

# 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









## 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	<b>MOVEMENT</b>	
Defense	15 / 12	15 / 12	15 / 12	Run: 30 / 60 / 120	TAKEN DOWN
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	<b>MOVEMENT</b>	
Defense	12 / 11	12 / 11	12 / 11	Run: 30 / 60 / 120	TAKEN DOWN
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	<b>MOVEMENT</b>	
Defense	12 / 11	12 / 11	Run: 30 / 60 / 120	TAKEN DOWN
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	<b>MOVEMENT</b>	
Defense	11	11	Run: 30 / 60 / 120	TAKEN DOWN
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 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	<b>MOVEMENT</b>		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	<b>MOVEMENT</b>		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	<b>MOVEMENT</b>		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	<b>MOVEMENT</b>		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	<b>MOVEMENT</b>		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!	Freezel	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	<b>MOVEMENT</b>		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.

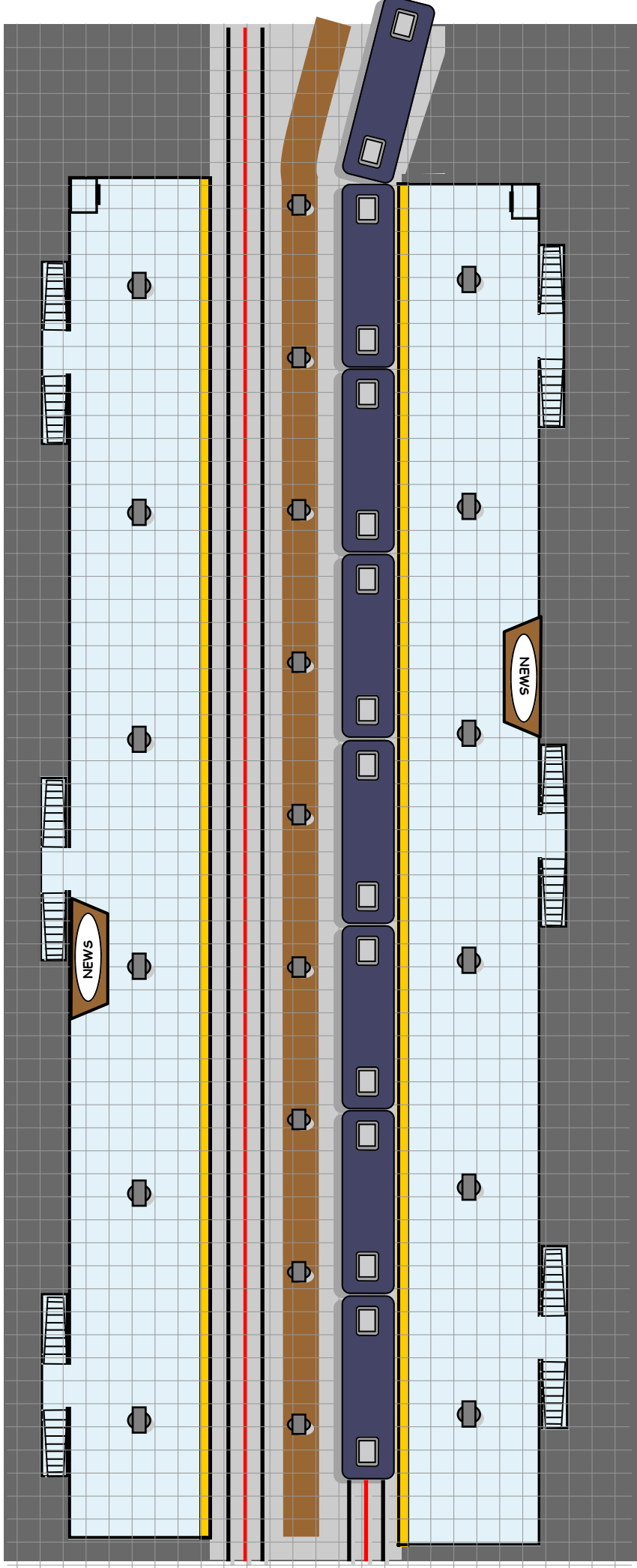
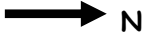
## BEAT COP

COMBAT SETS			SAVES		TOTAL NUMBER
Initiative: +1			Damage: +0	Fort: +0	
	Necessary Force	Freezel	Armor: NA		
Attack	+3	+2 (vs. 10 + Will Save)	Ref: +1	Will: +0	
Damage	+3L / +5S	Target stops	<b>MOVEMENT</b>		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

