squares.
MR X	Maximum range of X squares.

Characters suffer a -2 to hit per range increment, rounded down, between the attacker and the target. If you use a shardlocked weapon, expect your power to start trying to punish you, as under the [Guns and Shards](#) section.

Guns may be used with rubber bullets, converting their damage to Bash and making them unable to kill. When opting to use rubber bullets, your weapon's range (increment) is halved.

Some ranged weapons fire multiple times as one attack action; this is shown by an 'x' following their damage code. For example, a machine pistol makes fires 3 times when used to attack; its damage is listed as 1m pierce x3.

	Revolver		Shardlocked
	RI 8	1 hand	
	2m Pierce	\$2000	
	Sniper Rifle		Shardlocked, Illegal Single Fire
	RI 24	2 hands	
	4m Pierce, 1AP	\$11000	
	Rocket Launcher		Shardlocked, Illegal Single Fire Miss causes shot to continue in a straight line until it hits a wall. Other targets within 3sq of impact site take 3 moderate Burn, DC18 defense to negate; DC 15 to reduce.
	RI 5	2 hands	
	4m Burn	\$3000	
	Grenade Launcher		Shardlocked, Illegal Grenade takes effect on impact.
	RI 14	2 hands	
	See 'Grenades'	\$1000	
	Bow		
	RI 8	2 hands	
	2m Pierce	\$200	
	Crossbow		Single Fire Bulky
	RI 8	2 hands	
	2m Pierce, 1AP	\$400	

	Javelin			Can be used skillless at 3d20+Brawn Can be used in melee at -2 to hit; Using this weapon with a heavy attack negates this penalty, but does not add any extra damage. Can be recollected.
	RI 8	Single Use	1 hand	
	2m Pierce		\$10	
	Pistol			Shardlocked Concealable
	RI 8		1 hand, Nimble	
	1m Pierce		\$600	
	Machine Pistol			Shardlocked, Illegal
	RI 6		1 hand	
	1m Pierce x3		\$2500	
	Shotgun			Shardlocked Range increment penalty is doubled. Deals 1I Pierce if missing by ≤5.
	RI 4		2 hands	
	4m Pierce		\$1000	
	Assault Rifle			Shardlocked, Illegal
	RI 14		2 hands	
	1m Pierce x4		\$3000	
	Machine Gun			Shardlocked, Illegal Bulky Must be Vehicle/turret mounted or requires SB1+ to use.
	RI 16		2 hands	
	1m Pierce x5		\$24000	
	Flamethrower			Shardlocked, Illegal Bulky 4x1 line AoE
	MR 4		2 hands	
	1m Burn x3		\$6000	

	Throwing Knife / <i>Chakram</i> / <i>Shuriken</i>			Can be drawn as part of attack Concealable
	RI 6	Single Use	1 hand, Nimble	
	1m Cut / Pierce		\$10	

Grenades

When throwing a grenade, first make a DC12 Dexterity roll. Failing this roll means that the grenade misses the target square by 1d4 squares, in a random direction (roll 1d8, where 1 is directly north, 2 is north-east, 3 is east, etc.). All targets within the range of the grenade still make the relevant rolls to dodge the effect.

Grenades have an additional field in their stat array, located between their range and their required number of hands. This is the size of the AoE they create on impact, which is centered on the target.

Grenades can be used as ammunition for Grenade Launchers; when used this way, use the grenade launchers range instead of the grenades.

