Combat Situations & Modifiers

Advantageous Position	+1 Melee or Defense or Other (GM's choice). Footwork roll usually required to obtain; Yield Advantage loses position.
At a Loss	-2 to all rolls and Defense
Blind	At a Loss + Penalty Die. Ranged attacks -4; impossible beyond close range
Balancing	-2 Attack rolls and Defense. If hit, roll Daring + Career or fall.
Called Shot	-1 to -4 to hit for +1 to +4 damage. Bypass Armor: -1 Light Armor, -3 Heavy Armor; additional -1 Helmet
Charge	+1 to hit, but -1 Defense till next turn. +1d3 damage w/ Spears when charging or receiving a charge.
Close Call	Make a +0 Fear (Daring) Check or lose 1 Composure
Corps-a-Corps	Body to Body: cannot use weapon longer than main gauche. Grapple and Bind put you at Corps-a-Corps automatically.
Cover	Makes yourself a smaller target
Disengage	Requires: Yield 1 Advantage or 1 Minor Action with successful Footwork roll vs. opponent.
Engaged	Currently fighting an enemy hand to hand.
Ganging Up	Pawns can give +1 to hit/damage (max of +3) for each extra ganging up on one enemy.
Get Up	Split an action or spend a Minor Action
No Sea Legs	Unless you have Sailor Career, you have -1 to Defense and all rolls aboard a ship
Mighty Success Attack	+1 Advantage, + Free Action (picked by GM)
Pick Up Weapon Off the Ground	Yield Advantage or Split a Major Action
Prone	-2 Defense, Parry, attack, & any other roll the GM decides (unless being Prone is beneficial: see Cover)
Range Target Large	as a Horse: +1 to Hit, Elephant +2, T-Rex +4
Range Target Small	as a Dog: -1 to Hit, Cat -2, Sparrow -4
Return Weapon to Unarmed Foe	Spend Minor Action; Gain +1 Advantage, +1 Fortune for looking cool
Split Action	-2 to both actions. Split action can be of same type or lesser. Major ➔ Minor ➔ Reaction. At least one action must require dice roll.
Target Surprised	Bonus Die to hit. Target cannot Yield Advantage or take any action until next round.
One Combatant Unarmed	Against armed foe, -1 to Defense. Armed foe gets +1 Defense against unarmed foe.

Advantage Rules

Pressing the Advantage	If you have more Advantage than opponent, you can spend a Fortune Point to add +2 to an attack or damage roll against them instead of +1. Once per round, you can expend 1 Advantage to take 1 extra Major Action.
Get Your Bearings	If you are not attacked for 1 Round, you can spend your entire turn to Recover 1 Advantage (up to base amount).
Gaining Advantage	A character who acheives a Mighty Success with non-damaging maneuver, such as a Beat or Parry, gains +1 Advantage (even exceeding the base amount)
Defeated	A character with 0 Advantage is defeated. The victor is allowed to describe how this defeat manifests however they wish.
Unable to Yield Advantage	You are unable to Yield Advantage: • When you are Surprised • After performing a Lunge • When you cannot retreat (such as when standing with your back to a wall, standing on a cliff) • When retreat carries too grave a consequence (letting the enemy pour through a breach in the wall, or spell doom for a defenseless innocent).

Task Resolution and Range Table

Difficulty	Easy	Moderate	Tricky	Hard	Tough	Demanding
Range	Point-Blank	Close	Medium	Long	Distant	Extreme
Modifier	+1	+0	-1	-2	-4	-6

HEALING

After Combat	With 10 minutes rest, recover half lost Lifeblood; then 1 Lifeblood per day after that. 1 Fortune Point also heals 1 LB.
Medical Attention	Heal Rank in Doctor / Healer career after applying first aid following combat. Doubles recovery per day after a successful moderate (+0) Career Check.
Unconscious or Dying	Character at 0 LB is Unconscious. -1 to -5 LB is Dying. -6 or more is Dead. Dying characters lose 1 LB (or 1 Fortune Point) / Round until stabilized.
Stabilize Dying	Doctor/Healer check. Difficulty = negative LB of patient. Stabilized patient recovers 1 LB / day. Patient regains Consciousness at 1LB.
Treating Poison	Doctor / Healer / Apothecary Career test = Difficulty to resist the poison. Successful treatment stops further advancement but does not reverse damages. This requires an antidote or time for recovery.

