

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.

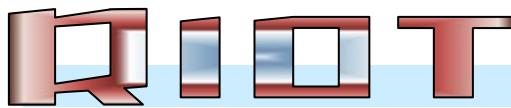
All of the Maps are oriented with north at the top of the page, and all grids are 1 square to 5(ish) feet, unless noted otherwise. A general key is found below.

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



CHURCH + STATE

COMBAT SETS

Initiative +4

Panic Attack

Attack +10 (vs Will Save)

Fatigue Screech

+6

Damage Panic (area)

+10 Fatigue (vs Fort)

Defense 20/16

20/16

Description Area effect mind control to create panic

Fatigue power blast, sounds like a little girl shrieking

SAVES

Damage: +0 Fortitude: +0 Reflex: +11 Will: +3

Run Single 30 Double 60 Sprint 120

Evasion — may use Reflex save as Damage save vs non-area attacks

SKILLS AND FEATS

Intimidate +13, Sense Motive +11; Dodge, Evasion.

POWERS

Voice of Terror (Mind Control) +10 [Extras: Area, Contagious, Duration, Selective, Subtle; Stunts: Works regardless of language; Flaws: Emotions Only, Fear Only; Source: Training/Super-Science.]

Draining Voice (Fatigue) +10 [Source: Training/Super-Science.]

Squirrely Reflexes (Amazing Save (Ref)) +5 [Source: Training.]

Equipment: Micro-ear radio: Radio Listen & Transmit

DAMAGE TRACK	<input type="checkbox"/>																								
Stunned	<input type="checkbox"/>	Disabled	<input type="checkbox"/>	Unconscious	<input type="checkbox"/>	Dying	<input type="checkbox"/>	Dead	<input type="checkbox"/>																
Blinded	<input type="checkbox"/>	Dazed	<input type="checkbox"/>	Deafened	<input type="checkbox"/>	Entangled	<input type="checkbox"/>	Exhausted	<input type="checkbox"/>	Fatigued	<input type="checkbox"/>	Nauseated	<input type="checkbox"/>	Paralyzed	<input type="checkbox"/>	Prone	<input type="checkbox"/>								

SMASH + GRAB

COMBAT SETS

Initiative +5

Aww, did I break it?

Shock Glove Punch

Disorient

Blink & Punch

Attack +15 (opposed roll)

+11

+11

+11

Damage

Taunt

+11 stun attack

+11 nausea (vs Fort)

+11 stun attack

Defense

12 / 11

23/18

23/18

34/18

Description

Taunt

Punch with the gloves — ghost touch &/or Fusillade

Grab and teleport until you puke

Dodging teleport and attack combination, 5' move only

SAVES

Damage: +0

Fortitude: +0

Reflex: +12

Will: +0

Run

Single

30

Double

60

Sprint

120

Evasion — may use Reflex save as Damage save vs non-area attacks

Teleport

Single

55

Double

110

Sprint

112640

SKILLS AND FEATS

Bluff +10, Taunt +15; Attack Finesse, Dodge, Evasion, Expertise, Improved Disarm, Instant Stand.

POWERS

Here, There, and Everywhere (Teleportation) +11 [Extras: Blink, Disorient, Extended; Stunts: Fusillade, Turnabout; Source: Mutation]

Fast as Fast Can Be (Amazing Save (Ref)) +5 [Source: Training.]

Equipment: Shock Gloves (Stun Weapon) +11 [Extras: Ghost Touch; Flaws: Device, Range; Source: Equipment.]

Micro-ear radio: Radio Listen & Transmit.

DAMAGE TRACK

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Stunned	<input type="checkbox"/>	Disabled	<input type="checkbox"/>	Unconscious	<input type="checkbox"/>	Dying	<input type="checkbox"/>	Dead	<input type="checkbox"/>																
Blinded	<input type="checkbox"/>	Dazed	<input type="checkbox"/>	Deafened	<input type="checkbox"/>	Entangled	<input type="checkbox"/>	Exhausted	<input type="checkbox"/>	Fatigued	<input type="checkbox"/>	Nauseated	<input type="checkbox"/>	Paralyzed	<input type="checkbox"/>	Prone	<input type="checkbox"/>								

THE SWORN

Initiative: +1

COMBAT SETS

* = Group Attack, -1 to hit for every Sworn under 5 participating

	Single Shot	Group Fire*	Sworn till Death*	SAVES	TOTAL NUMBER
Attack	+5	+9	+7	Damage: +3	Fort: +1
Damage	+7L	+7L	+9L	Armor: +4	
Defense	15 / 12	15 / 12	15 / 12	Ref: +2	Will: +4
Description	Single rifle shot	Group rifle fire	Full out group fire	MOVEMENT	
				Run: 30 / 60 / 120	TAKEN DOWN

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

Initiative: +1

COMBAT SETS

* = Group Attack, -1 to hit for every Sworn under 5 participating

	Pop Gun	Massed Fire*	Stripping Warriors*	SAVES	TOTAL NUMBER
Attack	+4	+8	+6	Damage: +4	Fort: +2
Damage	+7L	+7L	+9L	Armor: +4	
Defense	12 / 11	12 / 11	12 / 11	Ref: +1	Will: +3
Description	Single rifle shot	Group rifle fire	Group power attack	MOVEMENT	
				Run: 30 / 60 / 120	TAKEN DOWN

SKILLS, FEATS & POWERS

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

FORMER PIMP

Initiative: +1

COMBAT SETS

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

SKILLS, FEATS & POWERS

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

REFORMED PROSTITUTE

Initiative: +0

COMBAT SETS

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

SKILLS, FEATS & POWERS

Bluff +3, Search +2.

CONGREGATIONALIST

Initiative: +0

COMBAT SETS

	Bad Man!	Human Shield	SAVES	TOTAL NUMBER
Attack	+0	-	Damage: +0 Fort: +0	
Damage	+0S	-	Armor: NA	
Defense	10	10	Ref: +0 Will: +1	
Description	Angry but ineffective punch attack	Standing in the way	MOVEMENT	TAKEN DOWN
			Run: 30 / 60 / 120	

SKILLS, FEATS & POWERS

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

JESUIT CONFESSOR

Initiative: +0

COMBAT SETS

	Dare you strike a priest?	SAVES	TOTAL NUMBER
Attack	+8 (vs DC 10 + Wisdom bonus + fear/Will save bonuses)	Damage: +0 Fort: +0	
Damage	Intimidation	Armor: NA	
Defense	11	Ref: +0 Will: +5	
Description	Intimidate	MOVEMENT	TAKEN DOWN
		Run: 30 / 60 / 120	

SKILLS, FEATS & POWERS

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

PRIEST

Initiative: +0

COMBAT SETS

	Human Shield	SAVES	TOTAL NUMBER
Attack	+8 Diplomacy	Damage: +0 Fort: +0	
Damage	none	Armor: NA	
Defense	10	Ref: +0 Will: +3	
Description	Standing in the way and pleading humanitarian mercy	MOVEMENT	TAKEN DOWN
		Run: 30 / 60 / 120	

SKILLS, FEATS & POWERS

Sense Motive +9. Indomitable Will.

ELITE BODYGUARD

Initiative: +6

COMBAT SETS

* = Group Attack, -1 to hit for every agent under 5 participating

	Back Up Thump	Careful Shot	Group Barrage*
Attack	+3	+5	+9
Damage	+3s	+5L	+5L
Defense	14/12	14/12	14/12
Description	Club	Pistol	Group Pistol Attack

SAVES

Damage: +2 Fort: +2

Armor: +4

Ref: +2 Will: +3

MOVEMENT

TOTAL NUMBER

TAKEN DOWN

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

Initiative: +1

COMBAT SETS

	Switchblade	Cap that Ass	Trash Talk
Attack	+2	+3	+4 (opposed roll)
Damage	+3L	+3L	Target is flat-footed
Defense	12 / 11	12 / 11	12 / 11
Description	Knife attack	Pistol	Taunt

SAVES

Damage: +1 Fort: +1

Armor: NA

Ref: +1 Will: +0

MOVEMENT

TOTAL NUMBER

TAKEN DOWN

SKILLS, FEATS & POWERS

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

UNION PICKETER

Initiative: +1

COMBAT SETS

	Louisville Slugger	Brick Toss
Attack	+3	+2
Damage	+4s	+4s
Defense	12/11	12/11
Description	Baseball bat	Traditional riot style

SAVES

Damage: +1 Fort: +1

Armor: NA

Ref: +0 Will: +3

MOVEMENT

TOTAL NUMBER

TAKEN DOWN

SKILLS, FEATS & POWERS

Intimidate +4, Spot +4

BIGGEST FAN

Initiative: +0

COMBAT SETS

	Flailing Dork Attack	Flaming Idiot Rage Provocation
Attack	+0	+4 (opposed roll)
Damage	+0s	Target is at -4 to all rolls for 1 turn
Defense	10	10
Description	Punch	Taunt

SAVES

Damage: +0 Fort: +0

Armor: NA

Ref: +0 Will: -1

MOVEMENT

TOTAL NUMBER

TAKEN DOWN

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

MOVEMENT

TOTAL NUMBER

TAKEN DOWN

Run: 30 / 60 / 120

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

MOVEMENT

TOTAL NUMBER

TAKEN DOWN

Run: 30 / 60 / 120

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

MOVEMENT

TOTAL NUMBER

TAKEN DOWN

Run: 30 / 60 / 120

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

MOVEMENT

TOTAL NUMBER

TAKEN DOWN

Run: 30 / 60 / 120

SKILLS, FEATS & POWERS

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

COPS

CHURCH + STATE

SWAT

Initiative: +1

COMBAT SETS

* = Group Attack, -1 to hit for every Sworn under 5 participating

	Single Shot	Group Fire*	Tank Buster*
Attack	+4	+7	+7
Damage	+5L / +7S	+6L	+12L
Defense	13 / 11	13 / 11	15 / 12
Description	Single rifle shot / rubber bullets	Group rifle fire	Group RPG attack

