

ORC COMBAT CARDS: STREET COMBAT SET

These cards are meant to facilitate combat.

They work with the Organic Rules Components combat system and they contain skills and weapons from the Fates Worse Than Death setting. Specifically, they contain skills and weapons that Street People are likely to have in the setting.

You can use these cards as a stand-alone product but we recommend that you either download the ORC basic rules or buy Fates Worse Than Death the RPG. Go to your local game shop or www.FatesWorseThanDeath.com

RULES: STARTING COMBAT

At the beginning of combat, each participant makes an AWR + INL + 1d20 roll. The fighter with the highest roll will get the first action in the round, the second highest will go next, etc. The next round, initiative is the same. Initiative must be re-rolled every time there is a break in the action (e.g. fighters stop to taunt each other).

Surprise- The fighter who initiates combat should get a bonus to initiative, from +5 to +15, depending upon how much of a surprise the combat was to the other fighters. Also, characters who are completely unaware that they are the victims of an action (e.g. are hit unaware by a sniper) do not get a reaction.

RULES: TAKING DAMAGE

Blunt Damage- Blunt damage is subtracted from BDY. When BDY is 0, damage is removed from BLD but the effect is doubled.

Bladed Damage- Bladed damage is subtracted from BLD. When BLD is 0, any damage is done to INCY instead.

0 BLD- When a PC reaches 0 BLD it means without medical intervention he or she will eventually die. Yet a PC can continue to fight, as long as END and INCY last. As soon as a PC reaches 0 BLD, he or she loses 1 point of pooled END every round (in addition to END lost from combat).

Incapacity- When a PC reaches 0 INCY or 0 END it means he or she is incapacitated and can no longer fight. After being incapacitated, the PC has his or her INCY + END number of rounds before brain death occurs.

RULES: RANGE

Each weapon has a range. This is how close to your enemy you must be to hit him or her with the weapon. To move closer to or farther away from the opponent use ACTION: JUMP. You can also use REACTION: JUMP to move out of range to avoid being hit.



Range 0: Small knives, biting and clawing.

Range 1: Punches, kicks, knives, short swords, disarm and crippling strikes.

Range 2: Long swords, chain weapons.

Range 3: Pole arms, broad-swords, whips.

Range 4: Projectile weapons.

RULES: AFTER COMBAT

After combat, if fighters do not immediately receive adequate medical care, fighters suffer from the following:

Bleeding- For each point of bladed damage a PC has taken, that PC will lose another ½ point of BLD over the next 15 minutes.

Pain- The PC must save vs. distracting pain with a difficulty of 5 for each point of damage done.

Infection- PC must make a save vs. disease contraction with a difficulty of 10 per point of bladed damage taken (max. 30). If the PC fails the save, he or she suffers from the following disease:

Progression Rating: 20. Progression Speed: 12 hours. Treatments: Antibiotics. Symptoms: For each 1x the victim suffers from aggregate (-10 to save vs. heat exhaustion), Vomiting (10), weakness (-5 STH, -5 SPD) and 1 BLD damage.

RULES: ATTACK RESOLUTION

An attacker declares an action (says what he or she is doing and to whom). If the victim has a reaction left for this round, he or she can declare a reaction. After declaration, everyone who is doing something should:

Roll 1d20

Add any modifiers (from skills, weapons or situation cards).

Add the two attributes listed on the action or reaction card.

Subtract the difficulty. The remainder is your success.

If either person's success is less than zero, that person failed.

If neither failed, compare the amounts success. Whoever succeeds by more wins. The difference between the two is the "opposed success."

RULES:

ACTIONS & REACTIONS

In each round of combat, each fighter can play one ACTION CARD, in the order determined by initiative (see RULES: STARTING COMBAT).

The fighter can also play one REACTION CARD if an action is being done to him or her.

You can't do a reaction until someone does something to you.

You can also:

-Wait and use your action at the end of the round instead of at your given turn.

-Give up your action in order to gain an extra reaction.

-Use a reaction as an action (see SIMULTANEOUS ACTION).

