Mind’s Eye Society: Armory Reforged  
by James Foster (US aNST Rules) and Sascha Peil (US aaNST Rules Special Projects) 

Combat is a common aspect of the World of Darkness. In such a dangerous world, people learn to defend themselves, either as a matter of course or (in some cases) in their ongoing fight to preserve supernatural society. As such, a wide variety of combat mechanics have been published to help provide variation, nuance, and specialization to combat. For the purposes of the MES chronicle, these mechanics have been simplified to cut down on extra books and wording needed when combat arises. The following document provides said alternative rules in a short, easily used manner. 

For the purpose of weapons (both melee and ranged) and armor, this document supersedes all other mechanics, specifically those found in Mind’s Eye Theater and Armory. For the purposes of Fighting Styles, this document supersedes all other mechanics save those noted in the addendum, specifically those found in World of Darkness, Mind’s Eye Theater, Armory, and Armory Reloaded.

**Melee Weapons**

**Weapon Type:** The basic category of weapon that fits the stats provided.  
**Bonus:** Listed base equipment bonus for that weapon type and damage type.  
**Size:** The size of the item, followed by a descriptor of how concealable it is. Size equals the minimum strength to wield a weapon effectively, netting a -1 per Strength point missing. Two-handed weapons require +1 Strength to wield one-handed.  
- P - Palm/Pocket  
- S - Shirt  
- J - Jacket  
- L - Long coat.  
- N - Not concealable.  
**Durability:** The durability of the object’s materials and construction.  
**Cost:** The associated minimum Resources cost.  
**Special Notes:** Any special mechanics noted.  
**Examples:** List of sample weapons that fit the weapon type, though not exclusive or comprehensive.

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Bonus</th>
<th>Size</th>
<th>Durability</th>
<th>Cost</th>
<th>Special Notes</th>
<th>Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small Blade</td>
<td>1L</td>
<td>1/S</td>
<td>3</td>
<td>*</td>
<td>Can be thrown as +1 weapon</td>
<td>Bowie Knife, Bayonet, Main-Gauche, Hatchet, Dagger, Shuriken, Dart</td>
</tr>
<tr>
<td>Short Blade</td>
<td>2L</td>
<td>2/J</td>
<td>3</td>
<td>**</td>
<td>N/A</td>
<td>Gladius, Kukri, Machete, Wakizashi, Crash Axe</td>
</tr>
<tr>
<td>Long Blade</td>
<td>3L</td>
<td>2/L</td>
<td>3</td>
<td>***</td>
<td>N/A</td>
<td>Rapier, Sword Cane, Bastard Sword, Cavalry Saber, Katana, Fire Axe</td>
</tr>
<tr>
<td>Heavy Blade</td>
<td>4L</td>
<td>3/N</td>
<td>3</td>
<td>****</td>
<td>Requires 2 hands</td>
<td>Greatsword, Zweihander, War Axe</td>
</tr>
<tr>
<td>Small Blunt</td>
<td>1B</td>
<td>1/S</td>
<td>2</td>
<td>*</td>
<td>Can be thrown as +1 weapon</td>
<td>Rock, Sap</td>
</tr>
<tr>
<td>Short Blunt</td>
<td>2B</td>
<td>2/J</td>
<td>2</td>
<td>*</td>
<td>N/A</td>
<td>Police Baton, Club, Baseball Bat, Escrima</td>
</tr>
<tr>
<td>Medium Blunt</td>
<td>3B</td>
<td>2/L</td>
<td>3</td>
<td>**</td>
<td>N/A</td>
<td>Flail, Mace, Morningstar, Sledgehammer</td>
</tr>
<tr>
<td>Heavy Blunt</td>
<td>4B</td>
<td>3/N</td>
<td>3</td>
<td>***</td>
<td>Requires 2 hands</td>
<td>Maul, Warhammer</td>
</tr>
<tr>
<td>Flexible Weapon</td>
<td>1B/L</td>
<td>2/L</td>
<td>3</td>
<td>*</td>
<td>N/A</td>
<td>Chain, Kusari Gama, Whip</td>
</tr>
<tr>
<td>Basic Polearm</td>
<td>3B/L</td>
<td>4/N</td>
<td>2</td>
<td>*</td>
<td>Defense +1, Requires 2 hands</td>
<td>Quarterstaff, Spear, Scythe</td>
</tr>
<tr>
<td>Heavy Polearm</td>
<td>4B/L</td>
<td>4/N</td>
<td>3</td>
<td>****</td>
<td>Defense +1, Requires 2 hands</td>
<td>Halberd, Trident, Naginata</td>
</tr>
<tr>
<td>Hand Weapon</td>
<td>1B/L</td>
<td>1/P</td>
<td>3</td>
<td>*</td>
<td>Uses Brawl</td>
<td>Brass Knuckles, Spiked Gauntlet</td>
</tr>
<tr>
<td>Punch Dagger</td>
<td>2L</td>
<td>1/J</td>
<td>3</td>
<td>**</td>
<td>Uses Brawl</td>
<td>Katar, Tiger Claws</td>
</tr>
</tbody>
</table>
Ranged Weapons