Jury

Witness

Judge

Clerk

Statue of Justice

Flags

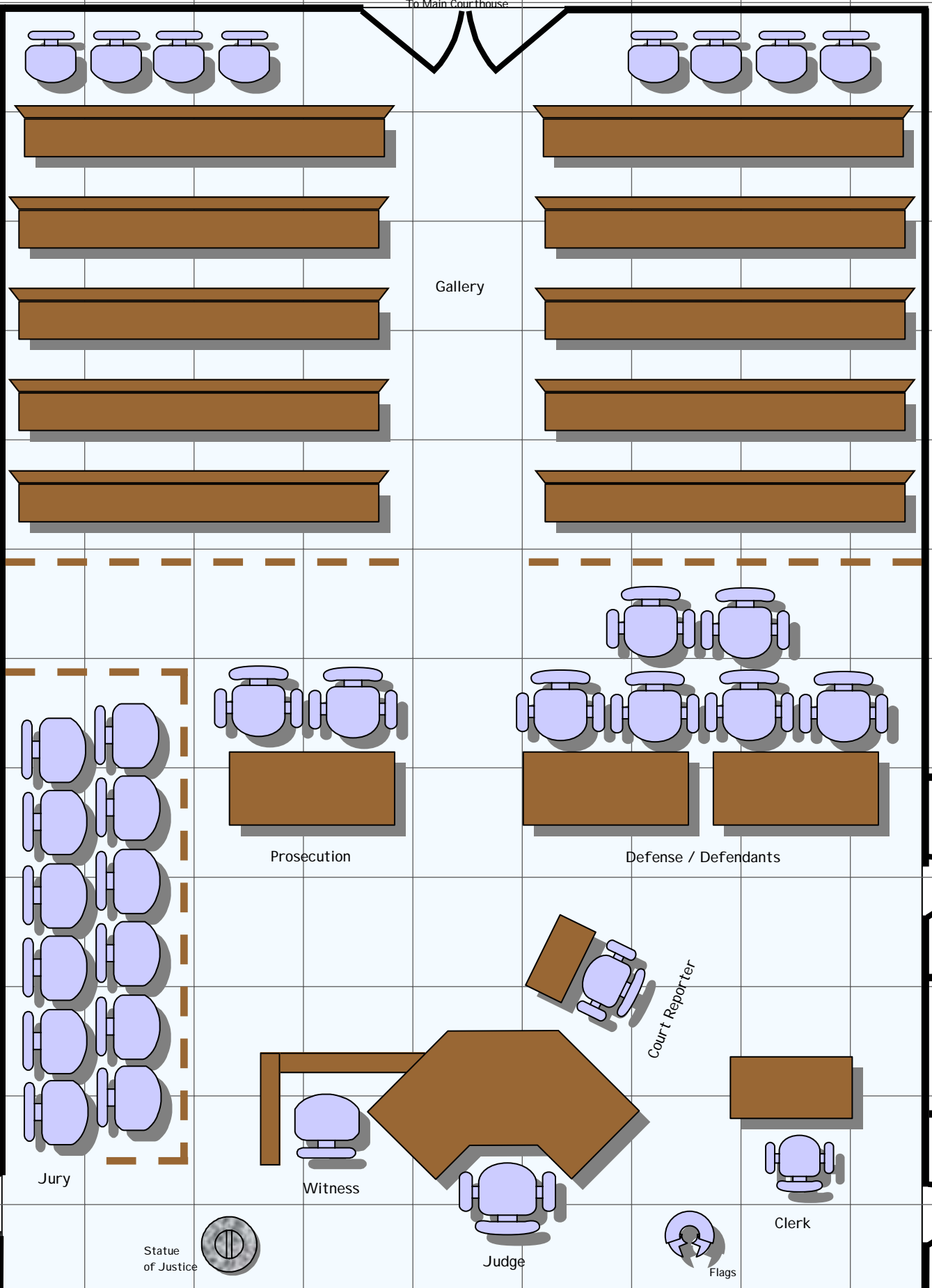
Window

Window

Defendant's Door

Judge's Door

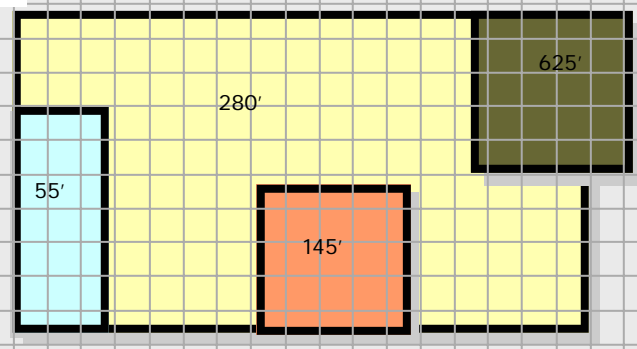
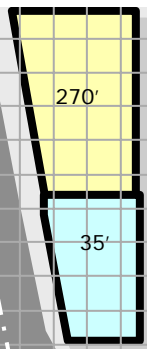
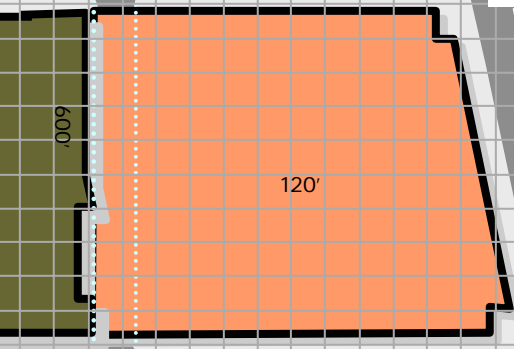
Jury's Door



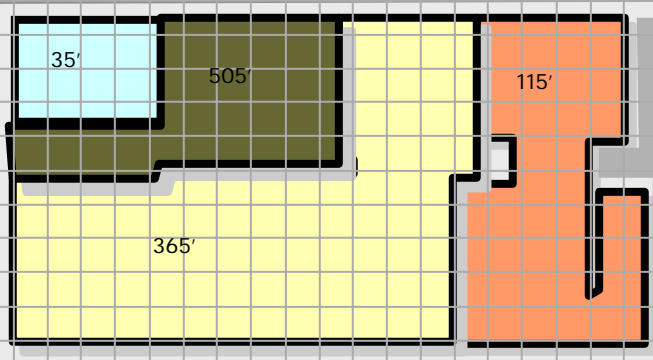
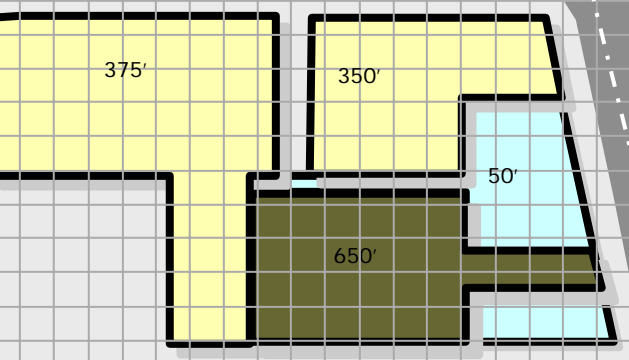
10' = 10 feet

# Central Square

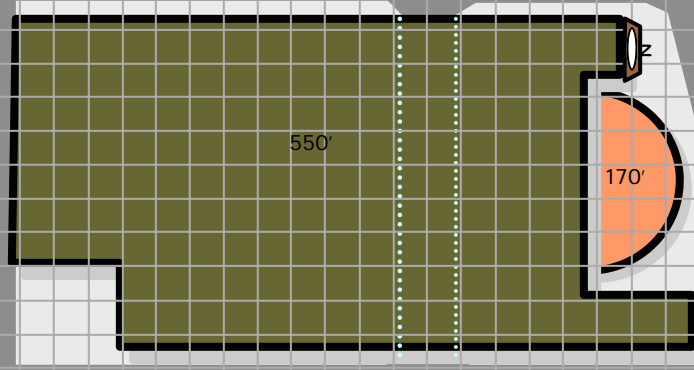
48th Street



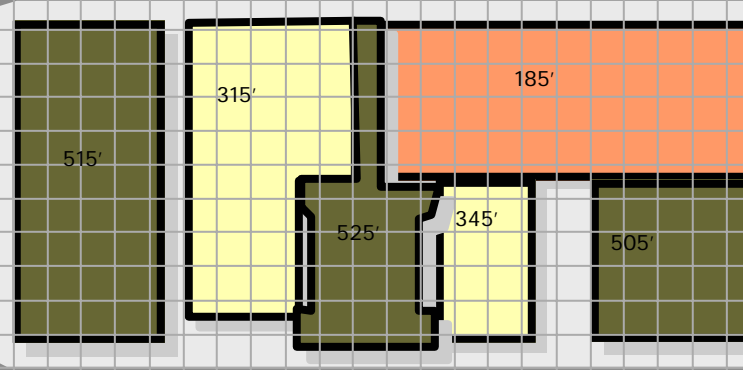
47th Street



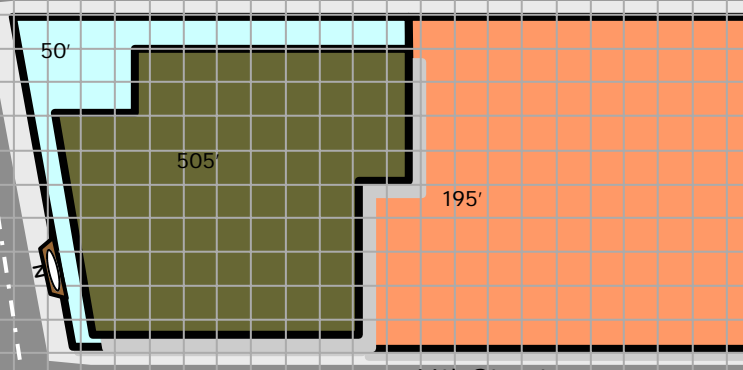
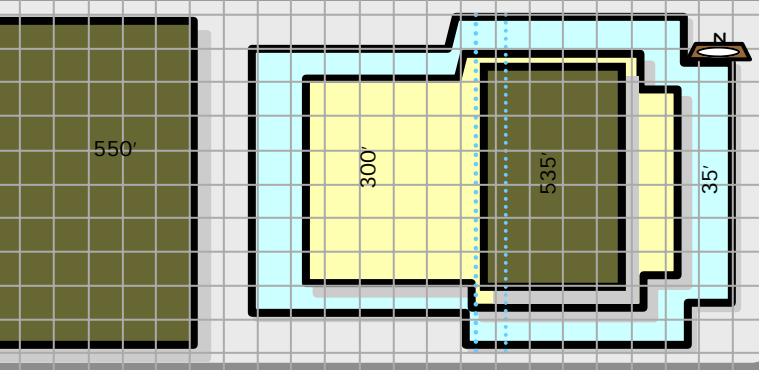
46th Street



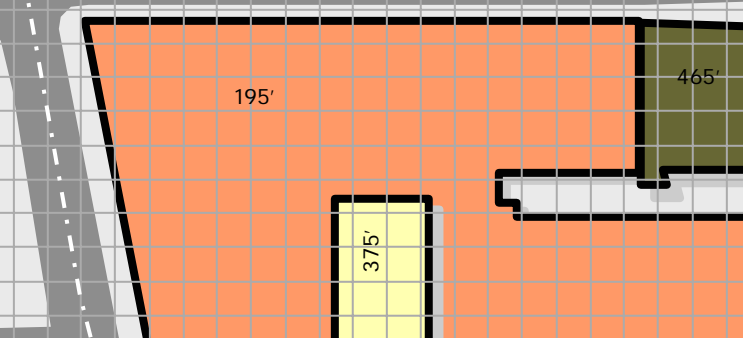
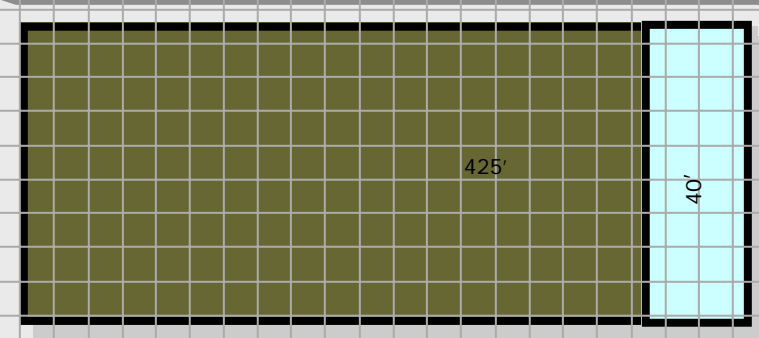
X