-Split one action or reaction in to two (see SPLIT ACTION or SPLIT REACTION).

For each round in which a player has an action and/or a reaction, remove a point of END.

When all END is gone, the player is incapacitated (see Attack Resolution).

CHARACTER CARD

Name: _____

AGY _____

AWR _____

END _____

INL _____

SPD _____

STH _____

WIL _____

Skills: _____

Weapons: _____

Armor/Shields: _____

BLD _____

BDY _____

INCY _____

SKILL:

KNIFE THROWING

If you attack with throwing knives or throwing glass, you get the following plusses:

+2 to ACTION: STRIKE

-4 to ACTION: BLINDING STRIKE

+0 to ACTION: VITAL STRIKE

You also get +2 to initiative for each level if the skill (see RULES: STARTING COMBAT) and you take no penalty when making a targeted strike.

If you have more than one level of the skill, you get the following additional bonus to the preceding actions and reactions:

2 levels +4

3 levels +8

4 levels +12

5 levels +16

6 levels +20

SKILL:

FLORENTINE SWORD

If you attack with two swords, you suffer no penalty for using paired weapons and get the following plusses:

+4 to REACTION: PARRY

+4 to ACTION: STRIKE

+0 when you PARRY and STRIKE at the same time (using SPLIT REACTION and SIMULTANEOUS ACTION).

If you have more than one level of the skill, you get the following additional bonus to the preceding actions and reactions:

2 levels +4

3 levels +8

4 levels +12

5 levels +16

6 levels +20

SKILL:

KNIFE FIGHTING

If you attack with knives, daggers or shivs, you get the following plusses:

+8 to ACTION: VITAL STRIKE

(BLADED)

+4 to REACTION: JUMP

+0 to REACTION: DODGE

+0 when you JUMP and STRIKE at the same time (using SPLIT ACTION).

If you have more than one level of the skill, you get the following additional bonus to the preceding actions and reactions:

2 levels +4

3 levels +8

4 levels +12

5 levels +16

6 levels +20

SKILL:

CLUB

If you attack with a pipe, baseball bat stick with nail or skullcrusher, you get the following plusses:

+4 to REACTION: PARRY

+4 to ACTION: VITAL STRIKE (BLUNT)

+0 to ACTION: WING

+0 to ACTION: STRIKE

If you have more than one level of the skill, you get the following additional bonus to the preceding actions and reactions:

2 levels +4

3 levels +8

4 levels +12

5 levels +16

6 levels +20

SKILL:
ARMED STREET FIGHTING

If you attack with any weapon in the Street Combat Set you get the following plusses:

- +4 to ACTION: CRIPPLING ATTACK
- +0 to ACTION: SLASH
- 4 to ACTION: VITAL STRIKE

If you have more than one level of the skill, you get the following additional bonus to the preceding actions and reactions:

- 2 levels +4
- 3 levels +8
- 4 levels +12
- 5 levels +16
- 6 levels +20

SKILL:
UNARMED STREET FIGHTING

If you attack with any weapon in the Street Combat Set you get the following plusses:

- +4 to ACTION: PAIN/STUN
- +4 to ACTION: CRIPPLING ATTACK
- +4 to ACTION: BLINDING ATTACK
- +0 to ACTION: KNOCKDOWN
- +0 to ACTION: STOMP

If you have more than one level of the skill, you get the following additional bonus to the preceding actions and reactions:

- 2 levels +4
- 3 levels +8
- 4 levels +12
- 5 levels +16
- 6 levels +20

SKILL:
SHIV

If you attack with a shiv or railroad spike you get the following plusses:

- +4 to ACTION: VITAL STRIKE
- +0 to ACTION: BLINDING STRIKE
- +0 to ACTION: CRIPPLING STRIKE
- +0 to SPECIAL ACTION: Extra-Vital Attack

(like a strike, but if successful the victim takes 5 bladed damage. Roll STH + AGY vs. 40).

