

COMBAT MANEUVERS			
Aiming	Perception + Gun Fu, or Perception + Getting Medieval, or Brains Score	None	Adds Success levels to shooting roll per level
Bow Shot	Dexterity + Getting Medieval - 2 or Combat Score - 2	(4 x Strength) slash/stab maximum 20	Ranged attack modifiers apply
Break Neck	Strength + Kung Fu or Muscle Score	(4 x Strength) bash	Survival check required if -10 Life Points or less
Catch Weapon	Dexterity + Kung Fu - 5 or Combat Score - 5	none	Ranged defense action
Choke	Strength + Kung Fu or Muscle Score	(Strength - 1) bash	Asphyxiation
Crossbow Shot	Dexterity + Getting Medieval or Combat Score	16 slash/stab	Ranged attack modifiers apply
Decapitation	Dexterity + Getting Medieval - 5 or Combat Score - 5	varies by weapon	Total damage multiplied by five
Disarm	Dexterity + Getting Medieval - 2 or Dexterity + Kung Fu - 3 or Combat Score - 2	none	Resisted by Parry
Dodge	Dexterity + Acrobatics or Dexterity + Getting Medieval or Dexterity + Kung Fu or Combat Score	none	-2 vs missile attacks
Feint	Intelligence + Kung Fu or Intelligence + Getting Medieval or Brains Score	(Resisted by Perception + KF/GM)	Adds success levels to next action
Grapple	Dexterity + Kung Fu + 2 or Combat Score + 2	none	-2 for single limb, -1 for whole body
Groin Shot	Other Maneuver - 3	(normal)	Roll Willpower (doubled) to recover, -1 for females, -2 (3 successes) for males
Gunshot	Dexterity + Gun Fu or Combat Score	(varies by weapon)	Range modifiers apply
Head Butt	Dexterity + Kung Fu - 2 or Combat Score - 2	2 x (Strength + 1) Bash	No defense if target is grappled; miss means attacker takes the damage instead
Jump Kick	Dexterity + Kung Fu - 3 or Combat Score - 3	3 x (Strength + 1) Bash	Acrobatics + Dexterity roll first; attacker falls if either roll fails; add both successes to damage
Kick	Dexterity + Kung Fu - 1 or Combat Score - 1	2 x (Strength + 1) Bash	Successful parry allows leg grapple attempt
Knockout	Dexterity + Kung Fu - 2 Dexterity + Getting Medieval - 2 or Combat Score - 2	Half usual Bash damage	Constitution Roll (doubled) minus Successes or lights out
Melee Weapon	Dexterity + Getting Medieval or Combat Score	Varies by weapon	☐
Parry	Dexterity + Kung Fu Dexterity + Getting Medieval or Combat Score	None	Defense action, -2 vs thrown weapons, -6 vs arrows
Punch	Dexterity + Kung Fu or Combat Score	2 x Strength Bash	☐
Slam-Tackle	Strength + Sports or Muscle Score	2 x Strength Bash	Resist with Strength or Muscle/2 or fall
Spin Kick	Dexterity + Kung Fu - 2 or Combat Score - 2	2 x (Strength + 2) Bash	Successful parry allows leg grapple attempt
Stake	Dexterity + Getting Medieval or Combat Score	2 x Strength Slash/stab	Normal stab, see "Through the Heart" below
Sweep Kick	Dexterity + Kung Fu - 1 or Combat Score - 1	Strength Bash	Resist with Dexterity + Acrobatics or Combat or fall
Takedown	Strength + Kung Fu or Muscle Score	Strength Bash	Resist with Parry or Dodge or fall
Through the Heart	Combat Maneuver - 3	x 4 instead of usual Slash/stab multiplier	Vampire dusted if x 5 would put them out
Throw Weapon	Dexterity + Getting Medieval - 1 or Combat Score - 1	Varies by weapon	Range 2 x (Strength + 1)
Toss	Strength doubled - 4 or Muscle Score - 4	Strength Bash	Must grapple first, min Strength 4, target goes successes in yards and falls
Wrestling Hold	Dexterity + Kung Fu - 2 or Combat Score - 2	None	Target has -1 per success until breaks free