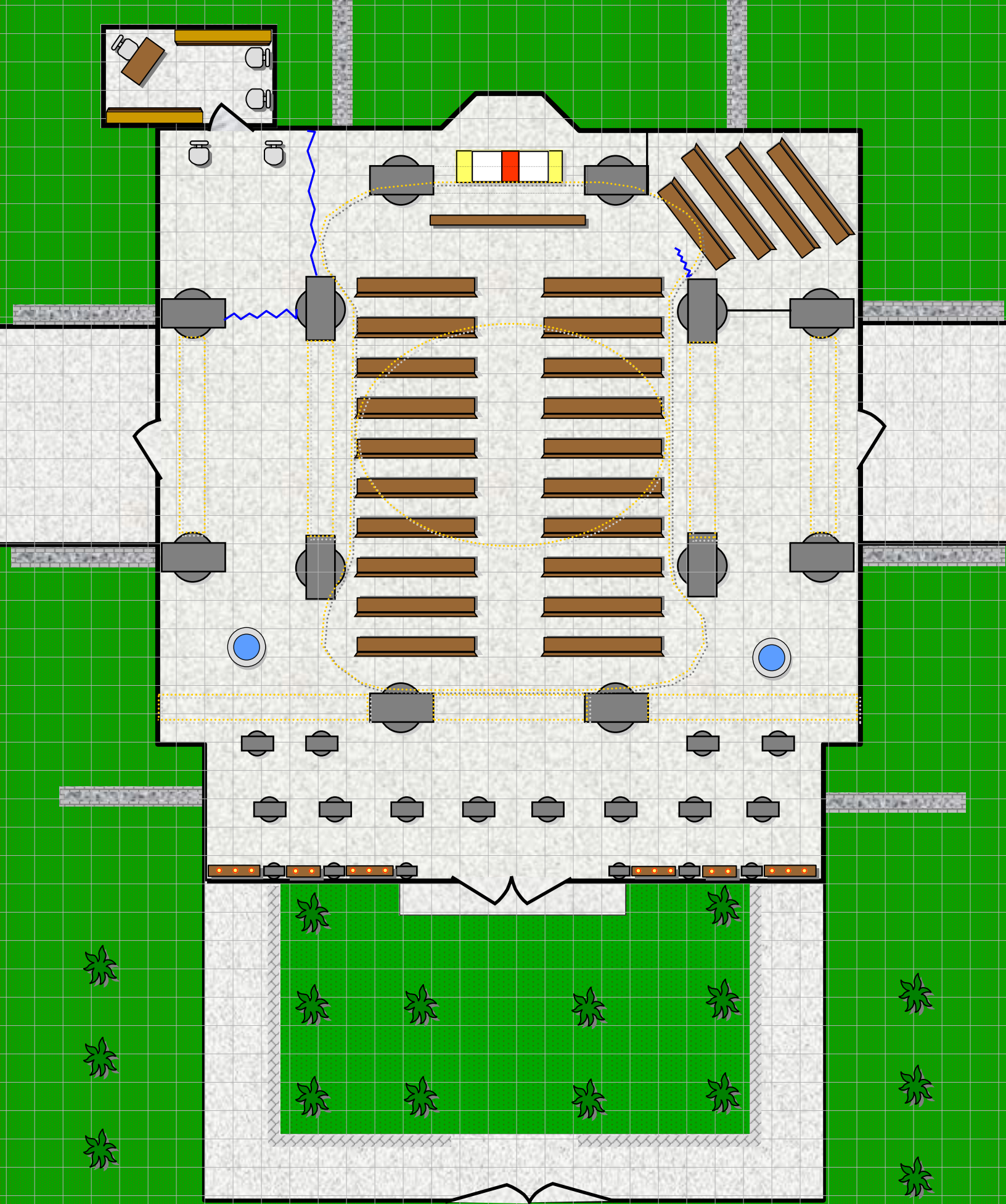
45th Street



44th Street







The Cathedral — The Chapel



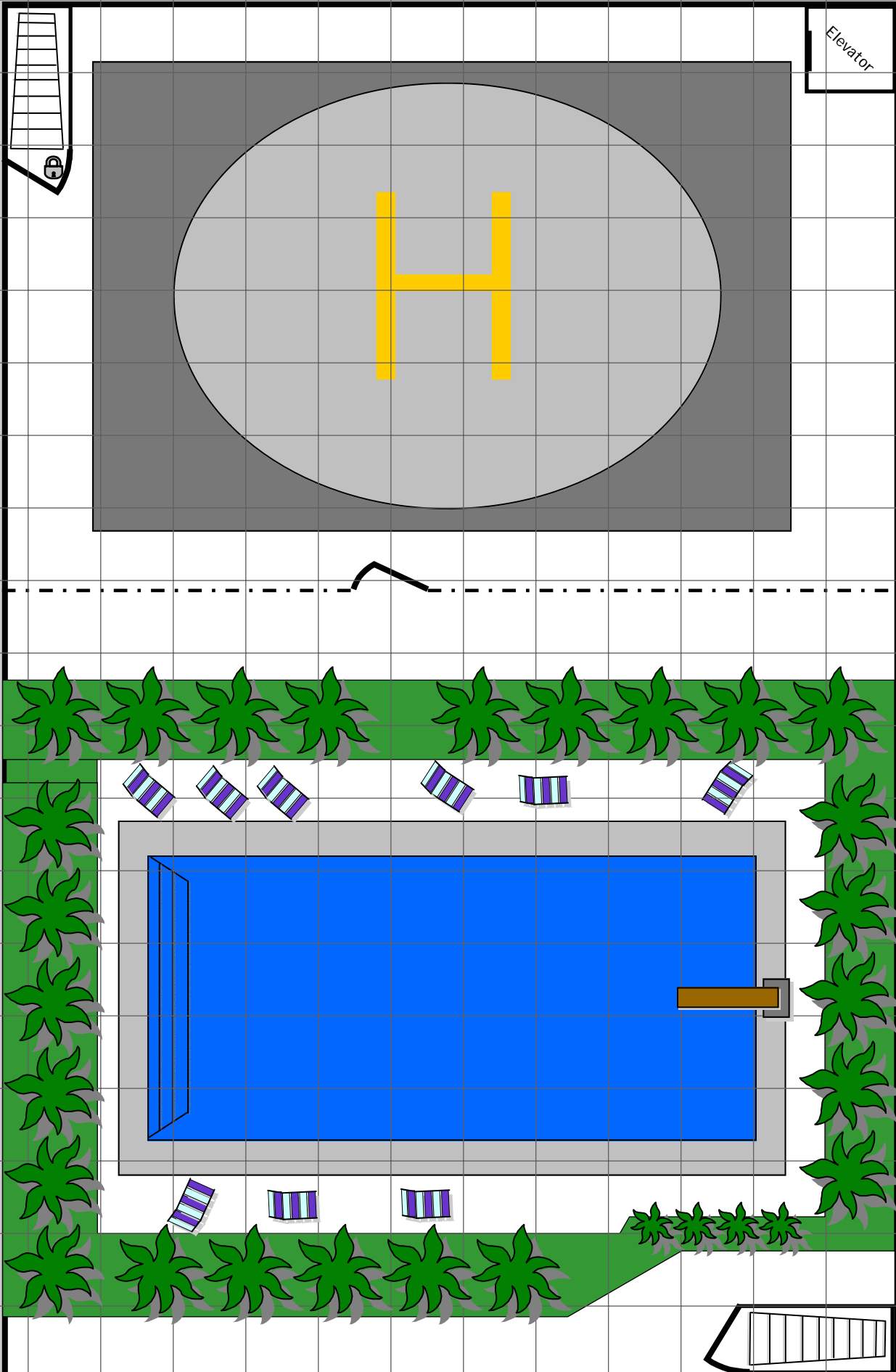
The Cathedral — West Wing



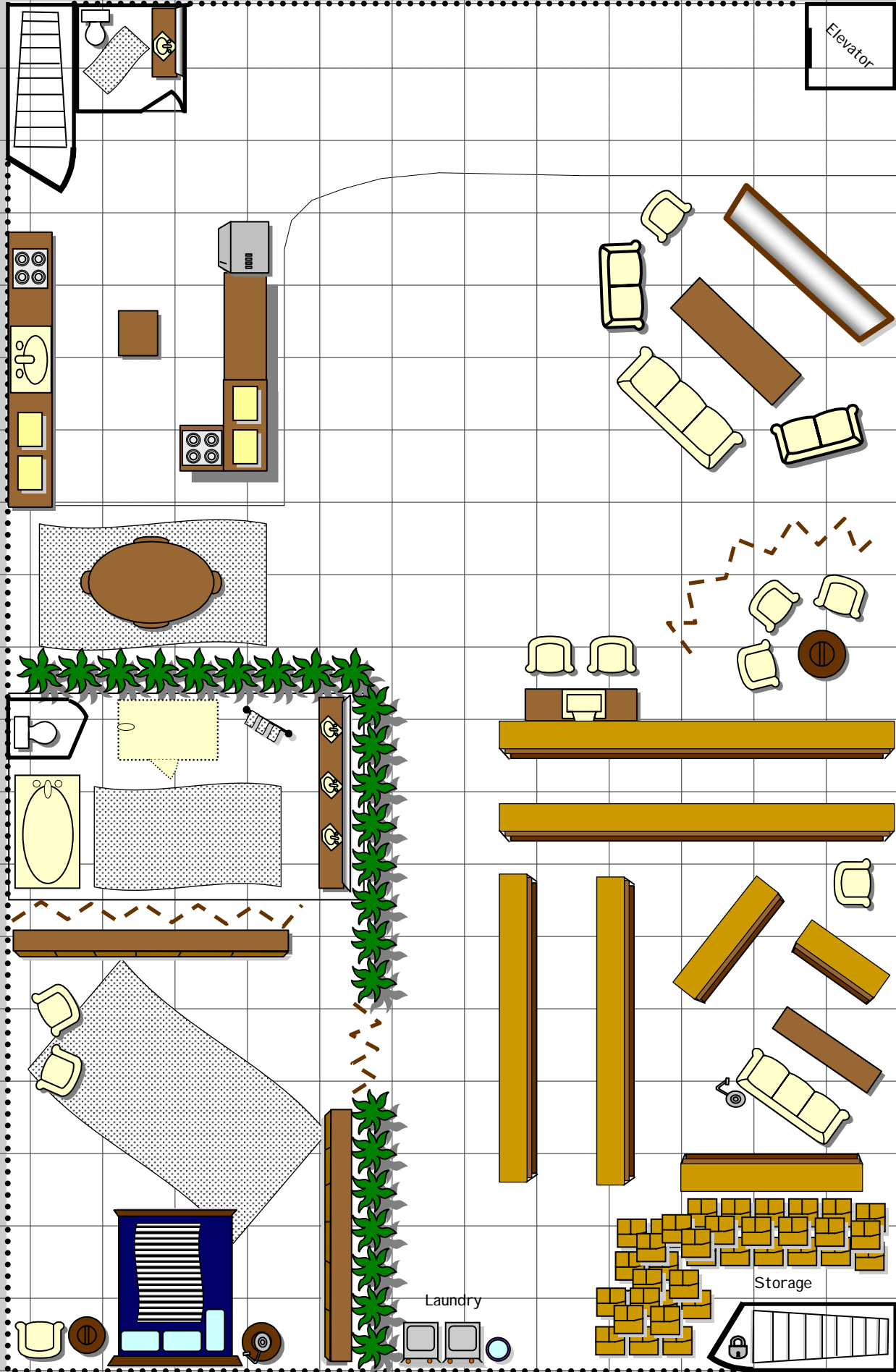
