

BASIC ROLEPLAYING

RULES REFERENCE

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BASIC ROLEPLAYING
UNIVERSAL GAME ENGINE

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SKILLS BY CATEGORY

SKILL LISTS AND BASE CHANCE TABLE (p35-37)

A complete list of skills divided by category follows. Each entry also lists the page of that skill's full description and base chance.

COMBAT	Base	COMMUNICATION	Base	MANIPULATION	Base	MENTAL	Base
Artillery (var.)	weapon specialty	Bargain	05%	Art (var.)	05%	Appraise	15%
Brawl	25%	Command	05%	Craft (var.)	05%	First Aid	30%
Energy Weapon (var.)	weapon specialty	Disguise	01%	Demolition	01%	Gaming	INT+POW
Firearm (var.)	weapon specialty	Etiquette (var.)	05%	Fine Manipulation	05%	Knowledge (var.)	05% or 00%
Grapple	25%	Fast Talk	05%	Heavy Machine (var.)	01%	Literacy (opt.)	00% or Language
Heavy Weapon (var.)	weapon specialty	Language (var.)	INT/EDU×5 or 00%	Repair (var.)	15%	Medicine	05%
Martial Arts	01%	Perform (var.)	05%	Sleight of Hand	05%	Psychotherapy	01% or 00%
Melee Weapon (var.)	weapon specialty	Persuade	15%			Science (var.)	01%
Missile Weapon (var.)	weapon specialty	Status	15% or various			Strategy	01%
Parry (var.)	weapon specialty	Teach	10%			Technical Skill (var.)	05%
Shield	shield						

PERCEPTION	Base	PHYSICAL	Base	PHYSICAL (Cont.)	Base
Insight	05%	Climb	40%	Projection (opt)	DEX×2
Listen	25%	Dodge	DEX×2	Ride (var.)	05%
Navigate	10%	Drive (var.)	20% or 01%	Stealth	10%
Research	25%	Fly	DEX×4 or 1/2 DEX	Swim	25%
Sense	10%	Hide	10%	Throw	25%
Spot	25%	Jump	25%		
Track	10%	Pilot (var.)	01%		



SKILL RATINGS TABLE (p114-116)

Skill ratings in a character's profile signify their proficiency. Higher ranks may forgo rolls for routine tasks, signaling consistent competency. However, auto-successes in undemanding situations don't grant an experience check. Use proficiency guidelines to gauge skill levels for gameplay scenarios.

Skill Rating	Competency	Description
00-05%	Novice	An amateur likely to fail even simple tasks, requiring a roll for each skill attempt, regardless of stress or ease.
06-25%	Neophyte	A novice with basic knowledge, occasionally successful but prone to overconfidence. Roll for each skill attempt, even when Easy.
26-50%	Amateur	Possesses modest talent or training, capable of Automatic or Easy tasks without rolling in non-stressful situations.
51-75%	Professional	With a 51% skill level, a character can earn a living and handle Easy tasks without concern, akin to holding a bachelor's degree. They can lead or manage others in this skill, which generally won't exceed 75% through education or training, necessitating practical experience for further proficiency. Rolls are only needed for risky or potentially dramatic failures.
76-90%	Expert	A character has advanced expertise, likely to succeed at <i>Difficult</i> tasks, comparable to having an advanced degree or many years of experience. Mastery is usually limited to dedicated professionals. Skills start below 75% for average characters. Complex and challenging tasks don't require a roll under routine conditions with adequate time, facilities, and equipment.
91% or higher	Master	Masters of this skill level rarely face tasks they can't handle, often gaining fame for their expertise. They perform exceptionally in routine situations, only rolling for the most challenging tasks or extreme situations. Under optional Sanity rules, reaching a 91% skill rating once restores 2D6 SAN points due to the self-confidence and discipline from mastery (this is a one time-bonus), but starting at this level offers no SAN gain.

TIME SCALES SUMMARY (p114-116)

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/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

Activity	Amount of Time
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
Regenerate 1 power point	One power point per hour of sleep, and 1 per two hours awake
Regenerate all power points	One game day
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



AUTOMATIC OR IMPOSSIBLE ACTIONS (P109)

Routine or simple actions don't require a roll. Conversely, impossible tasks are deemed automatic failures, regardless of expertise or die rolls.

SUCCESS OR FAILURE (P109-110)

Sometimes, efforts result in very different outcomes: a good toss at darts hits the board, while a lucky or exceptional throw hits the bull's-eye. There are five degrees of success for any action roll. Ranked from worst to best, they are as follows:

- ▷ **Fumble:** Fumbling an action roll due to bad luck or incompetence occurs with a 5% (1/20th) chance of failure, typically in the 96–00 range, with 00 always a fumble. It leads to the opposite of what's intended, like misinformation, setbacks, or disadvantages, harming the character and allies. See *Chapter 3: Skills* and *Chapter 6: Combat* for fumbles.
- ▷ **Failure:** A roll above the base chance, or 96 and higher, results in failure and doesn't achieve the desired outcome. Failures can have minor or major consequences, affecting time, money, or causing damage. *Chapter 3: Skills* details these consequences. The exception are resistance rolls,

where only a roll of 00 fails with a 10-point characteristic difference..

- ▷ **Success:** Any roll equal to or below the base chance qualifies as a success, achieving reasonable and average goals. The gamemaster decides the outcome, usually obvious. Successful weapon skills deal their specified damage, and other skills follow outcomes outlined in *Chapter 3: Skills*.
- ▷ **Special Success:** This is achieved when a roll is at or below 20% (1/5th) of the skill rating, offering benefits beyond the average. It may cause knockdown or impale in combat, depending on the weapon (detailed in *Chapter 6: Combat*), with *Chapter 3: Skills* providing guidelines for other skills' special successes.
- ▷ **Critical Success:** Achieved with rolls at or below 5% (1/20th) of skill rating, leading to remarkable outcomes. It's three times as effective as regular success, offering significant insights. Critical hits in combat ignore armor and maximize damage (plus the normally rolled damage modifier), with skill rolls yielding superior results. Refer to *Chapter 3: Skills* for suggested critical results.

CHARACTERISTIC ROLLS (P18-19)

When challenges don't align with specific skills, the gamemaster may require a D100 roll against a characteristic multiplied based on task difficulty. Usually rolls have a ×5 multiplier, but tougher tasks might use ×2 or even ×1. Refer to page 113, *Chapter 5: System*, for detailed guidance on task difficulty and modifiers.

Multiplier	Circumstance
×5	Standard
×4	Simple
×3	Moderate
×2	Difficult
×1	Extremely Difficult
×0.5	Nearly Impossible

THE RESISTANCE TABLE

THE RESISTANCE TABLE (P111)

Active 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
Passive Characteristic	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	-	-	-	-	RANGE OF AUTOMATIC SUCCESS				-	-
	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
	16	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	17	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	18	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
	19	-	-	RANGE OF AUTOMATIC SUCCESS					-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70
	20	-	-						-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	70
	21	-	-						-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60
	22	-	-	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55
	23	-	-	-	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50
	24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45

For success, roll D100 equal to or less than the indicated number.



COMPLEMENTARY SKILLS (p38)

Some skills are closely related to others, and expertise in one field can benefit another. With the gamemaster's permission, a player may temporarily add 1/5 their rating in a **complementary skill** to their rating in another skill for skill rolls. Many complementary uses are available in the skill descriptions that follow. Only one skill may be complementary to another when used to assist any given roll. If multiple skills may be applicable or are used to try to get this bonus, the benefits do not stack. The player and gamemaster should choose the highest bonus to use or whichever is most appropriate to the situation at hand. If the main skill roll succeeds, an experience check applies only to the main skill, not the complementary skill used.

AUGMENTING SKILLS (p38)

An augment to a skill is similar but works in a slightly different fashion. If the gamemaster allows, a roll of one complementary skill can be made to support or augment, another primary skill roll.

- ▷ If the augmenting skill roll is successful, adjust the difficulty by one step, such as turning a *Difficult* roll into an *Average*.
- ▷ This cannot be done simultaneously with a complementary skill bonus, however, and only one degree of adjustment is possible.
- ▷ If the augment fails, the primary skill is adjusted by one step in the opposite direction, such as a *Normal* skill becoming *Difficult* due to confusion or conflicting information.
- ▷ If the augmenting skill roll succeeds, it and the primary skill may receive a check for experience. If the primary roll fails, the augmenting skill does not receive an experience check.

A skill roll cannot be augmented and use a complementary skill simultaneously.

DIFFICULTY MODIFIERS (p113)

Actions range from very simple to extremely complex. Use difficulty modifiers when an action's challenge level deviates from the norm. Standard difficulty levels are: *Automatic* (no roll), *Easy* (2× skill rating), *Average* (unmodified), *Difficult* (½ rating), and *Impossible* (fails, or a rare 1% success chance). These don't involve direct opposition and thus aren't adjusted similarly. The gamemaster decides when to use a difficulty modifier. Any situational modifier applies after a skill modification.

SITUATIONAL MODIFIERS (p114)

External factors like dim light, noise, and lack of tools can penalize skill ratings, while ideal conditions or superior tools may offer bonuses. The gamemaster should adjust the base skill chance based on these circumstances.

SITUATIONAL MODIFIERS (p114)

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	+20%
Equipment	Simple, with an obvious solution	+50%
	No equipment when equipment is required	-50%
	Poor or improvised equipment	-20%
Environment	High-quality equipment and superior supplies	+20%
	Advanced or high-tech equipment and supplies	+50%
	Distracting environment, highly unstable, pitch black, etc.	-50%
Familiarity	Poor conditions, unsteady, darkness, bad weather, etc.	-20%
	Favorable conditions, steady, plenty of space, quiet, etc.	+20%
	Pristine/immaculate environment ideally suited for the task	+50%
Familiarity	Completely alien and beyond human experience	-50%
	Strange and using unfamiliar principles	-20%

SKILL RESULTS



The ranges include critical success, special success, normal success, failure, and fumbles. Special success results overlap with critical success results, and critical success applies when a roll falls within both ranges but not both.

SKILL RESULTS TABLE (p110)

Base Chance	Critical	Special	Success	Failure	Fumble
01-05	01	01	01-05	06-00	96-00
06-10	01	01-02	Per ability	Per ability	96-00
11-15	01	01-03	Per ability	Per ability	96-00
16-20	01	01-04	Per ability	Per ability	96-00
21-25	01-02	01-05	Per ability	Per ability	97-00
26-30	01-02	01-06	Per ability	Per ability	97-00
31-35	01-02	01-07	Per ability	Per ability	97-00
36-40	01-02	01-08	Per ability	Per ability	97-00
41-45	01-03	01-09	Per ability	Per ability	98-00
46-50	01-03	01-10	Per ability	Per ability	98-00
51-55	01-03	01-11	Per ability	Per ability	98-00
56-60	01-03	01-12	Per ability	Per ability	98-00
61-65	01-04	01-13	Per ability	Per ability	99-00
66-70	01-04	01-14	Per ability	Per ability	99-00
71-75	01-04	01-15	Per ability	Per ability	99-00
76-80	01-04	01-16	Per ability	Per ability	99-00
81-85	01-05	01-17	Per ability	Per ability	00
86-90	01-05	01-18	Per ability	Per ability	00
91-95	01-05	01-19	Per ability	Per ability	00
96-00	01-05	01-20	01-95	96-00	00
101-105	01-06	01-21	01-95	96-00	00
106-110	01-06	01-22	01-95	96-00	00
111-115	01-06	01-23	01-95	96-00	00
116-120	01-06	01-24	01-95	96-00	00
121-125	01-07	01-25	01-95	96-00	00
126-130	01-07	01-26	01-95	96-00	00
Each +5	5% of ability	20% of ability	01-95	96-00	00

SITUATIONAL MODIFIERS (CONTINUED) (p114)

Condition	Description	Modifier
Range	Relatively well-known subject matter	+20%
	Routine and completely familiar	+50%
	Far beyond the normal range	-50%
Time	Outside the range of comfort	-20%
	Well within range	+20%
	Perfectly placed and ideally situated for the attempt	+50%
Understanding	Nowhere near enough time to perform the task	-50%
	Rushed and stressed about it	-20%
	Plenty of time	+20%
Understanding	Can be done at leisure, with contemplation and deliberation	+50%
	No common means of interaction with subject	-50%
	Limited methods of communication available	-20%
Understanding	Subject is familiar and amenable to interaction	+20%
	Subject is well-known, enthusiastic about interaction	+50%



SKILL DESCRIPTIONS



Skill	Description
Appraise (p37)	Determine the value of art, gems, weapons, or animals. Mistakes mean no idea of worth; a fumble gives false information; special successes may reveal extra details.
Art (p37)	Skill to create paintings, sculptures, stories, poems, or music. Outstanding success creates valuable and prestigious classics; failure results in poor quality; a fumble can damage reputation.
Artillery (p38)	Skill to operate large, heavy weapons like cannons or trebuchets that can't be moved by one person.
Bargain (p39)	Negotiate prices and terms—opposed rolls for significant deals, simple rolls for minor haggling. Success improves deals; a fumble may create an adversary.
Brawl (p39)	Engage in unarmed combat, using moves like punches and kicks. See specific tables for attack and defense outcomes.
Climb (p39)	Skill for ascending or descending surfaces, assuming reasonable holds. Success means faster, further climbing; failure could result in a fall or stagnation.
Command (p39)	Lead and coordinate groups, enhancing their effectiveness. Success adds a bonus to subordinates' skills; failure is uninspiring; a fumble may cause mutiny.
Craft (p40)	Make functional items, from furniture to houses. Quality of success affects the item's durability and value; a fumble ruins materials.
Demolition (p40)	Skillfully use explosives for specific outcomes, like safe demolition or precise destruction. Success achieves goals; a fumble causes unintended detonation.
Disguise (p40)	Change appearance to mimic another. Environmental factors may aid success. Onlookers can challenge the disguise; a fumble is immediately noticeable, while success makes it convincing.
Dodge (p40)	Use agility to evade attacks in combat.
Drive (p40)	Operate and control ground vehicles. A fumble may result in non-starting or a crash; success ensures proper control; exceptional skill covers more ground and conserves fuel.
Energy Weapon (p40)	Utilize handheld directed energy weapons like lasers and blasters. Requires skill for effective use.
Etiquette (p41)	Navigate social norms and behaviors across cultures. Crucial for good impressions; fumbles lead to social blunders, while success enhances interactions.
Fast Talk (p41)	Persuade others quickly, often temporarily. Ideal for urgent deception, but prone to backfire with fumbles or lead to lasting belief with success.
Fine Manipulation (p41)	Perform delicate tasks like lock-picking or disarming traps. Success leads to proficiency and discretion, while a fumble can cause damage or failure.
Firearm (p41)	Skill in using and maintaining various firearms accurately.
First Aid (p41)	Administer basic emergency care to stabilize injuries. Effective in non-combat situations; more complex issues require Medicine skill.
Fly (p41)	Maneuver skillfully in the air for creatures or individuals with flight capabilities or gear.
Gaming (p42)	Engage in games of chance or strategy. Fumbles can incur debt; success can earn wins and possibly elevate status.
Grapple (p43)	Skill for wrestling or subduing targets without harm. It can be used non-lethally or to inflict damage.
Heavy Machine (p43)	Operate and maintain large machinery and heavy vehicles. Mishaps can cause crashes or damage; success means efficient operation.
Heavy Weapon (p43)	Handle and fire heavy but portable weapons like bazookas or heavy machine guns—a separate skill from Artillery.
Hide (p45)	Skill in concealing oneself or objects. Success makes detection difficult, while a fumble makes hiding ineffective.
Insight (p45)	Assess others' emotions and motives. Fumbles mislead, but success can reveal the target's true thoughts or intentions.
Jump (p45)	Leap over distances or obstacles. Fumbles can cause falls and injury, successes improve jump distance, and exceptional successes can even double it.
Knowledge (p45)	Recall facts or trivia in a field. Fumbles give false info, while success provides detailed and pertinent knowledge.
Language (p45)	Communicate in various languages. Fumbles lead to misinterpretations; success ensures clear and accurate expression.

Skill	Description
Listen (p46)	Detect and interpret sounds. Fumbles miss or mishear sounds; successful listening can pinpoint and understand noises accurately.
Literacy (p46)	Read and write competently. A fumble causes major misunderstandings, while success can lead to comprehension or literary acclaim.
Martial Arts (p47)	This is the mastery of specific combat techniques for enhanced effectiveness. Used with other combat skills for precision and damage.
Medicine (p47)	Diagnose and treat complex health issues, perform surgery, and manage long-term care. Essential for serious medical interventions.
Melee Weapon (p47)	Handle specific close-range combat weapons. Skills vary by weapon type for effective attack and defense.
Missile Weapon (p47)	Operate hand-held projectile weapons such as bows or slings. Required for accuracy and effectiveness with ranged weapons.
Navigate (p48)	Determine paths and directions using tools or natural senses. Fumbles lead to being lost; success results in efficient travel or expedited journeys.
Parry (p48)	Deflect attacks using a weapon or shield. Can't be used to defend against massive foes or sweeping attacks. Successful parries prevent damage.
Perform (p48)	Entertain through art forms like singing, acting, or dance. Fumbles embarrass, while success can lead to applause and fame.
Persuade (p48)	Influence others' beliefs or actions through argument or charisma. Fumbles may backfire, but success can have long-lasting effects.
Pilot (p48)	Control vehicles in various settings. Requires skill checks in combat or maneuvers. Multiple pilots may be needed for large vehicles.
Projection (p48)	A skill for characters with powers. Used to aim power-based attacks, detailed in the Powers chapter of the game rules.
Psychotherapy (p48)	Treat mental conditions and restore sanity. It can involve medication or therapy, with the potential to heal psychological trauma.
Repair (p50)	Fix or modify objects and equipment. Specialties include Electrical, Mechanical, Structural, and more.
Research (p50)	Find information in libraries or databases. Fumbles misinform, but successful research uncovers valuable data.
Ride (p50)	Handle and care for a mount. Fumbles may result in falls; success means smooth riding and control, even under challenging conditions.
Science (p50)	Understand and apply principles of a specific scientific field. Requires proper equipment and can take extensive time for experiments.
Sense (p50)	Detect stimuli via taste, touch, smell, or intuition. Fumbles mislead, but success allows for accurate perception of subtle cues.
Shield (p50)	Block attacks with a shield. Similar to parrying. Shields can also be used to attack and cause special combat damage.
Sleight of Hand (p50)	Manipulate objects discreetly, like pickpocketing or magic tricks. Fumbles are obvious. Success means undetected maneuvers.
Spot (p51)	Observe details and hidden items. Fumbles cause gross misperception, while success reveals important, pertinent details.
Status (p51)	Leverage social standing to influence others. Fumbles result in embarrassment, but success can yield favors and benefits.
Stealth (p51)	Move unseen or unheard. Fumbles draw attention, and success allows for increasingly undetectable movement.
Strategy (p51)	Plan and lead military operations. Fumbles can lead to defeat, while success grants tactical advantages and boosts morale.
Swim (p51)	Navigate water safely, especially in peril. Fumbles risk drowning, but success allows efficient and swift water movement.
Teach (p52)	Impart knowledge or skills to others. Fumbles can misinform, while successful teaching enhances the learners' abilities.
Technical Skill (p52)	Operate or modify high-tech devices. Fumbles may damage the device, while success improves usage or functionality.
Throw (p52)	Accurately hit targets with thrown objects. Throw includes improvised weapons and catching. For designed throwables, use Missile Weapon.
Track (p52)	Follow tracks or trails. Fumbles mean losing the trail, while success can yield detailed information about the quarry.