	Molotov			Creates an area of burning ground that lasts 3 rounds. Anyone ending their turn inside the area rolls DC20 Reflexes, negating the effect on a success.
	MR 5	4x4 AoE	1 hand	
	"Oh God It Burns"		\$200	
	Acid Grenade			Shardlocked Targets hit roll DC12 Guts or suffer the <i>Oh God It Burns</i> wound effect.
	MR 5	3x3 AoE	1 hand	
	2m Burn		\$200	
	Frag Grenade			Shardlocked, Illegal
	MR 5	5x5 AoE	1 hand	
	2m Burn 1m Pierce		\$200	

	Flashbang			Illegal Targets suffer <i>Confusion</i> and <i>Blind</i> for two rounds.
	MR 5	5x5 AoE	1 hand	
	-		\$200	
	Smoke Grenade			Illegal Affected AoE is covered in smoke for 3 rounds. Targets within smoke gain partial cover. If neither attacker or target is within the smoke, blocks LoS.
	MR 5	3x3 AoE	1 hand	
	-		\$200	
	Tear Gas Grenade			Shardlocked, Illegal Targets roll DC14 Guts twice. Each failure inflicts the <i>Paralyzed</i> wound effect. This does not proc <i>recently shocked</i> .
	MR 5	3x3 AoE	1 hand	
	-		\$200	

Wound Effects

Lesser Cuts

Scratching someone with long fingernails, improvised weapons like pens or rakes, blunt or low quality knives, broken weapons, cuts incurred while jumping through plate glass window.

CUT	Wounds	Effects
Any	Bleed	Bleed. Requires a full-round action to clear.
	Slashed	Scars.
	Gashed	Inflicts an additional Lesser wound. This additional wound <u>fades</u> at end of your next turn.

Head	Blinded	Blinded. Requires a partial action to clear.
Torso	Raked	Inflicts an additional Lesser wound. This additional wound <u>fades</u> at end of your next turn.
Arm	Hindered	Pain.
Legs	Hobbled	Pain.

Moderate Cuts

Knife, sword, axe, claws, heavy blow with edged improvised weapon...

CUT	Wounds	Effects
Any	Hacked	If you have suffered wounds prior to this attack, attacker rolls a DC16 check with the attacking stat. If successful, inflicts an additional Moderate wound.
	Butchered	Inflicts an additional Lesser wound. Scars .
	Flayed	Remove one instance of the <i>Aarmor</i> quality from costume. If there is no armor to destroy, you suffer Bleed and Pain .
Head	Slice and Dice	Subject provokes an attack of opportunity from assailant at -1 to hit.
Torso	Tear	Guts pips reduced by 1.
Arm	Lacerated	Arm Disabled & Disarmed
Legs	Hamstrung	Leg Disabled .

Critical Cuts

Annihilation beam (Scrub or Scion), nano-thorns, guillotine, falling section of building catches body part

CUT	Wounds	Effects
Head	Decapitation	Death
Torso	Bisection	Counts as one Critical wound, and a number of Moderate wounds equal to the difference in the attack roll and the defence roll. Critical rolls count as 20 (plus modifier).
Arm	Dismembered	Loss of arm.
Legs	Dismembered	Loss of leg.

Lesser Bashes

Strike with fist, improvised weapon such as table leg, weak blow with baseball bat, small pieces of flying rubble from distant explosion, fall damage from falling 1-2 stories.

BASH	Wounds	Effects
Any	Smashed	Knocked Down. Wound <u>fades</u> at end of your next turn.
	Bashed	Staggered. You are <i>knocked back</i> 2 squares.
	Crushed	Inflicts an additional Lesser wound. This additional wound <u>fades</u> at end of your next turn.
Head	Dazed	Confused for one round.
Torso	Winded	Movement is halved, rounding down, until the end of your next turn.
Arm	Disarmed	Disarmed.
Legs	Tripped	Knocked Down. Wound <u>fades</u> at end of your next turn.

Moderate Bashes

Large club, punches with super strength or power armor, collision from car moving at moderate speed, fall damage from moderate height.

