

MANEUVERS & COMPLICATIONS I

AIMING

Skill: Perception + Gun Fu or Getting Medieval

Effects: The shot action gets a bonus equal to the success levels of the Aiming roll. Aimed shots are delayed until near the end of the turn.

BOW SHOT

Skill: Dexterity + Getting Medieval -2

Effects: Base damage is 4x Strength, up to a maximum of 20 Slash / Stab damage. Ranged penalties apply to the attack.

BRAIN SHOT

Skill: Attack Maneuver -4

Effects: Bash damage is multiplied x2. Slash / Stab damage is multiplied x3. Bullet damage is multiplied x4.

BREAK NECK

Skill: Strength + Kung Fu resisted by Strength + Constitution

Effects: The target must be Grappled. If the attacker wins, the base damage is 4x Strength Bash damage. If this reduces the defender to -10 Life Points, she must pass a Survival test at a penalty equal to the success levels of the last attack. Failure means death from a broken neck. A vampire defender reduced to -10 Life Points who fails the same test (excluding success level penalties) has her head torn off.

CATCH WEAPON

Skill: Dexterity + Kung Fu -5

Effects: If the catcher's roll does not exceed the attacker's roll, the attacker's weapon does an additional +5 base damage.

CHOKER

Skill: Strength + Kung Fu resisted by Strength + Constitution

Effects: The target must be Grappled. Base damage is Strength -1 Bash damage. The target cannot breathe and suffers a -2 penalty on all actions. Starting on the 13th turn, a Consciousness test is required with a cumulative -1 penalty every turn. A Survival test is required on the 18th turn, and every 6 turns thereafter with a cumulative -1 penalty every 6 turns.

CROSSBOW SHOT

Skill: Dexterity + Getting Medieval

Effects: Base damage is 16 Slash / Stab damage. Reloading a crossbow takes 1 turn. Range penalties equal those of a bow.

DECAPITATION

Skill: Dexterity + Getting Medieval -5

Effects: Damage is multiplied x5 (after success level bonuses have been added and armor has been subtracted). If the damage is enough to reduce the target to -10 Life Points, he is killed.

DISARM

Skill: Either Dexterity + Getting Medieval -2 or Dexterity + Kung Fu -3 resisted by a Parry Maneuver

Effects: You take your opponent's weapon for yourself.

DODGE

Skill: Dexterity + Acrobatics or Getting Medieval or Kung Fu

Effects: Dodging hand-to-hand attacks can be done once per turn without penalty. Missile attacks, including bullets, are dodged at a -2 penalty (or -4 if no cover is available).

DOUBLE JUMP KICK

Skill: Jump Kick -1

Effects: Two opponents can be targeted by the same Jump Kick maneuver. The attacker must have a Dexterity of at least 4.

ENTITLED ACTIONS

Skill: None

Effects: Characters with a high Dexterity are entitled to more actions in combat than characters with a lower Dexterity.

<u>Dexterity</u>	<u>Actions</u>	<u>Dexterity</u>	<u>Actions</u>
1 - 4	1	9 - 10	4
5 - 6	2	11 - 12	5
7 - 8	3	+2	+1

FAST DRAW

Skill: Dexterity + Gun Fu -3 or Wild Card (Fast Draw) -3

resisted by Dexterity + Gun Fu -3 or Wild Card (Fast Draw) -3

Effects: The drawing character with the highest total shoots first. Fast Reaction adds +3. A weapon in hand adds +6.

FEINT

Skill: Intelligence + Kung Fu or Getting Medieval resisted by Perception + Kung Fu or Getting Medieval

Effects: If the attacker wins, she can add the success levels of the Feint roll to her next action roll against the same opponent.

FULL DEFENSE

Skill: Defense Maneuver +3

Effects: The defender may defend against two attacks at no penalty and gains a +3 bonus to defensive maneuvers. The defender cannot attack on the turn he defends.

FULL OFFENSE

Skill: Attack Maneuver +2

Effects: The attacker cannot defend on the turn he attacks.

GRAPPLE

Skill: Dexterity + Kung Fu +2 resisted by a Dodge Maneuver

Effects: The attacker grabs his target's limb, neck or whole body. A grappled target suffers a -2 penalty to actions involving a grappled limb, or a -1 penalty to all actions if grappled about the body. If two attackers grapple both limbs, the target suffers a -4 penalty on most rolls and cannot Dodge. A neck grapple doesn't impair the target, but sets her up for a Choke or Neck Break action. The target can break free with a Strength (doubled roll) resisted by another Grapple maneuver.

GROIN SHOT

Skill: Maneuver -3

Effects: Damage is normal, but the target must make a Willpower (doubled) roll minus double the success levels of the attack. If a male target fails to achieve at least 1 success level on this roll, he is knocked down and unable to act for the turn. Female targets who fail the Willpower (doubled) roll suffer only a -1 penalty to all actions for the turn. Every turn after the first, the target rolls again with a cumulative +1 bonus.

