

Buffy the Vampire Slayer Combat Sheet

COMBAT MANOEUVRES

Aiming

Skill: Perception + Gun Fu or Getting Medieval.

Effects: The shot action gets a bonus equal to the Success Levels of the Aiming roll.

Break Neck

Skill: Strength + Kung Fu which is resisted by the targets Strength + Constitution.

Effects: If 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 -20 Life Points who fails the same test has her head torn off.

Choke

Skill: Attacker rolls Strength + Kung Fu which is resisted by the targets Strength + Constitution.

Effects: Base damage is Strength -1, Bash damage, also the victim cannot breathe. Victim is at -2 to all actions.

Decapitation

Skill: Dexterity + Getting Medieval -5

Effects: Damage is multiplied by five (after Success Level bonuses are added and armour effects subtracted), if the damage is enough to kill the victim, his head comes off.

Dodge

Skill: Dexterity + Acrobatics, Getting Medieval or Kung Fu (whichever is most appropriate)

Effects: Dodging hand-to-hand attacks can be done once per turn without penalty. Dodging missile attacks suffers a -2 penalty.

Feint

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

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

Bow Shot

Skill: Dexterity + Getting Medieval -2

Effects: Base Damage is 4x Strength To a maximum of twenty-slash/stab damage.

Catch Weapon

Skill: Dexterity + Kung Fu -5

Effects: The catchers roll must equal or beat the throwers roll, otherwise the weapon does +5 damage.

Crossbow Shot

Skill: Dexterity + Getting Medieval

Effects: 16-slash/stab damage. It takes a turn to reload a crossbow.

Disarm

Skill: Either Dexterity + Getting Medieval -2 or Dexterity + Kung Fu -3, resisted by the targets Parry + Getting Medieval

Effect: You take the weapon from your target and can use it yourself.

Fast Draw

Skill: Each drawing character uses a Dexterity + Gun Fu -3. The one with the highest total gets to shoot first.

Effects: Fast Reaction Time adds a +3 to this roll. If you have a weapon in your hand already you get a +6 on the roll. Gun Fu can be replaced with a Wild Card (Fast Draw) skill.

Grapple

Skill: Dexterity + Kung Fu +2 which is resisted with a Dodge manoeuvre by the target.

Effects: The attacker decides which part of his target he wants to grab; limbs, the whole body or the neck. A grappled target is at -2 for actions that involve the grappled limb, or -1 to all actions if grappled around the body. If two attackers grapple both arms, the victim is at -4 to most rolls, and cannot Dodge.

A neck grapple doesn't impair the target, but does set her up for a Choke or Neck Break action. The victim is free with a Strength (doubled) roll versus another Grapple Manoeuvre.

Groin Shot

Skill: Combat manoeuvre -3.

Effects: Damage is normal, but a male victim must make a Willpower (doubled) roll minus double the Success Levels of the attack, and get at least one Success Level. If not he is knocked down and unable to do anything for the Turn. Every Turn after the first, the victim gets a +1 cumulative bonus to the roll to recover.

Females only suffer a -1 penalty if they miss their Willpower roll.

Head Butt.

Skill: Dexterity + Kung Fu -2

Effects: 2x Strength bash damage. Can't be dodged, but if attacker misses she takes the damage instead of the

Kick

Skill: Dexterity + Kung Fu -1. Football or Rugby players can use Sport instead of Kung Fu. Dancers can use Art.

Effects: 2x (Strength +1) bash damage. If a kick is parried then the target could grapple the leg.

Melee Weapon

Skill: Dexterity + Getting Medieval. Players of golf, cricket or hockey can substitute their Sport skill for Getting Medieval.

Effects: Damage varies for weapon.

Punch

Skills: Dexterity + Kung Fu

Effects: 2x Strength bash damage

Spin Kick

Skills: Dexterity + Kung Fu -2

Effects: 2x (Strength +2) bash damage. If a kick is parried then the target could grapple the leg.

Sweep Kick

Skills: Dexterity + Kung Fu -1

Effects: Strength bash damage, also the defender must resist with a Acrobatics + Dexterity roll or fall down.

Through The Heart

Skills: Combat manoeuvre -3

Effects: Base damage is quadrupled to most creatures. Its even worse for Vampires doing x5 damage, but you have to hit them just right.

