

COMBAT BOOK












































Welcome to the Combat Book, a booklet length addition to *Church and State* designed to make running the pulse-pounding combats of the adventure easier on the GM. Here you will find combat sheets for the major players and their minions, as well as maps for all the likely combat scenes in *Church and State*.

The Combat Sheets are quick sheets for the GM's use, gathering and summarizing the combat information for a character into an easy to read and use format. Each character is given several different attacks, representing a range of different combat options that they most commonly use, given descriptive names as well as precalculated attack, damage, and defense totals. A few of these attacks are noted as being extra effort, meaning that they're something of a signature move that the character will only pull out in the most extreme of circumstances. Then the characters saves, protection, and movement are listed. In cases where sprint speed is over 10000 it is rounded off to the nearest thousand, and when over a million to the nearest ten-thousand. Skills, Feats, and Powers that are applicable to combat/conflict are listed - this is not a full skill/feat list for the character, only those likely to be important in a combat situation. Any Feat or Power that is listed in Red Underline is a situational variable that has not been used in the calculation of the characters attack values - and so it's in red to make it easy for the GM to remember it is there in the fitting circumstance. Major NPCs then have a damage/condition track used to keep track of how much damage or special effects they have taken. Minions have a "total number" and "number down" box to keep track of how many minions there are, and how many are out of the fight.

All of the Maps are oriented with north at the top of the page, and all grids are 1 square to 5(ish) feet, unless noted otherwise. A general key is found below.

KEY

-  = chair
-  = rolling chair
-  = overstuffed chair
-  = couch
-  = end table
-  = plant
-  = desk
-  = filing cabinet/storage

-  = water cooler
-  = bookshelf
-  = table
-  = carpet / rug
-  = toilet
-  = sink
-  = files / papers
-  = phone
-  = computer
-  = maintenance gear
-  = server/mainframe
-  = copy machine
-  = electrical equipment
-  = floor lamp
-  = bench
-  = refrigerator
-  = pool chair
-  = towel rack
-  = shower
-  = mirror
-  = bed
-  = washer/dryer
-  = cabinet
-  = door
-  = window
-  = interior wall
-  = exterior wall
-  = partition / cubicle
-  = stair
-  = folding partition
-  = mixing board
-  = drums
-  = medical / high tech
-  = curtain
-  = pillar / support
-  = lock
-  = Newsstand
-  = holy water
-  = altar
-  = box / packing crate
-  = television / monitor
-  = oven / range
-  = gym equipment

HITMAN

COMBAT SETS

Initiative +5

Base Range = 275

	Mr. Knifey	Pinpoint Shot	3 Bounce Ricochet	Ultimate Sniper
Attack	+12	+22	+16	+17
Damage	+3L	+11L, penetrating	+11L, penetrating	+16L, penetrating
Defense	17 / 12	12	12	12
Description	Knife to the kidney	Accurate shot	Trick shot to confuse the direction of the bullet	A shot to the vitals

SAVES

Damage: +4 Fortitude: +4 Reflex: +8 Will: +5

MOVEMENT

Run Single 30 Double 60 Sprint 120

SKILLS AND FEATS

Climb +5, Hide +18, Move Silently +18, Spot +12; Accurate Attack, All-Out Attack, Far Shot, Improved Critical: Rifle, Point Blank Shot, Power Attack, Precise Shot, Ricochet Attack

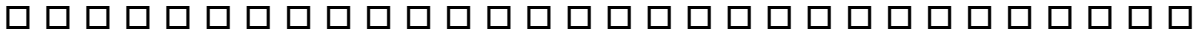
POWERS

Luck of the Devil (Amazing Save (All)) +3 [Source: Training.]

Equipment: Rail Rifle (Weapon) +11 [Stunts: Increased Range (double), Penetrating; Source: Equipment.];

Micro-ear radio: Radio Listen & Transmit.

DAMAGE TRACK



Stunned Disabled Unconscious Dying Dead

Blinded Dazed Deafened Entangled Exhausted Fatigued Nauseated Paralyzed Prone

NUMBERS

COMBAT SETS

Initiative +9

	Oops, is that my pen in your eye?	Making a point	The Odds are 10 million to 1
Attack	+10	+6	+10
Damage	6L	+3L	6L (-12 to Damage save)
Defense	21/16	21/16	21/16
Description	Thrown mastery attack, small objects in painful places	Knife attack	Thrown mastery attack, small objects in painful places with Luck Power

SAVES

Damage: +1 Fortitude: +1 Reflex: +5 Will: +2

MOVEMENT

Run Single 30 Double 60 Sprint 120

SKILLS AND FEATS

Bluff +5, Knowledge (Super-heroes) +11; Assessment, Throwing Mastery.

POWERS

Card Count the Universe (Luck) +12 [Extras: Jinx, Fortune, Subtle; Source: Training.]

Things Your Feeble Mind Cannot Comprehend (Super-Intelligence) +5 [Source: Mutation.]

Equipment: Micro-ear radio: Radio Listen & Transmit.

DAMAGE TRACK



Stunned Disabled Unconscious Dying Dead

Blinded Dazed Deafened Entangled Exhausted Fatigued Nauseated Paralyzed Prone

THE SWORN

COMBAT SETS				SAVES		TOTAL NUMBER
Initiative: +1	* = Group Attack, -1 to hit for every Sworn under 5 participating			Damage: +3	Fort: +1	
	Single Shot	Group Fire*	Sworn till Death*	Armor: +4		
Attack	+5	+9	+7	Ref: +2	Will: +4	
Damage	+7L	+7L	+9L	MOVEMENT		TAKEN DOWN
Defense	15 / 12	15 / 12	15 / 12	Run: 30 / 60 / 120		
Description	Single rifle shot	Group rifle fire	Full out group fire			

SKILLS, FEATS & POWERS

Bluff +3, Hide +4, Intimidate +6, Listen +4, Move Silently +4, Sense Motive +4, Spot +4. Detect Evil, Dodge, Indomitable Will, [Point Blank Shot](#), Power Attack.

RIGHTEOUS MILITARY MAN

COMBAT SETS				SAVES		TOTAL NUMBER
Initiative: +1	* = Group Attack, -1 to hit for every Sworn under 5 participating			Damage: +4	Fort: +2	
	Pop Gun	Massed Fire*	Stripling Warriors*	Armor: +4		
Attack	+4	+8	+6	Ref: +1	Will: +3	
Damage	+7L	+7L	+9L	MOVEMENT		TAKEN DOWN
Defense	12 / 11	12 / 11	12 / 11	Run: 30 / 60 / 120		
Description	Single rifle shot	Group rifle fire	Group power attack			

SKILLS, FEATS & POWERS

Listen +3, Knowledge (Religion) +2, Profession (Soldier) +4, Search +4, Spot +4. Indomitable Will, [Point Blank Shot](#), Power Attack.

FORMER PIMP

COMBAT SETS				SAVES		TOTAL NUMBER
Initiative: +1				Damage: +1	Fort: +1	
	Bang Bang	Kiss My Cross		Armor: NA		
Attack	+3	+3 (opposed roll)		Ref: +1	Will: +0	
Damage	+3L	Target is at -4 to all rolls for 1 turn		MOVEMENT		TAKEN DOWN
Defense	12 / 11	12 / 11		Run: 30 / 60 / 120		
Description	Pistol shot	Taunt				

SKILLS, FEATS & POWERS

Bluff +3, Intimidate +3, Sense Motive +3, Taunt +3.

REFORMED PROSTITUTE

COMBAT SETS				SAVES		TOTAL NUMBER
Initiative: +0				Damage: +0	Fort: +0	
	Stun Gun Momma	I'm DYYYYYING!!		Armor: NA		
Attack	+0	+3 (opposed roll)		Ref: +0	Will: +0	
Damage	+4 Stun Attack	Bluff target into believing something		MOVEMENT		TAKEN DOWN
Defense	11	11		Run: 30 / 60 / 120		
Description	Taser attack	Bluff				

SKILLS, FEATS & POWERS

Bluff +3, Search +2.

CONGREGATIONALIST

Initiative: +0

COMBAT SETS

	Bad Man!	Human Shield
Attack	+0	-
Damage	+0S	-
Defense	10	10
Description	Angry but ineffective punch attack	Standing in the way

SAVES

Damage: +0 Fort: +0
Armor: NA

Ref: +0 Will: +1

TOTAL
NUMBER

MOVEMENT

Run: 30 / 60 / 120

TAKEN DOWN

SKILLS, FEATS & POWERS

Sense Motive +3. Take the Fall (can take a hit for Mikhael if within 5 feet of him).

JESUIT CONFESSOR

Initiative: +0

COMBAT SETS

	Dare you strike a priest!?
Attack	+8 (vs DC 10 + Wisdom bonus + fear/Will save bonuses)
Damage	Intimidation
Defense	11
Description	Intimidate

SAVES

Damage: +0 Fort: +0
Armor: NA

Ref: +0 Will: +5

TOTAL
NUMBER

MOVEMENT

Run: 30 / 60 / 120

TAKEN DOWN

SKILLS, FEATS & POWERS

Intimidate +8, Sense Motive +8, Spot +5. Detect Evil, Indomitable Will.

PRIEST

Initiative: +0

COMBAT SETS

	Human Shield
Attack	+8 Diplomacy
Damage	none
Defense	10
Description	Standing in the way and pleading humanitarian mercy

SAVES

Damage: +0 Fort: +0
Armor: NA

Ref: +0 Will: +3

TOTAL
NUMBER

MOVEMENT

Run: 30 / 60 / 120

TAKEN DOWN

SKILLS, FEATS & POWERS

Sense Motive +9. Indomitable Will.

