Mind's Eye Society: Armory Reforged
by James Foster, Sascha Peil, Nick Pilon

Combat is a common aspect of the World of Darkness. As such, a wide variety of combat mechanics have been published to help provide variation and specialization to combat. For the purposes of the MES chronicle, these mechanics have been simplified to cut down on extra rules needed when combat arises. The following document provides said alternative rules in a short, easily used manner. For the purpose of weapons, armor, and fighting styles, this document supersedes all other mechanics, specifically those found in *World of Darkness, Mind's Eye Theater*, *Armory,* and *Armory Reloaded*. Weapons and armors provided are distilled archetypes that fit many different types of items. Re-skinning of a weapon must conform to the general weapon category, however. A Heavy Polearm must be a polearm (halberd, glaive, naginata, etc.), it cannot look like a Heavy Blade (great sword, heavy war-axe, etc.).

Melee Weapons

Weapon Type: The basic category of weapon that fits the stats provided.
Bonus: Listed base equipment bonus for that weapon type and damage type.
Size: The size of the item, followed by a descriptor of how concealable it is. Size equals the minimum strength to wield a weapon effectively, netting a -1 per Strength point missing. Two-handed weapons require +1 Strength to wield one-handed.
- P - Palm/Pocket
- S - Shirt
- J - Jacket
- L - Long coat.
- N - Not concealable.

Durability: The durability of the object's materials and construction.
Cost: The associated minimum Resources cost.
Special Notes: Any special mechanics noted.
Examples: List of sample weapons that fit the weapon type, though not exclusive or comprehensive.

Weapon Type	Bonus	Size	Durability	Cost	Special Notes	Examples
Small Blade	1L	1/S	3	*	See Thrown Knife	Bowie Knife, Bayonet, Main-Gauche, Hatchet, Dagger, Wooden Stake
Short Blade	2L	2/J	3	**	N/A	Gladius, Kukri, Machete, Wakizashi, Crash Axe
Long Blade	3L	2/L	3	***	N/A	Rapier, Sword Cane, Bastard Sword, Cavalry Saber, Katana, Fire Axe
Heavy Blade	4L	3/N	3	****	Requires 2 hands	Greatsword, Zweihander, War Axe
Small Blunt	1B	1/S	2	*	Can be thrown as +1 weapon	Rock, Sap
Short Blunt	2B	2/J	2	*	N/A	Police Baton, Club, Baseball Bat, Escrima
Medium Blunt	3B	2/L	3	**	N/A	Flail, Mace, Morningstar, Sledgehammer
Heavy Blunt	4B	3/N	3	***	Requires 2 hands	Maul, Warhammer
Flexible Weapon	1B/L	2/L	3	*	N/A	Chain, Kusari Gama, Whip
Basic Polearm	3B/L	4/N	2	*	Defense +1, Requires 2 hands	Quarterstaff, Spear, Scythe
Heavy Polearm	4B/L	4/N	3	****	Defense +1, Requires 2 hands	Halberd, Trident, Naginata
Hand Weapon	1B/L	1/P	3	*	Uses Brawl	Brass Knuckles, Spiked Gauntlet
Punch Dagger	2L	1/J	3	**	Uses Brawl	Katar, Tiger Claws

Ranged Weapons

Weapon Type: The general category type of the ranged weapon.

Bonus: The equipment bonus of the weapon in question. The minimum Strength required to fire the weapon accurately is one less than this number. Characters with Strength below this rating take a -1 penalty per dot of difference.

Capacity: The average ammunition for said weapon. Storytellers are encouraged to limit this based on the real world example the players choose (for example, most Revolvers carry 6 bullets, a break-action shotgun has two shells, etc.). It should also be noted that many modern firearms can be loaded with an extra bullet in the chamber.

Range: The range of the firearm in short, medium, and long range. Medium range shots take a -2 and long range shots take a -4. A reminder that point-blank shots from firearms are penalized by the target's defense.

Size: The size of the weapon and how concealable it is.
- P - Palm/Pocket
- S - Shirt
- J - Jacket
- L - Long coat.
- N - Not concealable.

Cost: The minimum Resources cost for the weapon.

Special Notes: Any special notes or rules concern for the weapon type. Ranged weapons use Firearms as a skill unless otherwise noted.

Examples: Types of weapons that might fit this category, though not exclusive or comprehensive.