INTOXICATION, DEPRIVATION, + DISEASE

Condition	Onset	Quality	Repeat	End Result	Reverse
Intoxication	Might+2 drinks	Might	Each new drink	Unconsciousness	1 hour passes per drink consumed
Exhaustion	24 hrs w/o sleep	Savvy	8 hours	Unconsciousness	8 continuous hours sleep
Hunger	3 days w/o food	Might	3 days	1d3 Lifeblood / day	2 meals a day for 3 days
Thirst	1 day w/o water	Might	12 hours	1d3 Lifeblood / 6 hours	Drink sufficiently
Illness	First symptoms appear	Might	Varies*	Varies*	Varies*

FALLING

Minor	1d3 Dmg
Serious	1d6 Dmg
Major	2d6 Dmg
Deadly	3d6 Dmg

DARKNESS

Very Dim Light	At a Loss + Double Ranged attack penalties
Pitch Darkness	At a Loss + Penalty Die on all rolls. -4 Penalty to Ranged attacks. Maximum range is Close

AWARD FORTUNE POINTS TO PCS FOR:

Making a clever observation	Risking great harm for their Motivation
Comic relief (in-character)	Serious difficulty imposed by a Flaw
Being impressive	Accepting a dangerous mission
Exceptional role-playing	Attempting a bold course of action
Inflicting a Plot Twist on them (worth 2 or more Fortune)	

PCS CAN SPEND FORTUNE POINTS TO:

Get a Bonus Die (before rolling)	Change a Success into a Mighty Success (1 Fortune Point per pip of difference from 12 on the dice).
Add +1 to a dice result (after rolling).	Avoid all ranged/explosive attacks this phase (becomes a Close Call)
Evade notice	Avoid losing 1 Composure
Notice something	Regain 1 Composure
Improve Passive Defense by 1 (turns the attack into a Close Call)	Escape Death (pay 3 Fortune Points or Advancement)
Resist their Motivation	Land safely or avoid a fall
Avoid a trap (becomes a Close Call)	Improve Chase Scene position by 1
Reduce damage from enemy attack by 2, by 4 against pawns.	Retroactively change something in the recent past
Recover 1 Lifeblood after combat	Stumble upon something important
Create a major fact about the world	Call in favor from a Boon
To know something useful (get a hint from GM)	To have something they need

FIRE

Round	Damage	Extinquish Difficulty (Flair)
1st	1 Dmg	Easy (+1)
2nd	1d3 Dmg	Moderate (+0)
3rd	1d6 Dmg	Tricky (-1)
4th	2d6 Dmg	Hard (-2)
5th	3d6 Dmg	Tough (-4)
6th +	4d6 Dmg	Demanding (-6)

Extinguishing a fire is a Major Action requiring a Flair roll. Splashing water gives a Bonus Die to this roll; submerging in water is automatic success.

Trap Creation Guide

Rarity	Difficulty	Damage	Example
Common	-2	1d3+1	Spring loaded needle
Elaborate	-4	1d6+1	Pendulum blade swings from the ceiling
Ingenious	-6	2d6+2	Doorknob explodes when turned
Unique	-6 (x2)*	3d6+3	Spiked walls closing in

Unique traps require two successful Extreme (-6) difficulty rolls to successfully bypass.

Creature Table

Size	Damage	Lifeblood	Move	Example
Tiny	1	1	15′	Rat
Very Small	1d2	2	20′	Cat
Small	1d3	5	25′	Dog
Medium	1d6-1	10	25′	Wolf
Large	1d6	20	30′	Gorilla
Very Large	1d6+2	30	30′	Horse
Huge	2d6-1	40	35′	Rhino
Massive	2d6	50	35′	Elephant
Enormous	2d6+2	60	40′	Tooth Whale
Gigantic	3d6	70	40′	Sea Serpent
Immense	3d6+2	85	45′	Baleen Whale
Colossal	4d6	100	45′	Kraken

Pawn Competence

Competence	Example
0 Rabble	Angry Mob
1 Green	Caravan Guards
2 Average	Pirate Crew
3 Veteran	Cardinal's Guard
4 Elite	Inquisition Bodyguards

Attacking Pawns: After defeating a pawn with Bladework or Brawling, a Hero or Villain may attack another with -1 to hit. If this succeeds, attack another at -2, and another at -3, etc., continuing until he fails to defeat a pawn or there are no pawns remaining within reach.