**Weapon Type:** The general category type of the ranged weapon.

**Bonus:** The equipment bonus of the weapon in question. This is also the minimum Strength required to fire the weapon accurately. Characters with Strength below this rating take a -1 penalty per dot of difference.

**Capacity:** The average ammunition for said weapon. Storytellers are encouraged to limit this based on the real world example the players choose (for example, most Revolvers carry 6 bullets, a break-action shotgun has two shells, etc.). It should also be noted that many modern firearms can be loaded with an extra bullet in the chamber.

**Range:** The range of the firearm in short, medium, and long range. Medium range shots take a -2 and long range shots take a -4. A reminder that point-blank shots from firearms are penalized by the target’s defense.

**Size:** The size of the weapon and how concealable it is.
- P - Palm/Pocket
- S - Shirt
- J - Jacket
- L - Long coat.
- N - Not concealable.

**Cost:** The minimum Resources cost for the weapon.

**Special Notes:** Any special notes or rules concern for the weapon type.

**Examples:** Types of weapons that fit this category.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Bonus</th>
<th>Capacity</th>
<th>Range</th>
<th>Size</th>
<th>Cost</th>
<th>Special Notes</th>
<th>Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pistol</td>
<td>2L</td>
<td>Average 6-9</td>
<td>20/40/80</td>
<td>1/P</td>
<td>**</td>
<td>Laser Pointer for +1 Short Range</td>
<td>.38 Special, Beretta, Glock, Luger</td>
</tr>
<tr>
<td>H. Pistol</td>
<td>3L</td>
<td>Average 9-12</td>
<td>20/40/80</td>
<td>1/S</td>
<td>***</td>
<td>Laser Pointer for +1 Short Range</td>
<td>Desert Eagle, .44 Magnum</td>
</tr>
<tr>
<td>SMG</td>
<td>3L</td>
<td>Average 30</td>
<td>40/80/160</td>
<td>2/L</td>
<td>****</td>
<td>Laser Pointer for +1 Short Range</td>
<td>P90, H&amp;K MP5</td>
</tr>
<tr>
<td>Shotgun</td>
<td>4L</td>
<td>Average 2-6</td>
<td>20/40/80</td>
<td>3/L</td>
<td>**</td>
<td>Cannot be Silenced</td>
<td>Winchester, Break-action, Pump Action</td>
</tr>
<tr>
<td>Assault Rifle</td>
<td>4L</td>
<td>Average 30</td>
<td>150/300/600</td>
<td>3/N</td>
<td>*****</td>
<td>N/A</td>
<td>M16, AK-47</td>
</tr>
<tr>
<td>Rifle</td>
<td>4L</td>
<td>Average 6-8</td>
<td>250/500/1000</td>
<td>3/N</td>
<td>****</td>
<td>Scope for +1 Medium/Long Range</td>
<td>Sniper Rifle, Hunting Rifle, M1 Garand</td>
</tr>
<tr>
<td>Crossbow</td>
<td>3L</td>
<td>N/A</td>
<td>40/80/160</td>
<td>3/N</td>
<td>***</td>
<td>Takes 2 turns to reload, Armor Piercing 2</td>
<td>Medieval, Modern Hunting</td>
</tr>
<tr>
<td>Javelin</td>
<td>3L</td>
<td>N/A</td>
<td>Thrown</td>
<td>2/N</td>
<td>*</td>
<td>Uses Athletics, Atlatl +1 (Range x5)</td>
<td>Javelin, Spear</td>
</tr>
<tr>
<td>Sling</td>
<td>2B</td>
<td>N/A</td>
<td>Thrown x3</td>
<td>0/P</td>
<td>-</td>
<td>Uses Athletics</td>
<td>Slingshot, sling, staff-sling</td>
</tr>
</tbody>
</table>