BASH	Wounds	Effects
Any	Demolished	Suffer both type-specific consequences for the part (Arm would be Fracture Arm + Sent Flying).
	Walloped	Staggered and Knocked Down . You are <i>knocked back</i> 2 squares.
Head	Skull Crack	Confused until the end of the fight.
	K.O.	Make a DC15 Guts check. On fail, after the initial conc check (if any), all remaining Lesser wound slots are filled with wounds, and you must pass another conc check. These additional wounds <u>fade</u> at end of your next turn.
Torso	Broken Rib	Pain .
	Internally Injured	Reduce the two lowest of Brawn, Athletics, or Guts by 1 pip: If equal, apply in that order.
Arm	Fracture Arm	Arm disabled .
	Sent Flying	Staggered and Knocked Down . You are <i>knocked aside</i> 1 square to the left or right.
Legs	Fracture Leg	Leg disabled .
	Sent Flying	Staggered and Knocked Down . You are <i>knocked aside</i> 1 square to the left or right.

Critical Bashes

Hit by a train or car on highway, hit by Leviathan, fell off skyscraper.

BASH	Wounds	Effects
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Head	Brained	Target's head cracked open. Wits, Social & Know set to 0, can't act of own volition, Death Sentence status.
Torso	Caved in	Chest crushed or spine broken. Athletics, Brawn, Dex set to 0. Can think/act/communicate in limited way, but can't move. Death Sentence status.
Arm	Pulverized	Limb is pulverized and pinned/mashed to ground. Can't move without losing hope of recovering limb.
Legs	Pulverized	Limb is pulverized and pinned/mashed to ground. Can't move without losing hope of recovering limb.

Lesser Pierces

Screwdriver, dart, stabbed with improvised weapon, large splinters, fell/stepped on barbed wire/nails/glass, bitten.

PIERCE	Wounds	Effects
Any	Pricked	This wound <u>fades</u> at end of your next turn.
	Pierced	No effect.
	Stuck	Limb Disabled . May be cleared with a partial action.
Head	Blinded	Blinded . Requires a partial action to clear.
Torso	Gouge	Inflicts an additional Moderate wound if the lowest hit roll was at least 4 higher than the defense roll.
Arm	Pinned	Arm Disabled . May be cleared with a partial action.
Legs	Pinned	Leg Disabled . May be cleared with a partial action.

Moderate Pierces

Gunshots, spear strikes, sword thrusts, knife stabs.

PIERCE	Wounds	Effects
Any	Graze	Counts as a Lesser wound.
	Missed Vitals	No effect.
	Through and through	Inflicts an additional Moderate wound.
Head	Hit Head	Blinded , partial action to clear. Attacker rolls a d2. On a 1, lose 3 Guts pips. <i>Helmet</i> or <i>Pierce Protection</i> costume qualities increase the d2 by one each, up to d4.
Torso	Hit Vitals	Brawn, Athletics, Dex and Guts are reduced by 1 pip.
Arm	Debilitated	Arm Disabled, Pain . If all arms are already disabled, all future arm disable checks suffer a -3 penalty.
Legs	Debilitated	Leg Disabled, Pain . If all legs are already disabled, all future leg disable checks suffer a -3 penalty.

Critical Pierces

Particularly well aimed bullets/melee weapon thrusts, pencil-thin annihilation lasers (ie. the sort Legend manages).

PIERCE	Wounds	Effects
Head	Headshot	Death, cannot be saved.
Torso	Heartshot	Death sentence, all stats except Guts set to 0.
Arm	Limb Pierced	Limb disabled, <i>pain, scars</i> .
Legs	Limb Pierced	Limb disabled, <i>pain, scars</i> .

Lesser Burns

Passing interaction with a heat source, hit with a torch, touched with something white hot. Also includes caustic chemicals and potentially road rash. Damage isn't specific to body parts. Those without the full-body coverage or benefit of cover when wounded suffer additional consequences.

BURN	Wounds	Effects
Any	Smouldering	Deals no damage if you have the <i>Coverage</i> costume quality. Otherwise, counts as a Lesser wound.
	Singed	Deals no damage if you have the <i>Coverage</i> costume quality. Otherwise, counts as a Lesser wound.
	Blistered	Inflicts an additional Lesser typeless wound if you do not have the <i>Coverage</i> costume quality.
	Branded	Scars. Inflicts an additional Lesser wound if you do not have the <i>Coverage</i> costume quality.