Pawns + Ganging Up

Up to 4 pawns may attack one foe. Each extra pawn gives +1 to hit, up to +3. Roll a single damage roll, add +1 damage for each point the attack exceeded Defense, up to a maximum of the extra pawns

Stunts + Pawns

Difficulty = Competence for a group of four pawns. +/- 1 per pawn extra/fewer.
Player describes Stunt, GM sets Quality / Career / Combat Abil. used.
Failure = At a Loss or Yield Advantage; + possible Comic Relief.

Chase Scene Summary

Establish Distances	GM chooses distance seperating parties. Pistol, Musket, Cannon range, or Miles can be used.
Initiative	1d6+Savvy; appropriate career breaks ties. Winner determines course of events for that chase round.
Chase Rounds	Initiative winner describes terrain and obstacles faced that round. GM uses description to select Quality + Careers participants roll. Highest roll wins the chase round, improving position 1 increment (2 increments on a Mighty Success). Calamitous Failure worsens position by 2 increments.
Multiple Participants	Compare slowest quarry to fastest pursuer. Alternatively, track each participant seperately.
Victory for Pursuer	If the pursuer reaches "Point-Blank" range, he gets a free action against the quarry. If this action fails, the chase continues 1 more chase round. A Calamitous Failure means the quarry escapes, ending the chase.
Victory for Quarry	If the quarry has "Extreme" range between himself and the pursuer, advancing one more position indicates successful escape. If the pursuer cannot gain ground after 3 chase rounds at this point, the quarry escapes.
Attacking	If pursuer or quarry make an attack, they must Split their Action (-2 Penalty to the roll for the chase round and for the attack). Mounted characters have additional -1 Penalty to both rolls unless they have the Soldier career. Be sure to add range penalties to attack rolls when they apply.
Passengers	Passengers in vehicles can take actions in the chase round without having to Split Actions.
Speed	If the vehicle or horse is faster, it gets +1 Very much faster gives +2.
Maneuverability	Important when cornering or steering. In those situations grant +1 for more maneuverable, +2 for much more.
Size	When size of a vehicle is a disadvantage, give -1 penalty, or -2 penalty if the difference is severe.
Collateral Damage	If a chase round roll is less than 9, some collateral damage occurs. This is purely descriptive.
Wounded Horse	Rider / coachmen has Penalty Die on all chase round rolls. Horse at half or less LB stops and collapses unless rider makes Tough (-4) Career + Flair roll.

Hazards at Sea

2-7	Nothing Happens
8	Bad Weather. 1-3 Storm, 4-5 Squall, 6 Doldrums
9	Wreck
10	Ruined Supplies (1-4) or Damaged Cargo (5-6)
11	Ship. 1-3 Merchant, 4-5 Naval, 6 Pirate
12	Sea Monster

Ship to Ship Actions

Initiative	1d6+ Captain's Career. Crew breaks ties.
Maneuvering	(Sails -Size) + Helmsman's Career vs. (Sails - Size). Difficulty (+1 to -6) based on wind. Success = Advance / Retreat 100 yards
Volley to Hit	Guns + Gunner's Career vs. Range Modifiers. Target 2 or more larger Size grants +1 to hit. Target 2 or more smaller Size grants -1 to hit. Cannons use 100 yard range increments
Volley Dmg	Attacker 2 or more larger Size: 3d6 Timber. Attacker within 1 Size of target: 2d6 Timber. Attacker 2 or more smaller Size: 1d6 Timber. Every 6 on the dice does 1d3 dmg to PCs and major NPCs. Damage avoided with Tricky Savvy+ Sailor roll or spending a Fortune Point. Complement reduced 1% for every 2 Timber damage taken
Grapeshot	Guns + Gunner's Career vs. Crew + Range Mods. Grapeshot uses 20 yard range increments. Damage as Volley; applied to Complement % instead of Timber. Every 5 or 6 on the dice does 1d3 dmg to PCs and major NPCs
Chain Shot	Guns + Gunner's Career vs. -2 + Range Mods. Target's Sails lowered by 1. Ship adrift at -2 Sails. Has 50 yard range increment
Boarding Attack	Crew + First Mate's Career vs. Captain's Career. Vessel boarded; enemy ship loses 1d6% Complement per point of Size attacker has. After 3 rounds of successful boarding, boarded ship must roll Crew + Captain's Career test. Failure indicates surrender. Success means try again next round; but each attempt is -1 harder.
Repel Boarders	Crew + Captain's Career vs. First Mate's Career. Boarders repelled and lose 1d6% Complement per point of defender's Size