MAGIC SPELLS



Following are the most commonly known magic spells. Below is each spell's essential information, including spell range, duration, cost per level, and a brief description. See pages 55–60 of *Chapter 4: Powers* for additional details.

Blast (p60) 100m; Instant; 3 points/level. Casts a magical energy beam at a target, inflicting 1D6 damage per level. Can be dodged, and nonmagical armor absorbs damage. Shields parrying the Blast take damage first. Countermagic can stop it, but Protection and Resistance don't work against Blast.

Change (p60) 30m; 15 minutes; 1 point/level. Transforms a target into a different form within the same category (e.g., animal to animal), affecting 3 SIZ per level. Requires overcoming the target's POW. The new form has outward attributes of the chosen shape but retains original characteristics. Can be used on multiple targets or extended in duration.

Conjure (type) Elemental (p60) 12m; 10 rounds; 1/point of elemental POW. Summons or dismisses a specific type of elemental, requiring full attention to control. Costs power points equal to the elemental's POW. Elementals (air, earth, fire, water) appear in various forms and possess unique attributes. Type is chosen at spell acquisition as per *Chapter 11*.

Control (p60) 100m; 10 rounds; 3 points/level. Controls the thoughts/actions of an intelligent being, requiring a successful POW vs. POW roll. The target can resist objectionable or suicidal commands. The magician must concentrate on maintaining control. Targets remember actions under influence with an Idea roll after the spell ends.

Countermagic (p61) 100m; 5 minutes; 1 point/level. Creates a magical shield to block incoming spells. The shield's level must overcome the attacking spell's level in a resistance roll. If successful, the incoming spell rebounds at the caster. Protects against Blast and Lightning but not Fire or Frost.

Dark (p61) 100m; 15 minutes; 1 point/level. Creates absolute darkness within a radius based on spell level, centered on an object. Light cannot penetrate this darkness. Can be used to counteract effects of the Light spell.

Diminish (p61) Touch; 15 minutes; 1 point/level. Decreases a target's STR, CON, SIZ, or DEX by 1 per level after overcoming the target's POW. Affects derived attributes like hit points. Characteristics can't be reduced below 1.

Dispel (p61) 100m; Instant; 1 point/level. Eliminates effects of a spell on a target, needing to overcome the spell's level. Can target multiple spells or prevent a spell from being cast. Also used to banish summoned creatures or entities possessing a host.

Dull (p61) 100m; 15 minutes; 1 point/level. Lowers a weapon's attack chance by 5% and damage by 1 per spell level. Can be spread across multiple weapons within range, but damage can't be reduced below 1 point, and a 01% roll always hits.

Enhance (p62) Touch; 15 minutes; 1 point/level. Increases one of a target's STR, CON, SIZ, or DEX by 1 per level after overcoming their POW. Affects derived attributes like hit points. Excess hit points or power points above normal range are lost.

Fire (p62) 100m; Instant; 3 points/level. Creates a 1-meter diameter fire pillar, dealing 1D6 fire damage per level. Targets can dodge, armor and spells absorb damage, but Countermagic is ineffective. Lasts one round unless on flammable material.

Frost (p62) 100m; Instant; 3 points/level. Generates a 1-meter diameter cold pillar, inflicting 1D6 cold damage per level. Targets can dodge; armor, Protection, and Resistance spells reduce damage. Countermagic doesn't work. Lasts one round, brittle items may shatter. Spell levels cancel Fire on resistance table; no effect on other supernatural flames.

Heal (p62) Touch; Instant; 3 points/level. Restores 1D6 hit points per level. Can revive recently fallen characters if cast promptly. Does not reattach severed limbs or cure diseases, poison, or radiation effects.

Illusion (p61) 30m; 15 minutes; 1 point/level. Creates a visual-only illusion up to 3 SIZ points per level. If suspected, can be detected by successful Idea, Spot, Listen, or Sense rolls. Illusions can't mimic sounds, smells, or tactile sensations.

Invisibility (p62) Touch; 15 minutes; 1 point/level. Renders a target invisible up to 3 SIZ per level. Requires concentration; distractions or injuries end the effect. Attacks against invisible targets are at 1/5 skill. Parries equally hard, requiring successful Listen/Sense/Spot. This power doesn't mute sounds and successful Listen/Sense/Spot reduces penalty to *Difficult*.

Lift (p63) 100m; 15 minutes; 1 point/level. Levitates 3 SIZ per level, moving it at 24 meters per combat round, with extra levels adding speed. Can lift unwilling targets with a successful POW vs. POW/SIZ resistance roll. Can be used to soften falls or push objects on the ground.

Light (p63) 100m; 15 minutes; 1 point/level. Illuminates an area of 3 meters radius per level, similar to torchlight. Must be cast on an object and can cancel out a Dark spell on a level-for-level basis.

Lightning (p63) 60m; Instant; 3 points/level. Throws a lightning bolt dealing 1D6 damage per level directly to a target, bypassing armor. Can jump to others touching metal for half damage. Countermagic and insulation can protect against it. Target can dodge/parry Lightning. Dodging is *Difficult* in metal armor. If parried with non-metallic shield, the shield takes damage, remainder hits target. Can "fry" electronics, using the magician's POW vs. item's HP in a resistance roll.

Perception (p63) 60m; Instant; 1 point/level. Points out the direction of the nearest specified object within range, like traps or gold. Additional levels can locate multiple objects or types simultaneously.

Protection (p63) 100m; 15 minutes; 1 point/level. Increases a target's armor points by +1 per level, working even without physical armor. Countermagic must overcome this on a resistance table for both to coexist.

Resistance (p63) Touch; 15 minutes; 1 point/level. Provides 1 point of resistance per level against environmental damage like extreme temperatures, reducing damage from spells like Fire or Frost.

Seal (p63) Touch; 15 minutes; 1 point/level. Bonds two touching inanimate objects, making them inseparable. The objects can be broken open; their hit points combine with +20 added by the spell. Each level adds either 15 minutes to duration or +20 hit points.

Sharpen (p64) 100m; 15 minutes; 1 point/level. Enhances a weapon's attack chance by +5% and damage by +1 per level, up to the weapon's maximum damage potential. The damage bonus is applied only to the weapon's inherent damage range. Additional levels can increase damage by increments of +5% and +1 point (+10% and +2, +15% and +3, etc.), or they can be divided among multiple weapons, up to the spell's level and range.

Speak to Mind (p64) 100m; 10 rounds; 1 point/level. Enables communication with one mind per level, conveying basic thoughts or feelings. Effective even with non-intelligent beings though target may need to make an Idea roll to understand if not traditionally intelligent. Language isn't a barrier. Multiple targets cannot communicate among themselves using this spell.

Teleport (p64) 1000m; Instant; 1 point/level. Instantly transports 3 SIZ per level to a location within range. Can't teleport parts of living beings. Unwilling targets and fixed objects require overcoming POW or hit points on a resistance table. Fumbles may result in teleporting into solid objects, causing damage and potential injury.

Unseal (p64) Touch; Instant; 1 point/level. Opens unlocked doors or containers and causes weapons to fall out of sheaths. Ineffective against locked or fastened objects. Can counteract the Seal spell if its level is higher on the resistance table.

Vision (p64) 100m/10m; 10 rounds; 1 point/level. Grants visual and auditory perception of a familiar area within 100 meters, or an unfamiliar area within 10 meters. Additional levels allow viewing of a place or events that have transpired for up to +1 additional day. This spell can grant visions of an item's past user or owner. Each extra level adds another use or mental image. Additionally, each spell level provides a 10% chance to learn a magical device's activation word. Using other spells ends Vision.

Wall (p64) 12m; 15 minutes; 1 point/level. Creates a wall-like barrier from available material (earth, stone, metal, etc.), forming up to 1 square meter per level. Can be shaped as desired. Each additional level adds +30 hit points. Dissolves at the end of the duration.

Ward (p65) Touch; Permanent; 3 points/level. Protects a square area with a combination of Countermagic and Blast effects. Extra levels increase area size or enhance Countermagic and Blast levels. Effects last until wards are moved, destroyed, or dispelled. Interfering with wards triggers their effects. Only the caster can safely remove the wards without triggering the spell.

Wounding (p65) Touch; Instant; 3 points/level. Inflicts 1D6 magic damage per level directly to a target. Requires a Brawl or Agility roll to touch the target. Armor doesn't protect, but Protection reduces damage. The attack can be parried, dodged, or blocked like a normal Brawl attack.



RANDOM MUTATIONS



The following is a list of random mutations with brief description of each. Roll D100 to determine mutations (or pick, at the gamemaster's discretion). Adverse conditions are marked with an asterisk*. See pages 65–70 of *Chapter 4: Powers* for mutation details.

Result	Mutation	Description
01–03	Adaptability	Instantly adjusts to or resists a specific extreme condition (e.g., radiation immunity, breathing underwater). Minor mutations offer specific immunities; major ones include survival in harsh environments like vacuums. In resistance rolls, relevant characteristics are doubled.
04–05	Allergy*	Causes extreme reactions to a specific substance. Minor allergies reduce skill ratings by 20% during and shortly after exposure. Major allergies cause 1D6 hit point damage every 15 minutes of exposure, with skill ratings dropping by 40%.
06–09	Biped (Quadruped)*	Restricts movement to a quadrupedal stance. Minor mutation allows brief bipedal standing; major mutation requires Agility rolls for each round of upright posture.
10–12	Camouflage	Allows blending with surroundings through coloration or texture changes. Minor mutations give a +20% bonus to Hide, while major mutations offer +40%.
13–15	Coloration	Features unusual skin color or texture, like gold sheen or tiger stripes, affecting scales, fur, or other body coverings.
16–19	Congenital Disease*	Incurable, non-contagious ailment shortens lifespan. Minor mutation reduces one characteristic by 1D6. Major affects two characteristics, each down by 1D6.
20–22	Decreased Characteristic*	Reduces one or more characteristics, determined randomly. Reduction ranges from -1D6 to -3D6, doubling for major mutations. No characteristic can drop below 1, and related bonuses/attributes are adjusted accordingly.
23–25	Disease Carrier*	The mutant carries a disease with 2D10 potency but is immune. Transmission varies, requiring others to resist with CON vs. disease POT. Major mutation increases POT to 4D10 or involves two separate diseases.
26–29	Group Intelligence	Rare in humans, allows a dominant member or group to share a single mind, experiencing everything collectively. Minor version has short-distance, vague connections; major version allows unlimited, telepathic communication.
30	Hands	Minor mutation grants additional prehensile features like monkey feet or a tail. Major mutation adds two sets of such features, potentially allowing extra actions in combat. New limbs are equivalent to arms or legs for hit locations.
31–33	Hardy	Halves damage from certain injuries as minor mutation. Major allows functioning at 0 or negative hit points up to CON, with death beyond that without healing.
34–35	Hybrid	Combines traits of various animals. Minor mutation gives few animal features, while major mutation results in a more animal-like appearance, possibly including natural weaponry (like claws or teeth) at no CON cost.
36–37	Imitation	Mimics a natural animal trait (like web-spinning or amphibiousness). Minor mutation allows imitation with a Luck roll or a +20% skill bonus; major mutation grants actual possession of the trait with biological structures, offering a +40% skill bonus.
38–44	Increased Characteristic	Boosts characteristics using the Characteristic Change table (page 67); minor follows table results, major doubles them. Adjusts related bonuses and attributes.
45–48	Keen Sense	Enhances a chosen primary sense. Minor mutation boosts related skills by +20%, major by +40%. Can have physical manifestations like enlarged sensory organs. Comes with heightened sensitivity to intense stimuli, requiring Idea rolls to avoid being stunned.
49–50	Luminescence	Emits body light: faint glow for minor, blinding beam needing Agility roll for major. Color and intensity set beforehand.
51–53	Metabolic Improvement	A beneficial metabolic condition, like extended lifespan or minimal sleep needs. Minor mutation offers a slight advantage; major mutation is a significant asset.
54–57	Metabolic Weakness*	An inconvenient metabolic condition, such as excessive sleep needs or abnormal growth. Minor mutation is a nuisance, while major mutation is a major hindrance.
58–60	Natural Armor	Provides tough protection like a hide or carapace. Minor mutation grants 3-point armor, major gives 6-point. Armor worn is additional, but major mutation needs customization. Minor can be disguised, major is obvious. Protects mainly against physical damage.
61–65	Natural Weaponry	Features natural weapons like claws or horns. Minor mutation adds +1D6 to Brawl damage, major increases to +2D6. Projectile weapons deal 1D6 (minor) or 2D6 (major) damage. Weaponry can be used for parrying with Brawl skill, and bonuses usually apply.
66–67	Pain Sensitivity*	Minor mutation needs Stamina rolls to avoid pain stun; major doubles damage from certain attacks. Failing resistance causes unconsciousness.
68	Pheromone	Secretes pheromones influencing emotions or behavior. Minor mutation has a fixed emotional response with 2D6 potency; major mutation allows choice of effect each turn with 4D6 potency. Affected range is based on the mutant's CON.
69–70	Reduced Sense*	Impairs or eliminates one or more senses. Minor mutation makes related skills Difficult, while major completely removes the sense, rendering linked skills unusable.
71–72	Regeneration	Rapidly heals injuries, regaining 1 hit point per minute (minor) or per combat round (major). Cannot revive from death but heals major wounds after all hit points are restored. Specify one injury type that cannot be healed.
73–74	Sensitivity	Detects a specified natural item or substance automatically. Minor mutation senses within CON meters, major extends to CON miles. Requires Idea rolls to discern specifics like amount or distance, especially for specific targets.
75–76	Speech (Mimicry)	Enables verbal communication, possibly through telepathy or language learning. Minor mutation mimics animal sounds and aids in language skills and disguise. Major mutation extends to mechanical sounds, two animal 'languages', and imitates other languages after brief exposure.
77–81	Structural Improvement	Enhances skeletal structure, possibly adding exoskeleton, extra limbs, or other features. Minor mutation adds 2D6 to a characteristic or converts to armor/MOV points. Major mutation allocates 4D6 points across characteristics (except POW), but is not concealable.
82–86	Structural Weakness*	Causes skeletal abnormalities, affecting movement or proportion. Minor mutation reduces a characteristic by 2D6 or MOV, major reduces multiple characteristics by 4D6. Major mutation is conspicuous and may complicate clothing/equipment fitting.
87–89	Venom	Produces venom for defense or attack, delivered through various means. Minor mutation has a potency of 2D6, major increases to 4D6. Effect varies (paralysis, sleep, etc.) and requires resistance rolls. Ranged attacks use CON meters for range.
90	Wings	Grants functional wings for flight. Minor mutation allows flying at MOV meters per round, major doubles the speed. Carrying capacity depends on STR. Flight skill starts at DEX×2 (minor) or DEX×4 (major).
91–00	Gamemaster or Player Choice	Pick or roll again.

PSYCHIC ABILITIES

Each ability costs a minimum of 1 power point to use, with additional power points spent for longer duration or enhanced effect. Range is usually a multiple of POW. See pages 70–78 of *Chapter 4: Powers* for psychic abilities details.

Astral Projection (p72) *POW*×10 kilometers; 1 full turn per power point spent; 1 to activate, 1 per full turn to keep active. Enables psychic to travel in an invisible, intangible form, interacting with other astral beings but unable to affect the physical world. Can engage in psychic combat and enter astral space, where other supernatural entities may exist. The psychic's physical body remains comatose during projection. Moves at normal MOV rate, or instantly to known locations.

Aura Detection (p72) *POW* in meters; 1 combat round per power point spent; 1 to activate, 1 per combat round to keep active. Allows seeing and interpreting the aura of living beings, revealing health, moral alignment, power level, and supernatural influences. Can be used actively to perceive auras and gain insights into a being's condition and intent. Remains active as long as desired, providing a +20% bonus to Perception checks against living beings.

Clairvoyance (p72) *POW*×10 kilometers; 1 full turn per power point spent; 1 to activate, 1 per full turn to keep active. Allows psychic to project awareness to a different location, experiencing it as if present. Limited to current information and cannot interact with the environment. Can use certain psychic abilities remotely. Requires familiarity with the location for more effective use.

Cryokinesis (p72) *POW* in meters; *Instantaneous* or 1 full turn; 3 power points per 1D6 in damage or per 3 points of SIZ. Allows the generation of intense cold around a target, causing damage doing 1D6 points of damage per 3 power points. Environmental effects are also applied. Can freeze liquids, make objects brittle, and affect a target's SIZ. The damage inflicted is determined by a resistance roll against the target's CON and is influenced by environmental protection, such as winter wear.

Danger Sense (p72) *POW* in meters; *Instantaneous* or 1 combat round; 0 power points if passive, 1 power point to activate, 1 per combat round to keep active. The psychic can sense immediate threats in their vicinity, like ambushes or traps. Operates actively with a power point cost or passively, albeit with a higher difficulty level. Provides insights into the nature and direction of threats. Rolls are secret; special successes reveal threat direction, critical successes provide detailed insight. Active or passive use, with passive mode being more difficult.

Dead Calm (p73) *Self; Instantaneous; 1 power point or more if used to delay sanity point loss.* Used reflexively to provide mental stability against shock or psychic attacks. Can delay the effects of sanity loss, allowing the psychic to act normally for a period determined by their POW. At the end of this time, the sanity effects are suffered in full.

Divination (p74) *Self; 10 hours to perform (–1 hour per additional power point spent), actual vision is instantaneous; 10 power points (+1 per hour of preparation reduced).* Communes with higher forces for insights or future events. Requires extensive preparation, though the expenditure of power points can reduce this preparation time. Results range from misleading to clear and detailed, depending on the success of the roll. Ritual preparations may enhance the ability's effectiveness.

Eidetic Memory (p74) *Self; Instantaneous; 1 power point or more.* Recalls detailed information from past experiences. The range of recall extends up to their POW in years, with additional power points extending this further. The memory is accurate and can be used to assist in making informed decisions based on past events. Enables related skill attempts as if present in the past.

Emotion Control (p74) *POW*×10 meters; 1 full turn per power point spent; 1 power point per 3 INT to activate, 1 per full turn to keep active. Allows the psychic to manipulate emotions in others, costing 1/3 of the target's INT (rounded up) in power points. Effective against sentient beings, the psychic must overcome the target's power points in a resistance roll. Can sustain specific emotions, with special/critical successes enhancing effects. Controlled emotions don't force actions but influence behavior. Targets can attempt to break free each turn.

Empathy (p75) *POW* in meters; *Instantaneous; 1 power point.* The psychic can read a target's current emotional state by overcoming their POW in a resistance roll. Success reveals the dominant emotion, with higher success levels uncovering its cause or the target's intended response. Fumbles result in misleading information. Targets may realize their emotions have been read. Mind Shield works against it.

