

# BASIC ROLEPLAYING

## UNIVERSAL GAME ENGINE

# 2: SYSTEM, COMBAT, SPOT RULES, EQUIPMENT

### ORC Content Document

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# TABLE OF CONTENTS

Credits.....	1
<b>CHAPTER 5: SYSTEM.....</b>	<b>14</b>
Actions.....	14
Automatic or Impossible Actions.....	15
Evaluating Success or Failure.....	15
Fumble.....	15
Failure.....	15
Success.....	16
Special Success.....	16
Critical Success.....	16
Skill Results Table.....	16
Skill Rolls.....	17
Characteristic Rolls.....	17
Resistance Rolls.....	18
The Resistance Table.....	19
Critical Results, Special Successes, and Fumbles on Resistance Rolls.....	20
Special Skill Rolls.....	20
Cooperative Skill Rolls.....	20
Opposing Skill Roll Systems.....	21
Opposed Skills Using Highest Successful Result.....	22
Opposed Skill Subtraction.....	22
Opposed Skill Rolls Using the Resistance Table.....	22
Combined Skill Rolls.....	22
Modifying Action Rolls.....	23
Difficulty Modifiers.....	23
Automatic Actions.....	23
Easy Actions.....	24

Average Actions.....	24
Difficult Actions.....	24
Impossible Actions.....	24
Situational Modifiers.....	24
Situational Modifiers Table.....	25
Skill rating over 100% (Option).....	26
Fate Points.....	26
Time Scales.....	28
Narrative Time (variable).....	28
Scene (variable).....	28
Turn (5 minutes).....	29
Combat Round (12 seconds).....	29
Significant Time Intervals Table.....	29
Time and Movement.....	30
Combat Round Movement.....	31
Movement Rates Table.....	31
Terrain and Weather Modifiers.....	32
Encumbrance.....	33
ENC.....	33
How Much is an ENC?.....	34
ENC Penalties.....	34
Character Improvement.....	34
Skill Improvement.....	34
What Does “After an Adventure” Mean?.....	35
Making an Experience Roll.....	35
Increasing Skills by Experience.....	36
Exceeding 100% in a Skill.....	36
Skill Training and Research.....	36
Skill Training.....	37
Researching.....	37

Increasing Characteristics.....	38
POW Increases.....	38
Characteristic Increases.....	38
Characteristic Increase through Training.....	39
Ageing and Inaction (Option).....	39
Characteristic Point Loss Table.....	39
Characteristic.....	40

## **CHAPTER 6: COMBAT.....41**

Combat Round Phases.....	41
Statements.....	41
Alternates to the Statements of Intent (Options).....	42
Removing the Statement of Intent (Option).....	42
Reverse Order Statement of Intent (Option).....	42
Initiative Rolls (Option).....	43
Powers.....	43
Powers in the Action Phase (Option).....	44
Action.....	44
Combat Actions.....	45
Move.....	45
Attack.....	45
Non-combat Action.....	45
Engage.....	45
Disengage.....	46
Parry.....	46
Dodge.....	47
Fight Defensively.....	47
Speak.....	47
Parries and Dodges.....	47
Resolution.....	48
Melee Hit Location Table (Option).....	48

Hit Locations.....	48
Combat Summary.....	48
Levels of Success and Failure.....	49
Critical Success.....	49
Special Success.....	49
Success.....	50
Failure.....	50
Fumble.....	50
Attack and Defence Matrix.....	51
Melee Weapon Attack Fumbles Table.....	53
Melee Weapon Parry Fumbles Table.....	54
Missile Weapon Attack Fumbles Table.....	54
Natural Weapon Attack and Parry Fumbles Table.....	55
Special Successes and Damage.....	55
Bleeding.....	56
Crushing.....	57
Entangling.....	57
Impaling.....	58
Knockback.....	60
Fighting Defensively.....	60
Fumbles in Combat.....	61
Variant Combat Rules (Option).....	61
Attacks and Parries Over 100% (Option).....	61
Dodging Missile Weapons (Option).....	62
Dying Blows (Option).....	62
Armour.....	63
Disadvantages of Armour.....	63
Armour and SIZ.....	64
Shields.....	65
Random Armour Values (Option).....	65

Missile Weapons.....	66
Damage & Healing.....	67
Minor Wounds.....	67
Major Wounds.....	68
Major Wound Table.....	69
Fatal Wounds.....	70
Damage and hit Locations (Option).....	71
Damage Equal to or More Than the Location's Hit Points.....	71
Damage Equals or Exceeds Double the Location's Hit Points.....	72
Damage Equals or Exceeds Triple the Location's Hit Points.....	72
Severed and Maimed Limbs.....	72
Healing Naturally.....	73
Conditions of Medical Care.....	74
Miniatures, Maps, and Virtual Tabletops.....	74
A Combat Example.....	75
First Combat Round.....	75
Second Combat Round.....	76
Third Combat Round.....	76
Fourth Combat Round.....	77
Fifth Combat Round.....	77
Sixth Combat Round.....	77
Several Combat Rounds Later.....	77
Next Combat Round.....	78
Next Combat Round after That.....	78
One More Combat Round.....	78
After Combat.....	78

## **CHAPTER 7: SPOT RULES.....79**

Spot Rules in this Section.....	79
Acid.....	80
Aerial Combat.....	80

Aimed Attacks.....	81
Taking More Time.....	81
Targeting a Specific Area.....	81
Ambushes.....	82
Area Attacks.....	82
Armour Damaged.....	83
Aura Attacks.....	83
Autofire.....	84
Backstabs and Helpless Opponents.....	85
Big and Little Targets.....	85
Both Sides Surprised.....	85
Broken Weapons.....	86
Chases.....	86
Range Track.....	87
Chases on Foot.....	87
Vehicular Chases.....	88
Manoeuvres.....	88
Skill Roll Modifiers Chart.....	89
Individual Actions.....	90
Chase Trouble Table.....	90
Chase Trouble Table.....	91
Choking, Drowning, and Asphyxiation.....	92
Close Combat.....	93
Closing.....	93
Cold, Exposure, Hunger, and Thirst.....	94
Cover.....	95
Darkness.....	95
Desperate Actions.....	95
Disarming.....	96
Disease.....	96

Illness Severity Table.....	97
Disengaging.....	98
Drawing or Exchanging a Weapon.....	98
Enclosed Environments.....	98
Entangling.....	98
Explosions.....	99
Extended Range.....	99
Falling.....	100
Fighting While Down.....	100
Fire and Heat.....	101
Firing Into Combat.....	102
Fortified Positions.....	103
Improvised Parrying Weapons.....	103
Improvised Weapons.....	103
Knockback.....	104
Knockout Attacks.....	104
Light Sources.....	105
Mass Combat.....	105
Missile Fire While Moving.....	106
Mounted Combat.....	106
Natural Weapons.....	107
Point-blank Range.....	108
Poisons.....	108
Poison Antidotes.....	109
Prone.....	109
Pulling Blows.....	109
Quick-draws.....	110
Radiation.....	110
Radiation Effects Table.....	111
Shields and Missile Fire.....	112



Shooting Up or Down.....	112
Slippery or Unstable Surfaces.....	113
Stunning or Subduing.....	113
Superior/Inferior Positions.....	114
Superior Numbers.....	114
Sweep Attacks.....	115
Thrown Weapons.....	115
Two Weapons.....	116
Underwater Combat.....	117
Vacuum.....	117
Volley Fire.....	118
Weapon Length.....	118
Weather Conditions.....	119
Wind.....	119
Cloud Cover.....	120
Rain.....	120
Zero-gravity Combat.....	120

## **CHAPTER 8: EQUIPMENT.....122**

Money.....	122
Wealth levels.....	123
Equipment.....	123
When to Describe Equipment?.....	124
Starting Equipment.....	124
Purchasing Equipment.....	125
Starting Equipment with Powers.....	126
Making Equipment.....	127
Equipment Quality Modifiers.....	128
Skills and Equipment.....	129
Skills & Equipment.....	130
Equipment with Characteristics.....	130

Equipment with Skills.....	132
Equipment with Powers.....	132
Equipment with Requirements.....	136
Charges or Limited-Use Equipment.....	137
Repairing Equipment.....	137
Weapons.....	137
Weapon Descriptions.....	138
Weapon Classes.....	147
Using Weapons of the Same Class.....	148
Using Weapons of Different Classes.....	148
Primitive Melee Weapons.....	149
Primitive Missile Weapons.....	150
Notes:.....	152
Historic Melee Weapons.....	153
Notes:.....	158
Historic Missile Weapons.....	159
Notes:.....	160
Modern Melee Weapons.....	161
Modern Missile Weapons.....	162
Notes:.....	165
Spot Rules for Firearms.....	165
Armour and Firearms.....	165
Loaded Revolvers.....	166
Malfunctions.....	166
Reloading Firearms.....	167
Unaimed Shots.....	167
Advanced Melee Weapons.....	167
Advanced Missile Weapons.....	168
Notes:.....	170
Armour.....	171

Armour Descriptions.....	172
Primitive Armours.....	173
Ancient and Medieval Armour.....	174
Modern Armour.....	175
Notes:.....	176
Advanced Armour.....	177
Notes:.....	177
Special rules for Armour.....	178
Armour Encumbrance.....	178
Layering Armour.....	178
Putting Armour On.....	178
Taking Armour Off.....	179
Armour by Hit Location (Option).....	179
Helmets.....	179
Shields.....	180
Slung Shields.....	181
Shield Descriptions.....	181
Primitive, Ancient and Medieval Shields.....	182
Modern Shields.....	183
Advanced Shields.....	183
Artillery.....	185
Artillery Weapon Classes.....	186
Artillery Weapon Effects.....	186
Guided Missiles.....	186
Shrapnel.....	187
Artillery Weapon Descriptions.....	187
Ancient Artillery Weapons.....	189
Historical and Modern Artillery Weapons.....	190
Advanced Artillery Weapons.....	191
Notes:.....	192

Modern Explosives.....	193
Notes:.....	195
Advanced Explosives.....	196
Notes:.....	197
Robots & Artificial Life.....	198
Robots as Player Characters.....	198
Cybernetics.....	198
Metric Conversions.....	199
Metric/imperial Equivalencies.....	199
Vehicles.....	199
Vehicle Descriptions.....	200
Horse & Horse-drawn Vehicles.....	202
Autos, Trucks, Trains & Tanks.....	203
Boats & Ships.....	204
Air Vehicles.....	205
Space Vehicles.....	206
Other Equipment.....	207
Poisons.....	207
Sample Poisons Table.....	207
Books and Printed Materials.....	208
Types of Books.....	208
Using a Book.....	209
Books as Objects.....	210
Medical Equipment.....	210
Other Equipment.....	211
Mecha.....	212
Model D142 Mobile Exoframe, a.k.a. 'Skyhammer'.....	212
General Qualities of Objects.....	213
Damage to Inanimate Objects.....	213
Armour Value of Substances.....	214

SIZ of Common Objects.....	214
Comparative Sizes.....	215
Object SIZ Examples.....	216

# CHAPTER 5: SYSTEM

The entire purpose of a game system is to answer two questions: “How do the players determine whether they succeed or fail?” and “How well do they succeed or fail?” Basic Roleplaying answers those questions with a clean and intuitive system using dice rolls to simulate the probability of whether an action succeeds or fails, and qualities of success to determine a range of possible outcomes.

Routine actions in routine situations without challenge should almost always succeed. However, when the action becomes dramatic or extraordinary, it’s time to roll dice for the resolution. You will want to know if skills succeed when danger threatens, or if they fail miserably in the face of stress. Dice allow crises and decision points to be resolved impartially without the constant need for intervention of your gamemaster.

Some skills, especially weapon skills, are inherently dramatic and dangerous, and always are rolled for, as are accidents such as falls. All rolls to determine success or failure use percentage dice (D100s), with lower being better. Other types of dice establish the damage done by various weapons or determine other supporting information. *Chapter 6: Combat* discusses attacking and defending in combat. *Chapter 7: Spot Rules* contains guidelines to cover a variety of conditions and situations.

Usually, your gamemaster tells you when to roll and what sort of roll to make—whether it be a skill roll, a resistance table roll, a characteristic roll, etc., but this chapter is useful for everyone who wants to know how the game works.

## ACTIONS

Regardless of genre, all good stories (and roleplaying adventures) have one thing in common: conflict. Characters are called upon to accomplish all sorts of things against the odds, from finding and interpreting clues to overcoming enemies in deadly combat.

Percentile rolls determine the success or failure of actions whose outcome is in doubt. Other dice can help define the results of a roll (damage, etc.), but percentile rolls are the core of the system. To see if an action succeeds, roll D100 and compare the result to the chance, determined by the type of roll and its potential modifi-

ers. If the percentile roll is equal to or less than the target, the action succeeds. Rolls higher than the chance of success fail.

## AUTOMATIC OR IMPOSSIBLE ACTIONS

Not all actions require a die roll. Routine activities attempted under normal conditions should generally succeed unless they're outside the ability of the characters. No D100 roll is necessary for any action your gamemaster deems simple or routine, without challenge or conflict.

On the other hand, your gamemaster may decide that truly overwhelming tasks, like performing heart surgery without medical training or building a computer out of coconuts are beyond the abilities of even the most accomplished experts. If your gamemaster rules that a task is *Impossible*, no die roll will be sufficient—all attempts fail.

## EVALUATING SUCCESS OR FAILURE

Sometimes your character's efforts can have very different results: a good toss at darts will hit the board, while a lucky or exceptional throw hits the bull's-eye. There are five degrees of success for any type of action roll. Ranked from worst to best, they are as follows:

### Fumble

Bad luck or incompetence sometimes conspire to produce the worst possible result, a spectacular failure called a fumble. The chance of fumbling an action roll equals 5% (1/20th) of the chance of failure, usually in the 96–00 range. A roll of 00 is always a fumble, no matter what the skill rating is. Fumbles never yield any beneficial results, and always end up impeding or even harming your character and/or allies through disastrous or unintended results. *Chapter 3: Skills* and *Chapter 6: Combat* discuss the specific consequences of fumbled rolls.

### Failure

Rolls higher than the base chance fail. Unless an action is Automatic, there is always some chance of failure: no matter how high the modified base chance, rolls fail on results of 96 or higher. Some failures cost nothing more than perhaps a little dignity, while others can be expensive in time, money, or physical damage. See *Chapter 3: Skills* for the consequences of failed rolls. The exception are resistance rolls, where a difference of 10 characteristic points is enough to make only a roll of 00 a failure.

## Success

Any roll equal to or below the base chance qualifies as a success. Successes accomplish the action with average results. Weapon skills that achieve a success inflict the listed damage dice, and other skills have the results suggested in *Chapter 3: Skills*.

## Special Success

Some results are better than average and yield extra benefits. Actions achieve special success if the roll is equal to or less than 1/5 the skill rating. In combat, an attack that rolls a special success can inflict a knockdown or impale based on the type of weapon (see *Chapter 6: Combat* for additional detail), while the skill descriptions in *Chapter 3: Skills* provide guidance for special successes.

## Critical Success

Sometimes your character will perform an action so well they achieve extraordinary results. Rolls that are equal to or less than 1/20 of the skill rating are a critical success. A critical success yields the best of all possible results. Weapons that critically hit utterly bypass the target's armour and do maximum damage (plus the normally rolled damage modifier); while skill rolls achieve far better results than normal. Refer to *Chapter 3: Skills* for suggested critical results.

## SKILL RESULTS TABLE

These are the ranges for critical success, special success, and fumbles. The results for special successes incorporate the number range for critical successes. Whenever a roll result is in the range of both a critical and special success, the results of the critical success (if appropriate) should be applied, not both.

Base Chance	Critical	Special	Fumble
01–05	1	1	96–00
06–10	1	01–02	96–00
11–15	1	01–03	96–00
16–20	1	01–04	96–00
21–25	01–02	01–05	97–00
26–30	01–02	01–06	97–00
31–35	01–02	01–07	97–00
36–40	01–02	01–08	97–00
41–45	01–03	01–09	98–00
46–50	01–03	01–10	98–00



Base Chance	Critical	Special	Fumble
51–55	01–03	01–11	98–00
56–60	01–03	01–12	98–00
61–65	01–04	01–13	99–00
66–70	01–04	01–14	99–00
71–75	01–04	01–15	99–00
76–80	01–04	01–16	99–00
81–85	01–05	01–17	0
86–90	01–05	01–18	0
91–95	01–05	01–19	0
96–00	01–05	01–20	0
101–105	01–06	01–21	0
106–110	01–06	01–22	0
111–115	01–06	01–23	0
116–120	01–06	01–24	0
Each +5	Etc.	Etc.	0

## SKILL ROLLS

Most actions your character attempts are resolved with skill rolls. Here, the percentile roll uses your character's rating in the appropriate skill as the chance of success. Any skill which normally has a base chance of 5% or higher always succeeds on a roll of 01–05 chance of success, even if difficulty, conditional modifiers, or other factors reduce the skill rating below 5%. See **Modifying Action Rolls**. See *Chapter 3: Skills* for more information about each skill.

## CHARACTERISTIC ROLLS

Some actions are not easily linked to a specific skill: pulling oneself up a rope, for example. For these situations, use a characteristic roll, with a chance of your character's characteristic multiplied by a number. CON, INT, DEX, and CHA are common characteristics to use, and most characteristic rolls have a ×5 multiplier. Your base characteristic rolls were defined in character creation. Depending on the difficulty of the action, your gamemaster may use a higher or lower multiplier. See **Difficulty Modifiers**.

## RESISTANCE ROLLS

Some actions require more than skill or natural ability: obstacles must be overcome to succeed. In these cases, gamemasters should refer to the resistance table and call for a resistance roll. Resistance rolls never involve skills, instead pitting characteristics or other measurable quantities against each other. See **Opposed Skill Rolls** for ways to handle skill vs. skill contests.

To make a resistance roll, compare the active factor to the passive factor on the resistance table. The active factor is the party or force trying to influence the passive factor. The following are all examples of resistance rolls:

- Potency 17 venom (active) poisons your character with a CON 15 (passive). The venom is trying to inflict damage on your character, so the venom is active.
- Your character has STR 18 (active) and tries to move a SIZ 25 (passive) boulder. Your character is trying to move the boulder, so their STR is active.

The base chance of a resistance roll equals  $50\% + (\text{active characteristic} \times 5) - (\text{passive characteristic} \times 5)$ . If the active and passive factors are equal, the active factor has a 50% chance of success. Every point the active factor exceeds the passive factor by modifies the chance of success by +5%, while passive factors higher than active factors modify the base chance by -5% for every point of difference. Differences of 10 points or more result in automatic success or failure, though your gamemaster may allow a roll of 01 or 00 to succeed or fail, respectively, where results would otherwise be automatic.

Some specific uses of the resistance table include:

- **Power Points vs. Power Points:** Powers that attempt to influence or control a target often involve contests of power points: your character's current power point total must overcome the target's current power points for the power to take effect.
- **Potency vs. CON:** All diseases and poisons are measured in terms of Potency (POT) and match this rating against the target's CON to determine the effects. Depending on the venom or illness, even a failed roll can impair the target.
- **POW vs. POW:** A classic contest of willpower. In addition to winning the resistance roll, success in a POW vs. POW contest gives the active character an opportunity to raise their POW score if they win vs. a higher POW opponent.
- **STR vs. STR:** Used in arm wrestling, as well as attempts to force open a stuck door or bend an iron bar. These contests involve inflexible obstacles, not heavy ones.
- **Damage vs. CON:** Knockout attacks and blows to the head match the rolled damage against the CON of the target to determine if the target is stunned or knocked out.
- **STR+SIZ vs. STR+SIZ:** Overbearing attacks attempt to use the mass and strength of the attacker to knock down the target.

Your gamemaster may wish to always allow for a chance of failure when a result of 00 is rolled, regardless of skill rating. Similarly, a 01 may be a success, even if improbable, though this should be within your character's capabilities.

### The Resistance Table

The top axis is for the active characteristic and the left axis is for the passive characteristic.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-	-	-	-
3	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-	-	-
4	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-	-
5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-
6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-
7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-
8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-
9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-
10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-
11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-
12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-
13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-
14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-
15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	85
16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
18	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70
21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65
22	-	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60
23	-	-	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55
24	-	-	-	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50

For success, roll 1D100 equal to or less than the indicated number. Changes below 05% are in the range of automatic failure and over 95% in the range of automatic success.

## Critical Results, Special Successes, and Fumbles on Resistance Rolls

Usually resistance rolls have yes/no results—success or failure—but your game-master may choose to characterize results more granularly in the cases of a special or critical success (see below), or a drastic failure with a fumble. The nature of this is up to your gamemaster, using the guidelines for levels of success and failure with skills.

## SPECIAL SKILL ROLLS

Special circumstances may require something other than a standard skill roll. These cases arise when two characters work together, work against each other, or attempt to do two things at once.

### COOPERATIVE SKILL ROLLS

Two or more characters can attempt to work together on an action, if reasonable. This is a type of augment. Your gamemaster may impose restrictions on how many characters can contribute to a particular activity, as it may be limited by physical or other practical concerns. Some tasks simply cannot be assisted, depending on circumstances.

Whenever working together on an action, pick one character as the lead. All the other characters pitching in should make skill rolls. Take the best result or a fumble, if one occurs.

- **Critical Success:** Modify the primary character's skill rating by +50%.
- **Special Success:** Modify the skill rating by +30%.
- **Success:** Modify the skill rating by +20%.
- **Failure:** If no helpers succeeded, the primary character's skill rating is modified by -10%.
- **Fumble:** A fumble from any helper is so distracting that the primary skill is modified by -50%.

One reason for cooperative skill use is to increase the chance of the primary character's success, as well as the chance of special and critical successes.

If the primary skill roll is successful, everyone involved who made a successful skill roll can make an experience check. If not, no one gets an experience check.

Another reason for cooperative skill use is when direct assistance is not possible, such as helping provide guidance from afar.

---

**For example,** your character (Pilot 25%) is at the controls of a small airplane, trying to land after the pilot was shot. An ally on the ground with Pilot 65% is in an air traffic control tower. Over the radio, she provides guidance for piloting and landing. Even though she is nowhere near a plane, the ally makes a successful Pilot roll, raising your character's effective Pilot skill by +20%, from 25% to 45%. ### Opposed Skill Rolls

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Sometimes two characters use skills in direct opposition to each other.

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**For example,** your character hides in a thick hedge while attempting to break into an enemy outpost. An alert sentry passes by, searching for intruders. Will your character elude notice? In this case, the sentry's Sense skill is pitted against your character's Hide skill.

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When two skills are opposed, both characters roll against their respective skills. The character that achieves the highest degree of success wins the contest. However, if the loser's skill roll was successful, they modify the winner's degree of success, shifting it downward one degree for every degree of success they achieve above failure. If both parties achieve the same degree of success, the higher die roll wins the contest, giving the advantage to characters with higher skill ratings.

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**For example,** your character's Hide skill is 65, while the sentry has a Sense skill of 78. You roll a 47, a success. The sentry rolls a 13, or a special success! The sentry wins the contest, so they are alerted to your character's presence. Your character's successful roll downgrades the sentry's result from a special success to a normal success. In this case, your gamemaster rules that the sentry catches a glimpse of your character but does not pick out any of their identifying features. If the sentry had rolled a 30, your character would have eluded notice: both had successes, but your character's normal success beats the sentry's normal success when it comes to using Hide versus Sense.

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## OPPOSING SKILL ROLL SYSTEMS

There are many ways to handle opposing rolls, and the following alternate methods allow for your gamemaster to pick the one they prefer, instead of the default presented above.

### Opposed Skills Using Highest Successful Result

Let everyone involved in the opposed check roll as normal (with any applicable modifiers) and compare the results. The highest successful result rolled that is not a critical or special success is the winner.

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***For example, if two characters have the same skill rating of 87% and one rolls an 86 and the other rolls a 22, the roll of 86 is the winner. Both rolls are successful, but one has a higher result than the other.***

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The higher a character's skill at an attempted action, the greater the chance they will defeat less skilled (but still successful) opponents. Ties are resolved by comparing unmodified skill ratings, with the higher skill rating being the winner.

An alternate and more complex method is to make rolls as normal and then take the result of the successful roll and subtract it from the modified skill rating. The character achieving the highest difference between the skill rating and their roll is the winner.

## Opposed Skill Subtraction

In an opposed skill roll, one skill is designated as the active/offensive skill and the other as the passive/defensive skill. First, make a skill roll for the passive character; if the roll is successful, subtract the full value of the that character's skill rating from the active/attacking skill's rating. If the passive skill roll fails, the attacking skill is unmodified.

A passive fumble turns the attacker's roll into an *Easy* roll. If the passive skill is higher than the active skill, the attacker still has a default 5% chance for success with any skill rating of 5% or higher.

## Opposed Skill Rolls Using the Resistance Table

Actions involving two opposing skills can be resolved using the resistance table. Divide the attacking and defending skill ratings by 5 (rounding normally) and resolve it as a single roll contest on the resistance table.

This method generates different results from the others and denies one party any roll at all. If using this method, allow the players to make rolls whenever possible, with the non-player characters being 'passive' on the resistance table.

## COMBINED SKILL ROLLS

In some cases, your character's actions can be complicated by having to do two things at once. Trying to spot a tiny detail while driving a car, shooting a bow from horseback, or climbing a tree without making a sound are all examples. In such cases, your gamemaster can link two skills together in one roll, using the lower skill rating as the base chance. If the roll succeeds, your character accomplishes both tasks. A failed roll that is below the second skill rating can be treated as a partial success.

Using the examples above, the driver might miss the detail but avoid a driving mishap, the horseman stays in the saddle but misses their shot, and the tree

climber reaches the upper branches but makes noise. If both rolls fail, the consequences can be more extreme.

Make an experience check for the skill or skills that are successful.

## MODIFYING ACTION ROLLS

Some actions are easier or harder than others, and sometimes challenging circumstances or lucky breaks help or hinder a character. Skill ratings are often modified based on their circumstances.

There are two main ways action rolls are modified: difficulty modifiers and situational modifiers.

### DIFFICULTY MODIFIERS

Some actions are simple enough that even an unskilled person succeeds without much effort, while others are challenging enough to give an expert pause. When an action itself is easier or more challenging than usual, adjust the skill rating by a difficulty modifier. The standard difficulty levels are: *Automatic*, *Easy*, *Average*, *Difficult*, and *Impossible*. These levels can apply to skill rolls, characteristic rolls, or similar rolls. Resistance rolls inevitably imply a level of conflict, with an opposing force, so they are not modified in this way.

Your gamemaster is the ultimate authority about when an action receives a difficulty modifier.

### Automatic Actions

Any activity that is so mundane, routine, or under the most favourable of circumstances and without any drama or conflict can be assumed to be *Automatic*, with no roll necessary to determine whether it succeeds. Everyday physical and intellectual actions attempted under average conditions always succeed, unless there is some reason they should carry the chance of failure. Your character should be able to perform *Automatic* actions at reasonable levels of competency in their chosen profession without needing to roll each time they wish to succeed—rolling for skills are at dramatic or difficult times, when success or failure is of importance to survival or destiny. *Automatic* skill use never yields an experience check.

### Easy Actions

Some actions are *Easy*, even for the untrained. Shooting a target at point-blank range, climbing a tree with many handholds, or recalling the most fundamental points of an academic discipline are all *Easy* actions. For an *Easy* action, double

the skill rating. *Easy* characteristic rolls use a multiplier of  $\times 10$  or double the normal characteristic roll. However, success at an *Easy* skill roll does not merit an experience check.

## Average Actions

Most actions fall within this category. If a skill or characteristic roll doesn't have a modifier before—such as an *Easy* Listen roll—assumed it's *Average*. Use the base rating for *Average* actions, though they may have circumstance modifiers. *Average* characteristic rolls use a multiplier of  $\times 5$  and are the default on your character sheet.

## Difficult Actions

Fighting an opponent you can't see, climbing a sheer surface, or remembering obscure scientific minutiae are all *Difficult* tasks. To determine the skill rating or characteristic rating for a *Difficult* action, divide the appropriate skill or characteristic roll in half (round up).

## Impossible Actions

As described above, truly overwhelming or ridiculous actions, like performing heart surgery without surgical tools or building a computer out of coconuts are beyond the abilities of even the most accomplished experts. These are *Impossible* tasks. All attempts fail, no matter how well the player rolls. Your gamemaster may allow a flat 01% chance of success, depending on the action being attempted, though it is only suggested if the chance of success is within reason, however improbable, the equivalent of a one-in-a-million lucky guess or freak occurrence.

## Situational Modifiers

Special or unusual circumstances can affect any skill rating for better or worse. Dim light, loud noises, distractions, rain, or a lack of proper tools provide penalties to skill ratings, while exceptional tools or ideal conditions might provide a bonus. Whenever external factors might affect your character's performance of an action, your gamemaster should weigh the circumstances and apply one or more situational modifiers to the base chance.

The difference between difficulty modifiers and situational modifiers is that difficulty modifiers are usually relating to the character and the attempted action, while situational modifiers are very specifically related to the subject of the action, or to external forces or influences.

If several conditions apply to a given action, apply them judiciously. Any situational modifier is applied after a skill is modified due to being *Difficult* or *Easy*. This way, the modifiers are not doubled or halved. However, any modifiers that are 'permanent', such as the bonus to Brawl from the Unarmed Combat power, are figured



into the skill rating before it is doubled or halved. These sorts of modifiers are considered integral to the skill and are modified for difficulty along with the rest of the skill rating.

Take care not to get bogged down in the minutiae of determining situational modifiers. Your gamemaster should assess the severity of circumstances, determine the overall modifier, and let you roll as quickly as possible. Situational modifiers are intended to be tools that add drama to tense situations, not strict guidelines or a checklist attempting to simulate absolute realism.

## Situational Modifiers Table

Condition	Description	Modifier
Task Complexity	Unfathomably complex with no apparent solution or guidance	–50%
	No clear solvable condition and/or needlessly complex	–20%
	Relatively straightforward, the solution somewhat apparent	0.2
	Simple, with an obvious solution	0.5
Equipment	No equipment when equipment is required	–50%
	Poor or improvised equipment	–20%
	High-quality equipment and superior supplies	0.2
	Advanced or high-tech equipment and supplies	0.5
Environment	Distracting environment, highly unstable ground, pitch black, stormy, etc.	–50%
	Unpleasant or unsanitary conditions, unsteady footing, darkness, bad weather, etc.	–20%
	Favourable conditions, good footing, plenty of space, relative quiet, etc.	0.2
	Pristine or immaculate environment ideally suited for the task at hand	0.5
Familiarity	Completely alien and beyond human experience	–50%
	Strange and using unfamiliar principles	–20%
	Relatively well-known subject matter	0.2
	Routine and completely familiar	0.5
Range	Far beyond the normal range	–50%
	Outside the range of comfort	–20%

	Well within range	0.2
	Perfectly placed and ideally situated for the attempt	0.5
Time	Nowhere near enough time to perform the task	–50%
	Rushed and stressed about it	–20%
	Plenty of time	0.2
	Activity can be done at leisure, with contemplation and deliberation	0.5
Understanding	No common means of interaction with subject	–50%
	Limited methods of communication available	–20%
	Subject is familiar and amenable to interaction	0.2
	Subject well-known, enthusiastic about interaction	0.5

## SKILL RATING OVER 100% (OPTION)

For games using epic or superhuman power levels, your gamemaster may allow your characters (and non-player characters) to have skill rankings above 100%. This heightened competency allows for greater chances of special and critical successes, and success even when significant difficulty or situational modifiers have lowered the chance of success. This represents superlative levels of expertise, the best in the world. Skill ratings over 100% can make determining opposed rolls much easier (see **Opposed Skill Rolls Systems**), and are especially significant in combat (see **Attack and Parry Skills Over 100%**).

## FATE POINTS

Sometimes, you and your gamemaster are not willing to let the results of a roll be the ultimate arbiter of your character's destiny. If your gamemaster wishes to allow more player agency in outcomes, power points can be used as a resource to affect the results of rolls and the narrative itself. This allows greater control of die results, and increased effectiveness in play.

Following are some suggested uses of power points to manipulate rolls or narrative:

- Spend 5 power points to re-roll any percentile roll desired. This can be declared after the initial roll is made, though the results of the second roll are final. Success with this re-roll does not earn an experience check.
- Spend 5 power points to ignore a skill and trust fate, using a *Difficult* Luck roll instead. This cannot be used for resistance or characteristic rolls and cannot be

re-rolled. Success with this method does not earn an experience check or modify POW in any way.

- Spend 3 power points to ignore 1 point of damage from a single attack. These damage points are simply ignored; they do not count towards knockback or other effects. Your gamemaster may ask you to provide an explanation about how the damage was not suffered, such as 'The steel whiskey flask in my front pocket caught the bullet' or some other reason.

Any use of power points for these is handled normally, so if reduced to 0 power points, your character is exhausted and faints until regaining at least 1 power point.

The uses for power points can be expanded as your gamemaster wishes, with some of the following as possibilities:

- Spend 6 power points to shift the result a roll toward a more beneficial result, such as turning a fumble into a failure, a failure into a normal success, a normal success into a special success, or a special success into a critical success. This can only be used on your character's rolls and cannot be applied to dice that have been re-rolled. You can do this after the dice are rolled and can shift the result by as many result levels as you want to spend power points. No matter what the initial roll was, success does not earn an experience check.
- Spend power points equal to the entire damage range of your weapon to inflict maximum damage in a single successful strike.

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**For example,** a short sword does 1D6+1 damage normally, so by spending 7 power points, it does 7 points of damage (no roll required), plus the damage modifier if applicable. This costs the entire rollable damage range of the weapon and cannot be incremented. The damage modifier is rolled normally.

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- Spend a variable number of power points to add a detail to the surroundings, or to your character's background or resources. This can range from 1 single power point for a tiny detail to 10+ power points for a significant advantage.

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**For example,** "remembering" to have brought a book of matches when matches would be useful might only cost 1 power point. However, after being disarmed and thrown in a pit, finding a rusty but usable dagger in the pile of the bones of former victims might cost power points equal to the dagger's damage total (5 points). These costs are at your gamemaster's discretion. Other examples might be having a contact that owes your character a favour (1–3 power points, depending on the size of the favour), being able to find clean clothing unattended hanging on a line (1 power point), or even finding the keys of a car hidden over the sun visor when needing an escape vehicle in a hurry (6 power points).

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Your gamemaster should only use these options if the goal is a more action-oriented, high-adventure game with more durable and competent characters, such as superheroes or high fantasy adventurers. A horror setting should not utilize this sys-

tem, as a key component of horror is the inability to control one's fate, and a means of manipulating outcomes is counterproductive to that end.

## TIME SCALES

Time in the game setting is rarely equivalent to time actually spent playing. Sometimes, your gamemaster may need to summarize the events of many days in a single sentence, such as "It takes you a week to reach Constantinople" while at other times, particularly in combat, a few seconds of time can take several minutes or longer to resolve.

In general, the primary scales of time are **narrative** time, a **scene**, the **turn**, and a **combat round**. The **Significant Time Intervals Table** lists common things that can happen in play, with how long each takes.

### Narrative Time (variable)

Due to its flexibility this is the most nebulous of the time scales. It is the time your gamemaster may be narrating or when you and the other players are out-of-character discussing plans and the situation your characters are in. Most game play occurs in narrative scale. Unless there is a specific reason for it, most actual roleplaying takes place in the narrative time scale as well. When you and your gamemaster are roleplaying conversations, the narrative time scale most closely resembles real time, where a conversation takes as long to have as it takes to play.

If a game session includes lengthy travel, or periods of activity where exact time is not relevant, time is compressed greatly, generally unobserved outside of narration, and days or even weeks can be skipped over in a line of narration. If large amounts of time are being dealt with in this fashion, your gamemaster should allow your characters to perform any activities that could fit into this time frame, within reason. If your characters are free to act during these jumps in time, your gamemaster should ask you to account for your character's activities in that period.

### Scene (variable)

This term describes any sequence that takes place in a specific location and time frame. A scene is an encounter or an instance of story time, where the players begin and end an activity. Scenes can be long or quite short, depending on what and how much happens. Essentially, a scene begins when it is important to pay attention to combat or roleplaying (leaving narrative time) and the scene ends when the characters re-enter narrative time.

Part of or an entire scene can be measured in narrative time, game turns, and combat rounds (described below), or any combination of one or more of the three. Most scenes contain narrative time, while some do not necessarily need to contain game turns or combat rounds. Some scenes, however, might be nothing but combat rounds and/or game turns.

## Turn (5 minutes)

The first specific non-variable amount of time is the turn. Each turn equals five minutes (25 combat rounds). Turns are used for general movement when there is no conflict or other event that must be handled in detail. It is also a general amount of time for how long certain skills take to perform, particularly non-combat ones, such as a quick repair or properly cleaning and bandaging a wound. *Chapter 3: Skills* discusses how long skill attempts take to complete, though this can vary dramatically by circumstances.

## Combat Round (12 seconds)

The combat round defines what happens moment-by-moment in an action sequence (not just combat). It consists of 12 seconds of fast-paced activity. When it's important to keep track of what happens in what order, use combat rounds. These are repeated until the combat or action sequence is over and there is no more need for such detailed consideration of time.

Usually, each character gets one active (offensive) action and one or more defensive actions in a combat round. If your character does not engage in combat, in one combat round they can move about 30 meters and still be able to watch what is going on nearby, parry incoming blows, and react to emergencies.

See *Chapter 6: Combat* for more detail on what is possible in combat, and **Combat Round Movement** for more information about how fast characters can move in a combat round. Other creatures move faster or slower during a combat round (see *Chapter 11: Creatures*).

## Significant Time Intervals Table

Following are useful examples of significant measures of time for things that happen in games:

Activity	Amount of Time
Narrative time	Variable, time spent roleplaying or describing actions
Scene	Variable, can include narrative time, turns, and combat rounds
Game turn (or just 'turn')	Five minutes, or 25 combat rounds
Combat round	Twelve seconds
Travel time	Characters can usually travel ten hours of time without significant difficulty, depending on mode of travel, terrain, weather, etc.
Turn	See Game turn, above
Unconsciousness	Usually around one hour, depending on cause

Regenerate 1 fatigue point	One minute (five combat rounds) of inactivity
Regenerate all fatigue points	Twenty minutes of rest and inactivity
Regenerate 1D3 hit points	One game week (seven days)
Regenerate 1 power point	One power point per hour of sleep, and 1 per two hours awake
Regenerate all power points	One game day (24 hours, or an equivalent)
Training roll, combat skills	Approximately three game weeks
Training roll, non-combat skills	Approximately 12 game weeks or less
Experience rolls	One game week or more

## TIME AND MOVEMENT

It is often important to know precisely how far your character can travel in a game month, a week, a day, an hour, a turn, and most importantly, a combat round. Movement is classified into three categories: **combat round movement**, **local movement**, and **regional movement**.

- Combat round movement is relatively concrete. It is simply the amount of time your character can move in 12 seconds of game time. Combat round movement rates are described in **Combat Round Movement** and are based on the MOV characteristic.
- Local movement is how long it takes for your character to move from one location to another and is described in the **Movement Rates Table**. This is when you need to know how long it takes to get from one part of a large building to another; or across town.
- Regional movement takes you from one region to another and is usually abstract and handled through narration rather than actual gameplay. Generally, any amount of movement requiring more than an hour is best handled in regional movement. Sometimes it's important to determine exactly how much time regional movement takes: consult the 'Days' column on the **Movement Rates Table**.

The **Movement Rates Table** includes common modes of travel. For reference again, a combat round is 12 seconds; a turn is five minutes; an hour is 12 turns; and a game day is assumed to allow ten hours of travel. Character actions such as riding hard and taking few rests can affect this, so your gamemaster should base other durations on these guidelines.

For more detail, see **Vehicles** in *Chapter 8: Equipment*. These rates are extremely general—for specific speeds consult the relevant entry, and your gamemaster should adjust for all of the variables like combat, repairs, terrain, traffic, etc.

## Combat Round Movement

Characters have a movement rate (MOV) of 10 units per combat round. A unit can represent several to 10 meters, depending on the situation. If your gamemaster needs an exact measurement, they might use 3 meters per unit, but the relative distance between combatants is usually the most relevant matter.

Ten units represent the maximum sustainable rate of movement for a normal human being. Other creatures have different MOV rates (see *Chapter 11: Creatures*). When distance and rate are important, your gamemaster can provide a specific measurement, but should try to answer such questions in game terms, such as “It takes you two combat rounds to get there.”

Your gamemaster can also temporarily lower your characters' MOV attribute based on circumstances, such as being overburdened, fatigued, cautious movement, etc. **Terrain and Weather Modifiers** gives guidelines about how movement can be affected by these factors. See **Chases** when it comes to pursuit.

The values in **Movement Rates** and following are approximate, based on a ten-hour travel day where relevant. Vehicles with crews working in shifts or manned by beings that do not get tired or take breaks can travel 24 hours uninterrupted.

To get a movement rate for a mode of transport not listed, determine the movement rate for that mode for a combat round. Once you have that value, it can be used to determine the rest of the movement rates:

- Multiply a combat round movement rate by  $\times 25$  for a turn
- Multiply a turn movement rate by  $\times 12$  for an hour
- Multiply an hourly movement rate by  $\times 10$  for a day
- Multiply an hourly movement rate by  $\times 24$  for an uninterrupted day of travel

## Movement Rates Table

Rate	Round	Turn	Hour	Day
Walking	10 m	250 m	3 km	30 km
Marching, forced*	12 m	300 m	3.6 km	36 km
Running, normally**	30 m	750 m	9 km	90 km
Running, sprinting**	50 m	1,250 m	15 km	150 km
Swimming	5 m	125 m	1.5 km	15 km
Riding, walking speed	12 m	300 m	3.6 km	36 km
Riding, gallop*	60 m	1.5 km	18 km	180 km
Land vehicle, drawn	10 m	250 m	3 km	30 km
Land vehicle, vintage	200 m	5 km	60 km	600 km
Land vehicle, modern	400 m	10 km	120 km	1,200 km
Land vehicle, future	1.2 km	30 km	360 km	3,600 km
Boat, small rowed	40 m	1 km	12 km	120 km
Ship, ancient rowed	10 m	250 m	3 km	30 km

Ship, vintage sailing	20 m	500 m	6 km	60 km
Ship, modern cruise	200 m	5 km	60 km	600 km
Ship, future	600 m	15 km	180 km	1,800 km
Train, steam engine	200 m	5 km	60 km	600 km
Train, bullet	1.1 km	27.5 km	330 km	3,300 km
Train, mag-lev	1.6 km	40 km	480 km	4,800 km
Air vehicle, dirigible	400 m	10 km	120 km	1,200 km
Air vehicle, propeller	600 m	15 km	180 km	1,800 km
Air vehicle, jet	3.25 km	81.25 km	975 km	9,750 km
Air vehicle, future	1.75 km	43.75 km	525 km	5,250 km
Space vehicle, modern	100 km	2,500 km	30,000 km	300,000 km
Space vehicle, future	Varies	Varies	Varies	Varies

**\*Optional Rule – Fatigue Points:** This costs 1 fatigue point per game hour, and requires a daily Stamina roll or your character loses 1 hit point daily. If your character is mounted, both mount and rider lose the hit point. See **Fatigue Points**.

**\*\*Optional Rule – Fatigue Points:** Running costs 1 fatigue point per turn, and requires a successful hourly Stamina roll or your character loses 1 hit point each hour. See **Fatigue Points**.

## TERRAIN AND WEATHER MODIFIERS

The above travel rates assume reasonable road or trail conditions. The following modifiers apply to unusual or differing types of terrain. Powered vehicles may be exempt from some of these modifiers, with common sense and your gamemaster providing the final judgment. Normal rainfall does not slow cars dramatically, while thick snow does.

- Unless bridged or fordable, a major river takes an entire day to cross. A minor river reduces movement by a negligible amount to 1/3.
- Unless on roads or trails, crossing through a forest reduces land travel rates by 1/3.
- For rolling hills, reduce movement rate by 1/3.
- For deserts, reduce by 1/3.
- For heavy storms, reduce by 1/2 to 4/5, depending on the severity of the storm. Air vehicles are only reduced by 1/5 their normal speed, though many fly above storms, and are unaffected.
- For mountains, reduce by 2/3.
- For marshes and swamps, reduce movement by 2/3.
- For ice and snow, reduce movement by 4/5, but sleighs or skis might reduce it to only 1/3.



- Heavy fog reduces the movement of most human-guided vehicles to 2/3 but does not affect walking or riding speeds.
- Travel on a river is 1/2 the speed of open water.
- At night, a ship's speed is 1/4 the daytime speed.

These modifiers accumulate but are applied separately in order of severity rather than added together. When the reductions differ, such as 2/3 and 1/3, modify the movement rate with the more severe movement penalty first, then the second and subsequent penalties. They should never be added together, as this will potentially eliminate the movement rate altogether.

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**For example,** riding horseback through forested mountains reduces your character to 2/3 normal movement rate for mountains. Thus, 36 kilometres of normal horseback movement rate is reduced 12 kilometres per day. This total is then reduced again by another 1/3 for the forest terrain, ending up at around 8 kilometres per day of travel.

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## ENCUMBRANCE

Encumbrance measures how much weight your character can carry. If your character is unencumbered, they can move faster and lose fatigue points more slowly. If your character is encumbered, they are slowed and lose fatigue points faster. Encumbrance is measured in encumbrance points (ENC). Your character can only easily carry as many points of ENC as they have points in STR and can only manoeuvre normally for any length of time carrying ENC equal to or less than their average of STR+CON (round up). Some creatures have different ENC limits: beasts of burden might have twice the human capacity, for example.

## ENC

Any item which can be held easily in one hand (a sword, an axe, a pistol, a shield, a hand-sized rock, a rope, etc.) is a 'thing', an abstract unit of bulk and convenience, represented in ENC values. Most 'things' are 1 or 2 ENC. Though they may have very different weights, they take up the same amount of space on your character and are about the same difficulty to handle. Every item has an ENC value, measured by how difficult it is to handle rather than by its actual weight.

If an item does not have an ENC value, use its SIZ as a base and adjust by relative density or bulkiness. *Chapter 8: Equipment* lists the ENC of all weapons, armour, and shields, and provides SIZ values for many other common objects.

## How Much is an ENC?

ENC is not a direct unit of weight. Your character can reasonably carry ENC equal to the average of their STR+CON without too much strain. While they could probably lift much more than this, ENC really measures how much they can do with the

weight lifted, such as being able to carry it for a while and still function normally. Your character cannot carry an amount of ENC equal to their STR for very long and still be able to fight, climb, or run.

Your gamemaster may decide that some items have a higher ENC value than their weight indicates. This represents awkwardness in handling the item, such as additional SIZ or bulk.

## ENC Penalties

Every point of ENC your character carries over their maximum ENC causes them to suffer the following modifiers:

- -1 to Movement (MOV)
- -5% to the Agility characteristic roll
- -5% to all Agility, Manipulation, Stealth, Dodge, and weapon skills

Additionally, your character loses 1 fatigue point per turn per additional ENC above their maximum while exerting themselves (marching, combat, strenuous activity, etc.) in addition to any other fatigue point losses (see **Fatigue**).

# CHARACTER IMPROVEMENT

Your character's skills and characteristics can and should improve in play, especially when participating in adventures that take more than a day to resolve. These can be raised through training and research, but the primary means of improvement is through successfully using the skills in hazardous situations.

## SKILL IMPROVEMENT

Successful use of a skill indicates that your character might be able to improve their rating in that skill. Note that the term 'skill' is used here but refers to anything rated like a skill other than a characteristic roll. Thus, this method also works for magic spells, passions, and even personality traits.

