

SAPIENCE PERSONAL COMBAT REFERENCE SHEET

There are three Action Phases per round – Acuity, Presence, Vigor, in that order. At the top of the round each combatant rolls Concentration, and the Effort determines their initiative for the round. Each combatant then has three action points and one free movement action for the round. One or more Action Points may be used to declare an action within a phase as the GM announces that phase. All actions in the phase occur in Initiative order. A character can only take one action in a given phase, but that Action can be upgraded from Standard to Improved or Exalted for extra Action Points (thus a character can have three Standard actions; or one Improved and one Standard action; or one Exalted action). Action points can instead be sacrificed for one extra movement action each. All movement actions occur during the Vigor Phase.

Reactions can be taken at any time during the round, with a cumulative -1 die penalty per Reaction taken after the first.

ACUITY ACTIONS

| Action | Standard (1 Action Point) | Improved (2 Action Points) | Exalted (3 Action Points) |
|------------------------|--|---|--|
| Aim | +1 die on next ranged attack against aimed target | +1 die and a Boon on next ranged attack against aimed target | +2 dice and a Boon on next ranged attack against aimed target |
| Apply First Aid | Survival; cure opponent's stunned condition | Survival; cure stun and heal one purple die per Focus rolled | Survival; cure Stun, heal one purple or black die per Focus rolled |
| Hacking | Computing; Hack door or security system | As Standard Action, and gain +1 die on the attempt | As Standard Action, and gain +1 die and a Boon on the attempt |
| Use Technology | Use a device or administer a drug | Use a device or administer a drug, gain +1 die on attempt if applicable | Use a device or administer a drug, gain +1 die and a Boon on attempt |
| Watch Your Back | Gain 2 reactions at full die pool before cumulative penalty begins | All reactions this round are at full reaction die pool | As Improved, and gain +1 die on each Reaction attempt this round |

PRESENCE ACTIONS

| Action | Standard (1 Action Point) | Improved (2 Action Points) | Exalted (3 Action Points) |
|---------------------------------------|---|---|---|
| Berate | Coercion; Inflict Stress on an ally and let them use Strain dice for their next roll. | Coercion; Inflict Stress on an ally and let them use Strain dice on their next roll with a Boon, or Standard berate for the whole crew. | Coercion; Inflict Stress on a whole crew and let them use Stress dice for the next roll with a boon |
| Feint | Deception vs Insight; Target has Bane to react to next Melee attack | Deception vs Insight; Target cannot react to next Melee attack | Deception vs Insight; gain Boon on next attack and Target cannot react |
| Inspire | Leadership; grant Boon to an Ally's next check. Adverbs you add to this roll can be used by your ally for free. | Leadership As Standard, but inspire all your allies nearby, or a single ally until the end of the Round. | Leadership As Improved, but inspire all of your allies until the end of the Round. |
| Intimidate | Coercion vs Concentration; Target has Bane next action | Coercion vs Concentration; Target has Bane next action and Focus stress | Coercion vs Concentration; All enemies get Bane and Focus stress |
| Provoke | Deception vs Insight or Expression vs. Concentration; Target has Bane to next action if they don't take the bait. | As Standard, but the effects last until the end of their next round. | As Improved, but the target is provoked until you're out of the picture, silenced, or suffer a Wound. |
| Second Wind | Concentration; remove purple dice equal to Effort from die pool | Concentration; remove purple dice equal to Effort + Focus from die pool | Remove all purple dice from die pool |
| Command (Human vs Uplift only) | Leadership vs Concentration: Target must obey order or take Strain equal to Focus | As Standard, but Target also has Bane to next action if they disobey | As Improved, but can affect as many targets as Leadership Skill level. |

VIGOR ACTIONS

| Action | Standard (1 Action Point) | Improved (2 Action Points) | Exalted (3 Action Points) |
|--------------------|--|---|---|
| Attack | Single attack using Athletics, Fighting, or Shooting. | Pop-up single attack or Focused attack; OR double attack if ROF 2 | Pop up double attack or Focused double attack; OR Single Pop-up or Focused attack with a Boon |
| Disarm | Agility vs Agility; Item drops to the floor or drifts one square in zero-g | Agility vs Agility; item is thrown D6 squares, attacker chooses direction | Agility vs Agility; You may grab item from target or throw D6 squares |
| Grapple | (Athletics or Physique) vs (Athletics or Physique) | As Standard action, but attacker has Boon on check | As Improved Action, plus opponent has Bane on Reaction. |
| Load/Reload | Nock Bow, load Magazine or battery into weapon | As Standard and may make a single attack with loaded weapon | As Standard but may make pop-up or focused single attack with weapon |
| Takedown | Physique vs (Athletics or Physique), or knocked prone | As Standard action; target has Bane on resist check. | As Standard Action; Target cannot defend or react to attempt |