Moderate Burns

Sustained interaction with a heat source, standing in/making contact with fire, molotov, fireballs, explosions/grenades, hot lasers, as well as serious acids. Damage isn't specific to body parts. Those without the full-body coverage or benefit of cover when wounded suffer additional consequences.

BURN	Wounds	Effects
Any	Blackened	Destroys two random costume qualities.
	Scalded	Counts as a Lesser wound if you have the <i>Coverage</i> costume quality. Otherwise, suffer 1IE burn and 1mE rend.
	Screaming	Make a DC 12 Guts check. On failure, you can perform no actions on your next turn, become Knocked Down , suffer <i>Pain</i> for 2 rounds, and may freely extinguish the <i>Oh God It Burns</i> wound effect. If OGIB is extinguished this way, suffer a typeless Moderate wound.
	Oh God It Burns	You catch fire. Inflicts a Moderate typeless wound at the end of each of your following turns until extinguished, or a Lesser if you have burn protection. Suffer Pain while burning. Requires a full round action to extinguish.

Critical Burns

Behemoth effect, miniature suns, vats of sulphuric acid, and other all-consuming fire/acid stuff.

BURN	Wounds	Effects
Any	Cremated	Critical wound, then flip coins until you get a tails. Inflict a moderate burn effect for every coin flip.

Lesser Freeze

FREEZE	Wounds	Effects
Any	Chilled	Deals no damage if you have the <i>Coverage</i> costume quality.
	Iced Over	Gain 2 shell. Suffer 1mE freeze.
	Frosted	Your next contested roll using a physical stat suffers a -3 penalty.
	Nipped	No effect.

Moderate Freeze

FREEZE	Wounds	Effects
Any	Frozen	Inflicts an additional Lesser wound.
	Freezer Burn	Counts as a Lesser wound if you have the <i>Coverage</i> costume quality. Otherwise, suffer 1IE freeze and 1IE burn.
Head	Brain Freeze	You may only take partial actions on your next turn.
Torso	Hypothermia	Make a DC 12 Wits check. On failure, you cannot perform any actions on your next turn.
Arm	Frostbitten	Arm Disabled, Pain.
Legs	Frostbitten	Leg Disabled, Pain.

Critical Freeze

FREEZE	Wounds	Effects
Any	Whited Out	Critical wound, then flip coins until you get a tails. Inflict a moderate freeze effect for every coin flip.
Head	Permafrosted	Head surrounded by ice. Wits, Social & Know set to 0, can't act of own volition, <i>Death Sentence</i> status.
Torso	Encased	Body entombed in ice. Ath, Brawn and Dex set to 0, can't take any actions, <i>Death Sentence</i> status.

Lesser Shocks

Briefly touching live wire, flashbang, taser. Shocks are more effective against those who were afflicted by shocks in the last or same combat round.

Many shocks refer to if a target has been 'recently shocked'. This only applies if the target has rolled shock wound effects in the round before this one. Multi-attacks or dual-wields that both deal shocks cannot 'enable' recently shocked for the second one rolled, although an attack of opportunity later that round would still benefit from it.

SHOCK	Wounds	Effects
Any	Disoriented	Wits check are rolled at -2 until the end of your next turn. If <u>recently shocked</u> , become Blinded for one round.
	Zapped	Confused for one round. Duration extends to three rounds if <u>recently shocked</u> .
	Thrown	<i>Knocked back</i> 1 square, Staggered . If <u>recently shocked</u> , also Knocked Down .
	Jolted	Pain for one round. Duration extends to two rounds if <u>recently shocked</u> .

Moderate Shocks

Lightning bolt, shockwave from an explosion or bomb blast.