Intuition (p75) 100 meters per power point spent; 1 full turn per power point spent; 1 to activate. This power guides the psychic to find specific items or information, like traps or hidden doors. Range extendable by 100 meters per extra power point. It can be used actively or passively for hints in adventures without power point expenditure.

Levitation (p75) *POW* in meters; 1 full turn per power point spent; 1 power point per 3 SIZ points. Allows lifting of 3 SIZ points per power point spent, for either the psychic or another being. Offers easy control of movement and speed, and can be used to cross obstacles or avoid hazardous terrain. Unwilling targets can resist, and the ability ends if the psychic is mentally or physically attacked. Dropping is gradual, avoiding damage.

Mind Blast (p75) *POW* in meters; *Until target recovers; 1 power point per 3 POW affected.* A mental attack that stuns the target. Costs 1/3 of the target's POW in power points post-resistance roll. Success stuns for 1D6 rounds; special success causes unconsciousness for 1D6 turns; critical success knocks out for hours. Targets are aware of the attack.

Mind Control (p75) *POW* in meters; 1 full turn per power point spent; 1 power point per 3 points of target's POW (round up) +1 point per additional combat round. Dominates the actions and speech of a being, requiring a power point vs. power point roll against the target. Costs 1 power point per 3 of the target's POW. Control is complete, controlled beings can resist once per round and recognize that they were controlled upon breaking free. Psychic must concentrate to maintain control.

Mind Shield (p76) *Self; 1 full turn per power point spent; 1 power point or more to activate.* Used to resist psychic attacks or influences, acting as a resistance roll using power points spent. Can be activated prior to or

as a reaction to attacks. Protects against passive psychic abilities like Empathy and enhances POW for resistance rolls against non-psychic influences.

Precognition (p76) *Self; Instantaneous; 1 power point to activate plus 1 power point per time step (see p76).* Provides glimpses into the future, with the clarity and accuracy dependent on the success of the roll. Power point cost is based on time step. Active use provides detailed insight into the future; passive use offers glimpses without cost. Results vary from misleading to crystal-clear visions.

Psychometry (p76) *Self; Instantaneous; 1 power point per SIZ point of object, plus 1 point per time step (see p76).* Allows reading the emotional history of inanimate objects or places. For objects, cost is power points equal to the item's SIZ plus additional points depending on when it was last used. Reveals information about past users or events associated with the object with successful Idea roll. Can also detect special activation codes for devices. Passive use is possible without expending power points.

Pyrokinesis (p77) *POW* in meters; *Instantaneous, or 1 combat round; 3 power points per 1D6 damage or 3 SIZ points.* The psychic can create and manipulate fire and create intense heat, affecting an area or igniting objects based on power points spent. Can cause damage to living beings, inflicting 1D6 damage per 3 power points. Offers versatile applications from combat to utility, like melting objects or providing heat and light.

Sensitivity (p77) *Self; Instantaneous; 1 power point; 1 power point per 3 SIZ each combat round.* Detects supernatural or spiritual aspects in objects, areas, or nearby beings. Reveals whether influences are positive or negative and can identify the source within close proximity. Also senses the use of other psychic abilities in the area. Identifies objects within a range based on POW. Can be used passively by the GM without cost but can derail mysteries.

Telekinesis (p78) *POW* in meters; 1 combat round; 1 power point per 3 SIZ each combat round. Lifts and moves objects with the mind, affecting 3 SIZ points per power point. Can lift, move, or throw objects within range. Requires concentration, especially when under duress. Can be used for a variety of purposes, from manipulating objects to creating barriers or using items as weapons. Can throw objects or use them defensively. Requires POW vs. SIZ resistance for unwilling targets. Cannot lift the psychic themselves.

Telepathy (p78) 10×*POW* in kilometers; 1 combat round per power point spent; 1 power point to activate or 1 power point per 3 POW. Reads and communicates with minds, requiring a successful roll and a POW vs. POW resistance roll. Costs 1 power point per 3 of target's POW. Can communicate, share memories, read thoughts, or implant false memories. Can connect with multiple targets simultaneously with additional effort. Maintains connection with additional power points.



SORCERY SPELLS



Following are the sorcery spells are categorized by types. Each spell is listed, followed by range and points. Duration is usually a sorcerer's POW in combat rounds. See pages 78–90 of *Chapter 4: Powers*.

Augmentation Spells

Cloak of Night (p83) *Touch, Sight, etc.; 1–4 points.* Each level increases target's Hide skill by +20%, cumulative, for the duration.

Leap (p85) *Touch; 1–4 points.* Each level increases target's Jump skill by +20%, cumulative, for the duration, enhancing jump distance by +1 meter per level.

Sureness (p88) *Touch; 1–4 points.* Each level increases target's Stealth skill by +20%, cumulatively, for the spell's duration.

Characteristic Spells

Bolster the Soul (p82) *Touch; 1–3 points.* Temporarily increases target's POW by +3 per spell level, aiding in POW-based rolls. Level 3 can make the increase permanent at the cost of other characteristics.

Inhuman Plasticity (p85) *Touch; 1–3 points.* Alters target's SIZ by +3 per level, impacting damage modifier and hit points. Permanent change possible with a roll of 00.

Lightning Speed (p85) *Touch; 1–3 points.* Boosts target's MOV by +1 per spell level. Permanent increase possible with a roll of 00.

Relentless Vitality (p86) *Touch; 1–3 points.* Temporarily increases target's CON by +3 per level, enhancing hit points and resistance to poisons. Can prevent death but not unconsciousness at 0 or negative hit points.

Suppleness of the Serpent (p87) *Touch; 1–3 points.* Increases target's DEX by +3 per level, boosting Dodge skill. Chance of permanent increase on a roll of 00.

Titan's Strength (p88) *Touch; 1–3 points.* Temporarily raises target's STR by +3 per level, enhancing damage modifier and Effort roll. Roll of 00 can make the effect permanent at the cost of other characteristics.

Unearthly Beauty (p88) *Touch; 1–3 points.* Temporarily enhances target's CHA by +3 per level, impacting Charm roll and distinctive features. Roll of 00 can make the effect permanent at the cost of other characteristics.

Wisdom of the Sage (p89) *Touch, Sight, etc.; 1–3 points.* Temporarily increases target's INT by +3 per level, affecting characteristic rolls and attributes. Roll of 00 can make the effect permanent at the cost of other characteristics.

Combat Spells

Hammer of the Gods (p84) *Touch; 1–4 points.* Enhances a blunt weapon's damage by +1 per spell level. Not applicable to edged or pointed weapons unless used bluntly.

Hell's Razor (p84) *Touch; 1–4 points.* Enhances a slashing weapon's damage by +1 per spell level. Only effective on edged weapons.

Sorcery's Sharp Flame (p86) *Touch; 1–4 points.* Enhances impaling weapon damage by +1 per level. Ignites flammable targets on maximum damage. Ineffective on non-impaling weapons.

Sorcerous Armor (p87) *Touch; 1–4 points.* Provides magical armor points added to target's total armor value, acting as regular armor in all respects.

Enchantment Spells

Make Fast (p85) *Touch; 1 point.* Binds a small item to another object, making them inseparable unless one is destroyed. Ineffective on organic or magical items.

Make Whole (p85) *Touch; 3 points.* Repairs a broken item up to SIZ 50, composed of similar materials. Lasts 1D6 hours, with a chance of permanent repair. Ineffective on living tissue, magical creatures, or enchanted items.

Midnight (p85) *Sight; 1 point.* Creates a cloud of complete darkness over a small area, negating normal vision. The caster can move the cloud, and Undo Sorcery 1 can remove it.

Moonrise (p85) *Touch; 1 point.* Generates a floating, glowing ball of light, bright enough to illuminate a room. The caster can move the light, and Undo Sorcery 1 cancels the spell.

Elemental Spells

Bounty of the Sea (p82) *Sight; 4 points.* Fills room with water, requires Luck roll away from water, can summon water elementals, countered by Undo Sorcery or Gift of the Earth.

Fires of the Sun (p84) *Sight; 4 points.* Summons fireball, burns without fuel, ignites objects, vital for fire elemental summoning, countered by Wings of the Sky or Undo Sorcery.

Gift of the Earth (p84) *Sight; 4 points.* Summons earth, essential for earth elemental summoning, countered by Undo Sorcery or Bounty of the Sea with Luck roll in unnatural settings.

Wings of the Sky (p89) *Sight; 4 points.* Creates strong wind in a small area, knocks over people, necessary for air

elemental summoning, negated by Fires of the Sun in the same area.

Manipulative Spells

Curse of Sorcery (p83) *Touch; 4 points.* Imbues a body part with a demonic appearance, possibly lowering CHA; purely cosmetic, dissipates upon caster's death or duration completion.

Fury (p84) *Touch; 1 point.* Induces berserk rage, boosting combat aggression but lowering defense. Grants an extra attack per round ignoring major wound unconsciousness, fighting until death.

Inescapable Bonds (p84) *Touch; 3 points.* Conjures invisible chains to bind living beings, who can attempt to break free each round. Ineffective on undead, robots, or vehicles. Cancellable by Undo Sorcery.

Liken Shape (p85) *Touch; 4 point.* Take on the appearance and physical attacks of another human or natural creature while retaining original size and characteristics. Cannot duplicate non-physical or magical abilities.

Muddle (p85) *Sight; 1 point.* Disorients target, preventing spellcasting and coordinated actions. Requires resistance roll. Target can attempt to break free each round.

Pox (p86) *Sight; 1 point.* Attacks target's power points, causing a loss of 1D6 points if successful. A target reduced to 0 power points becomes unconscious.

Occult Spells

Brazier of Power (p82) *Touch; 4 points.* Create a power point reservoir in a chosen focus, attune with 1 POW and sacrificing 4 POW, store up to adjusted POW, only creator can use them.

Chain of Being (p82) *Touch, Sight, etc.; 4 points.* Links up to eight individuals to pool power points for summoning or casting powerful spells. Participants must maintain physical contact during the spell's use.

Undo Sorcery (p88) *Touch; 1–4 points.* Negates one level of another spell for each level of Undo Sorcery cast. If levels are lower than the target spell, it weakens but does not fully remove the spell.

Ward (p89) *Touch, Sight, etc.; 3 points.* Defines a protective boundary, alerting caster when an enemy crosses it. Requires no maintenance and can last until triggered. Detectable by spells like Witch Sight.

Summoning Spells

Summon Demon (p87) *Self, Sight; 1 point.* Summon or bind demons in 1D8 hours, costs 9 power points, with extra POW for binding, obeying the summoner.

Summon Elemental (p87) *Self; 1 point.* Contact elemental planes, taking 1D8 rounds, and summon elementals for single tasks; binding may provoke other elementals.

Utility Spells

Bird's Vision (p82) *Sight; 1 point.* Control and see through a bird's vision within eyesight. If the bird moves out of sight, the spell continues for its duration.

Breath of Life (p82) *Touch; 1 point.* Enables normal breathing and speaking underwater or in similar mediums.

Farsight (p84) *Sight; 1 point.* Allows caster to see objects as if they are twice as close, with additional castings further doubling the effect.

Heal (p84) *Touch; 2 points.* Instantly heals 1D3 hit points, up to the target's maximum. Can be used once per wound.

Keen Ear (p85) *Sight; 1 point.* Allows whispered communication between two parties in line of sight. Conversations are private. Effective for distant or covert communication.

Refutation (p86) *Self; 1–4 points.* Defends against Undo Sorcery. Success in a resistance roll against Undo Sorcery negates its effects, otherwise Refutation fails and power points are lost.

Talons of the Beast (p88) *Touch; 1–4 points.* Increase damage of melee weapons or Brawl/Grapple by +1 per level, without affecting damage modifier. Applies to one target or weapon only.

Unbreakable Bulwark (p88) *Touch; 1–4 points.* Enhance a shield's armor protection by +1 per level. Can be applied to shields or improvised shields, but only on one item per casting.

Vermin's Vision (p88) *Touch, Sight, etc.; 1 point.* Control and share the vision of a rat or similar small vermin within sight. If the vermin is lost from view, the spell continues for its duration.

Witch Sight (p89) *Self; 100 meters of sight; 3 points.* Determines others' POW relative to self, detects invisibles within 100 meters, and aids in communication with bound beings and demon summoning.



SUPERPOWERS



Each superpower is listed by name followed by base range, duration, power point cost, along with a brief description of the superpower. See pages 90–108 of *Chapter 4: Powers* for complete superpowers details.

Absorption (p93) *Self; Always on; None.* Absorbs 1 point of specific energy damage, converting it to power points. Excess overflows, affecting the superhero if capacity is exceeded. Armor reduces damage before absorption.

Adaptation (p94) *Self; 1 full turn; 1 point/SIZ to activate, then 1 point per full turn.* Each level grants survival in an extreme environment (e.g., underwater, vacuum), possibly protecting related gear, but not against attacks in these conditions.

Alternate Form (p95) *Self; Instantaneous; None.* Each level grants an alternate body for quick transformations with unique powers, characteristics, or consciousness, maintaining separate experiences from the original form.

Armor (p96) *Self; Always on, or 10 rounds; None, or 1 point per level per 10 rounds;* Each level provides 1 point of continuous armor against specified attack types (e.g., 'Armor (Kinetic)').

Barrier (p96) *15 meters; 15 minutes; 3 points per level;* Forms a barrier with dimensions increasing by 1 meter per level, shape and size flexible. Barriers have 30 hit points per meter thickness, dissolve when power ends.

Defense (p96) *Self; Always on; None;* Reduces the chance of attacks hitting the character by -5% per level. Stacks with other defensive factors. Limited to character's DEX+POW total.

Density Control (p96) *Self; Variable; 1 point per level per round;* Adjusts density by ±1 SIZ per level. Increased density boosts damage modifier and hit points but reduces movement. Decreased density lowers SIZ, aiding in stealth and reducing fall damage.

Diminish/Enhance Characteristic (p96) *Touch; 10 combat rounds; 1 point per level;* Alters a characteristic by 1D6 per level. Requires overcoming target's resistance. Effects are temporary except for hit points. Reduced to 0, a characteristic renders the target incapacitated.

Drain (p97) *Touch; 1 combat round; 1 point per level per round;* Transfers 1D6 points per level each round from the target to the user, requiring physical contact and a resistance roll.

Energy Control (p98) *15 meters, or Touch (when attacking); 1 round; 1 point per level each round to activate, 1 point per round to keep active;* Manipulates a specific type of energy, creating or altering it. Each level equals 1 point in

a resistance roll. Can be used for various effects based on the energy type, like creating barriers, causing damage, or controlling environmental factors.

Energy Projection (p99) *15 meters; Instantaneous; 1 point per level;* Allows projection of energy beams like Cold, Darkness, Electric, etc., inflicting 1D6 damage per level. 15 meter range, +15 meters per level. Specific energy types have unique effects.

Extra Energy (p100) *Self; Always on; None;* Provides +10 additional power points per level, fueling superpowers. Energy can be internal or stored in an external battery. Internal energy fuels personal powers, external batteries power items. Energy regenerates as per normal power points.

Extra Hit Points (p100) *Self; Always on; None;* Provides extra hit points beyond CON and SIZ, up to initial CON level, unless GM permits otherwise. Boosts total hit points, major wound threshold, and heals normally. In hit locations, total hit points dictate points per location.

Flight (p100) *Self; Varies; 1pt per 3 SIZ points to activate, then 1 per turn to maintain;* Allows flight with Fly skill at 3 SIZ per level, up to 500 meters per round. Carrying capacity based on STR and extra Flight levels. Sustained by power points matching character's SIZ.

Force Field (p101) *Self to 15 meters; Varies; 1 point/round, plus 1 point per point of damage absorbed;* Grants flight at 3 SIZ per level using Fly skill, with carrying capacity based on STR and extra Flight levels. Power points maintain flight for rounds or extended non-combat periods, matching character's SIZ levels.

Intangibility (p101) *Self; Varies; 1 per point of SIZ/level, then 1 point per round;* Allows movement through matter at 10 cm per level per round, with air-walking at walking speed. Intangible to kinetic/thermal forces but vulnerable to others. Costs 1 power point per round.

Invisibility (p101) *15 meters; 1 round; 1 point per point of SIZ to activate, then 1 point per round;* Renders 1 SIZ of character or object invisible per level. Requires concentration; disrupted by fighting or intense activity. Invisible targets are harder to hit and parry against.

Leap (p101) *2 meters per level; Instantaneous; None;* Boosts Jump skill by adding 2 meters horizontally or 1 meter vertically per level. No roll needed for normal movement, successful Jump

roll is required for precision landing when used in combat for extra damage.

Protection (p102) *Self or touch; 1 round; 1 point per level per round;* Reduces effectiveness of specific energy type attacks (e.g., Protection (Kinetic)) by 1 level per Protection level. Can have different Protection types at varying levels. Reduces applicable superpower levels, potentially to zero.

Regeneration (p102) *Self; Always on; 1pt per hit point healed per round;* Heals 1 hit point per level each round automatically if power points remain. Cannot revive from death but heals major wounds after hit points are restored. Levels limited to half of character's CON.

Resistance (p102) *Self or touch; Always on, or 1 full turn (5 minutes); 1 point per level used if turn-based, none if permanent;* Enhances resistance to specific energy types, augmenting characteristics in resistance rolls or providing resistance value. Success negates energy impact, failure has no effect. Can expand to resist entire power sets.

Sidekick (p103) *Not applicable; Always on; None;* A secondary character with skills and powers similar to your main character. Loyal but can have differing opinions and may occasionally rebel. Can gain experience and improve.

Size Change (p103) *Self; Varies; 1 point per level to activate, no cost to keep active;* Allows changing size by ±1 SIZ per level. Growing increases hit points and damage modifier but makes you easier to hit. Shrinking reduces hit points and damage modifier, makes hiding easier, and can render you nearly undetectable.

Snare Projection (p103) *15 meters; Until destroyed or 10 rounds; 1 point per use;* Creates a trapping force with a strength equal to the power's level. Target must resist with STR or be entangled. Range can be increased by 15 meters per level. May require skill checks to direct accurately.

Stretching (p104) *Self; Varies; None;* Each level allows stretching by 1 meter in any direction, with extreme levels allowing gliding or mimicking objects. Stretching decreases STR per meter extended and deactivates during unconsciousness, sleep, or power loss.

Super Characteristic (p104) *Self; Always on; None;* Boosts a chosen characteristic by +1 per level. Affects related rolls and abilities like hit points, power points, and damage modifier. Increased INT/EDU grants more skill points.

Super Movement (p104) *Self; Varies; 1 round;* Enables unconventional or physics-defying movement at normal MOV rate. Carrying capacity depends on STR.

Super Sense (p105) *Varies; Always on; None;* Enhances a principal sense. Types include Dark Vision, Microscopic Vision, Night Vision, Sonar Detection, Super Hearing, Super Smell/Taste, Super Touch, Super Vision, Thermal Vision, and Ultrasonic Hearing. Each type offers unique sensory enhancements.

Super Skill (p106) *Self; Always on; None;* Boosts a single skill rating by +20%/level, enhancing the likelihood of special and critical successes. The bonus applies above normal skill points and can increase with experience.