Whenever your character successfully uses a skill in a dramatic situation such as combat or when something is at stake, place a check-mark in the small box next to that skill on your character sheet. This check-mark is called an **experience check**. If a skill roll was *Easy*, no experience check is allowed. If there is no box next to the skill percentile, then the skill cannot be increased through normal experience. (For skills that cannot be increased through experience, black out the checkbox on the character sheet.)

An experience check for a particular skill is made only once per adventure, no matter how many times the skill is successfully used. Skills used before or after the ‘adventuring’ time are not eligible for experience checks, nor are skills used to augment another if the primary skill roll fails.

If a skill is used successfully, you almost always get an experience check. Something that later undoes the results does not remove an experience check. Your gamemaster should almost always allow experience checks whenever skills are successfully used in stressful situations. An attack against a helpless target is not a stressful situation and does not deserve an experience check. Likewise, taking an hour to pick a lock in your workshop is not a stressful situation—but doing the same task in one combat round, as guards approach, is a stressful situation, and deserves a check.

In addition to earning experience checks through successful rolls, your gamemaster may tell you that your character automatically earned a check in the experience box, usually through significant exposure to the skill being used successfully.

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***For example,** this might be due to being immersed in a foreign language environment for a prolonged period and ‘soaking up’ some of the basics, or assisting an expert in that skill, paying close attention to what they say and do.*

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## What Does “After an Adventure” Mean?

Your gamemaster determines when experience checks are made; this is usually after an adventure or significant pause between events, when your characters have had some downtime. If in doubt, assume it’s a week. During a long evening’s play the characters may earn several moments where they can see if their skills improve.

In this downtime, you may make an experience roll for each experience check on your character sheet.

## MAKING AN EXPERIENCE ROLL

The experience roll is a normal percentile roll. Your character’s **experience bonus** (equal to 1/2 INT, rounded up) is added to the die roll when determining whether the experience roll succeeded. If the result of an experience roll is higher than your character’s current skill rating, then the experience roll succeeds.

The experience bonus is not added to the actual skill points gained, just to the roll to see if there is improvement.

## Increasing Skills by Experience

After a successful experience roll add +1D6 to the skill rating. The result of experience varies—your character may learn much from one incident and little from an-

other, no matter how successfully they performed either time. Based on the level of the campaign, your gamemaster may increase the experience roll to +1D8 for epic or even +1D10 for superhuman, which creates extremely rapid advancement.

If you do not feel lucky rolling for a skill increase, you can choose to add a default of +3 to the skill rating instead of rolling. This must be announced before rolling. If the die type for the skill increase is higher than 1D6, increase it to half the dice maximum—for 1D8 it's +4, and for 1D10 it's +5.

## Exceeding 100% in a Skill

Your character may improve their skills beyond 100%. The effect of such an increase is mainly improving critical and special success chances, but certain skills provide special benefits for ratings over 100% (see **Skill Ratings Over 100%**). Only successful experience rolls can increase skills beyond 100%. If your character has 100% or higher in a skill, you must roll over 100 on D100 for your character to succeed at an experience roll, which means that the experience modifier is necessary. No matter how much over 100% the skill has risen, any roll of 100 or over earns a skill improvement.

## SKILL TRAINING AND RESEARCH

Though experience is often the best teacher, it is not the only way to improve skills. Instruction from masters of a skill can also increase your character's ability with a skill or even decrease it. Your character can train to improve a skill by getting instruction in it from another character with a higher rating in the same skill. This other character can belong to another player but is usually a non-player character. Each skill takes a different sort of teacher and costs different amounts of time and money to learn. Training to high skill ratings can be a lengthy, costly process.

The second method is research, working alone either with a self-designed course of study, deep immersion in the background of the skill, or a rigorous, self-guided disciplined regimen of exercise and physical training to improve one's ability in a physical skill. The gamemaster should judge whether the resources are adequate for training oneself, and in some cases may rule that a skill cannot be trained alone, such as some Perception skills.

### Skill Training

First, your character should find a trainer, ideally between adventures but potentially as a part of one. Some sort of compensation should be arranged, if appropriate, in money, goods, favours, patronage, or in any other acceptable item or service. The type of teacher can range anywhere from a college professor, a wise master, to an interactive holographic tutor.

Your character must then train for hours equal to their current skill rank with the skill. An average character has 50 hours of time per week available for training, but

full-time non-stop study is possible. More than double this amount is gruelling, and such extended studying hours are counterproductive or have negative effects on other skills or even physical and mental health.

At the end of the training session, the teacher must attempt a Teach skill roll. If their roll is successful, your character improves the skill rating by +1D6 points. A failure equals no benefit from the instruction, and a fumble is counterproductive, with the teacher causing self-doubt and contradicting your character's prior learnings, reducing the skill by -1D3.

Your gamemaster may use a dice type to indicate better or worse training opportunities, or even automatically grant an amount increase based on factors in the setting (skill downloads, psychic implanting, past life memories, etc.).

Mastery of a skill requires actual experience outside of the 'classroom'. No skill can be trained above 75%, no matter how good the instructor. Any increase above this must come through successful use of the skill in challenging situations, such as found during an adventure. The gamemaster may determine that this is not true in a particular setting, such as with secret scrolls of mastery or implanted skills, but the 75% maximum is the default.

## Researching

Any skill that can be increased through training can also be increased through research. Research is best described as either self-help or self-tutoring: delving into ancient tomes, scouring databases; disciplined exercise; holographic instructors; or neurological or neuromuscular implanting. In most settings, some form of research is possible for any trainable skill.

Dedicated research takes as much time as training but does not incur the same cost. You should determine any costs based on the setting and the type of training being undertaken.

Researching a Knowledge skill may require additional rolls for appropriate skills like Language, Literacy, and Research. Your character may even need to make a successful roll in the very skill to be researched, to find relevant resources or to be pointed in the right direction. Unless these skills are performed in challenging or hazardous circumstances, no experience checks are awarded for skill rolls made while researching other skills.

After the required time is spent, make an experience roll as normal. If the roll succeeds, increase the skill by 1D6-2 points, or choose to add 2 to the current skill rating. Unlike training, researching allows your character to improve more than 75% in a skill, though your gamemaster may require you to get 'out in the field' from time to time to alternate book learning with practical experience.

## INCREASING CHARACTERISTICS

Skills are not the only things about your character that can improve. Your character can improve their characteristics through a variety of means: POW can increase through being tested against a higher POW, and STR, CON, DEX, and CHA can increase through training and research. INT and SIZ increase only rarely, and in most settings do not change much, though your gamemaster may allow for increases based on the campaign's setting or actions taken during (or between) adventures.

Any increases to characteristics cause any associated attributes to increase accordingly, including characteristic rolls, damage modifier, experience bonus, hit points (and total hit points and/or hit points by location), major wounds, fatigue points, power points, etc. as appropriate. Sanity points are not increased, though the temporary sanity threshold is.

Generally, characteristics other than POW can't improve beyond the species maximum (for humans, this is 21), but for epic or superhuman power level games, this limit is ignored.

### POW Increases

When your character successfully matches their POW against an opponent with equal or greater POW in a resistance roll (when a roll is 50% or less to succeed), they can check for a POW gain just like a skill gain, putting a check in the checkbox next to POW on the character sheet.

To determine if your character's POW improves, add their maximum possible rolled POW (18 for humans) plus their minimum rollable POW (3 for humans if the standard character creation system is used—consider each bonus of +6 as a single D6 for other character creation systems). The result is 21 for most humans ( $18+3=21$ ). Subtract the amount of your character's current POW from that total. Multiply the remainder by  $\times 5$  and try to roll that result or less on D100.

If the roll is successful, increase your character's POW by  $1D3-1$ . This might mean no gain at all ( $1-1=0$ ), or a 2-point increase ( $3-1=2$ ). Alternately, you can choose not to roll and just add +1 to your character's POW. Like an experience check, choose before rolling.

### Characteristic Increases

Your character can train their characteristics to improve them. The exact method varies by the setting—a medieval world might require your character to increase their STR by lifting heavy weights, doing manual labour, etc. while a futuristic setting may utilize muscular augmentation surgery. Increasing STR or CON through training or research is limited by the highest value of the character's original STR, CON, or SIZ. For example, if the highest value of the three is a SIZ of 14, neither STR nor CON can be increased past that number through training.

Any attempts to train or research an increase to the DEX or CHA characteristics are limited to half again the original characteristic (round up).

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**For example,** your character with DEX 13 can train or research their DEX up to 20 (1/2 of 13 rounds up to 7, and  $13+7=20$ ).

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## Characteristic Increase through Training

Your character may attempt to train their characteristics, taking an amount of time in hours based on the value of the current characteristic. The exact number is the current value for the characteristic multiplied by  $\times 25$ . This sort of training is rigorous and requires dedication for the entire period: one cannot break it to go adventuring or spend more than a handful of hours a day dedicated to anything else.

At the end of the training period, roll 1D3–1 and add the result to the current value of that characteristic.

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**For example,** if your character's STR is 12, the total number of hours required to increase their STR is 300 hours ( $12 \times 25 = 300$ ). At the end of 300 hours of study, you roll 1D3–1, with a result of 1 (the roll is a 2, so  $2-1=1$ ). Your character's STR is now 13.

---

You and your gamemaster should work together to determine the exact type of training required to gain this increase. Your gamemaster may allow SIZ to be trained, representing a radical change in diet or exercise to increase or decrease mass (if not height, which is usually unable to be modified without surgery).

## AGEING AND INACTION (OPTION)

As your character grows older and more experienced, their skills improve, but the trade-off is that sometimes their characteristics may decrease, especially if they are not actively adventuring or improving themselves. When beginning play as an older character, use the guidelines in **Step Three**, but after play has begun, use these rules.

When your character reaches 41 years of age and each year after, roll 2D6 on the **Characteristic Point Loss Table** to determine how many rolls to make on the Characteristic table.

### Characteristic Point Loss Table

2D6	Points Lost
2	4
3	3
4	2
5	1

6–8	—
9	1
10	2
11	3
12	4

After determining the number of points lost, roll 1D10 for each point lost on the **Characteristic Table**. If the second roll equals ‘—’, your character does not lose a characteristic point. Rolling twice for a characteristic is combined, so losses might be –2, –3, etc.

### Characteristic

1D10	Characteristic
1–2	–1 STR
3–4	–1 CON
5–6	–1 DEX
7–8	–1 CHA
9–10	—

If a characteristic is lowered to 0, your character dies, even if the characteristic is CHA. A lowered INT represents forgetfulness or difficulty focusing. However, POW and EDU do not decrease with ageing.

These rules assume human characters with roughly 80–100 year lifespans. These losses can be offset with characteristic training and self-care. If your character takes exceptional care of themselves or has access to sources of longevity (exceptional medicines, anti-ageing treatments, magic potions, etc.), disregard these rules. Alien or other non-human creatures may experience the effects from ageing and inaction differently or may have different effects other than characteristic degradation.

For every 10 years of game time since your character is created, increase their EDU characteristic by +1 to represent experience learned through general living. This modifies the Knowledge roll (EDU×5) but does not affect skill points or any skills based on EDU. If your character does not interact with the outside world in this time, EDU is not improved.



# CHAPTER 6: COMBAT

Combat is a significant part of many adventures. In combat it is important to know exactly what happens when, who can act at a particular time, and what actions are capable in the amount of time provided. This section addresses the wide variety of actions that occur during a combat round.

As described in **Time Scales**, the combat round measures time in a combat or action situation. A combat round is 12 seconds long, and in it, your character can perform actions and react to other actions in an order usually determined by their DEX characteristic; higher DEX characters act before characters with lower DEX. As with skills, actions in combat are determined by rolling D100 to determine the success or failure of attacks, defences, and other actions.

## COMBAT ROUND PHASES

A combat round consists of four phases: **Statements**, **Powers**, **Action**, and **Resolution**. These always occur in the same order and are repeated with each new combat round until the combat is over. Each phase is described below.

### STATEMENTS

First, the gamemaster and the players whose characters are involved in a combat round announce what they plan to do. This is the **statement of intent**. Actions can be attempted in order of DEX, highest first. You do not need to announce defensive actions—parries or dodges—unless you opt for a completely defensive stance.

Statements of intent must be reasonable and based on what your character knows.

For example, you cannot declare an attack upon an opponent your character doesn't know about, no matter what you know as a player.

Statements of intent are handled in order of the **DEX rank** for everyone involved. Those with high DEX ranks make their statements of intent before those with low DEX ranks. Usually the gamemaster will count down, from the highest DEX rank to

the lowest, calling on each player to state their intended actions at the appropriate times.

The gamemaster is not required to state how non-player characters will act in a round, but it is considered fair to do so if the actions are physical in nature or otherwise might affect the behaviour of the player characters during the combat round.

**For example,** if a group of non-player characters visibly looks like they going to withdraw peaceably, a player should know this before their character attacks.

Otherwise, if there's no way for the players to know what the non-player characters are going to do, their actions remain unknown until they act.

Anyone can choose to delay their action until later, with the last action occurring on DEX rank 1. If you delay longer than this, your character takes no action in that combat round (other than defensive). The same is true for non-player characters.

If there is a need to determine who acts first when DEX ranks are tied, use the relevant skill to determine who acts first. The character with the higher skill rating goes first. If these are still tied, the actions occur simultaneously.

## ALTERNATES TO THE STATEMENTS OF INTENT (OPTIONS)

Following are three alternative methods of handling the order of actions in a combat round. They can be used as desired, even combined to suit your group's preferences.

### Removing the Statement of Intent (Option)

The statement of intent can be gotten rid of entirely for faster play. In this case, jump straight to the powers phase and then into the action phase. This streamlined mode of play has the gamemaster count down DEX ranks in the action phase and each player makes statements of action and immediately rolls to determine the outcome.

### Reverse Order Statement of Intent (Option)

Reversing the statement of intent allows for a more tactical style of gameplay allowing those with higher DEX ranks the ability to respond better to the actions of other characters, whether opponents or allies. The gamemaster begins with DEX rank 1 and counts upwards, letting all parties announce their actions, as normal. This allows the higher DEX characters the ability to act with full knowledge of what is going to happen in the combat round, enabling them to make tactical decisions accordingly. When the statement of intent phase is over, the gamemaster counts the round down normally. This method creates the opportunity to integrate feints and other potential fake-out Manoeuvres into combat, allowing for a richer and more tactical environment for any player or gamemaster who enjoys that style of game play.

## INITIATIVE ROLLS (OPTION)

At the beginning of a combat round, all player and non-player characters roll a D10 and add it to their DEX, creating a new and variable DEX rank. Actions still occur in order of DEX rank. For powers, use a D10 plus INT and use this value alongside the DEX ranks. This initiative value (DEX+D10) can be maintained throughout the entire combat.

The gamemaster rolls for each non-player character and for convenience can roll 1D10 to represent a group of non-player characters, if desired, or even break large groups of non-player characters into smaller groups with different initiative rolls. A leader or otherwise exceptional non-player character may have their own rolls, to distinguish them from the crowd.

As a note, characters will more likely be able to perform second or third actions in a round using this method, which will make combat rounds somewhat longer.

## POWERS

Powers operate in many ways, but in combat they are handled the same. If your character is using an instantaneous power, the power activates during this phase, in order of the involved characters' INT, highest to lowest. This is called the **INT rank**. Powers that are not instantaneous activate at the beginning of the next combat round in that powers phase, unless otherwise stated.

Anyone may delay their power use until a later INT rank. The last INT rank is 1, and as with DEX rank, if an action is delayed past this rank, it does not occur in this combat round. If INT ranks are tied, use the relevant skill (if any) as the tiebreaker, with the higher skill rating going first. If there is no relevant skill, the higher POW goes first. If still tied, the powers occur simultaneously.

Your character can activate one power per combat round. Using a power in the powers phase of a combat round counts as your character's action for a round. They cannot attack with a weapon during their DEX rank, but can move if desired, and dodge or parry if required. Most powers require exactly one full combat round to prepare and use, with their effects occurring at the beginning of the next combat round during the powers phase. Exceptions to these are presented in the power descriptions.

Power points used for powers are spent on the INT rank they are used.

## POWERS IN THE ACTION PHASE (OPTION)

Normally, power use is handled during the powers phase before any physical action happens. To streamline things and even the playing field, power usage can instead occur during normal DEX ranks, just as with a normal attack. The powers phase of the combat round remains as the period where non-instantaneous powers cast during the previous combat round go into effect, but in the action phase, INT ranks and DEX ranks occur side-by-side, combining both countdowns. Your character is still limited to one action, based on what they're doing: a power goes on the INT rank, a physical action on the DEX rank. Ties are resolved using the other characteristic (if INT is tied, the higher DEX goes first) or the higher skill/power level if applicable. If still tied, the powers happen simultaneously.

## ACTION

A character in combat is either **engaged** or **unengaged**. An engaged character is within swinging distance of their opponents and is ready to attack or defend when possible. Usually, anyone engaged in a combat can act against anyone else in that combat without penalty or requiring any significant movement. An unengaged character is still acting during the combat but performing other actions and outside the range of hand-to-hand combat (or they are in it, but not actively involved).

As with statements of intent, actions occur on your character's DEX ranks. Actions can be attacks, parries, dodges, or other actions performed by unengaged characters.

Within a particular DEX rank, attacks usually go in order of weapon type. Attackers armed with missile weapons (bows, guns, etc.) are considered to act before those in hand-to-hand (melee) combat. After these go characters armed with long weapons (spears, lances, etc.), then those with medium-length weapons (swords, axes, etc.) and finally those with short weapons (daggers, etc.) or who are unarmed. Parries and attack-related dodges occur in the same DEX rank as the original attack.

If your character can perform more than one action in a round (some weapons allow for multiple attacks, and combat skill levels in excess of 100% also allow multiple attacks), each attack should be separated by 5 DEX ranks. The first action is at the full DEX rank; the second is at DEX rank -5; the third at DEX rank -10; etc. Your character cannot act on DEX rank 0, so any actions that would occur below DEX rank 1 are lost.

Following is a summary of the results of actions within a combat round. Later in this chapter the results for different levels of success (critical and special successes) and different types of attacks will be described in additional detail.

## COMBAT ACTIONS

In a combat round your character can perform any one of the following actions on their DEX rank:

- Move
- Attack
- Non-combat action
- Engage
- Disengage

At any time during the combat round, your character can:

- Parry or dodge
- Fight defensively
- Speak

### Move

If your character is unengaged, they can move around 30 meters in a combat turn if they perform no actions other than to defend themselves (parry or dodge). Moving between 6–15 meters means that your character acts at 1/2 their normal DEX rank. Moving between 16–29 meters in a combat round means that your character acts at 1/4 their normal DEX rank. These modified DEX ranks are cumulative with penalties for additional actions, with movement modifiers to DEX rank being applied first.

### Attack

Your character can make an attack against a target on their DEX rank, in addition to moving up to 5 meters. Unless modified otherwise, this attack is performed at the full skill rating. As noted above, if a particular weapon allows for multiple attacks, each successive attack should be at 5 DEX ranks lower than the previous attack.

### Non-combat Action

An unengaged character can attempt the use of a skill or power or do some other action not requiring a skill check, such as drawing a weapon or opening a door. Use common sense as to what actions can reasonably be performed in this amount of time and within the degree of movement allowed. These actions, if combined with combat actions or multiple non-combat actions, incur a DEX rank penalty of 5 per action, unless your gamemaster says they should take longer.

### Engage

An unengaged character can move up to 5 meters and make an attack and/or defensive action without penalty, engaging in combat.

## Disengage

An engaged character can choose to leave the combat by declaring during the statement phase that they are disengaging. Generally, they do not take any attack actions, but instead are limited only to dodges, parries, and movement actions. If your character is successful in all dodges or parries made during this combat round, they have successfully disengaged from combat and may move their full movement rate away from the battle. If any of these rolls fail, your character is still engaged in combat. Other options are covered in **Disengaging**.

## Parry

Anyone armed with a parrying weapon or shield (or using their own body) can block the damage from an attack. Roll against the relevant combat skill to parry a blow. You do not need to announce this beforehand, and it is done in reaction to a successful attack roll from another combatant.

A successful parry usually deflects all damage from the incoming attack (unless you are parrying with your own body as a form of Martial Arts), reducing successful attacks to misses or reducing the severity of special or critical attacks accordingly. Shield armour points and hit points (AP/HP) are used only when dealing with damage done directly to the shield itself, as in an attack to try and destroy a shield or parrying weapon; when resisting damage vs shield armour points on the resistance table when parrying a crushing blow, or when 2 or 4 hit points of damage are done to the parrying weapon or shield on the **Attack and Defence Matrix**.

Each successive parry attempt after the first is modified by –30% to the skill rating, cumulative. If the chance to parry an attack falls below 1%, your character cannot attempt to parry. Under most circumstances, your character can only parry missile weapons with a shield, at the shield's base chance (see **Shields and Missile Fire**). If attempting to parry a thrown weapon with a hand weapon, the chance of parrying must be a special success (1/5 the normal skill rating).

Similarly, if your character is using improvised weapons or weapons not generally used for parrying, the parry chance is half of the weapon's skill rating, or a flat 20% if the weapon is not normally parried with or is outside their training. This might be modified based on skill ratings in similar skills, at the gamemaster's discretion.

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**For example**, when firing a rifle, your character has a 58% attack chance, but when parrying an attack with the rifle, their chance is Difficult, or 29%, because most modern military rifle training encompasses using it as a parrying weapon. Another character, such as a hunter, on the other hand, with the same attack skill of 58%, has a 20% chance to parry with a rifle, the default chance to parry with a missile weapon. Similarly, a soldier might use an entrenching tool (a small collapsible shovel) as a parrying weapon at 1/2 their skill with an axe, a weapon roughly similar in size and shape.

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The gamemaster may rule that a particular attack cannot be parried, such as from a vastly larger attacker (double or more the defender's SIZ, for example) or when the attacker is using an area or sweep attack.

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***For example, a character with SIZ 15 cannot parry an attack from a brontosaurus of SIZ 72. Instead, the attack must be Dodged or otherwise evaded.***

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## Dodge

Some weapons and attacks cannot be parried and must instead be dodged. Dodges can be attempted against all melee attacks or thrown weapons. As with parries, dodges do not need to be announced prior to the attack roll but are attempted in reaction to a successful attack roll from another character (see Dodge). Each successive dodge attempt after the first is at a –30% modifier to the skill rating, cumulative. If the chance to dodge an attack falls below 1%, your character cannot attempt to Dodge.

Normally, a character cannot dodge against bullets or high-speed projectile weapons (arrows, lasers, etc.). Instead, it is assumed that they are dodging out of the direction the weapon is being pointed. In this case, your character is only able to attempt a Dodge against the first such missile weapon in a combat round, and only if the attacker and weapon are visible. Such attempts are *Difficult*. Certain genres or power levels may allow more freedom in dodging missile fire (see **Dodging Missile Weapons**).

## Fight Defensively

Your character forfeits their ability to attack during a combat round to get one extra Dodge attempt in place of that attack or attacks. This Dodge does not incur the subsequent cumulative –30% penalty for further Dodge or parry attempts (see **Fighting Defensively**).

## Speak

Speech is a free action, and normal conversation or shouted commands do not cost any DEX ranks or limit your character's actions in any significant manner. However, if your character is speaking for some time, or a conversation between two characters is ensuing amid action, your gamemaster may ask you to keep conversations brief during combat rounds or action sequences. This may vary by setting: while it is perfectly normal for soliloquies to be delivered during a fistfight in a superhero game, they would be out of place in a Wild West gunfight.

## Parries and Dodges

Parries and dodges cannot be combined in a round unless your character is in a completely defensive state. In this case, the –30% modifiers for successive defensive actions include both parries and Dodges.

## RESOLUTION

To make an attack, parry, or dodge, roll percentile dice and compare the result to your character's skill with the weapon or shield being used. Attacks may provoke a dodge or parry, rolled in the same fashion. The success or failure of these rolls is compared to the **Attack and Defence Matrix** to see the result of the combined actions of the attacker and defender.

## MELEE HIT LOCATION TABLE (OPTION)

As described in **Hit Points per Hit Location**, your character's hit point total is divided among their body parts, as well as being kept track of as a total. When an attack is successful, roll a D20 and use the result to consult the appropriate hit location table. Humans use the standard hit location table, and other body types have their hit location tables provided in **Non-human Hit Locations Tables** in *Chapter 11: Creatures*. If your character is not humanoid, your gamemaster should indicate the correct hit location table you should use.

### Hit Locations

D20 Roll	Result	Description
1–4	Right Leg	Right leg from hip to bottom of foot
5–8	Left Leg	Left leg from hip to bottom of foot
8–11	Abdomen	Hip joint to bottom rib cage
12	Chest	Ribcage up to neck and shoulders
13–15	Right Arm	Entire right arm
16–18	Left Arm	Entire left arm
19–20	Head	Neck and Head

Some situations, such as cover or mounted vs. unmounted characters, modify what hit locations are available to be hit in combat (see the relevant entries in *Chapter 7: Spot Rules*).

### Combat Summary

Attack Roll	Parry or Dodge Roll	Result
Success	Success	Attacker's blow is deflected or dodged.
Success	Fails	Defender is hit and may lose hit points.
Fails	No roll required	Defender maintains guard, does not need to roll.
Fumbles	No roll required	As per attacker's miss above, plus attacker rolls on fumble table.



# LEVELS OF SUCCESS AND FAILURE

As with skills, in combat it is often essential to know not only whether an attack or parry succeeded or failed, but also how well it succeeded or how badly it failed.

## CRITICAL SUCCESS

The best possible roll! A D100 result equal to 1/20 of your character's skill rating. A critical attack means that the weapon does the maximum possible damage for the weapon used (6 for 1D6, 9 for 1D8+1, etc.) plus the normal rolled damage modifier. Unless countered with a critical parry, a critical attack result always ignores armour, even if that armour is all-encompassing. A critical parry can damage the attacking weapon.

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**For example,** if your character has a weapon skill rating of 60%, they achieve a critical success on a roll of 01–03. When this is rolled, your character simply takes the maximum damage the weapon can inflict, rolls the damage modifier as normal, and ignores any armour the target may be wearing, whether natural or powered. If the critical success is with a shortsword that does 1D6+1 damage, and your character's damage modifier is 1D4, the critical damage is 7+1D4 (6+1=7), ignoring the target's armour. If the weapon is a pistol that does 1D10 damage, the damage is 10 and ignores the target's armour.

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Your gamemasters can allow your character to inflict a special success (below) upon a target in place of a critical success, if desired.

## SPECIAL SUCCESS

An exceptional roll. A D100 result equal to 1/5 of your character's skill rating. Often, a special attack means that the weapon does normal damage in addition to a special result based on the weapon's type.

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**For example,** a bludgeoning weapon, like a club, has a knockback/down effect.

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A special parry can do damage to an attacking weapon.

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**For example,** with Firearm 60%, your character achieves a special success on a roll of 04–12. This does normal damage (1D8, for example), but in the case of a firearm, also does impaling damage.

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## SUCCESS

A good roll. This is a D100 result equal to or less than your character's skill rating but higher than the result needed for a special or critical success. Attacks are successful if not parried or dodged, and damage is rolled normally, with no damage done to either attacking or parrying weapon.

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**For example**, with a skill of Firearm 60%, your character achieves a normal success on a roll of 13–60. For a firearm that deals 1D8 points of damage, the normal damage is rolled.

---

## FAILURE

A poor roll. A D100 result greater than your character's skill rating but less than the highest 1/20 of chance of failure (see Fumble, below). Failing a combat roll means that the attempt failed, but your character can try again later in the same or a following combat round.

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**For example**, with a Firearm skill of 60%, your character fails on a roll of 61–97. No damage is rolled, and your target does not need to attempt to dodge or parry the attack.

---

## FUMBLE

A disastrous roll! A result of the highest 1/20 of the chance of failure, usually ranging from 96–100 for lower skill levels to a roll of 100 when character skill levels are over 100%. Often, a fumble indicates a dramatic mishap of some sort, and often forces a roll on the relevant fumble table. See the **Melee Weapon Attacks**, **Melee Weapon Parries**, **Missile Weapon Attacks**, and **Natural Attacks and Parries Fumbles Tables**.

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**For example**, with a Firearm skill of 60%, your character fumbles on a roll of 98–00. No damage is rolled, though you must roll on the **Missile Weapons Fumble Table** to determine the result of this botched attack.

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Some weapons have their chance to malfunction (jam, lock up, etc.), expressed as a high result.

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**For example**, a musket always malfunctions on a roll of 95–00, regardless of the user's skill.

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Depending on the result of the same unfortunate roll and depending on your character's skill rating, it is possible for your character to both fumble and have a

weapon malfunction; to have a weapon malfunction without fumbling; or to have a fumble without a weapon malfunction.

***For example,** your character has a skill of 60% with a musket and rolls 99 while firing it. Because the weapon malfunctions on a roll of 95–00, and your character normally fumbles on a roll of 98–00, this attack is unfortunately both a fumble and a weapons malfunction. If the roll had been a 95, 96, or 97, it would have only been a weapons malfunction.*

If the result of a fumble specifies an attack on a target other than the intended one, and a malfunction causes a jam, the attack happens before the malfunction (see **Malfunctions**).

**Attack and Defence Matrix**

Attack Roll	Parry Roll	Dodge Roll	Result
Critical	Critical	Critical	Defender parries or dodges damage, no other result.
Critical	Special	Special	Attack partially deflected or dodged and achieves a success. Attacker strikes defender and rolls damage normally. Defender’s armour value subtracted from damage. Parrying weapon or shield takes 2 points of damage.*
Critical	Success	Success	Attack marginally deflected and achieves a special success. Attack does full damage** plus normal damage modifier and appropriate special result. Defender’s armour value subtracted from damage. Parrying weapon or shield takes 4 points of damage.*
Critical	Failure	Failure	Attack achieves a critical success. Attack does full damage** plus normal damage modifier (or attacker may choose a special success instead). Defender’s armour value is bypassed.

Attack Roll	Parry Roll	Dodge Roll	Result
Critical	Fumble	Fumble	Attack achieves a critical success. Attack does full damage** plus normal damage modifier (or attacker may choose a special success instead). Defender's armour value does not apply. Defender rolls on the appropriate fumble table.
Special	Critical	Critical	Defender parries or dodges attack; no other result. If attack is parried, attacking weapon takes 1 point of damage.*
Special	Special	Special	Defender parries or dodges attack, no other result.
Special	Success	Success	Attack partially parried or dodged and achieves a normal success. Defender's armour value subtracted from damage. Parrying weapon or shield takes 2 points of damage.*
Special	Failure	Failure	Attack achieves a special success. Attack does full damage** plus normal damage modifier and appropriate special result. Defender's armour value subtracted from damage.
Special	Fumble	Fumble	Attack achieves a special success. Attack does full damage** plus normal damage modifier and appropriate special result. Defender's armour value subtracted from damage. Defender rolls on the appropriate fumble table.
Success	Critical	Critical	Defender blocks or dodges damage; no other result. If parried in melee combat, attacker's weapon takes 2 points of damage.*
Success	Special	Special	Defender blocks or dodges damage; no other result. If parried in melee combat, attacker's weapon takes 1 point of damage.*
Success	Success	Success	Defender blocks or dodges damage, no other result.

Attack Roll	Parry Roll	Dodge Roll	Result
Success	Failure	Failure	Attack strikes defender and rolls damage normally. Defender's armour value subtracted from damage.
Success	Fumble	Fumble	Attack strikes defender and rolls damage normally. Defender's armour value subtracted from damage. Defender rolls on the appropriate fumble table.
Failure	—	—	No damage; no effect.
Fumble	—	—	Attack misses completely and attacker rolls on the appropriate fumble table. Defender unharmed.

\* If the parrying weapon or shield is destroyed during the parry attempt, roll the attacking weapon's normal damage and subtract the points of damage used in destroying the parrying weapon or shield. The remaining damage penetrates the parry attempt to damage the defender (armour still protects). If the attacking weapon is destroyed during a successful attack, damage is still inflicted on the defender and the weapon is broken at that moment.

\*\* This is the damage which that type of attack would normally do. This is not the same as 'maximum damage'. For a greatsword, full damage is 2D8 on a normal success, 2D8 bleeding damage on a special success, and on a critical success it does 16 damage ignoring armour. Damage modifier, in all cases, is rolled separately and added afterwards.

### Melee Weapon Attack Fumbles Table

D100	Result
01–15	Lose the next combat round and are effectively helpless.
16–25	Lose the next 1D3 combat rounds and are effectively helpless.
26–40	Fall prone.
41–50	Drop the weapon being used.
51–60	Throw weapon 1D10 meters away.
61–65	Lose 1D10 points of weapon's hit points.
66–75	Vision obscured, modify all appropriate skills by –30% for 1D3 combat rounds.
76–85	Hit nearest ally for normal damage or use result 41–50 if no ally nearby.
86–90	Hit nearest ally for special damage or use result 51–60 if no ally nearby.

91–98	Hit nearest ally for critical damage or use result 61–65 if no ally nearby.
99	Blow it; roll twice more on this table (cumulative if this result is rolled again).
00	Blow it badly; roll three times more on this table (cumulative if this result is rolled again).

## Melee Weapon Parry Fumbles Table

D100	Result
01–20	Lose the next combat round (or this one if no action has yet been taken), and are effectively helpless.
21–40	Fall prone.
41–50	Drop weapon being used.
51–60	Throw weapon 1D10 meters away.
61–75	Vision obscured; modify all appropriate skills by –30% for 1D3 combat rounds.
76–85	Wide open; foe automatically hits with normal hit.
86–90	Wide open; foe automatically hits with special hit.
91–93	Wide open; foe automatically hits with critical hit.
94–98	Blow it; roll twice more on this table (cumulative if this result is rolled again).
99–00	Blow it badly; roll three times more on this table (cumulative if this result is rolled again).

## Missile Weapon Attack Fumbles Table

D100	Result
01–15	Lose the next attack or other activity.
16–25	Lose the next 1D3 combat rounds or other activity.
26–40	Fall prone.
41–55	Vision obscured; modify all appropriate skills by –30% for 1D3 combat rounds.
56–65	Drop weapon; which slides or bounces 1D6–1 meters away.
66–80	Do 1D6 damage to weapon's hit points (or use result 81–85 if the weapon has no hit points).
81–85	Break weapon; regardless of weapon's current hit points.
86–90	Hit nearest ally for normal damage or use result 56–65 if no ally nearby.

91–95	Hit nearest ally for special damage or use result 66–80 if no ally nearby.
96–98	Hit nearest ally for critical damage or use result 81–85 if no ally nearby.
99	Blow it; roll twice more on this table (cumulative if this result is rolled again).
00	Blow it badly; roll three times more on this table (cumulative if this result is rolled again).

## Natural Weapon Attack and Parry Fumbles Table

D100	Result
01–25	Lose the next combat round (or this one if no action has yet been taken).
26–30	Lose the next 1D3 combat rounds (this includes this one if no action has yet been taken).
31–50	Fall prone.
51–60	Fall prone and twist ankle; modify MOV by –1 MOV for 1D10 full turns (and all combat turns within them).
61–75	Vision obscured; modify all appropriate skills by –30% for 1D3 combat rounds.
76–85	Miss and strain something; lose 1 hit point (in the attacking limb if hit locations are being used).
86–90	Hit nearest ally for normal damage or use result 76–85 if no ally nearby.
91–94	Hit nearest ally for special damage or use result 76–85 if no ally nearby.
95–98	Hit hard surface; do normal damage to self (in the attacking limb if hit locations are being used).
99	Blow it; roll twice more on this table (cumulative if this result is rolled again).
00	Blow it badly; roll three times more on this table (cumulative if this result is rolled again).

## SPECIAL SUCCESSES AND DAMAGE

Different types of weapons do different types of damage upon special successes. There are five types of special damage: bleeding, crushing, entangling, impaling, and knockdown.

- **Bleeding:** A wound resulting in a deep tissue cut into arteries or major organs. Weapons with a sharp edge inflict bleeding damage.
- **Crushing:** A wound involving a blunt trauma to the victim, often breaking bones and stunning the target. Clubs, unarmed strikes, and other blunt weapons can cause crushing damage.
- **Entangling:** Pinning or otherwise ensnaring the target's limbs or body. Flexible weapons, nets, ropes, and those with short, jagged points inflict entangling attacks.
- **Impaling:** A deep wound piercing vital organs or passing entirely through the body of the target. Firearms, arrows, and other pointed weapons inflict impaling damage.
- **Knockback:** A wound that unbalances and possibly sends the target sprawling backwards. Some forms of unarmed attacks and shield attacks cause knockback.

These five types of damage are described in the sections below.

## BLEEDING

A special success with a slashing weapon inflicts bleeding damage on the target, who now has a vein or major artery severed and is rapidly losing blood. This does 1 additional hit point damage on DEX rank 1 of each round after the round in which the wound is inflicted. If fatigue points are used, the target loses 1 additional fatigue point each round they are bleeding. Armour protects against the initial attack, but not against the effects of bleeding.

While in combat, the target may try to staunch the bleeding once per round, essentially putting an empty hand over the wound and applying pressure. At the end of each round, the target can try a Stamina roll to determine if the bleeding stops. If successful, the wound is held closed, and the target will not suffer any more bleeding damage. While doing so, any attacks, parries, or physical actions they attempt are *Difficult*. Attempting to dodge cancels the attempt to stop the bleeding. If unsuccessful, the bleeding continues, and if the target dodges or does any strenuous activity, the bleeding begins again.

The most reliable way to stop bleeding damage is to make a successful First Aid roll on the injury. Success means that the bleeding stops and will not begin anew. Failure for this First Aid roll means that the bleeding continues until the target receives successful medical attention (in the form of a power or another skill like Medicine) or dies from blood loss when they reach 0 hit points.

If the bleeding is stopped for five combat rounds, it stops entirely on its own.



## CRUSHING

A special success with a crushing weapon—a club, staff, mace, or a particularly lucky unarmed strike—inflicts crushing damage upon the target. This is a particularly powerful blow, often causing massive bruising or even broken bones, frequently stunning.

A crushing special success doubles the damage modifier normally applied to the attack. If the attacker has a negative damage modifier, this becomes no damage modifier, and if there is no damage modifier, it becomes +1D4 (see the **Damage Modifier Table**). The weapon's damage is rolled normally, but the damage modifier is increased.

A target suffering a crushing special success must also make a successful Stamina roll or be stunned for 1D3 rounds. Being stunned is a dizzying, disorienting experience, as stars dance in the target's eyes and their head swims from the pain of the sudden blow. A stunned target cannot attack while stunned and can only attempt to dodge or parry an attack if they make a successful Idea roll for each attempt. Furthermore, all attacks against the target are *Easy*. The stunned target can attempt to flee, but to do so requires a successful Idea roll to discern an escape path and a successful Agility roll to get out of danger.

If the target successfully parries against a crushing special success attack, they risk their weapon or shield breaking. The attacker rolls damage and the increased damage modifier, and compares the damage rolled to the parrying item's current hit points on the resistance table. The active value is the damage inflicted, and the passive value is the item's normal hit points. If the active roll is successful, the parrying item takes all the damage from the blow, and any remaining damage is inflicted on the parrying target. The target may subtract armour protection from the damage done by the crushing blow but cannot further dodge or parry this attack—it automatically hits and the remainder of the damage is inflicted on the target. If the target takes damage, they are subject to the rules for stunning (above).

If the passive roll of the parrying item's hit points is successful, it takes the normal attack damage directly to its hit points. If the parrying item takes more damage than it has hit points, it is destroyed by the attack—broken or shattered, whichever is appropriate—but the blow does not continue to strike the target.

If specific hit locations are being used and the parrying item was a shield, this further damage is automatically applied to the arm the target wore their shield upon, allowing for armour protection, if applicable. If the parrying item was a weapon, the further damage is applied to a random hit location, rolled by the gamemaster. As above, armour protection is still proof against the continued strike.

## ENTANGLING

A special success with an entangling weapon—whip, net, chain, rope, man-catcher, etc. —entangles the target. An entangling attack cannot be made from

close range and must be made with at least three meters of space between the attacker and target (though the garrotte can be used at close quarters). A successful entangle prevents the target's movement for the rest of the combat round and into the next combat round. This gives the attacker time to close with the target or otherwise subdue them.

This may prevent attacks by the target. Based on the nature of the entangling attack, the gamemaster may allow an entangled target a Luck roll to determine if they are able to attack.

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***For example, a whip wrapped around one arm might allow the other arm and leg free attacks, while a lasso might immobilize both arms.***

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This should be handled on a case-by-case basis. However, there are few entangling attacks that do not allow for some method of attack, whether a kick or head butt.

If the attacker still has control over the entangling weapon (for example, a whip allows this, while bolas do not), the attacker can attempt one or more of the effects on the next round, as described in the Grapple skill. Allowable effects include: immobilize limb, immobilize target, throw target, knockdown target, disarm target, injure target, and strangle target, as appropriate. If hit locations are being used, this might disallow certain attacks.

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***For example, a whip making an entangle on the leg cannot disarm a hand-held weapon.***

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On the round following a successful entangle attack, the target can attempt an Agility roll to free themselves or make a STR vs. STR resistance roll to attempt to pull the entangling weapon from the attacker's hand(s). Alternatively, if the entangled target can, they may attempt an attack on the entangling weapon itself, cutting through it, if they have a cutting weapon equipped.

For entangling attacks employing flexible weapons such as nets, ropes, chains, and whips, a successful STR vs. STR resistance roll allows an entangling weapon to wrench a parrying weapon from the target's grasp.

A successful Dodge roll or Wrestle roll negates a successful entangle but can only be attempted on the next combat round. A critical parry negates a critical entangle, but an ordinary parry success has no effect.

## IMPALING

A special success with a pointed or thrusting weapon inflicts impaling damage upon the target, piercing deeply within flesh and potentially striking internal organs. An impale doubles the dice and modifier for the weapon's normal rolled damage.

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***For example, a short sword normally does 1D6+1 points of damage, while an impale with the same weapon does twice that, or 2D6+2 points of damage.***

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Only the weapon's damage is doubled. If the attacker has a damage modifier, the damage modifier is not doubled, but is instead rolled normally and added to the damage.

An impaling weapon is still lodged in the target's body until removed. If the weapon is a hand weapon, the attacker may immediately attempt a *Difficult* weapon skill roll with the impaling weapon. If successful, the attacker can pull the weapon out after the impaling attack strikes home. Otherwise, the weapon is stuck in the body of the target.

If the attacker's weapon is still in the wound, and the attacker wants it back, they must attempt to retrieve the weapon. In this case, the attacker must focus on pulling the weapon from the wound. This raises the chance of retrieval to the attacker's full attack chance with the weapon, but any attacks against the attacker are considered *Easy*, and they obviously cannot parry or dodge while trying to extract their weapon from the target.

For thrown weapons such as javelins, daggers, or even arrows, the attacker must close with the target and succeed in a *Difficult* Agility roll to grab the weapon. The chance to remove the weapon on succeeding rounds is the attacker's full skill if the attacker wishes to ignore any attacks for that round and concentrate on retrieving the weapon, as described above.

An impaled target cannot be healed until the impaling weapon is removed, if it is larger than a knife. Tiny items such as arrowheads or bullets can be left in the wound, though this may present complications later, at the gamemaster's discretion. If impaled with a weapon like a spear or sword, whenever the target moves in any significant fashion, they take half the weapon's damage roll (roll again, without the damage modifier or armour protection) again (to the same hit location, if used) because the extruding weapon is catching on nearby surfaces, moving within them, and widening the wound, etc.

A target impaled with a weapon and attempting to remove it must make a resistance roll of their STR vs. the amount of damage dealt thus far by the weapon. Success means that the weapon has been freed and is in the hands of the target, while failure means that they are unable to free it that combat round and they take an additional 1D3 hit points of damage (to the same hit location, if used) from the activity. This action takes a full round and ends with the target holding the weapon that formerly impaled them.

The gamemaster may impose additional difficulties or reduce the effective STR by half, if the impaling weapon is in a position that would be difficult to reach or is otherwise inaccessible, such in the back.

Another means of dealing with an impaling weapon is to break or damage it so that it will not cause further distress but can be removed later. This is usually done

with arrows, removing the shafts so they do not hinder any more. Depending on the weapon and the method of damaging it, this will require either a resistance table roll of the wounded target's STR versus the weapon's hit points, or an outright attack on the weapon itself.

Outside of combat, any attempt at removing an impaling weapon is *Easy*, either with the resistance roll or using First Aid.

## KNOCKBACK

A special success with an unarmed throw or a shield attack has knocked back the target. The total damage rolled (before armour is subtracted) is pitted against the target's SIZ in a resistance roll. The gamemaster may lower the target's effective SIZ to reflect unevenness of ground, slope, or the target's condition (fatigued, stunned, etc.). If unsuccessful, the target is knocked back one meter for every 5 points of damage rolled (before armour), and the attacker must once again close and engage the target in melee combat if previously knocked out of melee combat range. If the knockback target also hits an obstacle in their path, they take 1D6 damage for every three meters or fraction thereof they have left to travel. The target must also make a successful Agility roll or fall prone (see **Prone**).

If the target wins the resistance roll, they are not moved, and if their SIZ is higher than the attacker's SIZ, the attacker staggers back one meter.

## FIGHTING DEFENSIVELY

If your character forgoes all attacks in a round to fight defensively, they can substitute one free Dodge attempt for their attack and can continue to make dodge or parry attempts. Normally, each subsequent Dodge or parry attempt is at a cumulative -30% modifier, but while fighting defensively, your character can substitute a Dodge skill attempt for an attack without incurring the -30% penalty. If they have already made Dodge attempts and parries and are at a negative modifier, the modifier does not increase. Essentially, it is a free Dodge attempt that does not incur a penalty on the next dodge or parry attempt.

The only restriction in this case is that your character cannot Dodge and parry within the same DEX rank. If your character can normally make multiple attacks per round (such as having a skill over 100%), they can make a second free Dodge or parry without incurring the cumulative penalty.

Under no circumstances can fighting defensively be combined with any attack or offensive action, even such as the **Desperate Action**.

# FUMBLES IN COMBAT

Fumbles in combat are unfortunate events or mishaps, attributable to bad luck or inexperience. When a fumble is rolled, roll D100 on the appropriate table and apply the result. The gamemaster rolls for non-player characters. If the result of the roll is inappropriate, the gamemaster should adapt it to something that makes sense, or re-roll.

There are four fumble tables; use the most appropriate one to the action. Though the **Natural Weapon Attack and Parries Table** is intended to guide the actions of intelligent humanoids; with discretion it can also be useful for natural animals such as bears, wolves, etc. Again, the gamemaster is encouraged to adapt or re-roll. unlikely results.

Some weapons can **malfunction**. These occur in addition to any fumbles if the roll result overlaps the fumble and the malfunction ranges (see **Malfunctions**).

## VARIANT COMBAT RULES (OPTION)

These optional rules modify combat to better simulate combat in different genres, with some recommendations and advice about how these rules affect gameplay.

### ATTACKS AND PARRIES OVER 100% (OPTION)

Your character may have skills over 100%, allowing for greater chances of critical results, special successes, and with combat skills, for multiple attacks in a round.

A combat skill rating of 100% or more lets your character split their attack into multiple attacks, though each attack must be at least 50%. These totals do not have to be equal.

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***For example, with a skill rating of 101%, your character can split attacks into one attack at 51% and one attack at 50%. With a skill rating of 151%, your character can split attacks into two attacks at 75% and 76%, one at 92% and another at 59%, or three at 50%, 50%, and 51%, etc. You cannot create fractions and round up—assign all skill rating to the attacks.***

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Your character can then make separate attacks with the same weapon, resolving each using one of the divided skill rating. The DEX rank for the first attack is normal; the DEX rank for the second is 5 DEX ranks lower; the third at 5 DEX ranks after that, etc. If this reduces an attack to DEX rank 0 or below, it cannot be attempted.