Weapon	Bonus	Capacity	Range	Size	Cost	Special Notes	Examples
Handgun	2L	Average 6-15	20/40/80	1/P	**	N/A	.38 Special, Beretta, Glock, Luger
H. Handgun	3L	Average 6-9	30/60/120	1/S	***	N/A	Desert Eagle, .44 Magnum
SMG	3L	Average 30	40/80/160	2/L	****	N/A	P90, H&K MP5
Shotgun	4L	Average 2-6	20/40/80	3/L	**	Cannot be Silenced	Winchester, Break-action, Pump Action
Assault Rifle	4L	Average 30	150/300/600	3/N	*****	N/A	M16, AK-47
Rifle	4L	Average 6-8	250/500/1000	3/N	****	N/A	Sniper Rifle, Hunting Rifle, M1 Garand
Bow	Strength	N/A	Special	User Size -1	**	Uses Athletics, Takes turn to reload	Standard, Compound
Crossbow	3L	N/A	40/80/160	3/N	***	Takes 2 turns to reload, Armor Piercing 2	Medieval, Modern Hunting
Throw Knife	1L	N/A	Thrown	1/S	*	Uses Athletics	Knife, Chakram, Shuriken, Dart, Stake
Javelin	3L	N/A	Thrown	2/N	*	Uses Athletics, Atlatl +1 (Range x5)	Javelin, Spear
Sling	2B	N/A	Thrown x3	0/P	-	Uses Athletics	Slingshot, sling, staff-sling

*Bow Equipment Modifier: A bow's damage is dependent on the strength of the user (equipment bonus equals user's strength). For +1 Resources, a character may purchase a compound bow, which adds +1 to the user's strength to determine damage and range. The total bonus derived cannot be greater than +4.

**Bow Short Range: Triple Strength + Size + Athletics (Compound is Quadruple). Double this for Medium Range, and then double again for Long.

***Thrown Short Range: Strength + Dexterity + Athletics – Object's Size. Medium range is double this number. Unless character has supernatural strength or is otherwise mystically enhanced, there is no Long range for thrown weapons.

Special Note on Mundane Equipment

In *Armory* and other books, sanctioned mundane equipment can be found. The Universal Addendum is clear that in the case an item is missing from sanctioned material, an ST may allow up to a +5 non-combat bonus based on the quality and price of the item. In the case of using a weapon above for a non-combat action (hunting, crafts, etc.), up to twice the equipment bonus of the weapon can be used as a non-combat equipment modifier, up to a +5 cap for mundane items. An item with a supernatural bonus can add higher than a +5, but excess is part of the modifier limit.

Armors and Shield

Type: The armor type being described.
Rating: The armor or defense provided. Melee/Ranged
Strength: The minimum Strength required to operate efficiently while wearing armor. Attacks are penalized -1 per dot of Strength below this threshold.
Initiative: The penalty to Initiative from wearing this type of armor, due to bulk and restriction of movement.
Speed: The penalty to Speed from wearing this type of armor, due to weight and restriction of movement.
Cost: The minimum cost in Resources for this armor.
Special Notes: Any special notes on mechanics for this armor type.

Armor Type	Rating	Strength	Initiative	Speed	Cost	Special Notes
Reinforced Clothing	1	1	0	0	*	N/A
Flak Jacket	2	1	-1	0	*	N/A
Kevlar	3	2	-1	-1	***	Bulletproof (Bullets do Bashing)
Full Riot Gear	4	3	-2	-1	***	Bulletproof (Bullets do Bashing)
Leather Armor	1	2	-1	0	*	N/A
Chain Mail	2	3	-2	-2	***	N/A
Plate Armor	3	4	-2	-3	****	Not fitted to PC: -3 Initiative, -4 Speed
Shield*	2	3	0	0	***	If not attacking, raises to 3.

*Shields are considered armor and can be negated by armor piercing ammunition and weaponry. A shield can also be used as a 1B weapon. Attacking while using a shield confers a -2 penalty to the attack draw. The Shield-bearer and Ambidextrous merits lower this penalty by 1 each, and stack to a +0.

Special Ammunition and Materials

Certain materials provide various bonuses or damage to certain supernatural creatures, depending on their weaknesses. More information on such materials can be found in venue-specific source material, but for mechanical combat concerns, the following rules are the "quick-and-dirty" version.