ELITE BODYGUARD

COMBAT SETS				SAVES		TOTAL NUMBER
Initiative: +6	* = Group Attack, -1 to hit for every agent under 5 participating			Damage: +2	Fort: +2	
	Back Up Thump	Careful Shot	Group Barrage*	Armor: +4		
Attack	+3	+5	+9	Ref: +2	Will: +3	
Damage	+3s	+5L	+5L	MOVEMENT		TAKEN DOWN
Defense	14/12	14/12	14/12	Run: 30 / 60 / 120		
Description	Club	Pistol	Group Pistol Attack			

SKILLS, FEATS & POWERS

Drive +8, Intimidate +3, Listen +6, Medicine +4, Search +5, Spot +12; Take the Fall (can take a hit for Rock if within 5 feet of him).

BANGER

COMBAT SETS				SAVES		TOTAL NUMBER
Initiative: +1				Damage: +1	Fort: +1	
	Switchblade	Cap that Ass	Trash Talk	Armor: NA		
Attack	+2	+3	+4 (opposed roll)	Ref: +1	Will: +0	
Damage	+3L	+3L	Target is flat-footed	MOVEMENT		TAKEN DOWN
Defense	12 / 11	12 / 11	12 / 11	Run: 30 / 60 / 120		
Description	Knife attack	Pistol	Taunt			

SKILLS, FEATS & POWERS

Bluff +4, Intimidate +4, Taunt +4.

UNION PICKETER

COMBAT SETS			SAVES		TOTAL NUMBER
Initiative: +1			Damage: +1	Fort: +1	
	Louisville Slugger	Brick Toss	Armor: NA		
Attack	+3	+2	Ref: +0	Will: +3	
Damage	+4s	+4s	MOVEMENT		TAKEN DOWN
Defense	12/11	12/11	Run: 30 / 60 / 120		
Description	Baseball bat	Traditional riot style			

SKILLS, FEATS & POWERS

Intimidate +4, Spot +4

BIGGEST FAN

COMBAT SETS			SAVES		TOTAL NUMBER
Initiative: +0			Damage: +0	Fort: +0	
	Flailing Dork Attack	Flaming Idiot Rage Provocation	Armor: NA		
Attack	+0	+4 (opposed roll)	Ref: +0	Will: -1	
Damage	+0s	Target is at -4 to all rolls for 1 turn	MOVEMENT		TAKEN DOWN
Defense	10	10	Run: 30 / 60 / 120		
Description	Punch	Taunt			

SKILLS, FEATS & POWERS

Taunt +4; Take the Fall (can take a hit for Rock if within 5 feet of him).

UNION WORKER

Initiative: +0

COMBAT SETS

	Wrench Clobber	Bite me, spandex boy!
Attack	+0	+1 (opposed roll)
Damage	+3S or +2L	Target at -4 to all rolls for 1 turn
Defense	10	10
Description	Attack with a heavy tool	Taunt

SAVES

Damage: +1 Fort: +1

Armor: NA

Ref: +0 Will: +0

TOTAL
NUMBER

MOVEMENT

Run: 30 / 60 / 120

TAKEN DOWN

SKILLS, FEATS & POWERS

Bluff +1, Spot +1, Taunt +1.

MUSICIAN

Initiative: +0

COMBAT SETS

	Guitar Smack	Your girlfriend is good in bed
Attack	+0	+3 (opposed roll)
Damage	+2s	Target at -4 to all rolls for 1 turn
Defense	10	11
Description	Attack with an instrument	Taunt

SAVES

Damage: +0 Fort: +0

Armor: NA

Ref: +0 Will: +0

TOTAL
NUMBER

MOVEMENT

Run: 30 / 60 / 120

TAKEN DOWN

SKILLS, FEATS & POWERS

Bluff +2, Taunt +3.

UNION REP

Initiative: +0

COMBAT SETS

	Wrench Clobber	The Big Lie
Attack	+0	+5 (opposed roll)
Damage	+3S or +2L	Fools target
Defense	11	11
Description	Attack with a heavy tool	Bluff

SAVES

Damage: +0 Fort: +0

Armor: NA

Ref: +0 Will: +3

TOTAL
NUMBER

MOVEMENT

Run: 30 / 60 / 120

TAKEN DOWN

SKILLS, FEATS & POWERS

Bluff +5, Intimidate +6, Sense Motive +8.

LAWYER

Initiative: +0

COMBAT SETS

	Jab	Cease and Desist or I will sue!
Attack	+0	+8 (opposed roll)
Damage	+0s	Target takes the proposed action
Defense	10	10
Description	Punch	Taunt

SAVES

Damage: +0 Fort: +0

Armor: NA

Ref: +0 Will: +1

TOTAL
NUMBER

MOVEMENT

Run: 30 / 60 / 120

TAKEN DOWN

SKILLS, FEATS & POWERS

Bluff +7, Sense Motive +7, Taunt +8.

COPS

SWAT

COMBAT SETS				SAVES		TOTAL NUMBER
Initiative: +1	* = Group Attack, -1 to hit for every Sworn under 5 participating			Damage: +3	Fort: +1	
	Single Shot	Group Fire*	Tank Buster*	Armor: +4		
Attack	+4	+7	+7	Ref: +1	Will: +2	
Damage	+5L / +7S	+6L	+12L	MOVEMENT		TAKEN DOWN
Defense	13 / 11	13 / 11	15 / 12	Run: 30 / 60 / 120		
Description	Single rifle shot / rubber bullets	Group rifle fire	Group RPG attack			

SKILLS, FEATS & POWERS

Listen +4, Profession (SWAT) +4, Search +3, Spot +4. Iron Will, Point Blank Shot, Power Attack. *Riot Shield (Deflection)* +4

UNDER COVER AGENT

COMBAT SETS				SAVES		TOTAL NUMBER
Initiative: +1				Damage: +0	Fort: +0	
	Necessary Force	I'm with you!	Freeze!	Armor: NA		
Attack	+3	+4 (opposed roll)	+3 (vs. 10 + Will save)	Ref: +1	Will: +1	
Damage	+3L / +5S	Target is flat footed	Target stops	MOVEMENT		TAKEN DOWN
Defense	12 / 11	12 / 11	12 / 11	Run: 30 / 60 / 120		
Description	Pistol / rubber bullets	Bluff	Intimidate			

SKILLS, FEATS & POWERS

Bluff +4, Intimidation +3, Search +5, Spot +5. Assessment.

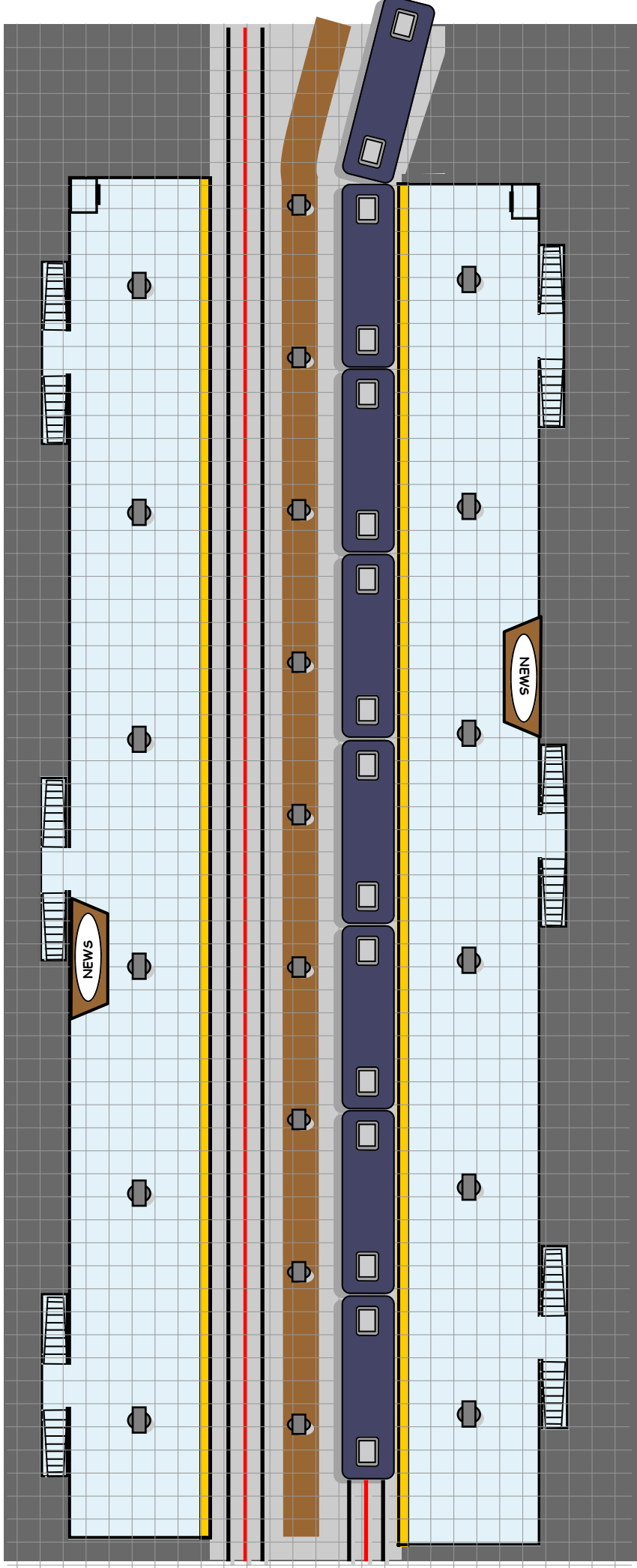
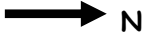
BEAT COP

COMBAT SETS			SAVES		TOTAL NUMBER
Initiative: +1			Damage: +0	Fort: +0	
	Necessary Force	Freeze!	Armor: NA		
Attack	+3	+2 (vs. 10 + Will Save)	Ref: +1	Will: +0	
Damage	+3L / +5S	Target stops	MOVEMENT		TAKEN DOWN
Defense	12 / 11	12 / 11	Run: 30 / 60 / 120		
Description	Pistol shot / rubber bullet	Intimidate			

