

# Front

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## **BIG & STRONG:**

Big: SZ is greater than SZ of target  
Strong: ST is greater than SZ of target  
(The ST of the target does not matter)

## **IMPACT:**

(1) Must be big & strong and use blunt weapon  
(2) Must successfully hit target first  
Impact: ST vs CN = knocked back 2 to 7 inches  
If they hit a wall then each inch lost = -2 HP

## **CRUSHING BLOW:**

(1) Must be big & strong and use blunt weapon  
(2) Penalty -1 to attack roll  
(3) Must successfully hit target first  
Crushing Blow: knocked back 2 to 7 inches  
Crushed against the wall each inch lost = -3 HP

## **CORRUPT:**

Trip: CR vs CN  
Pick Pocket: CN vs NT  
Pick Pocket Fail: CN vs NT (or be noticed)  
Nudge: CR vs CN (shift target 1 inch)  
Taunt: CR vs WP (12 inch radius)

## **SQUAT, SPRING & ATTACK:**

(1) Squat + spring + land = 1 move action  
(2) Squat first, wait, ..., then spring  
(3) Spring up 2 feet per inch and/or  
forward 5 feet per inch  
Landing attack: +1 attack  
Landing attack from 7+ inch: +2 attack, x2  
damage

## **STREETWISE:**

Detect Lie: IN vs CR  
Detect Disguise: IN vs CR  
Listen: NT vs NT

## **HIDE:**

Move and Hide (no rolls)  
FIND HIDDEN:  
Spot: IN vs CN  
SNEAK & HIDE:  
(Move from one hiding place to another)  
Move and hide (again): CN vs NT

## **SNEAK & ATTACK:**

(Move and attack from a hiding place)  
Sneak and attack: CN vs NT  
Modifiers: +2 attack, x2 damage

## **FIRE:**

(Fire rating)  
Fire rating increase  
+1 at start of each round  
Damage: Fire vs LF  
Extinguish requires  
a full round, both actions

## **FALLING:**

Height: 2 feet = 1 inch  
Example: Spring 5 inches = 10 feet  
No damage if fall within max spring  
Otherwise, Damage: Inches vs SP  
Example: fall 30 feet (15 inches)  
Damage: 15d vs SP

## **TRAPS:**

(Trap, Hidden)  
Find: IN vs Hidden  
Avoid: CN vs Trapped  
Remove: CN+2 vs Trapped

## **LOCKS:**

(Lock, Hit Points)  
Pick lock: CN vs Locked  
Bash: 1 HP per ST each round

## **DOORS:**

(Strength, Hit Points)  
Force: ST vs ST (3 characters at once)  
Bash: 1 HP per ST each round

**Back**

**BRUTAL**  
Big Bad Ball Busting Bloody Battles