# The Cathedral – East Wing



The Studio, roof



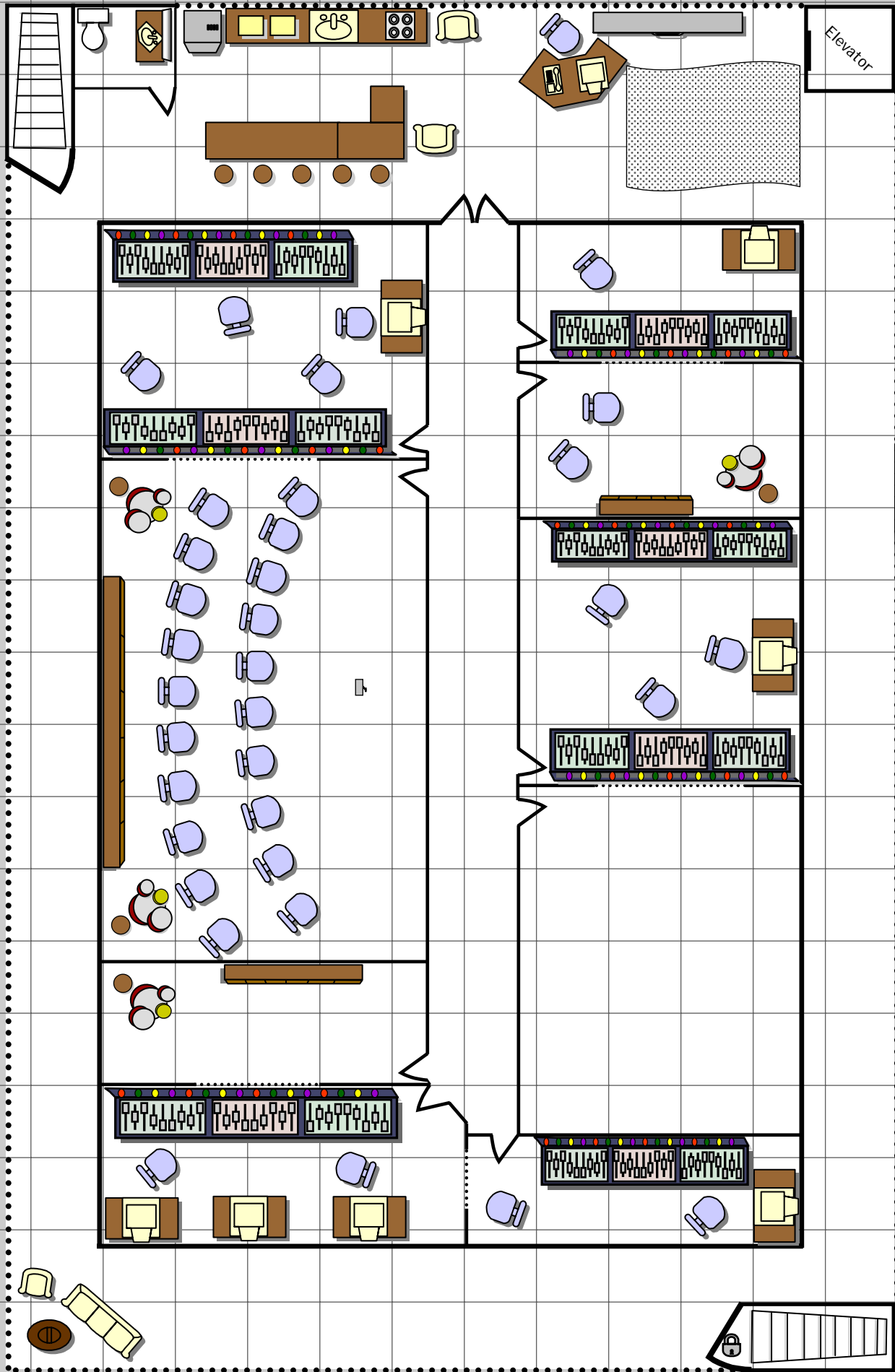
The Studio, Rock's Pad



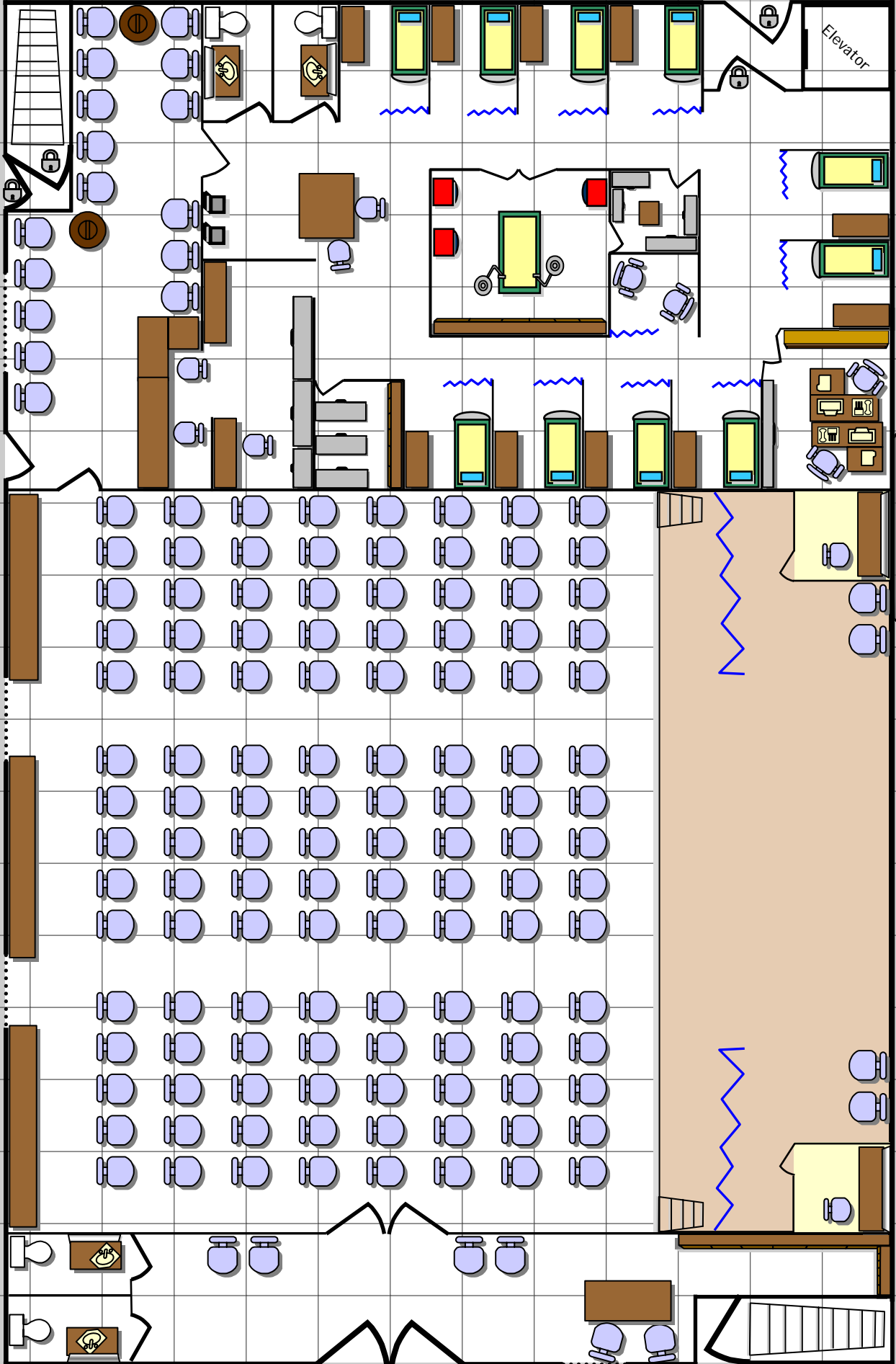
The Studio, Living and Security



The Studio, studio level