Toss

Skills: Strength (doubled) -4, defender resists with a Strength roll

Effects: Defender must be grappled first and attacker must have a minimum Strength of 4. Strength bash damage, also defender is tossed 1yd per Success Level and is automatically knocked down. If the attack

fails defender remains grappled.

Gun Shot

Skill: Dexterity + Gun Fu

Effects: Damage varies by type of firearm used.

Jump Kick

Skill: Two rolls needed in the same action; Dexterity + Acrobatics to get airborne, then a Dexterity + Kung Fu -3 to connect with your foe.

Effects: 3x (Strength +1) bash damage. And gains an additional damage bonus equal to the Success Levels of the Dexterity + Acrobatics check. No multi-actions allowed during a round that a Jump Kick is attempted.

Knockout

Skill: Any bash attack can be turned into a knockout attack by imposing a -2 modifier

Effects: The total damage is halved, but the target has to make a Constitution (doubled) check with a penalty equal to the Success Levels of the knockout attack or fall unconscious.

Parry

Skill: Dexterity + Kung Fu or Dexterity + Getting Medieval

Effects: weapons can only parry weapons; a weapon can also parry hand-to-hand attacks but this causes damage to the attacker. Thrown weapons may be parried at a -2 penalty; arrows and bolts are parried at a hefty -6 penalty. You can't parry bullets.

Slam Tackle

Skills: Strength + Sport

Effects: 2x Strength bash damage, then the target must make a Strength roll or is bought down. Attack can be not parried. At the end of a successful tackle, the attacker can grapple the victim's legs or torso without rolling actions when you tackle.

Stake

Traditional death dealing for vampire hunters

Skills: Dexterity + Getting Medieval

Effects: 2x Strength slash/stab damage

Takedown

Skills: Strength + Kung Fu

Effects: If the target fails to parry or dodge he is knocked prone and takes Strength bash damage.

Throw Weapon

Often used with stakes, daggers and occasionally battle axes.

Skills: Dexterity + Getting Medieval -1

Effects: Base damage varies by weapon type. Range is 2yds + 2yds per strength level.

Wrestling Hold

Immobilise the enemy using a painful arm lock.

Skills: Requires a successful grapple. Strength and Kung Fu -2, defender can resist with a Strength or Dexterity (whichever is better) + Kung Fu.

Effects: If attacker wins, defender is at a -1 to all actions for every Success Level in the attack until she breaks free or the attacker lets her go.

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COMBAT COMPLICATIONS

Attacking from Behind

Targets that are not aware of your attack cannot defend. Those with the Situational Awareness Quality can defend, but at a -2 penalty. Sometimes (at the Directors discretion) the target may get a Perception + Notice roll to notice your sneak attack.

Full Offence

Cannot defend this turn and +2 bonus on all attacks.

Full Defence

This option allows you to defend against two attacks at no penalty and gives a +3 bonus to all defensive actions. No attacks allowed.

Knockdowns and Fighting While Lying Down.

When a character is knocked down, she cannot attack for the rest of the Turn and defences are at -2. Any blow that inflicts more than triple the victim's Strength in damage (before accounting for Slash/stab or Bullet modifiers) may also result in a knockdown. Getting up quickly calls for a Dexterity + Acrobatics roll.

Dexterity	Additional Actions	Penalty for that Extra Action	Multiple gunshots and Automatic Fire
5-6	1	None	Multiple Shots Roll and add Dexterity + Gun Fu; each additional shot uses the same roll, but drops down one Success Level. The Number of shots fired is up to you.
7-8	2	-2	Automatic Fire Make one attack roll; each Success Level allows one bullet to hit the target. The base damage for each bullet is calculated separately.
9-10	3	-4	
11-12	4	-6	
+2	+1 per	-2 per	

Range Penalties

Range	Pistols	Rifles	Modifier	Damage Types
Short	5yds	20yds	0	Bash: Blunt trauma
Medium	20yds	100yds	-1	Slash/Stab: This damage is doubled when inflicted on normal humans, after subtracting for armour. If a limb is attacked and Life Points are reduced to zero, then that limb is severed. The Through the Heart and Decapitation modifiers replace Slash/stab multipliers.
Long	50yds	300yds	-3	Bullet: This damage is doubled when inflicted on normal humans. Vampires are extremely resistant to bullet damage though.