Ships by Class

Class	Size	Sails	Guns	Crew	Hull	Timber	Ship Boons | Ship Flaws
Launch	0	2	X	0	0	10	Fast to About, Oars | Unarmed, Cramped Quarters
Sloop	1	3	1	1	0	20	Shallow Draft | Cramped Quarters
Pinnance	1	4	X	1	0	20	Shallow Draft, Fast to About | Unarmed
Cargo Ship	2	2	1	0	2	40	Large Hold, Swift Sails | Lightly Armed, Popular Target
Corvette	2	1	3	1	0	30	Extra Gunports, Fast to About | Small Hold, Bad Food
Brig	2	2	1	1	1	35	
Brigantine	2	1	2	1	1	35	Extra Complement | Cramped Quarters
Dhow	2	2	1	2	0	30	Oars, Ramming Prow | Popular Target, Cramped Quarters
Junk	2	1	1	2	1	35	Sailmaker | Short Guns
Barque	3	2	1	0	2	50	
Frigate	3	2	2	0	1	45	Swift Sails | Bad Food
Merchantman	3	2	1	1	1	45	Large Hold, Smuggler's Hold, Swift Sails | Deep Draft, Slow to About, Popular Target
Schooner	3	3	1	1	0	40	Fast to About | Deep Draft
Galleon	4	2	4	0	2	60	Extra Gunports, Swift Sails | Popular Target, Deep Draft
Man-O-War	5	3	5	1	1	75	Unsinkable, Ramming Prow, Hated Foe | Bad Food, Deep Draft, Slow to About

Ramming	Hull + Captain's Career vs. Hull. Both ships take damage. Ships within 1 Size take 2d6 Timber. Ships 2 Size larger take 1d6 Timber. Ships 2 Size smaller take 3d6 Timber. Complement and PC / NPC injury as Volley
Half Timber	Low in the water. -1 Sails.
Zero Timber	The ship is sinking. This usually takes several minutes.
Repair Timber	Crew + Career (Craftsman). 1 attempt / week / Size of Ship. In Port: Success automatic, double speed. Difficulty = -1 per 10 Timber lost. Success: Repairs 5 Timber; Mighty Success 10
Repair Sails	Crew + Career (Craftsman). Difficulty = -1 per point of damage to Sails. 1 attempt / day / Size of Ship. Success: Repairs 1 Sails; Mighty Success 2
75% Complement	-1 to all dice rolls (including dmg per die) -1 Crew
50% Complement	Penalty Die -1 to all rolls, dmg rolls halved
25% Complement	Dmg rolls one-quarter, -2 Crew

Surgeon	After battle, Surgeon saves 1d6% Complement per rank in Career, up to max of half total lost.
Shore Batteries	Treat battery as unmoving ship, Size 3 to 6, Guns = Size, Hull 3 to 6. High walls give range increment of 200 yards for volleys.
Sea Monster Attacking	Ship has -1 Defense. Half Dmg = Timber and Complement % lost. Each 5 or 6 rolled results in 1d3 dmg to PCs or major NPCs.
Attacking Sea Monster	-4 penalty to hit vs. Defense. Timber damage x2 = Lifeblood lost

Drowning

Characters can automatically hold their breath Might +5 Rounds. Strenuous activity counts as 2 rounds. After this time expires, make a -1 Might check (+Career at GM's option) to avoid drowning.
- Success: Repeat each round, difficulty increases by 1 each time.
- Failure: the character is drowning. Each round, the character loses 1 cumulative LB.

Battlefield Combat Army Rating

Training	+0 No Better	+1 Moderately Better	+2 Much Better
Size	+0 Not Larger	+1 Moderately Larger	+2 Much Larger	+4 Overwhelming
Battlefield	+0 No Advantage	+1 Good Position	+2 Excellent Position	+4 Overwhelming
Supplies	+0 No Advantage	+1 Better Supplied	+2 Much Better Supplied
Commander	Use Commander's Soldier Career as bonus

Battlefield Combat Resolution

Victory	Each side begins with 0 Victory Points. 10 Victory Points means the army has won the battle. -10 Victory Points means the army has lost the battle.
The Roll	Each round of Battlefield Combat, roll: 2d6+Army Rating - Opposing Army Rating -7 = Victory Points. Add this to the current running total.