- Fire: Fire deals aggravated damage to vampires. Incendiary ammunition only works with break-action shotguns (thus 2 shots before reloading) and defense always applies. Fire wielded as a melee weapon (torch, hairspray flamethrower, etc) are all +2 weapons. Damage for both is based on successes, but as fire damage is capped by the intensity of the flame, no more than 3 points of damage can be done with a fire-based weapon.
- Silver: Silver deals aggravated damage to werewolves and changing breeds. Silver weapons, whether ranged or melee, are at a -1 compared to normal weapons due to the softness of the metal. A blunt silver weapon, while still at a -1, does an extra level of damage (typically bashing) against Changing Breeds and Pure werewolves *only*, due to their greater level of weakness to the metal. This is capped as normal by damage cap and is applied only if the draw is successful, on top of gained successes.
- Cold Iron/Hand-Forged Iron: Firearms are not designed to fire ammunition of solid iron, and are thus rendered useless after one shot. Melee weapons made of pure iron or hand-forged iron are not adversely affected. Cold iron ignores all supernatural defensive abilities of changelings, hedge creatures, and True Fae. Hand-forged iron causes aggravated damage to True Fae as well as ignoring defenses.
- Armor Piercing: Melee weapons must represent construction of a quality that would allow for penetrating armor. Armor Piercing is considered a negative modifier to armor bonuses and removes cover on a 1:1 basis. If Armor is lower than the AP rating, the remainder is not considered a bonus to attack.
- Non-Lethal Rounds: Rubber bullets, rock salt, bean-bags, etc. Such bullets always do bashing damage. Against undead, they do one less level of damage. If the target is wearing bulletproof armor, and the shot is not a called shot to bypass, then the shot does one less level of damage. These mitigations stack.

Fighting Styles

Unless specifically noted in the addendum, these are the only sanctioned fighting styles for the MES chronicle. Distilled into core styles and simplified to promote role-play and swift combat, these fighting styles are representative of multiple real-world martial arts. The creative power is in the hands of the player to determine what real-world style the character has studied, while the mechanics can be fit to said style.

All benefits from fighting styles count as modifiers to Defense, an Attack pool, or initiative for the purposes of modifier caps. Only one fighting style may be used in a given turn. A fighting style is applicable if the character's instant action for the turn uses the listed skill and applicable weapons for that fighting style, or if the character is holding the applicable weapons and opts to Dodge or move, but not if they take any other action. A character must be in a humanoid form to use a Core fighting style (including Dalu and Throwback).

A character using a fighting style that adds to Attack must declare that fighting style when making their instant action, and that fighting style must be applicable to the declared action. A fighting style that adds to Defense may be declared at any point in a turn before a character declares an instant action. If a character is currently being subjected to an attack, they must declare their defensive fighting style before announcing their defense. A fighting style that adds to initiative must be declared at the start of the round. Once a character has declared a fighting style, their instant action for that turn *must* be something that fighting style is applicable to. Fighting styles cannot ever be used when a character is making rolls towards an extended action.

Example: Danny Daeva is under attack by a gang of hunters. Fortunately, he's studied Unarmed Evasive Striking, and is presently unarmed. When the first Hunter takes a swing at him with a flaming torch, he declares that he's using Unarmed Evasive Striking 3, adding a +3 modifier to his Defense. When his initiative comes up, he considers using Sovereignty, then realizes he can't - he must take an applicable action for his Brawl-based Fighting Style, and powers aren't applicable. Danny decides discretion is the better part of valor and spends some Vitae, using his Celerity to move away from his assailants.

Many fighting styles now make reference to effective attributes (such as Strength or Dexterity). These fighting styles provide a bonus based on the character's core attribute. While a character may purchase more dots in the fighting style than they have in the core attribute, they may not make use of the bonuses provided by those dots unless they have a method of raising their effective attribute (Vigor or Stone contracts for Strength, as an example). For Fighting Styles that use Composure, you may not increase your effective attribute with willpower.

Example: Susie Player has Strength 2 and Vigor 2. She has a Fighting Style that uses effective Strength rated at 4 dots. Unless she activates Vigor, she may only use 2 dots of her Fighting Style.