You also get +2 to initiative for each level if the skill (see RULES: STARTING COMBAT) and you can aim (see ACTION: AIM) without having the weapon drawn.

If you have more than one level of the skill, you get the following additional bonus to the preceding actions and

- reactions:
- 2 levels +4
 - 3 levels +8
 - 4 levels +12
 - 5 levels +16
 - 6 levels +20

SKILL:
SLAM

If you attack with hands, feet and elbows you get the following plusses:

- +0 to ACTION: STOMP (feet)
- +0 to ACTION: KNOCKDOWN (elbows)
- +6 to ACTION: PAIN/STUN (paired elbows)
- +0 to PARRY (forearms)
- +0 to SPECIAL ACTION: Blind Swing (does

the same damage as a normal strike with fists, but takes no penalties from being blinded. Roll STH + AGY vs. 30).

Penalties from being blinded (see SITUATION: BLINDED) to actions with fists and feet are reduced by 2 for each level of the skill.

If you have more than one level of the skill, you get the following additional bonus to the preceding actions and

- reactions:
- 2 levels +4
 - 3 levels +8
 - 4 levels +12
 - 5 levels +16
 - 6 levels +20

SKILL:
SWORD & SHIELD

If you attack with a sword or machete and a shield, you get the following plusses:

- +4 to REACTION: PARRY
- +0 to ACTION: KNOCKAWAY
- +0 when you PARRY and STRIKE at the same time (using SPLIT REACTION and SIMULTANEOUS ACTION).

If you have more than one level of the skill, you get the following additional bonus to the preceding actions and reactions:

- 2 levels +4
- 3 levels +8
- 4 levels +12
- 5 levels +16
- 6 levels +20

SKILL:
WRESTLING

If you attack with your hands and feet, you get the following plusses:

- +0 to ACTION: GRAB
- +4 to ACTION: GRAB (WRESTLING)
- +4 to ACTION: KNOCKDOWN
- +4 to ACTION: TACKLE
- +0 to REACTION: FLIP

If you have more than one level of the skill, you get the following additional bonus to the preceding actions and reactions:

- 2 levels +4
- 3 levels +8
- 4 levels +12
- 5 levels +16
- 6 levels +20

SKILL: BOXING

If you attack with WEAPON: FISTS, you get the following plusses:

- +4 to REACTION: PARRY
- +0 to ACTION: STRIKE
- +4 to ACTION: BLINDING STRIKE
- +0 to ACTION: KNOCKOUT
- +4 to ACTION: PAIN/STUN

If you have more than one level of the skill, you get the following additional bonus to the preceding actions and reactions:

- 2 levels +4
- 3 levels +8
- 4 levels +12
- 5 levels +16
- 6 levels +20

SKILL: ASSASSIN: ARMED

You get the following plusses if you attack with a chain:

- +4 to GRAB STRANGULATION

You get the following plusses if you attack with a knife, dagger or shiv:

- +4 to VITAL STRIKE
- +0 to Special Action: Jugular Attack (Like a strike, but if successful the victim loses 4 BLD per round until dead. AWR + AGY vs. 40) ,

If you have more than one level of the skill, you get the following additional bonus to the preceding actions and reactions:

- 2 levels +4
- 3 levels +8
- 4 levels +12
- 5 levels +16
- 6 levels +20

SKILL: BLACK MED COMBAT

If you attack with scalpels, razors or very sharp knives you get the following plusses:

- +4 to ACTION: CRIPPLING ATTACK
- +4 to ACTION: PAIN STUN
- +4 to SPECIAL ACTION: BLOOD

STRIKE (like a strike, but if successful the victim takes ½ point damage to BLD per round for 6 rounds or until the injury is tourniquetted. Roll INL + AGY vs. 30).

