WONDER WOMAN CHEAT SHEET

Basic Terms:

- **APs=Attribute Points:** measurement for everything in game, each point is a value twice as much as the one preceding
- **RAPs=Result Attribute Points:** The APs generated as the result of a Dice Action
- **Automatic Actions:** Things a character can do automatically (move a certain amount, activate a power, look around)—generally you have 2 automatic actions in a combat round, one of which can be used to move
- **Dice Actions:** Things a character does that require a dice roll to resolve
- **AV=Acting Value:** trying to hit, attempting to use a skill/power, etc. Can be DEX, INT, INFL, APs of Power/Skill, etc.
- **OV=Opposing Value:** trying to avoid being hit, evade discovery, etc. Can be DEX, INT, INFL, APs of Power/Skill, etc.
- **EV=Effect Value:** doing damage, effect of power/skill, etc. Can be STR, WILL, AURA, EV of weapon, APs of Power/Skill, etc.
- **RV=Resistance Value:** resist damage (armor, toughness, power/skill) or resist effect of power/skill, etc. Can be BODY, MIND, SPIRIT, APs of Power/Skill, etc.
- **Hero Points:** used to create characters and to affect the game state (can add temporarily to attributes, be spent to heal, to change environment, etc.

Combat Procedure

1. **Activate Automatic Powers (Protective Powers only)**
2. **Roll Initiative**
3. **Declare Actions—lowest initiative first**
   a. Declare any maneuvers or any changes in AV/OV/EV/RV from maneuvers, or use of Hero Pts.
   b. 2 Automatic Actions (1 or which can be movement), 1 Dice Action
4. **Perform Actions—highest initiative first**
   a. Roll 2d10 and add together—explode doubles, any double 1 action automatically fails
   b. Tell me AV/OV/EV/RV (with any temporary changes that you previously declared) and die roll—I resolve on chart, including column shifts
   c. Damage applied to Resistance Attribute (Body, Mind Spirit)—decide immediately whether to Last Ditch Defend or make a Desperation Recover Check

Wonder Woman's Powers and Most Common Combat *Skills*/Maneuvers

- **Powers:**
  o **Running:** move across level ground/surfaces normally traversable at APs of power engaged (p.122)
- *Weaponry:* use AP of Skill for AV of attack with ancient weapons such as swords, spears, tridents, etc. EVs of damage dependent on weapon
- *Bullets and Bracelets:* Wonder Woman commonly uses her bracelets to Block bullets. This is a Dice Action, the AV and EV are Wonder Woman's DEX, the OV and RV are both the acting values for the incoming attack. If the Block Action earns one or more RAPs, the block succeeds, and the attack is resolved normally using the Defender's DEX as the OV and the Body of the Bracelets as the RV. Any RAPs caused by the attack are inflicted upon the object's current BODY condition. If the Bracelets are destroyed during a Block Action, they may no longer be used. (p. 23)

- **Grappling:** Wonder Woman commonly uses her Lasso of Truth to Grapple opponents. This is a Dice Action, resolved as a normal Physical Attack. If this earns one or more RAPs, then the defender is Grappled. See pg. 21 for more.
- **Common Combat Maneuvers:**
  o *Offensive:* Critical Blow (harder to connect, more damage, p. 20), Devastating Attack (more powerful Critical Blow, p. 20), Flailing Attack (easier to connect, less damage, p.20), Multi-Attack (p. 21), Sweep Attack (using an object to hit multiple targets, p. 22), Team Attack (p. 22), Pull a Punch (cause slightly less damage to not cause Knockback, p. 22), Planned Knockback (p. 22), Charge (p. 22), Take Away (p. 23), Trick Shot (p. 23)
  o *Defensive:* Dodge (p. 24)
  o *Initiative:* Press the Attack (your targets have their OV reduced -1, your OV also reduced -1, p. 24), Laying Back (your targets have their OV increased +1, your OV also increased +1, p. 24)
- **Last Ditch Defense and Desperation Recover**
  o *Last Ditch Defense:* immediately spend up to your RV in Hero Points to reduce RAPs of damage
  o *Desperation Recovery:* pay 15 Hero pts. to make a Recovery Check (p. 19) (your character or another—unless under 0 Current Condition, then pay 1 to increase only to 0)

Character Interaction

- **Interrogation, Persuasion, Intimidation:** All use Influence/Aura as the AV/EV, Influence/Spirit as the OV/RV. RAPs generated determine degree of success or failure.
- **Lasso of Truth:** Wonder Woman can use her Lasso of Truth to compel a target to tell the truth—Dice action to use Control (EV of power v. target's Will, with RAP's determine success of failure)

Wonder Woman's Non-Combat Skills

- **Animal Handling:** moment to moment, this will be used for Riding an animal most of the time (not interaction with an animal to calm it or command it, which would use Persuasion or the Charisma skill). When riding an untrained animal (trained is Automatic), use the APs of your skill as the AV, the OV the animals Dex/Str (p.149)
- **Acrobatics:** three basic subskills: Climbing, Dodging, Gymnastics
  o Climbing: climb walls, trees, buildings, etc. (see website excerpt)
  o Dodging: add APs of Acrobatics to OV when using the Dodge maneuver
  o Gymnastics: perform rolls, tumbles, flips, juggling, etc. (see website excerpt)
- **Charisma:** three basic subskills: Interrogation, Intimidation, Persuasion—use APs of subskills in place of INFL/AURA when performing Dice Actions in Character Interaction (p. 150)
- **Vehicles:** Automatic Actions don't require a check. Trick Maneuvers receive a Column Shift of +1 to +10 to the OV (p. 155)
- **Using Skills "Unskilled:"** Acrobatics, Animal Handling, Detective, Gadgetry, Medicine, Military Science, Scientist, Thief, Vehicles, Weaponry—Substitute the Link Attribute (listed in the Rules Manual), +2 Column Shifts to OV/RV (Artist, Charisma, Martial Artist, Occultist cannot be used unskilled)