Brawl Based Fighting Styles
Fighting Style: Unarmed Evasive Striking (• to • • • • •)
Prerequisites: Strength ••, Dexterity •••, Wits •••, Brawl ••

The character has learned the art of using a target's strength against them, moving under an attack and hitting weak spots. He ducks, weaves, and has physically honed his body to withstand blows that would stagger an untrained person. As long as the character is unarmed or using a hand-weapon/punch dagger, he receives a bonus to Defense equal to the dots purchased in

this merit. This merit can also be used with supernaturally enhanced unarmed strikes (ex. a Hunterheart, Lethal Mien, or Partial Transformation, etc.).

Real world examples of this fighting style include Kung Fu, Aikido, Tai'chi, Krav Maga and any other that utilizes the opponent's energy against them or focuses on dodging incoming blows.

Fighting Style: Unarmed Aggressive Striking (• to • • • • •)
Prerequisites: Strength •••, Stamina •••, Brawl ••

The character has learned the art of aggressive unarmed strikes through years of training. They analyze the situation quickly and can negate their victim's defenses. As long as the character is unarmed or using a hand-weapon/punch dagger, he can add a bonus to Attack equal to dots in this Fighting Style, up to his effective Dexterity. This merit can also be used with supernaturally enhanced unarmed strikes (ex. a Hunterheart, Lethal Mien, or Partial Transformation, etc.).

Real world examples of this fighting style most forms of boxing, muay thai, some karate styles, and any other style that emphasizes a flurry of damaging blows against an opponent.

Fighting Style: Grappling (• to • • • • •)
Prerequisites: Strength ••, Dexterity •••, Stamina •••, Brawl ••

The character has learned the art of maintaining a grapple, using his strength and stamina to out-perform and out-maneuver his foe. Thus, as long as the character is unarmed, they can apply their dots in this fighting style as a bonus to grapple checks, up to their effective Strength. The use of a flexible weapon as a grapple aid per the Grapple rules is an exception to the unarmed requirement. This only applies after a grapple has been initiated.

Real world examples of this fighting style include classic wrestling, Qinna, Brazilian jujitsu, and any other that utilizes the character's training to control a grapple in his favor.

Weaponry Based Fighting Styles
Fighting Style: Aggressive Light Melee (• to • • • • •)
Prerequisites: Dexterity •••, Weaponry •••

The character is trained in the use of a light melee weapon, able to overwhelm an opponent's defenses with speed and strength or to find weak spots in armor. The character can add his dots in this Fighting Style as a bonus to Attack with any Short Blade, Short Blunt, Long Blade, or Medium Blunt weapon up to his effective Dexterity.

Real world examples of this fighting style include several schools of Fencing, Kendo, various cultural stick/club based styles such as Filipino Martial Arts, or any other style that utilizes light blades or blunt weapons.

Fighting Style: Defensive Light Melee (• to • • • • •)
Prerequisites: Strength ••, Dexterity •••, Composure •••, Weaponry •••, Quick Draw: Melee

The character is trained to utilize the speed a light melee weapon can provide. Utilizing this training, the character can not only draw and strike in the same fluid motion but has honed his instincts to allow him to best his opponents on the draw. Dots of this fighting style add directly to Initiative. If the user decides to Dodge as his action for the turn, the dots in this fighting style are added to the character's defense (this also works with the Weaponry Dodge merit, the Athletic Dodge merit, and other Dodge mechanics). This merit can be used with any Short Blade, Short Blunt, Long Blade, or Medium Blunt weapon.

Real world examples of this fighting style include some schools of Fencing and Kendo, as well as Iaido and others.

Fighting Style: Two-Weapons/Sword and Shield (• to • • • • •)
Prerequisites: Strength ••, Dexterity •••, Weaponry •••
The character is trained in the use of two weapons, one primary and one offhand, or the use of a weapon and shield. Able to parry with his offhand or deflect attacks with his shield, the character adds his dots in this fighting style to his Defense rating. Nothing larger than a Long Blade or Medium Blunt weapon may be used in the primary hand. The offhand weapon (if not a shield) must be smaller than a Long Blade or Medium Blunt weapon. If the primary weapon is smaller than these, then the offhand weapon can be of the same type or size (example: a character wielding two short blades or a short blade and a short blunt).
Real world examples of this fighting style include some schools of Fencing and Kendo (utilizing an offhand dagger to parry) and many classical examples of 'Sword and Shield' fighting.