SKILLS, FEATS & POWERS

Bluff +3, Intimidate +3, Sense Motive +3, Taunt +3. *Riot Shield (Deflection)* +4

Subway Station, Lowest floor



The Speakeasy, 1st floor



The Speakeasy, 2nd floor



Courtroom Map

To Main Courthouse

Gallery

Prosecution

Defense / Defendants

Court Reporter

Witness

Judge

Clerk

Jury

Statue of Justice

Window

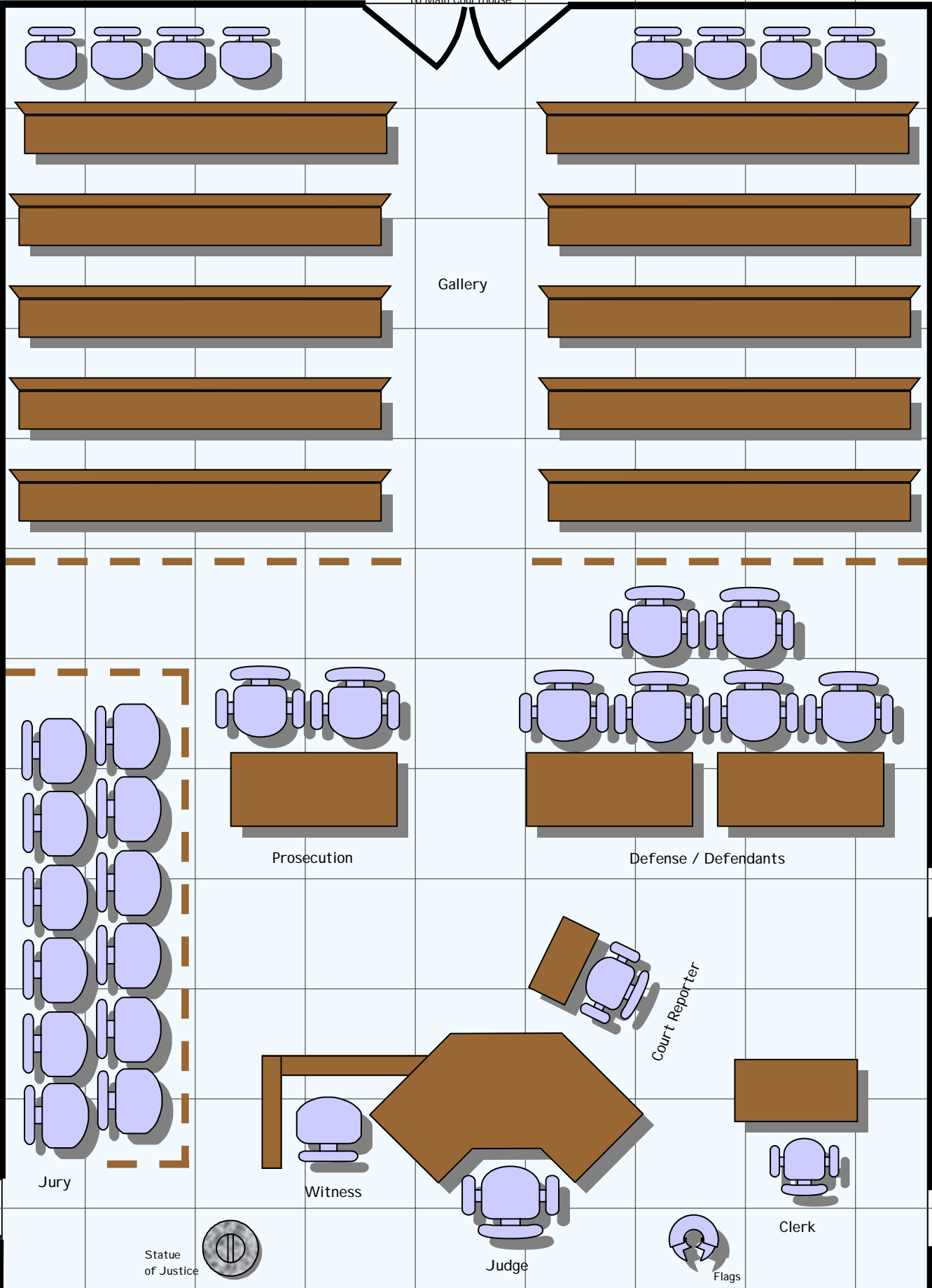
Window

Defendant's Door

Judge's Door

Jury's Door

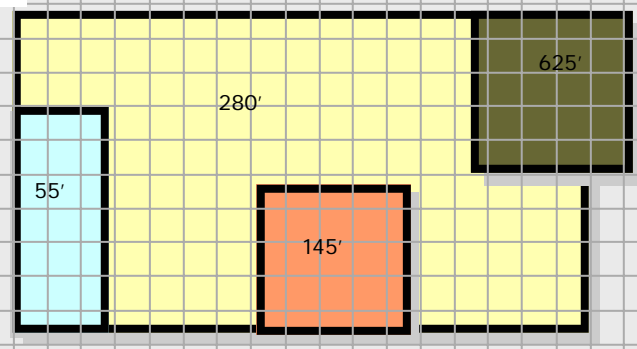
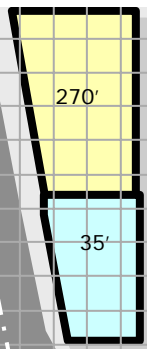
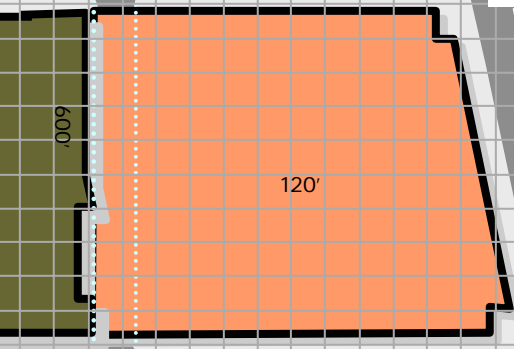
Flags



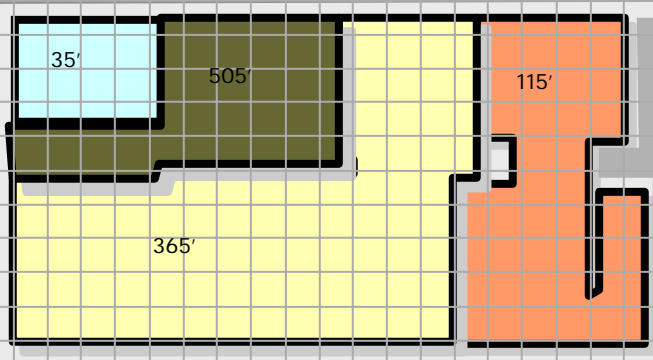
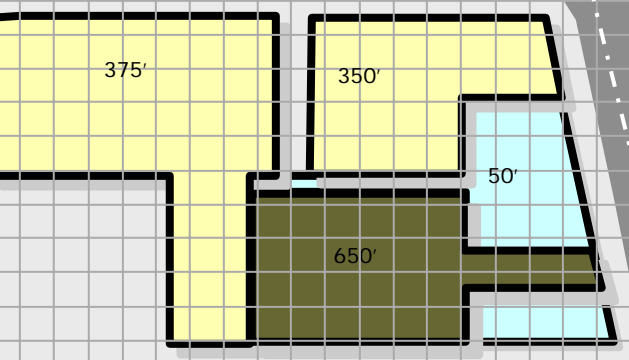
10' = 10 feet

Central Square

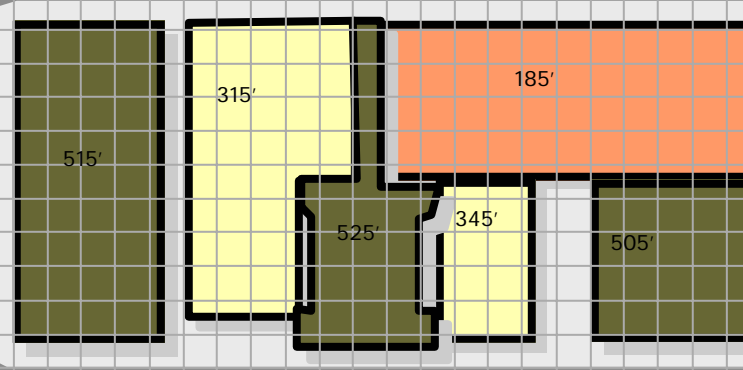
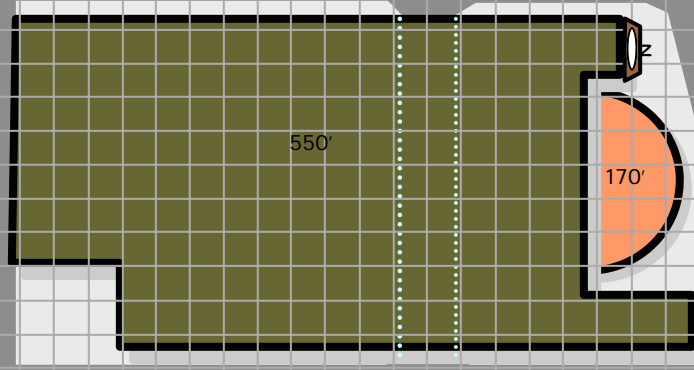
48th Street