Super Speed (p106) *Self; Varies; 1 point per level used per combat round;* Increases movement rate to 10xMOV/level, allowing full movement and a combat action in one round. Additional levels add more actions or movement. Defense improves by -10%/level against attacks, except against higher-level Super Speed users.

Teleport (p106) *1,000 meters; Instantaneous; 1 point per level;* Enables instant teleportation of 1 SIZ/level to any location within range, for self or others, with or without items. Unwilling subjects need a resistance roll; fumbles may cause dangerous fusion with objects. Can be used offensively to teleport objects into beings or other objects.

Transfer (p107) *Touch; 1 round; None;* Shifts internal resources (hit points, power points, fatigue points, sanity points) to another through physical contact. Higher levels transfer more points, limited by target's capacity.

Unarmed Combat (p107) *Self; Always on, or 5 rounds; None;* Enhances hand-to-hand combat abilities. Adds +2 damage/level to Brawl or Grapple attacks, acts as additional armor for parrying, reduces attackers' hit chances by -5%/level, and increases own Brawl or Grapple skills by +5%/level. Can neutralize similar powers in opponents through a resistance roll.

Weather Control (p107) *15 meters per level; 1 round; 3 points per level to activate, 1 point/round to maintain;* Controls weather in a 15-meter range per level, affecting temperature, wind, clouds, and precipitation. No direct damage-causing effects. Weather normalizes after power ends.



COMBAT SUMMARY



COMBAT ROUND SUMMARY (p123-126)

Statements (p123)

Participants declare their actions, ordered by DEX rank (highest first). Defensive actions need not be announced unless opting for full defense. Gamemaster may reveal nonplayer characters' actions if physical or impactful. Actions can be delayed, but if delayed past DEX rank 1, the character takes no action except defensive.

Powers (p123)

Instantaneous powers activate in this phase by INT rank (highest to lowest). Non-instantaneous powers activate in the next round. One power per round can be used, counting as the character's action; they can't attack but can move, dodge, or parry. Power points are spent on the INT rank used.

Action (p124)

Characters are either engaged (within attack/defense range) or unengaged (outside hand-to-hand combat range). Actions follow DEX ranks and are ordered by weapon type: missile, long, medium, short/unarmed. Multiple actions are spaced by 5 DEX ranks; actions below DEX rank 1 are lost.

Resolution (p126)

For attacks, parries, or dodges, roll percentile dice and compare to a character's weapon or shield skill. Attacks can provoke a dodge or parry, rolled similarly. Success or failure is determined by comparing rolls to the **Attack & Defense Matrix**, revealing the combined outcome for attacker and defender.

COMBAT ACTION SUMMARY (p123-126)

In combat, characters are either engaged (in close range ready to attack or defend) or unengaged (acting from afar or passively in range). Actions—attacks, parries, dodges—happen on a character's DEX rank, with priority given based on weapon type. Multiple actions are spaced by 5 DEX ranks, with no actions below DEX rank 1.

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

- ▷ **Move:** Characters can move 30 meters if only defending, with reduced DEX rank: 1/2 at 6-15 meters, 1/4 at 16-29 meters. Movement penalties stack with action penalties, applied first.
- ▷ **Attack:** Characters can attack on DEX rank (INT if using a Power) and move up to 5 meters with no penalty, using their full skill rating unless modified by additional actions. If a weapon allows for multiple attacks, each successive attack is 5 DEX ranks lower than the previous attack.
- ▷ **Noncombat Action:** Unengaged characters can use a skill, draw a weapon, or open a door, with each action reducing their DEX rank by 5. Multiple actions or combat actions increase penalties.
- ▷ **Engage:** An unengaged character can move up to 5 meters and make an attack and/or defensive action without penalty, engaging in combat.
- ▷ **Disengage:** Declaring disengagement, a character can only dodge or parry. If successful in all dodges or parries, they move away at full rate and have successfully disengaged from combat. If any of these rolls fail, a character is still engaged in combat.

COMBAT RESOLUTION SUMMARY (p123-126)

To attack, parry, or dodge, roll percentile dice and compare the result to the skill being used. Attacks may provoke a dodge or parry, rolled in the same fashion. The is compared to the Attack and Defense Matrix to see the result of the combined actions of the attacker and defender.

Levels of Success and Failure

In combat, it's vital to assess not just success or failure, but also the extent of success or failure in attacks and parries.

Critical Success

A D100 result at 1/20 skill rating. Critical attacks do maximum possible damage for the weapon plus the normal damage modifier. Ignores armor unless countered by a critical parry. A critical parry can damage an attacking weapon. The gamemasters can allow the use of a special success (below) upon a target in place of a critical success.

Special Success

A D100 result at 1/5 skill rating. Special attacks mean that the weapon does normal damage in addition to a special result based on the weapon's type. A special parry can damage an attacking weapon.

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

- ▷ **Parry:** Parrying in combat involves using a weapon, shield, or body to block attacks, rolling against combat skill in reaction to hits. Success usually negates damage. Parrying missiles requires a shield. Successive parries receive a cumulative -30% skill penalty. Some attacks can't be parried.
- ▷ **Dodge:** Some weapons and attacks cannot be parried and must instead be dodged. Dodges can be attempted against all melee attacks or thrown weapons. Successive dodges take a -30% cumulative penalty. dodging bullets or similar projectiles is typically not possible, with some exceptions.
- ▷ **Fight Defensively:** A 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.
- ▷ **Speak:** Talking is free, but prolonged conversations or speeches during combat may be restricted by the gamemaster depending on the setting.
- ▷ **Parries and Dodges:** Parries and dodges cannot be combined in a round unless a character is in a completely defensive state. Apply a -30% modifiers for successive defensive actions include both parries and dodges.

Success

A D100 result at or less than the skill rating but higher than the result needed for a special or critical. If not parried or dodged damage is rolled normally, with no damage done to either attacking or parrying weapon.

Failure

A D100 result greater than the 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.

Fumble

A fumble occurs when a roll lands in the highest 1/20th range of the chance of failure, often leading to significant mishaps and potentially triggering a roll on the fumble table. Weapons may also have a malfunction chance, such as jamming, indicated by a high roll result. It's possible to experience both a fumble and a weapon malfunction simultaneously, have only a weapon malfunction, or just a fumble. If a fumble results in an unintended target being attacked and a malfunction simultaneously causes a jam, the unintended attack occurs before the weapon jams.



ATTACK & DEFENSE MATRIX (p127)

Attack	Parry/Dodge	Result
Critical	Critical	Defender parries or dodges damage, no other result.
Critical	Special	Attack partially deflected or dodged and achieves a success. Attacker strikes defender and rolls damage normally. Defender's armor value subtracted from damage. Parrying weapon or shield takes 2 points of damage.*
Critical	Success	Attack marginally deflected and achieves a special success. Attack does maximum damage plus normal damage modifier and appropriate special result. Defender's armor value subtracted from damage. Parrying weapon or shield takes 4 points of damage.*
Critical	Failure	Attack achieves a critical success (may choose a special success instead). Attack does maximum damage plus normal damage modifier. Defender's armor value is bypassed.
Critical	Fumble	Attack achieves a critical success (may choose a special success instead). Attack does maximum damage plus normal damage modifier. Defender's armor value does not apply. Defender rolls on the appropriate fumble table.
Special	Critical	Defender parries or dodges attack; no other result. If attack is parried, attacking weapon takes 1 point of damage.*
Special	Special	Defender parries or dodges attack, no other result.
Special	Success	Attack partially parried or dodged and achieves a normal success. Defender's armor value subtracted from damage. Parrying weapon or shield takes 2 points of damage.*
Special	Failure	Attack achieves a special success. Attack does special damage plus normal damage modifier and appropriate special result. Defender's armor value subtracted from damage.
Special	Fumble	Attack achieves a special success. Attack does special damage plus normal damage modifier and appropriate special result. Defender's armor value subtracted from damage. Defender rolls on the appropriate fumble table.
Success	Critical	Defender blocks or dodges damage; no other result. If parried in melee combat, attacker's weapon takes 2 points of damage.*
Success	Special	Defender blocks or dodges damage; If parried in melee combat, attacker's weapon takes 1 point of damage.*
Success	Success	Defender blocks or dodges damage, no other result.
Success	Failure	Attack strikes defender and rolls damage normally. Defender's armor value subtracted from damage.
Success	Fumble	Attack strikes defender and rolls damage normally. Defender's armor value subtracted from damage. Defender rolls on 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 (armor 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.

SPECIAL DAMAGE SUMMARY (p128-130)

Bleeding: Deep cuts into arteries or organs by sharp weapons.

- ▷ **Damage:** 1 hit point and 1 fatigue point loss per round; armor ineffective.
- ▷ **Staunching:** Apply pressure each round; Stamina roll stops bleeding.
- ▷ **First Aid:** Successful roll stops bleeding permanently; failure continues until medical treatment or death.
- ▷ **Self-Healing:** Five rounds of stable inactivity halt bleeding.

Crushing: Blunt trauma from clubs, unarmed strikes, blunt weapons.

- ▷ **Damage:** Double damage modifier; negative becomes zero, none becomes +1D4. Successful Stamina roll or be stunned 1D3 rounds.
- ▷ **Stunned Targets:** Cannot attack, only dodge/parry with successful Idea rolls; attacks against targets are *Easy*.
- ▷ **Parrying:** May break defending item; excess damage after item hit points goes to defender, reduced by armor. Item absorbs damage; breaks if exceeded.

Entangling: Pinning or ensnaring with flexible weapons, nets, ropes.

- ▷ **Movement Restriction:** Limits movement and attacks per gamemaster.
- ▷ **Combat Maneuvers:** Attacker can immobilize or disarm.
- ▷ **Escape:** Agility or STR vs. STR roll, or attack with edged weapon.
- ▷ **Negation:** Successful Dodge/Grapple next round, or critical parry negates entanglement.

Impaling: Piercing wounds from firearms, arrows, pointed weapons.

- ▷ **Damage:** Doubles weapon's dice; modifiers added normally.
- ▷ **Weapon Removal:** Attacker can attempt immediate or later removal, increasing target's vulnerability.
- ▷ **Healing:** Large weapons prevent healing, movement worsens condition; tiny items like arrowheads may remain.
- ▷ **Target Removal:** Requires STR vs. damage Resistance roll; failure causes extra damage and consumes a round.

Knockback: Unbalancing attacks from unarmed throws, shield attacks.

- ▷ **Damage:** Failed resistance = knockback 1 meter per 5 damage points.
- ▷ **Effect:** Special success causes knockback, resistance roll against SIZ.
- ▷ **Impact:** Hitting obstacles causes damage; Agility roll to avoid falling prone.
- ▷ **Stagger:** If target resists and is larger in SIZ, attacker may stagger back.

DAMAGE MODIFIER (p20)

STR+SIZ	Damage Modifier	STR+SIZ	Damage Modifier
2-12	-1D6	89-104	+5D6
13-16	-1D4	105-120	+6D6
17-24	None	121-136	+7D6
25-32	+1D4	137-152	+8D6
33-40	+1D6	152-168	+9D6
41-56	+2D6	169-184	+10D6
57-72	+2D6	185-200	+11D6
73-88	+4D6	Each +16	Additional +1D6

HIT LOCATION (OPTION)



On a successful attack roll a D20 to determine the hit location on the table below. For non-humanoids, the gamemaster indicates the correct table in *Chapter 11: Creatures*.

HIT LOCATIONS (p126)

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
9-11	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



MAJOR WOUND TABLE (p135)

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 was 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.
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 a 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.



MELEE WEAPON ATTACK FUMBLES (p128)

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 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 rolled again).
00	Blow it badly; roll three times on this table (cumulative if rolled again).

MELEE WEAPON PARRY FUMBLES (p128)

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 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 on this table (cumulative if rolled again).
00	Blow it badly; roll three times on this table (cumulative if rolled again).

MISSILE WEAPON ATTACK FUMBLES (p128)

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 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 (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 on this table (cumulative if rolled again).
00	Blow it badly; roll three times on this table (cumulative if rolled again).

NATURAL WEAPON ATTACK AND PARRY FUMBLES (p128)

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 (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 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 limb if hit locations are being used).
99	Blow it; roll twice more on this table (cumulative if rolled again).
00	Blow it badly; roll three times on this table (cumulative rolled again).

**SPOT RULES SUMMARY (p139-156)**

Acid (p140): Acid exposure causes damage: weak acids 1D3–1 per round, strong acids 1D4 per round, very strong acids 1D6+1 per round. Armor halves damage for 1D3 rounds but can be destroyed by very strong acids in 1D6 rounds.

Aerial Combat (p140): Flying characters can attack if they pass a Fly skill roll. Combat skills are limited to Fly skill level. Stunts and environmental conditions apply penalties to Fly skill. Fumbles in flight prevent attack and may cause crashes.

Aimed Attacks (p140): Two methods: taking more time (adds 1/10 skill rating for every 5 DEX ranks delay, max bonus for first shot only) and targeting specific areas (*Difficult*, offset by delay). Interruptions may nullify aim.

Ambushes (p140): Successful Stealth rolls allow surprise attacks. Attackers with missile weapons get free *Easy* attacks in the first round. If unseen targets cannot dodge/parry. Hand-to-hand attacks are *Easy* with *Difficult* parry/dodge if targets fail Listen, Sense, or Spot rolls (*Easy* perception if attackers fail Stealth roll). If target is aware all rolls are normal.

Area Attacks (p140): Area attacks automatically hit everyone within range unless they successfully dodge or use Agility to halve damage. Cover or shelter may further reduce damage. Armor works normally against these attacks. May cause knockback.

Armor Damaged (p141): Acid, fire, or other attacks can damage armor, halving its value. Further damage before repair destroys it. Repair costs half-again the original price, but fully damaged armor may be repaired at full cost but has –1 armor value.

Aura Attacks (p141): Calculate **aura total** from average of SIZ, POW, CHA. Takes full round and a successful aura attacks (POW vs. aura total) mesmerize targets for a round; failed resistance can demoralize them. Modifiers include Command, Previous Success, Experience, Passions, and Circumstances.

Autofire (p142): Autofire increases hit chances (+20% for bursts, +40% for continuous fire) and determines hits with a die roll corresponding to the number of shots. Multiple targets in a narrow field increase hit chances an additional +20%; spread targets require separate unmodified rolls.

Backstabs and Helpless Opponents (p142): First attack from behind during combat is an *Easy* attack. Targets make a *Difficult* Listen or Sense roll may attempt a *Difficult* Dodge or parry. Attacking helpless targets (unconscious, restrained) is also *Easy* with no defense possible.

Big and Little Targets (p142): Attack modifiers depend on relative size. Attacking a target over twice your size adds +20% to your skill. Attacking a target less than half your size reduces skill by –20%. Large inanimate objects are *Easy* targets if a roll is required; tiny ones are *Difficult*.

Both Sides Surprised (p142): In mutual surprise scenarios, opposing parties make opposed Spot or Listen rolls to determine awareness. In a tie, parties make an Idea rolls to determine which party goes first. If both succeed use DEX ranks for timing.

Broken Weapons (p142): Broken weapons do half damage and attacks or parries with them are *Difficult*. They may still be usable if they resemble a similar weapon (e.g., a broken sword used as a dagger).

Chases (p142): Chases are dynamic and creative, involving players and the gamemaster. Key elements: starting positions, course complexity, skills (e.g., Drive, Fly, Pilot), combat, time limit, and resolution. Tracking includes range tracking with rolls. On foot, use CON vs.

CON or Agility; vehicles involve speed, maneuvers, and possible crashes. For full rules and tables, refer to page 142.

Choking, Drowning, and Asphyxiation (p145): In life-threatening situations like smoke, drowning, gas exposure, or choking, asphyxiation damage may occur. Roll CON×10 (*Easy* Stamina) for the first breath-holding round, decreasing each round to CON×5/4/3/2/1. Failure results in hit point damage based on the substance (e.g., water: 1D8; combat smoke: 1D4; dense smoke: 1D6; poison gas: 1D8 + corrosive effects), targeting the chest hit location if used. Some powers grant immunity. Deliberate choking costs CON×1 per round or deals 1D6 damage, possibly requiring a successful Dodge roll. sudden asphyxiation requires a Luck roll for breath-holding.

Close Combat (p145): Short weapons (SIZ 0–1.5) are at a disadvantage against longer weapons (SIZ 2+). Short weapon-users must close in to attack. Long weapon-users strike first unless in close combat, where their parries become *Difficult*. Long weapon-users may keep short-weapon-users at bay. Short weapon-users can kept at bay attempt to close with a Dodge or Parry roll.

Closing (p154): When closing with a longer weapon-user, the long weapon-user attacks first, regardless of DEX rank. Short weapon-users need to close in to attack, possibly requiring a successful Dodge roll. Once closed, normal DEX ranks apply for subsequent actions.

Cold, Exposure, Hunger, and Thirst (p146): Extreme weather, starvation, or dehydration requires gear. Without it, fatigue depletes faster (×2–4 per round). After three days without food or water, actions are *Difficult* and health worsens. Stamina roll needed to act after CON/2 days, failure causes 1 hit point damage. After CON days, all rolls are *Difficult*. Rest doesn't restore fatigue; negative fatigue affects hit points daily. Wounds heal slower, extreme starvation might reduce SIZ. Reaching 0 hit points leads to death. Adaptation powers can resist this.

Cover (p146): Partial cover makes attacks *Difficult*. Hits on cover are determined by comparing attack rolls to adjusted and normal skill ratings. Damage may penetrate cover to hit the target. Announce covered body parts when using hit locations.

Darkness (p146): Combat in darkness imposes penalties, see **Situational Modifiers (p114)**. Detecting opponents requires *Difficult* Sense or Listen rolls. Light sources or powers like Keen Sense can reduce darkness penalties.

Desperate Actions (p146): After all actions in a round are used, a desperate action on the last DEX rank is possible with a successful *Difficult* Agility roll. This action is always *Difficult* and leaves the character inactive next round. Fatigue point cost is doubled (if used).

Disarming (p146): To disarm an opponent, either Grapple and use a Grapple effect. Alternately announce intent to disarm and make a *Difficult* attack against the weapon to knock or twist it away. Damage is rolled against the weapon, and a resistance roll is made against the target's STR. Dodge negates a disarming attack, but parry does not.

Disease (p146): Exposure to a minor disease requires a Stamina roll to avoid contracting it. If contracted, it causes minor hit point and fatigue losses. Recovery checks start on the second day with a CON×2 roll, increasing each day. Failed rolls prolong the disease, strenuous conditions make it worse, and a Fumble reduces the roll to CON×1. Recovery is natural, but medical care helps. Major diseases can affect characteristics, with severity varying. They might reduce characteristics, and failed CON rolls during recovery worsen it. Reaching 0 in a characteristic results in permanent effects or death.

Disengaging (p147): Three ways to disengage: succeed in a knockback attack plus Dodge, fight back with dodges/parries and movement, or turn and run (defenseless against immediate attacks).

Drawing or Exchanging a Weapon (p147): Drawing a weapon takes 5 DEX ranks; dropping a weapon take 0 DEX ranks; swapping weapons takes 10. Characters with 101%+ skill can draw or sheathe at 0 DEX rank cost.