SAVES

Damage: +3 Fort: +1

Armor: +4

Ref: +1 Will: +2

MOVEMENT

Run: 30 / 60 / 120

TOTAL NUMBER

TAKEN DOWN

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

Initiative: +1

COMBAT SETS

	Necessary Force	I'm with you!	Freeze!
Attack	+3	+4 (opposed roll)	+3 (vs. 10 + Will save)
Damage	+3L / +5S	Target is flat footed	Target stops
Defense	12 / 11	12 / 11	12 / 11
Description	Pistol / rubber bullets	Bluff	Intimidate

SAVES

Damage: +0 Fort: +0

Armor: NA

Ref: +1 Will: +1

MOVEMENT

Run: 30 / 60 / 120

TOTAL NUMBER

TAKEN DOWN

SKILLS, FEATS & POWERS

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

BEAT COP

Initiative: +1

COMBAT SETS

	Necessary Force	Freeze!
Attack	+3	+2 (vs. 10 + Will Save)
Damage	+3L / +5S	Target stops
Defense	12 / 11	12 / 11
Description	Pistol shot / rubber bullet	Intimidate

SAVES

Damage: +0 Fort: +0

Armor: NA

Ref: +1 Will: +0

MOVEMENT

Run: 30 / 60 / 120

TOTAL NUMBER

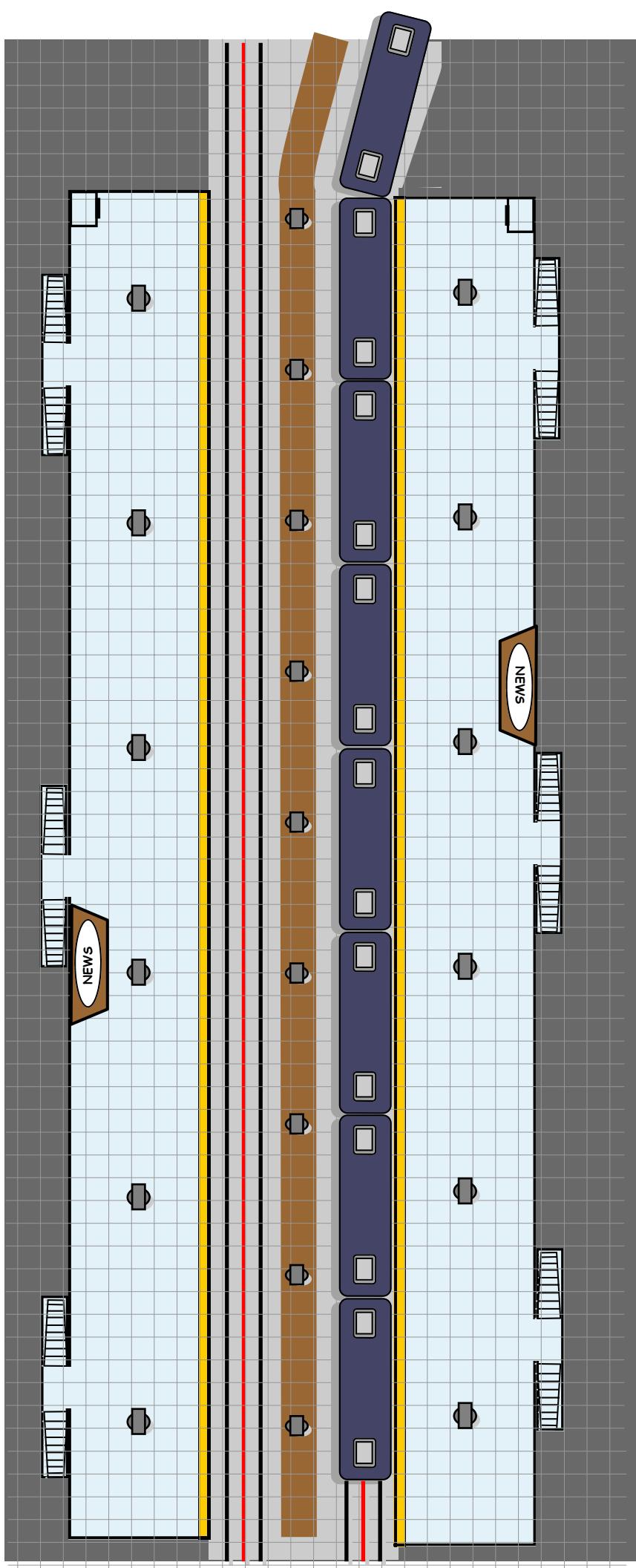
TAKEN DOWN

SKILLS, FEATS & POWERS

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

Subway Station, Lowest floor

→ Z



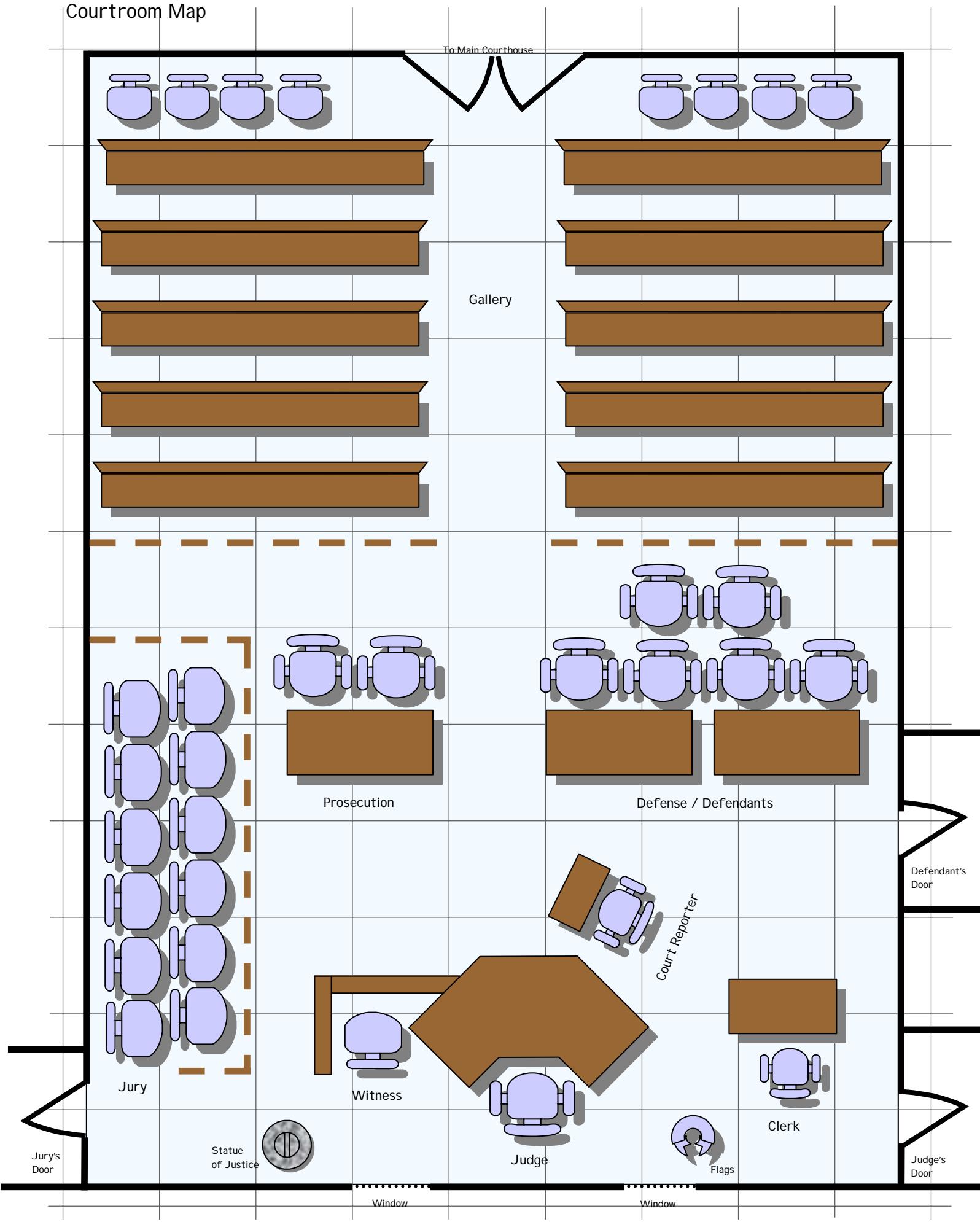
The Speakeasy, 1st floor