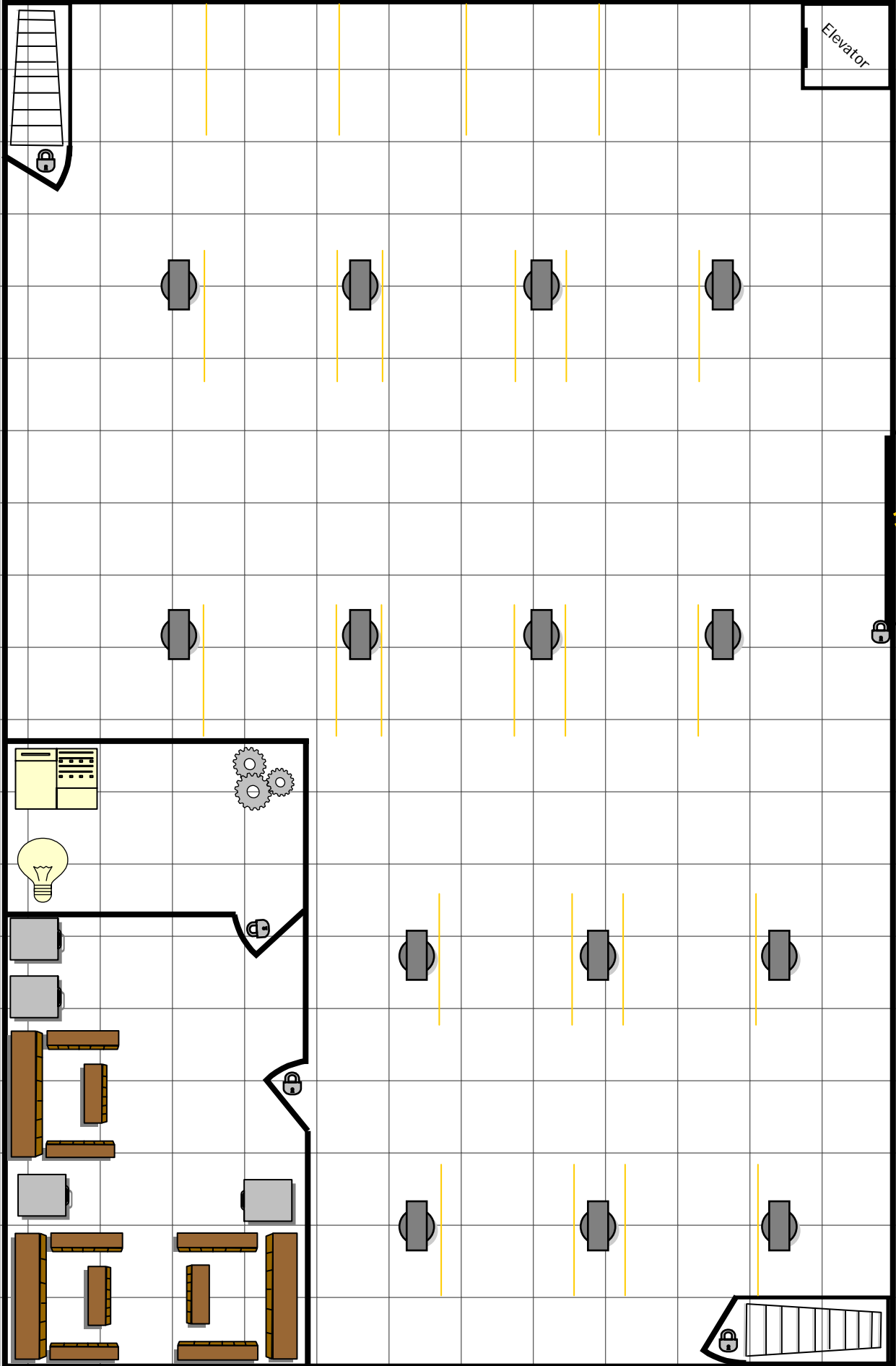


The Studio, public room and clinic

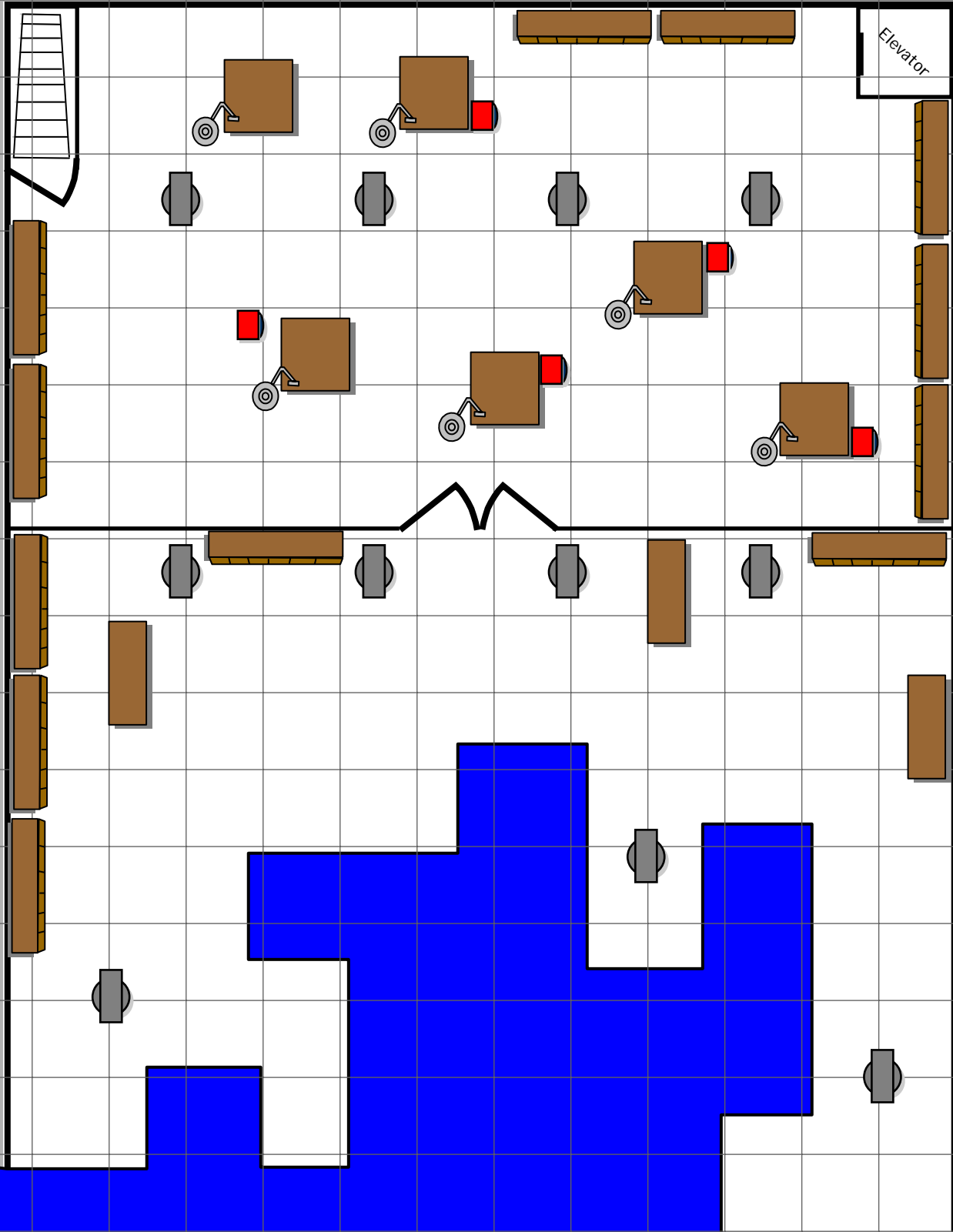




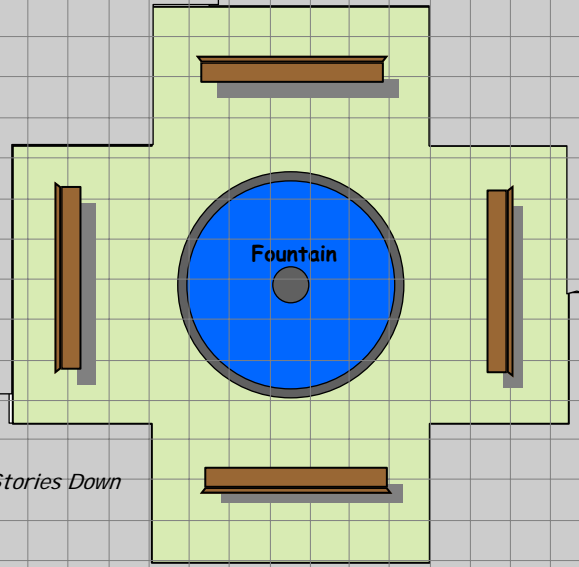
The Studio, parking and storage



The Studio, workshop and dock