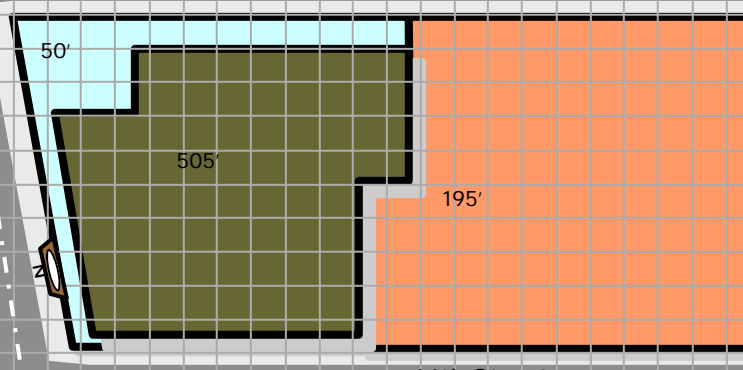
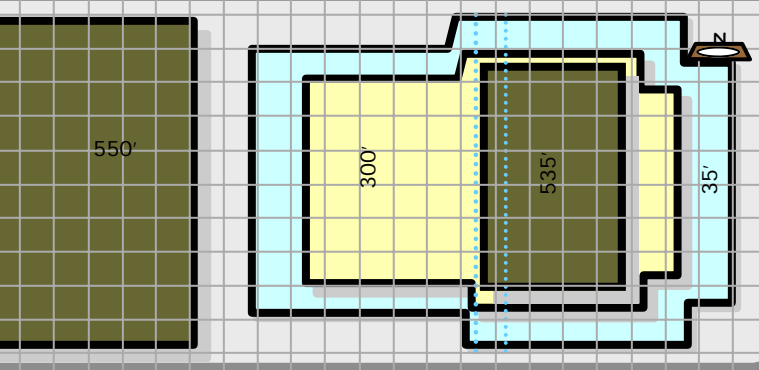
47th Street



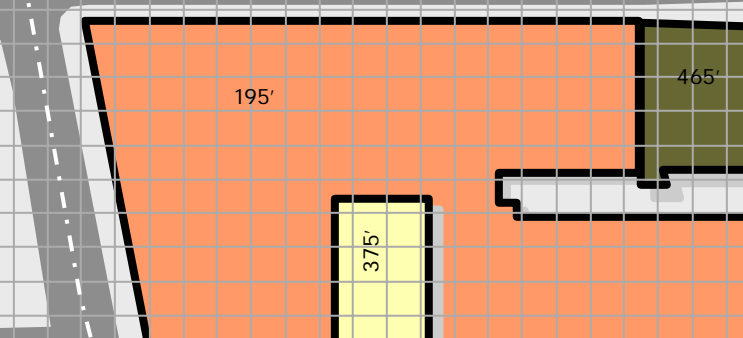
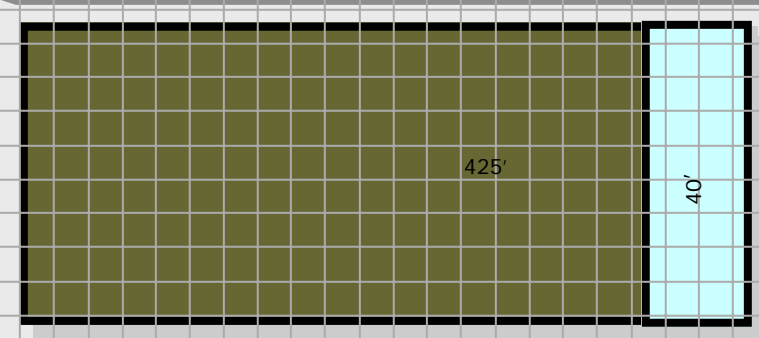
46th Street