If you have more than one level of the skill, you get the following additional bonus to the preceding actions and reactions:

- 2 levels +4
- 3 levels +8
- 4 levels +12
- 5 levels +16
- 6 levels +20

SKILL: KICKBOXING

If you attack with WEAPON: FEET you get the following plusses:

- +4 to ACTION: WING
- +4 to REACTION: PARRY
- +4 to ACTION: KNOCKAWAY
- +0 to ACTION: STRIKE

If you have more than one level of the skill, you get the following additional bonus to the preceding actions and reactions:

- 2 levels +4
- 3 levels +8
- 4 levels +12
- 5 levels +16
- 6 levels +20

WEAPON: FIGHTER CLOAK

To use this weapon you must be in range 3.

Does 1 blunt **damage** (removes 1 point of BDY).

Can be used with ACTION: ENTANGLE.

WEAPON: RUSTY SAW SWORD

To use this weapon you must be in range 1 or 2.

Does 2½ bladed **damage** (removes 2 ½ point of BLD). This damage is ragged (increased chance of post-combat infection)

Hard strike (-4)
Easy pain/pain (+4)
Easy Slash Hard strike (-4)

WEAPON: FISTS

To use this weapon you must be in
range 0 or 1.

Does blunt **damage** (reduces
opponents BDY) based on your STH:

If your STH is:	You do this much damage:
1 to 5	0
6 to 10	½
11 to 15	1
16 to 20	2

WEAPON: FEET

To use this weapon you must be in
range 0 or 1.

Does blunt **damage** (reduces
opponents BDY) based on your SPD:

If your SPD is:	You do this much damage:
1 to 5	½
6 to 15	1
16 to 19	1½
20 to 30	2

WEAPON: BASEBALL BAT

To use this weapon you must be in
range 1 or 2.

Does 3 blunt **damage** (removes 3
points of BDY).

WEAPON: DRAKE BLOOD POISON

This poison is placed on another weapon that
does bladed damage. If the weapon pierces the
skin (an attack with this weapon hurts the
enemy), then in four rounds the following
happens to that enemy:

1d20 damage to BLD
-10 AWR
-10 INL

Delusions (roll WIL + 1d20 vs. 20 to avoid)
Hallucinations (roll WIL + 1d20 vs. 20 to avoid)
-15 to save vs. heat exhaustion
Swollen throat (difficulty speaking)
-7 END
red rash and boils cover the body
vomiting and diarrhea
coughing and vomiting blood

WEAPON: CRATE CUTTER

To use this weapon you must be in
range 0.

Does 1 bladed **damage** (removes 1
point of BLD).

Easy slash (+4)

WEAPON: CHAIN

To use this weapon you must be in
range 2 or 3.

Does 3 blunt **damage** (removes 3 point
of BDY).

Can be used with ACTION: ENTANGLE

Hard strike (-4)

Hard Vital Strike (-4)

WEAPON: THROWING DAGGER

For every 1 foot away the enemy is, you take a -1 penalty. You can't hurt an enemy more than 20 feet away.

Does 2 bladed **damage** (removes 2 points of BLD).

WEAPON: DAGGER

To use this weapon you must be in **range** 0 or 1.

Does 2½ bladed **damage** (removes 2½ points of BLD).

Easy vital strike (+4)

WEAPON: KITCHEN KNIFE SPEAR

If you throw the spear, for every 3 feet away the enemy is, you take a -1 penalty. You can't hurt an enemy more than 40 feet away.

If you throw or stab someone with the spear, it does 3 bladed **damage** (removes 3 points of BLD). If you bash someone with the spear it does 2 blunt damage (-2 BDY).

You must be in range 2 to stab or bash someone.

Easy parry (+4)
Easy slash (+4)

WEAPON: COMBAT KNIFE

To use this weapon you must be in **range** 0 or 1.

Does 2 bladed **damage** (removes 2 points of BLD).

Easy slash (+4)

Easy wing (+4)

WEAPON: MACHETE

To use this weapon you must be in **range** 1.

Does 4 bladed **damage** (removes 4 points of BLD).

WEAPON: THROWING GLASS

For every 1 foot away the enemy is, you take a -1 penalty. You can't hurt an enemy more than 50 feet away.

Does ½ point bladed **damage** (removes ½ point of BLD).