Withem's Office



66 Stories Down



66 Stories Down

Fountain

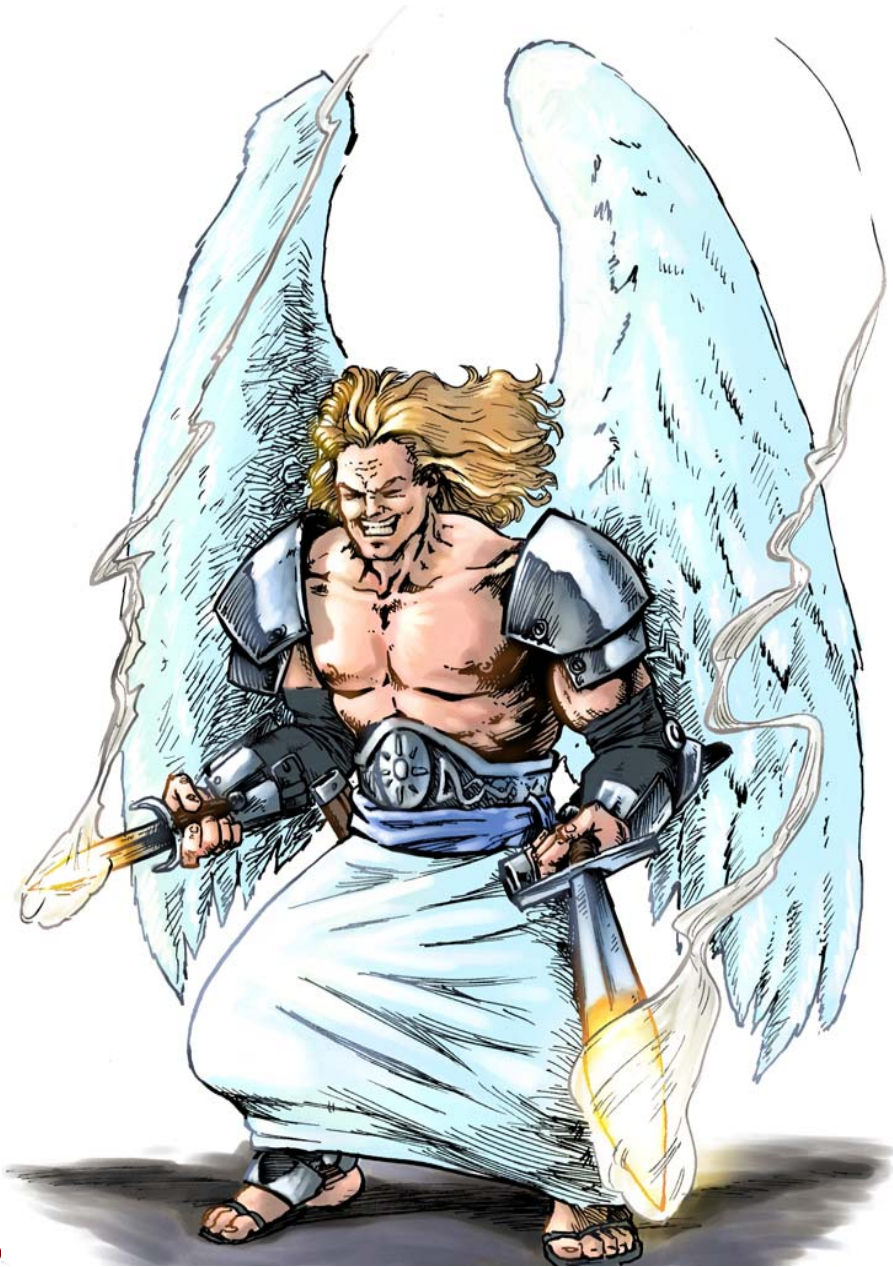
# CHURCH + STATE



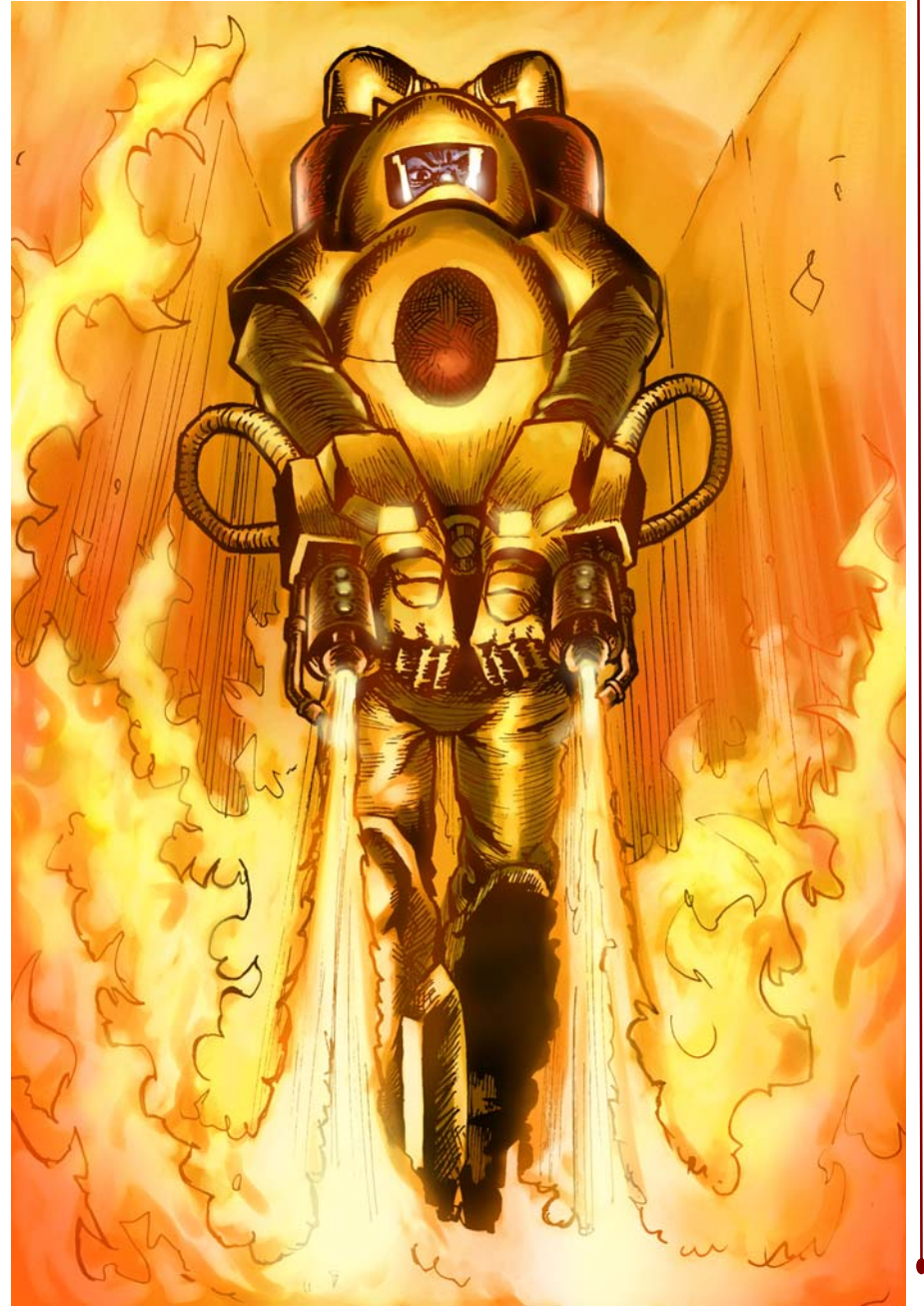
ANGELS AND ANARCHISTS