45th Street

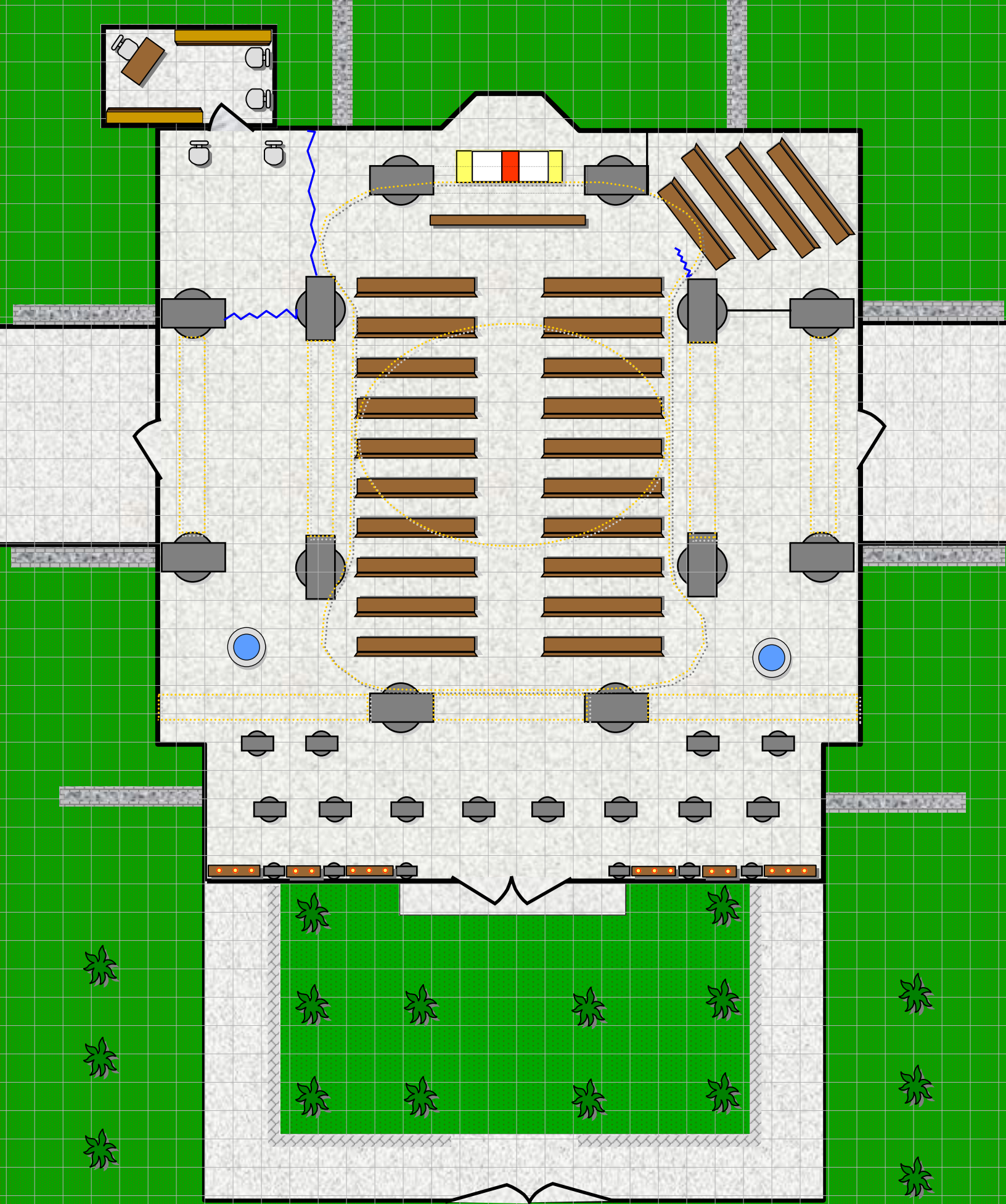


44th Street



Broadstreet

7th Avenue



The Cathedral — The Chapel

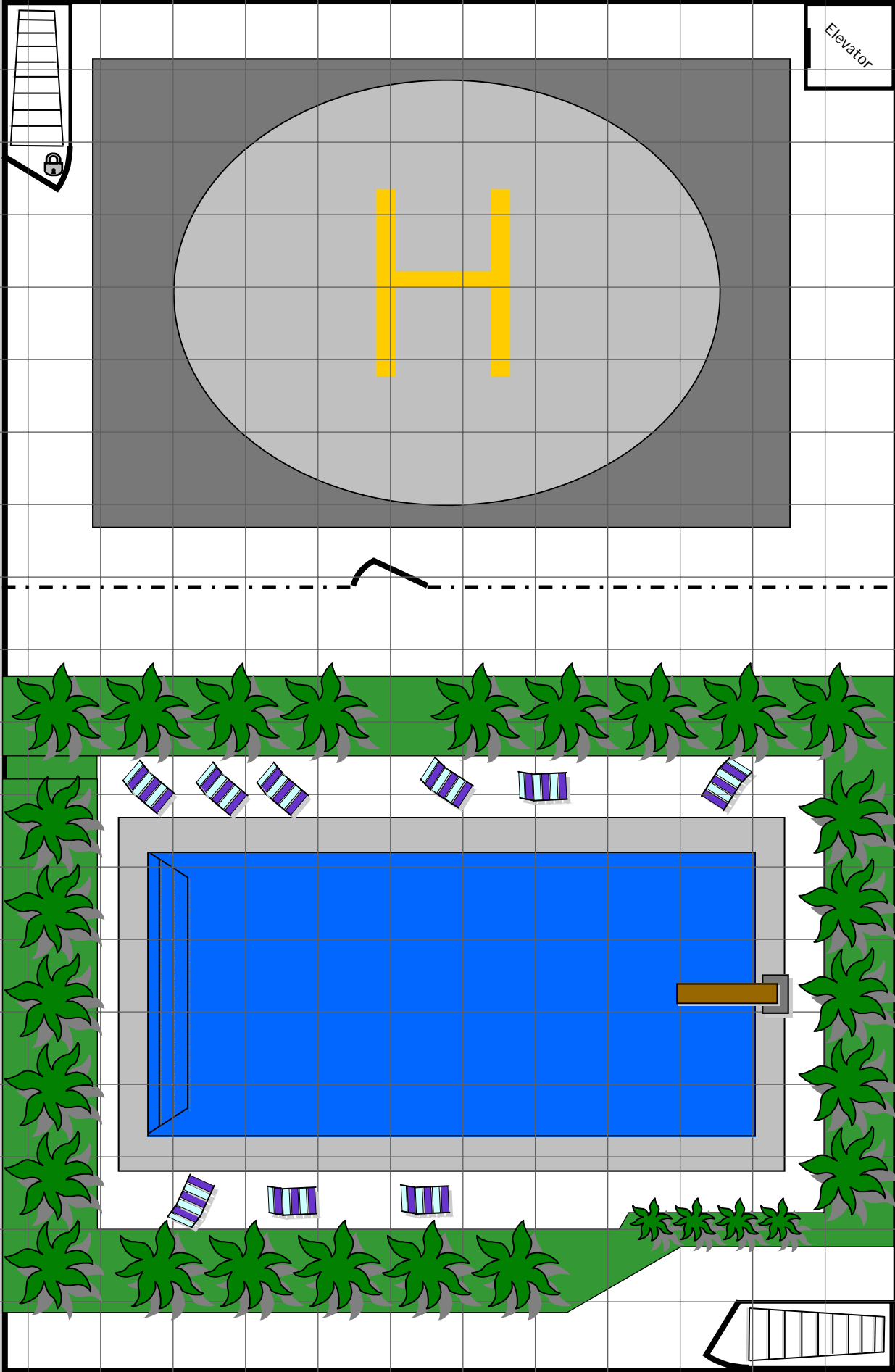


The Cathedral — West Wing

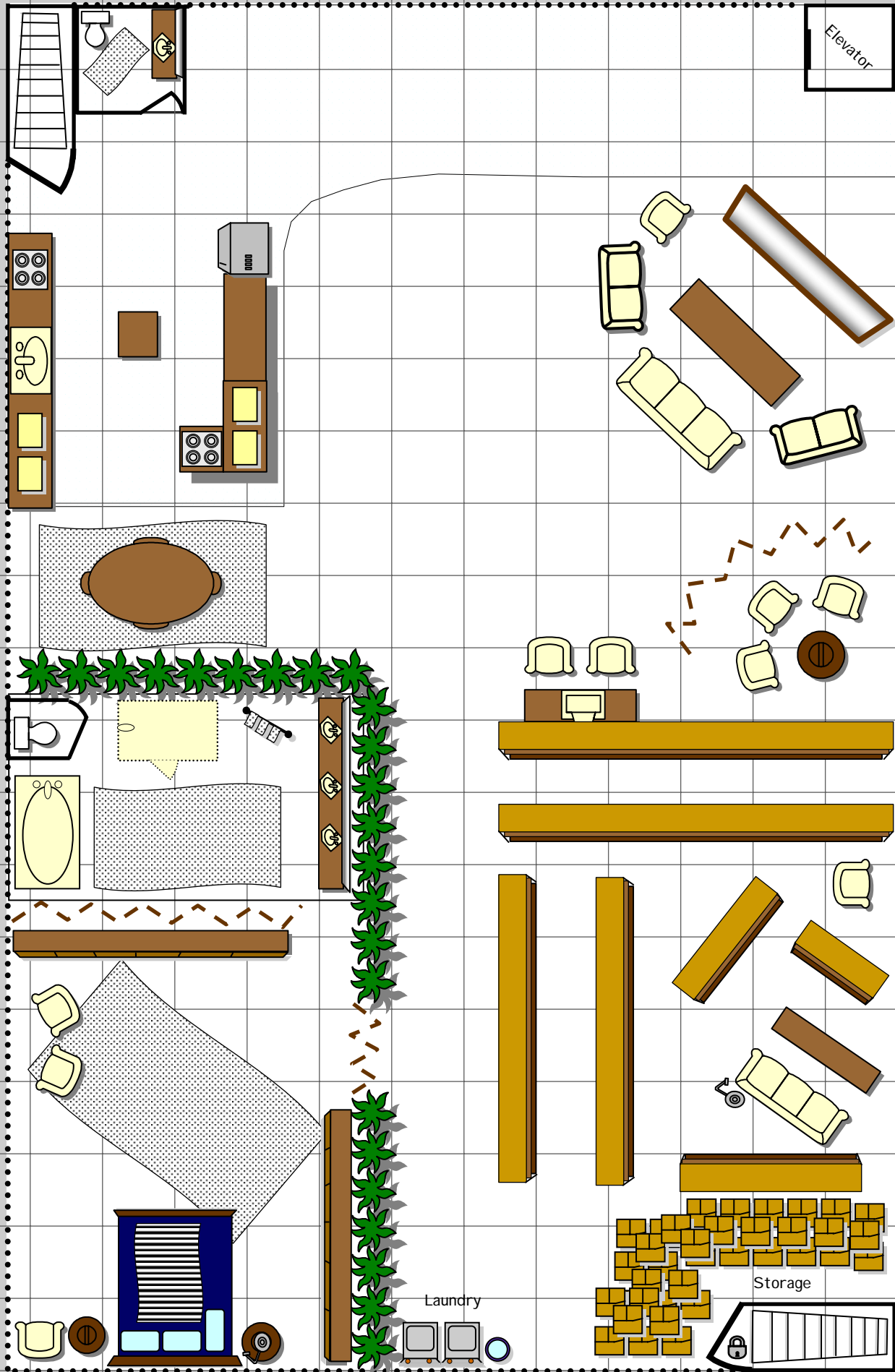
The Cathedral – East Wing



The Studio, roof



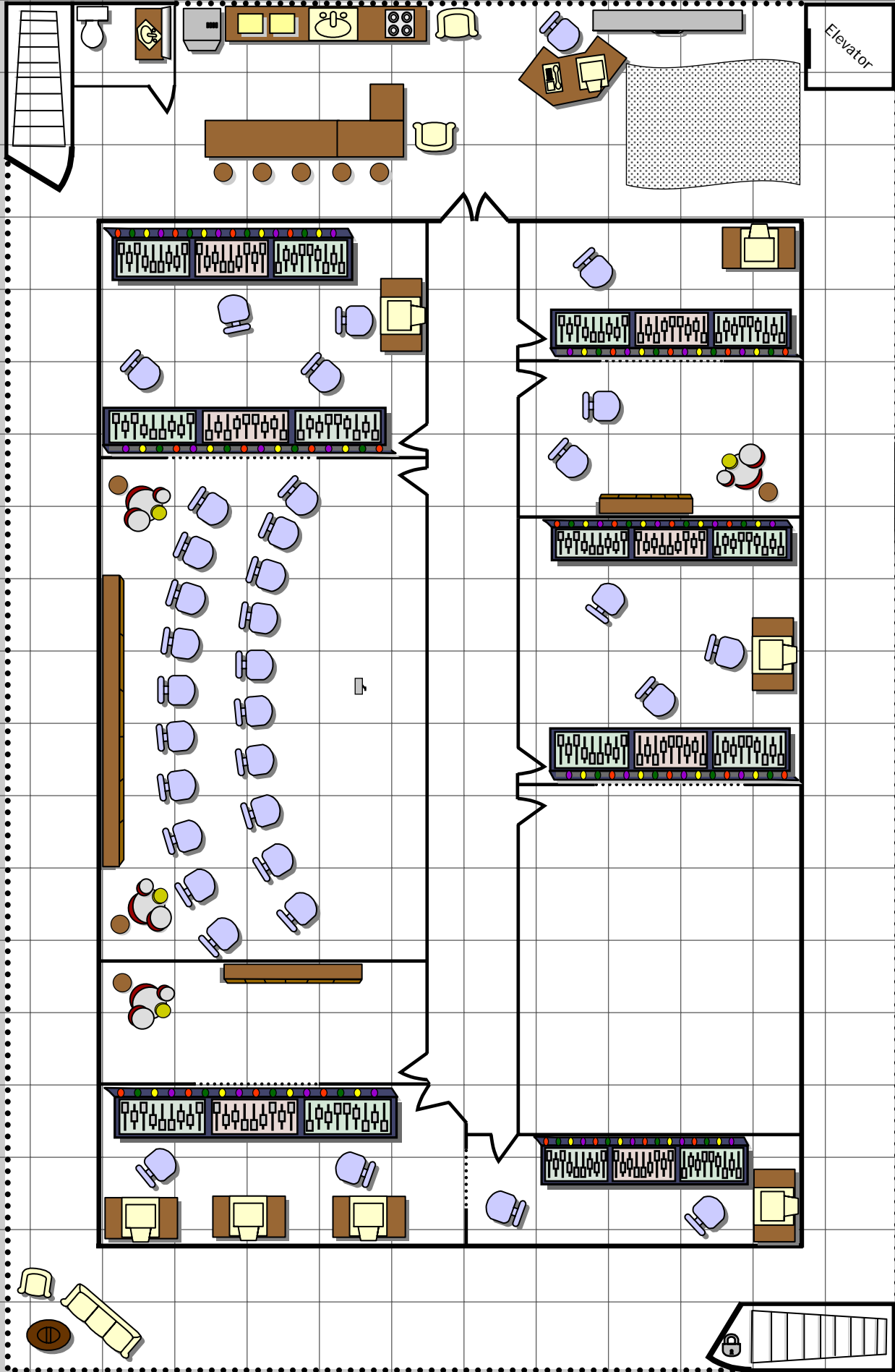
