Savage Tactics

By strengths and circumstances

General

Improvise. Use terrain, be imaginative!

Use your character's **edges** – and **flaws** to ge t bennies!

Use multiactions! (-2 to checks)

Run to move faster &ranged defense

Strength

PUSH (move 3+ gives +2) **Knock prone**, or **Push** (s/r)" and (s/r)d6 dmg if hits wall etc. **Shield:** str+1/2/3dmg AND Push.

Grapple. Opposed Fighting; R=shaken. Target may escape w contested Agi/Str, others action at -4. Cause damage with similar check.

Use terrain. Collapse objects on the battlefield or do other strength-requiring stunts

Agility

Go on hold

Wait for situation (gang-up, no cover or other vulnerable situation)

Agilty trick: Sand in the eyes, Pommel smash, Head butt, Throw a bottle to catch, Pretend to be easy target for a killing blow, Throw a cloak at him, blind him with sun reflection or smoke, throw a barrage of things

Smarts

Smarts trick:

"I'm on your side!", (Look scared behind opponent), "Look you're

holding the weapon completely wrong", "And there arrive my reinforcements!"

High combat skill

Called shot

at -2 or more to **Ignore armor** and/or hit **Vitals** (extra damage), **Hand** or **Leg** (Str vs. damage or drop item or drop prone, wound causes temporary One-handed or Lame hindrance)

Difficult to hit?

Attack shield (houseruled: no shield bonus to parry for this)

Gang-up: Try to get more allies around the enemy

Go ranged: Shoot or Throw, usually TN 4. Aim for a round to get +2.

Go all out!

Wild attack +2 fighting & damage, -2 parry

Rapid attack: When desperate; 3 attacks at -4 (6 w. Semiauto/revolver)

Intimidate

Mean stare, take a devastating attack pose, howl, quick jump towards him, tell him that he just took his last breath, how you will gut him or his allies or close ones

Taunt

Start talking calmly to your ally ignoring your opponent, give him/her a kiss, make remarks of his looks, wife or mother; Flash some skin, flirt or pinch

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