The Speakeasy, 2nd floor

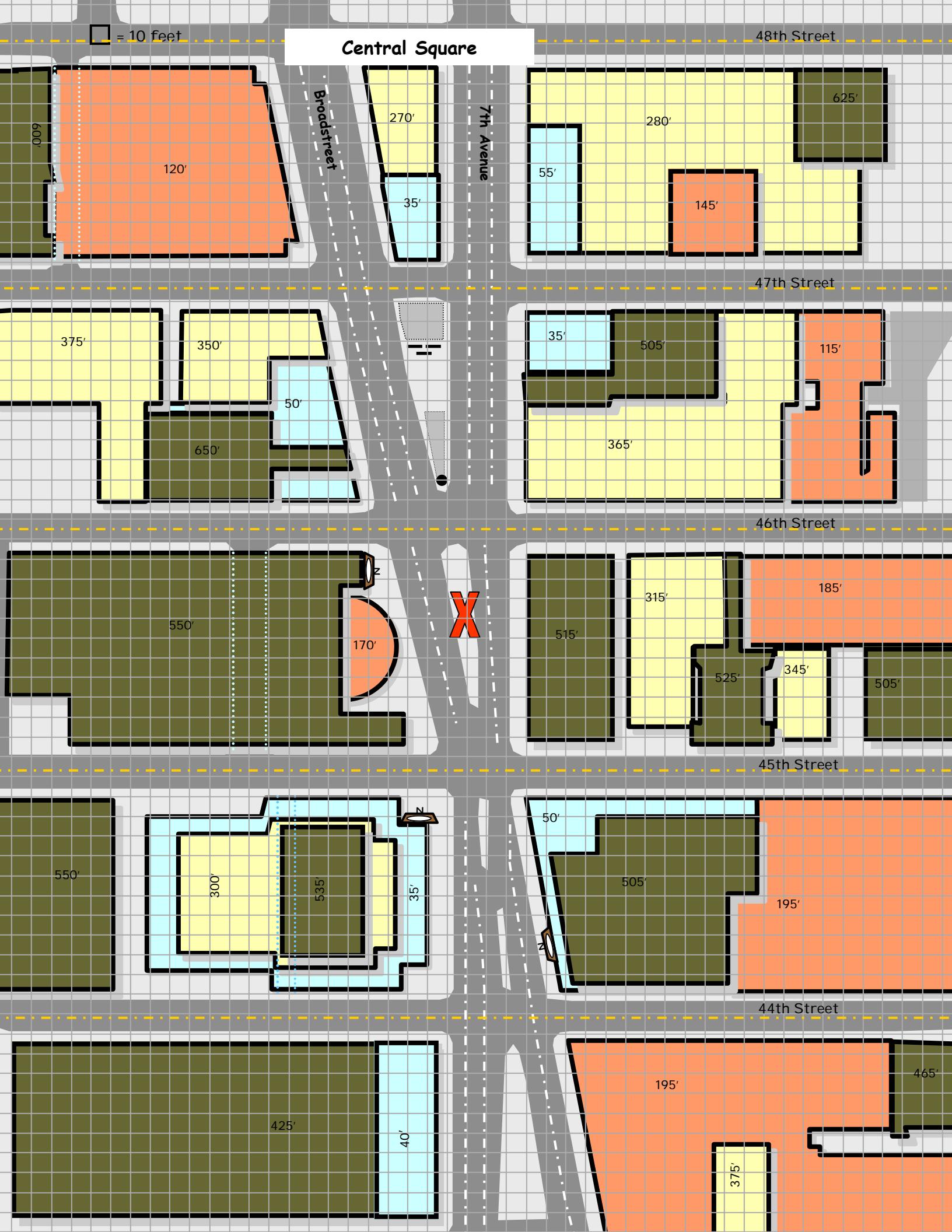


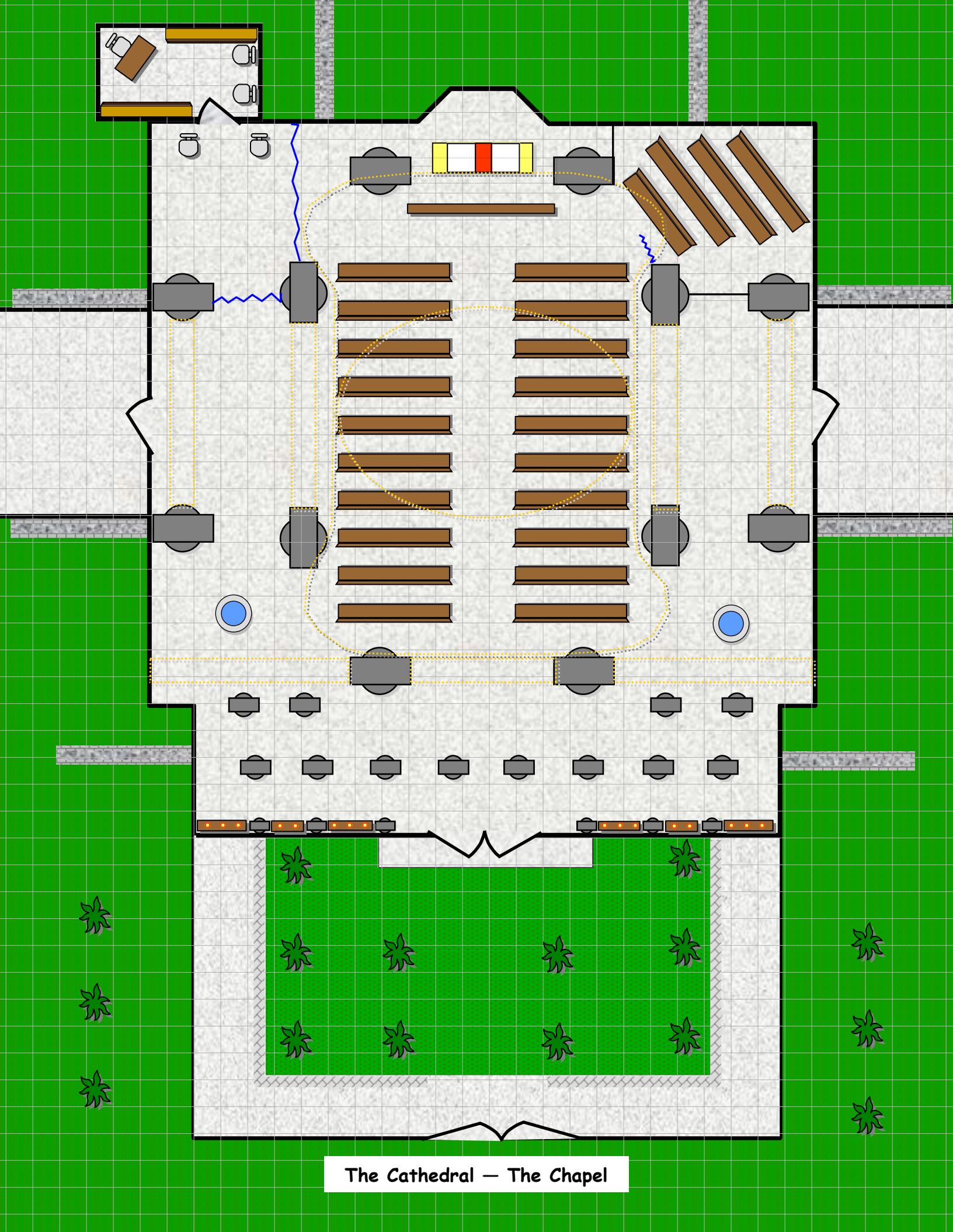
Courtroom Map



□ = 10 feet

Central Square

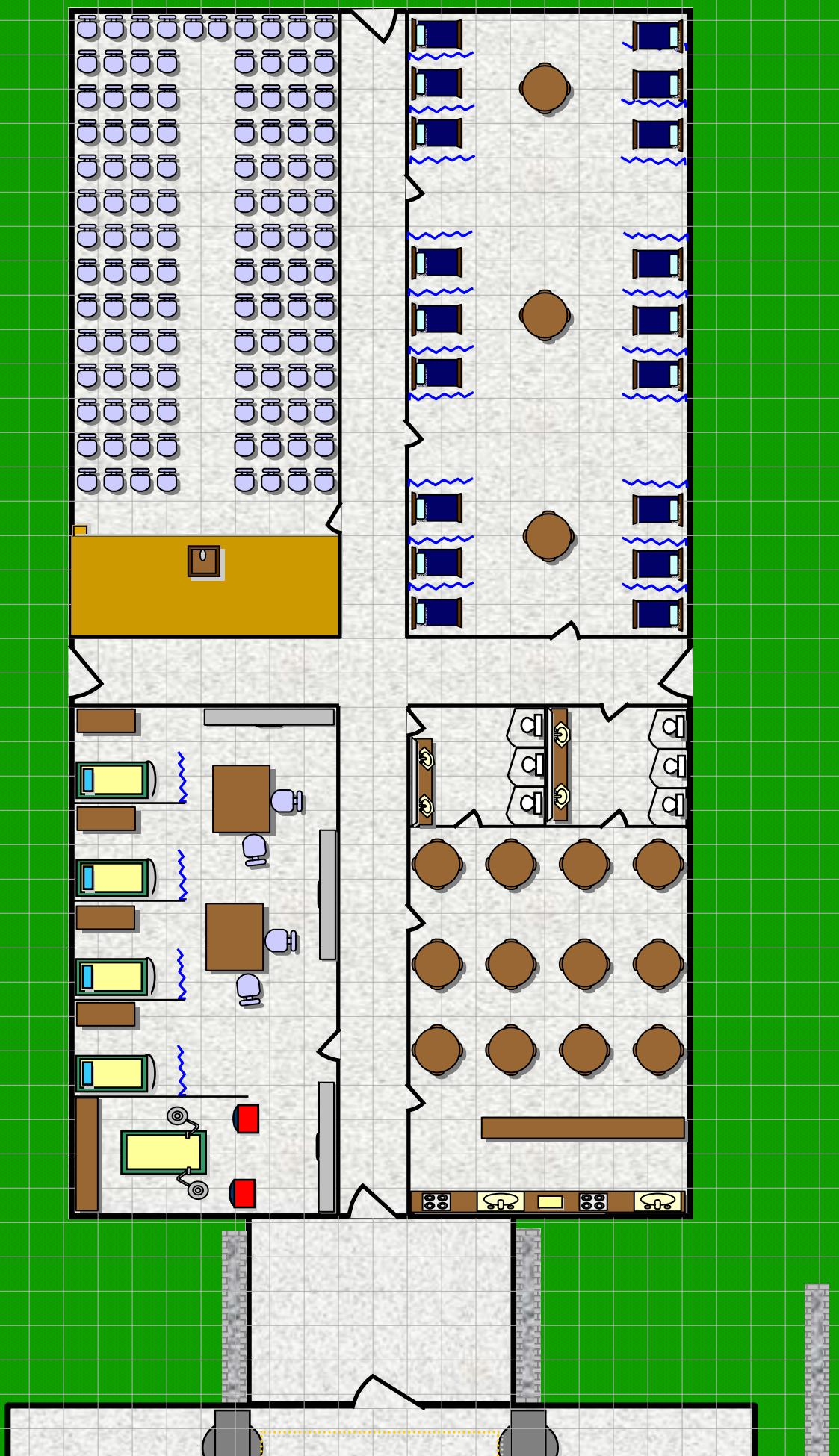




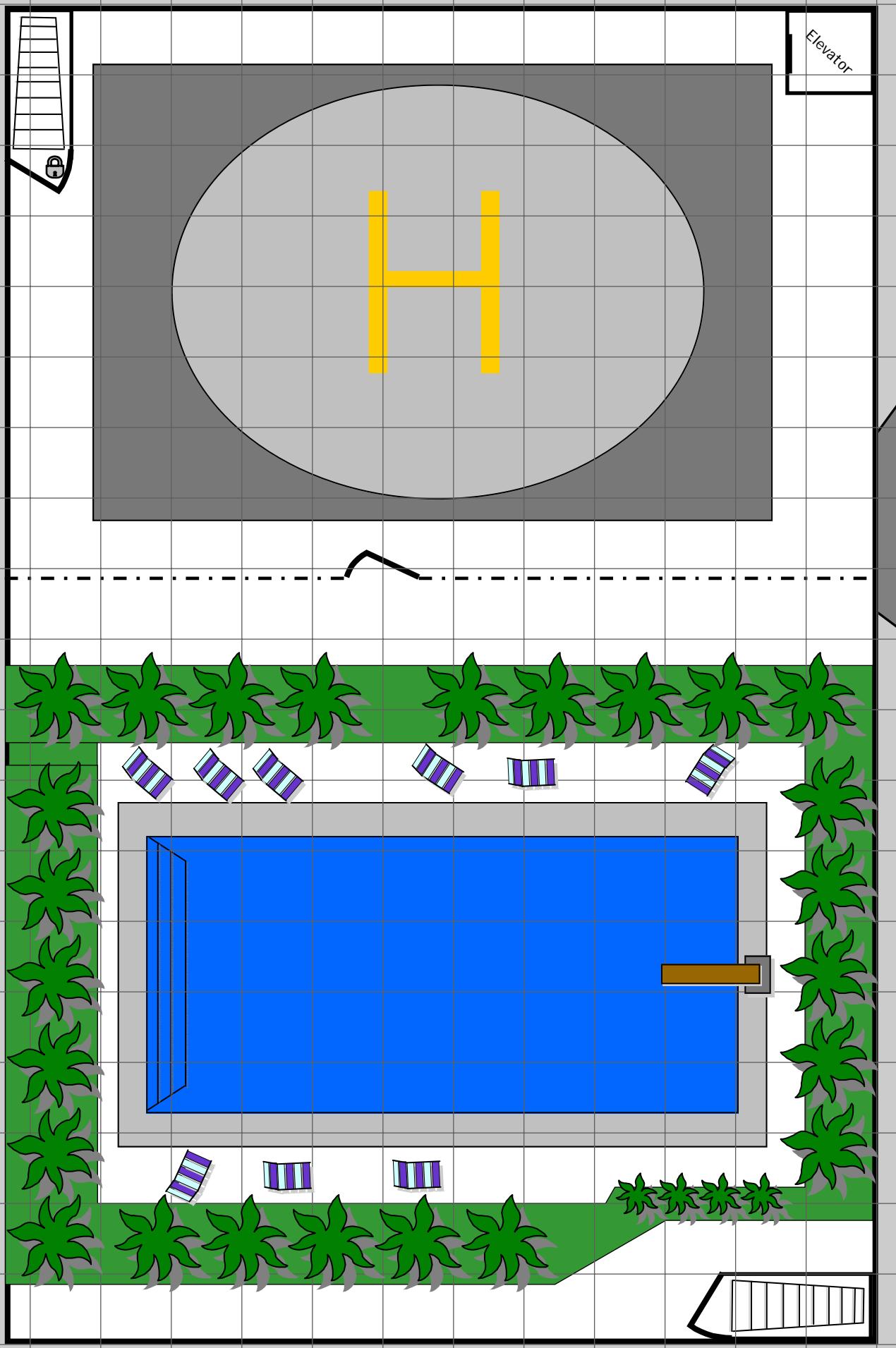


The Cathedral — West Wing

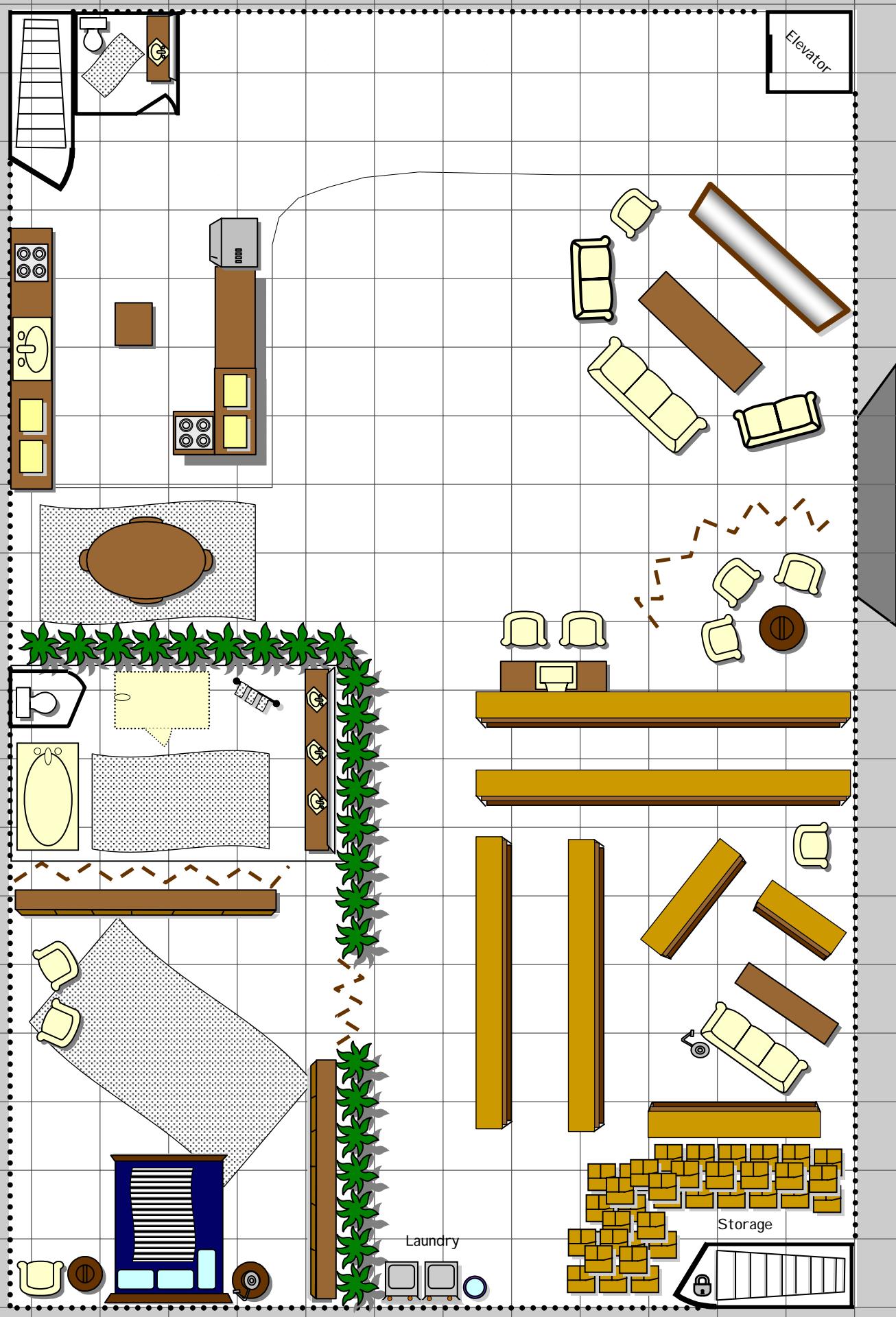
The Cathedral – East Wing



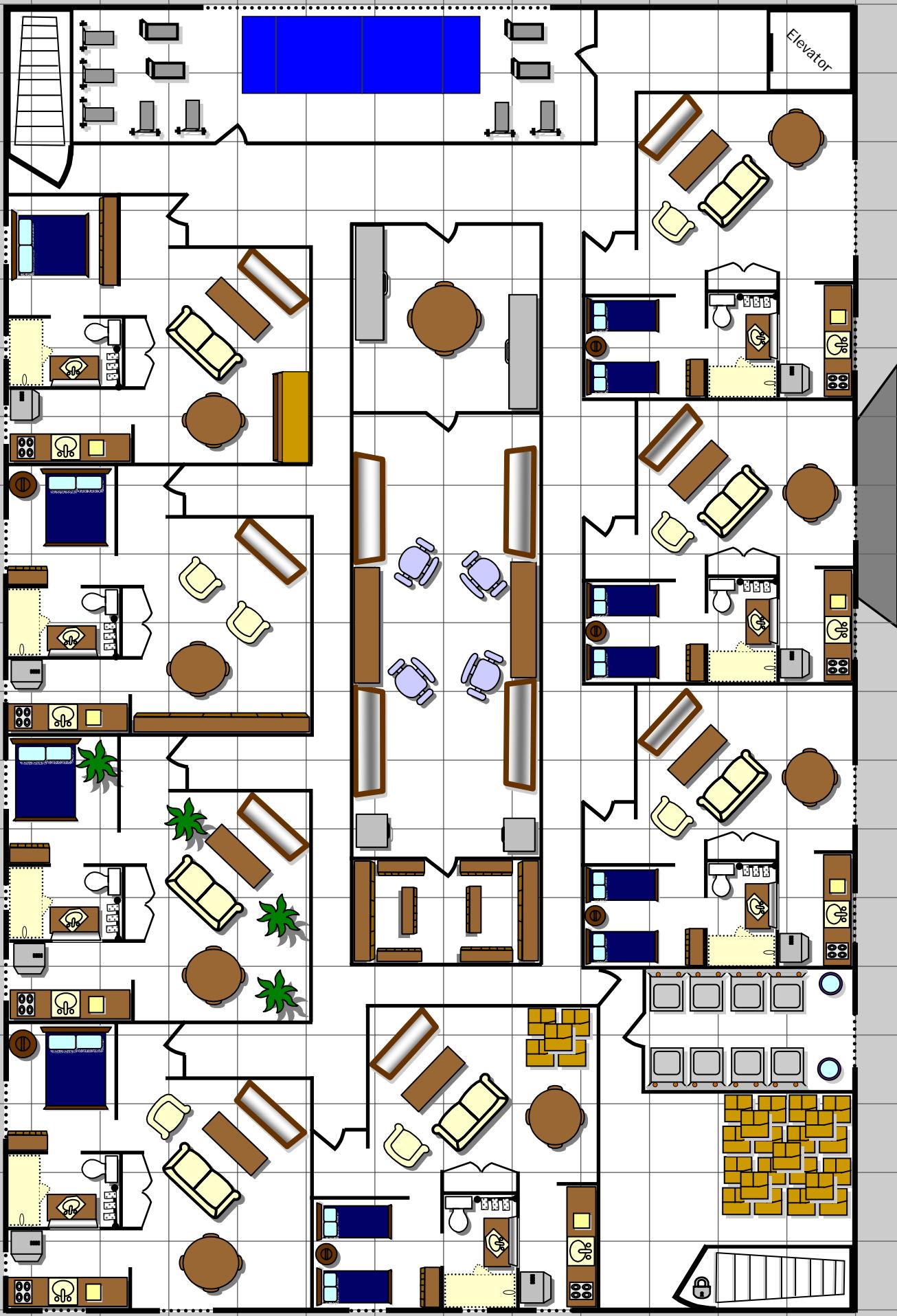
