

# Raksha Shaping Combat Reference Cards

by voidstate

## Cup Combat

### Base Cup Stats

| Initiative      | Accuracy/Defence | Damage |
|-----------------|------------------|--------|
| Feeding Virtues | Conviction       | Valour |

### Cup Weapons

|  | Spd | Acc | Dmg | Def | Rate |
|--|-----|-----|-----|-----|------|
| * Entanglement<br>One-on-one struggle                    | -6  | +0  | +2  | +3  | 1    |
| * Milieu<br>Entire world is context for emotional attack | +0  | +1  | +0  | +2  | 5    |
| * Prodigies<br>Small handful of powerful emotions        | -3  | +1  | +3  | -3  | 3    |
|  |     |     |     |     |      |
|  |     |     |     |     |      |
|  |     |     |     |     |      |

\* Weapon can be reflexively readied

### Cup Dodge

|                    |
|--------------------|
| Conviction + Dodge |
|--------------------|

### Cup Soak

|                        |
|------------------------|
| Temperance + Willpower |
|------------------------|

### Cup Health

|                     |
|---------------------|
| Compassion + Cup    |
| □ □ □ □ □ □ □ □ □ □ |

-1

-4

### Cup Abilities

|                                    |  |
|------------------------------------|--|
| Investigation                      |  |
| Mysteries, secrets and indirection |  |

|              |  |
|--------------|--|
| Larceny      |  |
| Misdirection |  |

|                                  |  |
|----------------------------------|--|
| Medicine                         |  |
| Healing, consolation and tending |  |

|                                    |  |
|------------------------------------|--|
| Performance                        |  |
| Emotionally evokative environments |  |

|                   |  |
|-------------------|--|
| Stealth           |  |
| Minimalist scenes |  |

## Ring Combat

### Base Ring Stats

| Initiative      | Accuracy/Defence | Damage     |
|-----------------|------------------|------------|
| Feeding Virtues | Intelligence     | Perception |

### Ring Weapons

|  | Spd | Acc | Dmg | Def | Rate | Range | Max |
|--|-----|-----|-----|-----|------|-------|-----|
| * Raw Will<br>Shaping the World through raw will     | +0  | +0  | +0  | -6  | 2    | 0     | 3   |
| * Gossamer<br>Use gossamer to shape order from chaos | +0  | +1  | +6  | -6  | 2    | 0     | 8   |
|  |     |     |     |     |      |       |     |
|  |     |     |     |     |      |       |     |
|  |     |     |     |     |      |       |     |
|  |     |     |     |     |      |       |     |

\* Weapon can be reflexively readied

### Ring Dodge

|                      |
|----------------------|
| Intelligence + Dodge |
|----------------------|

### Ring Soak

|                  |
|------------------|
| Wits + Willpower |
|------------------|

### Ring Health

|                     |
|---------------------|
| Temperance + Ring   |
| □ □ □ □ □ □ □ □ □ □ |

-1

-4

### Ring Abilities

|                              |  |
|------------------------------|--|
| Bureaucracy                  |  |
| Social & economic principles |  |

|                      |  |
|----------------------|--|
| Craft                |  |
| Physical environment |  |

|                             |  |
|-----------------------------|--|
| Endurance                   |  |
| Defend/bolster shaped world |  |

|                                   |  |
|-----------------------------------|--|
| Lore                              |  |
| Metaphysics, history and sciences |  |

|                              |  |
|------------------------------|--|
| Martial Arts                 |  |
| Impose law/structure on self |  |

### Ring Damage

Ring damage bestows *incumbrance* upon the victim (also called a *burden*).

An incumbrance imposes a specific duty on the victim. The attacker names a task which the victim must perform subject to certain limitation (see p143). Acting in dereliction of an incumbrance costs 1WP per scene or (victim's cup x WP) if attempting to actively make fulfilling the incumbrance more difficult.