**Exceeding 100% in a Skill** provides information about how your character can achieve skills higher than 100%.

## DODGING MISSILE WEAPONS (OPTION)

Normally, your character can only dodge missile weapons at a penalty or not at all (see **Dodge**), but in a more heroic game, your character can Dodge at their full skill rating, assuming that they have a chance to see the attacker and can get out of the way. This may even include dodging area attacks.

Furthermore, your character can attempt to parry missile weapons with hand weapons. A special or critical success is required to successfully parry a missile weapon with a hand weapon, and if the result is a normal success or even a failure, the attack automatically strikes your character.

Your character can also attempt to catch a missile weapon such as an arrow, spear, or other thrown weapon with a special or critical success on an Agility or Throw skill roll. In this case, your character has caught the weapon and escaped injury, and may dispose of it or utilize it in combat, as they see fit. If the roll is successful but not a special or critical success, your character has not caught it but is uninjured. If the roll is a failure, your character must make a successful Luck roll to avoid being injured, otherwise they take the missile weapon's normal rolled damage. If the roll is a fumble, your character automatically takes the missile weapon's rolled damage (to their hand/arm if hit locations are being utilized). Armour protection is allowed against this attack.

Your character can also parry high-velocity missile fire (arrows, bullets, etc.) freely with shields, as well, attempting a Spot roll beforehand. If the roll succeeds, your character may parry freely with their shield at full skill rating. If the Spot roll fails, the Parry roll is *Difficult*, or the skill rating defaults to the base chances provided in **Shields and Missile Fire**.

## DYING BLOWS (OPTION)

The ability to strike one last time at a foe, despite a fatal wound, can be a dramatic and heroic finale for your character if mortally wounded, or a dismaying final strike by a hated opponent. The subject of a fatal blow (see **Damage and Healing**) can attempt one additional combat action if they make a successful Stamina roll. This action must take place on the next available DEX rank they are able to act, or if later, they must make an additional Stamina roll for each round their dying blow is deferred. Failing any of these rolls results in death before the dying blow is delivered.

The gamemaster is encouraged to allow a character's dying blow to be performed at their full skill rating, minus any situational modifiers, such as being prone. At the gamemaster's discretion, a dying blow does not have to be a combat action, but instead can be a final use of a power, a skill, or even some mundane action. It is re-

commended that a dying action be only a simple and direct task. Speaking final words to another character is a dying action, and requires a successful Luck roll for each relevant piece of information.

Once a dying blow is delivered or a dying action is performed, the character promptly passes on, having performed their final duty in the world. In such a case, the gamemaster may rule that medical attention afterwards automatically fails. The dying blow was the final capstone on a heroic death, or a villainous end.

This system replaces the **Desperate Action** spot rule.

## ARMOUR

Armour is traditionally a form of clothing thick and tough enough to protect from attack. Historically, it was made from leather, bone, wood, and metal appropriate to the period. In the modern world, armour is made from ceramic and ballistic fibres, light metals, and other tough plastic-based substances, and in future eras, armour will likely be made of similar high-tech materials, or even energy-based protection. Though wearing it may cause fatigue, conventional armour does not require a skill roll or effort to be utilized. If an attack is not parried or dodged, armour is all that stands between your character and injury.

Armour's most important aspect is its **armour value (AV)**. The higher the armour value, the better it protects the wearer. The armour value is subtracted from damage inflicted by a successful attack. The subject of the attack has the remaining damage removed from their hit points. If the result after armour value is subtracted is 0 or a negative number, no damage is taken.

Some types of armour can be layered over one another for greater effectiveness. Where shields are also used, a successful shield parry may not be enough to stop a blow, and damage from the attack can potentially pass through the armour value of the shield and to its wielder. In these cases, armour values for both shield and armour are subtracted before the parrying character takes damage.

## DISADVANTAGES OF ARMOUR

Despite all the advantages, there are negative aspects to wearing armour. The following are the most significant, though the gamemaster may wish to emphasize some more than others, de-emphasize some of these aspects, or even introduce new conditions based on the setting:

- **Skill Penalties:** Armour can inhibit certain skills, particularly the Agility roll, or other Physical skill group skills such as Climb, Jump, Stealth, and Swim. Additionally, wearing a helmet may limit certain Perception skills. Some armour descriptions in *Chapter 8: Equipment* include negative modifiers to these skills.

Weapon skills are unaffected by wearing armour, as armour is crafted specifically to be used in combat.

- **Physical Discomfort:** Armour is heavy, uncomfortable, and inflexible, or at least more-so than normal clothing, and the weight of armour can fatigue and/or encumber its wearer. Fatigue and encumbrance cover clumsiness or any weariness from wearing armour. In desert or other hot environments, armour may be even more uncomfortable (see **Cold, Exposure, Hunger and Thirst** and **Fire and Heat**).
- **Social Issues:** Many types of armour are difficult to conceal and can be interpreted as hostile in many societies or cultures. Some Communication skills may become *Difficult* based on the situation, as it is often difficult to persuade or manipulate someone when giving the appearance of being ready for violence. Other Communication skills may become *Easy* for the same reason. These situations should be judged by the gamemaster.
- **Access:** Two other practical aspects limit the use of armour in a game setting: the availability of armour, and whether it fits. Availability should be judged by the gamemaster and based on the setting. For example, a quality mail shirt might be expensive but relatively easy to obtain in a medieval historical setting, while a practical and usable mail shirt might be next to impossible to find in a prehistoric or far-future setting. In some settings availability might seem unlimited (the modern world, for example), and access to actual armour might be as easy as an order online. The likelihood that the armour is of sufficient quality to withstand combat is not guaranteed however, and delivery may be restricted by regional laws and regulations.

*Chapter 8: Equipment* covers all the specific advantages and disadvantages of armour and provides examples of many armour types, ranging from rawhide tunics to personal force fields. Additionally, several powers can modify your character's armour value. These are discussed in *Chapter 4: Powers*.

## ARMOUR AND SIZ

Finally, not all armour is usable by everyone. Armour is usually rated by the SIZ it was crafted for, with the most comfortable armour being the most formfitting. Loose and ill-fitting armour is just as awkward to wear as armour that is too tight. Each armour type has a 'Fits SIZ' rating, expressed as a  $\pm$  that determines the range of character SIZ above and below a particular suit of armour's default SIZ. It is assumed that a character possesses or purchases armour suitable to their own SIZ, if given the choice. If your character's SIZ is outside the range of the armour's SIZ range, the armour cannot be worn.

Generally, the higher the armour value, the less likely it is to fit a character of another SIZ. If your character has an extreme SIZ one way or another (below 8 or above 16), they may be unable to wear much 'off the rack' armour (if it exists) and be forced to pay more for bespoke armour or seek alternative sources for defensive equipment.



## SHIELDS

The easiest way to think of a shield is that it is a weapon whose primary purpose is to move between your character and an attacker. Shields do not cover the entire body but are both lighter than body armour and much cheaper and easier to manage. Shields do not generally lose hit points when struck by normal blows, and they are not very easy to knock free from a defender's grasp. Usually, only powerful blows (special successes or better) will damage a shield, and the only way to lose one is through a fumble.

Different types of shields are described in *Chapter 8: Equipment*. Unlike weapon types, all shields use the same Shield skill, and the same skill rating applies to any shield used. Your character parries melee attacks with their shield just as they would a hand weapon. Against missile weapons, a half or small shield has a base 15% chance to block a missile, a full shield has a 30% chance to block a missile, and a large shield has a 60% chance. If your character kneels behind it, a full shield has a 60% chance to block a missile, and a large shield offers a 90% chance. These values are used in place of your character's skill rating. See **Missile**

**Weapons and Shields and Missile Fire.**

Under most circumstances, shields cannot effectively parry extremely fast missile weapons like firearms or energy weapons and are of limited use against hand-propelled weapons like arrows, sling stones, and spears. In these cases, a default chance is substituted instead of your character's skill, but if allowed, see **Dodging Missile Weapons**.

Your character can also use a shield to attack an opponent. The chance is the same as your character's Shield skill rating, as shield training usually incorporates offensive use as well as defensive. Shields generally use the knockback as their special success, though some types of shields are spiked and can use the impaling special successes.

If an attacker wishes to destroy an opponent's parrying weapon or shield, they should make an attack as normal. If the target is not attempting to parry, the attack is an **Aimed Attack**. If the attack is a success and is successfully parried, or if the attack successfully strikes the shield as an aimed attack, damage is rolled normally (modified if it is a special or critical success). The shield's armour value is subtracted from the damage done. Any excess damage is done to the shield. If the shield is reduced to 0 hit points, the remainder of the damage goes on to strike the defender. Armour will protect against this, and if the optional hit location system is used, the damage will be to the defender's weapon or shield arm.

## RANDOM ARMOUR VALUES (OPTION)

Sometimes armour is unreliable and may not protect your character dependably each time they are struck in combat. Armour has gaps, spaces that are less armoured, and some parts of your character's body may not even be armoured at all.

Instead of a fixed armour value, random armour value simulates this unpredictability with a dice range, rolled whenever an attack that would do damage successfully strikes your character. This randomly-determined armour value is rolled and subtracted from any damage received. Armour value is rolled separately for each attack landing on your character, even in the same round. *Chapter 8: Equipment* covers armour in detail and provides ranges for random armour values.

In games using random armour value, it is recommended that armour be generic rather than hit location specific, to minimize the bookkeeping per location.

## MISSILE WEAPONS

A weapon that is launched or hurled at a target is a **missile weapon**. This includes javelins, rocks, throwing knives, boomerangs, darts, or even hatchets. Weapons that use some form of mechanism to project a damage-causing element at a target, including firearms, bows, catapults, and even energy weapons, are also missile weapons.

Missile weapons are described in *Chapter 8: Equipment*. Some kinds of missile weapons such as bows and crossbows attack at a slower rate than your character can swing a hand-to-hand weapon, while firearms and other self-propelled weapons often attack at a faster rate. The attacks-per-round (Attk) column in the weapon tables shows how frequently attacks can be made with each type of missile weapon. For an increased rate of fire (a higher attacks-per-round), see **Volley Fire**.

Following are range modifiers for missile weapons:

- **Point Blank:** If the target is within the attacker's DEX/3 meters (round up) (even if the target is prone), the skill is *Easy*.
- **Normal Range:** Unmodified if the target is within the weapon's standard listed range.
- **Medium Range:** If the target is at double the weapon's standard listed range, the attack is *Difficult*.
- **Long Range:** If the target is at quadruple the weapon's standard listed range, the attack is 1/5 normal skill chance (equivalent to a special success, but if rolled, the result is a normal success).
- **Fast Moving Target:** –50%
- **Difficult Vision:** Light shadows –10%, light fog –25%, in darkness skills are *Difficult* (see **Darkness**).
- **Concealment:** If the target is covered or partially concealed, skills are *Difficult* (see **Cover**).
- **Prone at Distance:** If the target is prone at a range greater than attacker's DEX/3 meters (round up), the attack is *Difficult*.

- **Targeting Gear:** Using long-range goggles, a scope, laser sight, or other targeting system divides range modifiers by 1/2 if one combat round is taken to aim.
- **Support:** If the weapon uses a fixed support (a bipod or tripod, suspensor sling, etc.), add +40% for the first attack if one round is taken to aim, then +20% for subsequent rounds.

Missile weapon fire cannot generally be dodged or parried with hand weapons. The only method of defence against missile weapon fire is to parry with a shield if the missile is slow enough to be seen in flight. Firearms and other projectiles are too fast for this, while arrows, javelins, and other hand-propelled weapons are all able to be parried with a shield (see **Shields and Missile Fire**). If using the optional rule for dodging and parrying missile weapon fire without restriction or hindrance, see **Dodging Missile Weapons**.

## DAMAGE & HEALING

Hit points measure the amount of injury your character can take and survive. When your character loses hit points through injury, this is called **damage**. You start with hit points based on your CON and SIZ characteristics, and these are reduced by the amount of damage you take. Wounds or other injuries, poisons, disease, and other forms of attack may cost your character hit points in damage. You should cross off lost hit points from the current hit point total shown on your character sheet, keeping track of each injury separately. Or circle the current amount based on each loss.

Poison and disease are special sorts of injury; they may attack randomly, and their effects may be delayed. Some cost hit points, while others target characteristic points or have other effects. The First Aid and Medicine skills can lessen or heal minor wounds and injuries. Various powers and gear can also restore hit points to characters.

Wounds are classified as **minor**, **major**, or **fatal**, and are described below.

### MINOR WOUNDS

A **minor wound** is a single wound that costs your character up to half of their total hit points. It might be portrayed as a cut, a sprain, a mild poisoning, a small break or fracture, a mild concussion, or as a wound that soon closes. Minor wounds do not impair DEX or affect your character's ability to think and to fight.

Your character may take several minor wounds on the same day. If the total hit points lost equal the amount of a major wound, your character must make a successful Luck roll or they will fall unconscious. This does not imply that the total of

minor wounds causes a major wound: do not roll on the **Major Wounds Table** for multiple minor wounds. It means that your character has suffered an equivalent to a major wound but has not actually been inflicted with one. Additionally, if your character suffers minor wounds enough to reduce them to 1 or 2 hit points, this knocks them out for up to an hour. Each minor wound is a separate wound and can be dealt with separately by medical treatment as described in **Healing**.

## MAJOR WOUNDS

When your character has sustained an injury equal to or more than half the character's total hit points, they have suffered a **major wound**. Receiving a major wound risks suffering a permanent injury. When your character receives a major wound, roll on the **Major Wounds Table** or choose an appropriate result if hit locations are used. As noted in **Hit Locations**, major wounds are incompatible with hit locations without considerable gamemaster interpretation.

The effect of a major wound is immediate. Depending on the severity your character's wounds, they may not be able to fight after the round of injury. See the **Major Wounds Table** for more details on this.

Even though your character may still be able to fight or has received some form of immediate medical attention, if they have suffered a major wound they go into shock. Because of this, your character can fight on only for combat rounds equal to their current remaining hit points.

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***For example**, if your character has taken a major wound and has 3 hit points remaining, they fall unconscious in three rounds.*

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A character possessing 2 or fewer hit points after suffering a major wound collapses immediately from shock and loss of blood and is unconscious for an hour. For the gamemaster, the unconsciousness provoked by a major wound often offers a secure way for non-player characters to abandon characters for dead or capture them rather than killing them outright.

Major wounds and their effects apply to player and non-player characters alike, along with animals, monsters, or other creatures. They do not apply to equipment, inanimate objects, or other beings that do not have a standard musculature (robots, immaterial, gelatinous, etc.). Such beings may suffer structural damage or operational difficulties, but this is up to your gamemaster's discretion.

If your character has suffered a major wound, attempt a Luck roll immediately. If successful, the major wound will heal cleanly and does not inflict any permanent loss of characteristic points. If the Luck roll fails, the injury or wound is permanent. Your character suffers the full wound as described below, subtracting the indicated characteristic points.

Each injury description has multiple causes or specifics, allowing your gamemaster to select the most appropriate to the situation. Through training or other various

means, your character can regain characteristic points lost from major wounds but will likely retain a significant scar (if applicable). When the characteristic point loss incurred by the major wound has been regained, any effects from the major wound are eliminated. If your character does not regain the characteristic point(s) lost, the characteristic loss imposed by the major wound is permanent. You should immediately recalculate your character's characteristic rolls, hit points, damage modifier, fatigue points, etc. with the new characteristic totals.

When a limb is not specified, roll 1D6: a result of 1–3 is left, 4–6 is right.

## Major Wound Table

1D100	Result
01–10	Severed leg tendons cause limping; fused ankle bones cause limping; back muscles or spinal nerve damage bend the torso to the left or right; a shattered knee cannot bend; or make up a new wound effect. Lose 1D3 DEX and reduce MOV by the same amount. The character is still able to fight.
11–20	Much of the nose has been sliced away; multiple scars deface both hands; an ear has been cut off; a livid scar lends an evil cast to appearance; or make up a new wound effect. Lose 1D3 CHA. The visible and unappealing deformity cannot be disguised. The character is still able to fight.
21–30	Wrist or hand damage; a slab of arm or shoulder muscle has been cut away; a chunk has been hewn from thigh or calf muscles; spinal nerves are damaged; several fingers or toes are severed; or make up a new wound effect. Lose 1D3 STR; this loss may change what weapons can be used. The character is still able to fight with a weapon, but not a shield.
31–40	A punctured lung leads to a weakened respiratory system; deep stomach wounds become chronically reinfected, or belly wounds weaken digestion and general health; kidneys and liver are damaged; or make up a new wound effect. Lose 1D3 CON; reduce MOV by the same amount, and hit points may be lowered. The character is still able to fight.
41–50	Concussion damages hearing and limits Listen and Insight to maximums of 65%; injury to the head thereafter require Luck rolls each time to use any Mental skills; blows or cuts which affect depth perception leave missile weapon skill ratings at a maximum of 65%; multiple wounds to the face and neck limit the skills of any Communication skills to a maximum of 65%; or make up a new wound effect. Lose 1D3 INT; this loss may affect the character's ability to use any powers, such as sorcery. The character is still able to fight.

1D100	Result
51–60	Refer to 01–10, but expanded to the loss of one or both arms or legs. Lose 1D6 DEX and reduce maximum MOV by that same amount. The character is unable to fight.
61–70	Refer to 11–20, but the major wound now includes worse mutilations. Lose 1D6 CHA; it creates one or more visible deformities that cannot be disguised. The character is still able to fight.
71–80	Refer to 21–30 for examples of mutilating cuts and losses. Lose 1D6 STR, perhaps adjusting damage modifier. The character is still able to fight.
81–90	Refer to 31–40 for various wounds to the vitals. Lose 1D6 CON; may affect hit points and damage modifier and reduces MOV equal to the CON loss. The character is unable to fight.
91–92	Bad facial and vocal cord injuries. Lose 1D6 CHA. The character is still able to fight.
93–94	Broken bones and severed ganglia. Lose 1D6 DEX; from now on the character can only use one-handed melee weapons. The character is still able to fight using their remaining arm.
95–96	Nerve damage to left or right arm. Lose 1D6 DEX; hereafter your character can only wield weapons or equipment in their undamaged arm. The character is still able to fight using their remaining arm.
97–98	Nerve damage to both arms. Lose 1D6 DEX; though the legs are fine, neither arms nor hands can wield anything. The character is unable to fight, unless using their legs or head butts.
99	Mutilated with vicious wounds. Lose 1D3 points each from CHA, DEX, and CON. The character is unable to fight.
00	Deliberately mutilated after collapsing. Remove 1D4 points each from four characteristics (gamemaster's discretion). The character is unable to fight.

## FATAL WOUNDS

A **fatal wound** is one that does more hit points in damage than your character has currently. If an injury reduces your character to 0 or negative hit points, they have suffered a fatal wound. Your character is immediately knocked **prone** but unable to take any action of any type.

Fatal wounds lead to death, though they may be averted with immediate successful medical assistance. If a fatally wounded character receives medical attention (First Aid, Medicine, a power, an item, etc.) in the round they received the fatal wound or the round immediately after, and their hit points are brought up to 1 or more, they have almost died, but survive that particular injury.

## DAMAGE AND HIT LOCATIONS (OPTION)

If the optional hit location system is used, your character's hit points are distributed among various bodily areas but are also tracked as a single 'pool' of hit points. This system is incompatible with **Major Wounds** and the two systems should not be used together.

The individual hit points per location add up to more than your character's normal hit point total. Keep track of each wound and each location separately, but also keep a running total of all hit point damage your character has suffered. Regardless of how many points remain in individual hit locations, if the combined hit point loss is enough to reduce your character to 1 or 2 hit points, they fall unconscious and at 0, they will die if they do not receive immediate medical attention.

As noted in the initial section on hit locations, a hit location can take up to its hit points in damage without inconvenience. ***For example,** if your character has 5 hit points in their leg hit location, they can take up to 4 hit points of damage in a leg without being disabled.* However, when a hit location takes all or more than its hit points in damage, the effects can be debilitating or even fatal.

The reference to 'medical attention' can be the First Aid or Medicine skills, healing magic or technology, or use of an appropriate power.

### Damage Equal to or More Than the Location's Hit Points

- **Leg:** The limb is temporarily useless, and your character falls prone. They are unable to act for the rest of the round but may act while prone in following rounds. See **Prone** for effects.
- **Abdomen:** Both legs are temporarily useless. Your character falls prone but may act while prone in subsequent melee rounds. If your character has the means to heal themselves, they can do so. If not healed or treated with First Aid within ten minutes (two turns), your character bleeds to death, losing 1 hit point per round if they do not make a Stamina roll to stop the bleeding.
- **Chest:** Your character falls and is too busy coughing blood to do perform any action, including healing. They will bleed to death in ten minutes (two turns), losing 1 hit point per round unless receiving medical attention or stopping the bleeding with a successful Stamina roll.
- **Arm:** The limb is temporarily useless, and anything not attached to the arm is dropped. Your character can continue to stand and fight with whatever limbs are still functional.
- **Head:** Your character is knocked unconscious and must receive medical attention within five minutes (one turn) or make a successful Stamina roll to stabilize. If neither happens, they die.

## Damage Equals or Exceeds Double the Location's Hit Points

- **Limb:** Your character cannot take more than twice the possible points of damage in an arm or leg from a single blow.

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***For example,** a 2-point arm hit for 5 points takes only 4 points of damage off the total hit points: the remaining 1 point of damage has no effect. However, further blows to that arm affect the total hit points of your character.*

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However, a character so damaged from a single blow is functionally incapacitated: they can no longer fight until healed and are in shock. They may try to heal themselves. Bleeding occurs at a rate of 1 hit point per round until receiving successful medical attention or a *Difficult* Stamina roll.

- **Head, Chest, or Abdomen:** If the head, chest, or abdomen suffers more than twice as much damage as it has hit points in that location, your character becomes unconscious and begins to lose 1 hit point per melee round unless receiving medical attention or making a successful *Difficult* Stamina roll.

## Damage Equals or Exceeds Triple the Location's Hit Points

- A limb hit for three times more points than it can take in a single blow is severed or irrevocably maimed.

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***For example,** if your character has a 2-point arm and is struck for 8 points, they take only 4 points of damage against their total hit points. However, the arm is maimed. In these cases, your character is also functionally incapacitated.*

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- A head, chest, or abdomen hit for three times as much damage as there are hit points in that location results in instant death.

## Severed and Maimed Limbs

- Only drastic medical attention can restore a severed limb, assuming all parts are available, such as some extremely powerful magic, technology, or serious surgery followed by months of recovery.
- The maiming or severing of a limb can be permanently damaging. If your character no longer has part of a limb, they lose 1 hit point in that location. Your gamemaster should work with you to discuss options appropriate to the setting, whether cybernetics, powerful magic, or more drastic measures.
- Use the guidelines for **Major Wounds** to determine any characteristic loss.



# HEALING NATURALLY

Most living creatures heal naturally, given enough time and a relatively stress-free environment. Your character will normally heal 1D3 hit points per game week. This is the normal healing rate. Usually, your gamemaster rolls the healing rate dice and tells you the results. Each week, make a different roll to determine how many hit points are restored. As the healing rate can vary depending on each character, the die result can change from week to week. Your character will keep healing each week until all their hit points have been restored.

The result of the week's healing is granted at the end of the week (consisting of seven days), but if time is of the essence, your gamemaster may choose to divide the healing rate across the days of the week, such as dividing the week by result of the die roll and announcing that each hit point is restored in that many days (round up).

Remove the recovered hit points from existing injuries, spreading the healing between multiple wounds as evenly as possible. The First Aid or Medicine skills or other remedies can speed recovery. A successful First Aid roll immediately restores 1D3 hit points per wound or injury. The Medicine skill may be used to offset the effects of major wounds (described earlier) and can be used to restore hit points lost through means other than injuries. A wide variety of medical equipment and other means (such as healing powers) can be utilized to aid in the healing process.

Finally, the quality of medical care the patient receives each week may increase their healing rate significantly. The **Conditions of Medical Care Table** offers guidelines for various conditions and the effect on the healing rate.

# Conditions of Medical Care

Medical Conditions	Effect on Healing Rate
Poorly equipped, unsanitary, and/or full of stressful elements; patient is mobile and exerting self heavily (combat, rugged travel, etc.); or receiving no medical care whatsoever.	Caregiver (doctor, nurse, healer, self, etc.) must succeed in a <i>Difficult</i> First Aid or Medicine roll for any healing to occur. If successful, the patient heals normally (1D3 hit points/week); if unsuccessful no healing occurs. A fumble inflicts 1D3 additional hit points in damage.
Decent and sanitary conditions, restful environment, care provided, only moderate physical exertion.	The patient heals 1D3 hit points naturally.
Excellent conditions and equipment utilized, environment conducive to healing and restoration, full bed rest and therapy, full-time high-quality medical care provided.	The patient heals 1D3 hit points naturally; a further successful First Aid or Medicine skill use allows possible additional healing.

# MINIATURES, MAPS, AND VIRTUAL TABLETOPS

Movement and positioning in hand-to-hand combat are challenging elements to keep track of in roleplaying games. While some players and gamemasters are less concerned with particulars during combat, some feel the need to keep track of the relative positions of the player characters and their adversaries. Using figures, tokens, or markers on a map can answer any questions, presenting a concrete means of determining what is happening and where.

Roleplaying miniatures are small plastic or metallic statuettes about several centimetres high, available at most game and hobby stores or online. There is an enormous variety of character types, costumes, genres, historical periods, and poses, and collecting, assembling, and painting miniatures is a pleasant side hobby.

To keep track of movement, maps with grids of squares or hexagons are often useful. These come in sheets of various sizes made of paper or sturdier materials. Stores that carry miniature figures also probably carry these. Some players dislike grids as rigid, confining, or mechanistic, and prefer to eyeball distances and negotiate movement, using rulers or tape measures as last resorts. You may want to experiment, to see what suits you. A gamemaster who uses miniatures or maps will want a few larger sheets of paper to use for sketching out floor plans and creating simple maps. Players may find graph paper useful in mapping ruins or buildings.

Map-making programs specialized for roleplaying games make this increasingly easy, and pre-made maps and tile sets are readily available.

Online tabletops allow for entire game sessions to be played online, with game-master tools, player storage of character sheets, and battle maps that also have sound effects, lighting, dice rolling apps, and even more, letting gamemasters and players automate this aspect of play and allow for immersive play with players anywhere they can use their computers. These range from top-down simple map programs to 3D environments, customizable by the gamemaster, with 'modules' of content available, including adventure and other aspects useful to play.

## A COMBAT EXAMPLE

The following example is set in a fantasy world and describes how the warrior Yvarre has stolen a priceless amulet from the treasure chamber of a sinister cult of serpent-worshippers and is trying to escape the temple to where her ally Kallistor is waiting.

### First Combat Round

Tucking the enormous jewel-studded golden amulet into her waistband, Yvarre slips out of the cult's treasure room and silently moves down the passage beyond, hoping to avoid notice while she gets to where her friend Kallistor waits with a couple of horses.

As she moves down the corridor, a dagger is thrown at Yvarre from behind. The gamemaster rolls a success and says that Yvarre has been struck high on her left shoulder (the optional hit location system is not being used; this is just the gamemaster elaborating with flavour in their description). The gamemaster rolls  $1D4+2+1D2$ , the damage that the dagger does plus half the thrower's damage modifier. Luckily for Yvarre, the gamemaster gets a 4 on the damage roll, the lowest possible result.

Yvarre wears a soft leather tunic (armour value 1) and has 17 hit points. Her armour protects her from 1 point of damage, so Yvarre loses 3 hit points, not 4. She's now down to 14 hit points, so her player carefully crosses out the numbers 17, 16, and 15, and circles the 14 on Yvarre's character sheet.

She glances back and sees a serpent priest drawing another dagger from his sleeve as he approaches.

### Second Combat Round

Cursing at her bad luck, Yvarre enters the chamber and bolts the door behind her, then reaches around to examine her wound. Fortunately, the attack was not an im-

paling one, so the blade is not stuck deeply in her shoulder. Next, she attempts to treat the wound with First Aid. Yvarre's First Aid skill is 47%: her player rolls a 99—a fumble!

A roll on the fumble table is not necessary: the penalty for a fumble with First Aid is always the loss of 1 hit point of damage. The gamemaster says that Yvarre did herself an extra point of damage in pulling at the wound, due to the awkward location. The wound is wider now, and blood from it drenches the back of her soft leather tunic (again, this is not a result of a special damage result: it's just flavour for the players to help them visualize the scene).

Yvarre's player sighs and crosses off another hit point. Yvarre now has 13 hit points.

## Third Combat Round

Muffled thuds come from the bolted door. Yvarre wheels and goes to the window through which she entered. She takes hold of the rope she had hung there, preparing to climb down. The gamemaster holds up a hand to halt the player's description and injects, "Yvarre notices that the rope feels very light. Does she want to see why?"

She does, the player says, and has Yvarre pull up the line. Yvarre's escape rope ends a meter beneath the sill. It has been cut, likely by someone leaning out the window below.

Yvarre is trapped unless she decides to jump to the street. The gamemaster says, "Make a Spot roll to find out if Yvarre notices something." In this case, the 'something' the gamemaster is referring to is a cult assassin on the roof top opposite Yvarre, readying his bow for an attack.

The player rolls D100 for Yvarre's Spot skill and fails. Since Yvarre doesn't notice the cult assassin, the gamemaster rolls 43, a hit, and then rolls for damage,  $1D8+1$ , but no damage modifier. The gamemaster rolls 9 in damage, which will be reduced by 1 for Yvarre's armour. "Is that enough for a major wound?" the gamemaster inquires. The player nods glumly. She marks off 8 more hit points on her character sheet, lowering her remaining hit points to 5.

Yvarre's player rolls on the major wound table, getting a result of 27, and the gamemaster says that the arrow struck Yvarre in the left arm. Yvarre's Luck roll succeeds, so the wound will not become a permanent injury. Yvarre feels herself weakening, the gamemaster says. She'll become unconscious in four combat rounds, one round for each hit point she currently possesses.

At the other end of the room, the door to the hallway is beginning to splinter. Yvarre could use the next round to try to apply First Aid to this new wound, but she can't afford the time.

## Fourth Combat Round

If Yvarre stays in the room, she'll soon be at the mercy of the serpent-worshipping cult, not something to look forward to. It's 6 meters down to the ground, and Yvarre's player realizes that in her condition the fall could kill her. However, the player also knows that Yvarre herself would never hesitate. "I jump," she says. The archer takes another shot. Missile fire cannot be dodged, so Yvarre hopes for the best. She's in luck—the arrow misses.

"Make your Jump roll, please." The result is a 21, a success. "Okay", says the gamemaster, "now roll 1D6 for the damage reduction." She gets a 3, to be subtracted from any damage incurred in the fall to come. "And now roll 2D6 for the fall damage." Her dice total 5. Yvarre had 5 hit points. She loses 5, but the successful Jump roll saves 3. Yvarre now has 2 hit points left.

At 2 hit points, Yvarre automatically falls unconscious. This is not more than half her total hit points, so there is no new major wound.

## Fifth Combat Round

In the night-black alley, Yvarre's friend Kallistor hears her hit the ground and finds her motionless on the cobblestones. Listening to the approaching shouts, Kallistor's player decides to throw Yvarre across the saddle of one horse and mount the other, fleeing immediately.

## Sixth Combat Round

A few streets distant, Kallistor feels safe enough to stop for a round. He uses the magic spell Healing 1 on Yvarre's knife wound. Kallistor's spell restores 3 hit points to Yvarre (a roll of 3 on 1D6) and the gamemaster rules that Yvarre is now conscious and able to ride but is very weak. Kallistor's player marks off 3 power points for the use of the spell (which costs 3 power points per level used). Kallistor has 14 power points, so it puts him down to 11.

## Several Combat Rounds Later

After some evasive riding through town to prevent followers, the gamemaster says that no pursuit is evident. The two adventurers reach their hideout. Inside, safe for the moment, Kallistor uses First Aid to try to heal the arrow wound, raising her hit points to 7.

## Next Combat Round

Yvarre also took fall damage. Kallistor's First Aid was for the knife wound, but Yvarre's First Aid roll works on the general bruising from the fall. The 2 points of fall damage are erased. The injury is still present, but no longer has practical consequence. Now Yvarre is at 9 hit points.

## Next Combat Round after That

Kallistor's unsuccessful First Aid attempt fails to heal the dagger damage, as has Yvarre's previous attempt.

## One More Combat Round

Kallistor uses Healing 2 on Yvarre's arrow wound, restoring 4 points out of a possible 12. Yvarre is now at 13 hit points, and Kallistor is now down 6 more power points, leaving him at 5 power points total. Neither of them is in dire shape, but Yvarre is not at full hit points and Kallistor has used up several power points.

The dagger wound will heal naturally in a week, and the remaining damage from the arrow wound will take at least two weeks. Kallistor wants to keep some power points in reserve in case of emergency. He'll try the spell later, when he's got more power points or when the coast is clear.

## After Combat

At this point, there is little reason to continue using combat time, so everyone switches into narrative time in which the player behaviour and gamemaster narration becomes more relaxed.

Her wounds and injuries attended to for the moment, Yvarre reaches into her waistband to pull out the amulet. It seems to twist in her hands, as she does so, so she lets it go. As it hits the ground, the amulet breaks into dozens of tiny jewel-eyed golden snakes that fall to the ground and slither away.

All that, and for nothing!

# CHAPTER 7: SPOT RULES

A great myriad of situations can arise during combat, action sequences, or under specific conditions. These 'spot rules' are intended for the gamemaster's use. As a player, it is not necessary for you to know these, though some familiarity is always useful.

## Spot Rules in this Section

- Acid
- Aerial Combat
- Aimed Attacks
- Ambushes
- Area Attacks
- Armour Damaged
- Aura Attacks
- Autofire
- Backstabs and Helpless Opponents
- Big and Little Targets
- Both Sides Surprised
- Broken Weapons
- Chases
- Choking, Drowning, and Asphyxiation
- Close Combat
- Closing
- Cold, Exposure, Hunger, and Thirst
- Cover
- Darkness
- Desperate Action
- Disarming
- Disease
- Disengaging
- Drawing or Exchanging a Weapon
- Enclosed Environments
- Entangle
- Explosions
- Extended Range
- Falling
- Fighting While Down
- Fire and Heat
- Firing into Combat
- Fortified Positions
- Improvised Parrying Weapons
- Improvised Weapons
- Knockback
- Knockout Attacks
- Light Sources
- Mass Combat
- Missile Fire While Moving
- Mounted Combat
- Natural Weapons
- Point-blank Range
- Poison
- Prone
- Pulling Blows
- Quick-draws
- Radiation
- Shields and Missile Fire
- Shooting Up or Down
- Slippery or Unstable Surfaces
- Stunning or Subduing
- Superior Numbers
- Superior/Inferior Positions
- Sweep Attacks
- Thrown Weapons
- Two Weapons
- Underwater Combat
- Vacuum
- Volley Fire
- Weapon Length (Closing)
- Weather Condition
- Zero-gravity Combat

## ACID

Exposure to acid or corrosive substances can be a hazard. Treat all acids the same: the degree of acid damage represents how diluted it is, rather than the specific type of acid. Only significant contact (the immersion of a limb or contact with the eyes) should cause serious immediate damage.

- Weak acids inflict 1D3–1 points of damage per round.
- Strong acids inflict 1D4 points of damage per round.
- Very strong acids inflict 1D6+1 points of damage per round.

Armour does not neutralize acid but does momentarily slow its effects. If a target is armoured, halve the acid's damage (round up), though the gamemaster should adjust based on the armour's type, quality, and coverage. Armour protection against acids lasts 1D3 rounds. After that, the acid inflicts normal damage.

Exposure to very strong acid eats away at armour bindings and weakens armour: after 1D6 rounds of exposure, the armour has been functionally destroyed and is useless. This occurs simultaneously with the 1D3 rounds of armour protection—the armour may have been rendered useless in combat but still offer temporary protection from the acid.

Your gamemaster may rule that holy water (or an equivalent) acts as acid against unholy creatures such as vampires or demonic entities.

## AERIAL COMBAT

The Fly skill covers flight in considerable detail. If your character does not have to use both hands for flight and/or adjust mechanisms (jet-pack controls, for example), they can make attacks while flying. As with riding, your character's attack and other combat skills are limited by their Fly skill: combat skill ratings are reduced to the level of your character's Flight skill; if they are lower, the skill remains unaffected.

If your character can make a successful Fly roll during the powers phase of a combat turn (this does not cost an action), any attacks, parries, and other combat actions are unimpaired. The following modifiers may affect your character's ability to use the Fly skill. See also **Weather Conditions** concerning rain, hail, sleet, and snow.

- **Simple Stunt (such as a barrel roll):** No penalty
- **Moderately Difficult Stunt (roll):** –10% penalty
- **Difficult Stunt (wingover):** –25% penalty
- **Extremely Difficult Stunt (loop-the-loop):** –50% penalty
- **Light or Moderate Wind:** No penalty
- **Strong Wind:** –10% penalty (no penalty for strong tail wind)
- **Severe Wind:** –25% penalty (–10% penalty for severe tail wind)



- **Windstorm:** –50% penalty (–25% for tail wind)
- **Hurricane-force Wind:** –75% penalty (–50% penalty for tail wind)
- **Tornado-force Wind:** –100% penalty
- **High Altitude / Low Pressure / Becalmed:** –25% penalty
- **Wearing Light Armour:** –10% penalty
- **Wearing Medium Armour:** –25% penalty
- **Wearing Heavy Armour:** –50% penalty

All modifiers are cumulative.

On a failed Flight roll, any actions a flying character makes are *Difficult*. A critical success for the Fly roll makes any rolls made during that round of combat *Easy*. If the Fly roll fumbles, your character cannot attack or act in that round and may even fall or crash.

If the flight is provided by a vehicle or a flying creature, your character does not have to make Fly rolls—the skill required is Ride or Pilot, or the Fly skill of the being doing the flying, if applicable. Regardless, the effects of the outcome of the skill roll are applied equally to the rider(s) and the flier.

## AIMED ATTACKS

There are two ways your character can improve their chance to make a particular shot: to take more time and aim, or to target a specific area. Both can be used for a single shot. If your character is interrupted (attacked, jostled, etc.) while using either method, they must make a successful Idea roll to maintain the aim. If the roll fails, the benefits are lost.

## TAKING MORE TIME

Your character can take time aiming a missile weapon in return for an increased skill rating. For every five DEX ranks your character delays, add 1/10 of the existing skill rating (round up) as a bonus, cumulative, for the first shot. The missile attack must be made in the same combat round if it is a hand-propelled weapon (bow, throwing knife, etc.), or can be held indefinitely if it is a self-propelled weapon (fire-arm, energy weapon, etc.). Once the shot is taken, the bonus no longer applies. Careful aim has no effect at ranges beyond double the weapon's base range. If aiming at a doorway or small aperture and waiting a target to appear in it, the target must be half or less of base range.

## TARGETING A SPECIFIC AREA

Targeting a specific part of a victim's body is *Difficult*, though delaying for 5 DEX ranks (as in **Taking More Time** above) can offset this modifier. Apply the difficulty

modifier before adjusting for taking more time. The gamemaster should determine the result of any successful attacks against targeted areas, such as a *Difficult* characteristic roll to maintain a hold on weapon, keep standing, etc. The hit location system (page 126) may be of use for this. If your character targets an unarmoured area and is successful, the target's armour is ignored, just as if a critical hit were rolled.

## AMBUSHES

In the event of a surprise attack, the attackers gain the advantage of attacks that cannot be countered. For an ambush to be successful, the attacker must make a successful Stealth skill roll, opposed by the intended target's Listen, Sense, or Spot skill, whichever is appropriate.

- If the attackers are using missile weapons and are not seen, the attackers get a free round of *Easy* attacks. The target(s) cannot dodge or parry this initial round of attacks.
- If the attackers are using missile weapons and are seen, the attackers get a free round of *Easy* attacks, but the targets can dodge or parry this initial round of attacks.
- If the attackers are using hand-to-hand weapons and have not made successful Stealth rolls, the targets must make a successful *Easy* Listen, Sense, or Spot roll to notice the oncoming attackers. If the targets fail to detect the attackers, attacks against them are *Easy* and any parries or dodges they make are *Difficult*.
- If the attackers are using hand-to-hand weapons, and the target is aware of them with a successful Listen, Sense, or Spot roll, the attackers' skill ratings are unmodified and the targets can parry or Dodge normally but cannot retaliate or move until the next combat round.

In most cases, the target's armour defends normally, unless the attackers are using aimed attacks (above) to bypass armour.

After the initial round of surprise, the ambush becomes a normal combat round for all parties involved, with no modifiers due to surprise.

## AREA ATTACKS

When an attack is aimed at an area with the intent of doing damage to anyone within that area, ranging from divine wrath to grenades, characters in that area can attempt Dodge rolls to avoid damage altogether, or an Agility roll to reduce damage by half (player choice) by getting behind cover. In either case, it is assumed that those formerly in the area have thrown themselves prone to prevent injury (see **Prone**). Standing up from a prone position takes 5 DEX ranks. If the area attack is not avoided, it automatically strikes everyone in its area of effect. Depending on the type of attack, this may cause knockback or even being set afire (see **Fire and**

**Heat).** At the gamemaster's discretion, shelter or cover may further reduce this damage. Armour should work against damage from area attacks.

## ARMOUR DAMAGED

Acid, fire, or other corrosive or highly caustic attacks can damage or even destroy armour. It is possible also that a piece of armour can be destroyed by critical hits or even fumbles, though this is at the gamemaster's discretion. If armour is damaged or loses pieces, reduce its armour value by 1/2, rounding down.

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***For example,** armour worth 5 points of protection is downgraded to only having 2 points of armour value. If random armour value is used, armour worth 1D8+1 may be reduced to 1D4 protection, which is 1/2 of 1D8, with the +1 rounded down.*

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Already-damaged armour that is damaged again before being repaired is destroyed, offering no protection but full ENC and burden.

Repairing armour costs half-again the armour's normal cost. This may be adjusted based on circumstances, such as your character's relationship with the craftsman, the availability of materials needed for repairs, and the nature of the damage. Armour that has been wholly destroyed can be repaired at the full cost of the armour, but will have 1 point less armour value.

## AURA ATTACKS

Your character may attempt an aura attack, commanding attention with a display of outstanding presence and strength of will. Aura attacks can also be used as an invaluable resource in epic or superhero games. To make an aura attack, your character must average their SIZ, POW, and CHA (round up) into a value called an **aura total**. Aura attacks must have a full combat round to initiate if in combat, or they must have at least 12 seconds of preparation if not in combat. An aura attack occurs in the powers phase of the combat round.

When an aura attack is performed, anyone who can view your character must make a resistance roll with their POW characteristic vs. the aura total of your character. Some or all of the following factors may modify the resistance roll:

- **Command:** Your character may attempt to make a Command roll before making an aura attack. If successful, add +1 to the aura total, a special success +2, and a critical success +3. A fumbled roll reduces the aura total by half (round up).
- **Previous Success:** If your character has previously succeeded in an aura attack against a target, add +1 to the aura total. A lucky or powerful character can make continued aura attacks against an opponent to keep them at bay, or to paralyse them with fear.

- **Experience:** At the gamemaster's discretion, relative fame, a past history with the target, or a successful Reputation roll may add +1–3 to the aura total.
- **Passions:** A successful appropriate Passion roll can add +1 to the aura total, a special success +2, and a critical success +3. A fumbled roll reduces the aura total by half (round up).
- **Circumstances:** The situation can also modify your character's aura total positively, or the target's POW negatively by  $\pm 1$ –3. Reasons might be the display of a powerful magic item with legendary qualities, overwhelming inferiority or superiority in firepower, death of allied combatants, prior defeat or wounded state, or any implied threat accompanying the aura attack.

If the resistance roll fails, the target(s) of the aura attack are mesmerized for the remainder of the combat round. They can dodge, parry, or otherwise react to attacks against them, but cannot initiate any attack or other actions of their own volition.

This mesmerization ends at the end of the combat round. If the resistance roll is a fumble, the target is demoralized and may surrender, or flee, as appropriate. All actions become *Difficult* for a demoralized target for the remainder of that combat round. Whether the result is a failure or fumble, all results end on the last DEX rank of the combat round the aura attack was made.

Aura attacks do not usually inflict horror or cause sanity loss, though your game-master may allow certain horrific entities to do so.

## AUTOFIRE

Many weapons, such as machine and submachine guns, can fire short bursts (multiple shots) or automatic fire (abbreviated as auto-fire), consisting of a large number of shots as long as the trigger is held down. Autofire or bursts occur on the attacker's DEX rank.

Against a single target, a burst increases the chance of success by +20% and auto-fire by +40%. The attacker should announce how many shots are being fired (bursts are usually three shots, while auto-fire can empty the whole clip), keeping track of spent ammunition. The attack is rolled normally.

If the shot is a failure, all shots in the burst miss. If it is successful and hits the target, roll an appropriate die based on the number of shots fired. To get an odd number, roll an appropriate dice type and divide by two (round up).

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**For example,** if 8 shots are fired, roll a D8; if 5 shots are fired, roll a D10 and divide it in half, rounding up, etc.

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The gamemaster may require that all bursts or auto-fire occur in numbers with dice equivalents, such as 2, 3, 4, 5, 6, 8, 10, etc. The result of this die roll is the number of shots that hit the target. Only the first attack is able to achieve a special or critical success—all of the rest are normal successes.

For multiple targets, if they are spread across the field of fire, the skill rating does not improve. Instead, each attack uses an unmodified attack roll for each target. The attacker can allocate the number of bullets per target. In this case, each target could potentially receive a special or critical success.

If multiple targets are restricted to a narrow field of fire, such as in a corridor or grouped closely together, the attacker's skill rating is increased by an additional +20%.

## BACKSTABS AND HELPLESS OPPONENTS

If in the midst of hand-to-hand combat, your character can attack the unprotected back of a target, that one attack is *Easy*. If the target succeeds in a *Difficult* Listen or Sense roll, they can make a *Difficult* Dodge or parry attempt, but only if they have any remaining opportunities for defence. No additional damage is done by such an attack.

Similarly, if a target is helpless (unable to move, dodge, or parry), the attack is *Easy* and they cannot make a dodge or parry attempt against the attack. Conditions by which a target might be helpless are when they are unconscious, asleep, or restrained entirely.

In such cases, the gamemaster may allow the target a POW×1 roll to determine if some lucky incident occurs that stays the attacker's hand for the duration of the combat round.

## BIG AND LITTLE TARGETS

If an attacker and target are within the same relative SIZ, there are no modifiers for their attacks due to SIZ. If they are of vastly different sizes, any attacks may be modified. If the target is more than twice your character's SIZ, add +20% to your skill rating. If the target is less than half your character's size (round up), modify your skill rating by -20%. Inanimate large objects are *Easy* to hit, if a roll is required at all, while tiny objects are *Difficult*.

## BOTH SIDES SURPRISED

Unlike ambushes, situations with both sides surprised are unplanned and typically involve unaware parties on either side. Depending on the situation, the gamemaster should allow for each involved party to make an opposed Spot or Listen roll to determine who detects the other first. Everyone involved should make the roll, as some might not notice what's happening in front of them if their attention is elsewhere. In a tie, they notice each other simultaneously. To see who can act first, have each aware party make an Idea roll. If both succeed, use DEX ranks to determine who goes first.

## BROKEN WEAPONS

Equipment is often damaged or broken during combat. A weapon or shield breaks if it is used to parry an attack that reduces the weapon's hit points to 0, or through other means. A broken weapon does half its normal rolled damage (round up). Any attacks or parries with the weapon are *Difficult*, though the skill may be unmodified if it resembles a similar weapon with which your character is familiar.