The Studio, roof



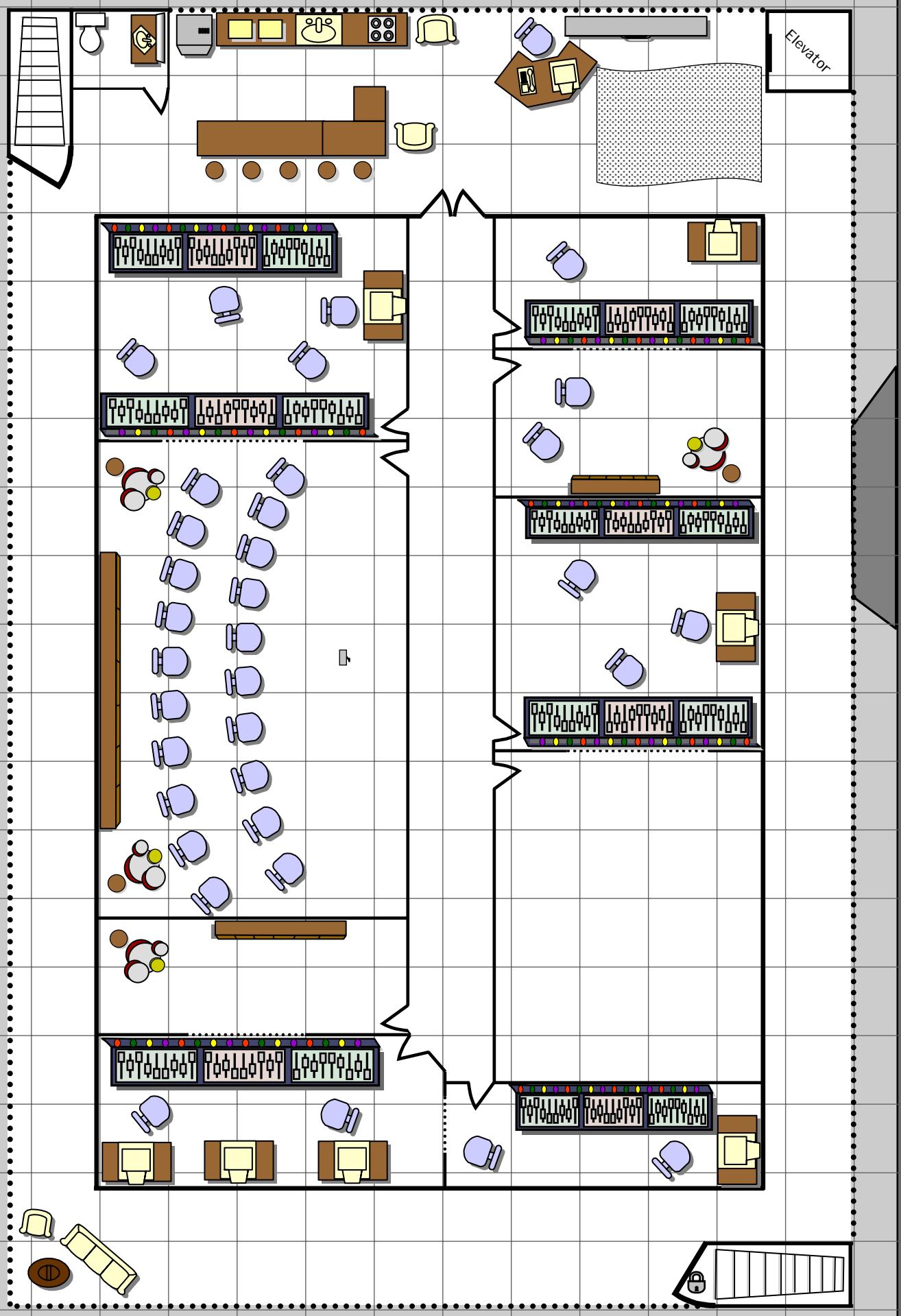
The Studio, Rock's Pad



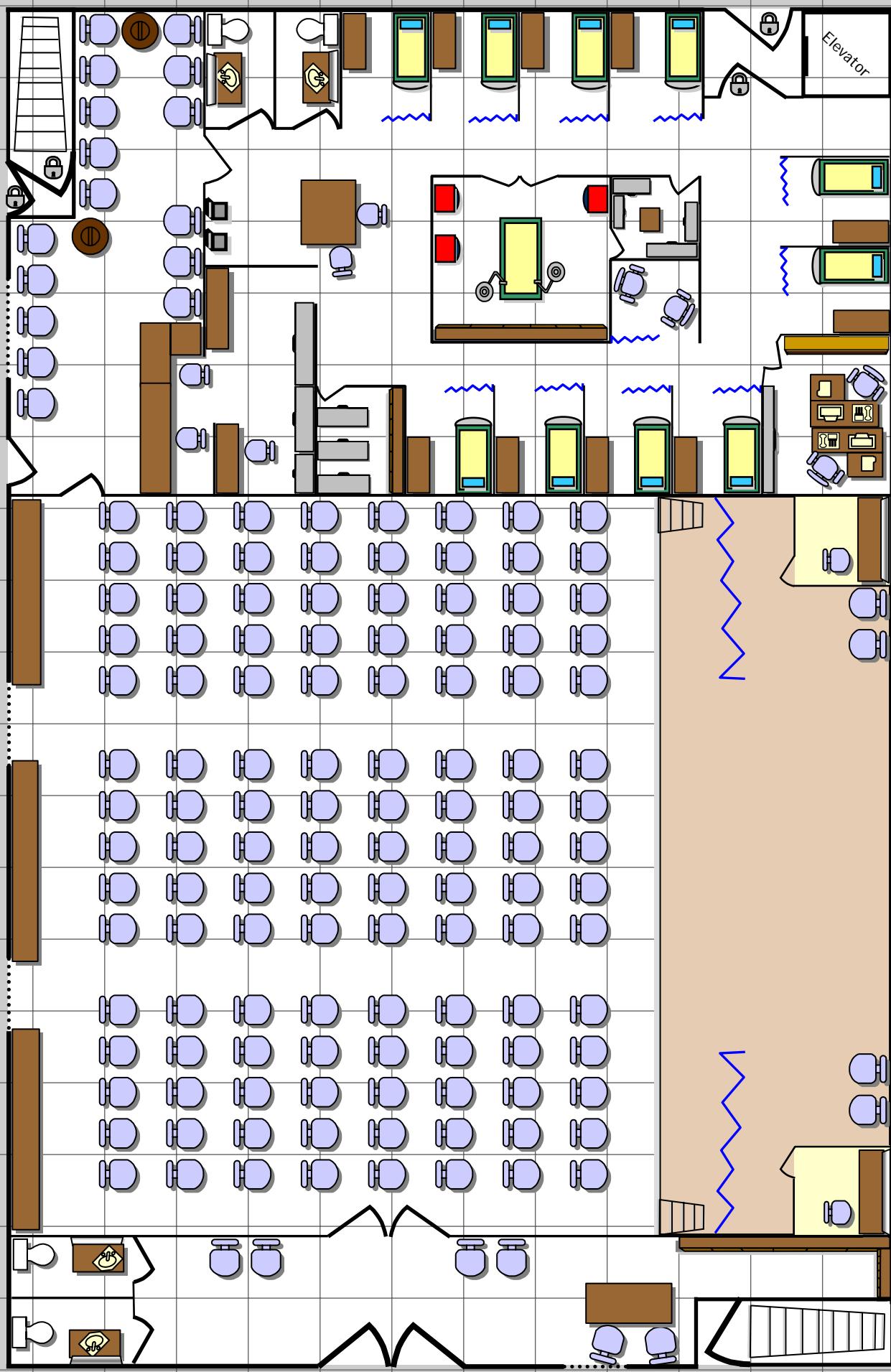
The Studio, Living and Security



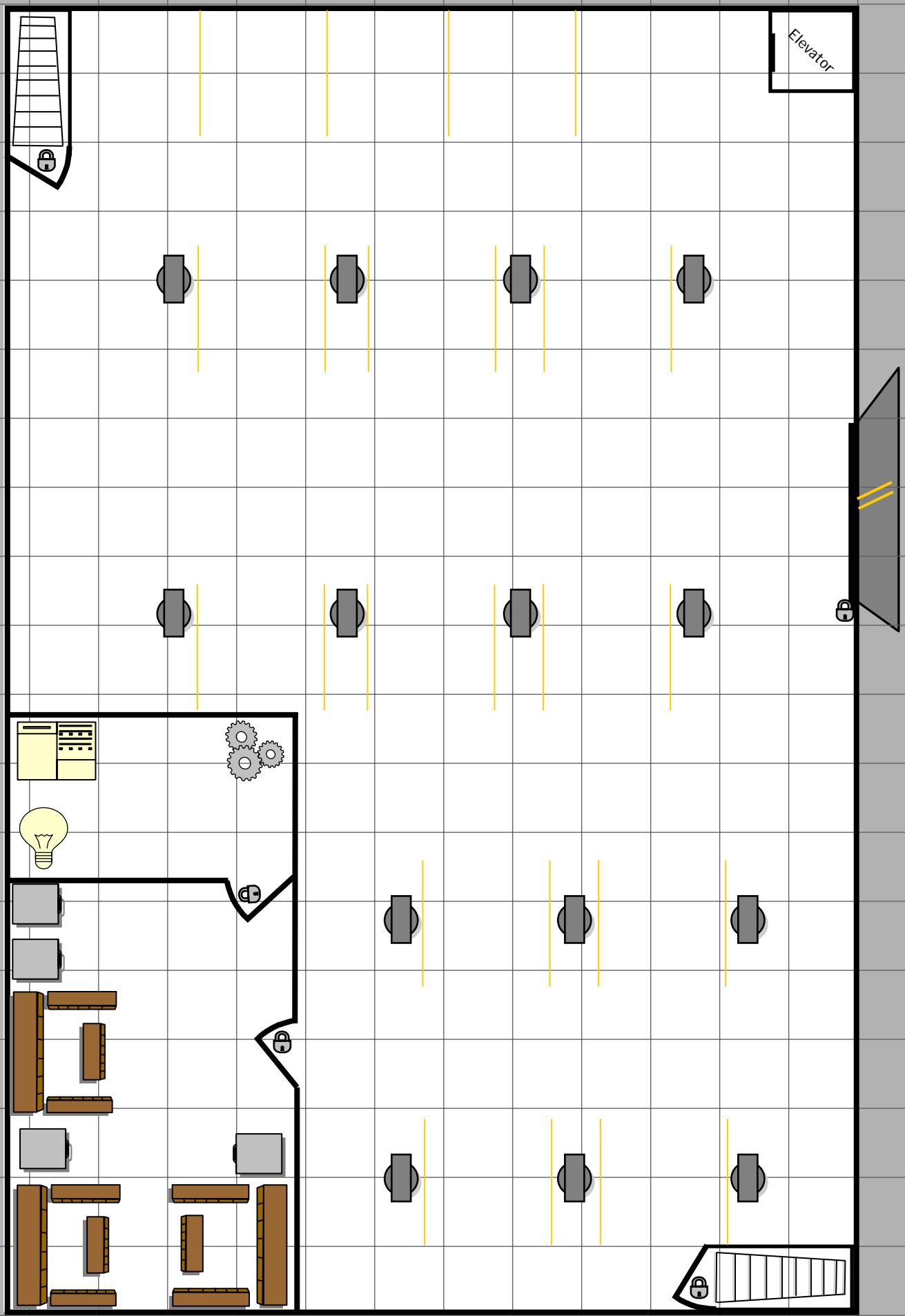
The Studio, studio level



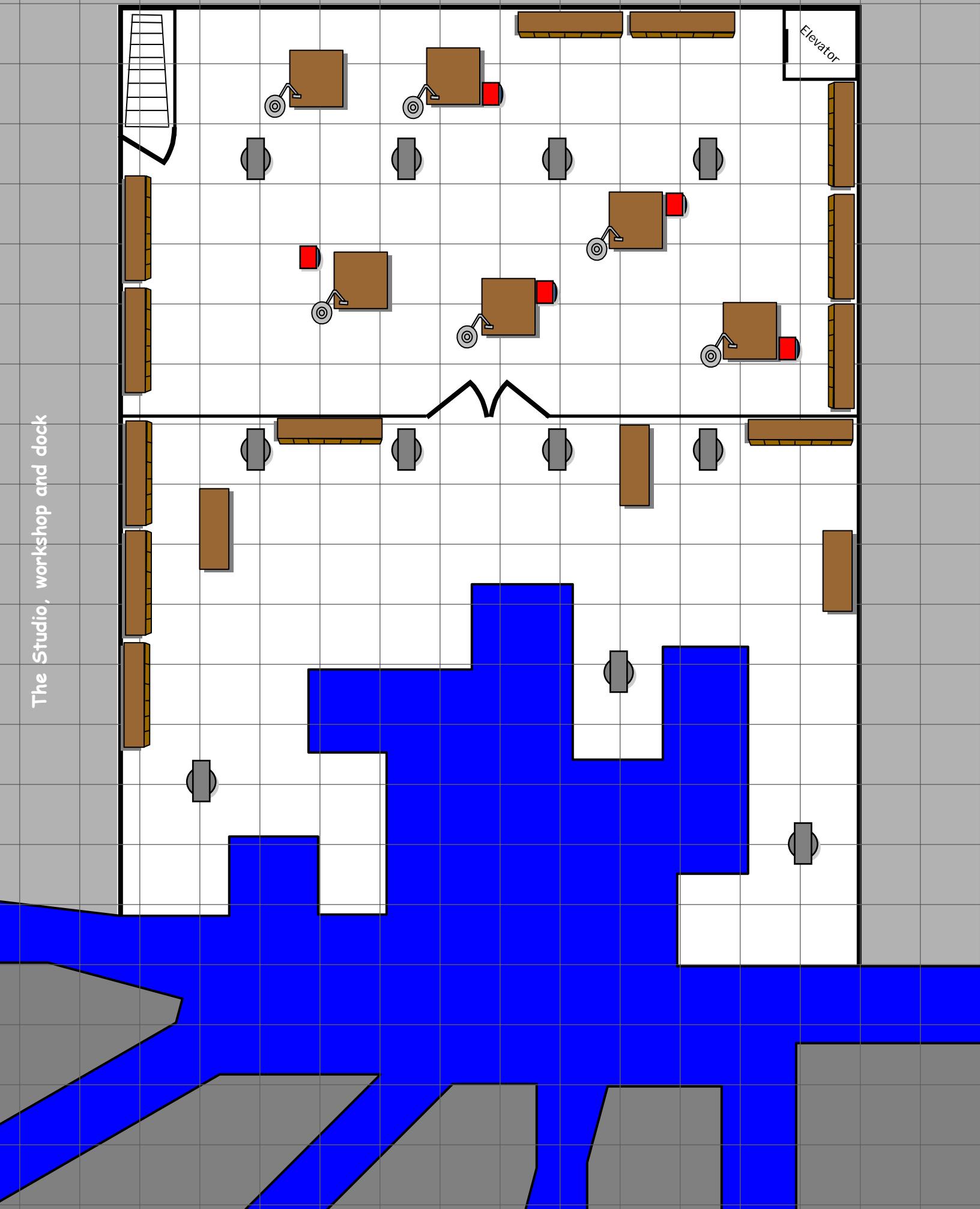
The Studio, public room and clinic



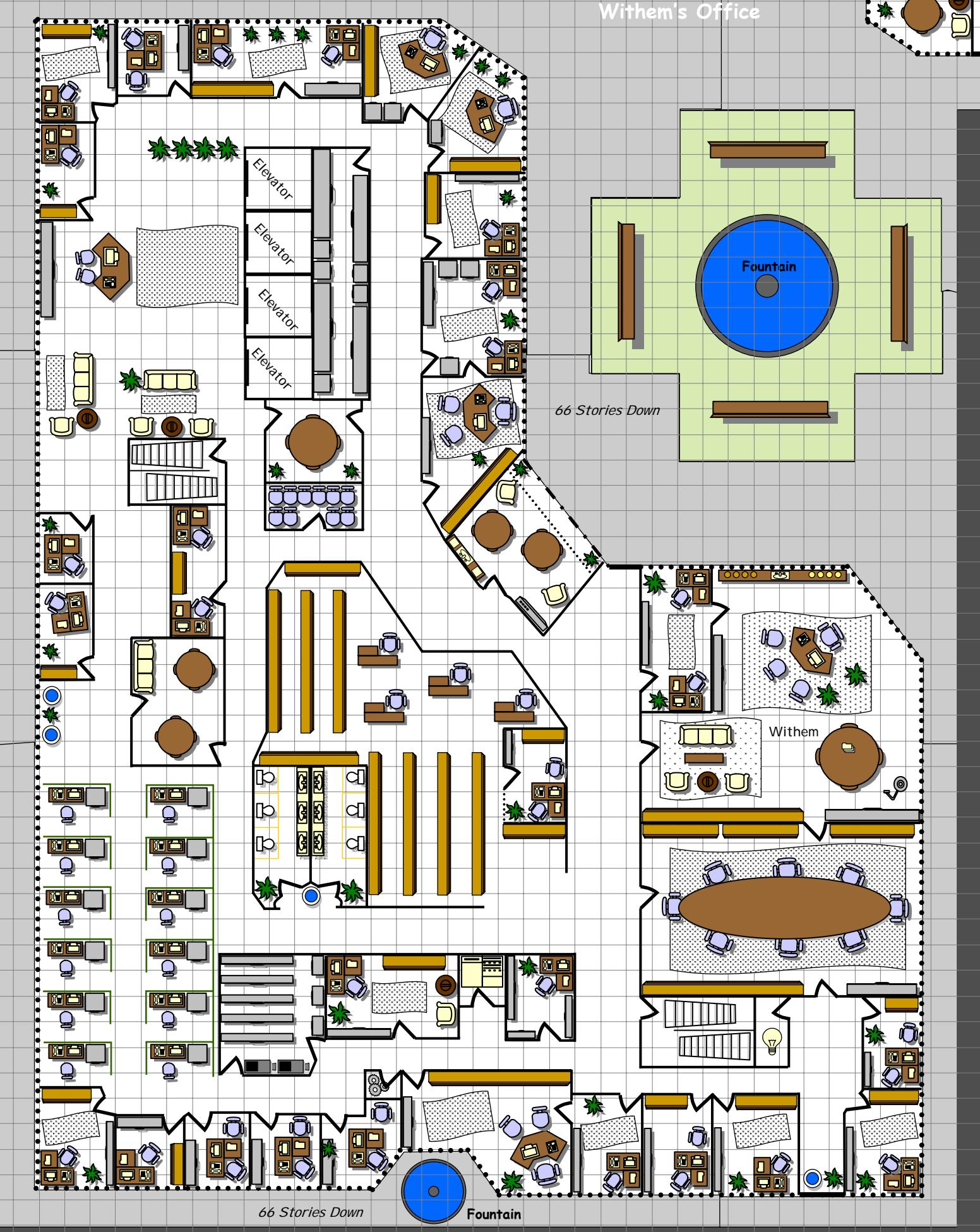
The Studio, parking and storage



