

Common Skill Modifiers

MANEUVERS

<i>Aim</i>	+Acc (1 second), +1 (2 second), +2 (3 or more seconds)
<i>All-Out Attack</i>	+4 Melee, +1 Ranged
<i>Committed Attack</i>	+2 Melee
<i>Evaluate</i>	+1 per turn (max. +3)
<i>Move and Attack</i>	-4 Melee (max. skill of 9), -2 Ranged (or weapon's Bulk)

RANGE

0	Close (0-5 yds)
-3	Short (6-20 yds)
-7	Medium (21-100)
-11	Long (101-500)
-15	Extreme (501+)

HIT LOCATIONS * additional -2 to disarm

0	Torso
-2	Arm, Leg
-3	Vitals, Groin (Pelvis), Weapon* (C/pistol)
-4	Hand, Foot, Weapon* (1/carbine)
-5	Neck, Face, Skull (from behind), Weapon* (2/rifle)
-7	Skull, Face (from behind)
-8	Chink in Torso Armor
-9	Eye
-10	Chink in non-Torso Armor

RAPID FIRE

+1	5-8 shots
+2	9-12 shots
+3	13-16 shots
+4	17-24 shots
+5	25-49 shots
+6	50-99 shots
+7	100-199 shots
+8	200-299 shots
+9	300-399 shots, etc.

POSTURES

0	Standing, normal defense
-2	Crouching, normal defense
-2	Kneeling or Sitting, -2 defense
-4	Crawling or Lying Down, -3 defense

COMPLEMENTARY SKILLS

+2	Critical success
+1	Success
-1	Failure
-2	Critical failure

TASK DIFFICULTY

+10	Automatic	0	Average (<i>adventuring</i>)
+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

EQUIPMENT (technological/other)

-10/-5	None
-5/-2	Improvised
0	Basic (default)
+1	Good-quality
+2	Fine-quality
+TL/2	Best possible (round down)

"QUICK AND DIRTY"

Every complication added to a task's description as an adjective/qualifier imposes a cumulative **-1**.

Examples: **-3** on a "slimy, twisting, smoke-obscured path," **-2** on a "very icy" ledge, etc.

BASE SKILL LEVELS

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

MANEUVERS

- AIM (1 hex):** Aim a Ranged weapon/attack to get its **Acc** bonus (additional **+1** for two turns, **+2** for three or more turns). (No movement with a braced two-handed weapon.)
- ALL-OUT ATTACK (1/2 Move):** **+4** to hit for Melee or **+1** for Ranged, *or* two Melee attacks on the same target, *or* **+2** Melee damage, *or* one feint/one attack – but **NO DEFENSE** for the rest of your turn!
- ALL-OUT DEFENSE (1 hex):** **+2** to one Active Defense until next turn, *or* attempt two different defenses against one attack. (Half Move allowed if choosing **+2** to Dodge.)
- ATTACK (1 hex):** Attack a target (within range) unarmed or with a ready weapon (**-4** for “off hand” weapon attacks without Ambidexterity, Trained by a Master/Weapon Master, etc).
- CHANGE POSTURE (0):** Switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying/prone to standing takes two turns).
- CONCENTRATE (1 hex):** Focus on a mental task. Roll Will-3 to maintain if injured, knocked down, take an active defense, etc.
- COMMITTED ATTACK (1 hex):** **+2** to hit *or* **+1** damage (Melee only) – but **-2** to defenses (no Parry with the hand you attacked with, no Dodge if you kicked. Cannot Retreat). Move 2 hexes, at **-2** to hit.
- DEFENSIVE ATTACK (1 hex):** **-2** damage (Melee only) – but **+1** to Parry or Block (not Dodge), *or* **+2** to DX roll to avoid falling if kicking. Foe gets **+1** to defend against grabs/grapples.
- DO NOTHING (0):** Take no action. Active Defenses at **-4** if suffering Stun (roll HT/IQ at end of turn).
- EVALUATE (1 hex):** Study a foe prior to a Melee Attack or Feint for a **+1** bonus per turn spent Evaluating (max. of **+3**).
- FEINT (1 hex):** Fake an attack to lower your target's active defense *or* next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill or DX.
- MOVE AND ATTACK (Full Move):** Move and still attack at a penalty – for Ranged, the worse of **-2** or weapon's Bulk; for Melee, **-4** (and a *maximum* skill of 9). **-2** on rolls to avoid falling.
- MOVE (6 hexes):** Do nothing but move (**+1** hex after a full turn of running).
- READY (1 hex):** Reload or prepare a weapon or other item, adjust reach, etc.
- WAIT (var):** Hold your action for a specific trigger, then take an Attack, All-Out Attack, Feint, or Ready maneuver as normal.