Battlefield Heroic Actions

Heroic Action	Victory Points Earned
Hold Position	1
Take Position	1-3
Inspire	0, grants Bonus Die to Battlefield Combat roll
Rescue	2-3
Capture VIP	2-3
Kill VIP	1-2
Deliver Message	2
Steal Intelligence	2
Destroy	2
Bring Reinforcements	GM adjusts Army Rating

Blackpowder Weapons Misfire Table

Roll	Result	Explanation
2	**Weapon Explodes**	Everyone within 5' takes damage as if they were shot by the weapon; grenade explodes on the spot.
3-5	**Weapon Broken**	Weapon will no longer fire.
6-9	**Minor Jam**	Spend Minor Actions as if loading the weapon. Wheel-locks add 2 more Actions
10-12	**Simple Misfire**	Weapon did not fire, but still ready to fire

Explosives

Grenade Damage	4d6 Dmg within 5', 3d6 Dmg within 10', 2d6 Dmg within 15', 1d6 Dmg within 20'. Highest dice affect nearest targets
Lighting	Minor Action; Roll Savvy + Career. Failure = Misfire
Throwing	Major Action; Roll Ranged + Might vs. Range Modifiers (10' Increments). Failure: Grenade lands 1d3' per point roll failed by in random direction from target.
Random Direction	Roll 1d6. 1-3 = Short of target, 4 = wide left of target, 5 = wide right of target, 6 = past the target.
Fuse	GM secretly rolls 2d6-2. Result is the phase the grenade explodes, either later this round (if the number is less than the current phase) or next round
Powder Keg	Explodes as a grenade, but does 6d6 Dmg. Laying a charge is a Hard (-2) Savvy + Career test. 5 damage from burning or shooting will ignite it, too. A keg is a small target (-2) for ranged attacks.
Powder Caches	Explodes as a grenade, doing between 10d6 (a powder wagon) to 20d6 (a warship's powder magazine) damage. There can be no Close Calls unless at least halfway out from the center of the blast.

Craft Points System

Craft Points Earned	A character earns 1 Craft Point per Rank in the career between adventures. Different types are not interchangable.
Stages	Craft Points that are not spent are lost; you can invest them towards a project that is completed in stages, however. Roll only for the final stage.
Common +0	1 Craft Point
Uncommon -2	2 Craft Points & 1 Fortune or 1 Advancement Point
Rare -4	4 Craft Points & 2 A.P. Max of 1 per Adventure
Unique -6	8 Craft Points 2 Advanement Points per Stage Max of 1 per 2 Adventures

Cannon

Swivel Gun	2d6+4 damage to Single Target, with Penalty Die to hit. Kills 1d6+1 Pawns with no Penalty Die to hit. 50' Range Increment, 10 Reload, up to 2 Crew
Cannon	300' Range Increment, 20 Reload, up to 4 Crew.
Artillery	600' Range Increment, 40 Reload, up to 6 Crew.

Social Combat Summary

The Object	Make opponent lose all Composure
Time Frame	A typical sociial combat lasts 5 rounds. A round can be a minute or months.
Actions	Only Major Actions exist. Attack, Defend, Recover Splitting Actions allowed
Attack	Roll Flair + Career vs. Daring (Intimidate), Savvy (flattery/deception/seduction), Flair (insults, gossip, or peer pressure). +1 for good role-playing, +2 for excellent.
Dmg	Success = 1 Composure Mighty Success = 2 Comp. Target can choose to spend Fortune to avoid Comp. loss.
Fail	Calamitous Failure means the attacker loses 1 Composure
Hangers-On	Pawns that add +1 each (up to +3) to attacker's roll. Each has 1 Composure. They can be defeated in succession with a cumulative -1 penalty; or by a Mighty Success (1d6+1 at once)
Defend	Usses Major Action to interupt. Roll Career + Quality Attacked vs. Attack Roll. Success blocks attack. Mighty Success = make free attack. Calamitous Failure = lose 2 Composure instead of 1.
Recover	Automatically regain 1 Comp. by spending a Major Action or 1 Fortune Point