The Studio, Rock's Pad



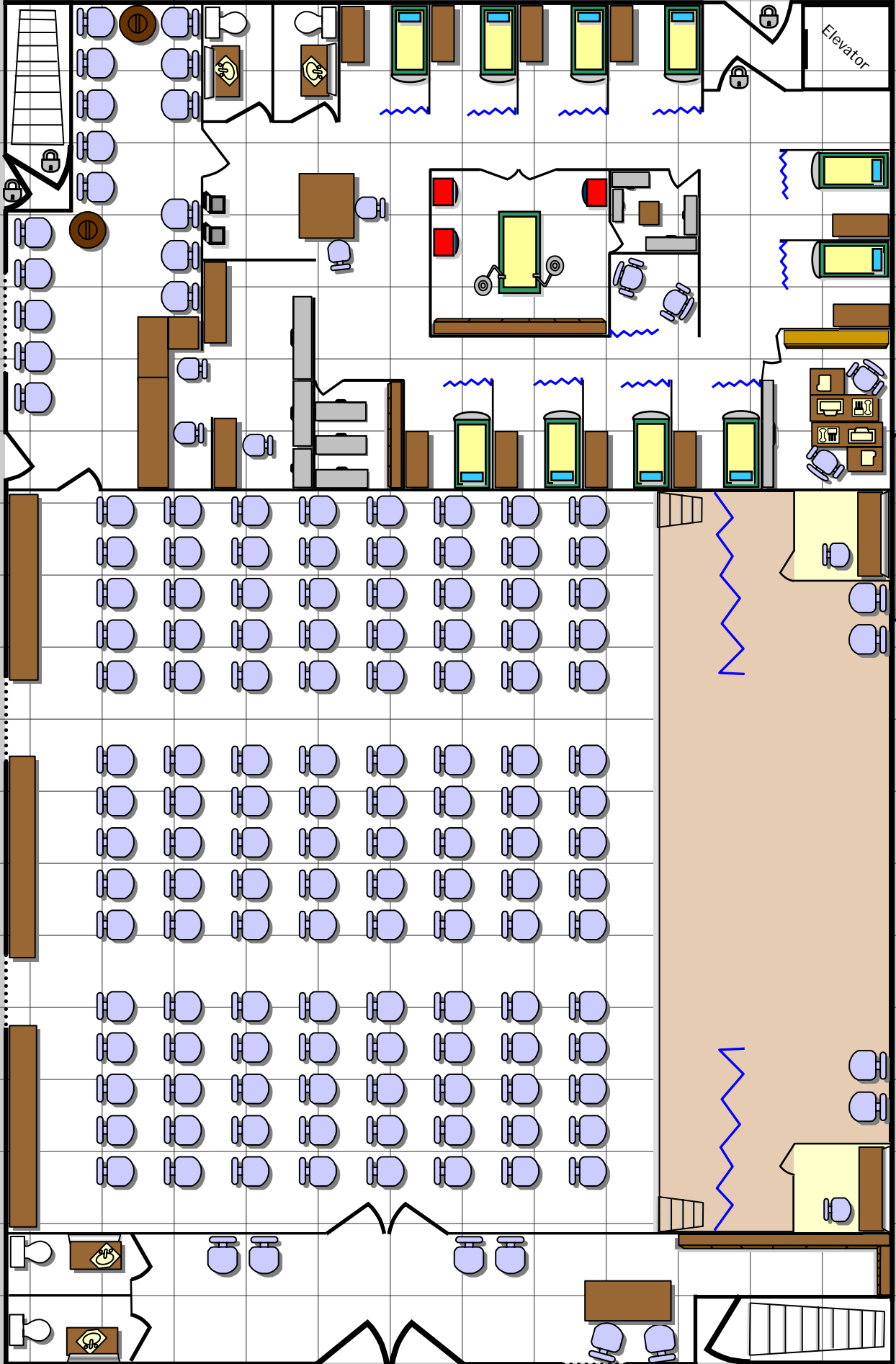
The Studio, Living and Security



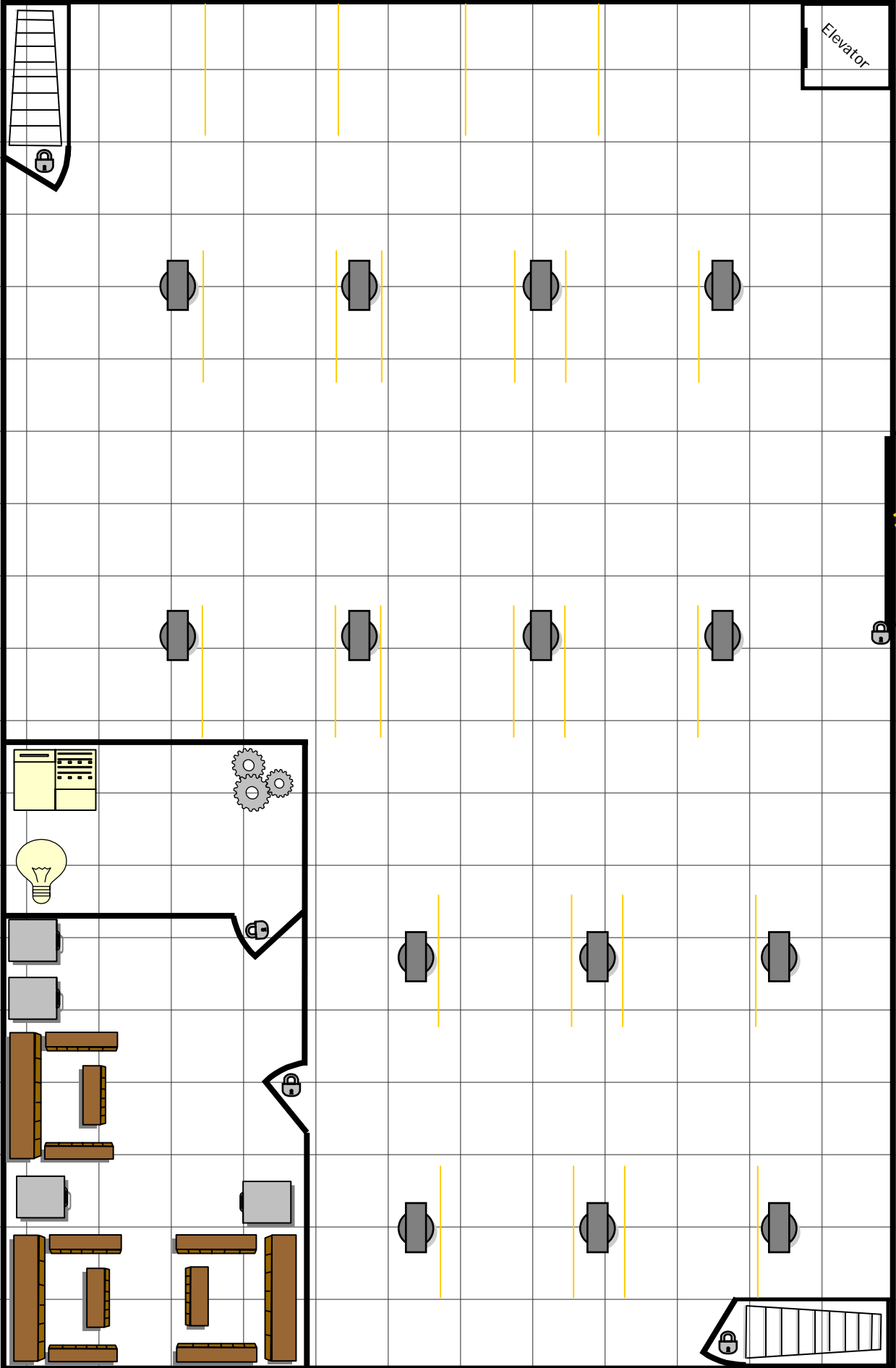
The Studio, studio level



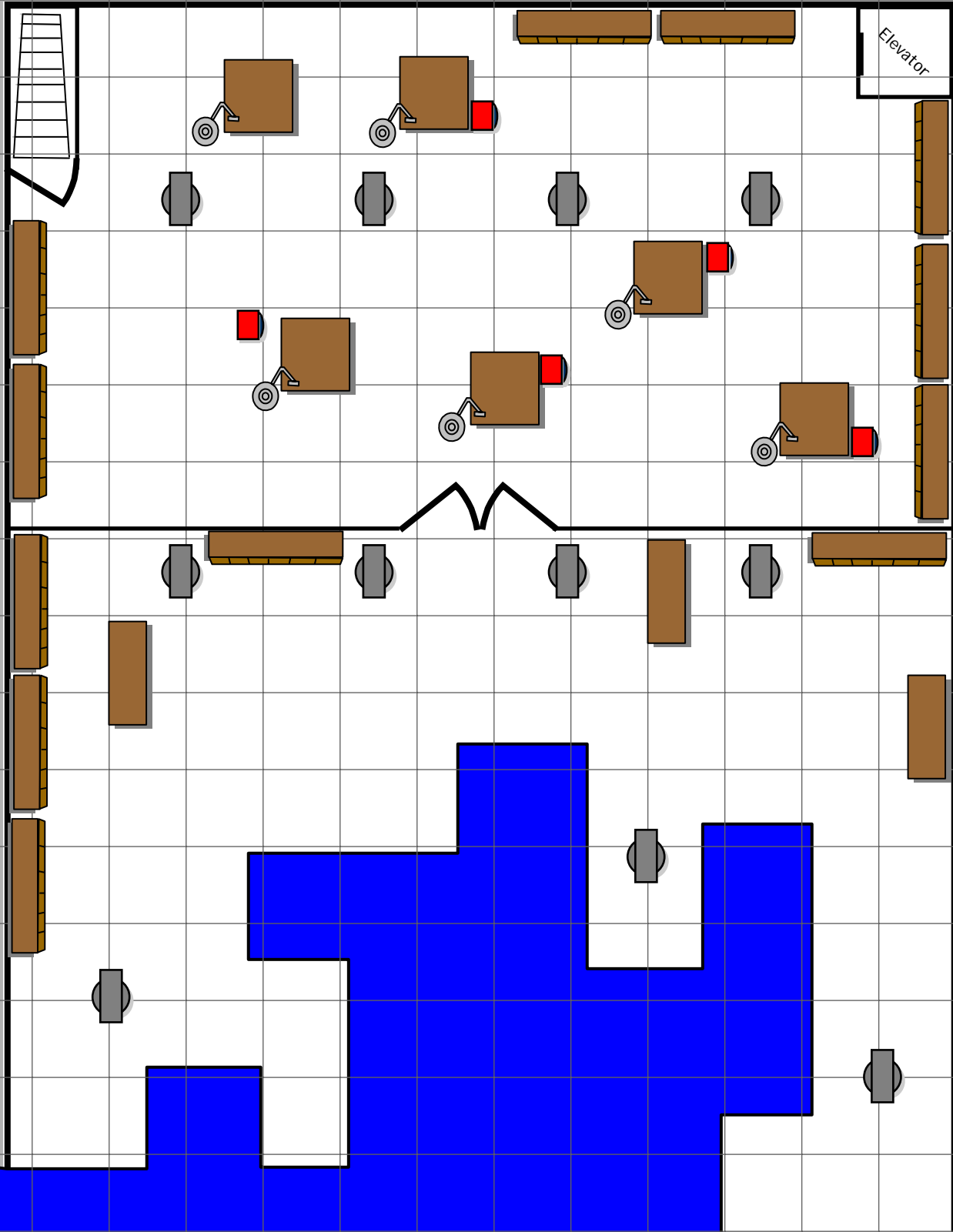
The Studio, public room and clinic



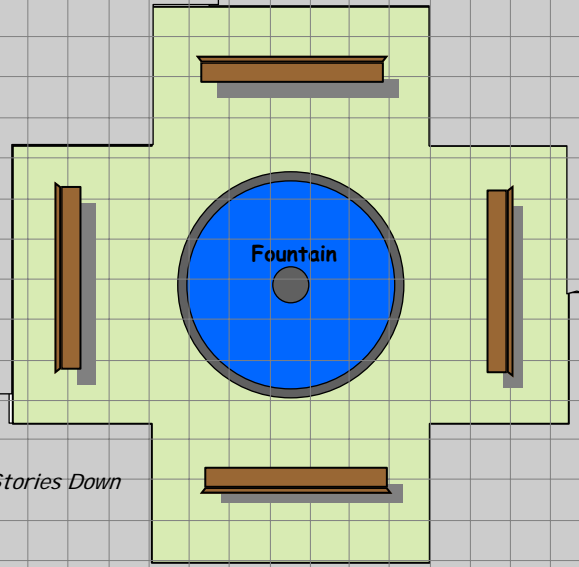