# CHURCH + STATE



# CHURCH + STATE





# CHURCH + STATE

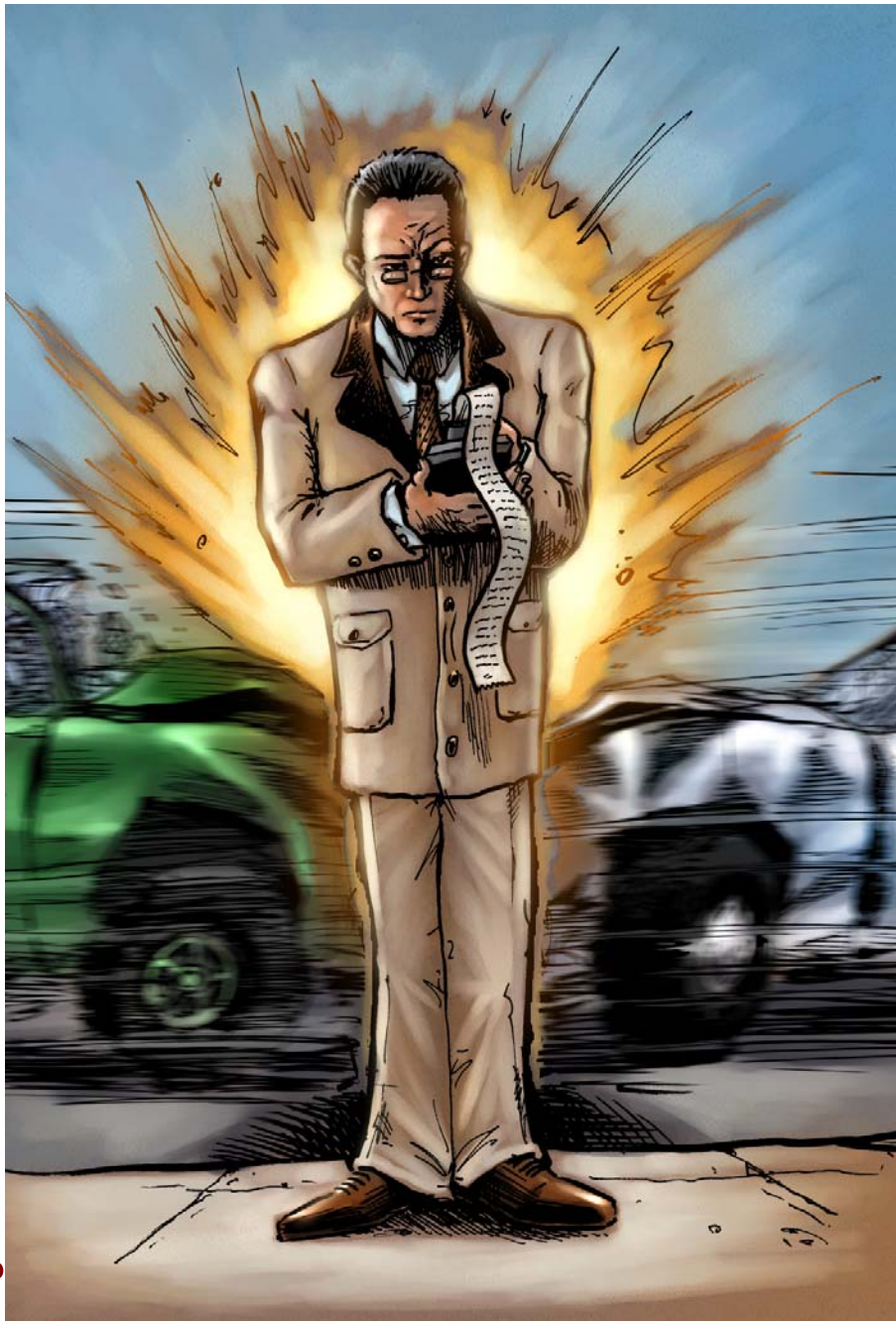


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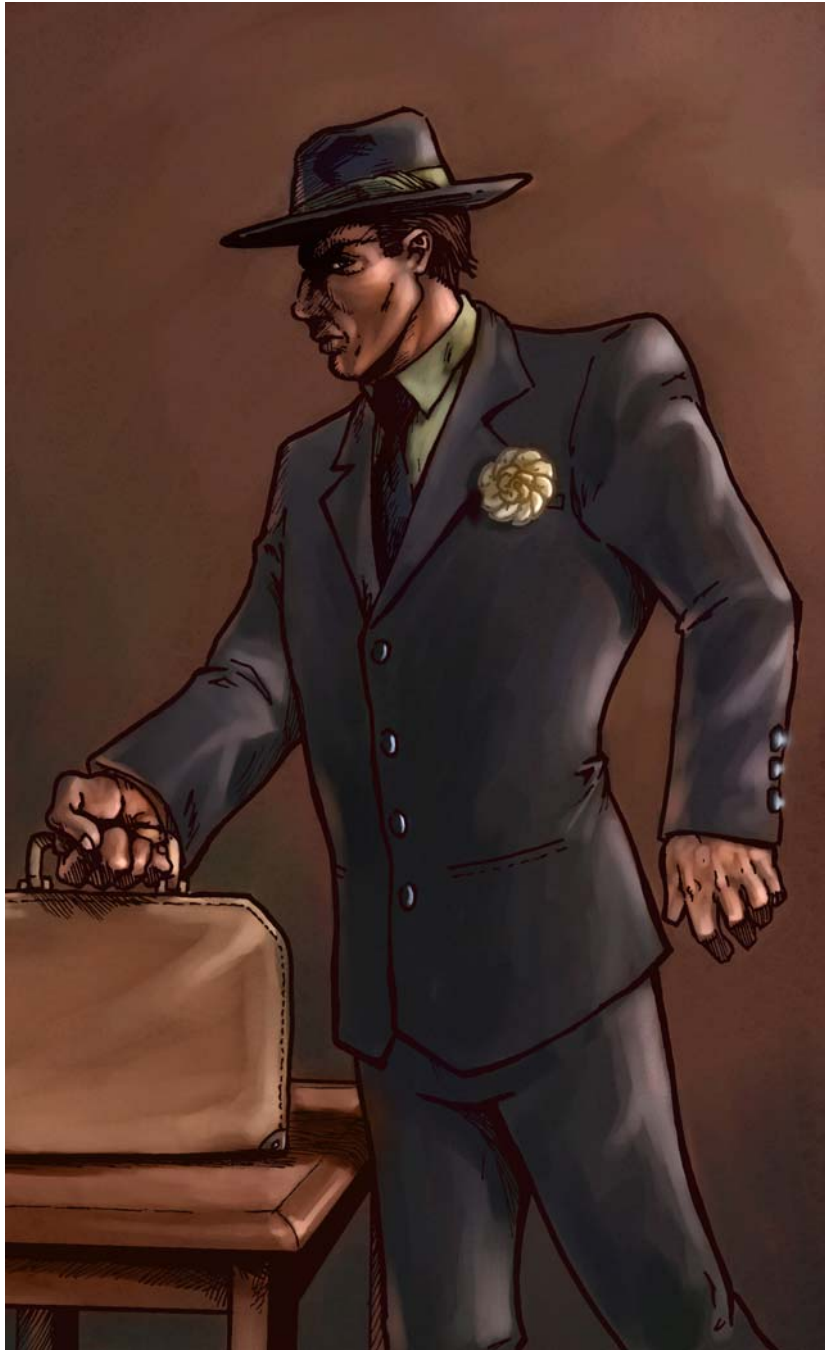


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