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*For example, a broadsword with a blade broken in half is still useable as a shortsword. However, half of a longbow is unusable except as a light club, and a broken laser pistol is a paperweight.*

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## CHASES

Chases occur when one party needs to outrun or outmanoeuvre another character, whether to avoid harm or to inflict it, or to prevent or instigate some action. Due to the variety of circumstances, chases are handled abstractly, allowing for improvisation and creative input of players and the gamemaster without requiring a map or detailed system. Whether in the open sky with jet fighters, on the busy streets of a major metropolis, or in ancient, ruined tunnels far beneath the earth's surface, all chases are handled with this system.

Before beginning a chase, the gamemaster should decide these six aspects:

- **Starting Positions:** Does one party in the chase begin with a significant advantage (a head start) or does the chase begin on relatively equal footing? Are they close to one another or already at a distance?
- **The Course:** How complex or hazardous is the path and how much can the participants alter the conditions? Will the environment of the chase change? Are other bystanders at risk or presenting a hazard of their own? Is the course a combination of several environments? Does the environment present a hazard or special challenges?
- **Skills Required:** What skills can be used in this chase (e.g., Drive, Fly, or Pilot)? What powers? What skills are required if conditions of the chase change? If the vehicle suffers a malfunction, do other characters need to act to keep it running?
- **Combat:** Are the parties in the chase going to be attacking one another, and with what weapons or skills? Most often, these are missile weapons, but when side-by-side, hand-to-hand weapons may be used. Do other beings in the environment present a threat?

- **Duration:** Is there is a limitation on how long the chase will be allowed to last, such as a fixed distance before the chase will naturally end? Does fatigue play a part?
- **Conclusion:** What location, change of situation, or status ends the chase? This is usually obvious, but should be clear before the chase begins.

Tracking a chase uses the **range track** (see below). If playing together, it is useful to copy or print this out and place it on the table, or to share the image if playing on-line. Set the starting positions of each participant on the appropriate track relative to one another, with 'lengths' equalling one full MOV in distance. Mark these positions with coins, miniatures, spare dice, or other markers.

Each round, all participants must make the appropriate rolls to determine how far forward (to the right) they advance. Success means that no advancement is made, while a special success means the person in the lead is moved back one step, and a critical means they are moved back two steps. If the roll is a failure, the character rolling moves back one space, and two if it is a fumble.

The goal for escaping a chase, or getting to the desired location or destination first, is to reach the 'Out of Sight' square. Once someone is there at the end of the round, the chase is functionally over.

## Range Track

Side-by-Side	Range 1	Hand-to-hand attacks possible, missile weapon attacks are unmodified
Two Lengths	Range 3	Hand-to-hand attacks impossible, missile weapon attacks are <i>Difficult</i>
Close	Range 3	Missile weapon attacks are at 1/5 skill rating
In Sight	Range 4	Only a roll of 01 hits
Out of Sight	Range 5	No chance to hit

## CHASES ON FOOT

When handling chases on foot (or mounted) between opponents with the same MOV rate, the gamemaster should match the participants' CON vs. CON in a resistance roll, or use an opposed Agility roll or a Climb, Jump, or Swim roll (if appropriate) to settle who wins a race. Several rolls may be needed for complex courses or extended chases. If they're mounted, they should make opposed Ride rolls and use the mounts' appropriate skills.

If either of the participants is heavily armoured or encumbered, they must make a successful *Difficult* Stamina roll each combat round to keep going. A character that fails one roll moves backwards one square, and if they fail two rolls in a row they can't continue, too winded or overburdened to move forward.

## VEHICULAR CHASES

For vehicles, things get a bit more complex. Ranges are not specific, and each round can instead be combat rounds, turns, hours, or even days. Relevant skills for chases include Drive, Fly, Pilot, and Ride, and in certain circumstances, additional skills such as Navigate or Spot may be required for the chase to continue uninterrupted. If piloting a sophisticated vehicle, Technical Skill may be required to handle tracking sensors or similar equipment.

Each round, the gamemaster should determine the following:

- If participants in the chase can change speed.
- The outcome of Manoeuvres and potential crashes.
- If individual characters can move or act on their DEX ranks.

The following terms are relevant for vehicle chases:

- **Rated Speed:** The maximum sustainable speed of the vehicle. It may travel at the top rated speed, or any speed less than this. All entities in a chase begin at Speed 0 and accelerate up to travel speed.
- **Range:** The gap between participants in a chase. There are five ranges, as shown on the range track. For every speed faster than an opponent, a character or vehicle can move one range increment closer to or further from the other character or vehicle per combat round—if ahead, the leader moves further away from the pursuer; if behind, the pursuer moves one range increment closer.
- **Accelerate, Decelerate:** In a round, a vehicle can accelerate/decelerate by X Speeds (see the vehicle descriptions in *Chapter 8: Equipment*).
- **Handling:** The ease and responsiveness of a manoeuvrer. Add or subtract the handling modifier for the vehicle from the pilot's appropriate skill.

## MANOEUVRES

Manoeuvres are described in the **Skill Roll Modifier Chart**. When a manoeuvrer is failed, roll on the **Chase Trouble Table**.

- **Turn:** A turn may require a vehicle to decelerate by 1+ Speed increments. A U-turn always requires a vehicle to slow to Speed 1. Success for this manoeuvre under normal circumstances is *Automatic*.
- **High-speed Turn:** When a vehicle attempts this, the character must succeed in the relevant skill, with a –10% modifier applied.
- **“Bootlegger” Reverse:** A manoeuvre where use of brakes (braking jets, reverse thrusters, etc.) causes the vehicle to skid and whip around, ending its movement facing the direction it came from. To accomplish this, make a relevant skill roll with a –25% modifier. Success reorients the vehicle in reverse direction, and it may accelerate to Speed 2 in the next round. This cannot be per-



formed with horses or horse-drawn vehicles. Failure causes it to move in an undesirable direction or continue in the same direction.

- **Collide:** The vehicle smashes into or sideswipes a moving or stationary target. A collision does 1D6 damage per level of Speed to the vehicle it collides with, and the passengers within each vehicle take 1D3 damage per level of Speed. Adequate protection (seatbelts, etc.) can reduce the damage suffered by the passengers by  $\frac{1}{2}$  (round up). Exceptional protection (shock-chairs, impact foam, etc.) can reduce the damage suffered by the passengers by  $\frac{3}{4}$  (round up). Make a SIZ vs. SIZ resistance roll for the two vehicles or the target to determine if one is knocked out of line or aside.
- **Ram:** Smashing the vehicle directly into an obstacle in front of it. The target takes 1D10 damage per level of Speed the vehicle is travelling, and the occupants of both vehicles take 1D6 damage per level of Speed (including any inside the structure, if within range of the impact). Match that against the targeted vehicle, object, or structure's armour points, then subtract the remaining damage from its hit points. If the targeted subject is destroyed outright, the ramming vehicle may continue through it, though it suffers half the damage it inflicted (round up) upon the target. Make a resistance roll of SIZ vs. SIZ for the vehicle and its target. The winner prevails, whether continuing on its way or remaining immobile, as appropriate.
- **Vehicle Damage:** Sample vehicle hit points are provided on page 184. When a vehicle collides or is rammed, subtract the vehicle's armour value, and subtract the remaining damage to its current hit points. When the vehicle has taken more than half its hit points, reduce its top Speed by half (round up). When it has 5 or fewer hit points, the vehicle ceases to function (and may crash as it halts). If a vehicle is damaged noticeably, the gamemaster may choose to roll on the **Chase Trouble Table**. When a vehicle's hit point total reaches 0, it is destroyed. The gamemaster should determine what happens to the passengers inside based on the nature and location of the vehicle (see the spot rules for explosives, falling, fire, radiation, etc. as appropriate). See the Repair skill (page 50) for more information about repairing or jury-rigging the vehicle to keep it running.

## Skill Roll Modifiers Chart

Apply any of these modifiers to the vehicle piloting roll where applicable. All modifiers are cumulative.

Conditions	Skill Modifier
Fog	-10%
Night	-10%
Rain	-10%
Wind	-10%
Heavy rain	-20%
Oily or icy	-20%

Snow	–20%
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Manoeuvrer	Skill Modifier
At Speed 1 or 2	0.1
At maximum speed	–10%
High-speed turn	–10%
Bootlegger reverse	–25%
Collision	–10%
Ram	—

  

Terrain	Skill Modifier
Gravel road	–10%
Long downhill grade	–10%
Dirt road	–20%
Limbs, rocks	–20%

  

Vehicle	Skill Modifier
Minor vehicle damage	–10%
Handling	By vehicle type

See the vehicle record for use in chases. It covers all manner of vehicles.

## INDIVIDUAL ACTIONS

Side-by-side, characters can clamber around inside or atop vehicles, move to one other, or even perform skill rolls on each other or upon the vehicle itself. Any such movement skills in a chase are *Difficult*, and the gamemaster may impose additional penalties on skills attempted while in a moving vehicle. Generally, skills related to the operation or repair of the vehicle (Drive, Pilot, Repair, Technical Skill, etc.) and managing it in combat (Heavy Weapon, etc.) are unmodified and do not require movement.

Depending on the size and type of vehicle, it may require Climb rolls to get around inside, or even manoeuvring in zero-g (page 156). If a character misses a skill roll and could potentially be thrown off the vehicle, the gamemaster should allow the character to make a *Difficult* Luck or Agility roll, as appropriate, to grab hold and keep from being thrown clear. In enclosed vehicles, this is generally not a possibility.

## Chase Trouble Table

Roll a D10 on this table whenever a manoeuvrer roll fails or when a vehicle is damaged to a notable degree, modified using common sense, interpretation, and personalized based on the type of vehicle and environment it is moving through. For example, a hover-car flying through a ruined city may fall out of the sky or collide with a building if the engine stops working.

If a roll is modified to higher than 10, consider it as a 10, but roll again and apply the second result as well.

## Chase Trouble Table

D10	Result
1	<b>Flat Tire, Cracked Wheel, Damaged Thruster:</b> This slows the vehicle to Speed 1 until repaired. It can also indicate minor damage to a jet, wing, or other propulsion system.
2	<b>Propulsion Damage:</b> This slows the vehicle by 2 Speed each round until it halts entirely. The vehicle cannot start again without a successful Repair roll being made. In the case of creature-drawn vehicles, this could indicate damage to harness, tongue, or yoke.
3	<b>Propulsion Rupture:</b> This has no effect until the vehicle takes additional damage, though long-range travel becomes severely limited. If this is an animal drawn vehicle, the animal is killed, lamed, or cannot continue. To restart the vehicle, the tank must be repaired or replaced, and the fuel must be restored. This may also be a radiation leak from an engine core, battery damage, etc. If an amount is desired, the vehicle loses 1D6×5% of its fuel supply every combat round while in combat and per turn when not in combat. Leaking fuel or radiation may cause additional threats other than limiting travel, at the gamemaster's discretion.
4–6	<b>Skid:</b> The vehicle hits a rough spot or turbulence that causes it to shudder as it slows, and the pilot loses control momentarily. Lower the pilot's appropriate skill (Drive, Pilot, etc.) by –20% in the next combat round only.
7	<b>Minor Fishtail:</b> Lower the pilot's appropriate skill (Drive, Pilot, etc.) by –10% in the next combat round only.
8	<b>Moderate Fishtail:</b> Lower the pilot's appropriate skill (Drive, Pilot, etc.) by –15% in the next combat round only, then roll again on this table with a +2 modifier and apply the results.
9	<b>Severe Fishtail:</b> Lower the pilot's appropriate skill (Drive, Pilot, etc.) by –30% in the next combat round only, then roll again on this table with a +4 modifier and apply the results.

D10	Result
10	<b>Roll or Tumble:</b> The vehicle careens wildly off its intended path, rolling once per Speed travelled. Each roll does 2D3 hit points damage per Speed to vehicle if appropriate, and 1D3 hit points per Speed to each passenger (1D6 hit points per Speed to creature-drawn vehicle passengers or animals hurled free on the first roll). For fuelled vehicles, allow a 10% chance of a fuel explosion.

## CHOKING, DROWNING, AND ASPHYXIATION

In dire circumstances, your character may be denied breathable air, such as through smoke inhalation, drowning, poisoning by gas, strangulation, or choking. All these can cause asphyxiation damage.

If the situation is not a surprise and is due to an environmental element, roll your character's CON×10 (an *Easy Stamina* roll). If successful, your character can hold their breath during the first combat round of exposure to asphyxiation. The next round, though, the CON roll becomes CON×5 (an unmodified *Stamina* roll), then is successively reduced by one multiplier each combat round after. Thus, in the third round the roll is CON×4, then CON×3 in the fourth round, etc.

This continues until your character is no longer able to succeed in CON rolls, or until the roll reaches CON×1. When the roll fails, your character takes damage total hit points at the end of each following combat round, until they escape the situation, are rendered unconscious, or die.

The amount of damage depends on the substance inhaled or action being committed against your character. Inhaling water inflicts 1D8 hit points per combat round; smoke does 1D4; dense smoke does 1D6; poison gas does 1D8 plus its corrosive effect, if any. All of these go to the chest hit location, if used. Powers such as *Adaptation* may offer immunity.

If your character is being deliberately choked, roll your character's CON×1 each combat round, or take 1D6 damage to total hit points. Additionally, a strangle cord, garrotte, or even strong attackers may simultaneously do basic damage to the head hit location (if used). See the *Grapple* skill and the weapon statistics for a garrotte for more detail.

If your character is surprised by sudden asphyxiation, attempt a Luck roll to determine if they were able to take a breath before it began. If the roll is successful, follow the asphyxiation procedure described above (CON×5, etc.). If the roll fails, the first roll is equal to CON×3, then reduced each round until stopping at CON×1. All further effects are identical to above.

## CLOSE COMBAT

When wielding a short hand-to-hand combat weapon (SIZ 0–1.5), your character is at a slight tactical disadvantage when fighting an opponent armed with a longer hand-to-hand combat weapon (SIZ 2+). This is **close combat**, roughly equivalent to one meter of space around your character. For weapons like spears and polearms, the short weapon-user must first close (move into the one meter space) on their opponent to get within striking range. The following conditions apply to close combat:

- In hand-to-hand combat, if the two characters are not in close combat, the gamemaster should allow a long-weapon-user to strike first against short weapon-users, regardless of DEX rank.
- If a short weapon-user is in close combat with a long weapon-user, any parry attempts made by the long weapon-user are *Difficult*.

If the long weapon-user wishes, they can keep one or more short weapon-users at bay. This means that in place of an attack, the long weapon-user can attempt a normal weapon skill roll to prevent the short weapon-user(s) from closing and being able to engage in an attack in that combat round. This roll must be made each combat round, and if successful, the short weapon-user does not take any damage but cannot close during that combat round. If the long weapon-user has multiple attacks in the combat round, they can make them as normal. On subsequent combat rounds, the character with the higher DEX rank goes first, regardless of length of weapon.

A short weapon-user being kept at bay may have to make a successful Dodge or Parry roll to get into close combat with a long weapon-user. If the attempt succeeds, they slip past the guard of the long weapon-user and can attack normally. If the Dodge or parry attempt fails, the short weapon-user is kept away from close combat for the remainder of the combat round and cannot attack.

## CLOSING

In hand-to-hand combat, once an attacker *closes* with a target using a longer weapon (such as a spear-user attacking a sword-user), the longer weapon-user always gets the first strike regardless of DEX rank. After the initial attack by the long weapon-user, the short weapon-user can act on their normal DEX rank.

To close with a long weapon-user, a character must be closing on the target during the next combat round or next available action and may be required to make a successful Dodge roll if being kept at bay (see **Close Combat**, above). Though the character with the longer weapon may attack, parry, or Dodge, they may perform only one of these actions in that DEX rank. Normally a character may do two of those three actions in the same combat round, but in this case, the length of the weapon makes it less wieldy against the short weapon-user once the combat becomes close.

If a long weapon-user closes with another long weapon-user, they are both limited as noted in the preceding section, but they strike at normal DEX ranks, and all subsequent combat is as normal, if they find space to wield their weapons. As noted in **Close Combat**, a short weapon-user can close on a long weapon-user with a successful Dodge or parry.

See also **Weapon Length** for more information.

## COLD, EXPOSURE, HUNGER, AND THIRST

When adventuring outside civilized areas, it is wise to have protective gear and carry adequate food and water to avoid the risk of succumbing to hazardous environmental conditions. If your character has purchased ample supplies, is wearing appropriate protective gear and is prepared for the terrain and the difficulties faced while travelling, your gamemaster should assume that the environment presents no special difficulty, unless a struggle for survival is an element of the scenario or campaign. If not, your character risks exposure to hazardous environments, starvation, and dehydration.

If your character suffers prolonged exposure to stifling heat or freezing cold, they suffer  $\times 2-4$  the normal fatigue point loss per combat round, if fatigue points are used. The gamemaster determines the multiplier for the situation.

A healthy character can survive up to three days without food or water without any difficulty other than hunger and thirst. A hungry character has the same penalty for combat round activity applied to their fatigue points after two days without food, and a thirsty character must bear the penalty after one day without liquid. If the fatigue point system is not being used, any physical actions your character takes after the three-day mark are *Difficult*.

If your character has been exposed to stifling heat, freezing cold, or without food or water for  $1/2$  their CON in days, any physical action must be preceded by a successful Stamina roll. Failure still allows your character to perform the action, though your character takes 1 hit point in damage from the exertion. After a number of days equal to your character's CON, all rolls for Mental and Physical categories and combat rolls are *Difficult*.

While still exposed, hungry, or thirsty, simple rest does not restore fatigue points. For every day your character's fatigue points are not a positive number, the negative value is applied directly to hit points. Furthermore, wounds take twice as long to heal after a number of days equal to your character's CON without food and/or water. In extreme cases, the gamemaster may even lower your character's SIZ characteristic by 1 or 2 points if they begin to waste away from starvation. If your character's hit points are reduced to 0 or less, they die after that day is over. The gamemaster should decide what circumstances constitute the conclusion of a day.

Powers such as Adaptation may negate the effects of exposure to extreme environments.

## COVER

If a target is partially covered by a wall, doorway, window ledge, fencepost, etc., any attacks on that target are *Difficult*. If the attack roll is over the adjusted amount to hit (but less than the normal skill rating), the attack has hit the obstacle or cover rather than the target of the attack.

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***For example,** your character shoots at a foe half concealed behind a wall. Their normal skill rating is 72%, reduced by half to 36% because the task is *Difficult*. The attack strikes the target if the outcome of the roll is 36 or under. If roll falls between 37 and 72, the attack strikes the covering wall.*

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If appropriate, damage should be rolled to see if it bypasses the cover and goes through to the intended target of the attack (see **Damage to Inanimate Objects**). Roll damage only when it makes sense, such as when the attack's normal range of damage is higher than the obstacle's armour value and/or hit points.

If hit locations are used, you should announce what portions of your character's body are behind cover before the gamemaster rolls for an attack, with the gamemaster deciding how much cover the obstacle allows. The attack is rolled normally, with no skill adjustments, but any protected hit locations strike the cover instead. As above, the damage rolled may pass through the covering object or structure and strike the intended target, if appropriate.

## DARKNESS

If your character is fighting in darkness, whether semi-darkness or pitch black, see **Situational Modifiers** for modifiers. To detect an opponent in complete darkness, you must make successful *Difficult* Sense or Listen roll. If successful, reduce the darkness modifier by half.

Your character can offset the penalties of darkness by wielding a light source in one hand (see **Light Sources**). Powers such as Keen Sense, Aura Detection, or Super Sense may offset any darkness-related penalties.

## DESPERATE ACTIONS

If your character has performed all their actions in a combat round and yet absolutely must make one final action, at the gamemaster's discretion your character can attempt a **desperate action** on the last DEX rank of the round. To do so, first must make a successful *Difficult* Agility roll. If this fails, no action can be attempted. If successful, a desperate action is allowed. This final attack or action is always *Difficult*, no matter what it is. Regardless of its success, in the following round your character cannot attack or move, having unbalanced themselves with the desperate action. Dodges and parries are unaffected. If fatigue points are used, a desperate action costs double the normal fatigue points.

## DISARMING

Sometimes the best strategy is to remove a weapon from an opponent while in combat to stop their attacks and potentially threaten them and force a surrender. Disarming removes the target's hand weapon. Though weapons may be inadvertently broken in combat, to deliberately disarm an opponent, use one of these two methods:

- Close with the target to grapple with them and wrest the weapon from their hand. Make a Grapple roll, and if successful, use a grapple effect to disarm the target.
- At the beginning of a round, announce the intent to disarm a target by knocking or twisting their weapon away, specifying which weapon if the target has more than one weapon. Make a *Difficult* attack to strike the weapon. If successful, roll damage normally and make a resistance roll vs. the target's STR. If the roll is successful, the target drops the weapon, taking no damage. Compare the damage rolled to the weapon's hit points: any in excess are removed from the weapon's hit points. While a successful Dodge negates a successful disarming attack, a parry of any sort has no effect. If the target suspects a disarm attack, a successful parry avoids it.

## DISEASE

If exposed to a minor disease, such as a bad cold or mild flu, make a Stamina roll to see if the disease is contracted. Success means that it is avoided, while failure means that your character catches the disease. For a minor disease like those above, the extent of the illness should merely cost 1 or 2 hit points and 1D6 fatigue points over a few days. On the morning of the second day your character suffers from a minor disease, roll CON×2. If the roll is successful, your character recovers. If the roll fails, the disease persists for another day. On the morning of the third day, roll CON×3, continuing by increasing the multiplier by the roll until the disease is finally overcome. A fumble reduces the multiplier by ×1.

Your character must rest and be cared for while recuperating from a disease. Strenuous conditions (adventuring, combat, hard travel, etc.) reduce this characteristic roll by ×1 per outstanding condition. Thus, if the recovery roll normally would be CON×5, reduce it to CON×4 if your character is not at home in bed, reduce it to CON×3 if they are hiking in the wilderness, reduce it to CON×2 if engaged in rigorous activity such as combat, and reduce it to CON×1 if suffering from injuries inflicted before or after the disease, another disease, or some other unfortunate medical condition.

Though medical attention may speed recovery from the disease, they must recover naturally by succeeding in the CON roll. Simply receiving medical care does not cure a disease entirely. See the Medicine skill for how treatment affects recovery. Some powers and equipment may help against disease: see *Chapter 4: Powers* and *Chapter 8: Equipment* for details.



A major disease such as plague might attack any characteristic, but most diseases attack CON or hit points. Immensely powerful diseases (such as ebola) could even inflict 1 or up to 1D3 hit points per hour, enough to kill an average human in eight hours. Symptoms vary greatly. Lesser diseases might inflict 1 hit point per day, or per week, coupled with loss of characteristic points. Cross-index the number of times your character has failed their CON roll on the **Illness Severity Table**.

### Illness Severity Table

Failure s	Degree of Illness
0	None
1	Mild: lose 1 characteristic point per week
2	Acute: lose 1 characteristic point per day
3	Severe: lose 1 characteristic point per hour
4+	Terminal: lose 1 characteristic point per minute

The first characteristic point is lost within 24 hours of initially contracting the disease (failing the first roll). Each successive loss is added to the total whenever the CON roll is made to recover. The type of disease dictates what characteristic points are being lost.

Following are generic disease types, each tied to a single characteristic. The gamemaster is encouraged to develop a list more suitable to the setting of the campaign (or rename these as appropriate). All characteristic loss affects associated attributes (hit points, skill category modifiers, etc.). Reaching 0 in a characteristic usually means death or permanent debilitation (see **Characteristics**).

- **Atrophy:** This affects the muscular system, causing a loss of STR.
- **Chills:** Chills and fever, ruining health and lowering CON.
- **Delirium:** A feverish state marked by muddled thought and clouded cognition, affecting INT.
- **Malaise:** Either a supernatural or psychic disease, attacking the POW on the spirit plane, or a simple ennui, causing a lack of will and energy.
- **Shakes:** A nerve ailment, causing tremors and unsteadiness, affecting DEX.
- **Pox:** Any disease affecting CHA, usually by deteriorating skin condition, or other visible symptoms. Could also represent general illness, causing regular coughing and/or a sickly appearance.

At the gamemaster's discretion, some diseases may combine the effects of these and have other effects as well. Long-term chronic disease may also reduce SIZ, as above.

## DISENGAGING

To disengage from a fight while the opponent wishes to continue, try one of these courses of action:

- Succeed in a knockback attack and then make a successful Dodge. This method does not allow any further attacks on your character and removes them from close combat.
- Make a fighting withdrawal, taking no attack actions, but only dodges, parries, and movement away. If your character is successful in all dodges and/or parries made during this combat round, they have successfully disengaged and may move their full movement rate away from the battle. If any of these rolls fail, they are still engaged in combat.
- Turning and running, leaving the disengaging character open and defenceless while doing so. Any opponent(s) may attempt an immediate *Difficult* attack against the fleeing character which cannot be parried or Dodged, regardless of their DEX strike rank or available actions.

## DRAWING OR EXCHANGING A WEAPON

A sheathed weapon is not instantly ready for use. If your character enters combat with no weapon drawn or loses a weapon in combat (or has it broken), to draw or ready another weapon takes 5 DEX ranks, or 10 DEX ranks to put one weapon away and draw another. Your character may instead merely drop the weapon they currently hold (costing 0 DEX ranks) and draw another (for 5 DEX ranks). However, if your character has 101%+ skill with their weapon, they can draw or sheathe it at a 0 DEX rank cost.

## ENCLOSED ENVIRONMENTS

Generally, your character needs a radius of at least one meter of free space to fight comfortably with a hand-to-hand weapon. If your character has less room than that, any attacks with a hand-to-hand weapon larger than SIZ/ENC 1.5 are *Difficult*, and larger than SIZ/ENC 2.5+ might be *Impossible*. If your character has less than a half-meter radius around them, all weapon attacks with hand-to-hand or ranged weapons of SIZ/ENC 1 are *Difficult*. Using a SIZ 0 hand-to-hand or ranged weapon, they are not inconvenienced.

## ENTANGLING

The special entangle weapon effect is described fully on page 129, but an entangle can also be attempted by an attacker armed with a suitable weapon, declaring it as their intention. Any weapons with the entangle special effect can be used to make entangle attacks, and the gamemaster may allow other weapons to entangle

if used in that fashion (such as a spiked weapon catching someone's garments). Attempting an entangle is *Difficult* and if successful, it does no damage, but the target is entangled as with the special success.

## EXPLOSIONS

An explosion inflicts a combination of shock and projectile damage upon any caught within its blast range. The gamemaster should determine the power of the blast (damage dice) and its radius of effect in meters (range). A good rule of thumb is two meters per D6 of damage. The damage from explosions decreases from the epicentre to the perimeter of the blast radius. Typical damage dice for explosives are D6s; reduce the damage dice by  $-1D6$  for every two meters away from the epicentre.

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***For example, a stick of dynamite does 5D6 damage at the centre of explosion to the first two meters, 4D6 at three to four meters, 3D6 at five to six meters, 2D6 for seven to eight meters, 1D6 for nine to ten meters, and no damage outside of the 10-meter radius.***

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To determine how much damage anyone caught in the blast radius suffers, determine how far from the epicentre they are and roll damage as appropriate. Damage from most explosives is general, and not applied to any specific hit location. If using hit locations, divide the damage among 1D4 hit locations, rolled randomly. A character in the blast radius of an explosion may also suffer the effects of the knock-back special success.

Use of the Demolition skill can adjust the strength of an explosive charge, increasing the damage and radius by as much as +50%, or cutting the charge to decrease the damage and radius by half.

## EXTENDED RANGE

Using a missile weapon, your character may attempt to hit a target well beyond the base range. Within a weapon's base range, the skill rating is unmodified. At medium range (double the basic range), it becomes *Difficult*, and at long range (four times basic range) it becomes 1/5 the normal skill chance (equal to the chance of a special success, though the result is a normal hit).

The rules for point blank range still apply: missile attacks are *Easy* at a target less than DEX/3 in meters.

Small hand-propelled weapons such as the throwing knife and the throwing axe have no chance to hit beyond double base range.

## FALLING

Your character may end up falling, either from cliffs, into pits, thrown from riding animals, or through a failed Climb roll. A falling character takes 1D6 base damage for every three meters fallen. If thrown with considerable force, the dice rolled may be doubled.

A small character takes less damage when they fall—if SIZ is 5 or less, reduce the damage from falling by 1D6. Unfortunately, large characters take additional damage from falls, adding an extra 1D6 damage if the character's SIZ is over 20 and another 1D6 for every fraction of 20 after that. This is cumulative with the modifier for force, described above.

If hit locations are used, a fall does damage to 1D4 hit locations, but a falling character making a successful Jump roll can specify on which hit location they land. The entire damage done by the fall applies both to the rolled hit location and to the falling character's total hit points. This is an exception to the rule that a limb may take only twice its hit points in damage.

The gamemaster may adjust the damage based on the surface impacted, or any intervening minor obstacles like branches. Armour provides half protection against falling damage up to three meters. Powers that protect against kinetic damage can lower falling damage.

If landing on a stake or other pointed object at the end of a fall, the falling damage is rolled separately than the damage from the stake. Normal stake damage is 1D10+1, with the chance of hitting determined by the gamemaster when setting up the trap. Based on circumstances, a falling character must make a successful Spot roll (if unaware of the hazard) before they may attempt a Dodge roll to avoid a stake.

## FIGHTING WHILE DOWN

If your character has tripped or fallen, or has been knocked down, they are prone. Generally, a character knocked back and down in hand-to-hand combat falls backwards and lands on their back, but if struck from behind, tripping, or collapsing from injury causes the character to fall forward. A prone character's attacks, parries, and Dodges are Difficult, while any attacks directed at them are Easy.

A prone character gets no damage modifier while down and cannot attack with a two-handed weapon. A prone character can parry or Dodge, though actions are Difficult. If attacked, a successful Difficult Dodge roll gets the character back on their feet without being hit and allows an attack action in the combat round if the DEX rank permits. Alternatively, a successful Dodge and Agility roll (both unmodified) on their DEX rank gets the character on their feet, unscathed, but takes the place of an attack action in that combat round. See also **Superior/Inferior Positions**.

## FIRE AND HEAT

Your character may take damage if exposed to fire or intense heat. At the end of the combat round on DEX rank 1, fire or intense heat damages any character it touched during that round.

- Tiny flames equivalent to a candle or lantern inflict 1 damage per full combat round they are directly exposed to it.
- A hand-held torch does 1D6 damage per full combat round if held against a target. A target who is clothed but unarmoured may attempt a Luck roll each combat round to prevent being set aflame. If successful, they are not set on fire. Failure means their clothing and/or hair starts burning, doing 1D6 damage per combat round until extinguished. This damage also applies to any fire the size and intensity of a small campfire.
- A large bonfire or equivalent in size to a bonfire inflicts 1D6+2 damage per combat round. An exposed character's hair and clothing may catch fire as well. A successful POW×1 roll avoids this.
- Being caught in a fiery boat or house can cause 2D6 damage per combat round in addition to the force of any explosion. If exposed to these conditions, see **Choking, Drowning, and Asphyxiation**.
- Intense fires are those too hot to approach closely, doing 3D6 damage per combat round of exposure. This is the equivalent of molten metal or lava, a jet or rocket engine, or the heat inside of a furnace. This heat automatically sets a character aflame for 1D6 additional damage per combat turn after the initial round.

Armour and/or powers that offer protection subtract their armour value from this fire damage for one combat round. The gamemaster may choose to adjust this based on circumstances, such as fleeting contact, being wet, etc. Conventional armour's protection lasts 1D3 rounds, and when it ends, the armour does not protect the character any longer. Fire-retardant gear, such as worn by firefighters, only loses its protection if exposure is extreme or prolonged. Improvised methods of defence (get under a wet blanket, etc.) may have some effect. Random armour value protects a character from fire damage for up to 1D6 points of armour protection, no matter what type of armour.

Equipment can be damaged by fire. Every round fully exposed to open flame reduces non-metal armour value by at least 1 point. Metal weapons and armour are not destroyed by fire unless left in the flames for several full turns, but they may become too hot to use, or their non-metal portions may be damaged, causing inconvenience. At the gamemaster's discretion, firearms may even have their ammunition set off by the heat and fire, calling for Luck rolls for nearby characters to avoid being hit.

A character who takes more than 1/4 their total hit points (round up) in burn damage must make a successful Luck roll. Failure costs the character 1D4 characteristic

points. The gamemaster should roll for the loss and determine which characteristics are affected, but at least 1 of these points must be from CHA.

Hit locations may determine where fire affects a character. In these cases, the quantity of hit locations affected derives from the size of the fire, at the gamemaster's discretion.

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***For example,** a torch affects only one hit location, but if caught inside a raging house fire, all their hit locations are affected.*

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Extinguishing a fire is not difficult, one can easily be smothered with a cloak, dirt, water, fire extinguisher, etc. It takes one combat round to attempt to extinguish a small fire, longer for larger fires. If there is any chance of failure, a Luck roll extinguishes it. Failure means that the fire continues to burn, while a fumble means that the character extinguishing the fire has inadvertently set themselves aflame.

If attempting to burn or melt an inanimate object, the gamemaster should determine how many points of damage per combat round it takes to destroy it, using the substance and relative size as guidelines. A book might be ignited with only 1 point of fire damage per round, while a steel sword might take 50 points or more of flame damage per combat round to melt.

## FIRING INTO COMBAT

Combat is a blur of action, complicated when some combatants use hand-to-hand weapons while others use missiles. Firing a missile weapon into combat is modified by -20%, while firing a missile weapon while engaged in combat is *Difficult*. However, if the attacker and the target are both within close combat range, the attack is *Easy* (for **Point-blank Range**), so the *Difficult* and *Easy* modifiers cancel one another.

In situations where your character must fire a missile weapon into (or within) close combat, it is a challenge to avoid accidentally hitting an ally. If your character rolls a number between their skill rating and their modified chance (-20%, as above) while shooting into hand-to-hand combat, the gamemaster should randomly determine which of the other potential targets was struck, by having all potential targets make a Luck roll and choosing the biggest failure (or most marginal success) as the unlucky target of the attack. In any case, the attacker is not eligible for an experience check, as they have technically missed what they aimed at.

If your character is using a missile weapon on a mass of targets and doesn't care who they hit, the skill ranking is increased by +5% for every extra body shot at if the potential targets are standing closely. The gamemaster should select which target in the group of combatants is struck, using the system described above. If targets are approaching in a loose skirmish line, the attacker must pick one target and attack as per normal. If targets are packed into a dense cluster (a spear wall, for example), the attacker may fire at the massed troops with the +5% per potential target skill rating modifier.

## FORTIFIED POSITIONS

If your character is standing or kneeling to fight, or even observing, from behind some sort of fortified position such as a stone wall or other sturdy defensive bulwark, any attacks against them are *Difficult*. This can be overcome through aiming (see **Aimed Attacks**). A defender who crouches or kneels entirely behind a suitable defensive structure cannot be hit by small missile fire, though they could potentially be vulnerable to siege weapons, explosions, or attacks involving an area of effect. The gamemaster should determine whether such an attack can potentially injure your character.

## IMPROVISED PARRYING WEAPONS

Most missile weapons can be used to parry if the need arises, aside from those too small to make much of a resistance, such as slings, throwing darts, or handguns. Weapons in *Chapter 8: Equipment* that are SIZ/ENC 0 cannot be used to parry effectively—they are either too soft and pliable, or too unsubstantial and small to present adequate resistance to attack. In most cases, an improvised parrying weapon loses 1 hit point each time it successfully parries an attack. When consulting the **Attack and Defence Matrix**, assume that improvised weapons always suffer at least 1 point of damage if successfully used to parry. Exceptions exist, such as a steel item used to parry a wooden club or an unarmed attack, at the gamemaster's discretion.

The base chance to parry with a missile weapon is half of the weapon's base chance (or 20%, whichever is higher). It is assumed that in a character's training and experience they have had to use the weapon to parry out of necessity and learned from that. This can vary by the weapon type and the style of training.

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***For example,** basic military training in hand-to-hand combat includes the use of the rifle as an improvised club, including parrying. Hunting rarely requires parrying with a rifle.*

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If the hit points of a missile weapon used to parry are exceeded by the rolled damage, it takes 1 hit point damage (or more, depending on the quality of the attack and parry).

## IMPROVISED WEAPONS

As weapons and shields can be damaged or even destroyed in combat, characters in combat may attempt to improvise weapons from items found around them. The weapon tables in *Chapter 8: Equipment* provide suggested statistics for a variety of improvised weapons, based on sizes.

## KNOCKBACK

The impact of a weapon can do more than damage a target. A sufficiently powerful blow can send a target staggering backward. This is called a *knockback*. If an attack is designated as a knockback attempt, the final amount of damage done is compared vs. the target's SIZ in a resistance roll. If the target loses, they are knocked back by one meter per 5 points of damage in excess of their SIZ. In addition to any damage taken, they must make a successful Agility roll to remain standing. If an attack achieves the knockback special success. The gamemaster may lower the chance of the resistance roll to reflect unevenness of ground, slope, or previous degree of damage already taken, or if the character is already in mid-air, such as flying.

If the targeted character is riding or on a vehicle, they should attempt a Drive, Pilot, or Ride roll, as appropriate. If successful, the SIZ of the mount or vehicle is added to their own SIZ. If unsuccessful, the knockback is figured only against the character's SIZ, and they can be knocked off their animal or vehicle, though the gamemaster may adjust this based on elements such as harness, seatbelts, cockpit configuration, etc.

An attacker can specify that their attack came from directly above the target, driving the target into the ground. In this case, the target is not knocked back, but must make an Agility roll to remain standing. If this roll fails, they fall Prone. Generally falling from a standing position does not incur damage, but if the distance is greater, use the rules for Falling.

In a setting where knockbacks are common, such as with superheroes or powerful martial artists, the gamemaster may announce that any successful blow has the potential for a knockback, regardless of whether it does damage to the target. In this case, the knockback threshold may be lower, such as 1/2 the target's SIZ, to increase its frequency.

## KNOCKOUT ATTACKS

Knockout attacks only work against humans and humanoids, or other living beings with clearly defined heads. To render a target unconscious, declare your character's intent at the beginning of the round. A Difficult attack roll is made as if targeting a particular body part (such as the head). The attack is non-lethal and is not intended to do damage, though damage is rolled to determine the potential for a knockout. Armour defends normally in all cases. If the damage is equivalent to a minor wound, the original damage rolled is ignored and the target is dealt the minimum damage for the weapon (after armour) but is not knocked out. If the attack is successful and the rolled damage is equivalent to a major wound (after armour), the target takes 1 damage and is knocked out for 1D10+10 rounds (the gamemaster rolls secretly for this).



The effects of special or critical successes (such as extra damage or bypassing armour) apply in all cases, while other special effects (slashing damage, knockback, etc.) do not apply to knockout attempts.

## LIGHT SOURCES

Candles, torches, lanterns, flashlights, and other equipment provide portable sources of light, and give enough light by which to read and to use Search or Spot skills. Torches and lanterns provide visibility (and are visible) from 100 meters away in darkness. At 100 meters, your character must succeed with a Spot roll to see a candle or equivalent light source. Other light sources can range from much higher than these extremes, or fall somewhere between (see Darkness).

A candle flickers, is easy to drop, and is easy to blow out, less so if in a lantern. A long wax candle burns for approximately six hours; a short, pouch-sized candle burns for two hours. A torch gives a large, bright flame, and is difficult to blow out. A torch burns for approximately one hour. Oil lamps or lanterns usually contain enough light for several hours. If dropped, any flaming light source keeps burning with a successful Luck roll and might present a danger in combat (see *Fire and Heat*). If a light source must be used with care (an oil lamp, etc.), applicable skills are *Difficult*.

Many powers can provide light (see their entries in *Chapter 4: Powers*).

## MASS COMBAT

Sometimes your character may become part of a **mass combat**, a tactical engagement consisting of far more participants than the number of player characters. If your gamemaster wishes to simulate a mass combat where there is an uncertain outcome, this can be handled via a series of opposed Strategy rolls on the part of the opposite sides; a series of resistance rolls with each side represented with a POT value assigned by the GM; or even a symbolic abstract combat between two representative combatants whose hit points reflect troop size.

Usually, the gamemaster has already decided the outcome of a mass combat and is including the engagement as a dramatic element, giving your character a chance to participate in the struggle at whatever level is appropriate, from the battlefield itself, the war room back in the capitol city, or even on the bridge of a massive vehicle.

In these cases, the gamemaster should describe the battle through narrative, summarizing the high points as appropriate, and allow for scenes where the player characters can participate in one or more smaller engagements. In cases where your characters are immersed in combat, every involved character must make a Luck roll each turn (five minutes). Success means that no damage is taken. Failure means that 1D6 points of damage are taken. A fumble means that 2D6 points of damage are taken. Armour reduces this damage.

## MISSILE FIRE WHILE MOVING

Your character can attempt missile fire while riding, driving, or piloting a moving mount or vehicle, but any appropriate combat skill is limited to the skill rating for the mount or vehicle they are directing. Attacking while running is limited to your character's Agility roll, or attacks during a mid-air leap can use the Jump skill as a cap. The gamemaster should determine whether an attack is possible or simply outside the range of possibility. Some settings err on the side of over-the-top action (see Variant Combat Rules).

Moving and throwing a hand-propelled weapon (spear, axe, knife, rock, etc.) or a firearm directly ahead can be attempted at the normal skill rating. Moving and throwing or firing sideways makes the attack *Difficult* due to the distraction of moving in a direction other than the one being targeted. Bows are easier to fire sideways and are not penalized. Attacks directly behind a mobile character are at 1/5 normal skill rating (equivalent to a special success), and require an Agility, Ride, or Drive roll, as appropriate, to attempt. As noted in *Chapter 6: Combat*, your character can move for half of a combat round, and then throw, fire, or shoot a bow in the other half, at the appropriate DEX rank.

## MOUNTED COMBAT

Combat while mounted is similar to combat on foot, though several conditions modify the experience for all involved parties. If the mount is a motorcycle or equivalent vehicle, the Drive skill should be substituted for the Ride skill. Following are modifiers to combat involving mounts:

- While mounted, the rider's combat skill ratings are limited to the skill rating of their Ride skill.
- Some types of weapons cannot be used while mounted, such as two-handed polearms and/or large shields.
- While mounted, any Dodges the rider attempts are *Difficult*.
- A mounted character uses the mount's MOV for any movement in the round, assuming they make a successful Ride roll.
- A mounted character is in a **Superior Position** to targets on the ground.
- A successful knockback attack dismounts a mounted target, as does a major wound. The gamemaster may decide that other special successes (such as entangling) also may cause involuntary dismounting.
- When falling from a mount, the rider must make a successful Luck roll or take 1D6 damage (to a random hit location, if used). Armour protects normally, but if the Luck roll is fumbled, they are caught on their saddle and dragged for another 1D3 per combat rounds, taking damage each round, until freeing themselves with a *Difficult* Agility roll. In either case, the character must make a successful Stamina roll or be stunned for the next combat round (see **Stunning or Subduing**).

- A rider must dismount to retrieve a fumbled or dropped weapon. A dismount is a free action, though getting mounted again counts as a partial movement action.
- Charge attacks take place at the end of a full movement. When charging and wielding a weapon, your character should use the damage modifier for the mount instead of their own. Usually, a charge attack requires a successful Ride (or Drive) skill roll to manoeuvre the mount in the correct direction.

One means of defence against a mounted charge is a lance, spear, pike, or similar weapon, wielded with the haft set firmly (seated) in the ground, making it immobile against a charge. The attack is rolled as normal, and if successful, the charging mount's own damage modifier is added to the damage of the set weapon. To avoid a set weapon, the rider must abort any combat action and make a Ride (or Drive) roll to avoid being hit. If the mount is intelligent and does not wish to run onto a seated weapon, it may use its own Dodge skill in defiance of the mounted character's wishes. A rider may need to make a successful Ride roll and succeed in a POW vs. POW resistance roll to spur a mount to injure itself. Failure of either of these means that the mount will Dodge or balk at any further action for the remainder of the round.

If hit locations are used, the gamemaster may choose to make certain hit locations inaccessible between a mounted and unmounted opponent, depending on the weapons being used. For an unmounted character, small hand weapons may not be able to reach the mounted target's head, while long weapons have no such limitation. If appropriate, re-roll any results of 'head' on the hit location roll. A mounted character equipped with a medium-sized hand weapon may be unable to strike the lower abdomen or legs of an unmounted character. If appropriate, a mounted character attacking an unmounted character rolls 1D10+10 for hit locations.

Additionally, based on the position of the mounted character and the unmounted character, certain hit locations (right/left) may be inaccessible. The gamemaster should assume that these attacks struck the mount instead. Two mounted characters fighting only have the right/ left limitation and are otherwise fully able to attack one another.

## NATURAL WEAPONS

Natural weapons are part of the body of the attacker.

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***For example, a human's fist and foot are their natural weapons, and your character can use hands and even legs to Grapple an opponent.***

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Most other creatures have natural weapons such as claws, fangs, prehensile tails, stings, and horns. Some even have natural missile weapons. As described in Chapter 11: Creatures, most creatures so equipped do 1D6 damage with claws and 1D3 damage with a bite or horn, plus damage modifier.

Your character can use their natural weapons the way they can use normal weapons, attacking and parrying a target. If hit locations are being used, the hit points for the first parry are your character's hit points in the arm hit location and everything surpassing the arm's armour points goes directly to your character's arm location hit points and their total hit points.

Most creatures with natural weapons such as claws, stings, etc. use them just as a human would use a weapon, with the same DEX ranks and same options such as grapples and Dodges. Few wild animals know to parry attacks, as it is not a natural tactic. The gamemaster should decide if a creature tries to parry or Dodge, based on the animal's relative INT, DEX, and its mode of combat.

## POINT-BLANK RANGE

Your character's chance to hit with a missile weapon is *Easy* when the range to the target is less than or equal to their DEX/3 in meters. Once the range between attacker and target is within touching distance (one meter for most weapons, two meters for polearms, spears, etc.), combat changes to hand-to-hand. Some weapons (bows, thrown weapons, etc.) are useless at hand-to-hand range, becoming *Difficult*, while some weapons (firearms, energy weapons, crossbows, etc.) are *Easy* at point blank range.

At point-blank range, parries against missile weapons are allowed, as a defender can now attempt to block an arm pointing at them or otherwise misdirect a missile weapon.

## POISONS

All poisons have a potency value (POT) matched against the CON of a poisoned character. If the poison overcomes your character's CON, then its full POT is done as damage to hit points. If the poison does not overcome the character's CON, it has a lessened effect—usually only doing half the poison's POT in damage (round up). See Chapter 8: Equipment for sample poisons.

Poison damage is always damage to total hit points or to a characteristic. Poison damage does not usually occur on the same combat round in which the character is poisoned. The delay before poison damage takes effect depends upon the poison. Unless otherwise specified by the gamemaster, the delay is three combat rounds for fast-acting poisons, or three full turns for slower poisons. Your gamemaster may wish to devise more complex rules involving poison administered to hit locations or onset times for a more granular approach.

If a character takes two doses of a poison, they must make a separate resistance roll versus each one: two doses of a POT 10 poison are not the same as one dose of a POT 20 poison. Some powers or equipment may protect against poison: see *Chapter 4: Powers* and *Chapter 8: Equipment* for details.

## Poison Antidotes

Almost all poisons have antidotes. All antidotes have a POT rating, just like poisons. If your character takes a poison's antidote no more than six full turns before being poisoned, the antidote's POT is subtracted from the poison's POT before damage is figured. An antidote for one type of poison may give a lessened benefit even when used with a different poison type, at the gamemaster's discretion.