Fighting Style: Flexible Melee (• to •••••)
Prerequisites: Strength ••, Dexterity •••, Weaponry •••
The character is trained in the use of a flexible weapon. Able to swing it wide in order to deter attackers, the character adds his dots in this merit to his Defense rating, as long as he is using a flexible weapon. The character may also add his dots in this merit as an equipment modifier to disarm an opponent as long as he has the Disarm merit, but sacrifices the bonus added to Defense for that turn. A character must be using a flexible weapon to utilize this fighting style. This fighting style provides no bonus during a grapple.

Fighting Style: Knife Fighting (• to •••••)
Prerequisites: Dexterity •••, Weaponry ••
The character is highly trained in close quarters fighting using a knife or hatchet. The standard of melee for thousands of years, humanity has made an art of a fast dagger inside of a target's defenses. The character can add his dots in this Fighting Style as a bonus to Attack with any Small Blade, Small Blunt, Short Blade or Short Blunt weapon up to his effective Dexterity. This merit can be used with stakes, per the rules for staking in combat in the Requiem Addendum.
Real world examples of this fighting style include Spetznaz Knife Fighting, as well as any other military or cultural knife/hatchet based martial arts.

Fighting Style: Aggressive Heavy Melee (• to •••••)
Prerequisites: Strength •••, Weaponry •••
The character is highly trained in the use of heavy weapons, swinging hard and wide to overwhelm his opponent. Whether swinging an ancient two-handed sword or a massive warhammer, the character can add his dots in this Fighting Style as a bonus to Attack with any Heavy Blade or Heavy Blunt weapon, up to his effective Strength. Regardless of strength, the weapon must be wielded with both hands to make use of this merit.
Real world examples of this fighting style include Langschwert, baguazhang, and any other cultural style that utilizes blades or heavy blunt items that are considerably heavier than normal weapons.

Fighting Style: Defensive Heavy Melee (• to •••••)
Prerequisites: Strength •••, Dexterity ••, Weaponry •••

The character is trained in the art of utilizing a polearm, whether through martial or military training. From quarter-staves to spears to mounted-bayonets, the character can employ the reach afforded this weapon with greater skill. Dots purchased in this fighting style can be applied to a character's Defense rating as long as he is using a Pole-arm (basic or heavy). This defense bonus stacks with the base bonus provided by a pole-arm, though it is still part of the modifier pool (where the base bonus is part of the base pool as equipment). Regardless of strength, the weapon must be wielded with both hands to make use of this merit.

Real world examples of this fighting style include Sojutsu, jukendo, Greco-Roman spear tactics, and any other martial style that employs a pole-arm or large weapon for the defensive reach it provides.

Ranged Based Fighting Styles

Fighting Style: Combat Marksmanship (• to •••••)
Prerequisites: Strength ••, Dexterity •••, Composure •••, Firearms •••

The character is trained in the use of firearms to such a degree that he is faster than the average gunslinger. Dots purchased in this fighting style are added to a character's Initiative as long as he is using a firearm in combat. In point blank range, when a target's defense would apply, the character can choose to add his dots in this merit as a bonus to Attack up to his effective Composure. These benefits do not stack, a character must choose which benefit he is using. This fighting style can be used with any firearm designed to be used at close range, specifically handguns (both basic and heavy), SMGs, and shotguns.

Fighting Style: Sniping (• to •••••)
Prerequisites: Dexterity •••, Resolve •••, Firearms •••, Stealth ••

The character is trained in shooting from a distance, whether through long years with a hunting rifle or military training. Dots in this fighting style may be added to Attack up to the character's effective Composure as long as he spends a full turn aiming. This must be done again after shots equal to the user's dots in the fighting style and no special power or ability can negate the need to re-aim. This fighting style can be used with any firearm designed to be used at long range, specifically assault rifles and rifles.

Fighting Style: Thrown Weapon (• to •••••)
Prerequisites: Strength ••, Dexterity •••, Athletics ••

The character is trained in the art of throwing deadly weapons in an effective manner. As long as the blade is designed for throwing (knife, shuriken, dart, javelins, etc), the character can add dots in this fighting style a bonus to Attack up to his effective Strength. This fighting style can only be used with Thrown Small Blades, Thrown Small Blunt weapons, Slings, and Javelins.

Real world examples of this fighting style include Shurikenjutsu and any other highly specialized training that teaches proper throwing techniques.