The Studio, workshop and dock



Withem's Office



CHURCH + STATE



ANGELS AND ANARCHISTS

CHURCH + STATE



CHURCH + STATE



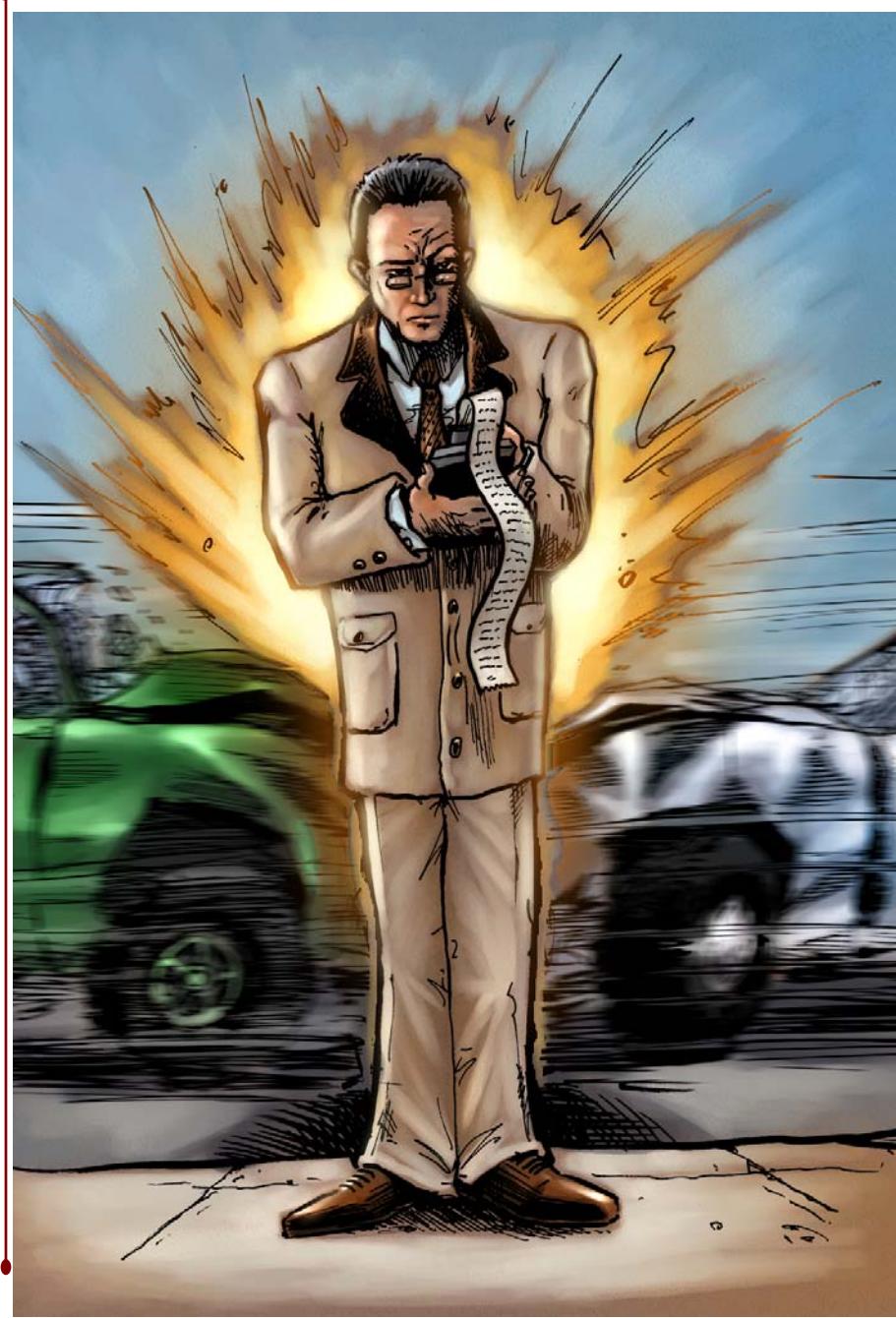
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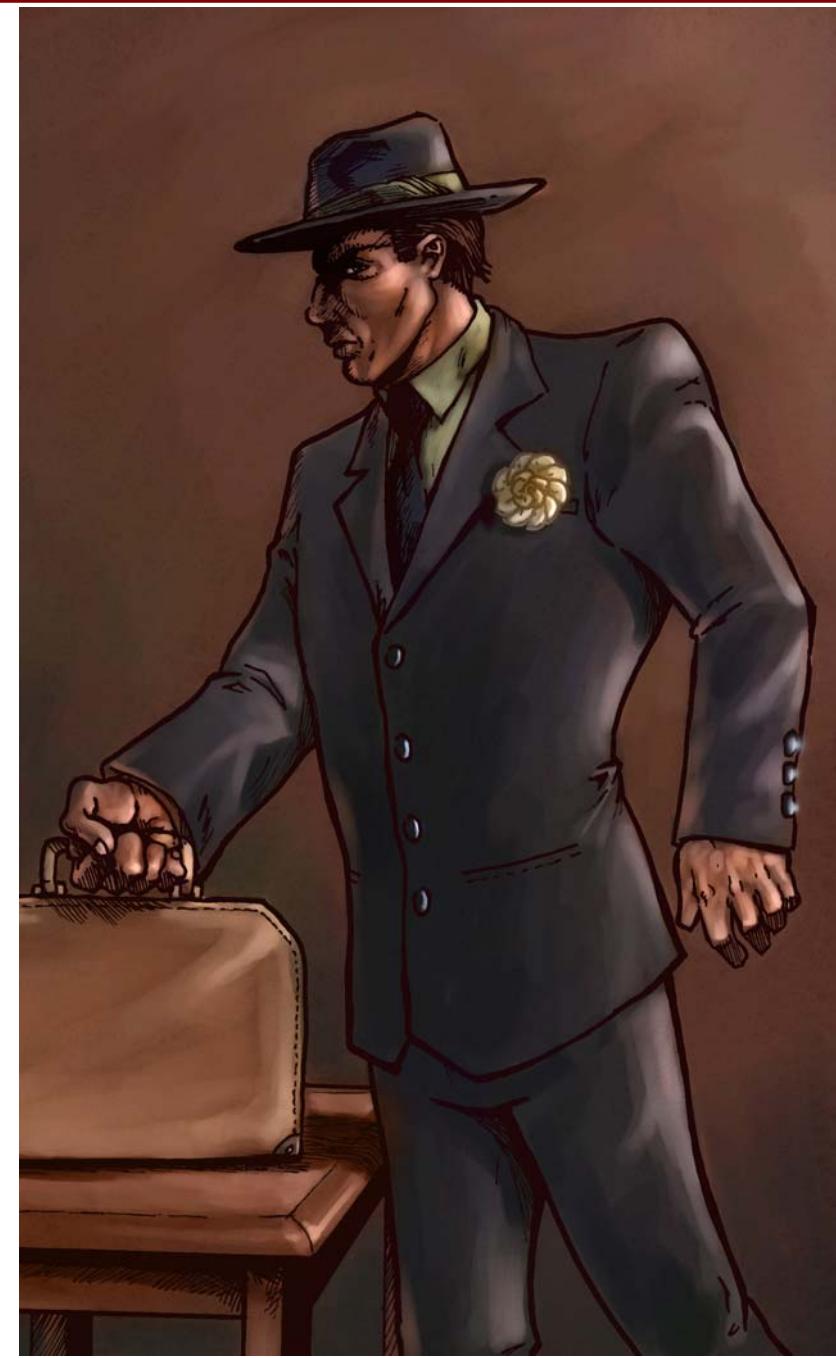
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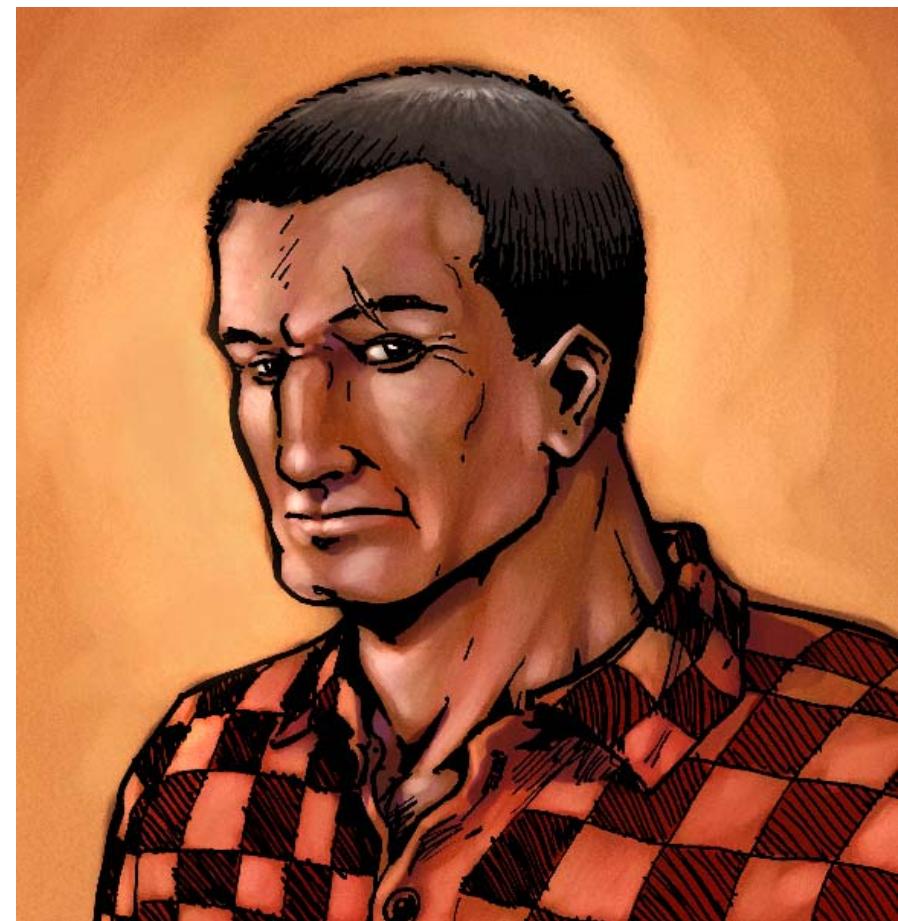
CHURCH + STATE