## PRONE

Your character is lying on the ground, either willingly or unwillingly prone. The following conditions apply to a prone character (also see the knockback special success):

- All hand-to-hand or medium-range missile attacks against a prone character are *Easy*.
- All long-range missile attacks against a prone character are *Difficult*.
- A prone character's attacks, parries, and Dodges are *Difficult*.
- Any attacks by a prone character wielding a two-handed hand-to-hand weapon are *Difficult*.
- A prone character cannot add any positive damage modifier to attacks, though negative damage modifiers still apply.
- A prone character can utilize missile weapons such as firearms, crossbows, or energy weapons at their full skill rating. Some archery styles allow for prone use, even when the archer is on their back. However, some weapons simply cannot be fired effectively while prone, at the gamemaster's discretion. If in doubt, attacks should be *Difficult*.

The gamemaster may allow a modifier of +10% when using firearms or other self-propelled missile weapons while voluntarily prone, to simulate additional stability. This modifier can be applied in addition to any modifiers for scopes, etc.

It takes no roll to get back up after being knocked prone, but this takes the place of an attack, makes all parries and Dodges *Difficult*, and all attacks against the character while getting up are *Easy*. A successful *Difficult* Dodge roll gets a prone character back on their feet on their DEX rank and allows an attack action in the combat round.

Alternately, a combination of successful Dodge and Agility rolls accomplishes the same, avoids the *Easy* modifier to be attacked, but does not allow an attack action (the Agility roll takes the attack action's place).

## PULLING BLOWS

It is assumed that any attack is performed with the intent of doing as much damage as possible, but if desired your character can 'pull' an attack, choosing to do

less damage by striking lightly or by not striking vital body parts. During the statement of intent, you must declare that your character is intentionally pulling their blow to do less damage. Your character can add less of their damage modifier, or none of it, and they can roll smaller dice for the weapon damage, to a minimum of 1D2, but any + to the weapon's damage dice remains unchanged.

If a weapon does multiple dice of damage, you can choose to reduce all of the dice of damage, or roll fewer dice, but you cannot split the dice and apply different reductions.

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***For example, a shotgun that does 4D6 in damage can have the damage reduced to 4D4, 4D3, or 4D2, or it can be reduced to 3D6, 2D6, or 1D6.***

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If there is a question about reducing the value of dice, their order is, from smallest to largest: D2, D3, D4, D6, D8, D10, D12, to D20.

## QUICK-DRAWS

In a contest of who can draw their weapon and attack faster, whether with revolvers or katanas, each participant must hold their action to a later DEX rank as the gamemaster counts them down. When one of the characters chooses to act, the other must make an Easy Spot skill roll to notice the intention to attack. If the Spot skill roll fails, the character who opts to attack first can make an attack against the other character which they cannot Dodge or parry. If the Spot roll is successful, make a DEX vs. DEX resistance roll. The winner can attack first, and if still able, the other can retaliate on their next available DEX rank.

After the initial exchange of attacks, combat then begins as normal, using regular DEX ranks and attack skill ratings, allowing for Dodges and parries. Dodging or parrying subsequent attacks is Difficult, making quick-draws extremely dangerous to all participants.

Larger numbers of characters can participate in a quick-draw contest, using the above guidelines.

## RADIATION

Exposure to radiation or radioactive materials is usually harmful to living beings. The effect of radiation poisoning (acute radiation syndrome) is the equivalent of both poison and direct burns. Though radiation's intensity is measured in rads, here it is classified as low-intensity through fatal-intensity (see chart below) with associated potencies. The gamemaster should assign a potency (POT) to each exposure for use in a resistance roll. If your character is exposed to radiation, they must make a resistance roll using CON vs. the radiation's POT. Success means that your character avoids the effects for the period listed. The Radiation Effects Table (below) provides guidelines for different POT levels of radiation.

Acute radiation syndrome is quite deadly. There are few means of reducing exposure to radiation in the modern world. First Aid is useless against radiation, and the Medicine skill can do little to stave off its effects. Various powers and equipment may protect against the effects of radiation: see Chapter 4: Powers and Chapter 8: Equipment for details, and more futuristic settings may have means of dealing with through chemical or technological means.

The above treatment of radiation is based on a normal power level model of its horrific effects. The superhero and post-apocalyptic genres often have radiation as a source of beneficial mutation; instead of terminal cancers and irradiated tissue, exposure to radiation causes super-powered mutations or dramatically accelerate the evolution of some species. The gamemaster may allow a character a POW×1 (or higher) chance of one of these beneficial mutations from radiation exposure, or radiation exposure may figure into your character's origin, giving them superpowers.

### Radiation Effects Table

Potency	Intensity	Effects
5	Low	<b>Roll every 30 days.</b> Failure means that your character suffers irritations such as skin rashes, headache, shedding skin, minor hair loss, mild nausea, diarrhoea, etc.
10	Moderate	<b>Roll every week.</b> Failure means that your character suffers a bout of incapacitating illness (cannot rise from bed, tremors, shaking, etc.) that lasts 2D10 hours, in addition to the above symptoms. Two failures in a row mean that your character has developed cancer (gamemaster's discretion).
15	Medium	<b>Roll every day.</b> Failure means that your character suffers a bout of incapacitating illness lasting 2D10 days, cumulative with other failed rolls. Your character also suffers 1 damage, in addition to suffering from one or more heightened symptoms of low-intensity radiation, described above. Failing this roll twice in a row inflicts 1D10 days of temporary blindness on your character. Failing this roll three times in a row means that your character has developed cancer, at the gamemaster's discretion. Other characters coming into close contact with your irradiated character are at risk for low-intensity radiation (see above).

**Roll every hour.** Failure means incapacitating illness as above, cumulative. Your character suffers 1D3 damage as above, as well as other symptoms. Blindness is automatic if the roll fails. If blindness continues for ten consecutive days, it becomes permanent. A character failing a roll of CON×1 becomes permanently sterile. Two failures of this roll indicate terminal cancer. Other characters coming into close contact with your character are at risk for moderate-intensity contamination (see above).

**Roll every minute.** Failure equals all the above symptoms. Blindness and sterility are immediate. Burn damage is 1D6 points per turn, and your character inevitably dies in CON/2 hours unless provided with suitable medical assistance. All physical skills are *Difficult* and require a successful *Difficult* Stamina roll to attempt. Your character's corpse presents a health risk to others, exuding medium-intensity radiation.

**Roll every combat round.** Failure equals all the above symptoms. Burn damage is 1D4 points per combat round. Movement or action is impossible. Your character is wracked with excruciating pain until their death in 1D3 combat rounds. Your character's corpse is highly irradiated to a value equal to ½ the radiation's potency (round up).

## SHIELDS AND MISSILE FIRE

As described in *Chapter 6: Combat*, while used in hand-to-hand combat a half or small shield has a base 15% chance to block a missile, a full shield has a 30% chance to block a missile, and a large shield has a 60% chance. If your character kneels behind it, a full shield has a 60% chance to block a missile, and a large shield has a 90% chance. Only successes are blocked; special successes and critical hits are assumed to strike their intended targets. If your character is trying to parry a very fast missile weapon, such as an energy weapon or firearm, they have only the shield's base chance as the chance of success.

## SHOOTING UP OR DOWN

If firing a missile weapon at a target or an angle more than 45°, the attack is *Difficult*. Effective and maximum ranges are halved for a target directly overhead, but are not affected for targets at the 45° angle or greater, up to 90° (directly overhead).



The gamemaster should arbitrate whether a target is directly overhead or at an angle.

Attempts to fire up at a target are at –10% to the skill rating. Attacks made at an opponent that is significantly below the attacker's normal line of sight are at a +10% bonus to the skill rating, with no modifiers to range. Damage is unaffected in either case.

At the gamemaster's discretion, some weapons might be less able to fire directly above or below, such as slings or crossbows. If the nature of the weapon makes firing at these angles problematic, these attacks are *Difficult*.

## SLIPPERY OR UNSTABLE SURFACES

If your character is fighting or taking sudden action on a slippery or otherwise uneven surface, they may run the risk of slipping. Make a successful Agility roll to keep from slipping. If the surface is especially slick (oily, in an earthquake, etc.), the roll may be *Difficult*. Failure means your character falls prone or is unsteady enough to take any action other than trying to stay upright. If your character fumbles on this roll, they may suffer 1D3 damage, based on the surface. Alternately, use the **Natural Weapon Fumbles Table**. See **Fighting While Down** for additional information.

## STUNNING OR SUBDUING

Your character may wish to subdue an opponent rather than killing them outright. Being stunned is a dizzying, disorienting experience, as stars dance in the target's eyes and their head swims from the pain of the sudden blow. A stunned target cannot attack while stunned and can only attempt to Dodge or parry an attack if they make a successful Idea roll for each attempt. Furthermore, all attacks against the target are Easy. The stunned target can attempt to flee, but to do so requires a successful Idea roll to discern an escape path and a successful Agility roll to stagger out of danger.

Stun or subdue a character using one of these methods:

- Use the crushing special effect described in *Chapter 6: Combat*.
- Use a weapon or blunt object to stun a target (see **Knockout Attack**).
- Use a weapon designed to stun (or knock out) an opponent rather than injuring them. First make a normal targeted attack. On a successful attack, roll the weapon's normal damage, subtracting armour, and make a resistance roll vs. the target's current hit points. If successful, the target is stunned for rounds equal to the points of damage rolled. A critical result causes it to do maximum rolled damage plus normal rolled damage. If a stun weapon achieves a special result, count the weapon's maximum damage instead of rolling. If the attack fails, the target takes no damage and is not stunned. The stunned target only

suffers the minimum rollable damage for the weapon. If the originally rolled damage would reduce the target to 1 or 2 hit points, the target is knocked out rather than stunned. If it reduces them to 0 hit points, they may die from a concussion unless receiving medical attention.

- A target can be immobilized with the Grapple skill or use of a weapon with the entangle special effect.

Armour protects against stunning damage unless the attack is specifically targeted at an unarmoured head. Energy or other weapons that do stunning damage ignore primitive, ancient, and medieval armour entirely, though the gamemaster may rule that electricity-based stunning weapons are at full effect vs. targets in metallic armour. Advanced armour is usually insulated against energy-based stunning weapons and works at full strength against them.

## **SUPERIOR/INFERIOR POSITIONS**

If your character is standing at least half-again higher (or more) than their target, they are to have a superior position, an advantage over their opponent.

For example, for most human opponents, superior ground means standing higher than an opponent by one meter or more.

Standing higher than an opponent's height negates this advantage unless the attacker is armed with a long weapon such as a spear or polearm.

A character in a superior position modifies their attack and parry chances by +10%. If hit locations are being used, add +1 to the D20 hit location roll. Rolls over 20 are equal to 20. There are no penalties for being in an inferior position, as the tactical advantage given to the character in the superior position are enough of a disadvantage. The superior position bonus does not apply if the character in the inferior position is equipped with a long weapon and the character in the superior position is not. If both are equipped with weapons of roughly the same size, the advantages are applied as described above.

As noted in Mounted Combat, a mounted character has a superior position to a character on foot, and gains the advantages listed here.

## **SUPERIOR NUMBERS**

In a situation with many combatants, attackers and defenders alike may be at a disadvantage. Ordinarily, no more than five characters using hand-to-hand weapons can surround a single character and all have room to attack. In close quarters, there might be room only for two characters at a time to attack if both are equipped with large weapons, while eight characters with long spears might be able to thrust at a surrounded defender.

The gamemaster should evaluate the number of attackers and defenders, examine the terrain or environment, and consider the weapons used when determining

how many characters can attack a single target in a round. Any remaining characters are crowded out and are unable to attack but may perform other actions, if desired. This assumes human-sized characters: the gamemaster may adjust these numbers for larger or smaller characters.

## SWEEP ATTACKS

A giant opponent or a character attacking with a massive or long weapon may attempt a **sweep attack**, a horizontal swing across a large area to potentially strike multiple foes. Such an attack has a high chance of succeeding but does less damage than a normal attack. A sweep attack made with an appropriate weapon against a character standing in the target area is *Easy*, but damage is halved (round up). A creature with a natural sweep attack should use the skill rating and damage listed in its description, unmodified.

To avoid a sweep attack, your character cannot Dodge, but must instead use the Jump skill to get out of the way. Parrying a sweep attack is possible, though the parrying character must also make a resistance roll of their STR vs. the attack's damage (before being halved). Failing means they are struck, while a successful parry stops the sweep, sparing other potential targets in the sweep's path.

A successful attack with a sweep attack using a non-edged weapon potentially causes a knockback effect for anyone struck (see **Knockback**). Knockbacks are rolled for each character in the range of the sweep attack's effect, from the first struck to the last. If one character successfully resists being knocked back, none of the remaining characters are affected.

Sweep attacks can only cause crushing, knockback, or slashing special successes, as appropriate. Impales and entangles are not generally the result of a sweep. If an impale or entangle special success is rolled, the gamemaster can either substitute the result with a crushing, knockback, or slashing special success as appropriate, or consider it a normal success.

## THROWN WEAPONS

Generally, weapons are usually crafted for hand-to-hand combat or for throwing, rarely both. However, in the excitement of combat, sometimes it becomes necessary to throw a weapon not meant to be thrown, or to use a thrown weapon in close combat. A few weapons, like the hatchet and javelin, are equally useful in both circumstances. When using thrown weapons, your character's damage modifier is halved (round up). If your character has multiple dice of damage modifier, each is halved, rather than the number of dice being halved.

Weapons meant for throwing are usually flimsier than hand-to-hand weapons and not always balanced for hand-to-hand combat. If your character is forced into close combat wielding a throwing weapon they do not have a hand-to-hand weapon skill for, attacks with that weapon are *Difficult*.

## TWO WEAPONS

Your character can use two hand-to-hand (or small missile) weapons at the same time, rather than one weapon or one weapon and a shield. The weapons do not need to be of the same type, or class. **For example**, your character can fight with a dagger in each hand, or a sword in one hand and a pistol in the other. There is no advantage to handedness. Fighting with two weapons simultaneously has the following conditions:

- Using two weapons in combat does not automatically grant a second attack, or more parries than are normally allowed.
- If your character has a skill of 100% or more in each weapon used, they can split the attack as per the optional rules for skills over 100%. In this case, each attack is *Difficult*, with the other attack for each weapon ignored.

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**For example**, your character has a rapier (with a 102% skill) in her right hand and a dagger (110% in the other) in their left hand. If she splits her skill ratings this round and attacks multiple times, her rapier attack is 51% and her dagger attack is 55%. The second rapier attack and the second dagger attack are ignored, as the dagger attack takes the place of the second rapier attack.

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- If a second attack is allowed, it occurs 5 DEX ranks after the initial attack.
- Attacks with the secondary hand are *Difficult* if your character is not trained in the use of fighting using that hand (see below).
- If the weapon is traditionally used in the secondary hand (such as a parrying dagger or shield), or your character has a skill of 100% or more with the weapon, they do not suffer this penalty.
- A primary advantage to fighting with two weapons is that your character is not defenceless if they lose one weapon due to breakage or a fumble.
- Fighting with one ranged and one hand-to-hand weapon allows your character the advantage of being able to switch between both modes. See Firing into Combat and Point-Blank Range.
- A second weapon does not always have to be a weapon and can be a tool or other useful implement.

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**For example**, your character may fight with a sword in one hand and a torch in the other, using the torch for light and as a potential club. The gamemaster may require Luck rolls if the secondary item is fragile or potentially hazardous (like an oil-filled lantern).

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For a quick rule of thumb, if your character has a DEX 15 or less, they are either right or left-handed. If your character has a DEX 16 or more, they can be ambidextrous if they choose. If handedness has not been established prior and is a concern, the gamemaster may ask you to make a Luck roll. A special success allows your character to be ambidextrous. Success lets you pick, while failure should be de-

terminated with a D6 roll (1–3=right, 4–6=left). Once handedness has been determined, you should note it on your character sheet for future reference.

## UNDERWATER COMBAT

There are few places where humans are less suited for combat, but sometimes fighting while submerged is unavoidable. If your character does not have equipment or some power to prevent drowning, see Choking, Drowning, and Asphyxiation.

Many weapons are next-to-useless underwater, such as those that do crushing or knockback damage. The effects of others are lessened considerably, and some (like firearms or energy weapons) may not function at all if submerged. The following conditions affect underwater combat:

- A swimming character must succeed in a Swim skill roll each turn to manoeuvre into position to make an attack. If standing on a surface, this roll is not required.
- A weapon that does anything other than impaling damage does only half damage (round up) while underwater.
- Being underwater counts as having an additional 3 points of armour against any non-impaling weapons.
- While underwater, all attacks, parries, and Dodges are limited to the attacker's Swim skill, unless they are in close combat, grappling, and/or using a piercing weapon of SIZ 0 or 1.
- Parrying with a shield while underwater is Impossible.
- Fighting underwater costs double the normal fatigue points per combat round.

At the gamemaster's discretion, someone acclimated to an underwater environment (merfolk or all aquatic animals, for example) suffers none of the above conditions.

## Vacuum

If your character is exposed to vacuum without some form of protection, the first course of action is to exhale all air within their lungs to equalize pressure within and outside. If your character does not do this, they take 1D6+2 points of damage per combat round from the collapse of their lungs. If rapidly exposed to vacuum, a character who would know to do this can remember with a successful Idea roll. The gamemaster may also allow a successful *Difficult* Knowledge roll or an unmodified Science (Astronomy) roll to provide your character with this information.

Additionally, a human being begins to haemorrhage if exposed to vacuum or near-vacuum conditions, suffering 1 damage per round for the first round, then 2 damage at the second round, 4 damage after three full rounds, 8 damage at four full rounds, etc. This may be delayed by one combat round per armour point of a protective suit, at the gamemaster's discretion.

Additionally, abrupt exposure to vacuum may cause your character's eardrums to burst (make a Stamina roll to avoid this), and after CON×2 combat rounds in vacuum, their vision begins to become affected, making any rolls involving sight *Difficult*. Depending on how and where your character was exposed to vacuum, they may also suffer from the effects of extreme cold, extreme heat, or radiation. See those spot rules for more information. Powers and/or equipment are the best solution to mitigate this.

## Volley Fire

Volley fire rules apply specifically to thrown/self-propelled weapons. These are almost always launched at the rate of one attack per combat round. However, your character may wish to send as many attacks at an opponent as are possible in the shortest amount of time, either as suppressing fire or to bypass a particularly effective defence.

If your character chooses to throw, fire, or launch weapons as rapidly as possible, use the relevant weapon's attacks-per-round entry, with the first attack at the normal DEX rank and subsequent attacks happening at 5 DEX rank intervals after. All volley fire attacks are *Difficult*. If the DEX ranks for any attacks are below 0, your character cannot attack further. Though your character may have enough DEX ranks to attack more than the attacks-per-round, that amount is the limit and all further DEX rank attacks are not used.

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***For example,** if your character with DEX 12 uses volley fire with throwing rocks (which get two attacks-per-round), the first throw will occur on DEX rank 12, and the second will occur on DEX rank 7. Even though there is the potential to attack on DEX rank 2, a thrown rock allows only two attacks-per-round.*

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Drawbacks to volley fire, however, aside from being *Difficult*, is that it uses ammunition faster and does not allow the attacker to parry or Dodge while launching volley attacks.

## Weapon Length

In combat, there are effectively three distances to consider: close (within arm's reach), medium (roughly 1–2 meters apart), and long (2+ meters). On the weapon tables, all hand-to-hand weapons include an entry for the weapon's SIZ/Enc. Generally, the larger the weapon, the more likely the wielder is to get in the first blow, or to hold off an opponent armed with a shorter weapon and prevent them from making their own attack. The longer the weapon, though, the clumsier it is to wield effectively at all ranges (see **Closing**).

- Use normal DEX ranks for short vs. short, short vs. medium, medium vs. medium, and long vs. long weapons.

- A character armed with a long weapon attacks first against an opponent using a medium or a short weapon, despite their DEX rank. The long-weapon-user attacks at their DEX rank if that is higher, or just before their opponent's DEX rank (if equal to or of lesser DEX than the opponent).
- A long-weapon-user can attempt to hold off a short-weapon-user, who must make a successful parry or Dodge to bypass their guard. Once the short-weapon-user has slipped inside the guard of the long-weapon-user, attacks against the long-weapon-user are Easy and attacks against the short-weapon user are Difficult. Parries by the long-weapon-user are Difficult.
- To re-establish optimal combat distance and put a potential attacker in danger again, a long-weapon-user can Dodge to disengage and retreat to a distance they can keep the attacker at bay again, or drop their weapon and either Brawl, Grapple, knockback with a shield, or draw and attack with a new medium or short weapon.
- The situation described above is not true of medium versus short weapons, which are not modified and do not require special conditions to manoeuvre into combat.

Some weapons, such as quarterstaves, are especially adaptable and may be used to attack at any of the three distances.

## WEATHER CONDITIONS

Weather conditions include any atmospheric effects that may affect characters: wind, cloud cover, and precipitation. Effects from other extremes of weather are covered in **Cold, Exposure, Hunger, and Thirst** and **Fire and Heat**.

### Wind

Strong winds can affect movement and missile fire (thrown and missile weapons, not firearms or energy weapons), as well as any actions where calm air would be preferable. Movement on foot or mounted is also affected by wind (see Terrain and Weather Modifiers). Consult the type of wind below.

The STR value is assigned by the gamemaster, for STR vs. STR resistance rolls each round for your character to continue to stand upright, and the modifier is applied to any relevant skills (missile weapons, movement skills, etc.) and can be used to adjust the MOV rate. These values represent direct exposure to the full force of the wind and may be less the further from the epicentre or based on partial cover.

- **Light to Moderate Wind (STR 0–1):** —
- **Strong Wind (STR 2–6):** –10%
- **Severe Wind (STR 7–9):** –25%
- **Windstorm (STR 10–12):** –50%
- **Hurricane-force Wind (STR 13–15):** –75%

- **Tornado-force Wind (STR 16+):** –90%

Failure for the resistance roll means that your character falls; potentially taking damage (see **Falling**).

## Cloud Cover

Cloud cover defines the amount of the sky obscured by clouds. The modifier also determines the percentage chance of rain (roll the penalty as a chance, not as a modifier, and see **Rain**, below). Skills affected by cloud cover include Navigation and Knowledge (Astronomy). This may also modify powers or any conditions requiring direct sunlight. Severe or complete cloud cover may also serve as partial darkness (see **Darkness**).

- **Light to Moderate Cloud Cover:** —
- **Heavy Cloud Cover:** –25%
- **Severe Cloud Cover:** –50%
- **Complete Cloud Cover:** –90%

## Rain

For days with appropriate weather conditions, if desired, roll D100 each day. If the result is equal to or less than the percentage of sky covered (see **Cloud Cover**, above), it rains. The amount of precipitation falling equals the D100 roll, in millimetres. Depending on the weather and time of year, the rain may turn to snow, sleet, or hail. The modifier affects all appropriate skills.

- **Rain:** –10%
- **Snow:** –25%
- **Sleet:** –50%
- **Hail:** –75%

## ZERO-GRAVITY COMBAT

If your character is in outer space or an environment with little or no gravity, they must make an Agility roll each round they attempt to perform any combat or Physical activities. Success indicates that your character can perform actions unmodified, while failure on this roll means that all such actions are Difficult.

Additionally, unless your character is braced, any impact they suffer causes the knockback special effect and half of the knockback special effect to the attacker as well, as applicable (see Knockbacks). However, the damage from impacting other objects is reduced by half (round up).

If they have some means of negotiating the environment (gravity shoes, etc.), the Agility roll allows them to be oriented as desired. Failure puts them pointed in the



wrong direction, potentially facing away from an opponent, or even upside-down relative to their desired orientation.

# CHAPTER 8: EQUIPMENT

This chapter covers everything outside of your character: items that they can own and interact with, such as money, weapons, armour, equipment, vehicles, and the environment itself, mundane or exceptional. Here also are rules for special types of gear and how to handle equipment in play.

## MONEY

**Wealth** addresses money, but is abstracted due to the potential range of prices, incomes, and currencies throughout any possible setting. In place of currency exchange lists or currency abstractions, the Wealth and Status rules in Chapter 2: Characters and Chapter 3: Skills are used. For convenience, these are summarized on the Wealth Levels table (below).

The **Item Value** column represents the value of items available to a character of that Wealth level. Cheap items are worth very little, Inexpensive equipment is cheap and usually low-quality, Average equipment is of sound quality and costs a fair price, while Expensive gear is higher-quality or more pricey. Priceless items and equipment are considered to be above what can be easily purchased: buying these must be arranged or negotiated, even among the wealthy.

Two additional values are not represented on this chart: **Free** and **Restricted**. Free items are just that—they cost nothing and can be found without effort, while Restricted items are unavailable without a permit and unauthorized ownership often incurs criminal charges. Restricted items may be given an actual value in addition to the quality, such as an item that is Expensive as well as being Restricted.

Character creation provides information about your character's beginning Wealth level. Your gamemaster may use this and the Status skill as guidelines for assigning starting equipment above and beyond those guidelines presented in **Step Eight** of character creation.

## Wealth levels

Wealth Level	Item Value	Description
Wealthy	Priceless	Vast wealth, wanting for nothing. Any purchase is within reason and lines of credit allow for even greater financing.
Affluent	Expensive	Well-off and able to spend freely without concern for budget.
Average	Average	A middle-class income, comfortable, but not extravagant. Major purchases are weighed carefully.
Poor	Inexpensive	Life on the edge. Day-to-day sustenance is meagre and any loss has consequences.
Destitute	Cheap	Penniless, without even basic pocket money. Survival is a driving concern.

## EQUIPMENT

Each piece of equipment has a relative value. Your gamemaster should assume that if your character is of that Wealth level (or above), they have access to that piece of equipment without any trouble. Your character has free access to equipment with values below their Wealth level, within reason. Your gamemaster may require Status rolls if you wish for your character to reach above their station and possess items of higher Wealth level. This can represent saving up for something, a valuable hand-me-down, or calling in a favour.

At your gamemaster's discretion, if you wish for your character to possess more expensive gear (above their Wealth level), a successful Status roll should be required to 'purchase' items one level above your character's default Wealth level. A Difficult Status roll must be made for items two Wealth levels above, and your gamemaster may rule that items more than two levels of value above your character's default Wealth level are simply inaccessible. Alternately, your gamemaster may decide that a particular piece of equipment has been given, assigned, or loaned to the character, based on the character's profession.

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***For example, a soldier's Wealth level is usually Poor or Average, but soldiers are issued firearms and equipment far above their financial means. A soldier is expected to take care of the equipment and may not 'own' it, but***

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*the gear is available for adventuring. However, an astronaut is unlikely to own their own spaceship outside of a science fiction setting.*

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## When to Describe Equipment?

When does a piece of equipment need to be described in game terms, versus when it can be assumed to be a part of the background? This is a question of detail: when are game effects required, and when are they unnecessary? Though this decision is for your gamemaster, there is no right or wrong answer: merely the degree of convenience. Ideally, the time spent figuring game specifics is minimized in favour of maximizing time for roleplaying and adventuring.

This chapter covers a variety of pieces of equipment, including weapons, armour, and vehicles. Ideally, these guidelines are thorough enough that an equivalent to some other piece of equipment can be derived, or a piece of gear can be abstracted into a straightforward skill modifier.

## STARTING EQUIPMENT

As noted in **Step Eight** of *Chapter 2: Characters*, your character begins with gear and equipment appropriate to their Wealth level and profession. Usually, an average character will have:

- A complete set of clothing appropriate to their environment and genre.
- Pocket money and personal savings appropriate to their Wealth level.
- A personal item showing some relation to their family, whether an heirloom, keepsake, photo, etc., or some trinket of little relative value but having some emotional connection.
- Any trade tools or equipment suitable to their profession, if appropriate.
- Any weapon in which they have a skill of over 50%, if appropriate.

Each profession may have additional gear, such as the pilot, who may begin play with an aeroplane, ship, or even a spaceship, based on the setting. Try not to choose a profession solely for the access to equipment—your profession should be a part of the character you want to play, not the most advantageous social or economic choice.

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***For example, if everyone in the group picks a noble, game play might become stale if all the characters use their vast financial resources to make problems go away.***

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Furthermore, you and your gamemaster should consider that the quality and appearance of your character's gear and garments are also likely to reflect their Status skill ranking and Wealth.

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***For example,** a student's garments are clean and probably fashionable, but not suitable for black-tie events, and serve them poorly on an expedition into remote Tibet. The gear a dilettante purchases for a hunting expedition is pristine and of the best brands, though an experienced hunter has well-worn and trustworthy gear chosen for reliability over the label.*

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## PURCHASING EQUIPMENT

When your character wants to obtain or replace equipment or gear that they cannot scrounge, loot, or take from someone, this is handled using the item's assigned value, and potentially using skills such as Appraise, Bargain, and Persuade, or by simply using Status rolls as appropriate.

First, determine whether the equipment can be found at all. Your gamemaster may require a successful Research roll or a characteristic roll such as Idea, Luck, or Knowledge to find it. Communication skills may be required if bargaining or negotiation is necessary. *Chapter 10: Settings* provides some basic guidelines for availability of items in a variety of settings.

Assuming the desired item can be found, the most direct way to get it is with the Status skill, modified by these factors:

- If the item has value two levels below your character's Wealth level and it can be found, it is automatically available. No roll is needed.
- If the item has value one level below your character's Wealth level and it can be found, a single item (or a small set of items, as appropriate) can be had without making a roll.
- If the item has value equal to your character's Wealth level, no roll is required to obtain it.
- If the item is one value level above your character's Wealth level, a successful Status roll is required to obtain it.
- If the item is two value levels above your character's Wealth level, a successful *Difficult* Status roll is required to obtain it.
- If the item is more than two value levels above your character's Wealth level, no Status roll will obtain it.

Finally, there's always theft or violence to get a desired piece of gear. If your gamemaster permits, your character may begin play with a stolen item of almost any value. In this case, determine who owned the item originally, whether they know it has been taken (and who took it), and the degree and severity of the resources they will devote to recovering it. The theft itself may be roleplayed as an introductory scene or flashback, or automatically assumed to have been successful. In either case, your gamemaster should make any reasonable efforts to deal with the repercussions of the theft in a manner appropriate to the setting, potentially including the recovery efforts into the overall story or campaign. As with other skills, a successful skill roll made before an adventure begins is not eligible for an experience check.

## STARTING EQUIPMENT WITH POWERS

You may wish for your character to begin with a piece of powered equipment, if powers are used in the setting. If your gamemaster approves, your character must 'pay' for that piece of equipment out of their own starting budget for powers, whether in initial spells or psychic abilities, at the cost of a mutation, or out of your character's power budget. You may begin with one or more pieces of equipment that utilize powers, with the following guidelines:

- **Magic Powers:** To begin play with a magic item, your character must sacrifice 1 point of permanent POW per spell invested in the item, plus 1 point of permanent POW per level of spell capacity the item can use. Additionally, your character must know (or have access to) the spell(s) the item can use. The item has a power point capacity equal to your character's normal power point total after the magic item is created, or the SIZ of the item. If your character did not create the magic item, your gamemaster should determine its power point capacity. A magic item must have an initial skill rating paid for out of your character's personal skill points, and cannot be higher than the skill rating of its creator. If your character did not create it, your gamemaster should determine the initial skill ratings. When the magic item is created, determine whether it is personal (only your character can use it), whether it must be defeated in a power point vs. power point resistance roll if it has power points, or if anyone can use it. See Magic Items for more information.
- **Mutations:** To begin with an item with mutations, work with your gamemaster to provide a reasonable explanation why such an item exists and what mutations are best to represent its abilities. The mutated item is a part of your character and must be paid for out of their initial characteristic and available mutations. To begin play with a mutated item, your character must sacrifice 1 point of permanent CON per level of the mutation (and an equal number of available starting mutations). Any characteristic rolls the item makes are based off your character's own characteristics. A mutated item is considered to be 'alive' and will heal at the same rate your character does. See Mutated Items for more information.
- **Psychic Abilities:** To begin with an item that uses psychic abilities, your character must sacrifice 1 point of permanent POW per level of the psychic ability (and one psychic ability 'slot' from their starting psychic abilities if the ability is not known). The item has a starting POW (and maximum power points) equal to your character's. Your character must pay the skill points for the item's psychic abilities out of their personal skill point pool. See Equipment with Psychic Abilities for more information.
- **Sorcery:** To begin play with an artifact, your character must sacrifice 1 point of permanent POW per sorcery spell invested in the artifact and must know (or have access to) the spell(s) the artifact can use. The artifact has a power point reservoir equal to your character's normal power point maximum (after the artifact is created), whichever is larger. Your gamemaster should set the POW and power point value if the artifact was not created by your character. When the

artifact is created, you should determine whether it will be personal (only your character can use it), whether it must be defeated in a power point vs. power point resistance roll if it has power points, or if anyone can use it. See **Equipment with Sorcery** for more information.

- **Superpowers:** To begin play with a gadget, pay for the gadget's powers as if they are from your character's own power budget. It is recommended that the gadget be the same power level as its owner, though your gamemaster may allow for a gadget more or less powerful. Your gamemaster can also decide to shift the relative level of the gadget and your character for balance purposes, so if the gadget is a level higher than the campaign power level, your character's power level should be shifted one level down, or vice versa. You can take the power failing "Superpowered identity must be turned on in an obvious and preventable manner" tied to the item, usually a +1 power budget bonus. Other power failings may apply, such as "Power has a limited number of uses per day". Also, your gamemaster may allow you to take a new power failing: "Power comes from a gadget" for a +1 power budget bonus. Whenever applicable, the gadget should rely on your character's relevant skill. See **Equipment with Superpowers** for more information.

## MAKING EQUIPMENT

Your character may want to actually build a piece of equipment, which is usually cheaper than buying it and less risky than stealing it. Any item your character makes (as opposed to buying) is considered to be one value level lower than its standard price. This assumes that your character is skilled in the manufacture of the item (a relevant skill rating of 75%+). This assumes that your character knows where to find trustworthy components at good prices (black market, mail order, salvage yard, etc.), and will spend the time testing and evaluating materials to make sure they work. Your gamemaster may require that this process involve other skill rolls, or even Status rolls as above. The time and effort spent gathering parts and/or raw materials is up to your gamemaster to determine, based on how much they want to focus on it during play.

Some items cannot traditionally be fashioned from store-bought pieces, such as duplicating unique pieces of art or artifacts as anything but replicas. Though the individual pieces may be cheap to make or find, the craftsmanship or item's rarity may limit your options. If your character is not skilled enough, or fails the relevant rolls, the cost of raw materials and components may even be more expensive than the item traditionally is.

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***For example,** attempting to build a car out of pieces purchased through retail is time-consuming and expensive, and much more money and time than just buying a car outright. However, if your character is skilled and is able to use Bargain and Research successfully, they may find a junk-yard or be able to scavenge all of the necessary elements for much cheaper than paying asking price.*

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Ultimately, it is up to your gamemaster to decide how much time it takes to manufacture a particular item. If necessary, assuming that all required equipment is on hand and all relevant skill rolls are successful: an item that is relatively simple to make requires one hour per SIZ. If it is of average complexity, each SIZ requires one day. If it is relatively complex, each SIZ is one week. If it is extremely complex, each SIZ may take a month. If more than one character is working on the item, divide the SIZ between them. When the work has covered the required SIZ of the item, it is complete. Use the SIZ equivalency tables.

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***For example, a target shield (SIZ 3) is relatively easy to construct and takes three hours. A SIZ 50 automobile is of average complexity and takes a single person 50 days of work or two mechanics 25 days of work to assemble from pieces. A SIZ 110 airliner, however, is extremely complex, and would take a single character nine years to complete. Your gamemaster is encouraged to modify these amounts based on equipment, facilities, and the quality of successes rolled. For such a long-term project, each time period (one hour, one day, or one week) requires a separate and successful skill roll, if a skill roll is necessary.***

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These values are abstract, and your gamemaster is encouraged to provide more accurate information on manufacturing time, if desired.

## EQUIPMENT QUALITY MODIFIERS

Skill rolls can be modified by having relevant and appropriate equipment handy. Equipment can be anything from a set of lockpicks, a machinist's tool set, a research library, a medical lab, or anything else that is useful and appropriate. The quality of equipment can provide a modifier to a skill roll, as described in **\*\* Situational Modifiers\*\***. This modifier can range from inferior equipment penalizing your character's skill rating by -20%, to superior quality equipment offering a +20% bonus.

Most types of equipment exist in a wide variety of qualities. Your gamemaster should determine whether a particular piece of equipment is available in a range of qualities and how easy or expensive it may be to obtain said equipment. Most equipment your character uses is by default of average quality. However, you may wish for your character to own or use superior quality equipment, to increase their chances of success with a relevant skill roll.

Following is a quick guide to handling value and availability of different quality levels of equipment:

Quality	Modifier	Value and Ability
Inferior	-20%	Subtract one to three value levels
Average	None	As normal



To use this chart, find the piece of equipment's normal value (or consult your gamemaster). Next, determine the quality of the item you would like for your character. Consult the **Value and Ability** column to determine the final value of the equipment. A piece of equipment's value and availability cannot usually be modified beyond normal limits. Assumedly, your character wants good or superior equipment to increase their skill ratings, though if budget is an issue, you may choose to have your character use more affordable lower-quality equipment.

At your gamemaster's discretion, alternate values and/or modifiers can be assigned to equipment—the values presented are guidelines.

Having adequate gear provides no modifier at all. However, if your character does not possess the required equipment to use a particular skill, your gamemaster may make the skill's chance *Difficult* or *Impossible*, or simply rule that the skill cannot be attempted without the right gear.

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***For example,** your character encounters a lock that must be picked. Following are some of the outcomes due to circumstances:*

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- *Superior lock picks and other tools provide a +20% bonus.*
- *Average tools provide no bonus.*
- *Inferior tools (rusty, broken, improvised) modified the skill by –20%.*

Your gamemaster may declare that the skill cannot be attempted at all if your character does not have even the most rudimentary lockpicking tools. They may say “You can’t pick the lock without a lockpick, or anything to stick in the lock. Maybe look around some more? You might find something to fashion into an improvised lockpick.”

Your gamemaster may allow your character a straight 1% chance of success, even without tools. If the roll is successful, your gamemaster may say: “You manage to wiggle the lock assembly back and forth until you hear a slight click. Either you managed to unlock it through applying the right vibrations, or it wasn’t locked correctly in the first place. Either way, it was amazing luck.”

Remember that situational modifiers to a skill rating are applied after an *Easy* modifier doubles it or *Difficult* divides it in half.

## Skills and Equipment

Many skills require equipment to be used successfully, or are greatly enhanced with equipment. As noted before, some skills are penalized for having no equipment. The equipment needed for a particular skill varies by setting, and your gamemaster may provide more details this topic. The Skills & Equipment table describes potential specialized or general equipment to use with skills. If the skill is not listed, it does not require any equipment, or it is obvious (such as weapon skills).

Other Equipment contains additional information on useful equipment, including sample kits your character might use.

## Skills & Equipment

Skill	Potential Equipment
Appraise	None, or reference materials, measuring devices, magnifying glass, etc.
Art	By medium (paints, computer, holo-imager, spray-paint, typewriter, etc.).
Climb	None, or rope, pitons, crampons, etc.
Craft	Almost every Craft speciality uses its own equipment or tools.
Disguise	Makeup, wigs, costume changes, etc.
Fine Manipulation	None, or precision tools.
First Aid	None, or basic first aid kit and bandages.
Gaming	None, or cards, dice, game board, etc.
Knowledge	None, or reference materials.
Language	None, or a language dictionary.
Literacy	None, or a language dictionary.
Medicine	Varies by setting, ranging from herbalist materials to state-of-the-art hospital facilities and pharmaceuticals.
Navigate	None, or maps, astrolabe, compass, etc.
Repair	None, or tools appropriate to type of repair.
Research	None, or research library and reference materials.
Science	None, or scientific instruments and reference materials.
Teach	Educational materials appropriate to subject.
Technical Skill	None, or materials appropriate to specific skill.

## EQUIPMENT WITH CHARACTERISTICS

Some equipment has characteristic values: whether values in all the characteristics, some, or only one. Some have none. This varies item to item, but if an item has a quality requiring a resistance roll, it should have a characteristic value. For equipment with characteristics, the following guidelines describe how these values work when applied to objects:

- **Strength (STR):** An item with STR must have some means of motion. STR is not a measure of how resistant something is to STR: for that value, see its hit point or armour value. Items with STR are vehicles, construction equipment like forklifts or bulldozers, robots, or even hydraulic jacks.
- **Constitution (CON):** An item with CON is rare—hit point totals are usually based on raw SIZ and modified by armour value. Unless it can heal or is affected by disease, poison, etc. it doesn't require CON. Sample items with CON would be humanoid androids.
- **Size (SIZ):** SIZ is the primary characteristic for an item—almost everything has physical presence and therefore SIZ. As noted above, for most pieces of gear, SIZ determines hit point values. Sometimes an item will have greater hit points, based on what it is made of. See **General Qualities of Objects** for more on hit points, armour value, and other attributes.
- **Intelligence (INT):** Rare for an item, INT represents thought, implying intuition and problem-solving. INT is unlikely for items other than computers or artificial intelligences, but magic items might have INT and attendant personalities. An item with INT should ideally have some means of communicating, such as a display, screen, voice, telepathy, or other method of relaying information.
- **Power (POW):** POW represents spiritual energy, and is almost exclusive to living beings or magical creations. This does not represent a power source—that is either mechanical (a power point reserve) or using the Extra Energy super-power.
- **Dexterity (DEX):** Any item capable of independent movement should have DEX. If an item with DEX must be operated by your character, use the lower DEX of either your character or the item.
- **Charisma (CHA):** While CHA has elements of personality and personal charisma included, for an item it can either be the aesthetic appeal, or it may represent that the item is capable of communication and charm. The main reason to assign CHA to an inanimate item is to compare its appearance to another item.
- **Education (EDU) (Option):** Aside from representing training or downloaded knowledge for a thinking computer, EDU is best used for equipment with knowledge reserves. Usually such an item either adds a bonus to your character's Research skill, or can make skill rolls *Easy* or *Difficult*. When assigned to an item, EDU stands for data it has immediate access to. This figure expands dramatically with the advent of information storage and online access to databases.

As noted above, it isn't essential for each piece of equipment or item to have characteristics unless they're needed. If in the course of play, you need a value that hasn't been defined, generate it with a roll of an appropriate number of D6s or assign it a value based on similar pieces of equipment.

You could even determine the value with a Status roll: a fumble is a value of 1, a failure equals 1D6, a success equals 2D6, a special success is 2D6+6, and a critical success gives the item a characteristic of 2D6+12.

## EQUIPMENT WITH SKILLS

Some equipment may possess skills, handled just like character skills. Any piece of equipment capable of independent action can have a skill. Some examples might be automated defence systems with the Artillery skill; educational programs using Teach; diagnostic systems using Repair; etc. In general, the more intelligent piece of equipment is, the more likely it is to have one or more skills.

Your gamemaster should set the values of these skills, based on the nature of the piece of equipment. If it has a characteristic related to the skill (for example, INT and Knowledge skills), its skill level may be a multiple of that characteristic ( $\times 1$ ,  $\times 3$ ,  $\times 5$ , etc.), depending on how efficient it is. Other Equipment provides examples of equipment with skills. If the item can speak or read, it should have a Language skill—usually the owner's or creator's native language.

To begin play with an item possessing skills, 'pay' for the item's skill points out of your character's personal skill point pool (from Step Seven of character creation) or the professional pool if the item is important to the performance of their profession.

Alternately, you can treat the item as if it had superpowers (see *Chapter 4: Powers*) and purchase the item as if it were a power. In this case, the following conditions apply:

- The item has the character failing "Superpowered identity must be turned on in an obvious and preventable manner" tied to the item, usually a +1 power budget bonus.
- Other power failings may apply, such as "Power has a limited number of uses per day" or "Power cannot improve through experience."
- Skills are purchased with the Super Skill power. It is assumed that all items have a 0% starting skill rating.
- If no obvious attributes exist for the item, work with your gamemaster to determine its power supply, range, etc. Additional superpowers can be purchased to improve these attributes.

If you invest points in an item, you are going to want to have it available. Your gamemaster should do whatever they can to make sure that your item survives with your character, is readily repairable, or a replacement can be found easily, as appropriate to its value and the setting. Despite the fact that it is a distinct item, it is considered to be a part of your character, just as another character's skill or power is, and removing it from your character's possession should be done with extreme care, unless unavoidable.

Items with skills do not increase their skill rating through successful use of experience, unless the item has an INT and your gamemaster determines that it is capable of learning in some fashion.

## Equipment with Powers

A piece of equipment can have properties above and beyond its normal capabilities, and with your gamemaster's permission, your character can purchase an item or piece of equipment with a power as described in Chapter 4: Powers. Additionally, your gamemaster may choose to represent a piece of equipment in terms of a power for ease determining its effectiveness against a powered character, and vice versa. This is usually only necessary in campaigns using powers, as normally the base attributes for an item are enough.

Following are guidelines for powered equipment, based on the power systems in Chapter 4: Powers.

**Magic Items:** A piece of equipment with one or more magic spells is called a magic item. This item appears magical to anyone able to detect such things, and allows the owner to cast a magic spell as if they were able to cast it themselves. The magic item must have a skill rating with the spell. Most magic items have a power point capacity of their own, while rarer magic items use the owner's power points as the reservoir.

- A magic item is useless if it reaches 0 power points, though it can be recharged. To recharge a magic item, the user can move 1 power point from their body into the magic item each combat round.
- A magic item can hold up to double its maximum power points. These extra power points vanish as they do with a player character.
- Any spells the item casts follow all rules regarding the particular spell.
- When the magic item is created, your gamemaster should determine whether if only the creator can use it, it must be defeated in a power point vs. power point resistance roll, or if anyone can use it.
- The item has the normal hit points (based on SIZ) and attributes of an appropriate non-magical version.
- The item's hit points limit the number of power points it can store. As it takes damage, the maximum power points it can store are reduced. The item can be repaired normally, though if it is broken or destroyed, it is no longer magic and remains a normal item.
- If a magic item is destroyed, any POW spent on it are lost.
- A magic item may have one or more permanent magic spells bound into it that are always active, but creation of such an item costs five times the normal POW cost. Your gamemaster should determine whether a magic spell can be cast permanently on an item. If this item is created, it does not require power points and is simply always on at full strength.

**Mutated Items:** Items with mutations are fairly rare, as mutations are traditionally caused through genetic variance and few inanimate items are created through genetic manipulation.

- An item can have one or more adverse mutations.
- The item has the normal hit points (based on SIZ) and other attributes of a normal version, unless the mutation affects these characteristics.
- Any characteristic rolls the item must make are based on the creator's characteristics if it does not have its own characteristic.

- A mutated item is considered to be alive and heals at the same rate as its creator.
- A mutated item can be used by anyone making a successful Stamina roll.
- Any CON and mutations invested into a mutated item are lost if it is destroyed.

**Equipment with Psychic Abilities:** Items with psychic abilities are incredibly rare, even more than items with mutations. These items are inevitably charged with psychic power, and should at least have POW. A character with any psychic ability automatically recognizes that an item has psychic abilities, and with an Idea roll, can utilize it. A character without psychic abilities can only determine if an item has psychic properties with a successful Idea roll, and must either defeat the item in a power point vs. power point resistance roll or a *Difficult* Luck roll. The creator of the item (or your gamemaster) decides who can use the item.

- The item has the normal hit points (based on SIZ) and other attributes of a normal version of that item.
- Psychic items are not alive, and can be damaged. They do not naturally heal, but can be repaired with an appropriate Craft or Repair skill roll. When they are destroyed they cease functioning. If a psychic item is broken into more than one piece, your gamemaster decides which piece, if any, retains the psychic ability.