Fighting Style: Archery (• to •••••)
Prerequisites: Strength ••, Dexterity ••, Athletics •• (Additional: Firearms ••)

The character is trained in the use of a bow or crossbow, able to properly aim and fire the weapon despite other concerns or distractions. The character can add his dots in this fighting style

as a bonus to Attack with a bow (normal or compound) or a crossbow up to his effective dots in Composure. To use this style with a crossbow also requires at least Firearms at 2 dots.

New Merits
The following merits are custom designed for the MES chronicle and are Low Approval for all characters. They are not considered Fighting Styles, but supplementary combat merits.

Expert Reload (•• or ••••)
Prerequisites: Dexterity •••, Composure •••, Athletics ••, Firearms ••, Rapid Nock OR Tactical Reload
Effect: The character knows how to rapidly reload a Crossbow. Due to advanced training and honed reflexes, they may reload a Crossbow in 1 turn instead of the requisite 2 turns. The four-dot version of this merit, which requires both Rapid Nock and Tactical Reload, allows a character to reload a crossbow reflexively.

Flat of the Blade (••)
Prerequisites: Strength ••, Dexterity •••, Weaponry •••
Effect: The character knows how to turn his weapon to downgrade its damage, effectively "striking with the flat of the blade." The character ignores the -3 penalty to downgrade the damage type of his weapon as listed in the Universal Addendum.

Fluid Reflexes (••)
Prerequisites: Dexterity •••, Athletics ••
Effect: The character knows how to react quickly to falls and motion. The character may react immediately after falling and may stand from a prone position reflexively.

Hidden Weapon (•• or ••••)
Prerequisites: Dexterity ••, Larceny ••, Subterfuge •, Weaponry •• OR Brawl •• OR Firearms •• OR Athletics ••
Effect: The character knows how to hide a small weapon on his person. Whether from training through law enforcement, a prison environment, military training, or self-taught on the street, the character can hide a Small Blade, Small Blunt, Hand Weapon (not Punch Dagger), or Handgun in such a way that it is not easily found. This merit cannot fool security scanners such as metal detectors or full-body image scanners.
For the two dot version, someone searching for weapons on the character receives a penalty to do so equal to the character's dots in the Larceny skill. Note that merits and abilities that remove penalties to perception (such as Trained Observer), can partially negate this penalty.
For the four dot version, someone searching for the weapons receives the same penalty but also has a Penalized Action (draw twice, take worst) per the Universal Addendum.
The character must purchase this merit for each weapon type which benefits from the merit (once for Weaponry, once for Brawl, etc.).

Improvised Weapon Expertise (••••)
Prerequisites: Wits •••. Dexterity •••, Weaponry ••

Effect: As an instant action, the character may make a Wits + Weaponry pull to find, pick up, and adapt an object in the environment suitable for use as a melee weapon. She may use this weapon as if it were its closest equivalent on the Melee Weapons table, with a -1 to the total equipment modifier, to a minimum of +1 (i.e. A stop sign that would count as a pole arm instead has a +3). It is storyteller discretion whether the improvised weapon retains other special properties (the aforementioned stop sign 'pole-arm' adding to defense or a trash can lid working as an improvised shield). For ranged weapons, only thrown weapon options can be improvised, and they suffer a -2 to their equipment modifier, to a minimum of +0.

The character may not attack in the same round they grab a weapon, but may attempt to do so before combat begins with a successful Manipulation + Subterfuge (for large items) vs Wits + Empathy or a Dexterity + Larceny (for small items) vs Wits + Composure. The item, once chosen, can only be used by the person who grabbed it. At the end of the scene, the object is no longer usable as a weapon.

The player can specify what kind of weapon she wants to find. The ST may assign a penalty to the roll based on the character's current surroundings or decide that such a weapon is not available at all. Blunt weapons and smaller Blades can be found most places, but Heavy weapon equivalents may be less likely.

Rapid Nock (••)
Prerequisites: Strength ••, Dexterity ••, Athletics ••
Effect: Your character can maintain a withering rate of fire. Once per turn, she may "reload" a bow (not a crossbow) as a reflexive action.

Tactical Reload (••)
Prerequisites: Dexterity •••, Composure •••, Firearms ••
Effect: Your character's muscle memory enables her to reload without conscious thought. Once per turn, she may reload a firearm that feeds from a detachable magazine or use a speedloader to reload a revolver, as a reflexive action.

