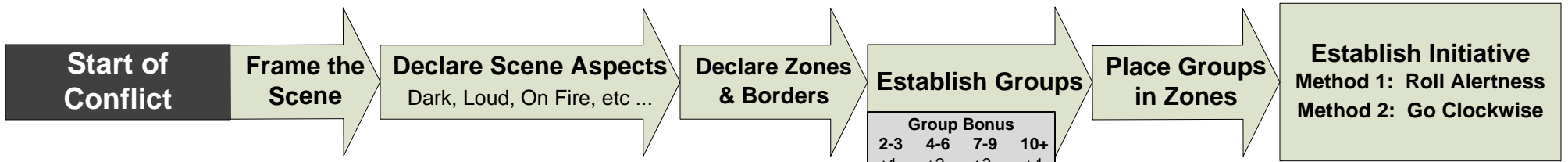


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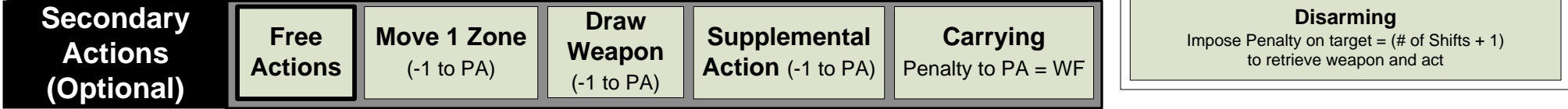
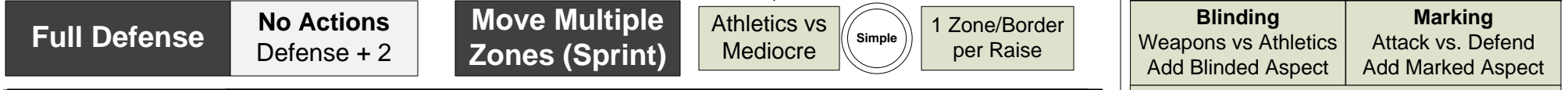
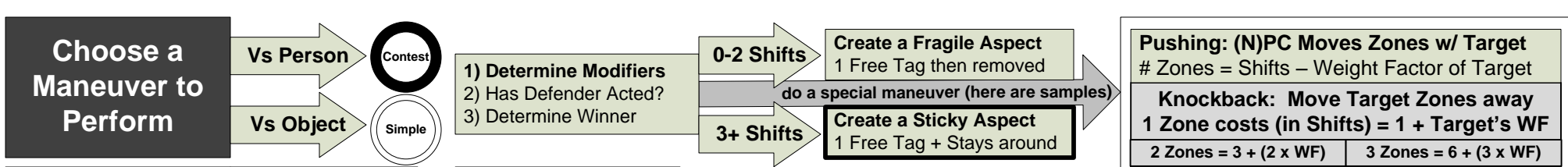
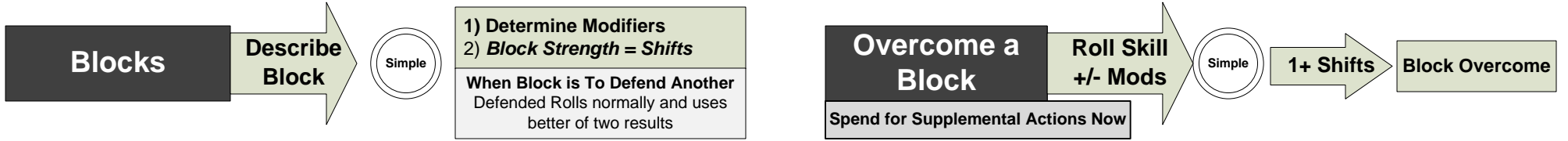
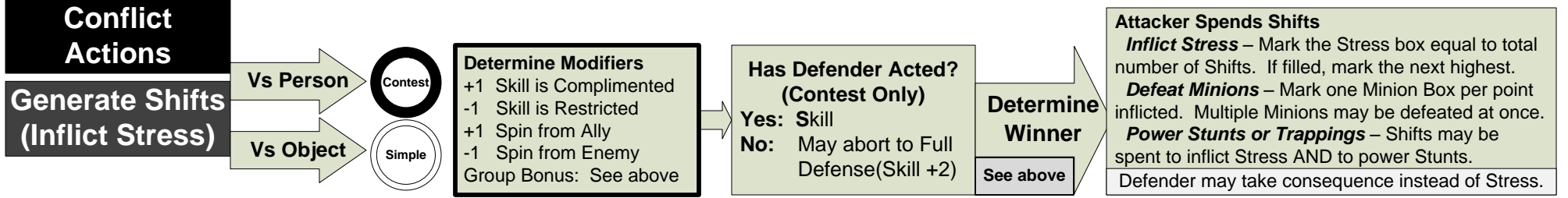
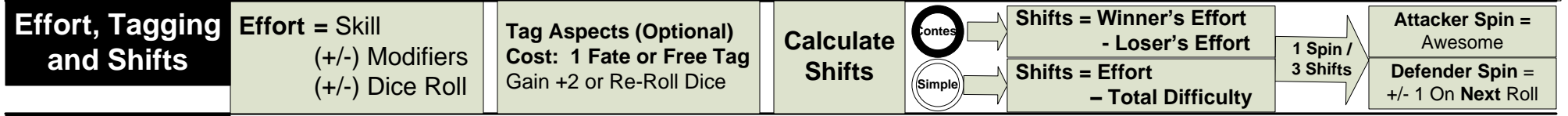
By Robert Donoghue, Fred Hicks, Leonard Balsera - www.evilhat.com

# CONFLICT SUMMARY SHEET

by Brandon Amancio - www.fusionofthought.com/rpgindex.htm



Reference		Thick Border Set by GM with Player Input	Physical Conflict		Social Conflict	
Skill vs. GM Set Difficulty Only Attacker Rolls	Skill vs. Skill Attacker and Defender Rolls		Attack (any) Fists Guns Weapons	Defend (any) Fists Athletics Weapons	Attack vs. Defend Rapport vs. Resolve, Deceit Deceit vs. Resolve, Empathy Empathy vs. Rapport, Deceit	Attack vs. Defend Intimidation vs. Resolve Leadership vs. Resolve



**Pushing: (N)PC Moves Zones w/ Target**  
# Zones = Shifts - Weight Factor of Target

**Knockback: Move Target Zones away**  
1 Zone costs (in Shifts) = 1 + Target's WF

2 Zones = 3 + (2 x WF)	3 Zones = 6 + (3 x WF)
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**Blinding**  
Weapons vs Athletics  
Add Blinded Aspect

**Marking**  
Attack vs. Defend  
Add Marked Aspect

**Disarming**  
Impose Penalty on target = (# of Shifts + 1) to retrieve weapon and act