**Equipment with Sorcery:** A piece of equipment with one or more sorcery spells is called an **artifact**. This artifact appears to have sorcerous properties to anyone able to detect such things, and allows your character to cast a sorcery spell as if they could cast it themselves, or the item has the sorcery spell cast upon itself permanently. Most artifacts have a power point reservoir of their own, while rarer artifacts draw upon the user's own power points.

- The creator of an artifact must sacrifice 1 point of permanent POW per sorcery spell invested in the artifact, and must know or have access to the spell(s) the artifact can use.
- The artifact has a power point reservoir equal to its creator's normal power points after it is created, or its SIZ, whichever is larger. Your gamemaster should set the POW and power point capacity if the artifact's creator is unknown or is a non-player character.
- The artifact either goes 'unconscious' when at 0 power points, or will be inert. To recharge an artifact, the user can move 1 power point from their body into the artifact each combat round.
- An artifact can contain more than its normal power point capacity, as per a character, up to double its maximum power points. These extra power points vanish as they do with a character.
- Any sorcery spells cast from the artifact follow all the normal rules regarding the particular spell.
- When the artifact is created, your gamemaster should determine whether it will be personal (only its creator can use it), whether it must be defeated in a power point vs. power point resistance roll if it has power points, or if anyone can use it.

- The artifact has the normal hit points (based on SIZ) and attributes of an appropriate non-sorcerous version.
- The artifact's hit points limit the number of power points that can be stored in it. As it takes damage, the maximum power points it stores are reduced. The artifact can be repaired as a normal item, though if it is broken or destroyed it can never be restored to artifact status and will remain a non-sorcerous item.
- If an artifact is destroyed, any POW invested in it are lost.

Some artifacts have permanent sorcery spells bound into them that are always active. The POW cost to create these items is doubled.

**Equipment with Superpowers:** A piece of equipment with superpowers is called a gadget. Gadgets are the most flexible of all types of powered item, and can look like anything; mundane or crude to vastly advanced. A gadget's appearance is entirely cosmetic and has nothing to do with its function: it can glow, shine, emit strange trails of energy, be carved with ancient runes, etc. A gadget does not seem unusually powerful unless the creator wants it to. Your gamemaster should set the power level of the gadget using the campaign power level guidelines presented in *Chapter 4: Powers*. Your gamemaster should assign any levels of superpowers to any gadget as desired, to suit the setting and the item's requirements.

The following rules apply to gadgets:

- The gadget's hit points, SIZ, etc. are based off a normal item of equivalent size and mass. If no obvious equivalent exists, use the Object SIZ Examples table and the Armour table for guidelines. To change its size, use the Size Change power.
- If the gadget needs a characteristic (such as POW for power points) should be built with the Super Characteristic power.
- A gadget requiring a power supply greater than its POW should have the Extra Energy power.
- To make the gadget more durable than a normal item, give it superpowers such as Absorption, Armour, Extra Hit Points, Force Field, etc.
- Whenever applicable, the gadget should rely on its own characteristics. If a power requires a resistance roll, the gadget's characteristic (if any) should be used. If the gadget doesn't have the relevant characteristic, it automatically fails the resistance roll.
- Whenever applicable, the gadget should rely on its user's relevant skill.

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***For example,** if the gadget is a pistol, it must be fired with the Firearm skill. If it is a cosmically powered bracelet that allows the wielder to fire radioactive blasts, use the Projection skill.*

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- Your gamemaster should examine any superpowered items to be sure that they are not overly powered or otherwise unbalancing.
- Superpowers invested in a gadget are permanent unless the item is destroyed.

**Equipment with Multiple Power Types:** Your gamemaster may wish to create a powered item drawing from multiple power types, such as a gadget that is also an artifact, using superpowers and sorcery. These should be only available at your gamemaster's discretion. The following principles apply:

- When possible, treat the item as being created as if it were a player with multiple power types.
- An item must have all relevant characteristics or skills to use any powers it has.
- All powers draw from the same pool of resources, whether power points or another source. Recharging the item must be handled in the appropriate manner for each power set.
- If for some reason an item has two values to choose from to perform a particular action, use the higher of the two values where appropriate.

## Equipment with Requirements

Some types of equipment may have requirements that must be met or exceeded to be used by your character. An example is weaponry, where most weapons have a minimum STR and DEX requirement. Other types of equipment are limited in other ways, such as the high fatigue point demand from wearing armour, and skill penalties associated with it. None of the basic equipment in this chapter have any requirements, though your gamemaster can easily introduce a restriction on the use of an item in two obvious ways:

- **Characteristics:** As with weapons, a piece of equipment may be restricted by your characteristics. Usually this is STR or DEX, such as with weapons, or SIZ for armour, but it could easily be POW for a magical item, INT for a computer, or some other characteristic-based minimum (or maximum).
- **Skills:** Your character may find that a specific piece of equipment is incomprehensible or useless unless their skill is at a certain level. Usually the skill represents an understanding of the piece of equipment and the principles it operates under.

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***For example,** a diagnostic computer may require a skill of at least 50% in Technical (Computer Use) to operate.*

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It is recommended that restrictions be used sparingly, and only if there is a legitimate reason for them to exist. Before assigning an outright restriction on an item's use, your gamemaster should determine if there is some means of enforcing the restriction, and if there are any penalties for using the item if your character does not meet the requirements. Some possible penalties include additional fatigue points to use, making any associated skill rolls *Difficult*, or requiring an associated characteristic roll to avoid mishaps.



## CHARGES OR LIMITED-USE EQUIPMENT

Many types of equipment run on power batteries or can be used only a limited number of times. In most cases batteries can be replaced fairly easily, ammunition replenished, and other required resources recharged or refilled. Most firearms have 'charges' in the form of ammunition, but if maintained well, a sword or suit of armour can be used until it is broken. Whenever appropriate, the resource required to refill or recharge a piece of equipment is either essentially free (such as electricity or solar power), or is two or three Wealth levels lower than the equipment's cost. If a charging device is required, it is a part of the piece of equipment's normal value.

Usually it's easiest to assume that given adequate time and planning, your character has adequate ammunition, batteries, refills, cartridges, power cells, etc. for all their gear, unless the setting or circumstances make this difficult or impossible. In these cases, your gamemaster may require a Research, Status, or Luck roll to come across the relevant type of charge. In some settings (post-apocalyptic, for example) ammunition, gasoline, and/or power cells are extremely difficult to come by and are usually more valuable than the equipment they're used in.

## REPAIRING EQUIPMENT

If an item has been damaged in the course of play, your gamemaster should determine if it can be repaired, based on common sense and the nature of the damage dealt. In most cases, a relevant Repair or Craft skill roll may be used like the First Aid skill, restoring damaged hit points or SIZ points as per the guidelines for that skill. In the case of complex equipment, your gamemaster may require a Knowledge roll to find a resource for replacement components, or even require an *Easy* skill roll based on the repair skill being used to locate the necessary parts. If these components are expensive, your gamemaster may require a Status roll to legitimately obtain required replacements.

## WEAPONS

Throughout history, many different types of weapons have developed as a result of changes in technology, availability of materials, and changing battlefield conditions. This section presents a representative sampling of this wide variety. If your gamemaster wishes to create more accurate weapon lists for a setting, it is easy enough to extrapolate the relevant attributes from these examples.

Weapons described in this section are categorized broadly by chronological settings for ease of use. In most cases, weapons from an earlier period are available to people from later periods, so your gamemaster may simply choose where weapon availability stops and allow your character access to weapons prior to that point.

Each weapon has the following attributes:

- **Name:** The common name for the weapon.
- **Skill:** The skill used to wield it.
- **Base:** The base chance to use the weapon.
- **Dmg:** The damage done by the weapon. A '+dm' indicates damage modifier, and +½dm is half the damage modifier (round up).
- **Attk:** How many attacks-per-round does the weapon allow?
- **Special:** What type of special success does the weapon do?
- **Rng:** The basic range of the weapon. At its basic range, the skill is unmodified. At medium range (double the basic range), the skill use becomes Difficult, and at long range (four times basic range) it becomes 1/5 the normal skill rating (equal to the chance of a special).
- **Hands:** How many hands does the weapon require? 1H=one-handed, 2H=two-handed.
- **HP:** The weapon's hit points.
- **Parry:** Can the weapon be used to parry?
- **Mal:** The weapon malfunctions if this is rolled (see Malfunctions). If the weapon is not a firearm, the malfunction is some other mishap preventing immediate re-use of the weapon.
- **Ammo:** How many times can the weapon be used without being reloaded or re-charged?
- **Value:** What is the weapon's average cost in an appropriate setting?
- **STR/DEX:** What are the minimum STR and DEX required to use the weapon?
- **SIZ/ENC:** The weapon's SIZ and Encumbrance value.
- **RF:** (Optional) Rate of fire (see Volley Fire). 1/#CR means that the weapon is so clumsy it can only be used once a number (#) of combat rounds. X/CR means that it can be used X times per combat round when using volley fire.

## WEAPON DESCRIPTIONS

Following are all weapons from the melee and missile weapon tables, organized alphabetically.

**Arbalest:** A very heavy crossbow, difficult to cock and load, often used with a device called a cranequin. It does tremendous damage when it hits.

**Axe, Battle:** A one-handed axe used primarily in combat. It may have one blade or two.

**Axe, Great:** A large, two-handed axe that either may be single or double-bladed.

**Axe, Hand:** A small one-handed axe that can be thrown or used by hand. It may have one blade or two. Tool versions are used to chop wood.

**Axe, Vibro-:** A long-handled axe with one or two blades mounted into a generator in the haft. The blades vibrate at an extraordinary rate, capable of shearing through most substances.

**Axe, Wood:** A long-handled axe that can be used one- or two-handed, with one blade or two. It is not built for combat, but is sometimes utilized so.

**Blackjack:** A small sewn leather sack full of something heavy like lead shot, used to knock someone out when attacking from behind. Also called a sap or cosh.

**Blowgun:** A hollow, straight pipe up to a meter in length used to project small darts by blowing at one end of the pipe. These darts do little damage but are often poisoned.

**Bola:** Two or three hard balls attached together by a length of cord or chain. This weapon is thrown to entangle and bring down a foe, with damage a secondary concern.

**Boomerang:** A flat, angle-shaped stick made to be thrown in a curving path. It was traditionally used by aboriginal hunters to stun or kill small animals.

**Bow, Composite:** A bow made of materials that make it both rigid and flexible. Historical versions are made of wood and horn, and modern varieties are made with graphite and ultralight metals.

**Bow, Long:** A bow made either from one piece of wood (such as the famous English longbow), or in the same fashion as a composite bow.

**Bow, Self:** A basic bow made of one or two pieces of wood shaped and cured to prevent breaking.

**Brass Knuckles:** Metal weights worn on the fist to add weight and a hard edge to punches.

**Cestus:** Metal boxing gloves, with a weight nestled within the glove for more impact. An ancient precursor to brass knuckles.

**Chainsaw:** A woodcutting tool consisting of an edged chain driven to revolve at high speed around a flat metal blade.

**Claw:** A bladed weapon shaped like animal claws, usually held in hand with the blades sticking through the fingers, or worn on the back of the hand.

**Club, Heavy:** A long heavy piece of wood or metal. This also describes a crowbar.

**Club, Light:** A lighter version of the heavy club. This can be a baseball bat, tire iron, lamp, chair leg, or truncheon.

**Crossbow, Heavy:** This crossbow must be cocked by a lever apparatus. Easier to load than an arbalest, but less powerful.

**Crossbow, Light:** This crossbow can be cocked by hand, mostly used for hunting or stealth, rather than on the battlefield.

**Crossbow, Medium:** This crossbow is cocked by hooking one end with a foot and using a claw mechanism to draw the string back.

**Crossbow, Repeating:** A complex crossbow with a magazine of bolts that may be fired as fast as a bow may be fired. Once the magazine is exhausted, the repeating crossbow takes at least six combat rounds to reload.

**Dagger:** A short-bladed weapon, usually less than 40 centimetres long, sharp on one or both edges.

**Dart:** Short, weighted points suitable for throwing, either feathered or plain. They are often used to deliver poison.

**Detonator, Antimatter:** Perhaps the most powerful personal-scale explosive, this can wipe out everything in a tight radius. These are used with timers, coded remote detonators, and magnetic bases.

**Detonator, Electromagnetic Pulse:** Instead of exploding, this device emits an electromagnetic pulse (EMP) designed to disrupt electrical devices and electronic circuitry. Unlike the EMP generated as a secondary effect of a nuclear weapon, this is a non-nuclear electromagnetic pulse, disruptive solely to electronic devices.

**Detonator, Fusion:** An extremely powerful sub-nuclear bomb, capable of immense destructive force. Comes with a timer, coded remote detonator, and magnetic base.

**Detonator, Plasma:** An explosive capable of generating and spraying a charge of plasma, the superheated intermediate state between gas and liquid. These come with timers, coded remote detonators, and magnetic bases.

**Detonator, Sonic:** A device that emits a destructive and concussive sonic pulse that can shatter glass and other brittle matter, as well as stunning any living targets caught in its range of effect.

**Explosive, Blasting Cap:** A small explosive used to set off a larger explosive. Older ones used fuses, while newer ones use electricity or more sophisticated methods to set off the explosive.

**Explosive, Dynamite:** Sticks of chemical explosive soaked into a solid like sawdust, wrapped in thick paper and ignited by sparks from a fuse or a smaller explosion from a blasting cap. This is highly dangerous, as it tends to 'sweat' nitroglycerine and becomes unstable when left alone for too long.

**Explosive, Improvised:** Usually a pipe bomb, this describes any number of small home-made chemical explosives.

**Explosive, Plastic:** A modern chemical explosive mixed with a substance like petroleum or wax into a malleable, putty-like plastic form, able to be moulded and shaped as required. Used with a timer and often set off with an electrical charge. Also called plastique.

**Fist:** An unarmed attack using the Brawl skill.

**Flail:** A flail head mounted on the end of a short chain connected to a haft about a meter long, or longer.

**Flail, Morning-star:** A medieval weapon with a handle, a length of chain, and a spiked ball at the end. Some do not have spikes and are simply weighted or studded balls at the end of the chains.

**Flamethrower:** A tank full of a highly combustible chemical attached to a projector/igniter that sprays jets of flaming liquid. Flamethrowers can also be used to soak an area or item in this flammable chemical without setting it afire. Incred-

ibly dangerous due to the short range, limited period of use, and potential for setting oneself on fire. Flamethrowers may blow up when the tank is struck, causing double rolled damage to everyone within five meters of the user. Make a Luck roll to avoid this.

**Garrote:** A short cord used for strangling, whether a thin metal cable, ceremonial rope, to improvised use of a scarf or belt.

**Gauntlet, Armoured:** A metal gauntlet worn with armour or without, adding damage to successful strikes with the Brawl skill.

**Grapple:** An unarmed attack using the Grapple skill.

**Grenade, Antimatter:** A small but extraordinarily powerful explosive device triggered and thrown at foes, items, or structures. Though containing infinitely tiny amounts of antimatter, these grenades are usually fired from launchers, as they are so destructive that it is difficult to throw one outside of its own blast radius.

**Grenade, Concussion:** A small explosive device triggered and thrown at foes or into enclosed areas, where it can stun those caught in the blast radius. Sometimes called a stun grenade.

**Grenade, Disintegrator:** A grenade capable of disintegrating all of the matter (or shattering molecular bonds) in the blast radius. Highly dangerous, disintegrator grenades are generally used only as weapons of last resort.

**Grenade, Electromagnetic Pulse:** A grenade with electromagnetic pulse capability. When thrown at a metallic target, the magnetic surface add +20% to your chance of hitting successfully.

**Grenade, Explosive:** A small explosive triggered and thrown, resulting in an explosion of concussive force and shrapnel.

**Grenade, Flare:** A stick of flammable chemicals triggered and thrown to light darkened areas or provide light-marking for air targeting.

**Grenade, Fusion:** An extremely powerful sub-nuclear device, capable of immense destructive force. Fusion grenades are only fired from launchers or thrown in situations where the user has adequate time to get out of the blast range.

**Grenade, Gas:** A small chemical explosive device triggered and thrown or rolled, emitting a toxic or otherwise harmful gas. These can be filled with a variety of gases (mustard, tear, knockout, etc.).

**Grenade, Molotov Cocktail:** An improvised explosive made from a bottle and fuse, lit and hurled, usually to set them or it afire.

**Grenade, Phosphorous:** A small chemical explosive device triggered and thrown. It emits a highly flammable chemical fire that can melt equipment and set objects aflame, or simply light a darkened area for ground personnel or targeting from airships.

**Grenade, Plasma:** A grenade using plasma technology. Extremely explosive and capable of causing immense destruction and fire.

**Grenade, Shock:** A grenade that releases an electrical charge, equipped with magnetic surfaces to stick to any metallic surface it is thrown onto. When thrown at

a metallic target, the magnetic surface adds +20% to your chance of hitting successfully.

**Grenade, Shrapnel:** A small explosive device triggered and thrown at enemies, set to emit deadly, flesh-piercing shrapnel.

**Grenade, Smoke:** A gas grenade (see above) that emits harmless but shrouding smoke.

**Grenade, Sonic:** A grenade using sonic pulse technology that emits a high-frequency sonic burst to disable or distract targets.

**Grenade, Stun:** A grenade emitting a mildly concussive blast designed specifically to stun or temporarily disable targets.

**Gun, Machine:** A rapidly-repeating firearm with trigger settings for single-shot, short bursts, and full auto-fire.

**Gun, Mini-:** A Gatling-style heavy machine gun, often mounted on helicopters or vehicles. The STR requirement is if wielded in hand.

**Gun, Submachine:** A small machine gun, designed for one-handed use.

**Halberd:** A broad axe head on a two-meter shaft. Commonly used by medieval city guardsmen or against mounted foes.

**Hammer:** A common household tool used for carpentry or a small, one-handed military weapon with a striking head.

**Hammer, Great:** A massive hammer used with two hands.

**Hammer, Sledge:** A heavy tool used by construction workers and demolition crews, used two-handed.

**Hammer, War:** Designed like a hammer, this weapon often has a spike rather than a flat head, ideal for punching through armour.

**Head Butt:** An unarmed attack using the Brawl skill.

**Javelin:** A short spear used one- or two-handed, or for throwing.

**Katana:** A single-edged, slightly curved long sword, used one- or two-handed, fetishized for its workmanship and sharpness.

**Kick:** An unarmed attack using the Brawl skill.

**Knife:** A tool suitable for eating, cutting, defence, or impromptu assassination. Like a dagger, though lighter and less durable.

**Knife, Butcher:** A large heavy kitchen knife, suitable for hacking through large chunks of meat in a single blow.

**Knife, Pocket:** A small folding knife, often with multiple blades.

**Knife, Switch-blade:** A retractable pocketknife.

**Knife, Throwing:** A knife balanced for throwing, usually hiltless.

**Knife, Vibro:** A high-tech knife blade set into a mechanical hilt, vibrated at an extremely high speed. Extraordinarily sharp, the vibration adds additional shearing force to even slight cuts.

**Lance:** A long spear used one-handed on horseback. While mounted, the attacker uses the mount's damage modifier in place of their own. Lances can also be used on foot as a two-handed spear, with its normal damage modifier.

**Lance, Stun:** A staff-shaped weapon with a charged electric prod at one end. Some stun lances have goads at both ends.

**Lasso:** The traditional lariat used for cattle-wrangling. It does no damage but does immobilize the target using the entangling rules.

**Launcher, Grenade:** A hand-held or stationary launcher that fires grenades great distances. It can be a small platform, a hand-held firearm-shaped launcher, or attached to another firearm.

**Launcher, LAW Rocket:** A lightweight, disposable one-shot rocket launcher, also known as the light anti-tank weapon (LAW).

**Launcher, Rocket:** A smallish tube and platform assembled on the battlefield, used to fire rockets more accurately.

**Mace, Heavy:** A haft with a heavy weight for the head, spiked, flanged, studded, or plain.

**Mace, Light:** A haft with a light weight used to bash and crush.

**Maul, War:** A long-handled two-headed hammer used two-handed.

**Mine, Anti-personnel:** A land mine built primarily to wound rather than kill (maximizing difficulty to the enemy).

**Mine, Antitank:** A mine made to damage tank treads or enemy vehicles.

**Naginata:** A long spear with a sword-like head, used for cutting and thrusting attacks.

**Net:** A loose mesh of woven cord used to catch animals or larger targets. While smaller nets are used for small game, the net described here is large enough for use against humans.

**Pike:** A long spear (3–5 meters) used in formation combat. Also common to town guards and castle defence. Pikes are the best defence (short of a fusillade of gunfire) against a cavalry charge.

**Pistol, Blaster:** A pistol firing a short burst of energy, usually plasma, burning the target and causing concussion. Blaster pistols are usually powered by clips containing exotic chemical fuels.

**Pistol, Derringer:** A tiny hand-held pistol, usually palm-sized. Easily concealed, with a low ammo capacity. Some are one- or two-shot, others have small clips. Sometimes called a 'holdout' pistol.

**Pistol, Disintegrator:** A pistol firing an immensely destructive energy blast that rapidly disintegrates an entire target, or large portions of that target. Disintegrator pistols can be powered with energy cells or fuel clips.

**Pistol, Electromagnetic Pulse:** A pistol that fires a directed electromagnetic pulse stream at a target such as a computer or robot, disabling its circuitry.

**Pistol, Flechette:** A small, light pistol powered by either magnetic charges or gas, firing many tiny, sharp needle-like blades at a target. These generally have

short range and are not very effective against armoured targets, but are devastating to unarmoured foes at short range. They use both clips of flechette ammunition and a gas cylinder or energy clip. Sometimes called a 'needle gun'.

**Pistol, Flintlock:** A pistol using flint and steel to ignite a hand-packed wad of gun-powder. Similar to a wheel-lock pistol.

**Pistol, Heavy:** A heavy-framed pistol possessing superior stopping power. Slower than smaller, lighter pistols. The .357 magnum is an excellent example.

**Pistol, Laser:** A pistol firing a high-intensity beam of light capable of searing through most substances, even melting metal. Usually powered by an energy cell containing a limited number of charges.

**Pistol, Light:** A light-framed pistol trading stopping power for accuracy and rate of fire. The .22 calibre is an excellent example.

**Pistol, Medium:** A medium-framed pistol, reliable and with moderate firepower and rate of fire. The 9mm pistol is an excellent example.

**Pistol, Plasma:** A pistol firing a focused stream of superheated plasma, usually powered by an energy or plasma cell.

**Pistol, Shock:** A pistol that emits a high-voltage electrical burst.

**Pistol, Sonic:** A pistol emitting a focused cone of sonic waves, damaging to living tissue and inert matter alike.

**Pistol, Stun:** A pistol emitting a burst of energy the same frequency as the human nervous system, short-ranged and designed for pacification. Useless against objects and beings larger than humanoid, though they can be adjusted for other targets. Sometimes called a 'stunner'.

**Rapier:** A slender-bladed one-handed sword, primarily used for thrusting. Though each is unique, this also describes the epee and foil, two other fencing swords.

**Revolver, Heavy:** A heavy pistol of large calibre, like a .44 magnum or the Colt .45.

**Revolver, Light:** A light pistol, usually in the .22 to .32 calibre range.

**Revolver, Medium:** A medium pistol, usually .357 to .38 calibre.

**Rifle, Assault:** A heavy, rugged rifle with a large ammo capacity, fired like a machine gun (one-shot, short bursts, or auto-fire).

**Rifle, Blaster:** A rifle firing short energy bursts, usually plasma that burns plus concussive impact. Blaster rifles are usually powered by clips containing exotic chemical fuels.

**Rifle, Bolt-action:** A rifle with a sliding bolt. Some use clips, while others store bullets in magazines the length of the rifle's barrel.

**Rifle, Disintegrator:** A rifle that emits an immensely destructive energy blast that rapidly disintegrates an entire target or large portions of that target. Disintegrator rifles can be powered with energy cells or fuel clips.

**Rifle, Elephant:** A huge calibre rifle designed to bring down the largest of game animals. Sometimes double-barrelled, these often are breech-loaded, one thick bullet at a time.



**Rifle, Laser:** A rifle firing a high-intensity beam of light capable of searing through most substances, even melting metal. Laser rifles are usually powered by energy cells with limited charges.

**Rifle, Lever-action:** A rifle with an external lever used to cycle ammo. Popular with hunters, though impractical for military use.

**Rifle, Musket:** An early rifle loaded down the barrel and sometimes filled with either shrapnel shot or large ball-like bullets. Slow and unreliable, ignited with a flint or wheel-lock.

**Rifle, Electromagnetic Pulse:** A rifle version of the electromagnetic pulse pistol, emitting a focused blast of electromagnetic energy at an electric-using or electronic target.

**Rifle, Plasma:** A rifle version of a plasma pistol, capable of firing a focused burst of superheated plasma at the target.

**Rifle, Shock:** A rifle version of the shock pistol, capable of firing a lightning-like blast for considerable range and power.

**Rifle, Sonic:** A rifle version of the sonic pistol, firing a cone-like sonic pulse blast at the target.

**Rifle, Sniper:** A long-barrelled rifle used for long-range fire, precision-calibrated and usually equipped with a long-range scope.

**Rifle, Sporting:** A light- to medium-calibre (.22 or .30–06) rifle used to bring down smaller game animals like deer.

**Rifle, Stun:** A rifle emitting a short-ranged energy burst in the same frequency as the human nervous system, meant for pacification. Useless against objects and beings larger than humanoid, a stun rifle can be adjusted for other targets. Sometimes called a 'stunner'.

**Rock, Thrown:** The most basic weapon, a fist-sized rock.

**Sabre:** A single-edged, curved sword, used most commonly by mounted cavalry and in fencing.

**Sai:** A dagger-like weapon shaped like a trident, with a wide curved crossbar. Sai have no edge and are used as clubs, stabbing weapons, or sword-breakers. They are often used paired.

**Scimitar:** A single-edged, slightly curved, heavy-bladed sword.

**Scythe:** A long-handled farming tool with a curved blade set perpendicular to the haft, used for harvesting grains, but occasionally with ceremonial purpose.

**Shotgun, Automatic:** A shotgun with a large ammo capacity and automatic loading, usually for battlefield or police action.

**Shotgun, Double-barrelled:** A breech-loading shotgun.

**Shotgun, Sawed-off:** A sporting or double-barrelled shotgun with a shorter barrel, hand-altered or manufactured for ease of concealment and convenience. The shorter barrel trades range for wider dispersal of ammo.

**Shotgun, Sporting:** A medium- to light-gauge shotgun (16- or 20-gauge), used for hunting and home protection.

**Shuriken:** Small throwing blades, often star-shaped. Easily concealed and a favourite of assassins.

**Sickle:** A crescent-shaped flat blade, single-edged on the inside crescent, used one-handed to harvest grain or ceremonial purposes.

**Sling:** A leather thong with a cup or recess to hold a rock or sling stone, whirled and thrown with incredible force at the target.

**Spear, Long:** A length of wood roughly two meters long, with a metal- or flint-bladed head or a fire-hardened point. These must be used two-handed. Characters armed with long spears often strike first in a combat round.

**Spear, Short:** A length of wood roughly 1.5 meters long, with a metal- or flint-bladed head or a fire-hardened point. Short spears can be used one- or two-handed, or thrown.

**Spray, Chemical:** A chemical irritant projected from small sprayer usually into a target's eyes. Short-range and non-lethal.

**Staff, Quarter:** A long wooden staff often used as a walking staff, useful for defence and attacking.

**Staff, Short:** A short, narrow wooden club like a police truncheon.

**Sword Cane:** A thin-bladed sword disguised to fit inside a cane.

**Sword, Bastard:** A straight, single- or double-edged sword, over a meter long, with a long hilt wielded one- or two-handed.

**Sword, Broad:** A straight, single- or double-edged sword around a meter long, used one-handed. Some have basket hilts.

**Sword, Energy:** A hilt containing a shaped field emitter that projects a sword-length blade of energy, like a beam of focused light. Energy swords use power packs, and often require expensive or rare focusing crystals.

**Sword, Great:** A straight, double-edged sword almost two meters long, used two-handed, often against pike formations.

**Sword, Long:** A straight, single- or double-edged sword, sometimes with a basket hilt, used one-handed. Lighter and slenderer than a broadsword.

**Sword, Monofilament:** A sophisticated weapon consisting of a blade exactly one molecule thick, set into stasis by a generator in the hilt. With the blade able to slip between atoms, it is capable of cutting through almost anything. As the blade is almost invisible, it is extremely difficult to use, and a fumble may be fatal.

**Sword, Short:** A single or double-edged sword, usually a half-meter long.

**Sword, Vibro:** A longer version of a vibro knife. A handle containing a long sword-like blade vibrated at a high speed, capable of shearing through most substances.

**Taser, Contact:** A small hand-held electric device designed to disrupt the neural activity of the target, stunning them momentarily.

**Taser, Dart:** A hand-held taser that fires two small darts with attached wires. Once these hit their target, the taser emits a disruptive electrical charge that usually stuns or incapacitates.

**Torch:** A thick stick of wood with one end soaked in pitch or some other fuel, occasionally wrapped in rags. Ignited and used for light, torches are often wielded as improvised weapons.

**Trident:** A three-tined spear, like a fork, with curving side-prongs. Tridents usually have barbed points to hook into their target's flesh.

**Wakizashi:** A short sword version of the katana, often made as a matching pair. Some have small knives built into their scabbards.

**Whip:** A coiled and woven leather rope with a handle at one end, used to lash an opponent or catch and immobilize a limb (see **Entangling**).

**Whip, Shock:** A metallic whip that generates a high-voltage electric current, released onto the target when it strikes successfully.

## WEAPON CLASSES

The descriptions for the Heavy Weapon, Melee Weapon, and Missile Weapon skills in *Chapter 3: Skills* refer to weapon specialties and **weapon classes**. A weapon class is a rough group the weapon belongs to, while the **speciality** is your character's skill using weapons in that class. Weapons fall into classes, with skills into specialties. Each weapon class is listed below, with specific examples. Some weapons fit into multiple classes, depending on how they are used.

- **Axe:** Battle axe, great axe, hand axe, vibro-axe, wood axe.
- **Bow:** Composite bow, long bow, self bow.
- **Brawl:** Fist, head butt, kick.
- **Club:** Heavy club, light club, sai, short staff.
- **Crossbow:** Arbalest, siege arbalest, heavy crossbow, light crossbow, medium crossbow, repeating crossbow.
- **Dagger:** Butcher knife, dagger, knife, pocket knife, switch-blade, vibro-knife, sai.
- **Explosive:** Antimatter detonator, anti-personnel mine, antitank mine, blasting cap, dynamite, electromagnetic pulse detonator, fusion detonator, improvised explosive, plasma detonator, plastic explosive, sonic detonator.
- **Flail:** Flail, morning-star flail, whip.
- **Grenade:** Antimatter grenade, concussion grenade, disintegrator grenade, electromagnetic pulse grenade, explosive grenade, flare grenade, fusion grenade, gas grenade, grenade launcher, LAW rocket launcher, Molotov cocktail, phosphorous grenade, plasma grenade, rocket launcher, shock grenade, shrapnel grenade, smoke grenade, sonic grenade, stun grenade.
- **Hammer:** Hammer, great hammer, sledge hammer, war hammer, war maul.
- **Hand:** Armoured gauntlet, blackjack, brass knuckles, cestus, claw, garrotte.

- **Improvised:** Chainsaw, thrown rock, scythe, sickle, torch.
- **Mace:** Heavy mace, light mace.
- **Machine Gun:** Machine gun, mini gun, submachine gun.
- **Missile:** Blowgun, bola, boomerang, dagger, dart, hand axe, javelin, shuriken, sling, throwing knife.
- **Pistol, Energy:** Blaster pistol, disintegrator pistol, electromagnetic pulse pistol, laser pistol, plasma pistol, shock pistol, sonic pistol, stun pistol.
- **Pistol:** Derringer, flechette pistol, flintlock pistol, heavy pistol, light pistol, medium pistol.
- **Polearm:** Halberd, lance, naginata, pike, scythe, trident.
- **Revolver:** Heavy revolver, light revolver, medium revolver.
- **Rifle, Energy:** Blaster rifle, disintegrator rifle, electromagnetic pulse rifle, laser rifle, plasma rifle, shock rifle, sonic rifle, stun rifle.
- **Rifle:** Assault rifle, bolt-action rifle, elephant rifle, lever-action rifle, musket, sniper rifle, sporting rifle.
- **Shotgun:** Automatic shotgun, double-barrelled shotgun, sawed-off shotgun, sporting shotgun.
- **Spear:** Javelin, lance, long spear, naginata, pike, short spear, trident.
- **Staff:** Quarter staff, short staff.
- **Submachine Gun:** Submachine gun.
- **Sword:** Bastard sword, broad sword, energy sword, great sword, katana, long sword, monofilament sword, rapier, sabre, scimitar, short sword, sickle, sword cane, vibro-sword, wakizashi.
- **Other:** Chemical spray, contact taser, dart taser, flamethrower, lasso, net, shock whip, whip.

## Using Weapons of the Same Class

Use your skill speciality with all weapons of that particular class. This generalization means your character can use most types of similar weapons without hindrance.

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***For example,** if your character has the skill *Melee Weapon (Sword)*, this applies to long swords, broadswords, short swords, etc., just as *Firearm (Revolver)* applies to light, medium, and heavy revolvers.*

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## Using Weapons of Different Classes

If you have skill in one weapon class, your gamemaster may allow your character to use a similar weapon in a different class at the same skill rating as if the skill were Difficult.

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**For example,** if your character has *Missile Weapon (Bow)* 60%, your game-master may allow the use of crossbows (a different weapon class) as a *Difficult Missile Weapon (Bow)* skill, a temporary skill rating of 30%.

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If using a weapon with a temporary skill rating is successful and any experience is gained, the experience roll is made from the base chance rather than the temporary skill rating. Any experience is added to the weapon or weapon skill's base chance rather than the temporary skill rating. When your character exceeds the temporary skill rating, the actual skill rating becomes the default.

## PRIMITIVE MELEE WEAPONS

Weapon	Axe, Hand	Club, Heavy	Club, Light	Fist
Skill	Axe	Club	Club	Brawl
Base	15	25	25	25
Dmg	1D6+1+dm	1D8+dm	1D6+dm	1D3+dm
Attk	1	1	1	1
Special	Bleeding	Crushing	Crushing	Crushing
Range	Short	Medium	Medium	Short
Hands	1H	2H	1H	1H
HP	12	22	15	—
Parry	Yes	Yes	Yes	No1
STR/DEX	7/9	9/7	7/7	—
Mal	—	—	—	—
Value	Cheap	Cheap	Cheap	—
SIZ/Enc	0.5	2.0	1.0	—

Weapon	Grapple	Head Butt	Kick	Knife
Skill	Brawl	Brawl	Brawl	Dagger
Base	25	25	25	25
Dmg	Special2	1D3+dm	1D3+dm	1D3+1+dm
Attk	1	1	1	1
Special	Entangle	Crushing	Crushing	Impaling
Range	Short	Short	Short	Short
Hands	2H	—	—	1H
HP	—	—	—	15
Parry	No3	No	No	Yes
STR/DEX	—	—	—	4/4

Mal	—	—	—	—
Value	—	—	—	Cheap
SIZ/Enc	—	—	—	0.2

Weapon	Net	Spear, Long	Spear, Short	Torch
Skill	Other	Spear	Spear	Club
Base	05	15	15	25
Dmg	Special4	1D10+1+dm	1D6+1+dm	1D6+flame6
Attk	1	1	1	1
Special	Entangling	Impaling	Impaling	Crushing
Range	Medium	Long	Long	Medium
Hands	1H or 2H	2H	1H or 2H	1H
HP	6	15	15	15
Parry	Yes	Yes	Yes	Yes
STR/DEX	12/10	11/9	7/8	6/9
Mal	96–005	—	—	96–007
Value	Cheap	Cheap	Cheap	—
SIZ/Enc	3.0	2.0	2.0	1.0

## PRIMITIVE MISSILE WEAPONS

Weapon	Axe, Hand (thrown)	Blowgun	Bola (damaging)	Bola (snaring)
Skill	Axe	Blowgun	Bola	Bola
Base	10	10	05	05
Dmg	1D6+½dm	1D38	1D4+½dm	Special4
Attk	1	1	1	1
Special	Bleeding	Impaling	Crushing	Entangling
Range	20	30	15	15
Hands	1H	2H	1H	1H
HP	12	49	1	1
Parry	No	No	No	No
STR/DEX	9/11	/11	9/13	9/13
Mal	—	—	—	—
Value	Cheap	Cheap	Cheap	Cheap

<b>SIZ/Enc</b>	0.5	0.5	3.0	3.0
<b>Weapon</b>	<b>Boomerang</b>	<b>Bow, Self</b>	<b>Club, Light (thrown)</b>	<b>Dart</b>
<b>Skill</b>	Boomerang	Bow	Throw	Dart
<b>Base</b>	05	10	Throw	10
<b>Dmg</b>	1D4+½dm	1D6+1+½dm	1D6+½dm	1d6+½dm11
<b>Attk</b>	½10	1	1	1
<b>Special</b>	Crushing	Impaling	Crushing	Impaling
<b>Range</b>	50	80	20	20
<b>Hands</b>	1H	2H	1H	1H
<b>HP</b>	3	6	15	4
<b>Parry</b>	No	No	No	No
<b>STR/DEX</b>	9/11	9/9	9/7	/9
<b>Mal</b>	—	—	—	—
<b>Value</b>	Cheap	Cheap	Cheap	Cheap
<b>SIZ/Enc</b>	0.5	0.5	1.0	0.5

<b>Weapon</b>	<b>Javelin</b>	<b>Knife (thrown)</b>	<b>Lasso</b>	<b>Net (thrown)</b>
<b>Skill</b>	Javelin	Throw Knife	Other	Other
<b>Base</b>	15	15	05	05
<b>Dmg</b>	1D6+½dm	1D3+½dm	Special4	Special4
<b>Attk</b>	1	1	½	1
<b>Special</b>	Impaling	Impaling	Entangling	Entangling
<b>Range</b>	25	10	10	5
<b>Hands</b>	1H	1H	2H	1H
<b>HP</b>	10	15	1	6
<b>Parry</b>	No	No	No	No
<b>STR/DEX</b>	9/9	7/11	9/13	9/12
<b>Mal</b>	—	—	—	96–0012
<b>Value</b>	Cheap	Cheap	Cheap	Cheap
<b>SIZ/Enc</b>	1.5	0.2	1.0	3.0

Weapon	Rock (thrown)	Sling	Spear, Short (thrown)	Spear, Long (thrown)
Skill	Throw	Sling	Spear	Spear
Base	Throw	05	05	05
Dmg	1D2+½dm	1D8+½dm	1D6+1+½dm	1D10+1+½db
Attk	2	1	1	1
Special	Crushing	Crushing	Impaling	Impaling
Range	20	80	15	15
Hands	1H	1H	1H	1H
HP	20	2/1313	15	15
Parry	No	No	No	No
STR/DEX	5/5	7/11	12/10	12/10
Mal	—	—	—	—
Value	—	Cheap	Cheap	Cheap
SIZ/Enc	.05	0.1 (.1)14	2.0	2.0

## Notes:

1. Brawl can parry Brawl or Grapple attacks (see the Brawl skill).
2. See the Grapple skill.
3. Grapple can parry Brawl or Grapple attacks (see the Grapple skill).
4. See **Entangling**.
5. A net malfunction means it is tangled, taking a full round and a successful *Difficult* Agility roll to untangle.
6. See **Fire**.
7. A malfunction means torch goes out.
8. Blowgun darts are usually poisoned (see **Poisons**).
9. A blowgun has 4 hit points and blowgun darts each have 0 or 1 hit point.
10. If the user throws the boomerang to return, make an Agility roll to catch it on the next round. If throwing multiple boomerangs, the attack rate is 1 per round.
11. Darts are often poisoned (see **Poisons**).
12. A net malfunction means it is tangled, taking a full round and a successful *Difficult* Agility roll to untangle.
13. A sling has 2 hit points and a sling stone has 12 hit points (lead or stone).
14. First number is weight of the sling; parenthetical weight is each sling stone.



## HISTORIC MELEE WEAPONS

Weapon	Axe, Battle	Axe, Great	Axe, Wood	Blackjack
Skill	Axe	Axe	Axe	Hand
Base	15	15	15	25
Dmg	1D8+2+dm	2D6+2+dm	1D8+2+dm	1D8+dm
Attk	1	1	1	1
Special	Bleeding	Bleeding	Bleeding	Crushing
Range	Medium	Medium	Medium	Short
Hands	1H	2H	2H	1H
HP	15	15	20	10
Parry	Yes	Yes	Yes	No
STR/DEX	9/9	11/9	8/7	7/7
Mal	—	—	—	—
Value	Average	Average	Inexpensive	Inexpensive
SIZ/Enc	1.0	2.0	1.5	0.2

Weapon	Cestus	Claw	Dagger	Flail
Skill	Hand	Hand	Dagger	Flail
Base	25	25	25	10
Dmg	1D3+2+dm	1D4+1+dm	1D4+2+dm	1D6+dm
Attk	1	1	1	1
Special	Crushing	Bleeding	Impaling	Crushing
Range	Short	Short	Short	Medium
Hands	1H	1H	1H	1H
HP	10	10	15	7
Parry	Yes	Yes	Yes	Yes
STR/DEX	11/7	9/9	4/4	7/6
Mal	—	—	—	—
Value	Average	Average	Average	Average
SIZ/Enc	0.1	0.1	0.5	2.0

Weapon	Flail, Morning-star	Garrotte	Gauntlet, Armoured	Halberd
Skill	Flail	Hand	Hand	Polearm
Base	10	15	25	15
Dmg	1D10+1+dm	Special <sup>1</sup>	1D3+1+dm	3D6+dm
Attk	1	1	1	1
Special	Crushing	—	Crushing	Bleeding
Range	Medium	Short	Short	Long
Hands	2H	2H	1H	2H
HP	12	1	7	25
Parry	Yes	No	Yes	Yes
STR/DEX	11/7	8/12	7/5	13/9
Mal	—	—	—	—
Value	Average	Inexpensive	Average	Average
SIZ/Enc	2.0	0.1	As armour	3.0

Weapon	Hammer	Hammer, Great	Hammer, Sledge	Hammer, War
Skill	Hammer	Hammer	Hammer	Hammer
Base	25	25	20	25
Dmg	1D6+dm	1D10+3+dm	2D6+2+dm	1D6+2+dm
Attk	1	1	1	1
Special	Crushing	Crushing	Crushing	Crushing
Range	Medium	Long	Medium	Medium
Hands	1H	2H	2H	1H
HP	15	15	15	20
Parry	Yes	Yes	Yes	Yes
STR/DEX	9/7	9/9	11/7	11/9
Mal	—	—	—	—
Value	Inexpensive	Average	Inexpensive	Average
SIZ/Enc	1.5	2.5	2.0	2.0

Weapon	Katana	Knife	Lance	Mace, Heavy
Skill	Sword	Dagger	Spear	Mace
Base	15	25	15	25
Dmg	1D10+1+dm <sup>2</sup>	1D3+1+dm	1D8+1+dm	1D8+2+dm
Attk	1	1	1	1
Special	Bleeding	Impaling	Impaling <sup>3</sup>	Crushing
Range	Medium	Short	Long	Medium
Hands	1H or 2H	1H	1H	2H
HP	15	15	15	20
Parry	Yes	Yes	Yes	Yes
STR/DEX	11/11	4/4	9/8	14/9
Mal	—	—	—	—
Value	Expensive	Inexpensive	Inexpensive	Average
SIZ/Enc	1.5	0.5	3.5	2.5

Weapon	Mace, Light	Maul, War	Naginata	Pike
Skill	Mace	Hammer	Polearm	Polearm
Base	25	25	05	15
Dmg	1D6+2+dm	1D10+2+dm	2d6+2+dm	1d10+2+dm
Attk	1	1	1	1
Special	Crushing	Crushing	Bleeding	Impaling
Range	Medium	Medium	Long	Long
Hands	1H	2H	2H	2H
HP	20	20	15	15
Parry	Yes	Yes	Yes	Yes
STR/DEX	7/7	13/7	7/11	11/7
Mal	—	—	—	—
Value	Average	Average	Expensive	Inexpensive
SIZ/Enc	1.0	2.5	2.0	3.5

Weapon	Rapier	Sabre	Sai	Scimitar
Skill	Sword	Sword	Dagger	Sword
Base	15	15	10	15
Dmg	1D6+1+dm	1D8+1+dm	1D6+dm	1D8+1+dm
Attk	1	1	1	1
Special	Impaling	Bleeding	Crushing <sup>4</sup>	Bleeding
Range	Medium	Medium	Medium	Medium
Hands	1H	1H	1H	1H
HP	15	20	20	19
Parry	Yes	Yes	Yes	Yes
STR/DEX	7/13	7/11	5/11	8/8
Mal	—	—	—	—
Value	Expensive	Average	Inexpensive	Average
SIZ/Enc	1.0	1.5	1.0	1.5

Weapon	Scythe	Sickle	Staff, Quarter-	Staff, Short
Skill	Improvised	Improvised	Staff	Staff
Base	05	10	25	15
Dmg	2D6+1+dm	1D6+1+dm	1D8+dm	1D6+dm
Attk	1	1	1	1
Special	Impaling	Impaling	Crushing	Crushing
Range	Long	Medium	All	Medium
Hands	2H	1H	2H	1H
HP	20	12	20	15
Parry	Yes	Yes	Yes	Yes
STR/DEX	12/10	7/9	9/9	7/9
Mal	—	—	—	—
Value	Inexpensive	Inexpensive	Cheap	Cheap
SIZ/Enc	2.5	0.5	1.5	0.5

Weapon	Sword Cane	Sword, Bastard	Sword, Broad	Sword, Great
Skill	Sword	Sword	Sword	Sword
Base	15	10	15	05
Dmg	1D6+dm	1D10+1+dm <sup>5</sup>	1D8+1+dm	2D8+dm
Attk	1	1	1	1
Special	Impaling	Bleeding	Bleeding	Bleeding
Range	Medium	Medium	Medium	Medium/Long
Hands	1H	1H or 2H	1H	2H
HP	12	20	20	18
Parry	Yes	Yes	Yes	Yes
STR/DEX	7/11	13 or 9/9 <sup>6</sup>	9/7	14/13
Mal	—	—	—	—
Value	Expensive	Average	Average	Expensive
SIZ/Enc	1.0	2.0	1.5	3.5

Weapon	Sword, Long	Sword, Short	Trident	Wakizashi
Skill	Sword	Sword	Polearm	Sword
Base	15	15	15	15
Dmg	1D8+dm	1D6+1+dm	1D6+1+dm	1D6+1+dm
Attk	1	1	1	1
Special	Bleeding	Impaling	Impaling	Bleeding
Range	Medium	Medium	Long	Medium
Hands	1H	1H	1H or 2H	1H
HP	15	20	18	13
Parry	Yes	Yes	Yes	Yes
STR/DEX	7/9	5/5	9/7	7/9
Mal	—	—	—	—
Value	Average	Cheap	Average	Expensive
SIZ/Enc	1.5	1.0	2.0	1.0

Weapon	Whip
Skill	Other
Base	05
Dmg	1D3-1
Attk	1
Special	Entangle
Range	Long
Hands	1H
HP	4
Parry	No
STR/DEX	9/10
Mal	Cheap
Value	0.5
SIZ/Enc	Whip

#### Notes:

1. See **Choking, Drowning, and Asphyxiation**.
2. When using a katana one-handed, damage modifier is ½ normal.
3. Tournament lances are commonly blunt, and do crushing specials.
4. Sai are traditionally blunt weapons used primarily for parrying and striking.
5. When using a bastard sword one-handed, damage modifier is ½ normal.
6. STR requirement is 13 when used one-handed; 9 when used two-handed.