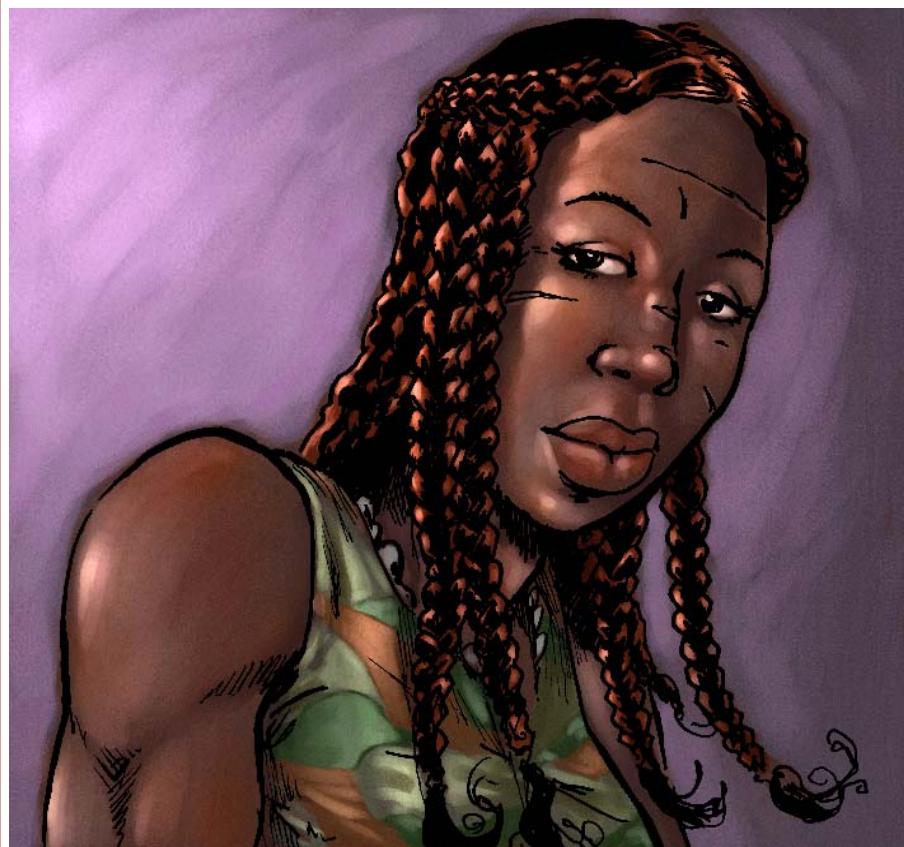
CHURCH + STATE



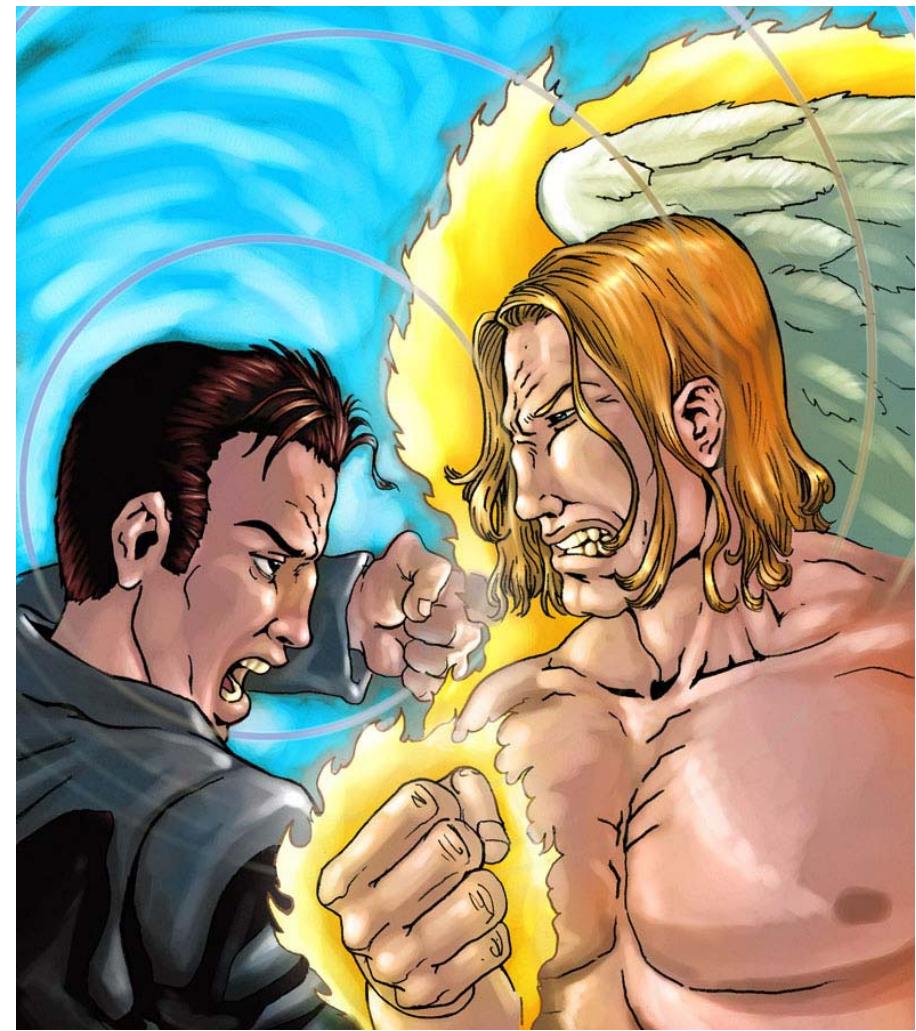
CHURCH + STATE



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CHURCH + STATE



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