*Bow Equipment Modifier:* A bow’s damage is dependent on the strength of the user (equipment bonus equals user’s strength). For +1 Resources, a character may purchase a compound bow, which adds +1 to the user’s strength to determine damage and range.

**Bow Short Range:** Triple Strength + Size + Athletics (Compound is Quadruple). Double this for Medium Range, and then double again for Long.

**Thrown Short Range:** Strength + Dexterity + Athletics – Object’s Size. Medium range is double this number. Unless character has supernatural strength or is otherwise mystically enhanced, there is no Long range for thrown weapons.
**Armors and Shield**

**Type:** The armor type being described.

**Rating:** The armor or defense provided. Melee/Ranged

**Strength:** The minimum Strength required to operate efficiently while wearing armor. Attacks are penalized -1 per dot of Strength below this threshold.

**Initiative:** The penalty to Initiative from wearing this type of armor, due to bulk and restriction of movement.

**Speed:** The penalty to Speed from wearing this type of armor, due to weight and restriction of movement.

**Cost:** The minimum cost in Resources for this armor.

**Special Notes:** Any special notes on mechanics for this armor type.

<table>
<thead>
<tr>
<th>Armor Type</th>
<th>Rating</th>
<th>Strength</th>
<th>Initiative</th>
<th>Speed</th>
<th>Cost</th>
<th>Special Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reinforced Clothing</td>
<td>1/0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>*</td>
<td>N/A</td>
</tr>
<tr>
<td>Sports Equipment</td>
<td>2/0</td>
<td>2</td>
<td>-1</td>
<td>-1</td>
<td>*</td>
<td>N/A</td>
</tr>
<tr>
<td>Flak Jacket</td>
<td>1/2</td>
<td>1</td>
<td>-1</td>
<td>0</td>
<td>*</td>
<td>N/A</td>
</tr>
<tr>
<td>Kevlar</td>
<td>2/3</td>
<td>2</td>
<td>-1</td>
<td>-1</td>
<td>***</td>
<td>Bulletproof (Bullets do Bashing)</td>
</tr>
<tr>
<td>Full Riot Gear</td>
<td>3/4</td>
<td>3</td>
<td>-2</td>
<td>-1</td>
<td>***</td>
<td>Bulletproof (Bullets do Bashing)</td>
</tr>
<tr>
<td>Leather Armor</td>
<td>1/0</td>
<td>2</td>
<td>-1</td>
<td>0</td>
<td>*</td>
<td>N/A</td>
</tr>
<tr>
<td>Chain Mail</td>
<td>2/1</td>
<td>3</td>
<td>-2</td>
<td>-2</td>
<td>***</td>
<td>N/A</td>
</tr>
<tr>
<td>Plate Armor</td>
<td>3/2</td>
<td>4</td>
<td>-2</td>
<td>-3</td>
<td>****</td>
<td>Not fitted to PC: -3 Initiative, -4 Speed</td>
</tr>
<tr>
<td>Shield*</td>
<td>2/3</td>
<td>3</td>
<td>0</td>
<td>0</td>
<td>***</td>
<td>User Attack -2, If not attacking, raises to 3/3 defense.</td>
</tr>
</tbody>
</table>

*Shields are not considered armor. They add to defense against hand-to-hand attacks. The “ranged attack penalty” against a shield is due to cover and is negated completely by armor piercing ammunition. A shield can also be used as a -1B weapon.