## Staff Combat

### Base Staff Stats

| Initiative      | Accuracy/Defence | Damage   |
|-----------------|------------------|----------|
| Feeding Virtues | Manipulation     | Charisma |

### Staff Weapons

|  | Spd | Acc | Dmg | Def | Rate |
|--|-----|-----|-----|-----|------|
| * Entanglement<br>One-on-one struggle                        | -6  | -2  | +2  | +3  | 1    |
| * People<br>Individual residents of a shaped world           | -3  | +1  | +3  | -3  | 3    |
| * Society<br>Laws, taboos, customs & other social structures | +0  | +1  | +0  | +2  | 5    |
|  |     |     |     |     |      |
|  |     |     |     |     |      |
|  |     |     |     |     |      |

\* Weapon can be reflexively readied

### Staff Dodge

|                      |
|----------------------|
| Manipulation + Dodge |
|----------------------|

### Staff Soak

|                        |
|------------------------|
| Appearance + Willpower |
|------------------------|

### Staff Health

|                     |
|---------------------|
| Conviction + Staff  |
| □ □ □ □ □ □ □ □ □ □ |

-1

-4

### Staff Abilities

|                      |  |
|----------------------|--|
| Linguistics          |  |
| Honest communication |  |

|                                |  |
|--------------------------------|--|
| Occult                         |  |
| Arcane & incomprehensible laws |  |

|                               |  |
|-------------------------------|--|
| Ride                          |  |
| Distance, travel and commerce |  |

|                            |  |
|----------------------------|--|
| Socialize                  |  |
| Manners & genteel politics |  |

|                     |  |
|---------------------|--|
| Thrown              |  |
| Cut-throat politics |  |

## Sword Combat

### Base Sword Stats

| Initiative      | Accuracy/Defence | Damage   |
|-----------------|------------------|----------|
| Feeding Virtues | Dexterity        | Strength |

### Sword Weapons

|  | Spd | Acc | Dmg | Def | Rate |
|--|-----|-----|-----|-----|------|
| Entanglement<br>One-on-one struggle                | -6  | -2  | +2  | +3  | 1    |
| * Extras<br>Extras shaped from nothing             | +1  | +1  | +3  | +1  | 3    |
| Monster<br>A great and terrible monster            | +4  | +1  | +6  | -2  | 2    |
| * Personal Prowess<br>Attacking the enemy directly | +2  | +1  | +3  | +0  | 3    |
|  |     |     |     |     |      |
|  |     |     |     |     |      |
|  |     |     |     |     |      |

\* Weapon can be reflexively readied

### Sword Dodge

|                   |
|-------------------|
| Dexterity + Dodge |
|-------------------|

### Sword Soak

|                     |
|---------------------|
| Stamina + Willpower |
|---------------------|

### Sword Health

|                     |
|---------------------|
| Valour + Sword      |
| □ □ □ □ □ □ □ □ □ □ |

-1

-4

### Sword Abilities

|                             |  |
|-----------------------------|--|
| Archery                     |  |
| Long distance battle or war |  |

|                              |  |
|------------------------------|--|
| Athletics                    |  |
| Nonmartial physical conflict |  |

|                       |  |
|-----------------------|--|
| Brawl                 |  |
| Raw and brutal battle |  |

|                                |  |
|--------------------------------|--|
| Melee                          |  |
| Disciplined and elegant battle |  |

|                      |  |
|----------------------|--|
| Presence             |  |
| Scenes of leadership |  |

### Sword Damage

When all Sword health levels are lost, a target is *veered*.

Veering allows the attacker to seize a handful of the target's possessions - artifacts, possessions, waypoints or Graces. The attacker can seize up to the target's sword grace in possessions. The total artifact level cannot exceed 5. The Heart Grace cannot be seized unless the victim no longer possesses their sword Grace.

### Cup Damage

Cup damage allows an enemy to be *ravished*.

Ravishing Compassion removes target's empathy for a specific target. Ravishing Conviction removes ability to witness a particular event. Ravishing Temperance removes ability to control a specific passion. Ravishing Valour names something that terrifies the target. Ravishing Resisting effects costs 1WP per scene or (victim's cup x Willpower) if actively cooperating/provoking/attacking.

### Staff Damage

Staff damage allows an enemy to be *snares*.

Snares victims receive a -4 wound penalty and further damage may be applied to the Cup, Ring or Sword damage tracks as the attacker decides.