MOVE ACTIONS

| Move Action | Description |
|---------------|--|
| Move | Character may move as far as their movement allowance; Picking something up costs 1 square of movement |
| Safe Movement | Character may move half their movement allowance (round up) and does not provoke opportunity or trigger things |
| Stand up | Stand up from being Prone |

REACTIONS

| Reaction | Description |
|-------------|--|
| Block/Parry | <u>Fighting</u> skill; can only block ranged or thrown attacks with a shield |
| Dodge | <u>Agility</u> Skill; Against ranged attacks must take a Bane or leap prone (as long as not already prone) |
| Opportunity | When opponent moves away from or through your melee range, may react to make an attack using <u>Fighting</u> |

SPECIAL ACTIONS/REACTIONS *(these actions require specific Traits to use)*

| Special Action | Description |
|--------------------------------------|---|
| Leap <i>(special move)</i> | A Gorilla character with this Trait may leap as many squares as their Physique as a free action (requiring no Action Points) once per round during the Vigor phase. |
| Riposte <i>(special reaction)</i> | When struck in melee combat, may use a reaction to attack back once using <u>Fighting</u> skill. This may only be activated as many times as your weapons ROF during a round. |

ATTACK DIFFICULTY LEVEL MODIFIERS *(applies to Attack, Disarm, Grapple, and Takedown Actions)*

| | |
|----------------------------------|----------|
| Base Difficulty to hit opponent: | 2 Effort |
|----------------------------------|----------|

| Condition | Modifier |
|--|------------|
| Target is unaware of attack or restrained | -1 Effort |
| Target is Prone (melee combat) | -1 Effort |
| Target is Prone (ranged combat; outside melee range) | +1 Effort |
| Attacker is Prone (melee combat) | +2 Effort |
| Target has partial cover (more than half body covered) | +1 Effort |
| Target has almost entire body behind cover | +2 Effort |
| Target is outside effective range for weapon (but within Long range) | +1 Effort |
| Defender is outside Long range for weapon | Cannot hit |

Effort required to hit target cannot reduce below 1 or increase above 5

MELEE WEAPON STATISTICS

| Melee Weapon | Weight | Charges | Signature | Damage | Damage Type | ROF |
|----------------------|--------|---------|------------------|--------|-------------|-----|
| Short Blade | 1 | - | - | 2W | P | 2 |
| Short Blade, Charged | 1 | 1 | While Powered | 2W | P | 2 |
| Long Blade | 2 | - | - | 4W | P | 1 |
| Long Blade, Charged | 2 | 1 | While Powered | 4W | P | 1 |
| Mace, Club, etc | 1 | - | - | 3W | P | 1 |
| Shockrod | - | 10 | Until discharged | 10F | F | 1 |

RANGED WEAPON STATISTICS

| Ranged Weapon | Weight | Ammo | Charges | Signature | Damage | Damage Type | Range | ROF |
|-----------------|--------|------|---------|------------|--------|-------------|---------|-----|
| Bow | 1 | 1 | - | - | 3W | P | 15/40 | 2 |
| Crossbow | 1 | 1 | - | - | 4W | P | 15/30 | 1 |
| Pistol | 1 | 15 | - | - | 4W | P | 15/30 | 2 |
| Blaster | 1 | - | 10 | While Used | 4W | E | 15/30 | 2 |
| Rifle | 2 | 30 | - | - | 5W | P | 20/50 | 2 |
| Laser Rifle | 2 | - | 20 | While Used | 5W | E | 20/50 | 2 |
| Scattergun | 2 | 1 | - | - | 4W | P | special | 1 |
| Disco Gun | 2 | - | 10-50 | While Used | 1-5W | E | special | 1 |
| Portable Turret | 4 | 30 | - | While Used | 5W | P | 30/30 | 1-3 |