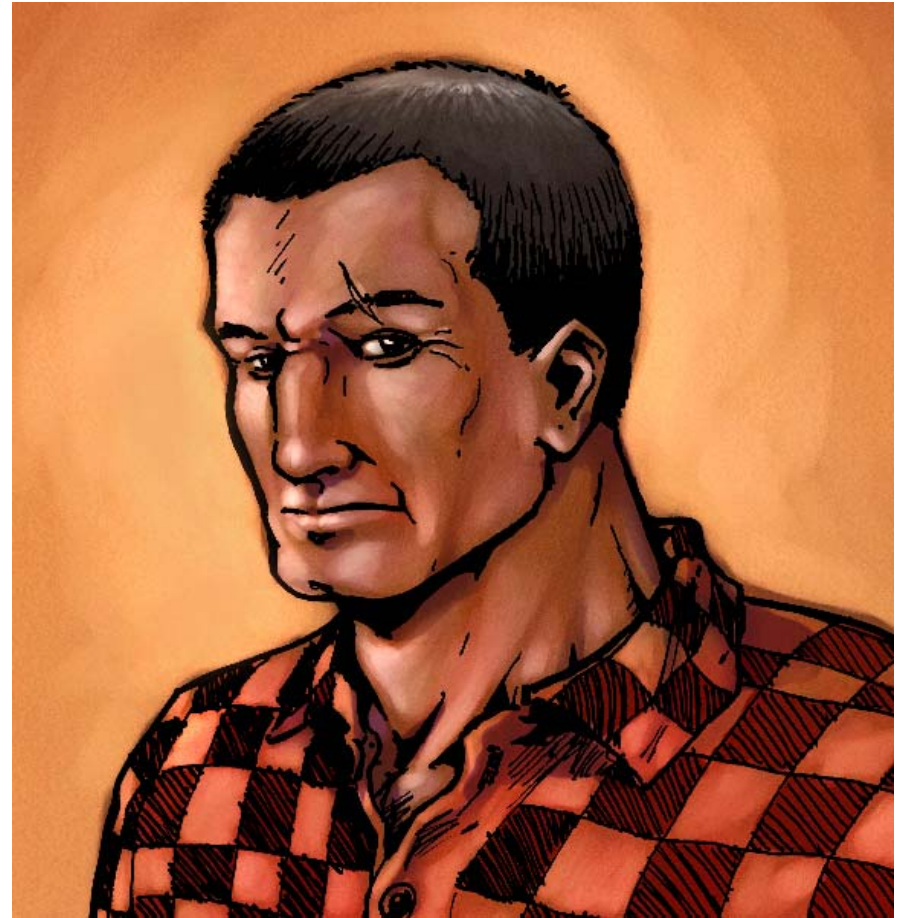




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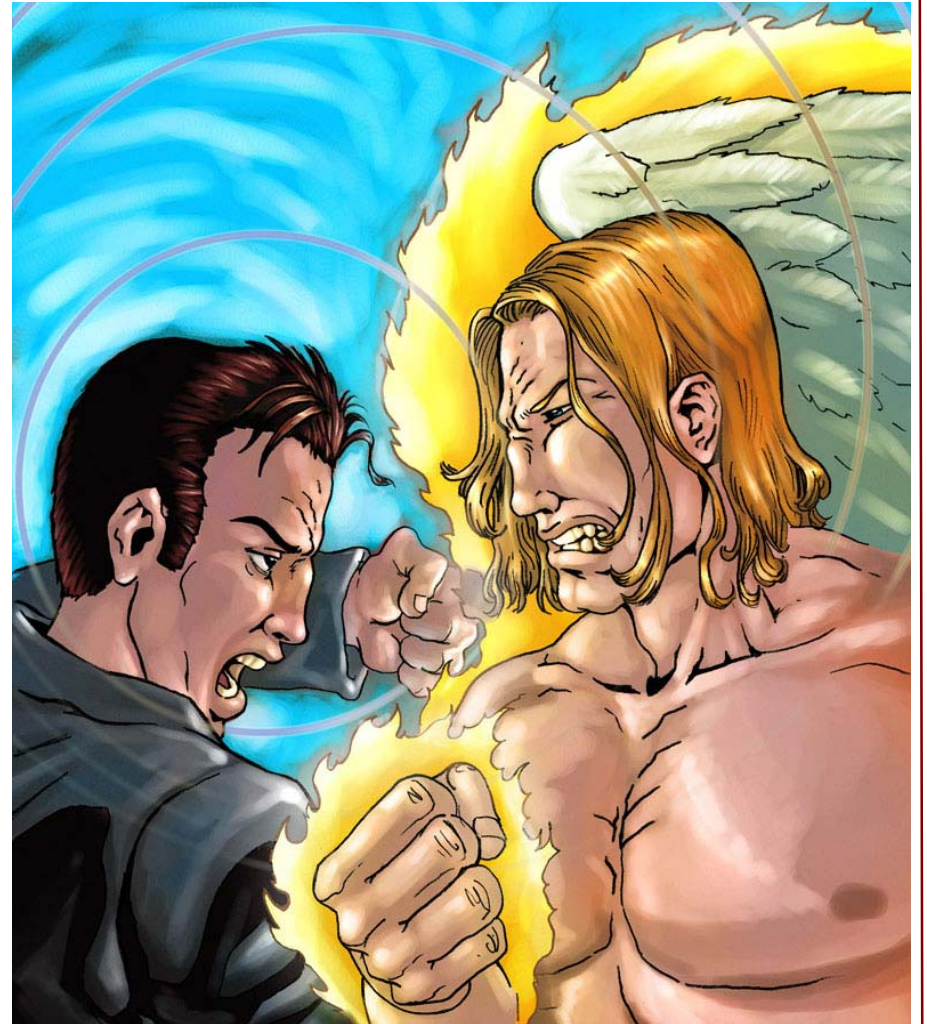
# CHURCH + STATE



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