ATTACK/DEFENSE OPTIONS

Retreat: *Once* during your turn, move 1 hex away from a Melee attacker for a **+3** to Dodge, or to any Boxing, Judo, Karate, or fencing Parry; or **+1** to any other Active Defense.

Dodge and Drop: *Once* during your turn, drop prone for a **+3** to Dodge against Ranged attacks

Deceptive Attack: **-1** to foe's Active Defense for every **-2** you take to your attacking skill (*min.* of 10).

Riposte: Take a penalty to your Parry (*min.* of 8), not including modifiers. If your Parry succeeds, and you attack using the parrying weapon next turn, apply the same penalty to your foe's Parry (if you parried hand or weapon), Block (shield), or Dodge (non-hand unarmed strike), or half that penalty to all other defenses.

Telegraphic Attack: **+4** to hit with a Melee attack, but also **+2** to target's Dodge.

Dual-Weapon Attack: Use both hands to make two attacks (including pistols), each at **-4**, to replace *one* normal attack. Off-hand at the usual **-4** for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at **-1** if he is the target of both attacks.

Rapid Strike: Use one hand to make two attacks, *both* at **-6**, to replace *one* normal Melee attack. Can target separate foes.

Flurry of Blows*: Halve the penalty for Rapid Strike to **-3** by spending 2 FP (1 FP *per attack*), or...

Mighty Blow*: Spend 1 FP to get the All-Out Attack damage bonus of **+2** to a Melee Attack without losing defenses.

Heroic Charge*: Spend 1 FP during a Move and Attack to ignore the skill penalty and cap.

Feverish Defense*: Spend 1 FP to add **+2** to a single Active Defense roll (except when All-Out Attacking)

Rapid Recovery*: Spend 1 FP to parry with an unbalanced weapon after an Attack, or any weapon after a Move and Attack.

** A critical failure on these rolls causes an additional 1 HP of injury to arm or leg, no DR*

HIT LOCATIONS

3-4	Skull*	Wounding modifier is x4 , Knockdown rolls at -10 .
5	Face*	Knockdown rolls at -5 .
6-7	Right Leg	Pi++, Pi+, and Impaling x1 . Injury > HP/2 cripples limb (excess damage lost).
8	Right Arm	Pi++, Pi+, and Impaling x1 . Injury > HP/2 cripples limb (excess damage lost).
9-10	Torso	Default location, no modifiers.
11	Groin*	Knockdown rolls at -5 , double shock penalty (-8 maximum).
12	Left Arm	Pi++, Pi+, and Impaling x1 . Injury > HP/2 cripples limb (excess damage lost).
13-14	Left Leg	Pi++, Pi+, and Impaling x1 . Injury > HP/2 cripples limb (excess damage lost).
15	Hand	Pi++, Pi+, and Impaling x1 . Injury > HP/3 cripples (excess damage lost).
16	Foot	Pi++, Pi+, and Impaling x1 . Injury > HP/3 cripples (excess damage lost).
17-18	Neck*	Crushing x1.5 , Cutting x2 .
-	Eye*	Wounding modifier is x4 , Knockdown rolls at -10 . Injury > HP/10 blinds the eye.
-	Vitals*	Pi++, Pi+, Pi, and Impaling x3 . Crushing x1 but requires HT roll vs. knockdown.
-	Armor Chinks	Pi++, Pi+, Pi, and Impaling, on a successful hit, halve DR at location.
-	Weapon	-5: Reach "C," melee/pistol. -4: Reach 1 melee/carbine. -3: Reach 2+ melee/rifle. Disarm, additional -2 (see B400-401).