Enclosed Environments (p147): Restricted space limits combat. Weapons larger than SIZ/ENC 1.5 are *Difficult*, and those larger than SIZ/ENC 2.5+ might be *Impossible*. Attacks with weapons of SIZ/ENC 1 are *Difficult* in spaces with a radius of less than half a meter. No effect on SIZ 0 weapons.

Explosions (p147): Explosions deal shock and projectile damage. Size is two meters per D6 of total damage, exposed damage is –1D6 for every two meters away from the epicenter. Damage is general, not specific to a hit location (1D4 split among locations if used). Demolition skill can adjust explosive strength and radius by ±50%.

Extended Range (p148): Missile weapon attacks within base range use normal skill rating. At medium range (double base range), attacks are *Difficult*; at long range (four times base), skill chance is 1/5. Point-blank attacks are *Easy*. Small hand-propelled weapons can't hit beyond double base range.

Falling (p148): 1D6 per 3 meters. Small characters (SIZ 5 or less) take 1D6 less damage, while large characters (SIZ over 20) take +1D6 per 20 SIZ of fraction thereof. Falls damage 1D4 hit locations if used. A Jump roll can specify the landing point. Surface and obstacles may modify damage. Falling damage is rolled separately from landing on sharp objects. Successful Spot roll may allow dodging.

Fighting While Down (p148): Prone characters have *Difficult* attacks, parries, Dodges, and no damage modifier. Successful *Difficult* Dodge helps stand up and attack; an unmodified Dodge and Agility roll lets them stand without attacking. Attacks against prone characters are *Easy*. See also **Superior/Inferior Positions**.

Fire and Heat (p148): Fire or heat exposure inflicts damage, intensity-dependent: small flames (1 HP/round), torches (1D6), bonfires (1D6+2), intense fires (3D6). Armor and protective powers reduce fire damage for one round; adjustments for factors like contact duration or wetness. Conventional armor lasts 1D3 rounds, fire-retardant gear lasts longer, improvised methods offer limited protection. Open flames reduce non-metal armor by 1 point per round, metal items are destroyed, and firearms may discharge due to heat. Burns exceeding 1/4 total hit points may cause characteristic loss. Determines object destruction per round based on material and size.

Firing Into Combat (p149): Firing missiles into combat is –20% chance. Accidentally hitting allies is possible if the attack roll is between modified and unmodified skill ratings. The gamemaster randomly selects a target among potential targets through Luck rolls, and the attacker doesn't receive an experience check. Shooting into a group adds +5% per additional target to the skill rating.

Fortified Positions (p149): Attacks against characters in fortified positions (like behind walls) are *Difficult*. Crouching behind a defensive structure can make a character unable to be hit by small missile fire.

Improvised Parrying Weapons (p149): Missile weapons can be used to parry, but improvised parries are at half base skill or 20% (whichever is higher). They lose 1 hit point per successful parry. The **Attack & Defense Matrix** assumes damage to improvised parrying weapons suffer at least 1 point of damage.



SPOT RULES SUMMARY (CONT) (p139-156)

Improvised Weapons (p149): Improvised weapons can be used in combat. *Chapter 8: Equipment* suggests stats for various improvised weapons based on size.

Knockback (p149): A knockback attempt compares attack damage to the target's SIZ. Excess damage pushes them one meter per 5 points. An Agility roll is needed to stay upright. Riding/vehicle users add their mount/vehicle's SIZ for resistance. An attacker can strike from above; failure causes the target to fall prone, with additional falling damage for significant distances. Knockbacks can make targets prone.

Knockout Attacks (p149): Declare a knockout attempt at round start. Make a *Difficult* attack targeting a body part. Damage is rolled to determine knockout potential. Armor defends normally. If damage equals a major wound, the target takes 1 damage and is knocked out for 1D10+10 rounds. Special/critical successes have damage/armor effects, but other special effects like slashing damage and knockback don't apply.

Light Sources (p150): Light sources like candles, torches, and lanterns provide visibility for reading and using Search/Spot skills. Visibility range varies by light source type. If dropped make a luck roll for burning sources to stay lit. Dropping a flaming light source may cause fire hazards. Many powers can provide light.

Mass Combat (p150): If undetermined, mass combat is handled abstractly with opposed Strategy rolls, resistance rolls, or symbolic combat. The gamemaster typically predetermines the outcomes. Players may engage in smaller engagements or strategic decisions. Luck rolls each turn determine damage if immersed in combat.

Missile Fire While Moving (p150): Missile fire while moving is capped by Agility, Ride, or Drive skill. Firing direction affects difficulty: directly ahead is normal skill, sideways is *Difficult* (except for bows). Attacks behind are 1/5 skill and require Agility, Ride, or Drive rolls as appropriate.

Mounted Combat (p150): In mounted combat, a rider's combat skills is capped by Ride skill. Some weapons, like two-handed polearms and large shields, can't be used. Dodges are *Difficult*, and the mount's MOV is used for mobility. Riders have an advantage over ground targets. Knockback attacks or major wounds can dismount them. Falling causes 1D6 damage; getting stuck in the saddle leads to additional damage until escape. Charging attacks use the mount's damage modifier, and setting a weapon against a charge can fend off an attack. Attack hit locations may be limited by the attacker's position and weapon size.

Natural Weapons (p151): Include body parts like fists or creature features like claws, fangs. Natural weapons typically deal 1D6 with claws, 1D3 with bites/horns. Natural weapons can attack and parry like regular weapons. Damage is applied to the body part used for parrying.

Point-blank Range (p151): Missile weapon attacks are *Easy* at DEX/3 meters or less. Beyond this, combat switches to hand-to-hand. Some weapons (bows, thrown weapons, etc.) become *Difficult* at hand-to-hand range, while others (firearms, energy weapons, crossbows, etc.) remain *Easy*.

Poisons (p151): Poisons have a potency value POT compared to CON. If POT overcome CON, it deals full damage; otherwise, half. Different poisons have varied onset times. Each dose needs its resistance roll. Most poisons have antidotes, subtracting their POT from damage. An antidote may offer benefits for other poisons.

Prone (p151): When prone, characters are vulnerable: hand-to-hand and medium-range missile attacks against

them are *Easy*; long-range missile attacks are *Difficult*. Using two-handed weapons is *Difficult*, and no positive damage modifiers apply. However, they can use firearms at full skill, though some may be less effective. Getting up replaces an attack, making all defenses *Difficult* and incoming attacks *Easy*. Successful Dodge and Agility rolls help them stand without taking an attack action.

Pulling Blows (p152): Attacks can be intentionally weakened to do less damage. Declare a pulled blow, then reduce damage modifier and/or roll smaller dice for damage. Damage dice can be reduced to a minimum of 1D2 but any + to a weapon's damage remains. From smallest to largest dice reduce as follows D2, D3, D4, D6, D8, D10, D12, to D20

Quickdraws (p152): In quickdraw contests, participants delay actions. *Easy* Spot rolls detect intent to attack when other character acts. If successful DEX vs. DEX resistance roll determines who attacks first. Quickdraws are risky with *Difficult* dodges/parries for subsequent attacks.

Radiation (p152): Use potency (POT) value for resistance rolls against CON. Exposure causes immediate and long-term effects. Protection against radiation varies by setting, with powers/equipment potentially offering defense. See **Radiation Effects** table (page 152) for details and timing of effects.

Shields and Missile Fire (p153): Shields have base chances to block missiles (15% for small, 30% for full, 60% for large shields). Special/critical hits bypass shields. Shield blocking is more effective when kneeling. When attempting to parry fast missile weapons like energy weapons or firearms, only the shield's base chance applies.

Shooting Up or Down (p153): Shooting at steep angles (>45°) is *Difficult*. Ranges are halved for targets directly overhead. Shooting up incurs a -10% penalty, while shooting down grants a +10% bonus. Damage remains unaffected.

Slippery or Unstable Surfaces (p153): Requires Agility rolls to avoid slipping. Failure results in falling prone or being unable to act. The roll may be *Difficult* on especially slick or uneven surfaces. Fumbles may cause 1D3 damage or use **Natural Weapon Fumbles** table (page 128). Fighting on such surfaces poses additional challenges.

Stunning or Subduing (p154): Stunned targets can't attack and must make Idea rolls to Dodge/parry. Attacks against them are *Easy*. To stun a target, attack with a blunt or stun weapon, roll damage (minus armor), and compare with target's hit points in a resistance roll. Success stuns the target for rounds equal to damage dealt. Critical hits add maximum damage. Stunned targets receive minimal damage. Damage reducing hit points to 1-2 results in knockout; at 0, there's a risk of death without medical aid. Alternatively, use Grapple skill or an entangling weapon for immobilization.

Superior/Inferior Positions (p154): Being at least half-again taller than an opponent grants +10% to attack and parry, with +1 to hit location rolls (max 20). No penalty for the inferior position. Long weapons negate this unless both wield them.

Superior Numbers (p154): Up to five attackers can surround someone with hand-to-hand weapons; varies based on weapon size, close quarters, and terrain. The gamemaster considers factors to determine the number of characters targeting one opponent in a round. Extra attackers can't engage but can take other actions. Adjust for larger/smaller characters.

Sweep Attacks (p154): Horizontal swings with large weapons can strike multiple foes. Attacks are *Easy* but halve damage. Jump skill needed to avoid; parries must

resist with STR vs. damage. Can cause knockback using non-edged weapons rolled for each character. Sweep attacks only cause crushing, knockback, or slashing special successes; impales/entangles unlikely.

Thrown Weapons (p154): Using thrown weapons in hand-to-hand combat or vice versa is not ideal. Damage modifier is halved (round up) in both cases. Thrown weapons are a typically flimsier. If going into close combat wielding a throwing weapon without appropriate hand-to-hand weapon skill, attacks with that weapon are *Difficult*.

Two Weapons (p155): Dual-wielding doesn't grant extra attacks/parries. Split skill over 100% for dual-wielding, making each attack *Difficult*. The second attack happens 5 DEX ranks later. Secondary hand attacks are *Difficult* unless trained or weapon-specific. No penalty if the weapon is traditionally held in the secondary hand or if a character's skill exceeds 100%. It ensures defense if one weapon breaks or fumbles. Combining one ranged and one hand-to-hand weapon allows mode switching.

Underwater Combat (p155): Swim rolls required for attacks. Non-impaling weapons deal half damage with +3 armor. Shield parries are *Impossible*. Double fatigue underwater. Use Swim skill unless close combat or piercing weapons. Some exceptions for underwater creatures at the gamemaster's discretion.

Vacuum (p155): Exhale instantly upon exposure to prevent lung damage or take 1D6+2 damage per round. Characters can make an Idea roll to react if suddenly exposed. Hemorrhaging begins, with damage doubling each round. Bursting eardrums can be avoided with a Stamina roll. After CON×2 combat rounds in a vacuum, vision becomes *Difficult* for sight-related rolls. Exposure may involve extreme cold, heat, or radiation; refer to specific rules.

Volley Fire (p155): Allows multiple attacks in a short time with first attack at normal DEX rank and subsequent attacks at 5 DEX rank intervals after until DEX rank 0. All volley fire attacks are *Difficult*. Attacks-per-round cap applies. Uses more ammunition and prevents parrying/dodging during volley.

Weapon Length (p156): Distance is categorized as close, medium, and long. Normal DEX ranks apply for similar weapon lengths. Long weapons attack first against shorter ones, with the wielder attacking at their DEX rank or just before the opponent's. They can keep short-weapon users at bay. Closing with a short-weapon user requires a successful parry or Dodge. Once inside, attacking becomes *Easy*, while defending is *Difficult*. Long-weapon users can disengage to regain distance through dodging or switching to a shorter weapon. This doesn't apply to medium vs. short weapons. Some weapons are versatile at any distance.

Weather Conditions (p156): Weather conditions affect character actions. Wind strength ranges from light to tornado-force, with corresponding penalties. Strong winds (-10%), severe winds (-25%), and windstorms (-50%). Failing STR vs. STR rolls against wind may result in falling. Cloud cover affects Navigation and Astronomy, with no effect to a -90% penalty. Precipitation is determined by a D100 roll against cloud coverage, causing penalties such as rain (-10%), snow (-25%), sleet (-50%), and hail (-75%) to skills.

Zero-gravity Combat (p156): Requires an Agility roll each round for combat or Physical activities. Failure makes actions *Difficult*. Unless braced Impact causes **Knockback** to both parties. Orientation can be disorienting without proper equipment.



▷ WEAPONS AND ARMOR ◁

PRIMITIVE MELEE WEAPONS (p165)

Weapon	Skill	Base	Dmg	Attk	Special	Range	Hands	HP	Parry	STR/DEX	Mal	Value	SIZ/Enc
Axe, Hand	Axe	15	1D6+1+dm	1	Bleeding	Short	1H	12	Yes	7/9	—	Cheap	0.5
Club, Heavy	Club	25	1D8+dm	1	Crushing	Medium	2H	22	Yes	9/7	—	Cheap	2.0
Club, Light	Club	25	1D6+dm	1	Crushing	Medium	1H	15	Yes	7/7	—	Cheap	1.0
Fist	Brawl	25	1D3+dm	1	Crushing	Short	1H	—	No ¹	—	—	—	—
Grapple	Brawl	25	Special ²	1	Entangle	Short	2H	—	No ³	—	—	—	—
Head Butt	Brawl	25	1D3+dm	1	Crushing	Short	—	—	No	—	—	—	—
Kick	Brawl	25	1D3+dm	1	Crushing	Short	—	—	No	—	—	—	—
Knife	Dagger	25	1D3+1+dm	1	Impaling	Short	1H	15	Yes	4/4	—	—	0.2
Net	Other	05	Special ⁴	1	Entangling	Medium	1H or 2H	6	Yes	12/10	96-00 ⁵	Cheap	3.0
Spear, Long	Spear	15	1D10+1+dm	1	Impaling	Long	2H	15	Yes	11/9	—	Cheap	2.0
Spear, Short	Spear	15	1D6+1+dm	1	Impaling	Long	1H or 2H	15	Yes	7/8	—	Cheap	2.0
Torch	Club	25	1D6+flame ⁶	1	Crushing	Medium	1H	15	Yes	6/9	96-00 ⁷	—	1.0

PRIMITIVE MISSILE WEAPONS (p165)

Weapon	Skill	Base	Dmg	Attk	Special	Rng	Hands	HP	Parry	STR/DEX	Mal	Value	SIZ/Enc	RF
Axe, Hand (thrown)	Axe, Thrown	10	1D6+½dm	1	Bleeding	20	1H	12	No	9/11	—	Cheap	0.5	1/CR
Blowgun	Blowgun	10	1D3 ⁸	1	Impaling	30	2H	4 ⁹	No	/11	—	Cheap	0.5	1/CR
Bola (damaging)	Bola	05	1D4+½dm	1	Crushing	15	1H	1	No	9/13	—	Cheap	3.0	1/CR
Bola (snaring)	Bola	05	Special ⁴	1	Entangling	15	1H	1	No	9/13	—	Cheap	3.0	1/CR
Boomerang	Boomerang	05	1D4+½dm	½ ¹⁰	Crushing	50	1H	3	No	9/11	—	Cheap	0.5	1/CR
Bow, Self	Bow	10	1D6+1+½dm	1	Impaling	80	2H	6	No	9/9	—	Cheap	0.5	1/CR
Club, Light (thrown)	Throw	Throw	1D6+½dm	1	Crushing	20	1H	15	No	9/7	—	Cheap	1.0	1/CR
Dart	Dart	10	1d6+½dm ¹¹	1	Impaling	20	1H	4	No	/9	—	Cheap	0.5	1/CR
Javelin	Javelin	15	1D6+½dm	1	Impaling	25	1H	10	No	9/9	—	Cheap	1.5	1/CR
Knife (thrown)	Knife, Thrown	15	1D3+½dm	1	Impaling	10	1H	15	No	7/11	—	Cheap	0.2	1/CR
Lasso	Other	05	Special ⁴	½	Entangling	10	2H	1	No	9/13	—	Cheap	1.0	1/5CR
Net (thrown)	Other	05	Special ⁴	1	Entangling	5	1H	6	No	9/12	96-00 ¹²	Cheap	3.0	1/3CR
Rock (thrown)	Throw	Throw	1D2+½dm	2	Crushing	20	1H	20	No	5/5	—	—	.05	1/CR
Sling	Sling	05	1D8+½dm	1	Crushing	80	1H	2/12 ¹³	No	7/11	—	Cheap	0.1 (.1) ¹⁴	1/CR
Spear, Short (thrown)	Spear, Thrown	05	1D6+1+½dm	1	Impaling	15	1H	15	No	12/10	—	Cheap	2.0	1/CR
Spear, Long (thrown)	Spear, Thrown	05	1D10+1+½dm	1	Impaling	15	1H	15	No	12/10	—	Cheap	2.0	1/CR

1. Brawl can parry Brawl or Grapple attacks (see the Brawl skill, page 39).
2. See the Grapple skill (page 43).
3. Grapple can parry Brawl or Grapple attacks (see the Grapple skill, page 43).
4. See **Entangling** (page 147).
5. A net malfunction means it is tangled, taking a full round and a successful *Difficult* Agility roll to untangle.
6. See **Fire** (page 148).
7. A malfunction means torch goes out.
8. Blowgun darts are usually poisoned (see **Poisons**, page 151).
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**, page 151).
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 MISSILE WEAPONS (p170)

Weapon	Skill	Base	Dmg	Attk	Special	Rng	Hands	HP	Parry	STR/DEX	Mal	Value	SIZ/Enc	RF
Arbalest	Crossbow	15	2D6+4	1/3	Impaling	90	2H	14	No	11/9 ¹	93-00	Average	10.0 (0.5)	1/4CR
Bow, Composite	Bow	05	1D8+1+½dm	1	Impaling	120	2H	12	No	13/9	—	Average	0.5 (0.5)	1/CR
Bow, Long	Bow	05	1D8+1+½dm	1	Impaling	90	2H	10	No	11/9	—	Cheap	0.5 (0.5)	1/CR
Crossbow, Heavy	Crossbow	25	2D6+2	1/3	Impaling	55	2H	18	No	13/7	97-00	Average	8.0 (0.5)	1/3CR
Crossbow, Light	Crossbow	25	1D6+2	½	Impaling	40	2H	10	No	9/7	96-00	Average	3.5 (0.5)	1/2CR
Crossbow, Medium	Crossbow	25	2D4+2	½	Impaling	50	2H	14	No	11/7	95-00	Average	5.0 (0.5)	1/2CR
Crossbow, Repeating	Crossbow	25	1D6+2	1 ²	Impaling	60	2H	12	No	9/7	91-00	Expensive	7.5 (0.5)	1/CR ³
Knife, Throwing	Missile	15	1d4+½dm	1	Impaling	20	1H	10	No	/11	—	Cheap	0.2	1/CR
Shuriken	Missile	10	1D3+½dm	2	Impaling	20	1H	5	No	/13	—	Cheap	0.1	1/CR

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.