WEAPON: PIPE

To use this weapon you must be in **range 1**.

Does 3 blunt **damage** (removes 3 points of BDY).

WEAPON: RAILROAD SPIKE

To use this weapon you must be in **range 0 or 1**.

Does 1½ bladed **damage** (removes 1½ points of BLD).

Easy vital strike (+4)

WEAPON: RIPPER

To use this weapon you must be in **range 0 or 1**.

Does 2 bladed **damage** (removes 2 points of BLD). This damage is ragged (increased chance of post-combat infection)

Easy pain/stun (+4)

Easy slash (+4)

WEAPON: SHARPENED STICK

To use this weapon you must be in **range 2**.

Does 2½ bladed **damage** (removes 2½ point of BLD).

Hard strike (-4)

WEAPON: SKULLCRUSHER

To use this weapon you must be in **range 1 or 2**.

Does 3 blunt **damage** (removes 3 point of BDY).

It **pierces armor** as if it did 6 blunt damage.

WEAPON: STICK WITH NAIL

To use this weapon you must be in **range 2**.

Does 3 blunt and 1 bladed **damage** (removes 3 points of BDY and 1 point of BLD). The bladed damage is ragged (increased chance of post-combat infection)

It **pierces armor** as if it did 4 bladed damage.

Easy pain/stun (+4)

WEAPON:

SHIV

To use this weapon you must be in **range** 0 or 1.

Does 1 bladed **damage** (removes 1 point of BLD).

It **pierces armor** as if it did 3 bladed damage.

Hard strike (-4)

Easy pain/pain (+4)

WEAPON:

KITCHEN KNIFE

To use this weapon you must be in **range** 0 or 1.

Does 2 bladed **damage** (removes 2 points of BLD).

Each time you hit someone with this weapon, roll 1d20. If the result is 1, your knife breaks.

WEAPON:

SWINGING ROCK

To use this weapon you must be in **range** 2 or 3.

Does 3 blunt **damage** (removes 3 points of BDY).

Hard strike (-4)

Hard vital strike (-4)

SHIELD:

HAND-NAILS

If you do REACTION: PARRY with this shield, you get +5.

The shield can absorb 3 bladed and 3 blunt damage from an attack. Any extra hits you.

You can do ACTION: PAIN/STUN with this shield at +4.

SHIELD:

HAND-WOOD

If you do REACTION: PARRY with this shield, you get +5.

The shield can absorb 3 bladed and 3 blunt damage from an attack. Any extra hits you.

SHIELD:

HAND-METAL

If you do REACTION: PARRY with this shield, you get +8.

The shield can absorb 5 bladed and 4 blunt damage from an attack. Any extra hits you.

ARMOR:

PHONEBOOK GLASS ARMOR

While wearing this armor, your AGY is temporarily reduced by 2.

Any attack with an opposed success of 5 or less will hit the armor.

The armor will absorb up to 2 blunt damage and 2 bladed damage from a strike that hits it.

If someone tackles or grabs you, they will get poked with glass. If someone punches you, roll 1d4, if the result is 4 then they get poked by glass. If someone is poked, they take ½ bladed damage (reduce BLD by ½ point).

ARMOR:

PHONEBOOK ARMOR

While wearing this armor, your AGY is temporarily reduced by 2.

Any attack with an opposed success of 5 or less will hit the armor.

The armor will absorb up to 2 blunt damage and 2 bladed damage from a strike that hits it.

ARMOR:

TRASH ARMOR

While wearing this armor, your AGY is temporarily reduced by 4.

Any attack with an opposed success of 8 or less will hit the armor.

The armor will absorb up to 5 blunt damage and 4 bladed damage from a strike that hits it

SITUATION:

YOU HAVE ONLY ONE GOOD LEG

Your SPD is reduced to 1

You are -7 to all actions and reactions

You are -20 to any roll to avoid falling over.