**Special Ammunition and Materials**

Certain materials provide various bonuses or damage to certain supernatural creatures, depending on their weaknesses. More information on such materials can be found in venue-specific source material, but for mechanical combat concerns, the following rules are the “quick-and-dirty” version.

- **Staking:** To stake a vampire, one must use a solid chunk of sharpened wood large enough to be considered a small blade. If created with forethought and skill (5 successes on an extended Dexterity + Crafts draw, 5 minutes a draw), the stake is considered to have a +1 equipment modifier (+2 if fire-hardened, note the difficulty of a vampire using fire in this way). Otherwise, it’s an improvised weapon of -1.

- **Fire:** Fire deals aggravated damage to vampires. Incendiary ammunition only works with breach-shotguns (thus 2 shots before reloading). As fire damage is capped by the intensity of the fire, no more than 4 points of damage can be done with a Dragon’s Breath round.

- **Silver:** Silver deals aggravated damage to werewolves. Silver weapons, whether ranged or melee, are at a -1 compared to normal weapons due to the softness of the metal. A blunt silver weapon, while still at a -1, does an extra level of damage (typically bashing) against Pure werewolves only, due to their greater level of weakness to the metal. This is capped as normal by damage cap and is applied only if the draw is successful, on top of gained successes.

- **Cold Iron/Hand-Forged Iron:** Firearms are not designed to fire ammunition of solid iron, and are thus rendered useless after one shot. Melee weapons made of pure iron or hand-forged iron are not adversely affected. Cold iron ignores all defensive abilities of changelings, hedge creatures, and True Fae. Hand-forged iron does aggravated damage to True Fae.
**Fighting Styles**

Unless specifically noted in the addendum, these are the only sanctioned fighting styles for the MES chronicle. Distilled into core styles and simplified to promote role-play and swift combat, these fighting styles are representative of multiple real-world martial arts. The creative power is in the hands of the player to determine what real-world style the character has studied, while the mechanics can be fit to said style.

The mechanics provided are considered an aspect of the modifier pool for Defense and modifier pool for Attack. Only one fighting style may be used in any given turn and only with the weapons or methods noted. A character must be in a humanoid form to use a Core fighting style (the Dalu and Throwback forms are an exception to this).

Many fighting styles now make reference to effective attributes (such as Strength or Dexterity). These fighting styles provide a bonus based on the character’s core attribute. While a character may purchase more dots in the fighting style than they have in the core attribute, they may not make use of the bonuses provided by those dots unless they have a method of raising their effective attribute (Vigor or Stone contracts for Strength, as an example).

*Example: Susie Player has Strength 2 and Vigor 2. She has a Fighting Style that uses effective Strength rated at 4 dots. Unless she activates Vigor, she may only use 2 dots of her Fighting Style.*

**Brawl Based Fighting Styles**

**Fighting Style: Unarmed Evasive Striking (• to • • • • •)**

**Prerequisites:** Strength •••, Stamina •••, Brawl ••

The character has learned the art of aggressive unarmed strikes through years of training. He ducks, weaves, and has physically honed his body to withstand blows that would stagger an untrained person. As long as the character is unarmed or using a hand-weapon (the +1, Brawl based variety), he receives a bonus to Defense equal to the dots purchased in this merit. This merit can also be used with supernaturally enhanced unarmed strikes (exa: a Hunterheart, Lethal Mien, or Partial Transformation, etc.) as long as the bonus to attack is no more than +1 and does not do aggravated damage.

Real world examples of this fighting style include most forms of boxing, muay thai, some karate styles, and any other style that emphasizes dodging or absorbing blows as you press the attack.

**Fighting Style: Unarmed Aggressive Striking (• to • • • • •)**

**Prerequisites:** Strength ••, Dexterity •••, Wits •••, Brawl ••

The character has learned the art of aggressive unarmed strikes through years of training. He ducks, weaves, and has physically honed his body to withstand blows that would stagger an untrained person. As long as the character is unarmed or using a hand-weapon (the +1, Brawl based variety), he receives a bonus to Defense equal to the dots purchased in this merit. This merit can also be used with supernaturally enhanced unarmed strikes (exa: a Hunterheart, Lethal Mien, or Partial Transformation, etc.) as long as the bonus to attack is no more than +1 and does not do aggravated damage.