** A miss by 1 hits the torso*

LOST HIT POINTS

< **HP/3**: Half Move/Dodge (round up).

0 HP or less: Also, make a HT roll every turn, at -1 per *full* multiple of HP below zero or pass out from any maneuver besides Do Nothing.

-1xHP: Also, make a HT roll or die! Roll again at every further multiple of HP.

-5xHP: You die immediately.

LOST FATIGUE POINTS

< **FP/3**: Half Move, Dodge, and ST (round up).
No effect on HP/damage).

0 FP or less: Also, make a Will roll to attempt any maneuver except Do Nothing or become incapacitated until your FP become positive. (On a critical failure, roll vs. HT or have a heart attack and die in HT/3 minutes without CPR.) Lose 1 HP for each FP lost.

-1xFP: You fall unconscious immediately until FP become positive. Any further FP loss comes off of HP. Recover at the usual **1 FP/10 minutes**. (5 minutes if Very Fit.)

CRITICALS

3 or 4 is always a critical success/hit.

5 is a critical success if your effective skill is 15+.

6 is a critical success if your effective skill is 16+.

A roll of **18** is always a critical failure/miss.

A roll of **17** is a critical failure if your effective skill is 15 or less; otherwise, ordinary failure.

Critical hit: Target gets no active defense. Roll on Critical Hit/Critical Head Blow table

Critical success on a defense roll:

Melee, attacker goes to Critical Miss Table.

Ranged, thrown weapon can be caught.

Critical miss, Attack: Attacker rolls on the Critical Miss Table.

Critical fail, Block: Defender's shield unreadies.

Critical fail, Dodge: Defender falls prone.

Critical fail, Parry: Defender rolls on Crit. Miss.

INJURY

Shock: Whenever you suffer injury, reduce DX and IQ by the number of HP lost (max. penalty -4) on your next turn only. This affects DX- and IQ-based skills (attack rolls, recovery from mental stun, etc.), but not active defenses or other defensive reactions (resistance rolls, DX rolls against knockback).

Major Wound: A single injury of > HP/2, or a crippling wound. Roll HT to avoid:

Knockdown and Stunning: A Major Wound or damage to the head or vitals. Roll HT to avoid stun, falling, and dropping anything in hand.

-5 Major Wound to face, vitals, groin

-10 Major Wound to skull or eye

+3 High Pain Threshold; -4 Low Pain

Stunned: Must Do Nothing on next turn. All active defenses at -4, cannot retreat. Roll vs. HT (or IQ) at the end of each turn to act normally.

Mortal Wounds: Failing a HT roll to avoid death by 1 or 2. Incapacitated, possibly unconscious. Failing any further HT rolls kills you. Make a HT roll every half hour.

Failure, you die.

Success, roll again in a half hour.

Critical Success, no longer mortally wounded (though still incapacitated).

Bleeding: At the end of every minute after being wounded, make a HT roll at -1 per 5 HP lost.

Failure, lose 1 HP (3 HP on **Critical Failure**).

Critical Success, bleeding stops. Three consecutive **Successes**, bleeding stops.

WOUNDING MODIFIERS

x0.5: Small Piercing (pi-)

x1: Crushing (cr), Piercing (pi)

x1.5: Cutting (cut), Large Piercing (pi+)

x2: Impaling (imp), Huge Piercing (pi++)