

Effective Skill = Base Skill + Maneuver + Target's Size Modifier + Postures + Range + Hit Location + Everything Else

Base Skill	7 or less	Unskilled (default users)
	8-9	Feeble (beginners, bumblers)
	10-11	Average (non-job skills for ordinary folks)
	12-13	Competent (job skills for ordinary folks)
	14-16	Exceptional (most seasoned of ordinary)
	17-19	Heroic (extraordinary world-class experts)
	20-21	Larger-than-Life (top experts from history)
	22-23	Legendary ("typical" mythic figures)
	24-26	Superhuman (outstanding mythic figures)
	27+	Godlike (greatest mythic figures, gods)

Maneuver	Aim	+Acc (1 sec), +1 (2 sec), +2 (3+ sec)
	All-Out Attack	+4 Melee, +1 Ranged
	Committed Attack	+2 Melee
	Evaluate	+1 to +3
	Move and Attack	Melee: -4 (max. skill of 9), Ranged: -2 or weapon's Bulk

Postures	0	Standing (assumed default)	<i>Applies to Melee attacks only,</i>
	-2	Crouching (normal defense)	<i>both attack and defense</i>
	-2	Kneeling or Sitting	
	-4	Crawling or Lying Down	

Range	0	Point-Blank (0-2 yards)	Hit Locations	0	Torso
	-2	Close (3-5 yards)		-2	Arm/Leg
	-4	Distant (6-10 yards)		-4	Hand/Foot, Vitals
	-6	Far (11-20 yards)		-6	Head
	-8	Very Far (21-50 yards)		-8	Eye
	-10	Extremely Far (51-100 yards)		-10	Chink in armor
	-12	Sniper (101-200 yards)			
	-14	(201-300 yards), etc.			

Everything Else	+10	Automatic	0	Average (<i>adventuring</i> tasks)
	+8/+9	Trivial	-1	Unfavorable
	+6/+7	Very Easy	-2/-3	Very Unfavorable
	+4/+5	Easy	-4/-5	Hard
	+2/+3	Very Favorable	-6/-7	Very Hard
	+1	Favorable	-8/-9	Dangerous