Real world examples of this fighting style include Kung Fu, Aikido, Tai’chi, Krav Maga and any other that utilizes the opponent’s energy against them or focuses on hitting weak spots within a target’s guard.
**Fighting Style: Grappling (• to • • • • •)**

**Prerequisites:** Strength ••, Dexterity •••, Stamina •••, Brawl •

The character has learned the art of maintaining a grapple, using his strength and stamina to out-perform and out-maneuver his foe. Thus, as long as the character is unarmed, they can apply their dots in this fighting style to draws made while in a grapple, both in overpowering maneuvers and resisting overpowering maneuvers. The bonus provided cannot exceed the character’s effective Strength. This only applies after a grapple has been initiated.

Real world examples of this fighting style include classic wrestling, Qinna, Brazilian jujitsu, and any other that utilizes the character’s training to control a grapple in his favor.

**Weaponry Based Fighting Styles**

**Fighting Style: Aggressive Light Melee (• to • • • • •)**

**Prerequisites:** Dexterity •••, Weaponry •••

The character is trained in the use of a light melee weapon, able to overwhelm an opponent’s defenses with speed and strength or to find weak spots in armor. The character can add his dots in this Fighting Style as a bonus to Attack with any Short Blade, Long Blade, or Medium Blunt weapon up to his effective Dexterity.

Real world examples of this fighting style include several schools of Fencing, Kendo, various cultural stick/club based styles such as Filipino Martial Arts, or any other style that utilizes light blades or blunt weapons.

**Fighting Style: Defensive Light Melee (• to • • • • •)**

**Prerequisites:** Strength ••, Dexterity •••, Composure •••, Weaponry •••, Quick Draw: Melee

The character is trained to utilize the speed a light melee weapon can provide. Utilizing this training, the character can not only draw and strike in the same fluid motion but has honed his instincts to allow him to best his opponents on the draw. Dots of this fighting style add directly to Initiative. If the user decides to Dodge as his action for the turn, the dots in this fighting style are added to the character’s defense (this also works with the Weaponry Dodge merit). This merit can be used with any Short Blade, Long Blade, or Medium Blunt weapon.

Real world examples of this fighting style include some schools of Fencing and Kendo, as well as laido and others.

**Fighting Style: Flexible Melee (• to •••••)**

**Prerequisites:** Strength ••, Dexterity •••, Weaponry •••

The character is trained in the use of a flexible weapon. Able to swing it wide in order to deter attackers, the character adds his dots in this merit to his Defense as long as he is using a flexible weapon. The character may also add his dots in this merit as an equipment modifier to disarm an opponent as long as he has the Disarm merit, but sacrifices the bonus added to Defense for that turn. A character must be using a flexible weapon to utilize this fighting style.
Fighting Style: Knife Fighting (• to •••••)

**Prerequisites:** Dexterity •••, Weaponry ••

The character is highly trained in close quarters fighting using a knife or hatchet. The standard of melee for thousands of years, humanity has made an art of a fast dagger inside of a target’s defenses. The character can add his dots in this Fighting Style as a bonus to Attack with any Small Blade or Small Blunt weapon up to his effective Dexterity. This merit can be used with stakes, per the rules for staking in combat in the Requiem Addendum.

Real world examples of this fighting style include Spetznaz Knife Fighting, as well as any other military or cultural knife/hatchet based martial arts.

Fighting Style: Heavy Melee (• to •••••)

**Prerequisites:** Strength •••, Weaponry •••

The character is highly trained in the use of heavy weapons, swinging hard and wide to overwhelm his opponent. Whether swinging an ancient two-handed sword or a massive war-summer, the character can add his dots in this Fighting Style as a bonus to Attack with any Heavy Blade or Heavy Blunt weapon up to his effective Strength. Regardless of strength, the weapon must be wielded with both hands to make use of this merit.