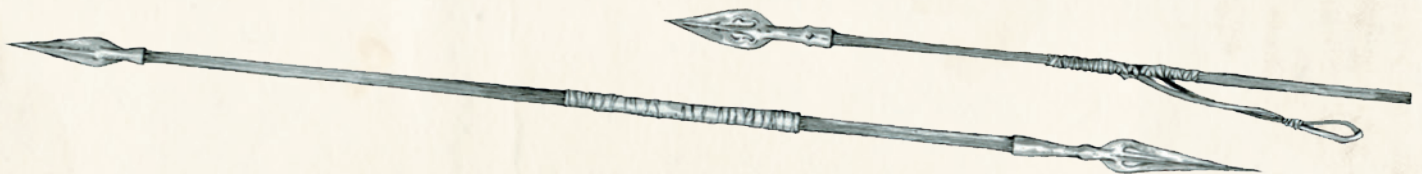


HISTORIC MELEE WEAPONS (p172)

Weapon	Skill	Base	Dmg	Attk	Special	Rng	Hands	HP	Parry	STR/DEX	Mal	Value	SIz/Enc
Axe, Battle	Axe	15	1D8+2+dm	1	Bleeding	Medium	1H	15	Yes	9/9	—	Average	1.0
Axe, Great	Axe	15	2D6+2+dm	1	Bleeding	Medium	2H	15	Yes	11/9	—	Average	2.0
Axe, Wood	Axe	15	1D8+2+dm	1	Bleeding	Medium	2H	20	Yes	8/7	—	Inexpensive	1.5
Blackjack	Hand	25	1D8+dm	1	Crushing	Short	1H	10	No	7/7	—	Inexpensive	0.2
Cestus	Brawl	25	1D3+2+dm	1	Crushing	Short	1H	10	Yes	11/7	—	Average	0.1
Claw	Brawl	25	1D4+1+dm	1	Bleeding	Short	1H	10	Yes	9/9	—	Average	0.1
Dagger	Dagger	25	1D4+dm	1	Impaling	Short	1H	15	Yes	4/4	—	Average	0.5
Flail	Flail	10	1D6+dm	1	Crushing	Medium	1H	7	Yes	7/6	—	Average	2.0
Flail, Morningstar	Flail	10	1D10+1+dm	1	Crushing	Medium	2H	12	Yes	11/7	—	Average	2.0
Garrote	Brawl	15	Special ¹	1	—	Short	2H	1	No	8/12	—	Inexpensive	0.1
Gauntlet, Armored	Brawl	25	1D3+1+dm	1	Crushing	Short	1H	7	Yes	7/5	—	Average	As armor
Halberd	Polearm	15	3D6+dm	1	Bleeding	Long	2H	25	Yes	13/9	—	Average	3.0
Hammer	Hammer	25	1D6+dm	1	Crushing	Medium	1H	15	Yes	9/7	—	Inexpensive	1.5
Hammer, Great	Hammer	25	1D10+3+dm	1	Crushing	Long	2H	15	Yes	9/9	—	Average	2.5
Hammer, Sledge	Hammer	20	2D6+2+dm	1	Crushing	Medium	2H	15	Yes	11/7	—	Inexpensive	2.0
Hammer, War	Hammer	25	1D6+2+dm	1	Crushing	Medium	1H	20	Yes	11/9	—	Average	2.0
Katana	Sword	15	1D10+1+dm ²	1	Bleeding	Medium	1H or 2H	15	Yes	11/11	—	Expensive	1.5
Knife	Dagger	25	1D3+1+dm	1	Impaling	Short	1H	15	Yes	4/4	—	Inexpensive	0.5
Lance	Spear	15	1D8+1+dm	1	Impaling ³	Long	1H	15	Yes	9/8	—	Inexpensive	3.5
Mace, Heavy	Mace	25	1D8+2+dm	1	Crushing	Medium	2H	20	Yes	14/9	—	Average	2.5
Mace, Light	Mace	25	1D6+2+dm	1	Crushing	Medium	1H	20	Yes	7/7	—	Average	1.0
Maul, War	Hammer	25	1D10+2+dm	1	Crushing	Medium	2H	20	Yes	13/7	—	Average	2.5
Naginata	Polearm	05	2d6+2+dm	1	Bleeding	Long	2H	15	Yes	7/11	—	Expensive	2.0
Pike	Polearm	15	1d10+2+dm	1	Impaling	Long	2H	15	Yes	11/7	—	Inexpensive	3.5
Rapier	Sword	15	1D6+1+dm	1	Impaling	Medium	1H	15	Yes	7/13	—	Expensive	1.0
Saber	Sword	15	1D8+1+dm	1	Bleeding	Medium	1H	20	Yes	7/11	—	Average	1.5
Sai	Dagger	10	1D6+dm	1	Crushing ⁴	Medium	1H	20	Yes	5/11	—	Inexpensive	1.0
Scimitar	Sword	15	1D8+1+dm	1	Bleeding	Medium	1H	19	Yes	8/8	—	Average	1.5
Scythe	Improvised	05	2D6+1+dm	1	Impaling	Long	2H	20	Yes	12/10	—	Inexpensive	2.5
Sickle	Improvised	10	1D6+1+dm	1	Impaling	Medium	1H	12	Yes	7/9	—	Inexpensive	0.5
Staff, Quarter-	Staff	25	1D8+dm	1	Crushing	All	2H	20	Yes	9/9	—	Cheap	1.5
Staff, Short	Staff	15	1D6+dm	1	Crushing	Medium	1H	15	Yes	7/9	—	Cheap	0.5
Sword Cane	Sword	15	1D6+dm	1	Impaling	Medium	1H	12	Yes	7/11	—	Expensive	1.0
Sword, Bastard	Sword	10	1D10+1+dm ⁵	1	Bleeding	Medium	1H or 2H	20	Yes	13 or 9/9 ⁶	—	Average	2.0
Sword, Broad	Sword	15	1D8+1+dm	1	Bleeding	Medium	1H	20	Yes	9/7	—	Average	1.5
Sword, Great	Sword	05	2D8+dm	1	Bleeding	Medium/Long	2H	18	Yes	14/13	—	Expensive	3.5
Sword, Long	Sword	15	1D8+dm	1	Bleeding	Medium	1H	15	Yes	7/9	—	Average	1.5
Sword, Short	Sword	15	1D6+1+dm	1	Impaling	Medium	1H	20	Yes	5/5	—	Cheap	1.0
Trident	Polearm	15	1D6+1+dm	1	Impaling	Long	1H or 2H	18	Yes	9/7	—	Average	2.0
Wakizashi	Sword	15	1D6+1+dm	1	Bleeding	Medium	1H	13	Yes	7/9	—	Expensive	1.0
Whip	Other	05	1D3-1	1	Entangle	Long	1H	4	No	9/10	—	Cheap	0.5

1. See **Choking, Drowning, and Asphyxiation** (page 145).
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.





WEAPONS AND ARMOR

MODERN MELEE WEAPONS (p173)

Name	Skill	Base	Dmg	Attk	Special	Rng	Hands	HP	Parry	STR/DEX	Mal	Value	SIZ/Enc
Brass Knuckles	Brawl	Brawl	+2	1	Crushing	Short	1H	18	No	5/–	–	Cheap	0.1
Chainsaw	Improvised	20	2D8	1	Bleeding	Medium	2H	20	No	11/11	97–00	Average	8.0
Knife, Butcher	Dagger	25	1D6+dm	1	Impaling	Short	1H	12	No	5/7	–	Cheap	0.3
Knife, Pocket	Dagger	25	1D4+dm	1	Impaling	Short	1H	9	No	–/5	–	Cheap	0.1
Knife, Switchblade	Dagger	25	1D4+dm	1	Impaling	Short	1H	7	No	–/5	99–00	Cheap	0.1
Taser, Contact	Other	Brawl	Special ¹	1	–	Short	1H	7	No	5/7	97–00	Expensive	0.3

MODERN MISSILE WEAPONS (p173)

Name	Skill	Base	Dmg	Attk ²	Special	Rng	Hands	HP	Parry	STR/DEX	Mal	Ammo	Value	SIZ/Enc	RF
Flamethrower	Other	05	2D6+fire ³	1	–	25	2H	6	No	10/8	93–00	6	Expensive	8.0	½ CR
Gun, Machine	Machine Gun	15	2D6+4	1, 3, or burst	Impaling	90	2H	11	No	9/5	00	40	Expensive	3.0	1 or 3/CR or 1/CR
Gun, Mini-	Machine Gun	15	2D6+4	3 ³	Impaling	400	2H	14	No	16/12	98–00	4,000	Expensive	6.0	1/CR
Gun, Submachine	Submachine Gun	15	1D8	2 or burst	Impaling	40	1H or 2H	8	No	9/6	98–00	32	Expensive	2.0	1 or 2/CR
Pistol, Derringer	Pistol	20	1D6	1	Impaling	3	1H	5	No	5/5	00	1 or 2	Average	0.3	1/CR
Pistol, Flintlock	Pistol	20	1D6+1	¼	Impaling	10	1H	8	No	7/5	95–00	1	Average	1.0	1/2CR
Pistol, Heavy	Pistol	20	1D10+2	1	Impaling	15	1H	8	No	11/7	00	8	Average	1.5	1/CR
Pistol, Light	Pistol	20	1D6	3	Impaling	10	1H	6	No	5/5	00	8	Average	0.7	1/CR
Pistol, Medium	Pistol	20	1D8	2	Impaling	20	1H	8	No	7/5	98–00	12	Average	1.0	1/CR
Revolver, Heavy	Revolver	20	1D10+2	1	Impaling	20	1H	14	No	11/5	00	6	Average	1.5	1/CR
Revolver, Light	Revolver	20	1D6	2	Impaling	15	1H	10	No	5/5	00	6	Average	0.7	1/CR
Revolver, Medium	Revolver	20	1D8	1	Impaling	25	1H	12	No	7/5	00	6	Average	1.0	1/CR
Rifle, Assault	Rifle	25	2D6+2	2 or burst	Impaling	90	2H	12	No	10/5	00	30	Expensive	3.5	1/CR
Rifle, Bolt-action	Rifle	25	2D6+4	½	Impaling	110	2H	12	No	7/5	00	5	Average	3.0	1/CR
Rifle, Elephant	Rifle	15	3D6+4	1 or 2	Impaling	100	2H	12	No	13/5	00	2	Average	4.5	1 or 2/CR
Rifle, Musket	Rifle	25	1D10+4	¼	Impaling	60	2H	12	No	9/5	95–00	1	Average	3.5	1/2CR
Rifle, Sniper	Rifle	20 ⁴	2D10+4	1	Impaling	250 ⁵	2H	10	No	12/7	98–00	11	Expensive	4.0	1/CR
Rifle, Sporting	Rifle	25	2D6	1	Impaling	80	2H	12	No	7/5	00	6	Average	3.0	1/CR
Shotgun, Automatic	Shotgun	30	4D6/2D6/1D6 ⁶	1 or 2	Impaling	10/20/50	2H	14	No	11/5	00	8	Expensive	4.0	1 or 2/CR
Shotgun, Double-barreled	Shotgun	30	4D6/2D6/1D6 ⁶	1 or 2	Impaling	10/20/50	2H	12	No	9/5	00	2	Average	3.5	1 or 2/CR
Shotgun, Sawn-off	Shotgun	30	4D6/1D6 ⁷	1 or 2	Impaling	5/20/–	1H	14	No	9/5	00	1 or 2	Average	2.0	1 or 2/CR
Shotgun, Sporting	Shotgun	30	4D6/2D6/1D6 ⁶	1	Impaling	10/20/50	2H	10	No	7/5	00	5	Average	3.0	1/CR
Spray, Chemical	Other	25	Special ⁸	1	–	2	1H	2	No	3/7	91–00	6	Average	0.2	1/CR
Taser, Dart	Other	20	Special ¹	½	–	DEX	1H	8	No	3/7	95–00	1	Expensive	0.5	1/2CR

1. Stuns target (see **Stunning**, page 154).

2. Many modern firearms have burst fire capabilities (see **Autofire**, page 142).

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**, page 148).

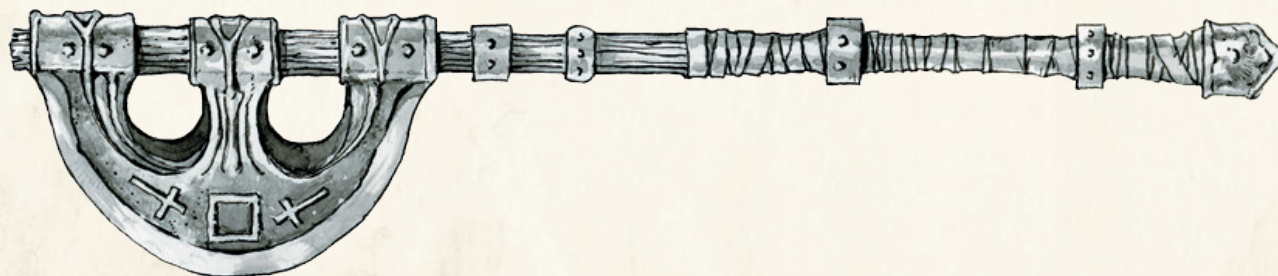
4. Sniper rifles are usually equipped with a bipod, doubling the chance; without a bipod (or similar stabilizer), modify the base chance by –10%.

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. Sawn-off shotguns are not effective beyond 20 yards.

8. Chemical spray is a low-POT contact poison (see **Poisons**, page 151). 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.





ADVANCED MELEE WEAPONS (p174)

Weapon	Skill	Base	Dmg	Attk	Special	Rng	Hands	HP	Parry	STR/DEX	Mal	Value	SIZ/Enc
Axe, Vibro-	Polearm	10	2D8+4+dm	1	Bleeding	Medium	2H	20	Yes	11/5	98-00	Average	3.0
Knife, Vibro-	Dagger	25	2D4+2+dm	1	Bleeding	Short	1H	16	Yes	7/7	99-00	Average	0.5
Lance, Stun	Staff	15	1D6+dm+stun ¹	1	Knockback	Long	2H	18	Yes	9/5	98-00	Average	2.5
Sword, Energy	Sword	10	2D10+dm ²	1	Impaling	Medium	1H	30	Yes	11/15	99-00	Priceless	1.0
Sword, Monofilament	Sword	05	3D12 ²	1	Bleeding	Medium	1H	12	No	5/15	91-00 ³	Expensive	0.5
Sword, Vibro-	Sword	20	2D6+3+dm	1	Bleeding	Medium	1H	18	Yes	9/7	97-00	Expensive	1.5
Whip, Shock	Other	05	1+½db+stun ¹	1	Entangle	Long	1H	10	No	7/9	97-00	Average	1.0

ADVANCED MISSILE WEAPONS (p174)

Weapon	Skill	Base	Dmg	Attk	Special	Rng	Hands	HP	Parry	STR/DEX	Mal	Ammo	Value	SIZ/Enc	RF
Pistol, Blaster	Pistol, Energy	15	1D8+2	2	Impaling	15	1H	14	No	7/5	99-00	30	Average	1.0	1/CR
Pistol, Disintegrator	Pistol, Energy	05	3D4+1	1	—	10	1H	12	No	7/5	96-00	10	Expensive	1.0	1/2CR
Pistol, Electromagnetic Pulse	Pistol, Energy	20	2D6 vs. tech ⁵	1	—	15	1H	12	No	7/5	98-00	20	Average	1.0	1/CR
Pistol, Flechette	Pistol, Energy	05	2D4 ⁶	1 or burst ⁷	Impaling	15	1H	14	No	5/7	99-00	6	Average	0.8	1/CR
Pistol, Laser	Pistol, Energy	20	1D8	3	Impaling	20	1H	14	No	5/5	99-00	20	Average	1.0	1/CR
Pistol, Plasma	Pistol, Energy	15	2D10+2	1	Impaling	30	1H	18	No	7/5	98-00	12	Expensive	1.2	1/2CR
Pistol, Shock	Pistol, Energy	15	2D4	1	Knockback	15	1H	12	No	5/5	98-00	12	Average	1.0	1/CR
Pistol, Stun	Pistol, Energy	25	2D6 stun ⁹	1	Knockback	15	1H	16	No	5/5	00	12	Average	1.0	1/CR
Rifle, Blaster	Rifle, Energy	10	2D8+3	2	Impaling	60	2H	20	No	9/5	99-00	20	Average	1.0	1/CR
Rifle, Disintegrator	Rifle, Energy	05	3D6+2	1	—	30	2H	18	No	9/7	96-00	10	Expensive	2.0	1/2CR
Rifle, Electromagnetic Pulse	Rifle, Energy	25	3D8 vs. tech ⁵	1	—	75	2H	18	No	7/5	98-00	12	Average	2.0	1/CR
Rifle, Laser	Rifle, Energy	15	2D8	2	Impaling	100	2H	20	No	7/7	99-00	20	Average	1.5	1/CR
Rifle, Plasma	Rifle, Energy	10	2D10+4	1	Impaling	70	2H	18	No	9/7	98-00	16	Expensive	2.0	1/CR
Rifle, Shock	Rifle, Energy	10	3D8	1	Knockback	50	2H	18	No	9/7	98-00	12	Average	1.5	1/CR
Rifle, Sonic	Rifle, Energy	10	1D3+2 ⁸	1	Knockback	50	2H	16	No	7/7	97-00	36	Average	2.0	1/CR
Rifle, Stun	Rifle, Energy	20	2D8 stun ⁹	1	Knockback	50	2H	22	No	7/5	00	24	Average	1.5	1/CR

- 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**, page 154).
- Reduce the target's armor value by ½ (round up) versus this weapon.
- 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 ½ armor value (round up).
- Many missile weapons have burst fire capabilities (see **Autofire**, page 142).
- 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**, page 154). 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.
- Against a foe with hardened armor (metal, plastic, or plates), a flechette pistol does only ½ damage (round up).
- 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.
- A sonic rifle damages living targets each combat round it successfully strikes them. Against a non-living target, the damage per round is rolled in a resistance roll vs. the target's CON, armor value, or hit points (gamemaster choice). If the target fails, it shatters or is damaged and non-functional.
- 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**, page 154).