MANEUVERS & COMPLICATIONS II

GUN SHOT

Skill: Dexterity + Gun Fu

Effects: Damage varies by weapon. Each shot after the first uses the same attack roll, but is reduced by a -1 cumulative penalty (-2 for big pistols and other large guns). Automatic fire is resolved with a single attack roll, with each success determining how many of the first group of 10 bullets hit. Each subsequent group uses the same roll with a -4 cumulative penalty. Burst fire works the same way, but the bullets are fired in groups of 3, with subsequent cumulative penalties of -3. Anyone in the area of automatic fire must pass a Willpower (doubled) roll or spend all their actions taking cover.

HEAD BUTT

Skill: Dexterity + Kung Fu -2

Effects: Base damage is 2x Strength Bash damage. The target cannot Dodge, but if the attacker misses, she injures herself.

JUMP

Skill: None or Dexterity + Acrobatics for extra distance

Effects: A good running start doubles the distances below.

Each success level on a Dexterity + Acrobatics test adds 1 foot to a high jump or 1 yard to a long jump.

<u>Strength</u>	<u>High Jump</u>	<u>Long Jump</u>
1 - 2	1 foot	2 yards
3	2 feet	3 yards
4 - 5	4 feet	5 yards
6	5 feet	6 yards
7 - 8	7 feet	8 yards
9 - 10	10 feet	10 yards
+1	+2 feet	+1 yard

JUMP KICK

Skill: Dexterity + Acrobatics then Dexterity + Kung Fu -3

Effects: Base damage is 3x (Strength +1) Bash damage. The target suffers additional damage equal to the success levels of the Dexterity + Acrobatics roll. A Jump Kick cannot be one of multiple actions. Failure on either attack roll causes the attacker to fall prone.

KICK

Skill: Dexterity + Kung Fu -1 or Sports (Certain) -1 or Art (Ballet) -1

Effects: Base damage is 2x (Strength +1) Bash damage. If the target Parries, he may attempt to Grapple the leg.

KNOCKDOWN

Skill: Maneuver

Effects: Any blow that inflicts damage greater than triple the target's Strength (before accounting for damage type or maneuver modifiers) may knock the target down. Getting up in combat requires a Dexterity + Acrobatics roll.

KNOCKOUT

Skill: Maneuver -2

Effects: Total damage is halved, but the target rolls Constitution (doubled) minus the success levels of the attack. Failure results in unconsciousness. The attack must be one that causes Bash damage.

LIFTING

Skill: None

Effects: A character's normal lifting capacity in pounds can be found on the following chart. A character can lift twice this amount, but only briefly.

<u>Strength</u>	<u>Normal Lifting Capacity</u>
1 - 5	Strength x50
6 - 10	(Strength -5) x200 +250
11 - 15	(Strength -10) x500 +1500

MELEE WEAPON

Skill: Dexterity + Getting Medieval or Sports (Certain)

Effects: Damage varies by weapon.

MOVEMENT

Skill: None

Effects: A character may move a number of yards per turn equal to his Dexterity + Constitution. Doubling this value yields speed in miles per hour.

MULTIPLE ACTIONS

Skill: Maneuver -2 cumulative

Effects: Each entitled action after the first suffers a cumulative -2 penalty. Extra actions result in a -2 cumulative penalty to all actions, including entitled ones. Only one roll is made. When an action fails, further multiple actions also fail.

MULTIPLE OPPONENTS

Skill: Maneuver +1 per attacker, up to +4

Effects: Up to 4 attackers gain the bonus above.

PARRY

Skill: Dexterity + Kung Fu or Getting Medieval

Effects: Only weapons can parry weapons. Parrying a hand-to-hand attack with a weapon damages the defender. Thrown weapons are parried at a -2 penalty. Arrows and bolts are parried at a -6 penalty. Bullets cannot be parried.

PRONE FIGHTING

Skill: Defense Maneuver -4

Effects: A character cannot attack on the turn he was knocked down. A prone defender suffers a -4 penalty on defense maneuvers. Getting up in combat requires a Dexterity + Acrobatics roll.

PUNCH

Skill: Dexterity + Kung Fu

Effects: Base damage is 2x Strength.

RANGE PENALTIES

Skill: Maneuver subject to range penalty

Effects: Range for bows, pistols and rifles are found below.

<u>Range</u>	<u>Bow / Pistol</u>	<u>Rifle</u>	<u>Penalty</u>
Short	5 Yards	20 Yards	-0
Medium	20 Yards	100 Yards	-1
Long	100 Yards	300 Yards	-3

REAR ATTACK

Skill: Maneuver

Effects: Unaware targets cannot defend. Those with Situational Awareness or who pass a Perception + Notice test can defend at a -2 penalty.

MANEUVERS & COMPLICATIONS III

SLAM TACKLE

Skill: Strength + Sports (Certain)

Effects: Base damage is 2x Strength Bash damage. The target must pass a Strength (not doubled) roll or is knocked down. The attacker can Grapple the target's legs or torso automatically after a successful knockdown. A Slam Tackle cannot be Parried. A Slam Tackle cannot be one of multiple actions.