Real world examples of this fighting style include Langschwert, baguazhang, and any other cultural style that utilizes blades or heavy blunt items that are considerably heavier than normal weapons.

Fighting Style: Pole-arms (• to •••••)

**Prerequisites:** Strength •••, Dexterity ••, Weaponry •••

The character is trained in the art of utilizing a polearm, whether through martial or military training. From quarter-staves to spears to mounted-bayonets, the character can employ the reach afforded this weapon with greater skill. Dots purchase in this fighting style can be applied to a character’s Defense as long as he is using a Pole-arm (basic or heavy). This defense bonus stacks with the base bonus provided by a pole-arm, though it is still part of the modifier pool (where the base bonus is part of the base pool as equipment).

Real world examples of this fighting style include Sojutsu, jukendo, Greco-Roman spear tactics, and any other martial style that employs a pole-arm for the defensive reach it provides.

**Ranged Based Fighting Styles**

Fighting Style: Combat Marksmanship (• to •••••)

**Prerequisites:** Strength ••, Dexterity •••, Composure •••, Firearms •••

The character is trained in the use of firearms to such a degree that he is faster than the average gunslinger most of the time. Dots purchased in this fighting style are added to a character’s Initiative as long as he is using a firearm in combat. In point blank range, when a target’s defense would apply, the character can choose to add his dots in this merit as a bonus to Attack up to his effective Composure. These benefits do not stack, a character must choose which benefit he is using. This fighting style can be used
with any firearm designed to be used at close range, specifically pistols (both basic and heavy), SMGs, and shotguns.

**Fighting Style: Sniping (• to *****)**  
**Prerequisites:** Dexterity •••, Resolve •••, Firearms •••, Stealth ••  
The character is trained in shooting from a distance, whether through long years with a hunting rifle or military training. Dots in this fighting style may be added to Attack up to the character’s effective Composure as long as he spends a full turn aiming. This must be done after each shot. This fighting style can be used with any firearm designed to be used at long range, specifically assault rifles and rifles.

**Fighting Style: Thrown Weapon (• to *****)**  
**Prerequisites:** Strength ••, Dexterity •••, Athletics ••  
The character is trained in the art of throwing deadly weapons in an effective manner. As long as the blade is designed for throwing (knife, shuriken, dart, javelins, etc), the character can appropriately apply a bonus to Attack up to his effective Strength. This fighting style can only be used with Thrown Small Blades, Slings, and Javelins. Real world examples of this fighting style include Shurikenjutsu and any other highly specialized training that teaches proper throwing techniques.

**Fighting Style: Archery (• to *****)**  
**Prerequisites:** Strength ••, Dexterity ••, Athletics ••  
The character is trained in the use of a bow or crossbow, able to properly aim and fire the weapon despite other concerns or distractions. The character can apply a bonus to Attack with a bow (normal or compound) or a crossbow up to his effective dots in Composure as long as he is within short range.

**New Merits**  
The following merits are custom designed for the MES chronicle and are Low Approval for all characters. They are not considered Fighting Styles, but supplementary combat merits.

**Blade at the Ready (••)**  
**Prerequisites:** Dexterity •••, Athletics ••  
**Effect:** The character knows how to rapidly retrieve a throwing weapon from a sleeve, holster, or other prepared spot on her body. She never needs to use an action to draw a throwing weapon from a prepared spot.

**Fluid Reflexes (••)**  
**Prerequisites:** Dexterity •••, Athletics ••  
**Effect:** The character knows how to react quickly to falls and motion. The character may react immediately after falling and may stand from a prone position reflexively.

**Rapid Nock (••)**  
**Prerequisites:** Strength ••, Dexterity ••, Athletics ••  
**Effect:** Your character can maintain a withering rate of fire. Once per turn, she may “reload” a bow as a reflexive action.
Tactical Reload (**)  
**Prerequisites:** Dexterity •••, Composure •••, Firearms ••  
**Effect:** Your character’s muscle memory enables her to reload without conscious thought. Once per turn, she may reload a firearm that feeds from a detachable magazine or use a speedloader to reload a revolver, as a reflexive action.