## HISTORIC MISSILE WEAPONS

Weapon	Arbalest	Bow, Composite	Bow, Long	Crossbow, Heavy
Skill	Crossbow	Bow	Bow	Crossbow
Base	15	05	05	25
Dmg	2D6+4	1D8+1+½dm	1D8+1+½dm	2D6+2
Attk	1/3	1	1	1/3
Special	Impaling	Impaling	Impaling	Impaling
Range	90	120	90	55
Hands	2H	2H	2H	2H
HP	14	12	10	18
Parry	No	No	No	No
STR/DEX	11/9 <sup>1</sup>	13/9	11/9	13/7
Mal	93–00	—	—	97–00
Value	Average	Average	Cheap	Average
SIZ/Enc	10.0 (0.5)	0.5 (0.5)	0.5 (0.5)	8.0 (0.5)

Weapon	Crossbow, Light	Crossbow, Medium	Crossbow, Repeating	Knife, Throwing
Skill	Crossbow	Crossbow	Crossbow	Missile
Base	25	25	25	15
Dmg	1D6+2	2D4+2	1D6+2	1d4+½dm
Attk	½	½	1 <sup>2</sup>	1
Special	Impaling	Impaling	Impaling	Impaling
Range	40	50	60	20
Hands	2H	2H	2H	1H
HP	10	14	12	10
Parry	No	No	No	No
STR/DEX	9/7	11/7	9/7	/11
Mal	96–00	95–00	91–00	—
Value	Average	Average	Expensive	Cheap
SIZ/Enc	3.5 (0.5)	5.0 (0.5)	7.5 (0.5)	0.2

Weapon	Shuriken
Skill	Missile
Base	10
Dmg	1D3+½dm
Attk	2
Special	Impaling
Range	20
Hands	1H
HP	5
Parry	No
STR/DEX	/13
Mal	—
Value	Cheap
SIZ/Enc	0.1

#### Notes:

1. STR requirement with a cranequin (hand-crank) is 11; STR 15 when used without one.
2. Has ammo of 12 and takes five rounds to reload entirely.
3. A repeating crossbow has an ammo capacity of 6, 8, 10, or 12 bolts. It takes one combat round per bolt to reload a repeating crossbow.



## MODERN MELEE WEAPONS

Weapon	Brass Knuckles	Chainsaw	Knife, Butcher	Knife, Pocket
Skill	Brawl	Improvised	Dagger	Dagger
Base	Brawl	20	25	25
Dmg	+2	2D8	1D6+dm	1D4+dm
Attk	1	1	1	1
Special	Crushing	Bleeding	Impaling	Impaling
Range	Short	Medium	Short	Short
Hands	1H	2H	1H	1H
HP	18	20	12	9
Parry	No	No	No	No
STR/DEX	5/–	11/11	5/7	–/5
Mal	—	97–00	—	—
Value	Cheap	Average	Cheap	Cheap
SIZ/Enc	0.1	8.0	0.3	0.1

Weapon	Knife, Switch-blade	Taser, Contact
Skill	Dagger	Other
Base	25	Brawl
Dmg	1D4+dm	Special1
Attk	1	1
Special	Impaling	—
Range	Short	Short
Hands	1H	1H
HP	7	7
Parry	No	No
STR/DEX	–/5	5/7
Mal	99–00	97–00
Value	Cheap	Expensive
SIZ/Enc	0.1	0.3

## MODERN MISSILE WEAPONS

Weapon	Flamethrower	Gun, MG	Gun, Mini-MG	Gun, SMG
Skill	Other	Machine-gun	Machine-gun	SMG
Base	05	15	15	15
Dmg	2D6+fire <sup>3</sup>	2D6+4	2D6+4	1D8
Attk	1	1, 3, or burst	33	2 or burst
Special	—	Impaling	Impaling	Impaling
Range	25	90	400	40
Hands	2H	2H	2H	1H or 2H
HP	6	11	14	8
Parry	No	No	No	No
STR/DEX	10/8	9/5	16/12	9/6
Mal	93–00	00	98–00	98–00
Ammo	6	40	4,000	32
Value	Expensive	Expensive	Expensive	Expensive
SIZ/Enc	8.0	3.0	6.0	2.0

Weapon	Pistol, Derringer	Pistol, Flintlock	Pistol, Heavy	Pistol, Light
Skill	Pistol	Pistol	Pistol	Pistol
Base	20	20	20	20
Dmg	1D6	1D6+1	1D10+2	1D6
Attk	1	¼	1	3
Special	Impaling	Impaling	Impaling	Impaling
Range	3	10	15	10
Hands	1H	1H	1H	1H
HP	5	8	8	6
Parry	No	No	No	No
STR/DEX	5/5	7/5	11/7	5/5
Mal	00	95–00	00	00
Ammo	1 or 2	1	8	8
Value	Average	Average	Average	Average
SIZ/Enc	0.3	1.0	1.5	0.7

Weapon	Pistol,	Revolver,	Revolver,	Revolver,
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	Medium	Heavy	Light	Medium
Skill	Pistol	Revolver	Revolver	Revolver
Base	20	20	20	20
Dmg	1D8	1D10+2	1D6	1D8
Attk	2	1	2	1
Special	Impaling	Impaling	Impaling	Impaling
Range	20	20	15	25
Hands	1H	1H	1H	1H
HP	8	14	10	12
Parry	No	No	No	No
STR/DEX	7/5	11/5	5/5	7/5
Mal	98–00	00	00	00
Ammo	12	6	6	6
Value	Average	Average	Average	Average
SIZ/Enc				

Weapon	Rifle, Assault	Rifle, Bolt-action	Rifle, Elephant	Rifle, Musket
Skill	Rifle	Rifle	Rifle	Rifle
Base	25	25	15	25
Dmg	2D6+2	2D6+4	3D6+4	1D10+4
Attk	2 or burst	½	1 or 2	¼
Special	Impaling	Impaling	Impaling	Impaling
Range	90	110	100	60
Hands	2H	2H	2H	2H
HP	12	12	12	12
Parry	No	No	No	No
STR/DEX	10/5	7/5	13/5	9/5
Mal	00	00	00	95–00
Ammo	30	5	2	1
Value	Expensive	Average	Average	Average
SIZ/Enc	3.5	3.0	4.5	3.5

Weapon	Rifle, Sniper	Rifle, Sporting	Shotgun, Automatic	Spray, Chemical
Skill	Rifle	Rifle	Shotgun	Other
Base	204	25	30	25
Dmg	2D10+4	2D6	4D6/2D6/ 1D66	Special8
Attk	1	1	1 or 2	1
Special	Impaling	Impaling	Impaling	—
Range	2505	80	10/20/50	2
Hands	2H	2H	2H	1H
HP	10	12	14	2
Parry	No	No	No	No
STR/DEX	12/7	7/5	11/5	3/7
Mal	98–00	00	00	91–00
Ammo	11	6	8	6
Value	Expensive	Average	Expensive	Average
SIZ/Enc	4.0	3.0	4.0	0.2

Weapon	Shotgun, Double- barrelled	Shotgun, Sawn-off	Shotgun, Sporting	Taser, Dart
Skill	Shotgun	Shotgun	Shotgun	Other
Base	30	30	30	20
Dmg	4D6/2D6/ 1D66	4D6/1D67	4D6/2D6/ 1D66	Special1
Attk	1 or 2	1 or 2	1	½
Special	Impaling	Impaling	Impaling	—
Range	10/20/50	5/20/—	10/20/50	DEX
Hands	2H	1H	2H	1H
HP	12	14	10	8
Parry	No	No	No	No
STR/DEX	9/5	9/5	7/5	3/7
Mal	00	00	00	95–00
Ammo	2	1 or 2	5	1
Value	Average	Average	Average	Expensive
SIZ/Enc	3.5	2.0	3.0	0.5

## Notes:

1. Stuns target (see **Stunning**).
2. Many modern firearms have burst fire capabilities (see **Autofire**).
3. If a target is hit by a flamethrower, it is on fire and takes 1D6+2 points per round in additional damage until the fire is extinguished (see **Fire and Heat**).
4. Sniper rifles are usually equipped with a bipod, doubling the chance; without a bipod (or similar stabilizer), reduce the base chance to 10%.
5. Sniper rifles are usually equipped with telescopic scopes that double their effective range; if without a scope, the range is 125 meters.
6. Shotguns do damage by range; the first increment is the first damage dice, the second is the second, etc.
7. Shotguns do damage by range; the first increment is the first damage dice, the second is the second, etc. Sawed-off shotguns are not effective beyond 20 yards.
8. Chemical spray is a low-POT contact poison (see **Poisons**). An example type of chemical spray might have 2D6+12 POT, instant effect, and cause blindness if the target fails a resistance roll vs. CON. It is *Difficult* to shoot into a target's eyes, but Easy at point-blank range, making the chance unaffected.

## SPOT RULES FOR FIREARMS

*Chapter 7: Spot Rules* covers many conditions regarding firearms, such as automatic fire, range, etc. Following are additional rules of use. Your gamemaster may choose to allow these to cover additional types of ranged weapons, such as energy or laser weapons.

### Armour and Firearms

Armour types from earlier periods are relatively ineffective against weapons from later periods; a knight's armour provides scant protection from firearms. Any primitive, ancient, or medieval armours only have half their value against firearms (rounded up). The same is true of modern armour versus advanced weaponry. Advanced armour protects at full value against all weapons. To summarize:

- **Primitive or Ancient** armour only offers ½ protection against high-velocity or energy weapons (round up).
- **Modern** armour offers ½ protection against energy weaponry (round up).

- **Advanced** armour offers full protection against all forms of attack. Your game-master may rule that advanced armour only protects at  $\frac{1}{2}$  its armour value versus energy weapons (round up).

If armour value is determined randomly, roll for the armour's protection, apply any modifiers, then divide in half, rounding up. Some armours already state the difference in coverage between hand weapons and high-velocity weapons—these do not need to be reduced twice. Some types of monsters may also be resistant to firearms, noted in their descriptions in Chapter 11: Creatures.

## Loaded Revolvers

For early model revolvers, chamber directly under a revolver's hammer is often left empty against an accidental discharge. If this practice is followed, lower the ammunition capacity by 1. To emphasize the danger of carrying a fully-loaded revolver, your gamemaster may require your character to make a successful Luck roll to avoid an accidental discharge if your character falls or is jostled roughly enough to potentially trigger the weapon. If the Luck roll succeeds, the revolver does not go off. If it fails, the revolver goes off, and your character and everyone around your character must make a Luck roll to avoid being hit by the stray bullet. Your game-master should determine who the friendly fire strikes. If the initial Luck roll is a fumble, the bullet strikes your character and does normal damage.

## Malfunctions

If your character's attack roll is equal to or higher than the weapon's malfunction number, the weapon malfunctions and will not fire until it has been dealt with.

- If the weapon is a revolver, bolt-action rifle, or a double-barrelled shotgun, the problem is only a dud round.
- If the weapon is an automatic, semi-automatic, pump-action, or lever-action, the malfunction is a jam.

A dud round can be cycled past or ejected in one combat round. Fixing a jam takes 1D6 combat rounds and requires a successful skill roll of either the firearm skill or Repair, whichever is higher. Your character can keep trying until they succeed, with each attempt taking an additional 1D6 combat rounds. A roll of 96–00 on this attempt results in the firearm becoming irrevocably damaged and beyond casual repair.

A fumble may also overlap with a malfunction. If the results of both are contradictory, your gamemaster should address them in the most practical order, applying both results whenever possible. Weapons other than firearms can malfunction, and can be cleared with in the same way. For energy weapons, the 'dud round' is likely an incomplete or faulty charge.

## Reloading Firearms

It takes one combat round to load two shells or bullets into any handgun, rifle, or shotgun, and one combat round to exchange a clip, energy cell, or battery pack. Changing a machine gun belt takes two combat rounds. If time is of the essence, it is possible to put one round into a firearm and get a single shot off at  $\frac{1}{2}$  your character's normal DEX rank (round up).

## Unaimed Shots

The attacks-per-round entry (**Attk**) for ranged weapons assumes that your character is trying to hit a target directly, and is making an attempt to aim. If you wish for your character to spray an area with shots, such as if providing covering fire, and accuracy is not a concern, you can double the weapon's attacks-per-round, but the chance to hit is reduced to  $\frac{1}{5}$  your character's skill (equal to the chance of a special success, though the result is a normal success). If there is more than one target your gamemaster should determine randomly who is struck. At your gamemaster's discretion, if your character is prepared, equipped with a laser sight or equivalent targeting device, and has a weapon skill of over 60%, the chance to hit is not modified.

## ADVANCED MELEE WEAPONS

Weapon	Axe, Vibro-	Knife, Vibro-	Lance, Stun	Sword, Energy
Skill	Polearm	Dagger	Staff	Sword
Base	10%	25%	15%	10%
Dmg	2D8+4+dm	2D4+2+dm	1D6+dm+stun <sup>1</sup>	2D10+dm <sup>2</sup>
Attk	1	1	1	1
Special	Bleeding	Bleeding	Knockback	Impaling
Range	Medium	Short	Long	Medium
Hands	2H	1H	2H	1H
HP	20	16	18	30
Parry	Yes	Yes	Yes	Yes
STR/DEX	11/5	7/7	9/5	11/15
Mal	98–00	99–00	98–00	99–00
Value	Average	Average	Average	Priceless
SIZ/Enc	3.0	0.5	2.5	1.0

Weapon	Sword, Monofilament	Sword, Vibro-	Whip, Shock v. Other
Skill	Sword	Sword	Whip
Base	05%	20%	05%
Dmg	3D122	2D6+3+dm	1+½db+stun <sup>1</sup>
Attk	1	1	1
Special	Bleeding	Bleeding	Entangle
Range	Medium	Medium	Long
Hands	1H	1H	1H
HP	12	18	10
Parry	No	Yes	No
STR/DEX	5/15	9/7	7/9
Mal	91–003	97–00	97–00
Value	Expensive	Expensive	Average
SIZ/Enc	0.5	1.5	1.0

## ADVANCED MISSILE WEAPONS

Weapon	Pistol, Blaster	Pistol, Disintegrator	Pistol, E-M Pulse	Pistol, Flechette
Skill	Pistol, Energy	Pistol, Energy	Pistol, Energy	Pistol, Energy
Base	15%	05%	20%	05%
Dmg	1D8+2	3D4+1	2D6 vs. tech <sup>5</sup>	2D4 <sup>6</sup>
Attk	2	1	1	1 or burst <sup>7</sup>
Special	Impaling	—	—	Impaling
Range	15	10	15	15
Hands	1H	1H	1H	1H
HP	14	12	12	14
Parry	No	No	No	No
STR/DEX	7/5	7/5	7/5	5/7
Mal	99–00	96–00	98–00	99–00
Ammo	30	10	20	6
Value	Average	Expensive	Average	Average
SIZ/Enc	1.0	1.0	1.0	0.8



Weapon	Pistol, Laser	Pistol, Plasma	Pistol, Shock	Pistol, Stun
Skill	Pistol, Energy	Pistol, Energy	Pistol, Energy	Pistol, Energy
Base	20%	15%	15%	25%
Dmg	1D8	2D10+2	2D4	2D6 stun <sup>2</sup>
Attk	3	1	1	1
Special	Impaling	Impaling	Knockback	Knockback
Range	20	30	15	15
Hands	1H	1H	1H	1H
HP	14	18	12	16
Parry	No	No	No	No
STR/DEX	5/5	7/5	5/5	5/5
Mal	99–00	98–00	98–00	00
Ammo	20	12	12	12
Value	Average	Expensive	Average	Average
SIZ/Enc	1.0	1.2	1.0	1.0

Weapon	Rifle, Blaster	Rifle, Disintegrator	Rifle, E-M Pulse	Rifle, Laser
Skill	Rifle, Energy	Rifle, Energy	Rifle, Energy	Rifle, Energy
Base	10%	05%	25%	15%
Dmg	2D8+3	3D6+2	3D8 vs. tech <sup>5</sup>	2D8
Attk	2	1	1	2
Special	Impaling	—	—	Impaling
Range	60	30	75	100
Hands	2H	2H	2H	2H
HP	20	18	18	20
Parry	No	No	No	No
STR/DEX	9/5	9/7	7/5	7/7
Mal	99–00	96–00	98–00	99–00
Ammo	20	10	12	20
Value	Average	Expensive	Average	Average
SIZ/Enc	1.0	2.0	2.0	1.5

Weapon	Rifle, Plasma	Rifle, Shock	Rifle, Sonic	Rifle, Stun
Skill	Rifle, Energy	Rifle, Energy	Rifle, Energy	Rifle, Energy
Base	10%	10%	10%	20%
Dmg	2D10+4	3D8	1D3+28	2D8 stun <sup>9</sup>
Attk	1	1	1	1
Special	Impaling	Knockback	Knockback	Knockback
Range	70	50	50	50
Hands	2H	2H	2H	2H
HP	18	18	16	22
Parry	No	No	No	No
STR/DEX	9/7	9/7	7/7	7/5
Mal	98–00	98–00	97–00	00
Ammo	16	12	36	24
Value	Expensive	Average	Average	Average
SIZ/Enc	2.0	1.5	2.0	1.5

## Notes:

1. Roll damage and pit it vs. the target's CON in a resistance roll. If target loses, they are stunned for 1D3+1 rounds (see **Stunning**).
2. Reduce the target's armour value by  $\frac{1}{2}$  (round up) versus this weapon.
3. If you fumble an attack with a monofilament sword, make a *Difficult* Agility roll to avoid hitting yourself. If you fail, your attack hits you in addition to the roll on the melee weapon fumble table. Damage ignores  $\frac{1}{2}$  armour value (round up).
4. Many missile weapons have burst fire capabilities (see **Autofire**).
5. If the target is a robot, machine, or uses electromagnetic energy, roll damage and make a resistance roll vs. the target's CON. If successful, the device is stunned for 1D3+1 rounds (see **Stunning**). If the damage is higher than the target's hit points, it is knocked 'unconscious'. Damage from EMP weapons is temporary, and lost hit points can be restored with a Repair roll.
6. Against a foe with hardened armour (metal, plastic, or plates), a flechette pistol does only  $\frac{1}{2}$  damage (round up).
7. A flechette pistol fires clusters of flechettes, either one 'shot' or a long burst that empties the magazine. Each shot is a single attack, doing 2D4 damage.

8. A sonic rifle damages living targets each combat round it successfully strikes them. Against an unliving target, the damage per round is rolled in a resistance roll vs. the target's CON, armour value, or hit points (gamemaster choice). If the target fails, it shatters or is damaged and non-functional.
9. Roll damage and pit it vs. the target's CON in a resistance roll. If the target succeeds, they take minimum damage (2) instead of the rolled damage. If target loses, they are stunned for 1D3+1 rounds (see **Stunning**).

## ARMOUR

At a basic level, armour is hardened clothing. Depending on the setting, armour is made of leather, metal, plastic, or some combination of these materials, and it is worn to have something protective between oneself and a source of harm. Armour is heavier than normal clothing and frequently uncomfortable and awkward to wear. If your character is a warrior, they are likely to be more comfortable in armour than the average person, though wearing armour is rarely more comfortable than not wearing armour.

Armour described in this section is categorized loosely chronologically, for reference. In most cases, armour from an earlier period is available to people from later periods, so your gamemaster may choose where armour availability stops and allow your character access to prior types.

Each type of armour has the following attributes:

- Name: The common name.
- AV: The armour value, the amount the armour protects.
- Random AV: (Optional) This is the armour value if random armour values are being used.
- Burden: The awkwardness or relative encumbrance of the armour. Your gamemaster may use this value with the optional fatigue system.
- ENC: This value is for a character of average SIZ (11–15). For SIZ 6–10, multiply the ENC value by .8; for SIZ 16–20 multiply the value by 1.2; for SIZ 21–25 multiply it by 1.4, etc. (round up)
- Skill Modifier: A modifier to certain skills or skill categories while the armour is worn, also applied to any appropriate skill.
- Fits SIZ: The variance the armour's default SIZ can accommodate from its default SIZ, expressed as a positive or negative value.
- Time: How many combat rounds it takes to put the armour on.
- Locations: (Optional) If the hit locations are used, the hit locations covered by the armour.

- **Value:** The armour's cost in an average setting.

Unlike weapons and shields, armour generally does not suffer damage, unless by environmental factors. Armour is designed for defence; it can take a lot of pounding. Armour value is never reduced through damage in combat—instead, any change to armour value must come from some exceptional event.

## ARMOUR DESCRIPTIONS

This section describes all types of armour, alphabetically.

**Adaptive Mesh:** This high-tech cloth hardens and reacts to impacts, but remains pliant and comfortable the rest of the time. Usually worn as a bodysuit, it can be layered under other armour.

**Assault Armour, Light:** Light armour used by soldiers to resist hand-to-hand weapons, solid projectiles, as well as against energy weapons. Made of ceramics, alloys, or high-impact plastics.

**Assault Armour, Standard:** Heavy armour, made for battles in hazardous environments. Made of ceramics, alloys, or resistant plastics, assault armour provides head-to-toe protection and is favoured by the military.

**Assault Armour (Heavy), Powered:** Similar to standard assault armour but more massive and with thicker armoured plating. Internal servo-motors boost the wearer's strength. Combatants in powered heavy assault armour often wield massive weapons. The frame accepts modular enhancements (such as a jet-pack) and is sealed against chemical weapons and the vacuum of space.

**Assault Armour (Light), Powered:** Similar to powered assault armour above, but lighter and lacking extras such as sealed systems.

**Ballistic Cloth:** Made of aramid fibre, ballistic cloth armour provides moderate protection against bullets, though not as much as a bulletproof vest. Normally worn under street clothing or fashioned to resemble normal clothing.

**Bulletproof Vest, Early:** An older variant of the bulletproof vest, heavy and cumbersome, with thickened metal plates in a segmented canvas vest.

**Bulletproof Vest, Modern:** An evolution of the bulletproof vest, using high-impact metal alloys and plastics for a lighter, thinner form of protection.

**Chain:** This armour consists of a mesh made of woven metal links. It is extremely flexible, but quite heavy.

**Clothing, Heavy:** The equivalent of wearing a heavy cloak, a winter jacket, tight leather clothing, or multiple layers of clothing.

**Energy Armour:** This armour consists of an internal power pack worn on the belt or slung over the back, between the shoulders, and possibly connected to emitters distributed across the body. When activated, it covers the character with a sheath of protective energy.

**Flak Jacket:** This is a full jacket similar to an early bulletproof vest, though less armoured, useful for pilots and ground troops alike.

**Helmet, Heavy or Light:** Almost all these armour types have helmets. Full suits of armour usually include helmets. If a helmet is not worn, reduce the armour value by -1 for a light helmet, and -2 for a heavy helmet. If using random armour values, modify the range by -1 or -2, as appropriate. If hit locations are used, a helmet has the same protective value as an arm or leg of the relevant armour material.

**Hide:** A tanned or untanned animal coat, worn as a cloak or garment, fur intact.

**Lamellar (Studded, Splinted):** This armour consists of thin metal strips (splints) usually held onto leather backing with rivets (studs).

**Leather, Soft:** An equivalent to a leather jacket or vest, soft leather is often worn under other armour as additional padding and protection.

**Leather, Hard:** This is equal to a half-centimetre of cured leather, about as thick as the sole of a dress shoe. It may have leather studs or embossed work.

**Leather, Cuir-bouilli:** Thick and semi-rigid leather that has been cured and boiled in oil and wax, then moulded to the form of the wearer. It is often ornamented and stained colourfully.

**Padded/Quilted:** This armour consists of sandwiched layers of stiffened thick cloth, sewn together as if a pad or quilt. Cheap and easy to make, it does not offer very much protection, though it can be worn beneath metal armour such as half plate and chain.

**Padded/Quilted, Heavy:** Similar to padded or quilted armour, but heavier and thicker.

**Plate, Half:** This armour consists of a partial suit of plate (see below) that does not cover the entire body. Usually, it is a breastplate, helmet, and some smaller pieces, with chain covering the rest.

**Plate, Full:** This armour consists of solid plates of metal, moulded to the body and held together with covered leather straps. Historically, this was superior to any other type of body armour, but the all-metal construction makes it the heaviest and least comfortable.

**Ring:** This is soft leather or other backing with metal rings sewn onto it in a close or overlapping pattern.

**Riot Gear:** A heavy bulletproof jacket and toughened clothing coverall, with plates in strategic body parts and a helmet.

**Scale:** Scale armour (sometimes called scale mail) consists of overlapping metal scales of various shapes and sizes fastened onto a backing.

**Splint:** See the description for lamellar.

**Studded:** See the description for lamellar.

## PRIMITIVE ARMOURS

Name	Helmet	Hide
AV	+1	1

Random AV	+1 point	1D3–1
Burden	Light	Light
ENC	0.5	3.5
Skill Modifier	–5% to Per skills	None
Fits SIZ	±1	±3
Time	1	1
Locations	Head	All
Value	Cheap	Cheap

## ANCIENT AND MEDIEVAL ARMOUR

Name	Chain	Clothing, Heavy	Helmet, Heavy	Helmet, Light
AV	7	1	+2	+1
Random AV	1D8–1	1d2–1	+2 points	+1 point
Burden	Moderate	None	Light	None
ENC	20.0	2.5	2.5	1.5
Skill Modifier	–20% to Physical skills	None	–50% to Perception skills	–15% to Perception skills
Fits SIZ	–2	±2	±0	±1
Time	3	1	1	1
Locations	All	All	Head	Head
Value	Expensive	Cheap	Average	Inexpensive

Name	Lamellar	Leather, Soft	Leather, Hard	Leather, Cuir-bouilli
AV	6	1	2	3
Random AV	1D8–1	1D6–1	1D6	2D3
Burden	Moderate	Light	Moderate	Light
ENC	18.0	3.5	5.0	5.0
Skill Modifier	–15% to Physical skills	None	–10% to Physical skills	–10% to Physical skills
Fits SIZ	±1	±2	±1	±0
Time	2	2	2	2
Locations	All but head	All	All	All
Value	Expensive	Inexpensive	Average	Expensive

Name	Padded/ Quilted	Padded/ Quilted, Heavy	Plate, Full	Plate, Half
AV	1	2	8	7
Random AV	1D2–1	1D3–1	1D10	1D8
Burden	None	Light	Cumbersome	Moderate
ENC	3.0	4.0	25.0	18.0
Skill Modifier	None	–5% to Physical skills	–25% to Physical skills	–20% to Physical skills
Fits SIZ	±2	±1	-1	-1
Time	1	2	5	4
Locations	All	All	All but head	All but head
Value	Inexpensive	Inexpensive	Expensive	Expensive

Name	Ring	Scale
AV	5	6
Random AV	1D6	2D4–1
Burden	Light	Moderate
ENC	10.0	20.0
Skill Modifier	–10% to Physical skills	–15% to Physical skills
Fits SIZ	±1	±1
Time	2	2
Locations	All but head	All but head
Value	Average	Average

## MODERN ARMOUR

Name	Ballistic Cloth	Bulletproof Vest, Early	Bulletproof Vest, Modern	Clothing, Heavy
AV	3/51	4	4/81	1
Random AV	1D3/1D6–1	1D4	1D4/1D8	1D2–1
Burden	Light	Moderate	Light	None
ENC	4.0	11.0	8.0	2.5
Skill Modifier	–10% to Physical skills	–25% to Physical skills	–5% to Physical skills	None
Fits SIZ	±1	±1	±3	±2

Time	1	2	2	1
Locations	Arms, Chest	Chest	Chest	All
Value	Expensive	Expensive	Expensive	Cheap
<b>Name</b>	<b>Flak Jacket</b>	<b>Helmet, Heavy</b>	<b>Helmet, Light</b>	<b>Riot Gear</b>
AV	4	+6	+3	12/6 <sup>1</sup>
Random AV	1D4	+3 points	+2 points	1D10+2
Burden	Moderate	Light	None	Moderate
ENC	8.0	3.5	2.5	12.0
Skill Modifier	–10% to Physical skills	–25% to Perception skills	–10% to Perception skills	–10% to Physical skills
Fits SIZ	±2	±1	±2	±1
Time	1	1	1	5
Locations	Arms, Chest	Head	Head	All <sup>2</sup>
Value	Expensive	Average	Inexpensive	Expensive

### Notes:

1. First value is vs. melee or low-velocity missile weapons; second value is vs. firearms.
2. Includes helmet.



## ADVANCED ARMOUR

Name	Adaptive Mesh	Assault Armour, Light	Assault Armour	Energy Armour
AV	6	8	10	1–20 <sup>2</sup>
Random AV	1D4+2	2D6	2D4+2	—2
Burden	Light	Moderate	Moderate	Light
ENC	2.0	12.0	16.0	4.0
Skill Modifier	–5% to Physical skills	–10% to Physical skills	–25% to Physical skills	–5% Hide, Stealth, & Perception per AV
Fits SIZ	±1	±1	±1	Any
Time	1	2	3	2
Locations	All	All <sup>1</sup>	All <sup>1</sup>	All <sup>3</sup>
Value	Expensive	Expensive	Expensive	Expensive

  

Name	Helmet, Heavy	Helmet, Light	Powered Assault Armour, Light <sup>4</sup>	Powered Assault Armour, Heavy <sup>5</sup>
AV	+4	+3	14	16
Random AV	+4	+2	2D6+2	4D4
Burden	Light	None	Cumbersome	Cumbersome
ENC	5.0	2.0	36.0	48.0
Skill Modifier	–15% to Perception skills	–5% to Perception skills	–20% Physical & Manipulation skills	–50% Physical & Manipulation skills
Fits SIZ	±1	±2	±1	±1
Time	1	1	4	5
Locations	Head	Head	All	All
Value	Average	Average	Priceless	Priceless

### Notes:

1. Includes helmet.
2. Energy armour can be set by its wearer for any value between 1 and 20 points of AV. Each combat round the armour expends charges (power points) equal to its AV. Standard armour power supplies hold 200 charges; each damage point absorbed costs 1 additional charge. Energy armour

does not allow random armour value; use the set AV. It takes 5 DEX ranks to adjust the AV.

3. Can not be worn with other armour.
4. Light powered assault armour modifies STR by +3 and DEX by -3 (adjust relevant values when worn). Armour includes helmet.
5. Heavy powered assault armour modifies STR by +6 and DEX by -6 (adjust relevant values when worn). Armour includes helmet.

## SPECIAL RULES FOR ARMOUR

The following rules apply to various situations involving armour.

### Armour Encumbrance

Armour encumbrance (ENC) depends on the SIZ of the character wearing it. The SIZ of the character determines the SIZ of the armour in most cases. Each increment of +5 SIZ adds to the ENC of the armour, being heavier, hotter, clumsier to wear, etc. SIZ es of 11–15 are standard. Each 5–point increment of SIZ below that range is 1/5 less encumbering. The following ENC values can be used for hit locations.

Hit Location	Fraction of Total ENC
Head	1/10
Arm	1/10 each
Chest	1/5
Abdomen	1/10
Leg	1/5 each

### Layering Armour

It's possible to wear soft armour under or over hard armour to provide added protection. Only soft, pliable armour like heavy cloth, padded, or soft leather can easily be worn layered with other forms of armour, and they add their usual armour value as well as their ENC value. When trying to overlap anything other than soft armour with hard, total the armour value but triple the ENC of the lesser armour.

### Putting Armour On

Some types of armour are more complicated to put on than everyday clothing. There are straps and buckles to fasten, multiple pieces to don, and there may be several layers. It takes one combat round for every point of protection a suit of ar-

mour offers to put it on, assuming that your character is ready, the armour has been laid out, and there are no hazardous or distracting environmental elements. Your gamemaster may increase the time it takes if previously distracted or asleep, or in challenging circumstances (running, heavily injured, darkness, underwater, mounted, etc.). This may require an Agility or Idea roll if sufficiently distracted or inconvenienced.

## Taking Armour Off

Taking off armour is much easier than putting it on, since your character doesn't have to make sure each piece is properly arranged before putting on the next one. Your character can remove 3 armour value per combat round (round up) if moving rapidly. A successful Agility roll increases this to 4 armour value per combat round. Use the maximum value of the armour if using random armour values.

## Armour by Hit Location (Option)

If using the hit location system, you may wish for more granularity in how your character is armoured. Each type of armour in the armour tables lists the hit locations it covers. Your character can vary the type of armour they are wearing on each hit location, using any type that covers that location. Each type of armour worn may have a different armour value.

- To determine the armour value of each piece, use the armour value from the armour charts.
- The burden is that of the pieces worn on the chest, abdomen, or legs, using the heaviest if these differ.
- Use the skill modifier of the heaviest piece worn on the chest, abdomen, or legs. Helmets have the same modifiers.
- It takes one combat round per 5 points of armour value (round up) to put on individual pieces of armour.

Your gamemaster may rule that some types of armour cannot be used piecemeal, such as most modern or advanced armour types. Armour by hit locations is not recommended with the random armour value system.

Use the rules for **Armour by Hit Location** and **Layering Armour** when using armour by hit location.

## Helmets

The armour tables describe helmets as a bonus to armour value. When using armour by hit location, helmets have armour values of their own. Use the following values for helmets:

Type	Armour Value
Helmet (Primitive)	2

Helmet, Heavy (Ancient and Medieval)	8
Helmet, Light (Ancient and Medieval)	4
Helmet, Heavy (Modern)	8
Helmet, Light (Modern)	6
Helmet, Heavy (Advanced)	16
Helmet, Light (Advanced)	14

## SHIELDS

Shields are basically large parrying weapons, designed to be interposed between your character and an attacker. A shield usually has a handle, strap, or straps and is worn on the non-weapon arm (for most people, the left arm). Traditionally, shields must compromise between toughness, lightness, and balance. Shields range in size from the small buckler (barely the size of a dinner plate) to the large shield used by Hoplite warriors.

Shields are categorized chronologically. In most cases, shields from an earlier period are available in later periods, so your gamemaster may simply choose where availability stops and allow your character access to shields prior to that point.

All shields are used in melee or to defend against missiles. A thrown shield is an improvised weapon with a range of 10 meters and a 05% chance to hit (this can increase with experience).

Each shield type has the following attributes:

- **Name:** The common name for the shield.
- **Base Chance:** The base chance for anyone picking up the shield. This base chance is also the beginning value for attacking with the shield.
- **Skill:** The skill used for the shield.
- **AV/HP:** This is the shield's armour point value as well as its hit point value. This amount is used if the shield is damaged or targeted. See Slung Shields (following) for details.
- **Damage:** The amount of damage the shield does if used as a weapon.
- **Special:** The type of special success the shield does. Most shields do knock-back special successes.
- **Burden:** This describes the awkwardness or relative encumbrance of the shield.
- **ENC:** (Optional) The ENC value of the shield.
- **Locations:** (Optional) For hit locations, the hit locations covered by the shield. This is usually only appropriate for slung shields. See **Slung Shields**.

- **STR/DEX:** The minimum STR and DEX required to use the shield. If your character does not meet the minimum required STR and DEX, any uses of the shield are Difficult.
- **Value:** The shield's cost in an appropriate setting.

Each shield type is described in **Shield Descriptions**.

## Slung Shields

Usually shields are worn slung over the arm/shoulder or back when not being used actively in combat. If your gamemaster is using hit locations, add 1/2 the armour value of a slung shield (round up) to any hit location struck by a weapon, in addition to the armour value already in that location. Of the shields described in this section, only the buckler, primitive, and energy shields cannot be slung. As most shields have a high armour value, this negates most attacks.

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***For example,** your character has a shield slung over their back, and an opponent fires an arrow from behind. The attack is a success, and the hit location rolled indicates the torso. Your gamemaster rules that the shield covers this hit location, so ½ of the shield's armour value is applied to the arrow's damage. Your gamemaster tells you "The arrow thuds into the shield on your back, but it doesn't get through." Now your character has a chance to hold their shield properly, not trusting another lucky break.*

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## SHIELD DESCRIPTIONS

This section describes all types of shields, organized alphabetically.

**Buckler:** A small shield that protects the lower part of the arm, usually held with a handgrip or single strap. These are worn on the belt (or swash), which gave rise to the term 'swashbuckler'.

**Energy Shield:** A defensive device consisting of a small power pack mounted on the defender's arm and a projector that emits a circular shield of variable size.

**Full Shield:** Larger than a small shield and of a variety of shapes, a full shield is usually large enough to cover the defender's lower face and groin.

**Half Shield:** A smaller shield of a variety of shapes, commonly used by riders, archers, or light skirmishers (vs. heavy front-line fighters).

**Heater:** A medium shield shaped like a flatiron heater (and named for it). This is the traditional shape of many heraldic coats of arms.

**Hoplite:** A large rectangular shield, very protective, but too heavy and clumsy for horsemen. Hoplite shields are often used resting on the ground. Generally rectangular in shape, but some are oblong and with rounded edges.

**Kite:** A large, teardrop-shaped shield with a round top and pointed bottom, covering the body from shoulders to the knee or ankle.

**Large Round:** Identical to a round shield (below), only larger.

**Primitive:** A shield used in primitive warlike cultures. Usually nothing more than a wooden framework with stretched leather over it, wicker, stiffened cloth, or even extremely rigid animal hide.

**Round:** A round shield gripped inside the central boss. Unique in that it has thin unprotected edges which can be used to catch and break edged weapons with a special manoeuvre.

**Riot:** A large rectangular clear plastic shield used by riot policemen. Light and tough, these enable shield walls and provide adequate defence against most attackers.

**Spiked:** A type of target with a central spike, a blade, or series of small spikes facing outward at the opponent.

**Target:** A round, medium-sized shield, common in many cultures. Usually made with a metal rim.

## PRIMITIVE, ANCIENT AND MEDIEVAL SHIELDS

Name	Primitive	Buckler	Full Shield	Half Shield
Base %	10%	05%	15%	15%
Skill	Shield	Shield	Shield	Shield
AV/HP	10	15	22	15
Damage	1D2+dm	1D2+dm	1D4+dm	1D2+dmv <sup>1</sup>
Attk	1	1	1	Knockback
Special	Knockback	Knockback	Knockback	Moderate
Burden	Light	Light	Moderate	Arm, Chest
Locations	Arm	Arm	Arm, Chest, Head	5/7
STR / DEX	5/7	5/7	11/9	3.0
ENC	2.0	1.0	5.0	Average
Value	Cheap	Average	Average	Half Shield

Name	Heater	Hoplite	Kite	Large Round
Base %	15%	15%	15%	15%
Skill	Shield	Shield	Shield	Shield
AV/HP	20	26	22	22
Damage	1D3+dm	1D4+dm	1D4+dm	1D4+dm
Attk	1	1	1	1
Special	Knockback	Knockback	Knockback	Knockback
Burden	Moderate	Cumbersome	Moderate	Moderate
Locations	Arm, Chest	Abdomen, Arm, Chest	Abdomen, Arm, Chest	Abdomen, Arm, Chest
STR / DEX	9/9	12/8	11/9	11/9
ENC	3.0	7.0	5.0	5.0
Value	Average	Average	Average	Average

Name	Round	Spiked	Target
Base %	15%	15%	15
Skill	Shield	Shield	Shield
AV/HP	20	20	15
Damage	1D3+dm	1D3+dm	1D2+dm
Attk	1	1	1
Special	Knockback	Impale	Knockback
Burden	Moderate	Moderate	Light
Locations	Arm, Chest	Arm, Chest	Arm, Chest
STR / DEX	9/9	9/9	5/7
ENC	4.0	5.0	3.0
Value	Average	Average	Cheap

## MODERN SHIELDS

## ADVANCED SHIELDS

Name	Riot Shield	Name	Energy Shield
Base %	15%	Base %	20%
Skill	Shield	Skill	Shield
AV/HP	16	AV/HP	25
Damage	1D3 + dm	Damage	1D2 + dm
Attk	1	Attk	1
Special	Knockback	Special	Knockback

<b>Burden</b>	Moderate	<b>Burden</b>	Light
	Abdomen, Arm, Chest, Head		Arm, Chest
<b>Locations</b>		<b>Locations</b>	
<b>STR / DEX</b>	9/9	<b>STR / DEX</b>	3/3
<b>ENC</b>	3.0	<b>ENC</b>	1.0
<b>Value</b>	Expensive	<b>Value</b>	Expensive



# ARTILLERY

Artillery describes giant mechanisms, usually on the battlefield or in defence of an installation such as a castle, military base, or mounted on a vehicle. In ancient and medieval settings, artillery is primarily siege weaponry. Artillery weapons can be mounted on vehicles ranging in size from motorcycles, wagons, jeeps, up through battleships and space stations. These massive weapons are usually mounted and complex enough to require more than one operator. Most are ranged and fire projectiles. Traditionally, most deliver what is known as indirect fire, targeting an area rather than a specific object (a character or vehicle), though some can be used against individual targets.

There are nearly as many types of artillery weapons as there are hand-to-hand weapons, and this section covers a representative sampling. Larger weapons such as missiles, rockets, and vehicle-vs.-vehicle or vehicle-vs.-structure weapons are beyond the scope of these rules.

Each artillery weapon has the following attributes:

- **Name:** The common name for the type of artillery weapon.
- **Skill:** The skill used for this artillery weapon.
- **Base:** The base chance to use the artillery weapon.
- **Dmg:** The damage done by the artillery weapon, sometimes expressed as dice/meter. Damage reduces by 1D6 per meter beyond initial radius.
- **Attk:** The number of attacks a round the artillery weapon allow.
- **Special:** The type of special success.
- **Rng:** The range of the siege weapon.
- **Crew:** The number of characters the artillery weapon requires to be used effectively. Below this number, all attacks are *Difficult*.
- **HP:** The artillery weapon's hit points.
- **AV:** The artillery weapon's armour value, if applicable.
- **Ammo:** The type of ammunition, whether solid, shrapnel, energy, chemical, or other?
- **CAP:** The weapon's capacity; how many shots it can fire before reloading or recharging.
- **Mal:** The artillery weapon's chance to malfunction.
- **Value:** The weapon's average cost in an appropriate setting.
- **SIZ:** The artillery weapon's SIZ.
- **Rate:** The weapon's rate of fire, defined as the number of rounds it takes to load and launch, such as 1/X, with X being the number of rounds.

Each artillery weapon is described in **Artillery Weapon Descriptions**.

## ARTILLERY WEAPON CLASSES

These classes have some overlap, especially with the Heavy Weapons skill, and that skill may allow players to use artillery weapons as if *Difficult*, or vice versa.

- **Cannon:** Cannon, energy cannon, field gun, howitzer, tank gun.
- **Launcher:** Mortar.
- **Mounted Gun:** Rail gun.
- **Siege Engine:** Ballista, catapult, springald, trebuchet.
- **Missile:** Torpedo.
- **Turret:** Energy turret, flame turret, laser turret, missile turret, machine-gun turret, shock turret, spear-thrower turret.

## ARTILLERY WEAPON EFFECTS

Artillery weapons are rarely used against individuals. They are fired at masses of men or at walls and other structures, usually affecting an area of SIZ 40 (around four meters in radius from the centre, about the SIZ of a small aeroplane). Anyone caught in that range is injured. If a target is smaller than SIZ 40, reduce the chance of hitting by –1% per each point of SIZ point smaller than 40.

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***For example, using an artillery weapon against a SIZ 14 person would result in a –26% reduction to the appropriate skill.***

---

If the projectile misses, use the rules for the Throw skill to determine where the projectile actually went, multiplying the distance by ×5.

---

***For example, if the Throw skill indicates that a projectile missed by four meters, multiply the result by ×5 for a result of 20 meters. This is to ensure that a miss is still a miss.***

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## GUIDED MISSILES

Forms of artillery such as missiles are guided through internal or external electronic targeting systems, making them much more accurate. If a missile is guided in this manner, it makes any skill use Easy. If it is self-guided, it automatically strikes the target on any roll other than a 99 or 00, though a mobile target may attempt to dodge the missile. If so, dodging attempts are considered to be evasive actions, and dodges against a guided missile are *Difficult*, whether the Dodge, Drive, or Pilot skill is used.

The best defence against guided missiles (other than thick armour) is electronic jamming. Jamming makes a guided missile's attack chance *Difficult*. If a guided mis-

sile misses its target, see the rules for artillery weapon misses (prior) to determine where the projectile actually strikes.

## SHRAPNEL

Many artillery weapons can shoot projectiles that fragment, or large payloads of smaller projectiles. Both serve the same purpose—scattering sharp objects (shrapnel) across a radius around the point of impact. Some weapons only fire solid projectiles, others fire only shrapnel, and some can fire either type of payload.

Shrapnel damages everything in its blast radius, but generally does not cause major structural damage to buildings. Usually, damage from shrapnel is only 1/6 normal damage (divide the number of dice if possible, if not, roll and divide by 6, rounding up) by a comparable solid projectile, but it is done to everything within a radius equal in meters to the number of dice called for by the solid projectile damage roll.

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***For example,** a trebuchet fires a projectile doing 12D6 damage when it hits. If it fires shrapnel, it does 2D6 to everything within a 12-meter radius of the point of impact.*

---

## ARTILLERY WEAPON DESCRIPTIONS

Here is a sampling of artillery weapons, organized alphabetically.

**Arbalest, Siege:** A heavier version of the arbalest, reloaded with the aid of a cranequin.

**Ballista:** A large mounted siege weapon that throws crossbow-style bolts, usually at people on the battlefield rather than structures or other vehicles.

**Cannon:** A cannon fires solid projectiles such as shells, cannonballs, or smaller shot using an explosive charge contained within the base of the barrel. The older the cannon, the less sophisticated the projectile. Some pirates loaded cannons with chains to foul sails.

**Cannon, Energy:** A heavy-framed energy projection weapon, firing single blasts or using a rotating series of barrels for multiple fire. Usually mounted on starships or on bases, though some are portable.

**Catapult:** A siege weapon that hurls stones and other objects in a parabolic arc onto the targeted area. Because of the flight path of catapulted missiles, they are ideal for reaching over walls of open fortifications or shooting at slow-moving ground or sea vehicles.

**Gun, Field:** A smaller and more mobile cannon.

**Gun, Gatling:** The first rapidly repeating firearm. Too large to be carried, Gatling guns are mounted on wagons or two-wheeled caisson-like carts. Most modern machine guns descend from this initial design.

**Gun, Rail:** An immense gun utilizing a series of magnetic fields to propel a projectile along a rail, accelerating the projectile to incredible velocity.

**Gun, Tank:** The main weapon of a tank, firing high-velocity large calibre rounds from a variety of ammunition types. Some of the more common projectiles fired from tank guns are high explosive, armour piercing, or guided missiles.

**Howitzer:** A type of field artillery similar to the cannon, though with a shorter and narrower barrel. Howitzers fire projectiles at a higher angle and trajectory, delivering plunging fire (fire falling from above) at an enemy.

**Mortar:** A small rocket launcher based on the ground, firing a self-propelled bomb in a high arc at the target. These are often little more than a solid base and a tube with a simple firing mechanism.

**Springald:** Similar to the ballista in function, this siege weapon hurls immense javelins at a targeted area, but can also be used to throw stones or bolts. Bolts are launched in a direct trajectory and stones are thrown indirectly.

**Torpedo:** A self-propelled missile used underwater or in space, set to explode upon contact with the target. Older torpedoes were sometimes set off at a calculated distance to prevent them from becoming navigational hazards. More sophisticated models have guidance systems and the ability to lock on targets.

**Trebuchet:** This seesaw-like siege engine uses an immense counterweight to throw large stones or other payloads at the targeted area. Usually assembled on a battlefield, it only targets a single area, and the only means of changing the aim is to shorten the distance or move the entire trebuchet.

**Turret, Energy:** Used in space or on ground, an energy turret is a large energy-projecting weapon that draws an immense amount of power. Commonly used on space stations, medium-to-large spaceships, or in large ground battles. Otherwise similar to a machine-gun turret (below).