SITUATION:

YOU ARE STRONG (OR WEAK)

Very low of very high strength can effect the amount of blunt damage you do. This only applies when you hit an enemy with a handheld weapon that does blunt damage. The extra damage is as follows:

Your Strength Is:	Add this much damage:
1-5	-1
6-10	none
11-15	+1
16-25	+2

SITUATION:

YOU ARE BLINDED

If you are **Partially Blinded**, you suffer from -7 to all actions and reactions.

If you are **Fully Blinded**, you suffer from -15 to all actions and reactions.

**SITUATION:
YOU ARE UNDERWATER**

You get -8 to all actions and reactions.

Any time you hit an opponent with a handheld or thrown weapon, the damage is reduced by half.

**SITUATION:
YOU ARE PRONE**

You are -8 to all actions and reactions except kicks or thrown/projectile weapons.

Because you have a reduced profile, you are harder to hit with a projectile or thrown weapon (enemies get -8).

**SITUATION:
YOU ARE USING
PAIRED WEAPONS**

If you are using two weapons, you can attack with both at the same time, and both will do damage if your attack is successful, but you suffer from a -4 penalty.

TARGET AN ACTION

Use this card along with a normal action. When you declare the action, declare what part of the opponent you are aiming at.

You are at -4 to your action.

This cannot be used to do additional damage to an opponent, or to have additional effects (e.g. cause pain or cripple). It is used to ensure the damage will hit a certain body part or something attached to the body.

**ACTION:
AIM**

You spend one action aiming a weapon at an opponent.

If your next action is to attack that opponent with that weapon, you get +4.

Since this does not effect the opponent, the opponent does not get to react.

**ACTION:
JUMP**

You spend one action to move closer to or farther away from an opponent.

Tell how many range units you are moving (see RULES: RANGE).

Since this does not effect the opponent, the opponent does not get to react.

SPLIT AN ACTION

You can use this card to split your own action this round in to two actions.

If you have two weapons you can use them both at once, or you can wait and use the second at the end of the round.

Each action gets -10.

ACTION: PAIN GRAB

Goal- Immobilize a limb so that the victim can not move without pain.

**Roll 1d20, add your STH and INL.
You succeed if you beat 35.**

Weapon- Hands

If successful, the victim must make a save vs. pain (roll 1d20 + WIL and get better than 20) to move at all.

ACTION: BLINDING STRIKE

Goal- Damage victim's eyes to blind him or her.

**Roll 1d20, add your INL and AGY.
You succeed if you beat 30.**

Weapon- Any that can poke or slash.

Unless noted otherwise, one blinding strike will partially blind an opponent (see SITUATION: YOU ARE BLINDED).

ACTION: CRIPPLING ATTACK

Goal- Damage a limb so as to make it unusable.

**Roll 1d20, add your STH and INL.
You succeed if you beat 30.**

Weapon- Anything that could have done ½ point bladed or blunt damage on a normal strike.

A successful Crippling Attack cripples one limb.

If one leg is crippled, see SITUATION: YOU HAVE ONLY ONE GOOD LEG.

ACTION: DISARM

Goal- Knock the opponent's weapon from his or her hand.

**Roll 1d20, add your STH and AGY.
You succeed if you beat 30.**

Weapon- Fists, kicks or anything that does blunt damage.

Usually a strike to the wrist, though it may be a strike to the weapon itself.

The victim can use his or her reaction to resist by rolling (STH+1d20 and trying to beat 20).

ACTION: GRAB

Goal- Immobilize one limb or one weapon.

**Roll 1d20, add your STH and AGY.
You succeed if you beat 25.**

Weapon- Hands, or anything which can grab (e.g. a chain).

If a limb or weapon is grabbed, the opponent can not use it until the hold is broken.

To break a hold, the opponent must make a STH + 1d20 and beat your STH + 1d20 roll. The hold is also broken if you fail a save vs. pain.

ACTION:

GRAB (STRANGLE)

Goal- Cut off blood and air flow through the neck.

Roll 1d20, add your STH and AGY.
You succeed if you beat 25.

Weapon- Hands or anything that can wrap around the neck (e.g. a chain).