PRIMITIVE SHIELDS (p178)

Name	Base	Skill	AV/HP	Damage	Attk	Special	Burden	Locations	STR / DEX	ENC	Value
Primitive	10	Shield	10	1D2+dm	1	Knockback	Light	Arm	5/7	2.0	Cheap

ANCIENT AND MEDIEVAL SHIELDS (p178)

Name	Base	Skill	AV/HP	Damage	Attk	Special	Burden	Locations	STR / DEX	ENC	Value
Buckler	05	Shield	15	1D2+dm	1	Knockback	Light	Arm	5/7	1.0	Average
Full Shield	15	Shield	22	1D4+dm	1	Knockback	Moderate	Arm, Chest, Head	11/9	5.0	Average
Half Shield	15	Shield	15	1D2+dm	1	Knockback	Moderate	Arm, Chest	5/7	3.0	Average
Heater	15	Shield	20	1D3+dm	1	Knockback	Moderate	Arm, Chest	9/9	3.0	Average
Hoplite	15	Shield	26	1D4+dm	1	Knockback	Cumbersome	Abdomen, Arm, Chest	12/8	7.0	Average
Kite	15	Shield	22	1D4+dm	1	Knockback	Moderate	Abdomen, Arm, Chest	11/9	5.0	Average
Large Round	15	Shield	22	1D4+dm	1	Knockback	Moderate	Abdomen, Arm, Chest	11/9	5.0	Average
Round	15	Shield	20	1D3+dm	1	Knockback	Moderate	Arm, Chest	9/9	4.0	Average
Spiked	15	Shield	20	1D3+dm	1	Impale	Moderate	Arm, Chest	9/9	5.0	Average
Target	15	Shield	15	1D2+dm	1	Knockback	Light	Arm, Chest	5/7	3.0	Cheap



▷ WEAPONS AND ARMOR ◁

MODERN SHIELDS (p178)

Name	Base	Skill	AV/HP	Damage	Attk	Special	Burden	Locations	STR / DEX	ENC	Value
Riot Shield	15	Shield	16	1D3 + dm	1	Knockback	Moderate	Abdomen, Arm, Chest, Head	9/9	3.0	Expensive

ADVANCED SHIELDS (p178)

Name	Base	Skill	AV/HP	Damage	Attk	Special	Burden	Locations	STR / DEX	ENC	Value
Energy Shield	20	Shield	25	1D2 + dm	1	Knockback	Light	Arm, Chest	3/3	1.0	Expensive

PRIMITIVE ARMORS (p175)

Name	AV	Random AV	Burden	ENC	Skill Modifier	Fits SIZ	Time	Locations	Value
Helmet	+1	+1 point	Light	0.5	-5% to Perception skills	±1	1	Head	Cheap
Hide	1	1D3-1	Light	3.5	None	±3	1	All	Cheap

ANCIENT AND MEDIEVAL ARMOR (p175)

Name	AV	Random AV	Burden	ENC	Skill Modifier	Fits SIZ	Time	Locations	Value
Chain	7	1D8-1	Moderate	20.0	-20% to Physical skills	-2	3	All	Expensive
Clothing, Heavy	1	1d2-1	None	2.5	None	±2	1	All	Cheap
Helmet, Heavy	+2	+2 points	Light	2.5	-50% to Perception skills	±0	1	Head	Average
Helmet, Light	+1	+1 point	None	1.5	-15% to Perception skills	±1	1	Head	Inexpensive
Lamellar	6	1D8-1	Moderate	18.0	-15% to Physical skills	±1	2	All but head	Expensive
Leather, Soft	1	1D6-1	Light	3.5	None	±2	2	All	Inexpensive
Leather, Hard	2	1D6	Moderate	5.0	-10% to Physical skills	±1	2	All	Average
Leather, Cuirbouilli	3	2D3	Light	5.0	-10% to Physical skills	±0	2	All	Expensive
Padded/Quilted	1	1D2-1	None	3.0	None	±2	1	All	Inexpensive
Padded/Quilted, Heavy	2	1D3-1	Light	4.0	-5% to Physical skills	±1	2	All	Inexpensive
Plate, Full	8	1D10	Cumbersome	25.0	-25% to Physical skills	-1	5	All but head	Expensive
Plate, Half	7	1D8	Moderate	18.0	-20% to Physical skills	-1	4	All but head	Expensive
Ring	5	1D6	Light	10.0	-10% to Physical skills	±1	2	All but head	Average
Scale	6	2D4-1	Moderate	20.0	-15% to Physical skills	±1	2	All but head	Average

MODERN ARMOR (p175)

Name	AV	Random AV	Burden	ENC	Skill Modifier	Fits SIZ	Time	Locations	Value
Ballistic Cloth	3/5 ¹	1D3/1D6-1	Light	4.0	-10% to Physical skills	±1	1	Arms, Chest	Expensive
Bulletproof Vest, Early	4	1D4	Moderate	11.0	-25% to Physical skills	±1	2	Chest	Expensive
Bulletproof Vest, Modern	4/8 ¹	1D4/1D8	Light	8.0	-5% to Physical skills	±3	2	Chest	Expensive
Clothing, Heavy	1	1D2-1	None	2.5	None	±2	1	All	Cheap
Flak Jacket	4	1D4	Moderate	8.0	-10% to Physical skills	±2	1	Arms, Chest	Expensive
Helmet, Heavy	+6	+3 points	Light	3.5	-25% to Perception skills	±1	1	Head	Average
Helmet, Light	+3	+2 points	None	2.5	-10% to Perception skills	±2	1	Head	Inexpensive
Riot Gear	12/6	1D10+2	Moderate	12.0	-10% to Physical skills	±1	5	All2	Expensive

1. First value is vs. melee or low-velocity missile weapons; second value is vs. firearms.

2. Includes helmet.





ADVANCED ARMOR (p176)

Name	AV	Random AV	Burden	ENC	Skill Modifier	Fits SIZ	Time	Locations	Value
Adaptive Mesh	6	1D4+2	Light	2.0	–5% to Physical skills	±1	1	All	Expensive
Assault Armor, Light	8	2D6	Moderate	12.0	–10% to Physical skills	±1	2	All ¹	Expensive
Assault Armor	10	2D4+2	Moderate	16.0	–25% to Physical skills	±1	3	All ¹	Expensive
Energy Armor	1–20 ²	— ²	Light	4.0	–5% to Hide, Stealth, and Perception skills per AV	Any	2	All ³	Expensive
Helmet, Heavy	+4	+4	Light	5.0	–15% to Perception skills	±1	1	Head	Average
Helmet, Light	+3	+2	None	2.0	–5% to Perception skills	±2	1	Head	Average
Powered Assault Armor, Light ⁴	14	2D6+2	Cumbersome	36.0	–20% to Physical and Manipulation skills	±1	4	All	Priceless
Powered Assault Armor, Heavy ⁵	16	4D4	Cumbersome	48.0	–50% to Physical and Manipulation skills	±1	5	All	Priceless

- Includes helmet.
- Energy armor can be set by its wearer for any value between 1 and 20 points of AV. Each combat round the armor expends charges (power points) equal to its AV. Standard armor power supplies hold 200 charges; each damage point absorbed costs 1 additional charge. Energy armor does not allow random armor value; use the set AV. It takes 5 DEX ranks to adjust the AV.
- Can not be worn with other armor.
- Light powered assault armor modifies STR by +3 and DEX by –3 (adjust relevant values when worn). Armor includes helmet.
- Heavy powered assault armor modifies STR by +6 and DEX by –6 (adjust relevant values when worn). Armor includes helmet.

ANCIENT ARTILLERY WEAPONS (p180)

Name	Skill	Base	Dmg	Attk	Special	Rng	Crew	HP	AV	Ammo	Cap	Mal	Value	SIZ	SR
Arbalest, Siege	Crossbow	10	3D6+1	1/5	Impaling	425	1	18	—	Bolts	1	98–00	Average	14	1/5 CR
Ballista	Artillery	05	10D6	1/5	Impaling	275	3	32	12	Bolts	1	99–00	Average	42	1/5 CR
Catapult	Artillery	10	6D6	1/5	Crushing	325	3	36	12	Rocks	1	00	Cheap	44	1/5 CR
Springal, Bolt-firing	Artillery	05	3D6	1/6	Impaling	300	3	40	12	Bolts	1	99–00	Average	48	1/6 CR
Springal, Rock-firing	Artillery	05	3D6	1/5	Crushing	270	3	40	12	Rocks	1	99–00	Average	48	1/5 CR
Trebuchet	Artillery	05	12D6	1/15	Crushing	300	4	44	12	Rocks	1	98–00	Average	52	1/15 CR

HISTORICAL AND MODERN ARTILLERY WEAPONS (p180)

Name	Skill	Base	Dmg	Attk	Special	Rng	Crew	HP	AV	Ammo	Cap	Mal	Value	SIZ	SR
Cannon	Artillery	01	4D8+4	1/5	Crushing	8,000	3	36	28	Cannonballs	1	99–00	Expensive	44	1/5 CR
Gun, Field	Artillery	01	10D6/2 meters	1/3	Crushing	12,000	2	48	28	Explosive	1	00	Restricted	42	1/3 CR
Gun, Gatling	Heavy Weapon	15	2D6+4	Burst ¹	Impaling	100	1	20	24	Bullets	200	96–00	Restricted	20	1/CR
Gun, Tank	Artillery	01	15D6/4 meters	1	Impaling	2,000	2	36	28	Explosive	1	00	Restricted	28	1/CR
Howitzer	Artillery	01	10D6/2 meters	1/2	Crushing	9,000	2	44	28	Explosive	1	00	Restricted	36	1/2 CR
Mortar ²	Heavy Weapon	01	10D6/2 meters	1	Crushing	2,500	1	18	12	Rockets	1	00	Restricted	12	1/CR
Torpedo	Artillery	01	20D6/2 meters	1/2	Impaling	5,000	1	36	6	Torpedo	1	99–00	Restricted	24 ³	1/2 CR
Turret, Machinegun	Artillery	05	4D6+4	Burst ⁴	Impaling	200	1	48	28	Bullets	1,000	98–00	Restricted	36	1/CR
Turret, Spear-thrower	Artillery	05	2D10+2	1	Impaling	350	1	26	28	Spears	1	00	Expensive	16	1/CR

ADVANCED ARTILLERY WEAPONS (p180)

Name	Skill	Base	Dmg	Attk	Special	Rng	Crew	HP	AV	Ammo	Cap	Mal	Value	SIZ	SR
Cannon, Energy	Artillery	01	4D10+4	1	Fire	1,000	3	40	28	Energy	Unlimited	00	Restricted	48	1/CR
Gun, Rail-	Artillery	01	6D8+6	1/3	Impaling	10,000	2	64	28	Shells	1,000	00	Restricted	72	1/3 CR
Turret, Energy	Artillery	05	6D10+6	1	Fire	400	1	36	28	Energy	Unlimited	00	Restricted	44	1/CR
Turret, Flame	Artillery	10	4D6/1 meter ⁵	1	Fire	50	1	24	28	Fuel	100	98–00	Restricted	32	1/CR
Turret, Laser	Artillery	05	4D8+4	1	Fire	600	1	32	28	Energy	Unlimited	99–00	Restricted	40	1/CR
Turret, Missile	Artillery	01	8D6+8/2 meters	Burst	Impaling	1,200	1	36	28	Missiles	100	00	Restricted	44	1/CR
Turret, Shock	Artillery	05	4D6/1 meter ⁶	1/2	Stun	40	1	24	28	Energy	Unlimited	96–00	Restricted	32	1/2 CR

- A Gatling gun fires a 36-round burst each combat round.
- This is a small man-portable mortar. For larger versions, use the statistics for a howitzer.
- The SIZ is for the torpedo itself; it must be fired from a launch tube, usually a part of a submarine or other vessel.
- A standard machinegun turret fires a 120-round burst each combat round.
- 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**, page 148).
- 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**, page 154).



▷ WEAPONS AND ARMOR ◁

MODERN EXPLOSIVES (p181)

Weapon	Skill	Base	Dmg ¹	Attk	Special	Rng	Hands	HP	Parry	STR/DEX	Mal	Value	SIZ/Enc
Blasting Cap	Demolition	Throw	2D6/1 meter	1/2	Knockback	Thrown	—	3	No	—	00	Average	0.2
Dynamite	Demolition	Throw	5D6/2 meters	1/2	Knockback	Thrown	2H	1	No	5/5	99-00	Average	0.5
Explosive, Improvised	Demolition	Throw	3D6/2 meters	1	Knockback	Thrown	—	4	No	—	91-00	Cheap	1.0
Explosive, Plastic	Demolition	Throw	6D6/3 meters	1/3	Knockback	Thrown	—	15	No	—	99-00	Expensive	1.0
Grenade, Concussion	Grenade	Throw	2D6 ² /2 meters	1	Knockback	Thrown	1H	8	No	5/5	00	Average	0.7
Grenade, Explosive	Grenade	Throw	4D6/4 meters	1	Knockback	Thrown	1H	8	No	5/5	99-00	Average	0.7
Grenade, Flare	Grenade	Throw	³ /3 meters	1	—	Thrown	1H	6	No	5/5	00	Average	0.7
Grenade, Gas	Grenade	Throw	⁴ /3 meters	1	—	Thrown	1H	6	No	5/5	99-00	Average	0.7
Grenade, Phosphorous	Grenade	Throw	2D6 ⁵ /24 meters	1	—	Thrown	1H	4	No	5/5	98-00	Expensive	0.7
Grenade, Shrapnel	Grenade	Throw	4D6/4 meters	1	Impaling	Thrown	1H	8	No	5/5	00	Average	0.7
Grenade, Smoke	Grenade	Throw	⁶ /3 meters	1	—	Thrown	1H	6	No	5/5	00	Average	0.3
Grenade Launcher	Grenade	25	3D6/2 meters	1/3	Knockback	20	1H	12	No	—	99-00	Expensive	3.0
Launcher, LAW Rocket	Grenade	15	8D6/1 meter	1	Knockback	150	2H	10	No	7/5	98-00	Expensive	4.5
Launcher, Rocket	Grenade	01	10D6/5 meters	1/3	Impaling, Knockback	400	2H	12	No	11/7	99-00	Expensive	7.0
Mine, Antipersonnel	Demolition	—	4D6/5 meters	—	Knockback	25	—	9	No	—	99-00	Average	2.0
Mine, Antitank	Demolition	—	6D6+6/3D6+2/1D6	—	Impaling	10/25/50	—	12	No	—	99-00	Average	3.0
Molotov Cocktail	Grenade	Throw	1+Fire ⁷	1/2	—	Thrown	1H	1	No	5/7	95-00	Cheap	0.7

- Damage is expressed in dice per meters; damage done per meter past the initial radius decreases by 1D6.
- All damaged targets must succeed with a Stamina roll or be stunned (see **Stunning**, page 154).
- Illuminates area of range instead of damage (see **Light Sources**, page 150).
- Fills area with toxic or non-toxic gas (see **Poisons**, page 151). A 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.
- Phosphorous grenades produce smoke and are also incendiary, causing damage each round until extinguished (see **Fire and Heat**, page 148).
- Fills an area with vision obscuring smoke instead of doing damage; can obscure a room as if darkened (see **Darkness**, page 146).
- 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**, page 148).

ADVANCED EXPLOSIVES (p181)

Weapon	Skill	Base	Dmg	Attk	Special	Rng	Hands	HP	Parry	STR/DEX	Mal	Value	SIZ/Enc
Detonator, Antimatter	Demolition	—	10D10/10 meters	1	—	Thrown	—	12	No	—	96-00	Expensive	1.5
Detonator, Fusion	Demolition	—	10D8/10 meters	1	—	Thrown	—	16	No	—	98-00	Expensive	2.0
Detonator, Electromagnetic Pulse	Demolition	—	6D10/5 meters ²	1	—	Thrown	—	12	No	—	97-00	Expensive	1.0
Detonator, Plasma	Demolition	—	6D10/5 meters ³	1	—	Thrown	—	10	No	—	99-00	Expensive	1.4
Detonator, Sonic	Demolition	—	4D6/2 meters ⁴	1	Knockback	Thrown	—	8	No	—	97-00	Expensive	2.0
Grenade, Disintegrator	Grenade	Throw	4D10/2 meters	1	—	Thrown	1H	12	No	5/5	96-00	Expensive	0.8
Grenade, Electromagnetic Pulse	Grenade	Throw	5D8/1 meter	1	—	Thrown	1H	8	No	5/5	98-00	Average	0.5
Grenade, Fusion	Grenade	Throw	6D6/1 meter	1	—	Thrown	1H	10	No	5/5	97-00	Average	0.8
Grenade, Plasma	Grenade	Throw	3D10/2 meters ³	1	—	Thrown	1H	10	No	5/5	98-00	Average	0.7
Grenade, Shock	Grenade	Throw	4D6/1 meter	1	Knockback	Thrown	1H	8	No	5/5	98-00	Average	0.5
Grenade, Stun	Grenade	Throw	3D8/2 meters ⁵	1	Knockback	Thrown	1H	8	No	5/5	98-00	Average	0.5

- Damage is expressed in dice per meters; damage done each meter past the initial radius decreases by 1D per meter.
- 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.
- 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**, page 148).
- Against a nonliving target, damage is pitted vs. the target's base CON, armor value, or hit points (gamemaster choice). If the target fails the roll, it shatters or is rendered non-functional.
- 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**, page 154).





HORSE & HORSE-DRAWN VEHICLES (p184)

Type	Skill	Rated	Handling	ACC	MOV	Armor	SIZ	HP	Crew	Passengers	Cargo	Value	Notes
Horse	Ride	2	—	±2	10	1/—	26	20	1	1	8	Average	See page 223.
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 (p184)

Type	Skill	Rated	Handling	ACC	MOV	Armor	SIZ	HP	Crew	Passengers	Cargo	Value	Notes
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 Sportscar	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	SIZ is per car. Drive rolls are Easy.
Train, Bullet	Drive	19	+5%	±4	366	14/1	110	125	4	400+	72	Priceless	SIZ is per car. Drive rolls are Easy.
Train, Mag-lev	Drive	22	+10%	±4	534	12/2	120	100	2	400+	72	Priceless	SIZ is per car. Drive rolls are Easy.

BOATS & SHIPS (p184)

Type	Skill	Rated	Handling	ACC	MOV	Armor	SIZ	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 Cruiseship	Pilot	6	−10%	±2	67	10/—	200	320	200+	2,000+	120	Priceless	—
Modern Battleship	Pilot	10	−10%	±2	100	36/—	240	480	600+	1,200+	200	Restricted	—
Aircraft Carrier	Pilot	8	−25%	±2	83	24/—	640	600	1,000+	2,200+	320	Restricted	—
Submarine	Pilot	8	—	±4	83	16/—	140	240	100+	24+	48	Restricted	—

AIR VEHICLES (p184)

Type	Skill	Rated	Handling	ACC	MOV	Armor	SIZ	HP	Crew	Passengers	Cargo	Value	Notes
Dirigible	Pilot	12	—	±2	134	—/12	100	100	40+	72+	36	Priceless	Balloon is unarmored; 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	105	6+	4+	48	Restricted	—
Jet	Pilot	30	—	±2	1084	8/3	110	110	1–2	48+	48	Priceless	—
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	Priceless	—
Skyskimmer	Pilot	23	+5%	±10	584	8/4	72	72	1	5+	18	Expensive	—

SPACE VEHICLES (p184)

Type	Skill	Rated	Handling	ACC	MOV	Armor	SIZ	HP	Crew	Passengers	Cargo	Value	Notes
Rocket	Pilot	70	−10%	±1	33K	10/8	100	85	4+	—	8	Priceless	—
Transport	Pilot	92	—	±10	50K	24/18	120	180	2+	8+	48	Priceless	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.
Cargo	Pilot	90	—	±10	42K	25	150	750	2+	4+	100	Expensive	Speed is sublight; has FTL drive.



ALLEGIANCE SUMMARY (OPTION) (p211-214)



Characters gain allegiance points by aligning with entities or concepts. Points start at 0 or higher, and a 20-point lead in one allegiance, when recognized, grants alliance benefits. Characters initially roll 1D6–2 (minimum 0) for each allegiance, adding points for spiritual forces, mutations, and half their POW characteristic, rounded up.

Increasing Allegiance

Points grow when acting in line with an allegiance, determined post-adventure. Each successful test adds +1D6 points for multiple allegiances.

Multiple Allegiances

Characters can have multiple allegiances, but the primary one is the highest score exceeding the second-highest by 20+ points, if acknowledged.