The Studio, parking and storage



The Studio, workshop and dock



Withem's Office



66 Stories Down



66 Stories Down

Fountain

CHURCH + STATE

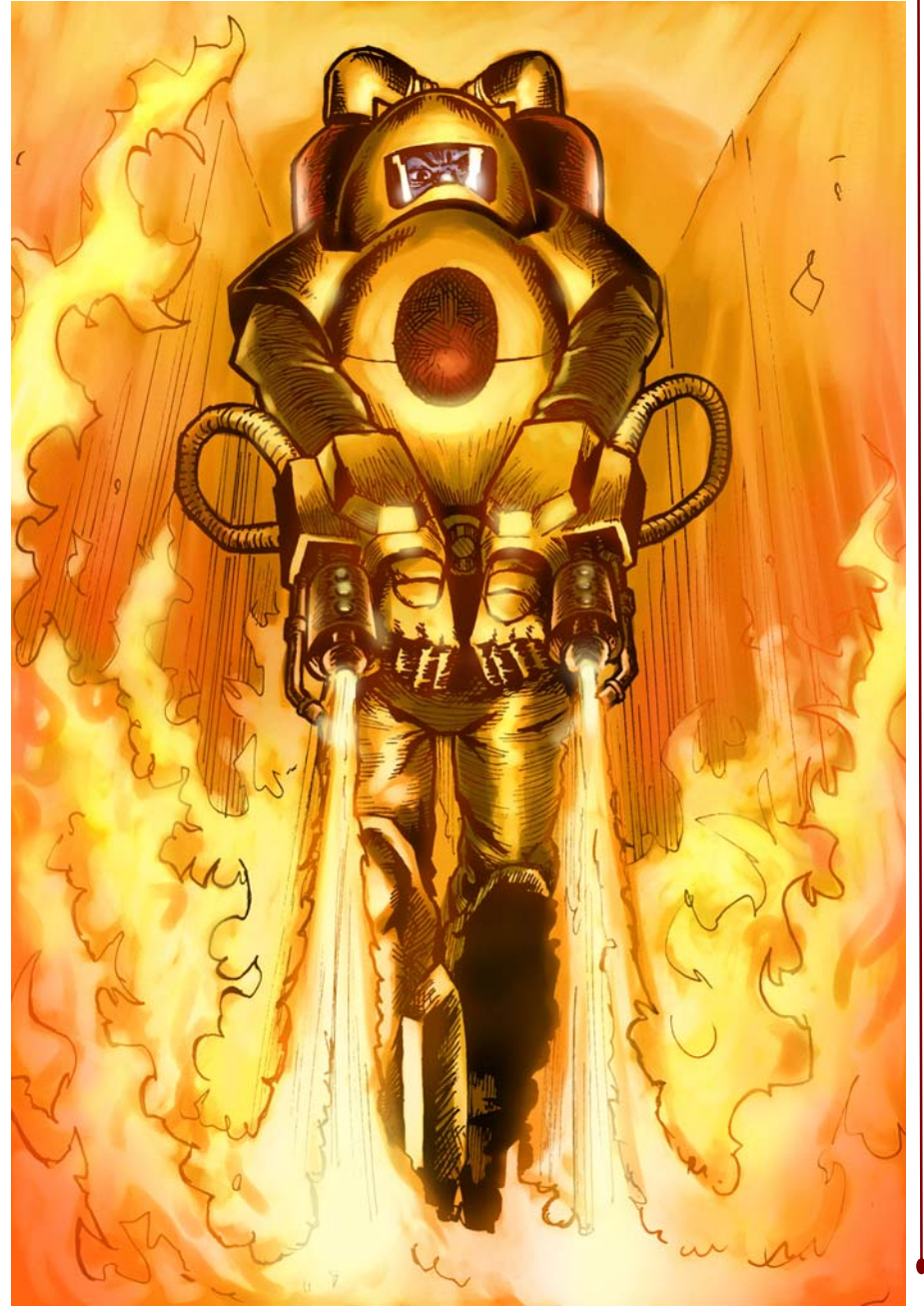


ANGELS AND ANARCHISTS

CHURCH + STATE



CHURCH + STATE



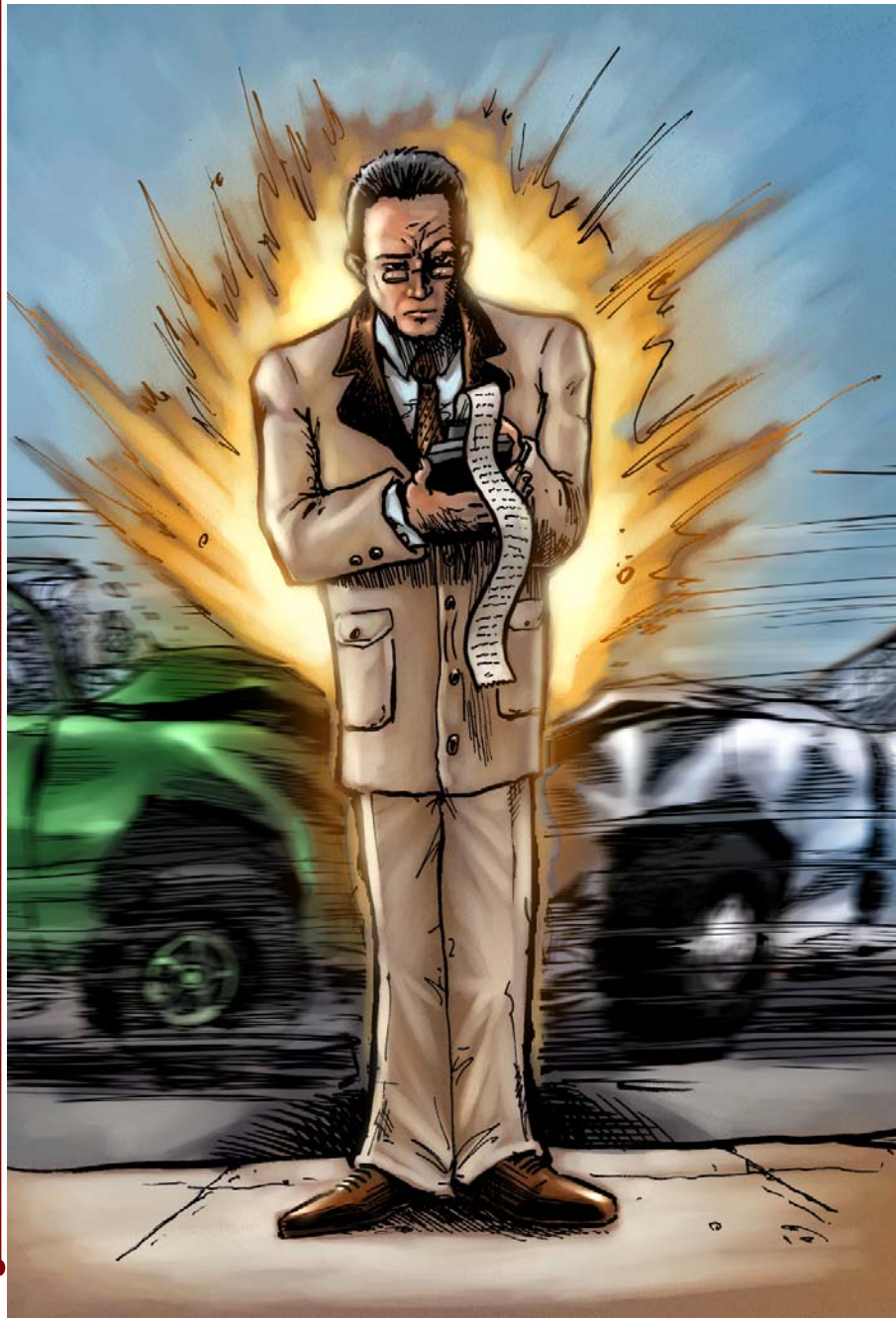
CHURCH + STATE