**Turret, Flame:** A turret-mounted flamethrower, usually with additional armour protecting the user, offering greater range than a hand-held flame projector.

**Turret, Laser:** A turret-mounted laser cannon, often mounted on a space station or defensive satellite. Similar to an energy turret (above) but using lased light rather than raw energy bursts.

**Turret, Machine-gun:** A large machine gun set on a rotating base, capable of a large arc of fire, usually guided either from afar or from an internal or external gunner. Turrets are usually mounted on medium or large aeroplanes, ships, tanks or other motor vehicles, or even on walls or other defensive structures.

**Turret, Shock:** A turret capable of projecting lightning or electric arcs across a distance, often utilizing some form of alternating current. A shock turret has a +20% to hit against a metallic target, or a target covered in metal armour.

**Turret, Spear-thrower:** A turret-mounted automatic spear-gun, usually firing meter-long metal bolts rather than actual spears. Some early models are used in the whaling industry, though they are also utilized in post-apocalyptic settings.

## ANCIENT ARTILLERY WEAPONS

Name	Arbalest, Siege	Ballista	Catapult	Springald, Bolt-firing
Skill	Crossbow	Siege Engine	Siege Engine	Siege Engine
Base	10	05	10	05
Dmg	3D6+1	10D6	6D6	3D6
Attk	1/5	1/5	1/5	1/6
Special	Impaling	Impaling	Crushing	Impaling
Rng	425	275	325	300
Crew	1	3	3	3
HP	18	32	36	40
AV	—	12	12	12
Ammo	Bolts	Bolts	Rocks	Bolts
Cap	1	1	1	1
Mal	98–00	99–00	00	99–00
Value	Average	Average	Cheap	Average
SIZ	14	42	44	48
Rate	1/5 rounds	1/5 rounds	1/5 rounds	1/6 rounds

Name	Springald, Rock-firing	Trebuchet
Skill	Siege Engine	Siege Engine
Base	05	05
Dmg	3D6	12D6
Attk	1/5	1/15
Special	Crushing	Crushing
Rng	270	300
Crew	3	4
HP	40	44
AV	12	12
Ammo	Rocks	Rocks
Cap	1	1
Mal	99–00	98–00
Value	Average	Average
SIZ	48	52
Rate	1/5 rounds	1/15 rounds

## HISTORICAL AND MODERN ARTILLERY WEAPONS

Name	Cannon	Gun, Field	Gun, Gatling	Gun, Tank
Skill	Cannon	Cannon	Heavy Weapon	Cannon
Base	01	01	15	01
Dmg	4D8+4	10D6/2 m	2D6+4	15D6/4 m
Attk	1/5	1/3	Burst <sup>1</sup>	1
Special	Crushing	Crushing	Impaling	Impaling
Rng	8,000	12,000	100	2,000
Crew	3	2	1	2
HP	36	48	20	36
AV	28	28	24	28
Ammo	Cannonballs	Explosive	Bullets	Explosive
Cap	1	1	200	1
Mal	99–00	00	96–00	00
Value	Expensive	Restricted	Restricted	Restricted
SIZ	44	42	20	28
Rate	1/5 rounds	1/3 rounds	1/round	1/round

Name	Howitzer	Mortar <sup>2</sup>	Torpedo	Turret, Machine-gun
Skill	Cannon	Launcher	Missile	Turret
Base	01	01	01	05
Dmg	10D6/2 m	10D6/2 m	20D6/2 m	4D6+4
Attk	1/2	1	1/2	Burst <sup>4</sup>
Special	Crushing	Crushing	Impaling	Impaling
Rng	9,000	2,500	5,000	200
Crew	2	1	1	1
HP	44	18	36	48
AV	28	12	6	28
Ammo	Explosive	Rockets	Torpedo	Bullets
Cap	1	1	1	1,000
Mal	00	00	99–00	98–00
Value	Restricted	Restricted	Restricted	Restricted
SIZ	36	12	243	36
Rate	1/2 rounds	1/round	1/2 rounds	1/round

Name	Turret, Spear-thrower
Skill	Turret
Base	05
Dmg	2D10+2
Attk	1
Special	Impaling
Rng	350
Crew	1
HP	26
AV	28
Ammo	Spears
Cap	1
Mal	00
Value	Expensive
SIZ	16
Rate	1/round

## ADVANCED ARTILLERY WEAPONS

Name	Cannon, Energy	Gun, Rail-	Turret, Energy	Turret, Flame
Skill	Cannon	Mounted Gun	Turret	Turret
Base	01	01	05	10
Dmg	4D10+4	6D8+6	6D10+6	4D6/1 meter5
Attk	1	1/3	1	1
Special	Fire	Impaling	Fire	Fire
Rng	1,000	10,000	400	50
Crew	3	2	1	1
HP	40	64	36	24
AV	28	28	28	28
Ammo	Energy	Shells	Energy	Fuel
Cap	Unlimited	1,000	Unlimited	100
Mal	00	00	00	98–00
Value	Restricted	Restricted	Restricted	Restricted
SIZ	48	72	44	32
Rate	1/round	1/round	1/round	1/round

Name	Turret, Laser	Turret, Missile	Turret, Shock
Skill	Turret	Turret	Turret
Base	05	01	05
Dmg	4D8+4	8D6+8/2 meters	4D6/1 meter6
Attk	1	Burst	1/2
Special	Fire	Impaling	Stun
Rng	600	1,200	40
Crew	1	1	1
HP	32	36	24
AV	28	28	28
Ammo	Energy	Missiles	Energy
Cap	Unlimited	100	Unlimited
Mal	99-00	00	96-00
Value	Restricted	Restricted	Restricted
SIZ	40	44	32
Rate	1/round	1/round	1/2 rounds

### Notes:

1. A Gatling gun fires a 36-round burst each combat round.
2. This is a man-portable mortar. Larger versions are equivalent to howitzers.
3. The SIZ is for the torpedo itself; it must be fired from a launch tube, usually a part of a submarine or other vessel.
4. A standard machine-gun turret fires a 120-round burst each combat round.
5. If a target is struck, roll Luck. If the roll fails, they are on fire and take 1D6 points of damage immediately and every subsequent combat round until the fire is extinguished or otherwise neutralized (see **Fire and Heat**).
6. Roll damage and pit it vs. the target's CON in a resistance roll. If target loses, they are stunned for 1D3+1 rounds (see **Stunning**).



## MODERN EXPLOSIVES

Weapon	Blasting Cap	Dynamite	Explosive, Improvised	Explosive, Plastic
Skill	Demolition	Demolition	Demolition	Demolition
Base	—	Throw	—	—
Dmg <sup>1</sup>	2D6/1 meter	5D6/2 meters	3D6/2 meters	6D6/3 meters
Attk	1/2	1/2	1	1/3
Special	Knockback	Knockback	Knockback	Knockback
Rng	3	Thrown	8	21
Hands	—	2H	—	—
HP	3	1	4	15
Parry	No	No	No	No
STR/DEX	—	5/5	—	—
Mal	00	99–00	91–00	99–00
Value	Average	Average	Cheap	Expensive
SIZ/Enc	0.2	0.5	1.0	1.0

Weapon	Grenade, Concussion	Grenade, Explosive	Grenade, Flare	Grenade, Gas
Skill	Grenade	Grenade	Grenade	Grenade
Base	Throw	Throw	Throw	Throw
Dmg <sup>1</sup>	2D6 <sup>2</sup> /2 meters	4D6/4 meters	3/3 meters	4/3 meters
Attk	1	1	1	1
Special	Knockback	Knockback	—	—
Rng	Thrown	Thrown	Thrown	Thrown
Hands	1H	1H	1H	1H
HP	8	8	6	6
Parry	No	No	No	No
STR/DEX	5/5	5/5	5/5	5/5
Mal	00	99–00	00	99–00
Value	Average	Average	Average	Average
SIZ/Enc	0.7	0.7	0.7	0.7

Weapon	Grenade,	Grenade,	Grenade,	Grenade
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	Phosphorous	Shrapnel	Smoke	Launcher
Skill	Grenade	Grenade	Grenade	Grenade
Base	Throw	Throw	Throw	25
Dmg <sup>1</sup>	2D6 <sup>5</sup> /2 <sup>4</sup> meters	4D6/4 meters	6/3 meters	3D6/2 meters
Attk	1	1	1	1/3
Special	—	Impaling	—	Knockback
Rng	Thrown	Thrown	Thrown	20
Hands	1H	1H	1H	1H
HP	4	8	6	12
Parry	No	No	No	No
STR/DEX	5/5	5/5	5/5	—
Mal	98–00	00	00	99–00
Value	Expensive	Average	Average	Expensive
SIZ/Enc	0.7	0.7	0.3	3.0

Weapon	Launcher, LAW Rocket	Launcher, Rocket	Mine, Anti-personnel	Mine, Antitank
Skill	Grenade	Grenade	Demolition	Demolition
Base	15	01	—	—
Dmg <sup>1</sup>	8D6/1 meter	10D6/5 meters	4D6/5 meters	6D6+6/3D6+2/1D6
Attk	1	1/3	—	—
Special	Knockback	Impaling, Knockback	Knockback	Impaling
Rng	150	400	25	10/25/50
Hands	2H	2H	—	—
HP	10	12	9	12
Parry	No	No	No	No
STR/DEX	7/5	11/7	—	—
Mal	98–00	99–00	99–00	99–00
Value	Expensive	Expensive	Average	Average
SIZ/Enc	4.5	7.0	2.0	3.0

Weapon	Molotov Cocktail
Skill	Grenade
Base	Throw
Dmg <sup>1</sup>	1+Fire <sup>7</sup>
Attk	1/2
Special	—
Rng	Thrown
Hands	1H
HP	1
Parry	No
STR/DEX	5/7
Mal	95–00
Value	Cheap
SIZ/Enc	0.7

### Notes:

1. Damage is expressed in dice per meters; damage done per meter past the initial radius decreases by 1D6.
2. All damaged targets must succeed with a Stamina roll or be stunned (see **Stunning**).
3. Illuminates area of range instead of damage (see **Light Sources**).
4. Fills area with toxic or non-toxic gas (see **Poisons**). An example gas grenade might have 2D6+12 POT, instant effect, and cause choking and 1D6 per round hit point loss if target fails a resistance roll vs. CON.
5. Phosphorous grenades produce smoke and are also incendiary, causing damage each round until extinguished (see **Fire and Heat**).
6. Fills an area with vision obscuring smoke instead of doing damage; can obscure a room as if darkened (see **Darkness**).
7. If a target is struck, they must roll Luck. If the roll fails, they are on fire and take 1D6 points of damage immediately and every subsequent round until the fire is extinguished or neutralized (see **Fire and Heat**).

## ADVANCED EXPLOSIVES

Weapon	Detonator, Antimatter	Detonator, Fusion	Detonator, Electromagnetic Pulse	Detonator, Plasma
Skill	Demolition	Demolition	Demolition	Demolition
Base	—	—	—	—
Dmg <sup>1</sup>	10D10/10 meters	10D8/10 meters	6D10/5 meters <sup>2</sup>	6D10/5 meters <sup>3</sup>
Attk	1	1	1	1
Special	—	—	—	—
Rng	110	110	35	35
Hands	—	—	—	—
HP	12	16	12	10
Parry	No	No	No	No
STR/DEX	—	—	—	—
Mal	96–00	98–00	97–00	99–00
Value	Expensive	Expensive	Expensive	Expensive
SIZ/Enc	1.5	2.0	1.0	1.4

Weapon	Detonator, Sonic	Grenade, Disintegrator	Grenade, Electromagnetic Pulse	Grenade, Fusion
Skill	Demolition	Grenade	Grenade	Grenade
Base	—	Throw	Throw	Throw
Dmg <sup>1</sup>	4D6/2 meters <sup>4</sup>	4D10/2 meters	5D8/1 meter	6D6/1 meter
Attk	1	1	1	1
Special	Knockback	—	—	—
Rng	10	Thrown	Thrown	Throw
Hands	—	1H	1H	1H
HP	8	12	8	10
Parry	No	No	No	No
STR/DEX	—	5/5	5/5	5/5
Mal	97–00	96–00	98–00	97–00
Value	Expensive	Expensive	Average	Average
SIZ/Enc	2.0	0.8	0.5	0.8

Weapon	Grenade, Plasma	Grenade, Shock	Grenade, Stun
Skill	Grenade	Grenade	Grenade
Base	Throw	Throw	Throw
Dmg <sup>1</sup>	3D10/2 meters <sup>3</sup>	4D6/1 meter	3D8/2 meters <sup>5</sup>
Attk	1	1	1
Special	—	Knockback	Knockback
Rng	Thrown	Thrown	Thrown
Hands	1H	1H	1H
HP	10	8	8
Parry	No	No	No
STR/DEX	5/5	5/5	5/5
Mal	98–00	98–00	98–00
Value	Average	Average	Average
SIZ/Enc	0.7	0.5	0.5

### Notes:

1. Damage is expressed in dice per meters; damage done each meter past the initial radius decreases by 1D per range increment.
2. Damage is rolled and pitted vs. an electronic/electrical-based target's CON or current hit points in the resistance roll. If the target loses, they suffer the rolled amount in damage. If the resistance roll is successful, target takes the detonator's minimum damage (based on range) to current hit points.
3. A struck target must make a *Difficult* Luck roll. If the roll fails, they are on fire and take 1D6 points of damage immediately and every subsequent round until the fire is extinguished or neutralized (see **Fire and Heat**).
4. Against a non-living target, damage is pitted vs. the target's base CON, armour value, or hit points (gamemaster choice). If the target fails the roll, it shatters or is rendered non-functional.
5. Roll damage and pit it vs. the target's CON in a resistance roll. If the target succeeds, they take minimum damage (2) instead of the rolled damage. If the target loses, they are stunned for 1D3+1 rounds (see **Stunning**).

# ROBOTS & ARTIFICIAL LIFE

One unique type of equipment is the **robot**, a construction treated like a character, with a similar range of characteristics and skills. Robots range in shape and design from non-humanoid golems, clumsy and oversized automatons, sleek and attractive humanoids, or even indistinguishable from humanity. For convenience, all types of robots (androids, golems, synthetic humanoids, A.I., etc.) are referred to as robots in these rules.

All the attributes for a robot are identical to a normal character's, with the same characteristics, skills, and even powers. *Chapter 11: Creatures* has a sample robot.

## ROBOTS AS PLAYER CHARACTERS

With your gamemaster's permission, your character can even be a robot, either built using normal character creation or using one of the samples as a template. If so, your character should be built along the lines of a normal character, though POW becomes a simple battery storage capability, rather than actual soul-force. The most appropriate power set for a robot is the superpowers system. Your character must either be repaired through an appropriate Repair skill (or Technical Skill, depending on how advanced your character is), and these repairs may require a Status roll to gain access to the required components.

## CYBERNETICS

If you wish for your character to have some cybernetic aspects to their body, such as artificial limbs or organs, work with your gamemaster to determine what effects the artificial body part should have. In most cases, if the body part does not offer any special bonuses or unusual attributes, assume that it is to be treated just like a living body part, though instead of the First Aid skill, use an appropriate Repair or Technical Skill to restore the limb to functionality if it is damaged through the effects of a major wound or an injury from use of hit locations.

If you want the artificial body part to have some special powers or attributes beyond those of a normal limb, construct the limb as if it were a gadget (see **Equipment with Superpowers**), only attached intrinsically to your character's body. Alternately, the artificial limb/organ could be removable or even modular. Either way, the gadget system is the best means of simulating cybernetic or otherwise artificial body parts.

# METRIC CONVERSIONS

*Basic Roleplaying* uses the metric system as its default. While most of the world uses the metric system, Imperial measurements are often used in historical settings, and you and your gamemaster may wish to use such measures for ease and/or flavour. The metric conversions below are approximate and rounded where convenient.

## Metric/imperial Equivalencies

Length	Temperature
1 centimetre = 1/3 inch	0° C = 32° F
1/3 meter = 1 foot	10° C = 50° F
1 meter = 1 yard	20° C = 68° F
1 kilometre = 3/5 mile	30° C = 86° F
100 grams = 3 ounces	40° C = 104° F
1 kilogram = 2.2 pounds	100° C = 212° F
1 metric ton = 2,200 pounds	200° C = 392° F
1 litre = 1 quart	500° C = 922° F
4 litres = 1 gallon	1,000° C = 1,832° F

# VEHICLES

Just as with weapons and armour types, the following section includes a variety of vehicles listed in **Movement Rates**, as well as others suitable for adventuring. These abstract examples can help you and your gamemaster create additional types of vehicles, expanding or altering statistics as desired.

The following terms are used to define each vehicle:

- **Type:** The generic type of vehicle.
- **Skill:** The skill to use when piloting it.
- **Rated Speed:** The maximum speed of the vehicle, an abstract value used in the chase system.
- **Handling:** The modifier applied to your character's skill, reflecting the vehicle's manoeuvrability or relative ease of use.

- **ACC:** Acceleration, the number of speed increments the vehicle can accelerate or decelerate from its current rated speed each combat round. This is provided as a value of  $\pm$ , and is used in the vehicle chase system.
- **MOV:** The maximum speed of the vehicle in a combat round, expressed in its MOV rating. MOV has a sliding value of 1–5 meters; this assumes a median value of 3.
- **Armour:** The vehicle's general armour value and protection it provides to crew or passengers. Usually, attacks on passengers are through a window or open section of the cabin. If these two numbers are different, they are expressed as two values separated by a slash. Your gamemaster should determine whether a character has protection from the vehicle. Attacking someone within a vehicle is *Difficult*.
- **SIZ:** The vehicle's apparent SIZ value.
- **HP:** The vehicle's hit points. Vehicles do not suffer the secondary effects of special successes, other than increased damage, and critical successes ignore the vehicle's armour and do increased damage.
- **Crew:** The number of characters required to pilot and maintain the vehicle at full efficiency while en route. For larger vessels, this is usually 1/3 the normal complement, as the crews work in 8-hour shifts. Vehicle-related skill rolls may be *Difficult* if the vehicle is under-crewed.
- **Passengers:** The number of passengers the vehicle normally carries, combined with the number of off-duty crewmembers (if appropriate).
- **Cargo:** The space the vehicle has for cargo, expressed in SIZ. For game purposes, 1 ENC equals 1 SIZ point.
- **Value:** A general value for the vehicle, as described in **Money** and **Purchasing Equipment**.
- **Notes:** Additional notes about the vehicle and its capabilities.

## VEHICLE DESCRIPTIONS

This section describes a variety of vehicles, organized alphabetically.

**Air Vehicle, Bomber:** A huge, propeller or turbine-driven aircraft utilized for long-range bombing missions, usually equipped with several machine-gun turrets.

**Air Vehicle, Dirigible:** A balloon with a limited structural framework and a small cabin hanging below, usually inflated with a lighter-than air gas. Driven by rotors.

**Air Vehicle, Helicopter:** A smallish rotary blade-powered air vehicle. Cabins range from simple plexiglass bubbles to armoured with troop compartments and gun mounts.

**Air Vehicle, Jet:** A long commercial jet airliner, with at least two wing-mounted jet turbines.



**Air Vehicle, Jet Fighter:** A relatively small, highly manoeuvrable jet designed for aerial combat and bombing strikes.

**Air Vehicle, Propeller Plane:** A small propeller-driven passenger plane.

**Air Vehicle, Skyskimmer:** A high-tech ultralight air vehicle capable of vertical take-off and landing, utilizing advanced thruster technology.

**Automobile, Modern Sedan:** An average four-door modern automobile.

**Automobile, Modern Sports car:** An extremely fast, two-door, two-seat, high-performance automobile.

**Automobile, Vintage:** An old boxy automobile, equivalent to the Model-T.

**Boat, Motor:** A smallish motorboat with a single propeller and a small forward cabin.

**Boat, Small Rowed:** A small two-bench row-boat.

**Chariot:** A small two-horse chariot, with room for one driver, one warrior, and a small rack for weapons or personal effects.

**Four-Horse Carriage:** An open or cloth-top four-horse carriage.

**Four-Horse Wagon:** A wooden stagecoach with a cramped passenger cabin and room for storage on back and on top.

**Horse:** See *Chapter 11: Creatures*.

**Hovercraft:** A commercial hovercraft ferry suitable for around 20 passengers on relatively still water.

**Land Skimmer:** A high-tech turbine-driven land vehicle that skims on a bed of compressed air, like a hovercraft.

**Motorcycle:** A two-wheeled motor vehicle with room for a driver and one passenger. Sidecar optional.

**Ship, Aircraft Carrier:** An immense ship (300+ meters long) with a flat deck capable of launching fighter craft and having them land on it.

**Ship, Ancient Rowed:** A longship with single rows of oars port and starboard, usually rowed by galley slaves or by fighting men.

**Ship, Modern Battle:** A massive battleship (165+ meters long), heavily armoured with a wide variety of long-range artillery and missile systems.

**Ship, Modern Cruise:** A massive passenger liner (300+ meters long) serving almost as a mobile hotel, with shops, entertainment facilities, and countless amenities.

**Ship, Vintage Sailing:** A galleon, roughly 35 meters in length, with two or more masts.

**Space Vehicle, Cargo:** The mainstay of space commerce, this is a cargo vessel with a small crew. Lightly armoured and armed. May have energy shielding.

**Space Vehicle, Rocket:** A multi-stage fuelled rocket with a small passenger cabin/landing module.

- Space Vehicle, Star fighter:** A relatively small, highly manoeuvrable spaceship equivalent to a jet fighter. Heavily armed, though lightly armoured. May have energy shielding.
- Space Vehicle, Transport:** A moderate-sized spaceship used primarily for passenger or cargo transport, lightly armoured and armed. May have energy shielding.
- Submarine:** A submersible vessel used by the military for stealth, infiltration of enemy waters, and naval combat.
- Tank, Modern:** A heavily armoured tracked combat vehicle equipped with a large-calibre central gun as well as other armaments.
- Tank, Vintage:** A heavily-armoured tracked combat vehicle, usually equipped with a large-calibre central gun.
- Train, Bullet:** A high-speed, streamlined passenger train built on a specialized track, usually driven by electricity.
- Train, Mag-lev:** A train levitating on a magnetic track.
- Train, Steam Engine:** A steam driven engine dating from the later 1800s. SIZ value is per car.
- Truck, Pickup:** A four-wheel drive pickup truck.
- Truck, Semi (18-wheeler):** A large commercial truck with a small cabin and a long cargo compartment.

## HORSE & HORSE-DRAWN VEHICLES

Type	Skill	Rated	Handling	ACC	MOV	Armour	SIZ	HP	Crew	Passengers	Cargo	Value	Notes
Horse	Ride	2	—	±2	10	1/—	26	20	1	1	8	Average	See Creatures.
Chariot	Drive	2	−5%	±1	10	6/—	35	20	1	1	18	Average	Two-horse variety.
Four-Horse Carriage	Drive	2	−5%	±1	10	8/—	55	30	2	4	18	Average	—
Four-Horse Wagon	Drive	2	−10%	±1	10	8/—	60	35	1	4+	36	Average	—

AUTOS, TRUCKS, TRAINS & TANKS

Type	Skill	Rate d	Handl ing	ACC	MOV	Arm our	SI Z	HP	C r e w	Pa ss en gers	Ca rgo	Value	No te s
Vintage	Drive	6	−5%	±1	67	10/1	60	35	1	3	12	Average	—
Modern Sedan	Drive	12	—	±7	134	14/2	50	40	1	3–4	24	Average	—
Modern Sports car	Drive	15	+5%	±8	200	10/2	45	45	1	1	8	Expensive	—
Pickup Truck	Drive	12	—	±7	134	16/2	55	65	1	2+	36	Average	—
18-wheeler	Drive	10	−10%	±4	100	16/2	90	90	1	3+	72	Expensive	—
Motorcycle	Drive	13	+5%	±8	166	10/—	18	25	1	1	6	Average	—
Land Skimmer	Drive	20	+5%	±10	400	12/—	30	30	1	3	12	Expensive	—
Tank, Vintage	Drive	4	−10%	±1	42	18	80	85	4	—	8	Restricted	—
Tank, Modern	Drive	8	—	±4	83	24	90	140	4	—	12	Restricted	—
Train, Steam Engine	Drive	6	—	±2	67	14/—	100	120	4	200+	96	Expensive	SI Z is per car . Drive rolls are Easy.

Train, Bullet	Drive	19	+5%	±4	366	14/1	110	125	4	400+	72	Priceless	Size is perfect car. Drive rolls are easy.
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Train, Mag-Lev	Drive	22	+10%	±4	534	12/2	120	100	2	400+	72	Priceless	Size is perfect car. Drive rolls are easy.
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## BOATS & SHIPS

Type	Skill	Rate	Handling	ACC	MOV	Armour	Size	HP	Crew	Passengers	Cargo	Value	Notes
Small Rowed	Pilot	2	-5%	±1	10	4/—	18	20	1+	1	12	Average	—
Ancient Rowed	Pilot	2	—	±1	10	10/—	84	42	50+	10+	64	Expensive	-
Vintage Sailing	Pilot	3	-5%	±1	15	10/—	96	96	25+	8+	80	Expensive	—

Hovercraft	Pilot	4	-5%	±2	42	10/—	80	40	2	20+	48	Expensive	—
Motorboat	Pilot	8	—	±2	83	6/—	40	40	1	5+	24	Average	—
Modern Cruise ship	Pilot	6	-10%	±2	67	10/—	2000	3200	200+	2,000+	120	Pricelless	—
Modern Battleship	Pilot	10	-10%	±2	100	36/—	2400	4800	600+	1,200+	200	Restricted	—
Aircraft Carrier	Pilot	8	-25%	±2	83	24/—	6400	6000	1,000+	2,200+	320	Restricted	—
Submarine	Pilot	8	—	±4	83	16/—	1400	2440	100+	24+	48	Restricted	—

## AIR VEHICLES

Type	Skill	Rated	Handling	ACC	MOV	Armour	SI Z	HP	Crew	Passengers	Cargo	Value	Notes
Small Rowed	Pilot	2	-5%	±1	10	4/—	18	20	1+	1	12	Average—	
Dirigible	Pilot	12	—	±2	134	-/12	100	1000	40+	72+	36	Pricelless	Balloon is unarmoured; cabin is.

Propeller Plane	Pilot	15	—	±1	200	4/1	55	55	1–2	2+		12	Expensive	—
Bomber	Pilot	17	–10%	±1	334	6/2	105	1005	6+	4+		48	Restricted	—
Jet	Pilot	30	—	±2	1084	8/3	110	110	1–2	48+		48	Pricelless	—
Jet Fighter	Pilot	33	+10%	±10	1334	6/2	80	80	1	—		2	Restricted	—
Helicopter	Pilot	15	—	±10	200	4/2	48	48	1	3+		12	Pricelless	—
Sky skimmer	Pilot	23	+5%	±10	584	8/4	72	72	1	5+		18	Expensive	—

## SPACE VEHICLES

Type	Skill	Rated	Handling	ACC	MOV	Armour	SI Z	HP	Crew	Passengers	Cargo	Value	Notes
Rocket	Pilot	70	–10%	±1	33K	10/8	100	85	4+	—	8	Pricelless	—
Transport	Pilot	92	—	±10	50K	24/18	120	180	2+	8+	48	Pricelless	Speed is sublight; has FTL drive.
Starfighter	Pilot	100	+10%	±20	65K	18/12	50	150	1+	1	6	Restricted	Speed is sublight; has FTL drive.

Car go	Pilot	90	—	± 1 0	4 2 K	25	1 5 0	7 5 0	2+	4+	100	Expe nsive	Spee d is subli ght; has FTL drive
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# OTHER EQUIPMENT

This section covers a variety of other equipment your character may use that does not fall into the previous categories. This list is incomplete, but should provide enough guidance for you or your gamemaster to determine the relevant attributes of most other types of equipment.

## POISONS

The rules for handling poison are discussed in **Poisons**, and the **Sample Poisons Table** provides a variety of sample poisons.

Sample Poisons Table

Poison	Speed of Effect	POT	Symptoms
Arsenic	½ to 24 hrs	16	
Belladonna	2 hrs to 2 days	16	Rapid heartbeat, impaired vision, convulsions.
Black Widow venom	2–8 days	7	Chills, sweating, nausea.
Cobra venom	15–60 min	16	Convulsions, respiratory failure.
Curare	1 round	25	Muscular paralysis, respiratory failure.
Cyanide	1–15 min	20	Dizziness, convulsions, fainting.
Rattlesnake venom	15–60 min	10	
Scorpion venom	24–48 hrs	9	Intense pain, weakness, haemorrhaging
Sleeping pills	10–30 min	6	Normal sleep; each additional dose increases chance of respiratory failure by +5%.

## BOOKS AND PRINTED MATERIALS

This category covers a large variety of reading materials, ranging from newspapers, comics, scrolls, paperbacks, grimoires, or books. For convenience, they are referred to as books. Books can be for entertainment or for informational purposes. Only the latter type is addressed here. Books can have almost any value, from cheap to priceless, depending on the subject matter, date of publication, author, rarity, or other circumstances.

When a book is sought out or encountered, your gamemaster should determine the following:

- **Language:** If the book is written in a language other than your character's native tongue, they must have the book translated or make Language rolls as appropriate (or Literacy, if that skill is used).
- **Skill:** Can your character learn to improve a skill with this book? Generally, a book contains a single skill, though rare and prized volumes may include more than one subject.
- **Reward:** What bonus to a skill can be gained by reading the book? This is generally an amount from 1% for something brief or mostly filled with non-essential materials, up to 20% for a comprehensive volume that serves as the end-all authority on the subject. Generally, an amount between +1% and +10% is appropriate. If more than one skill can be learned from the book, your gamemaster should determine two ratings, even if they are identical.
- **Time to Read:** How long does the book take to read? This represents a thorough examination of the text of the book and an attempt to understand it in context. This may involve additional supplementary reading, research, or analysis to increase comprehension and to master the material.
- **Powers:** Some rare books contain magic or sorcery spells, invocations to demons or other supernatural beings, or some other means of learning a power. Your gamemaster should determine if the book has any of these, what they are, and how much can be learned (such as a level or percentage cap, if appropriate). In some works, the actual name of the power may be obscure or deliberately vague, to shield the contents from the neophyte. Refer to the guidelines in the magic and sorcery powers for learning spells. The book may have no spells, but include the true name of a demon, elemental, or even a god.

### Types of Books

Following is a variety of book types, and how they can be used in play:

- **Instructional Books:** A book meant to teach a particular subject or skill, organized and written with that goal. It is assumed that when your character is train-



ing by themselves, instructional books are being used as references. Instructional books, when read successfully, provide an experience check (see **Researching Skill Increases**), though your gamemaster may award a default skill increase.

- **Lore Books:** A lore book contained specialized knowledge of the non-scientific sort, whether occult or folklore or some other 'soft' field. These vary tremendously in structure, but often give an impression of a specific field of knowledge from the author's perspective, whether a scholarly overview or the private diary of a lunatic. Reading a lore book usually allows the reader to increase the skill(s) the book is centred around. These are similar to instructional books, though successful reading of a lore book grants an automatic increase of a skill rating. Your gamemaster may determine that books containing diabolical or horrific lore cause automatic sanity point loss without a sanity roll to prevent the loss. For books that increase a Knowledge skill and cost sanity points, your gamemaster should impose a limit on maximum SAN based on the total of 99 minus the skill rating in that skill, as described in the Blasphemous Knowledge skill description and **Maximum Sanity**.
- **Reference Books:** A reference book can be a dictionary, encyclopedia, or another reference in paper, electronic, or some other format. The primary difference between a reference book and another type of book is that there is no attempt to contextualize the information—instead, it is presented in a non-hierarchical format, with all information at the same level. It is challenging to learn from a reference work without a frame of reference or context for its subject, but reading a reference work is an excellent means of augmenting another Knowledge skill. If a reference book is being used to research a skill for skill improvement, a successful roll is required to read the book, then the very skill being studied. The time required to research a skill through a reference book is double that of an instructional book. Successful skill rolls made to research or augment a skill increase do not earn an additional experience check.
- **Spell books:** Also referred to as grimoires, these are books, scrolls, tablets, hides, scribed stones, knotted ropes, or other means used to convey the information required for a magician or sorcerer to learn magic spells or store spells they already know, or containing secret information about magical beings or demons. These spell books are described in the magic and sorcery powers in *Chapter 4: Powers*.

## Using a Book

To use a book, your character must be able to read it or understand it if it is not written down. This may require the optional Literacy skill, if used, or a successful Language roll for the language(s) the book is written in. Alternatively, a translation can often be obtained, though this is costly if it must be done on commission. Your gamemaster should determine how much this would cost, using the guidelines for teachers given in **Skill Training Costs**. When the study of the book is complete, your character earns the relevant skill points, if any.

## Books as Objects

The physical properties of books are usually less impressive than the contents. Most books are of SIZ 0, 1, or 2, and a book's hit points equal its SIZ. Depending on what it's made of, a book usually has an armour value of 0 (paperback) up to 4 points of armour (heavy leather spine and covers). A particularly old book can even be bound in iron (6+ armour value). Unless the book has some additional measure of protection or is sturdily constructed, it can be reduced to scraps or destroyed by fire in as many combat rounds as it has hit points. If the book is a scroll, electronic reading device, holographic learning display, or computer, your gamemaster should determine its SIZ and hit points based on examples of items in this chapter.

## MEDICAL EQUIPMENT

Physical harm is a constant threat to your character, and many pieces of equipment exist to assist in treating injuries and illness. The following medical equipment is listed in order of relative complexity, from the more primitive to futuristic. Each such collection of equipment is defined as a **kit**, an assortment of gear and materials used for a specific purpose. Your gamemaster can determine if a particular kit is of *inferior*, *average*, or *superior* quality, with relevant modifiers to the skill use.

- **Herbalist or Midwife's Kit:** Used by shamans, physikers, midwives, and leeches, this is an assortment of cloth for bandages, poultices, thread and a sharp needle (bone or metal), and some other oddments including herbal remedies of various levels of efficacy. Such a kit is cheap in most settings, and is often gathered by the owner using the Knowledge (Herbalism) skill.
- **First Aid Kit:** A standard first aid kit includes setting-appropriate equivalents of clean (or sterile) bandages, rubber gloves, minor ointments, pills for minor illnesses or infections, eyewash, poison or venom treatment, and small tools such as tweezers, scissors, or even a small scalpel. Larger kits have a larger variety of the above, more various medicines, and may come with a small first aid manual. A first aid kit is used with the First Aid skill, and is usually cheap.
- **Doctor's Bag:** A traditional doctor's bag includes a setting-appropriate assortment of pills and antibiotics, a stethoscope, light, a prescription pad, and various medical implements and tools for on-site diagnosis and emergency medical treatment. A doctor's bag is used with the First Aid skill, but can be used for Medicine skill rolls depending on the procedure. A doctor's bag is expensive.
- **Surgery Kit:** A set of surgical tools packaged and sterile, ready for use. This contains several rubber gloves, dressings, antiseptics, sutures, etc., and is essential for any involved surgery or use of the Medicine skill involving surgery. Any hospital should have multiples of everything that goes into a surgery kit. A surgery kit is expensive.
- **Trauma Kit:** A specialized collection of medical supplies to deal with immediate trauma. Often intended for battlefield use, a trauma kit has supplies such as adrenalin shots, antitoxins, other remedies to ward against chemical agents,

emergency medical supplies to immediately deal with large and open wounds, a portable defibrillator, and a limited set of surgical tools. A trauma kit is expensive.

- **Medi-kit:** A highly advanced set of equipment, this includes dermal regenerators, hypo-sprays, instant blood clotting agents, a simple medical scanner, universal anti-toxins and antidotes, stimulation shots, synthetic skin spray, spray-on casts and other forms of instant wound sealing. Usually a medi-kit has a small medical computer or reader capable of describing thousands of treatments and diagnosing simple injuries. Use of a medi-kit makes all First Aid attempts *Easy*, and doubles the number of hit points a successful First Aid roll heals. If it is available in your setting, a medi-kit is expensive.
- **Auto-doc:** A fully automated medical treatment system complete with complex diagnostic abilities capable of recognizing and implementing treatment for almost any known medical condition. Auto-docs may include robotic components capable of manoeuvring patients, or can be the size of a room, extruding limbs and other manipulators to interact with the patient on a central bed. An auto-doc has 100% skill in Medicine and First Aid, and a successful roll restores double the number of hit points to the patient, with recovery times cut in half. An auto-doc is expensive or priceless, while treatment in one ranges from free to priceless.

## OTHER EQUIPMENT

Following are other useful types of gear that your character might wish to utilize.

**Skills and Equipment** contains more detail on equipment required for or assisting in skill use.

- **Chemistry Set:** A wide selection of small portions of chemicals and substances, with a microscope and means of mixing and storing compounds. Usually only an educational tool, it can be utilized with the Science (Chemistry) skill for basic tasks. Cheap and readily available to students or anyone else interested.
- **Computers:** Depending on the setting, a computer is either a simple (recalls information when queried and performs simple commands) or complex (possessing artificial intelligence or an approximation of sentience) tool that can be used along with other skills such as Appraise, Art, Gaming, Knowledge, Science, Teach, and especially Research. Any skill that benefits from a wide and searchable base of knowledge or near-instant communication with others in the field can benefit from using a computer. The programs contained or accessible and relative ease of use allow a bonus of up to +20% if the computer is suitable for the skill being used; an average computer setup offers no bonus; and an inferior or inefficient computer setup can penalize a skill by up to -20%. If you and your gamemaster wish for the computer to have more capability than a period-appropriate computer, create it as a superpowered gadget with INT.
- **Criminology Kit.** Used by forensics labs and detectives, a criminology kit contains fingerprint detection methods, measuring devices, rubber gloves, collec-

tion bags and bottles for storage of evidence, magnifying glasses, appropriate chemicals and sprays, minor tools, black-light and normal flashlights, and other means of detecting traces of criminal activity. A criminology kit is expensive.

- **Disguise Kit.** A collection of skin dyes and colours, makeup, and other means to change one's appearance, a disguise kit is usually assembled by the user to be of maximum use for their physical features and/or gender. A disguise kit may include wigs, false teeth, false facial hair, hair dyes and other styling tools, scissors, a mirror, false contact lenses or glasses, and even pieces of wardrobe. More sophisticated kits can include prosthetics to alter facial features. A disguise kit can also be general-purpose, but such a kit is not usually as effective. One can be assembled out of commercially-available items for cheap to average cost, or a high-quality one can be expensive.
- **Kits, Various:** As described in **Skills and Equipment**, nearly any type of Craft skill can have a kit or tool set that aids in its use. The value and utility of these should be determined by your gamemaster based on the setting.
- **Lockpicks.** This can range from a few single picks to a more sophisticated set with stethoscope, drills, and a variety of tools and implements for opening the most complex and challenging locks. These can range from cheap to expensive.
- **Suppressors and Silencers.** A silencer is a long tube filled with baffles, attached to the barrel of a firearm, which muffles the sound of shots fired. This slows the projectile's velocity, halving its base range. A silencer is usually made to order for a specific type of firearm, and usually wears out after D100+10 shots have been fired through it. A silencer cannot be attached to a shotgun or heavy machine-gun, but can be used for a light or medium machine-gun. In most settings they exist in, silencers are expensive and restricted.
- **Telescopic Scopes and Laser Sights.** These attach to a firearm and allow your character to effectively double the base range. Laser sights quadruple the base range. When combined with **Aimed Attacks**, either can be quite effective. These are of average value, though precision scopes may be more expensive.

## MECHA

A mecha (sometimes shortened to 'mech') is essentially an overlarge suit of powered armour, piloted by one or more characters, usually humanoid or some bipedal structure in form, popular in science fiction settings. The example mecha depicted below was built using the superpowered gadget guidelines.

### Model D142 Mobile Exoframe, a.k.a. 'Skyhammer'

**Value:** Priceless

The Skyhammer is a heavily-armoured, humanoid-shaped mecha with an elongated torso that serves as the cockpit, housing the pilot. Its head is an array of sensory equipment, and its limbs are functional. Protruding from its 'navel' is a large laser cannon that the pilot sits above.

**STR 100 CON 50 SIZ 50**

**Hit Points: 50 Major Wound: 25 Power Points: 110**

**Damage Modifier: +8D6 MOV: 15**

**Armour:** 30 point alloyed plating (see below)

**Weapons:** Laser Cannon (uses pilot's Projection skill %), 75 meter range, 5D6 damage; Hammer Fists (uses pilot's Brawling skill %), 1D3+8D6 damage

**Skills:** Fine Manipulation 45%, Jump 65%, Listen 65%, Navigate 70%, Pilot (autopilot self) 41%, Repair (internal diagnostics and repair) 55%, Spot 65%, Track 30%, Fly 100%.

**Powers:** Adaptation 6 (cold, heat, high pressure, radiation, vacuum; cost = 15 points); Armour 30 (electric 30, kinetic 30, radiation 30; cost = 90 points); Energy Projection 5 (light; cost = 50 points); Extra Energy 11 (+110 power points; cost = 11 points); Flight 17 (cost = 17 points); Super Characteristics 200 (STR, CON, SIZ; cost = 200 points); Super Sense 5 (Hearing 5, Vision 5, Dark Vision 5, Infrared Vision 5, Sonar Detection 5; cost = 75 points); Super Skill (Fine Manipulation 2, Jump 2, Listen 2, Navigate 3, Pilot 2, Repair 2, Spot 2, Track 1, Fly 5; cost = 42 points).  
Total Power Budget Cost = 500 points.

## GENERAL QUALITIES OF OBJECTS

Other than weapons, armour, shields, siege weapons, vehicles, books, kits, etc. any other material object can be described as an object. This is a category covers telephones or telephone poles, houses or castles, ballpoint pens or the Eiffel Tower. Generally, the only reason to provide an attribute for an object is when it is being used against your character, your character is using it against another character, your character is trying to destroy it, or it is in the way (and potentially collateral damage).

## DAMAGE TO INANIMATE OBJECTS

Inanimate objects such as doors, chairs, and walls are likely to interfere with a missed attack, or may need to be knocked down or blown apart. Your gamemaster should consult the SIZ values for sample items and use SIZ an object's hit points, assigning an armour value based on its equivalent (see **Armour Protection**). If the damage exceeds the object's armour value, then the hit points are reduced by the remaining damage and that many damage points reduce its armour value (repres-

enting how much less it is able to withstand damage once damaged). If an object is smaller than human-sized (such as a chair), it is totally destroyed if it is reduced to 0 hit points. It if is larger than human-sized (such as a wooden wall) and a section is reduced to 0 hit points; it has a human-sized hole in it.

## ARMOUR VALUE OF SUBSTANCES

Armour value represents the amount of damage subtracted from a successful attack. The higher the armour value of an object, the less likely it is to be damaged. Using values for other equipment or below, your gamemaster should be able to extrapolate additional armour values or estimate them based on rough equivalencies. Following are the armour values of various substances:

Type of Substance	Armour Value
1 cm of glass	1
5 cm thick door	3
3 cm of hardwood	6
12 cm of concrete	9
3 cm of bulletproof glass	22
3 cm of steel plate	28
Large sandbag	20

Natural armour values such as these above are not lost and do not deteriorate through multiple attacks, unless through some environmental means or a specific attempt to reduce the armour value of an object.

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**For example,** *your character bashes at a window made of bulletproof glass repeatedly with a sledgehammer, aiming at the same spot in an attempt to cause enough cracking to break through it. You your gamemaster decides to represent this by reducing the armour value by 1 with each successful hit, and rolling damage. When the damage roll overcomes the steadily reducing armour value, the window bursts.*

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A simple guideline for destroying objects is that an average object has hit points roughly equivalent to its SIZ, and once armour is bypassed and these hit points are lost, the object is non-functional and destroyed, or at least reduced to a state where it is of no apparent use.

## SIZ OF COMMON OBJECTS

Nearby is a list of sample sizes of various objects. 'Full' represents the entire size of the object as used for lifting or determining its hit points, and 'Segment' represents a human-sized portion of the object, for purposes of breaking through or destroying a section for passage through. If the damage done to an object does not exceed the object segment's SIZ, a hole may have been broken through the size and

shape of the attack, as appropriate. As noted above, an average object is assumed to have hit points equal to its SIZ.

## Comparative Sizes

This table equates approximate weight with game SIZ. In Basic Roleplaying, SIZ pertains not only to weight but to volume and height as well. This table is not precise or restrictive: you should use judgment when assigning SIZ and weight based on the makeup of the item or creature. From SIZ 330 on, SIZ is roughly 1/10th the item or creature's weight in short tons.

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*For example, a kraken of SIZ 8,000 weighs 80,000 short tons.*

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SIZ	Imperial Weight	Metric Weight
1	1–12 pounds	0.5–5.5 kilograms
4	38–51 pounds	17–23 kilograms
8	109–120 pounds	50–55 kilograms
12	156–168 pounds	71–76 kilograms
16	220–239 pounds	100–109 kilograms
20	310–338 pounds	141–154 kilograms
24	440–479 pounds	200–218 kilograms
32	880–959 pounds	400–436 kilograms
40	1760–1919 pounds	800–872 kilograms
48	3520–3829 pounds	1,600–1,741 kilograms
56	7040–7649 pounds	3,200–3,477 kilograms
64	7.1–7.7 tons	6,455–7,000 kilograms
72	14.1–15.4 tons	12.8–14 metric tons
80	28.2–30.7 tons	28 metric tons
88	56.5–61.5 tons	51.2–55.8 metric tons
96	96 tons	87 metric tons
104	104 tons	95 metric tons
112	120 tons	109 metric tons
120	144 tons	131 metric tons
128	176 tons	160 metric tons
136	216 tons	196 metric tons
140	240 tons	218 metric tons
144	264 tons	240 metric tons
152	320 tons	290 metric tons
160	384 tons	348 metric tons
168	456 tons	414 metric tons

<b>SIZ</b>	<b>Imperial Weight</b>	<b>Metric Weight</b>
176	536 tons	486 metric tons
184	624 tons	566 metric tons
192	720 tons	654 metric tons
200	824 tons	748 metric tons
208	936 tons	850 metric tons
216	1,056 tons	958 metric tons
224	1,184 tons	1,074 metric tons
232	1,220 tons	1,107 metric tons
240	1,364 tons	1,328 metric tons
256	1,516 tons	1,375 metric tons
264	1,676 tons	1,520 metric tons
272	1,844 tons	1,710 metric tons
280	2,020 tons	1,832 metric tons
288	2,204 tons	2,000 metric tons
294	2,396 tons	2,174 metric tons
304	2,596 tons	2,355 metric tons
312	2,804 tons	2,544 metric tons
320	3,020 tons	2,767 metric tons
330	3,300 tons	2,994 metric tons
340	3,400 tons	3,084 metric tons
350	3,500 tons	3,176 metric tons

## Object SIZ Examples

<b>Object</b>	<b>Full SIZ</b>	<b>Segment SIZ</b>
Glass window	3	3
Door	4–8	4–8
Chair	4–9	4–9
Table	4–12	4–12
Manhole cover	5	5
Fire hydrant	5	5
Potted plant	2–5	2–5
Glass door	8	8
Desk	10–20	10–20
Lamp post	30	10
Home interior wall	25–35	8



Object	Full SIZ	Segment SIZ
Home exterior wall	25–45	20
Brick Wall	30–50	20
Concrete wall	30–50	20
Concrete and steel wall	35–55	25
Small air vehicle	40	10
Automobile	50	12
Vault door	60	20
Medium land vehicle	60	12
Steel beam	65	30
Air vehicle, jet fighter	80	18
Medium tank	80	30
Locomotive	100	20
Air vehicle, jet cargo	100	15
Air vehicle, bomber	105	15
Air vehicle, airliner	110	15