Grapple Rules

Instead of the rule from MET pg. 218-219, we use the following systems, modified from the *God Machine Chronicle* pg. 199-200.

To grab your opponent, roll Strength + Brawl – Defense (Armor does not apply unless noted in mechanics for the source of the Armor). On a success, both characters are grappling. If a character has a length of rope, a chain, or a whip, it can add its weapon bonus to its pool when grappling. After a successful grab, the grapple is established, and the contested grapple challenges begin on the next turn.

If the defender has not yet acted in the turn in which grapple is initiated, they may declare a maneuver from the list below other than "Break Free" and make a contested grapple check as usual. If the attacker wins there is no effect save maintaining the grapple until the next turn, at the highest initiative, where the grapple actions resume as described.

When grappling, each party declares an intended grapple maneuver from the list below, and makes an Instant Contested Strength + Brawl versus Strength + Brawl action on the higher of the two characters' Initiative. The winner successfully performs the maneuver they selected:

- Break Free from the grapple. You can move up to your Full Speed but do no other action.
- Control Weapon/Item: You draw a weapon/item or gain control of an opponent's weapon/item. Weapons able to be brought to bear in a Grapple must be a melee weapon or firearm of Size 2 or less.
- Damage: You deal damage equal to net successes. If you previously succeeded at a Control Weapon action, add the weapon bonus to your pool. Default damage is bashing. Damage is upgraded by type depending on weapon or natural weapons involved. Once the check is made, the winner subtracts the loser's armor rating from his total to determine damage. A shield does not apply to this Armor rating.
- Disarm: You remove a weapon from the grapple entirely. You must first have succeeded on a Control Weapon move.
- Drop Prone: You throw both you and your opponent to the ground. You must Break Free before rising.
- Hold: You hold your opponent in place. Neither you nor your opponent can apply your Defense.
- Restrain: If you have previously achieved a Hold, you can attempt to immobilize an opponent with a piece of restraining equipment (zip cord, duct tape, handcuffs, etc).
- Contested Move: Against a resisting opponent, you may move all actors in the grapple up to your acting speed.
- Uncontested Move: If the primary actor you are grappling is Restrained, unconscious, or takes no Instant Action for the turn, you may move yourself and the primary actor you are grappling up to your full Running Speed, as modified by your strength carrying capacity (*Mind's Eye Theater*, pg 50).
- Concealment: You may use another's body for concealment. If they resisted, this move provides partial concealment of -2 penalty to ranged attacks. If the target is Restrained, Unconscious, or does not take an Instant Action for the turn, this move provides substantial concealment at a -3 penalty to all ranged attacks.
- Attack Another/Act Outside of Grapple: You may attempt to attack someone outside of the grapple, or otherwise act with the environment (example, lighting the fuse to a bomb, hitting a switch, etc.). This action is performed (if a dice pool is required) with a penalty equal to the successes on the opposed grapple check.
- Supernatural Power: The character may opt to activate a supernatural power rather than participating in the grapple. The power must be one the presiding ST judges suitable for use within a grapple (i.e. it cannot require large range of physical movement), and may be subject to special penalties if it requires any physical movement (for example, rote use for a mage or blood sorcery use for a vampire). If this maneuver is declared after the initial turn of the grapple, the defender does not roll a contested grapple check (thought armor still applies in a damage situation as noted above), and instead activates their power as usual.

Multiple Grapplers

If more than one person tries to grapple the same victim, count the attempt as a teamwork action. On the team side, both primary and secondary actors roll Strength + Brawl - Defense to engage. In the grapple, both primary and secondary actors roll Strength + Brawl in a contested action with their victim, with successes from the secondary actors added as a positive modifier to the primary actor's pool. If the defender wins, any chosen moves only affect the primary actor.

A grapple may only involve up to two teams of four actors each. Players are encouraged to decide amongst themselves who the primary actors are and team composition. If this cannot be quickly decided, the presiding storyteller may determine team composition and primary actors. If fighting over a restrained or unconscious body, the restrained or unconscious body does not count as an actor in the challenge. To gain possession over the contested restrained or unconscious body, one team must succeed in a Control Weapon/Item move with the body counted as the item, and also succeed in a Break Free move to end the grapple.