WEAPONS

Weapon	Damage	Notes
SWORDS		
Backsword	1d6	+1 Damage with Quick Cut (after halving)
Broadsword	1d6+1	Requires 2 hands if Might is 0 or lower, +1 Beat
Epee	1d6	+1 Parry
Greatsword	1d6+2	-1 Parry, +1 Moulinet
Small Sword	1d3+1	+1 Parry, +1 Quick Draw, Able to Split Actions singly 1d3+3 Damage to resist Sword Break
BLACK POWDER WEAPONS		
Blunderbuss	1d6+6	10' range inc., range penalties apply to damage instead of attack roll, 3 Minor Actions to load, Misfire 2-3, Hits 1d6 tightly-grouped targets
Arquebus	2d6	50' range inc., Reload 5, Misfire 2-4
Musket, Flintlock	2d6	50' range inc., Reload 4, Misfire 2-3
Musket, Wheel-Lock	2d6	50' range inc., Reload 3, Misfire 2
Pistol, Matchlock	1d6+1	10' range inc., Reload 4, Misfire 2-4
Pistol, Flintlock	1d6+1	10' range inc., Reload 3, Misfire 2-3
Pistol, Wheel-Lock	1d6+1	10' range inc., Reload 2, Misfire 2
Pole-Brace	N/A	1 Minor Action to set, +10' to Musket range increment
Grenade	4d6	-1d6 Damage (highest remaining) per 5' from the blast origin, 1 Minor Action to light, 1 Major Action to throw, 10' Range inc.
OTHER WEAPONS		
Axe	1d6	10' range increment when thrown, -1 Parry, +1 Bind
" Two-Handed	1d6+2	-2 Parry, +1 Bind
Bayonet	1d6+2	1 Minor Action to affix to a musket, -1 Parry when affixed, 1d3+1 damage when wielded in hand (un-affixed)
Bow	1d6	60' range inc., 1 Minor Action to knock arrow
" Longbow	1d6+2	100' range inc., 1 Minor Action to knock arrow
Buckler	1d6-1	+1 Parry (stacks with other Parry bonuses)
Cloak	N/A	+1 Feint, +1 Bind; usable with Cloak Parry

Weapon	Damage	Notes
Club	1d6-1	10' range inc. thrown
" Two-Handed	1d6+1	-1 Parry
Crossbow	1d6+1	80' range increment, +1 Dmg with Called Shots, Reload 2
" Arbalest	1d6+3	100' range increment, +1 Dmg with Called Shots, Reload 3 with "goat's foot" or Might 2 or more; otherwise Reload 4
" Grenade	*	30' range increment, 3 Minor Actions to load
" Hand	1d3	20' range increment, +1 with Called Shots, 1 Minor Action to load
Dagger	1d3+1	5' range increment when thrown, +1 Dmg with Called Shots
" Stiletto	1d3+1	Ignores 2 Protection, +1 Dmg with Called Shots
" Throwing Knife	1d3+1	10' range inc. thrown, +1 Dmg with Called Shots
Garrote	Choke+2	+2 attack and damage with Choke, 1d2 dmg for purposes of breakage
Hook Hand	1d3+1	+1 Bind
Maine Gauche	1d6-1	+1 Bind, +1 Disarm, +1 Sword Break
Parrying Dagger	1d3	+1 Bind, 1d6+1 Dmg with Sword Break
Spear	1d6	20' range inc. thrown, +1d3 Damage in a charge, or receiving a charge
" Lance	1d6+2	1-Handed when wielded from horseback, -1 Parry
" Pole-Arm	1d6+2	Always 2-Handed; often secondary use (Halberd can be used as an Axe for example), -1 Parry
" Harpoon	1d6+1	10' range inc. thrown, +1d6 Damage per round (for 1d6 rounds) to large marine creatures, -1 Melee
Staff	1d6-1	+1 Parry
Unarmed	1d2	1d3 Dmg with gauntlet or basket hilt, Kick does 1d3 Dmg with -1 to hit
Whip	1d3-1	Victims have Penalty Die to Parry whip attacks, Whip Crack: Flair + Melee -1 vs. Daring, enemy loses 1 Composure if successful, +1 Bind, +1 Disarm
Improvised Weapon	Special	-1 Damage and half the range compared to the weapon it most closely resembles; May substitute Flair for Daring with Bladework or Flair for Savvy with Ranged

Armor	Protection	Notes
Light	1d3	1 less Advantage without Armor Familiarity, -1 to stealth, acrobatics, Initiative; -2 to swimming
Heavy	1d6	Cannot Yield Advantage without Armor Familiarity, 1 less Advantage with Armor Familiarity, -1 and Penalty Die to stealth, acrobatics, Initiative; Swimming is impossible; Quick removal requires 2 consecutive Hard (-2) Savvy + Soldier task rolls.
Other		Heavy Gloves give 1d3 Protection to the Hand only. Gauntlets give 1d6 Protection to the Hand only. Helmet gives +1 Protection or 1d6 Protection to the Head only and -1 to Savvy to Notice.