CHURCH + STATE



CHURCH + STATE



CHURCH + STATE



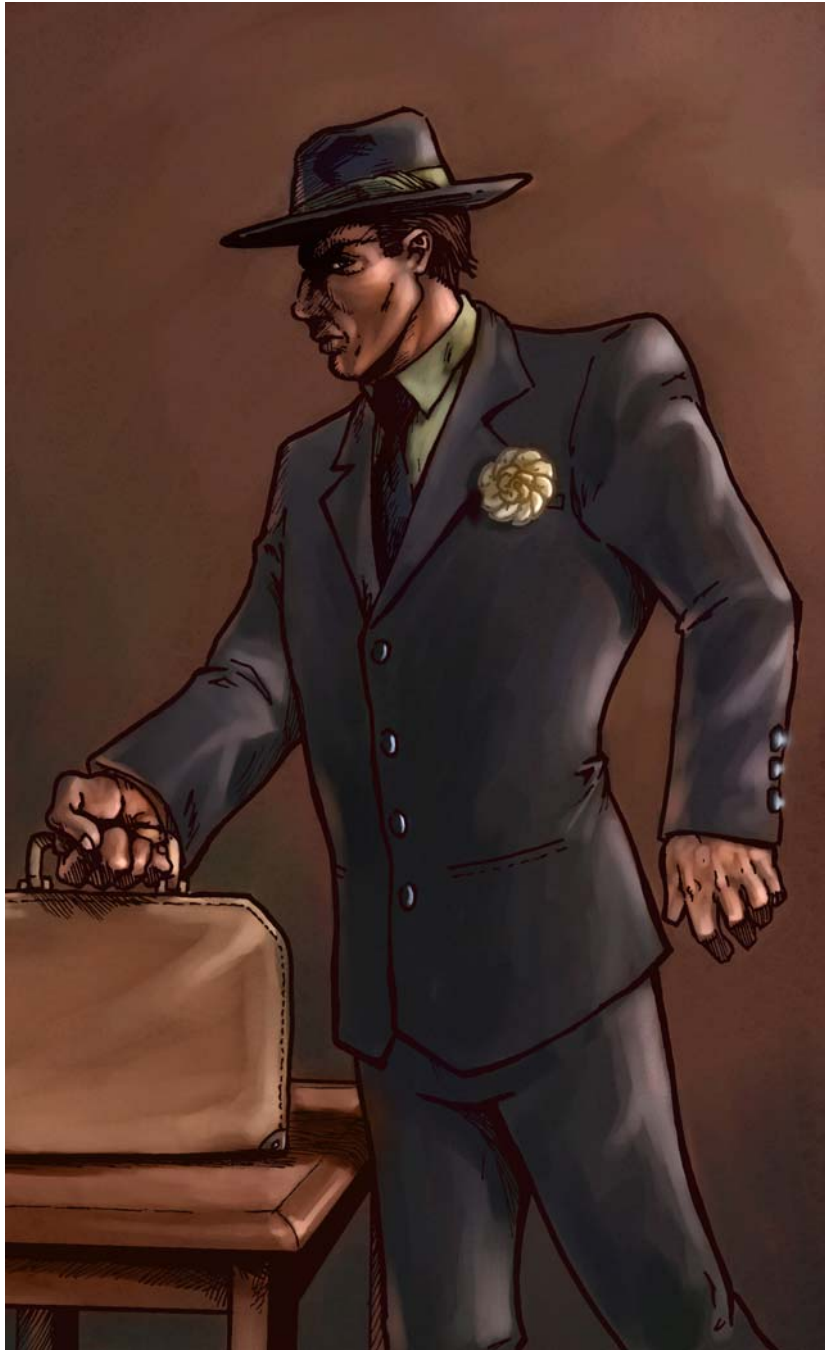
CHURCH + STATE



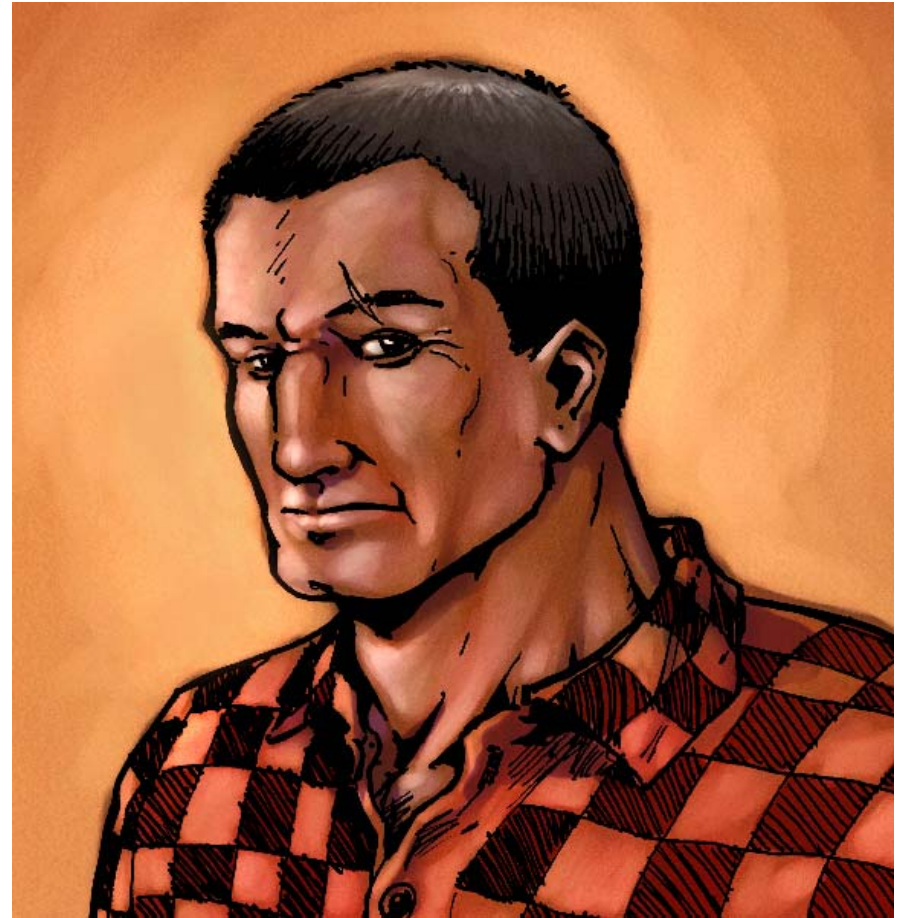
CHURCH + STATE



CHURCH + STATE



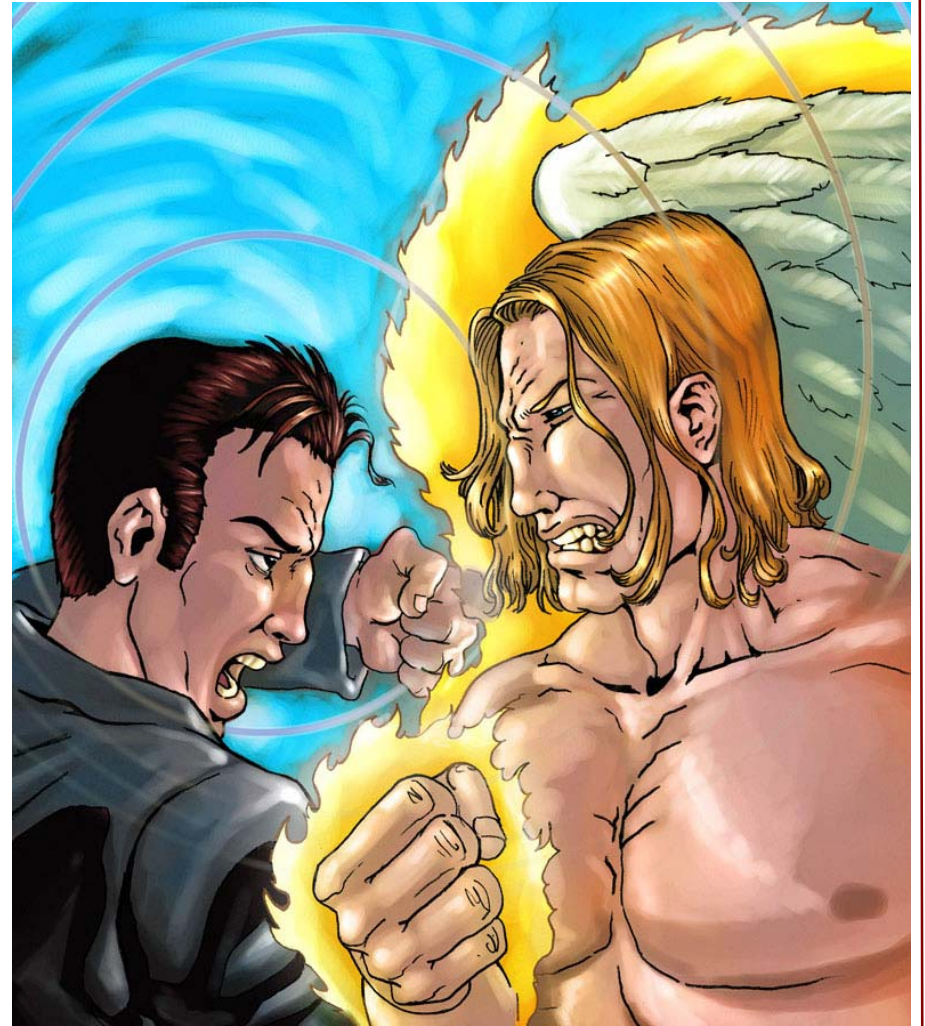
CHURCH + STATE



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