SPIN KICK

Skill: Dexterity + Kung Fu -2

Effects: Base damage is 2x (Strength +2) Bash damage. If the target Parries, he may attempt to Grapple the leg.

STAKE

Skill: Dexterity + Getting Medieval

Effects: Base damage is 2x Strength Slash / Stab damage.

SWEEP KICK

Skill: Dexterity + Kung Fu -1

Effects: Base damage is 1x Strength Bash damage. The target must resist with an Acrobatics + Dexterity roll or fall down.

TAKEDOWN

Skill: Strength + Kung Fu resisted by Parry or Dodge

Effects: The target is knocked prone and takes 1x Strength base Bash damage.

TARGET LIMB

Skill: Maneuver -2

Effects: Damage over half the target's maximum Life Points cripples or severs the limb. Excess damage is lost.

TELEKINESIS

Skill: Willpower + Sorcery Quality, -2 per subsequent turn

Effects: Each turn the witch attempts the test above. Each success level becomes a point of telekinetic Strength. Lifting and tossing things requires no additional roll, but precise tasks require a Perception + Dexterity -1 test, or a Dexterity + appropriate Skill -1 test for specific tasks such as wielding a weapon. Tossing small objects at a target requires a Willpower + Sorcery Quality test and must overcome the target's defense. Such attacks cause damage equal to twice their success levels. Multiple witches can combine their efforts for greater telekinetic Strength. Witches suffer a -2 cumulative penalty to maintain telekinesis each turn after the first. This penalty applies to all further uses of telekinesis until the witch gets three hours of rest.

THROUGH THE HEART

Skill: Maneuver -3

Effects: Base damage to most targets is multiplied x4. Base damage to vampires is multiplied x5. If this damage reduces a vampire to 0 Life Points, it is destroyed. Otherwise, the heart was missed and only normal damage was done.

THROW WEAPON

Skill: Dexterity + Getting Medieval -1

Effects: Damage varies by weapon. Range is 2 yards + 2x Strength yards.

TOSS

Skill: Strength (doubled) -4 resisted by Strength (not doubled)

Effects: The target must be Grappled, and the attacker must have a minimum Strength of 4. Base damage is 1x Strength Bash damage. The target is tossed 1 yard per success level and is knocked down. If the attack fails, the target remains Grappled.

TYPES OF DAMAGE

Skill: None

Effects: Slash / Stab damage is generally doubled after armor is subtracted. Bash damage is not multiplied. Fire does 3 damage per turn, heals at half the normal rate and scars. Bullet damage is generally treated as Slash / Stab damage, but some targets (such as vampires) are extremely resistant to bullet damage. Bullet hits from automatic or burst fire have their damage modified by armor and then added together before doubling. Success levels do not add to burst or autofire damage. Certain maneuvers (such as Through the Heart) replace typical damage type multiplication with specific effects.

VAMPIRE BITE

Skill: Dexterity + Kung Fu +2

Effects: The target must be Grappled. Base damage equals 3x Strength each turn (damage type does not apply). When a victim fails her Survival test, she has been drained of blood and will soon die. Average victims die after 1 turn. Breaking free works like resisting a Grapple, but at a -2 penalty.

WALL FLIP

Skill: Dexterity + Acrobatics -3 or Dexterity + Kung Fu -3

Effects: The character runs up a vertical surface and lands behind his attacker. At least one success level grants the flipper a +3 defense bonus versus all attackers for 1 turn. If not hit in the turn, the flipper wins Initiative the next turn versus the target he landed behind. If the flipper fails the Wall Flip, he takes 1x Strength Bash damage and falls prone next to the wall.

WALL SMASH

Skill: Strength + Acrobatics resisted by Strength + Acrobatics

Effects: The target must be Grappled, and the attacker must have Strength sufficient to pick up the target without much effort (Strength 4 for typical human targets). The target smashes into a wall or surface (which might be damaged) for 3x Strength Bash damage.

WHIRLING SWORD

Skill: Dexterity + Getting Medieval -4, -2 per subsequent turn

Effects: The test above is used as an attack versus all opponents who step into range, and as a Parry versus all close attacks made against the character. This maneuver has no effect versus ranged attacks, and cannot be one of multiple actions. The maneuver is fatiguing, and suffers a -2 cumulative penalty to maintain each turn after the first.

WRESTLING HOLD

Skill: Strength + Kung Fu -2 resisted by Strength + Kung Fu or Dexterity + Kung Fu

Effects: The target must be Grappled. The target suffers a -1 penalty to all actions for each success level of the attack. This penalty persists until the target breaks free or is released.

The information above was gathered from the Buffy RPG Corebook and the Angel RPG Corebook. When discrepancies existed, the Angel RPG Corebook version was preferred. The Fast Draw Maneuver was taken from the Slayer's Handbook for the Buffy RPG. All sources are copyrighted by Eden Studios, and no infringements to those copyrights are intended or implied.