Maintaining Allegiance

When acting against allegiance test with a D100 roll. Failure increase opposing allegiance score by 1D4 to 1D8. Characters with 100+ points face punishment for contrary actions unless they do penance.

Creating Allegiances

Gamemasters assign points for actions towards allegiances: major actions 3, significant 2, minor 1. Allegiance can lead to apotheosis in various settings.

Benefits to Allegiance

Benefits include extra power points, temporary hit points, skill points, or divine intervention, once per session, with successful allegiance rolls.

Apotheosis

Characters with 100+ points allied to an allegiance can become an apotheosis.

PASSIONS SUMMARY (OPTION) (p214-216)



Basic Passions

Passion types like Devotion, Fear, Hate, Honor, Love, and Loyalty represent strong emotions and function like skills. They influence actions and inspire characters in specific situations relevant to the emotion.

- ▷ **Devotion (deity):** Dedication to a deity, inspiring courage.
- ▷ **Fear (type or individual):** Strong emotion causing avoidance or irrational behavior.
- ▷ **Hate (group or individual):** Directed against specific subjects, used for inspiration.
- ▷ **Honor:** Personal code of integrity.
- ▷ **Love:** Emotional bond with individuals or groups.
- ▷ **Loyalty (group or place):** Social bond within a community or toward a location.

Starting Passions

Players choose three passions at character creation: one at 80% and two at 60%, influenced by cultural or regional background.

Using Passions

Passions guide actions and can inspire characters. May be invoked by gamemasters or players for decision-making in unclear or character-defining moments.

Roleplaying Guidelines

Passion scores reflect emotional intensity and should inform character behavior, especially when actions conflict with a high passion. Gamemasters may use them to guide roleplaying.

Demonstration and Support

Passion rolls can demonstrate commitment and persuade others, with successful rolls earning support and failures causing distrust.

Inspiration

Passions can boost skills temporarily. Critical passion roll success grants a +50% skill bonus, special success +30%, and regular success +20%. Failure incurs a –10% penalty, and a fumble modifies the passion by –1D10% and may cause **despair**.

Mandatory Rolls

For passions at 80% or higher, mandatory rolls are required for actions that contradict the passion, potentially leading to reductions or conflicts with other passions.

Gaining a Passion

Players can acquire new passions during gameplay, typically starting at 60%, based on significant experiences, with player and gamemaster agreement.

Voluntarily Reducing a Passion

Characters can lower passions during experience checks. Passions at 50% or lower suggest ambivalence and can be removed from the character sheet through unsuccessful experience rolls.

DISHONOR (p214)

Dishonorable Act	Honor Lost
Attacking an unarmed foe	–5%
Cowardice	–5%
Desertion from battle	–5%
Refusing to offer mercy when it is deserved	–5%
Plundering a holy place of your religion	–5%
Discourtesy to someone under your protection	–10%
Flagrant cowardice	–15%
Treason against your allies	–15%
Breaking an oath	–25%
Attacking or stealing from the weak	–25%
Killing someone weaker than oneself	–35%
Rape or sexual assault	–50%
Killing family members	–50%

DESPAIR (p215)

Result	Duration of Despair
1–3	1D10 combat rounds
4–7	4D10+10 combat rounds
8–9	Until sunset, sunrise, or similar length of time
10	1D3 game days



REPUTATION SUMMARY (OPTION) (p216-218)

Reputation reflects a character's fame, notoriety, and renown, influenced by family background and notable actions. It increases with public recognition and doesn't decrease, but can shift focus over time.

Gaining Reputation

Reputation grows through public achievements or notoriety. This includes news exposure, elections, major feats, celebrity interactions, or owning famous items. Reputation increases are at the gamemaster's discretion, based on in-game events. Negative deeds can also boost reputation.

Tracking Reputation

Players should note the sources and amounts of their character's reputation gains. Reputation, once increased, remains static, though what one is famous for may change.

Using Reputation

Identifying Someone

Reputation can be used by nonplayer characters to recognize characters or by players to identify nonplayer characters. Roll against the subject's reputation, applying any modifiers. Success levels determine recognition and information; a fumble can lead to misunderstandings.

Impressing Others

Reputation can augment Communication skills. Critical success grants a +50% skill bonus, special success +30%, and regular success +20%. Failure incurs a -20% penalty, and a fumble -50% penalty.

Reputation Modifiers

Reputation is influenced by social distance—stronger among familiar groups and weaker with strangers or in distant places. Over time, reputations become less relevant. Apply modifiers based on the observer's social proximity.

REPUTATION MODIFIERS (p218)

Observer is...	Modifier
...from the same family, company, or locality, or has mutual acquaintances.	+25%
...well-traveled, follows gossip/news, is well-connected.	+10–25%
...from the same culture or region.	–
...from outside the character's social network or cultural group, or is out of touch with recent news.	–25%
...from outside the area where the character earned their Reputation, but within the same geographical region, or is of a different generation.	–50%
...from outside of the geographical region where the character earned their Reputation, or many years removed from the character.	–75%



REPUTATION GAINS (p217)

Deed	Gain	Examples
Notable	+1D3	- Swearing an oath of some import. - Defeating an equally powerful foe. - Outstanding use of a skill; achieving success in a noteworthy endeavor. - A noteworthy marriage. - Taking part in a great journey. - Becoming a parent in a fortuitous birth. - Having an important guest in your home or hall. - Making a shrewd alliance. - Taking an important part in a worship ceremony. - Having some local media (newspaper, scribe, minstrel, etc.) talk about you. - Having a popular blog, writing a book, being a minor celebrity, etc. - A weird accident or stroke of luck. - Lying and being discovered. - Minor criminal acts. - Breaking an oath of import. - Acting discourteously to guests in your home or hall. - A particularly significant fumble or visible failure. - Losing a family member or ally. - Breaking an alliance. - Minor sacrilege. - Bringing minor shame upon one's family.
Extraordinary	+1D6	- Swearing an epic oath. - Defeating a superior foe (or number of foes). - Critical use of a skill when it is important. - An outstanding success in an extraordinary endeavor. - A prestigious marriage. - Having twins/triplets/etc. - A major alliance. - Being the subject of a popular tale, well-known song, or a major news story. - Publishing a popular book or releasing a popular piece of music. - Featured in a very successful media performance. - A freak stroke of luck. - Earning a major enemy. - Significant act of sacrilege. - Betraying or bringing harm to someone under your protection (such as a guest). - A major criminal act. - Breaking a major oath. - Kin-slaying. - A spectacular fumble or highly visible failure. - Bringing major dishonor upon one's family.
Heroic	+2D6 or more	- Achieving a legendary success at a nearly impossible endeavor. - Leading an army to victory or defeating one single-handedly. - Defeating an enemy of divine or immortal nature. - Marrying a king or queen or becoming one. - Being the focus of a divine prophecy. - Featured in a popular book or documentary. - Building something epic like a new major temple or palace. - A spectacular defeat. - Slaying one's parents or children. - An act of the darkest treachery or infamy.



SANITY SUMMARY (OPTION) (p216-218)

The sanity points (SAN) characteristic represents psychological stability. Higher SAN means more stable. Lost through traumatic experiences like encounters with monsters, witnessing violence, or torture. Rolling against current SAN determines loss or gain.

Sanity Mechanics

Initial SAN = POW×5. Temporary insanity score (TIS) = half of starting SAN, remains constant. SAN rolls are made with D100; success equals current SAN or less. Failure results in SAN loss, determined by the gamemaster. Even successful rolls can sometimes result in partial SAN loss. Record current SAN and permanent TIS on character sheets. SAN fluctuates, while TIS is fixed. Losing SAN equal to or greater than TIS in five minutes triggers temporary insanity. Roll on **Temporary Insanity** and **Temporary Insanity Duration** tables for more information. Recovery methods include time, counseling, drugs, powers, or divine intervention. When SAN reaches 0, character is permanently insane and is retired or controlled by the gamemaster. Recovery is rare, requiring divine intervention or extensive therapy, with restored SAN determined by the gamemaster.

Maximum Sanity

Skills like Blasphemous Lore reduce maximum SAN. Subtract skill value from 100 for maximum SAN. Never exceed starting maximum total.

Restoring Sanity Points

SAN can be regained up to starting maximum through:

- ▷ **Success in defeating SAN-causing threats:** Half the potential SAN loss.
- ▷ **Counseling:** Successful Psychotherapy skill roll regains 1D3–1 SAN.
- ▷ **Drugs:** Some drugs restore lost SAN at gamemaster's discretion.
- ▷ **Powers:** Certain psychic abilities and superpowers restore SAN.
- ▷ **Self-improvement:** Achieving 91% in a skill improves SAN by +2D6 SAN.

Sanity Costs by Situation

SAN loss varies by situation. The gamemaster determines loss amounts, with lower loss on successful SAN rolls. Repeated exposure to the same source may reduce subsequent SAN loss effects.

SANITY LOSSES

Source of SAN Loss	Potential Loss
Something unsettling and grotesque, or a sudden scare	–0/–1
Minor unnatural creatures (zombies, werewolves, vampires, etc.)	–0/–1D3+
Scene of a violent death, finding a dead body	–0/–1D3
Finding a mutilated or mangled body	–1/–1D4
Witnessing a gruesome death	–1/–1D6
Suffering minor torture	–1D3/–1D6
Reality-challenging visions (chaos, unnatural corruption, etc.)	–0/–1d8
Freakish and horrible monsters	–1D2+/–1D6+
Being afflicted by some horrible transformation	–1D6/–2D10
Monstrous alien gods	–1D10/–1D100



TEMPORARY INSANITY

Result	Description and Effects
1	Catatonia; the character assumes a fetal position.
2	Stupefaction; the character babbles incessantly or stares into space without seeing anything.
3	Paranoia; the character is lucid but convinced of unreasonable suspicions about almost anything.
4	Phobia; the character stricken by great fear of something related to the source of the insanity.
5	Amnesia; the character cannot remember who they are or what happened to them during or around the time of the SAN loss.
6	Suicidal despondency* or a death-wish; the character is convinced that their own death is their only means of escaping the mental torment.

* The character can never be forced to perform a suicidal act, and the gamemaster should use this result carefully, paying attention to the sensitivity of the player(s) involved.

TEMPORARY INSANITY DURATION

Result	Time Affected
1	Five minutes (one turn)
2	One hour
3	Two hours
4	Twelve hours
5	One day
6	Two days
7	One week
8	Two weeks

SAMPLE POISONS



Poison	Speed of Effect	POT	Symptoms
Arsenic	½ to 24 hours	16	Burning pain, vomiting, violent diarrhea.
Belladonna	2 hours to 2 days	16	Rapid heartbeat, impaired vision, convulsions.
Black widow venom	2–8 days	7	Chills, sweating, nausea.
Cobra venom	15–60 minutes	16	Convulsions, respiratory failure.
Curare	1 combat round	25	Muscular paralysis, respiratory failure.
Cyanide	1–15 minutes	20	Dizziness, convulsions, fainting.
Rattlesnake venom	15–60 minutes	10	Vomiting, violent spasms, yellowish vision.
Scorpion venom	24–48 hours	9	Intense pain, weakness, hemorrhaging.
Sleeping pills	10–30 minutes	6	Normal sleep; each additional dose increases chance of respiratory failure by +5%.
Strychnine	10–20 minutes	20	Violent muscle contractions, asphyxiation.



PERSONALITY TRAITS (p203)



Describe a nonplayer character's personality numerically, just like a skill or passion (page 214). A personality trait scale gives a trait a percentile value of 0 to 100. A 0 indicates that the personality trait is nonexistent, and 100 is always representative of that character.

Personality traits are paired with an opposite, such as Aggressive vs. Passive, and the value of the opposite trait is equal to 100 minus the initial personality trait, such as 'Aggressive 90 | 10 Passive', for example. Someone with 50 | 50 in a trait the **Personality Traits** table below helps track these traits for nonplayer characters. Use some, many, or all these to define nonplayer characters.

PERSONALITY TRAITS

Initial Trait	Value Value	Opposing Trait
Aggressive	— —	Passive
Impulsive	— —	Cautious
Extrovert	— —	Introvert
Optimistic	— —	Pessimistic
Stubborn	— —	Receptive
Physical	— —	Mental
Patient	— —	Nervous
Emotional	— —	Calm
Trusting	— —	Suspicious
Leader	— —	Follower
Greedy	— —	Generous
Energetic	— —	Lazy
Honorable	— —	Dishonorable
Brave	— —	Cowardly
Curious	— —	Incurious
Dependable	— —	Unreliable
Pious	— —	Irreligious
Honest	— —	Dishonest
Clever	— —	Dull
Humorous	— —	Dour
Conservative	— —	Innovative

For example, a nonplayer character is highly aggressive, with a value of 90 on their Aggressive personality trait. The opposing trait is Passive and thus has a value of 10 (100–90=10). A nonplayer character with an Aggressive 90 is ready to pick a fight, answers any challenge, and usually escalates to violence, while someone with Passive 90 usually backs down from conflicts and avoids any direct confrontations.

It is not necessary to determine all the personality traits for your significant nonplayer characters. Instead, choose one or a few relevant ones and assign values to them. The opposing trait's value is apparent. Assign values as desired or pick relevant ones and divide a D100 roll by 2 and add 50 to the result, for a spread of 51–100. Or roll 3D10+70 for extreme cases.

Personality traits can guide roleplaying of a nonplayer character by simply looking at the value, or the gamemaster can roll to see how the nonplayer character behaves. Success with one trait means they act on that character trait, while failure means that the opposite trait is followed. Special or critical results for these rolls may also apply.

For example, the characters meet the nonplayer character with the 'Aggressive 90 | 10 Passive' personality trait spread, and one of them behaves rudely to the nonplayer character. You know from the spread how they're likely to react, but you decide to roll, just to see what happens. Any roll of 01–90 and the nonplayer character reacts aggressively, while a roll of 91–100 indicates a passive response. Perhaps they're distracted or unwilling at this time to get into it with the characters?

Skills and Personality Traits

The Insight skill may be used to quickly determine a nonplayer characters personality trait spread in a general sense, or Psychology might be used for long-term analysis. Don't reveal the actual values, but rather a particular strongly lean in one direction or the other.

Though it is extremely unlikely to have a player character performing Psychology on a nonplayer character for an extended period, a successful Psychology roll may affect a single paired personality trait in the same fashion that it restores lost SAN. Roll to see whether SAN points are restored, but instead of adding SAN, instead use the result to shift a particular personality trait by that many points in the desired direction. Treatment time is identical. This way, through patience and therapy, a successful Psychology roll can 'help' a nonplayer character change their natural inclinations towards a desired personality trait.

Personality Traits and Player Characters

Use personality traits for player characters, if desired, treating them the same as nonplayer characters. These traits become like passions (page 214), augmenting activities or being consulted when provoked, with experience checks if successful. The player always has control over what their character does, but if they make a successful roll on one trait and decide to act according to the opposing trait, have them automatically make an experience check for that opposite trait. When one trait increases, the other is decreased. If they wish to seek treatment for this trait, see the rules for Psychology (above).





OPTIONAL RULES CHECKLIST



Following are all the optional rules and their effect in play.

Characters and Character Creation

- ❑ **Choosing Characteristic Values (page 10):** Players assign characteristics where they want, resulting in characters more suited to their preferences.
- ❑ **Higher Starting Characteristics (page 10):** More robust and generally more competent characters.
- ❑ **The Education (EUD) Characteristic (pages 10, 19):** Used in settings with generalized education systems.
- ❑ **Point-based Character Creation (page 10):** Characters are designed by the players, allowing for precise customization.
- ❑ **Step Six: Personality (page 11):** Results in competent and well-rounded characters.
- ❑ **Cultural Modifiers (pages 10, 16, 18, 32):** Best in settings with dramatically different cultures and societies.
- ❑ **Increased Personal Skill Points (page 16):** Characters are professionals with prior experience.
- ❑ **Education/Knowledge Roll (page 19):** Useful for games in the modern settings.
- ❑ **Total Hit Points (page 20):** Characters can survive much more damage. Gameplay becomes heroic when player characters and important nonplayer characters have these.
- ❑ **Hit Points per Location (pages 11, 21, 128):** Useful for combat-heavy settings, ideally with *Armor by Hit Locations*.
- ❑ **Fatigue Points (pages 11, 24):** Best used in gritty, combat-, survival-, or travel-focused games.
- ❑ **Distinctive Features (page 25):** Primarily for flavor, useful everywhere.
- ❑ **Creating New Professions (page 32):** Useful for customized, difficult-to-categorize player characters.
- ❑ **Aging and Inaction (page 120):** Useful for long-term campaigns where characters age significantly.
- ❑ **Creatures as Player Characters (page 222):** Used in high fantasy and science fiction settings.
- ❑ **Sanity (pages 11, 218):** Useful in horror games.

Skills

- ❑ **Skill Bonuses (page 11):** See *Skill Category Bonuses* (below).
- ❑ **Cultural Skills (page 16):** Skills granted by one's culture.
- ❑ **Skill Category Bonuses (pages 22–23):** When skills are important, these are useful. Not compatible with *Simpler Skill Bonuses*.
- ❑ **Simple Skill Category Bonuses (page 23):** Easier approach to skill bonuses. Not compatible with *Skill Category Bonuses*.
- ❑ **Augments & Complementary Skills (page 38):** Useful in any game or setting.
- ❑ **Skill Rating Over 100% (pages 37, 113):** Essential for high-powered settings with hugely competent characters.

Powers

- ❑ **The Projection Skill (page 93):** Necessary for superpowers.

System

- ❑ **Opposed Skill Roll Systems (page 112):** Largely a matter of preference.
- ❑ **Encumbrance (page 118):** Useful for combat-, survival-, or travel-oriented games, especially when paired with *Fatigue*.

Combat

- ❑ **Alternates to the Statement of Intent (page 124):** Three options that speed combat considerably.
- ❑ **Power Use in the Action Phase (page 124):** Emphasizes powers in combat.
- ❑ **Melee Hit Location Table (page 126):** Used with *Hit Points per Location*.
- ❑ **Attacks and Parries Over 100% (page 131):** Best with high-powered fantasy and superhero adventure, though combat gets somewhat slower.
- ❑ **Dying Blows (page 131):** Useful for giving a beloved player character (or hated villain) a dramatic ending.
- ❑ **Random Armor Values (page 132):** Roll for armor value. Not compatible with *Armor by Hit Locations*.
- ❑ **Damage and Hit Locations (page 133):** Best for detailed and simulation-oriented games.
- ❑ **Dodging Missile Weapons (page 133):** Best for games where combat is exaggerated and unrealistic.
- ❑ **Armor by Hit Location (page 177):** Best for detailed and simulation-oriented games.

Miscellaneous

- ❑ **Fate Points (page 115):** Players can spend power points to adjust dice results and introduce narrative elements.
- ❑ **Personality Traits (page 203):** Useful to help define characters and nonplayer characters alike.
- ❑ **Allegiance (page 211):** Useful for games with gods that actively intervene in the world.
- ❑ **Passions (page 214):** Allows characters to act in personality-driven fashion.
- ❑ **Reputation (page 216):** Measures achievement and fame.
- ❑ **Sanity (pages 11, 218):** Useful in horror games.