SHOCK	Wounds	Effects
Any	Blitzed	You lose a partial action on your next turn. If recently shocked, you lose a standard action instead.
	Paralyzed	Choose two penalties and suffer those for a round: -2 to hit, -2 to defend, base movement halved. If <u>recently shocked</u> , you suffer all three.
	Scattered	Disarmed. If <u>recently shocked</u> , you risk being shocked again when you retrieve dropped items for one round. Roll a DC16 Guts check if you do so. Suffer 1l shock if you fail.
	Devastated	Inflicts an additional Lesser wound. If <u>recently shocked</u> , you also become Knocked Down , and suffer a random Lesser physical effect.

Critical Shocks

Behemoth lightning, tinker nukes.

SHOCK	Wounds	Effects
Any	Disintegrated	Critical wound, then flip coins until you get a tails. Inflict a moderate shock effect for every coin flip.

Lesser Poison

Ate a haribo sugar-free gummy bear.

POISON	Wounds	Effects
Any	Incubating	Roll an additional 1IE Poison at the end of your next turn
	Recuperating	No effect.
	Queasy	Suffer -1 to all conc checks until the end of your next turn.
Head	Cross-Eyed	Blinded. Requires a partial action to clear.
Torso	Rot	Take an additional 1I typeless.
Arm	Sickened	Make a DC 14 Guts check. On a failure, you are Disarmed.
Legs	Nauseated	Make a DC 14 Guts check. On a failure, you are Staggered.

Moderate Poison

Ate a tide pod.

POISON	Wounds	Effects
Any	Blighted	Suffer -1 to conc rolls until the end of your next turn. Roll 1IE Poison at the end of your next turn.
	Envenomed	Suffer -1 to defend until the end of your next turn. Roll 1mE Poison at the end of your next turn.
	Recuperating	No Effect
Head	Vitiated	Take an additional 1m typeless to tracks. Suffer 1IE Poison at the end of your next turn.
Torso	Retching	Make a DC 14 Guts save or suffer -1 die to all skill rolls until the end of your next turn.

Arm	Trembling	Suffer -1 to hit until the end of your next turn. Roll 1mE Poison at the end of your next turn.
Legs	Unsteady	Movement is halved, rounding down, until the end of your next turn. Roll 1mE poison at the end of your next turn.

Critical Poison

Ate ice milk.

POISON	Wounds	Effects
Head	Toxic Shock	For the rest of the fight, whenever you roll a Poison wound, lose 1 random stat pip. Roll 3mE Poison at the end of your next turn
Torso	Necrotizing	Roll conc at a -5 penalty. On a failure, you are Death Sentenced. On a success, roll 3mE shock at the end of your next turn.
Arm	Spreading	Your arm is rendered unusable. Roll 1cE Poison at the end of your next turn.
Legs	Spreading	Your leg is rendered unusable. Roll 1cE Poison at the end of your next turn.

Lesser Rends

Arm twisted, bitten by medium-sized animal or strong small animal, clawed, caught in everyday machinery, in car crash (wearing seatbelt). Rends tend to be more severe than other wounds of equivalent rank, but are harder to set up and deliver.

REND	Wounds	Effects
Any	Torn	Destroys 1 random costume quality.
	Twisted	Brawn pips reduced by 1.

	Ruined	Bleed. Requires a partial action to clear.
Head	Defaced	Blind. Requires a partial action to clear.
Torso	Savaged	Brawn pips reduced by 1.
Arm	Scourged	Pain.
Legs	Scourged	Pain.

Moderate Rends

Bitten or clawed by large creature, vehicular crash without seatbelt or with other exacerbating factors, set upon by multiple pack animals (wolves), caught in industrial machinery.