Grab can be broken (see ACTION: GRAB).

Until broken, opponent loses 1 BLD per round. If the hold is broken before the opponent dies, the lost BLD returns one per round.

Both the victim's hands are free.

ACTION:

GRAB (WRESTLING)

Goal- Use multiple limbs to immobilize the victim's limbs.

Roll 1d20, add your STH and INL.
You succeed if you beat 30.

Weapon- Hands

To break the hold the victim must roll 1d20 + STH vs. 30, you roll 1d20 + STH vs. 10. The hold is broken if the victim succeeds by more than you do.

Each limb you dedicate to holding the opponent will immobilize one of the opponent's limbs (e.g. hold both opponent's arms with both your arms).

ACTION:

KNOCKAWAY

Goal- Damage and knock victim back.

Roll 1d20, add your STH and AGY.
You succeed if you beat 25.

Weapon- Anything that does 2 or more blunt damage.

Victim takes 1 point of blunt damage and is knocked back one range unit per point of opposed success (see RULES: ATTACK RESOLUTION).

Even if the damage is absorbed by armor, the victim is still pushed backwards.

Victim must make a moderate save vs. loss of balance (AGY+1d20 vs. 20) to avoid falling down.

ACTION:

KNOCKDOWN

Goal- Knock the opponent to the floor.

Roll 1d20, add your STH and AGY.
You succeed if you beat 30.

Weapon- Punches, kicks, anything that can hook a leg.

If successful, the victim is knocked down with no save. See SITUATION: YOU ARE PRONE.

ACTION:

KNOCKOUT

Goal- Knock the victim unconscious

Roll 1d20, add your STH and AGY.
You succeed if you beat 30.

Weapon- Anything that would have done blunt damage had this been a strike.

If successful, the victim can make an opposed save vs. unconsciousness (roll 1d20+WIL+END vs. 20). If the opponent doesn't succeed by more than you did, he or she is knocked out for one round per point of opposed success (see RULES: ATTACK RESOLUTION).

If your opposed success is more than 10, the attack also does 1d6 damage to BLD.

ACTION:

PAIN/STUN

Goal- Stun the victim by causing him or her pain.

Roll 1d20, add your INL and AGY.
You succeed if you beat 25.

Weapon- Anything capable of causing damage.

If successful, opponent must roll 1d20 + WIL and try to beat 20 by more than you beat your difficulty.

If the victim's fails by a difference of less than 10, the victim loses his or her next action. If the victim fails by 10+, the victim loses his or her next action and reaction.

ACTION:
SLASH

Goal- Cause damage, distracting pain and disfigurement by an attack on the face or any other sensitive area.

Roll 1d20, add your STH and AGY.
You succeed if you beat 30.

Weapon- Anything capable of cutting or tearing long gashes in flesh.

Does ½ point BLD damage. The victim must roll 1d20 + WIL vs. 20. If the victim succeeds this roll by less than you did, the opponent suffers a -1 penalty (to all actions and reactions) for each point of difference.

ACTION:
STOMP

Goal- Do 2x damage to victim's lower than the attacker.

Roll 1d20, add your SPD and STH.
You succeed if you beat 25.

Weapon- Feet.

The victim must be below the knees of the attacker (e.g. Prone)

Because this attack uses the full weight of the attacker against the victim, it does double the damage of a normal kick.

ACTION:
STRIKE
(HANDHELD)

Goal- Do damage to the victim.

Roll 1d20, add your STH and AGY.
You succeed if you beat 25.

Weapon- Any handheld weapon capable of doing damage.

If successful, it does the normal damage listed for the weapon.

ACTION:
STRIKE
(PROJECTILE)

Goal- Damage to the target.

Roll 1d20, add your INL and AGY.
You succeed if you beat 25.

Weapon- Any projectile weapon.

Don't forget to take the range penalty from the weapon (see weapon card).

ACTION:
TACKLE

Goal- Knock both you and your opponent to the ground.

Roll 1d20, add your SPD and STH.
You succeed if you beat 20.