REND	Wounds	Effects
Any	Destroyed	Destroys 2 random costume qualities.
	Mangled	Pain.
	Mutilated	Reduce either Brawn, Athletics or Guts by 2 pips, chosen randomly.
Head	Disfigured	Reduce either Dex, Wits or Social by 2 pips, chosen randomly.
Torso	Mutilated	Reduce either Brawn, Athletics or Guts by 2 pips, chosen randomly.
Arm	Mangled	Pain.
Legs	Mangled	Pain.

Critical Rends

Caught in inter-dimensional distortion, flesh turned into tumorous mass and then deflated, rolled-squashed between two levitated buildings.

REND	Wounds	Effects
Any	Annihilated	Roll 3d7 for stats, reduce each result by 2. Roll DC12 Guts vs. death for each stat reduced to 0. See Mutilated for healing these stats.

FAQ

1. Effects and AP are reduced alongside wounds. This includes knockback's damage/effect. If an odd number of lesser wounds are reduced, round down. This means 1 lesser wound is reduced to 0 damage.
2. If a wound deals less damage than you can DR, the unused DR carries over to the next attack. If you DR'd 1m with 1m1l DR, you would keep 1l DR for the next attack. One DR is used up to turn a wound into a typeless lesser.
3. If you are turn-ghosted by an effect that requires you to take a full round action, you may not use free actions. However, power based free actions may be exceptions (ask your AGM).
4. Wounds you have delayed via willpower return two rounds after the wound was negated, at the end of the same turn on which the damage was dealt.
5. Whenever you apply one or more defensive measures to reduce the damage rolled by an attack, you have to indicate what those measures are. This list includes but is not limited to SG, Shell, DR, protection, and regeneration.
6. You may not use any part of your power that is not on your character sheet. Keeping your sheet up to date is the player's responsibility.
7. You cannot move diagonally through a corner of full cover. If A1 is full cover, then it takes 2 movement to move from B1 to A2.
8. You must have attacked with martial arts in your previous turn in order to benefit from the defensive benefits of martial arts. The exception to this is the first turn of combat.
9. When Active Guarding against an attack that would apply damage from the Barrage specialty Spray and Pray, the attacker may choose if the victim takes passthrough damage, or Spray and Pray damage.
10. Active guard passthrough damage does not count as a hit for on-hit effects, including powered ones.
11. Rage 3 applies to the attack that gave you the third stack as well
Crush 2, if applied by multiple people on the same target, does not stack the penalty.
12. Carrythrough movement must come from your own, pre-shifting movement that you started before making the attack (you can still make a blitz attack without any movement,

but you cannot apply the 3-pip bonus to it). This movement provokes AoOs and comes out of your movement allowance as normal. You cannot continue this movement past the end of the carrythrough movement.

13. Carrythrough movement can push an enemy if they are between you and the direction you're moving in. This can be determined by drawing a straight line on the map between the center of your starting and ending positions. Your opponent's square, and the path of their movement, must intersect this line. This is a very complicated way of saying 'the target you're pushing must be in front of you'. You maintain the same relative position to your opponent when pushing them.
14. Initiating a grapple counts as a melee attack
15. Initiating a trip does not count as a melee attack
16. Sticky fingers is not an attack
17. Suppression (-1 to hit) may stack if applied by different opponents on the same target
18. If your armor is destroyed, the restriction to defense pips *still applies*. The same goes for using Superknow to swap between skills. It's a per-fight limitation.
19. You can interpose against ranged attacks if you are in the direct line between the attacker and defender (a line can be drawn between the attackers square and defender's square from any point on either that intersects your own square).
20. Disabled arm/leg wound effects always affect a limb that is not already disabled, if possible.
21. You commit to an action before rolling disable. Disable is changed to impose a -1 die penalty on any action requiring that limb. As a general rule, all Dex/Brawn skills are hampered by disabled arms, and all Ath skills are hampered by disabled legs.
22. If you attempt an action that you would only have one die for and fail disable (-1 die), you roll two dice and take the lower one.
23. By default, unless otherwise stated, all ranged attacks have a range of 8 squares, and require both arms to use.