Weapon- Body

If your opponent beats you with a dodge, you must make a save vs. loss of balance (1d20 vs. AGY, try to beat 20) to avoid ending up on the ground (see SITUATION: YOU ARE PRONE).

A tackle does no damage.

ACTION:
VITAL STRIKE
(BLADED)

Goal- Use a bladed weapon to damage vital areas.

Roll 1d20, add your INL and AGY.
You succeed if you beat 35.

Weapon- Any weapon that does bladed damage.

Bladed damage that penetrates armor is doubled.

Blunt damage is not doubled.

**ACTION:
VITAL STRIKE
(BLUNT)**

Goal- Use a blunt weapon to damage vital areas.

**Roll 1d20, add your INL and STH.
You succeed if you beat 40.**

Weapon- Any weapon that does blunt damage

Blunt damage that penetrates armor is doubled.

Bladed damage is not doubled.

**ACTION:
WING**

Goal- Damage easy to hit, but non-vital parts.

**Roll 1d20, add your INL and AGY.
You succeed if you beat 20.**

Weapon- Any weapon capable of doing damage.

Aimed at exposed yet non-vital body parts (e.g. arms, thighs and ribs).

Any damage which gets through the armor is cut in half.

EXTEND AN ACTION

Play this card when you make an action with a handheld weapon.

You get +5 to that action, but you are at -10 to your next reaction.

SPLIT A REACTION

You can use this card to split your own reaction this round in to two reactions.

You can use one reaction to deal with the current threat and keep the other to deal with something else that might happen to you in this round.

Each reaction gets -10.

**SIMULTANEOUS
ACTION**

Use this card only when you could make a reaction (when someone is doing something to you). Instead of resisting, you let them attack you, but at the same time you attack them. All actions that succeed have their intended effect.

You get to add WIL to your action, but you are at -20.

**REACTION:
PARRY**

Goal- Block the attacker's weapon.

**Roll 1d20, add your STH and AGY.
You succeed if you beat 25 by more than your opponent beats his or her action difficulty.**

Be sure to declare what you are blocking and with what. If you block a knife blade with your bare hands, for instance, you will take some damage (though not as much damage as the strike would have done unopposed).

**REACTION:
DODGE**

Goal- Sidestep the path of the weapon.

Roll 1d20, add your AWR and AGY. You succeed if you beat 25 by more than your opponent beats his or her action difficulty.

After a successful dodge, your still in roughly the same place you were in before.

**REACTION:
ENTANGLE**

Goal- Stop and trap the weapon.

Roll 1d20, add your INL and STH. You succeed if you beat 30 by more than your opponent beats his or her action difficulty.

Requires something that can stop and trap the weapon (e.g. chain, leather jacket).

If successful, the action is blocked and the attacker must use another action to unentangle the weapon.

**REACTION:
FLIP**

Goal- Dodge attack and knock over attacker.

Roll 1d20, add your AGY and STH. You succeed if you beat 35 by more than your opponent beats his or her action difficulty.

The opponent must lunge at you with a range 1 or 0 weapon (including fists). You go under the opponent and use his or her momentum to flip the opponent over.

If successful, you take no damage and the opponent is knocked down (see SITUATION: YOU ARE PRONE) with no save.

**REACTION:
DROP**

Goal- Drop below the path of the weapon.

Roll 1d20, add your AWR and AGY. You succeed if you beat 20 by more than your opponent beats his or her action difficulty.

Whether successful or unsuccessful, you ends up on the floor at the end of the reaction (see SITUATION: YOU ARE PRONE).

**REACTION:
JUMP**

Goal- Jump back out of range of the weapon.

Roll 1d20, add your SPD and AGY. You succeed if you beat 25 by more than your opponent beats his or her action difficulty.

Determine how many range levels you need to move to be out of the opponent's weapon range. You are at -10 for every level beyond the first.

If you beat 25, but don't do better than the attacker, you do get hit but you do end up outside of weapon's range.

ORC Combat Cards
Street Combat Set
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