

A TIME TO KILL

Factions Combat Compendium

Free Text-Only Release

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A Time to Kill: Factions Combat Compendium

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DEDICATION AND THANKS

For my very dedicated playtesters, and for the growing number of Factions players. Thank you. - Adam

To Joy, who not only tolerates but sometimes even actively encourages my addictions. You have my thanks and my affection. - Jason

DISCLAIMER

Factions is a game, a work of fiction. It is intended for mature readers.



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CONVERSION

This section is to provide instructions for converting characters over to the new system. For now, just follow the steps here. In the following section, Flow of Combat, you'll learn how these new traits come together within the system itself.

Initiative Modifier

Each character now has an Initiative Modifier. This is recorded on the first page of the Character Sheet and is based on the Reaction Attribute. It is modified by Combat Reflexes Physical Advantage.

Take note that certain Special Abilities can boost (or lower) a character's effective Reaction, which will temporarily change one's Initiative Modifier.

Whenever a character rolls Initiative, he will now roll the Skill he wishes to Declare, and modify the roll by their current Initiative Modifier.

Reaction	Init Mod	Reaction	Init Mod
-5	-20	8	+5
-4	-15	9	+6
-3	-12	10	+8
-2	-10	11	+10
-1	-8	12	+12
0	-6	13	+14
1	-4	14	+16
2	-2	15	+18
3	+0	16	+20
4	+1	17	+22
5	+2	18	+25
6	+3	19	+28
7	+4	20	+30

Fill Ins

These are numbers derived from existing totals on the character sheet.

WOUNDS AND TOTAL HEALTH

Wound Thresholds and Total Health are determined by the character's Body Attribute. Fill in the Wound Thresholds in the correct box beneath the subsection Wound Levels. Then, beneath Total Health, simply write in the appropriate total.

Body	1	2	3	4	5
Total Health	20	40	60	80	100
Wound Thresholds					
Light W	2	4	6	8	10
Moderate W	4	8	12	16	20
Severe W	6	12	18	24	30
Critical W	8	16	24	32	40
Mortal W	10	20	30	40	50
Total Health At					
75%	15	30	45	60	75
50%	10	20	30	40	50
20%	5	10	15	20	25

BASE H2H DAMAGE

This is carried over as normal, based on the character's Body + Power.

Body + Power	Base Hand to Hand Damage
1	1d6/2
2	1d10/2
3	1d6
4	1d10
5	2d10
6	3d10
7	3d10+1
8	3d10+2
9	3d10+3
10	3d10+4
11	3d10+5
12	3d10+6
13	3d10+7
14	3d10+8
15	3d10+9
...and so on.	

PASSIVE STRENGTH FEATS (PSF)

Renamed from the old Weapon Lag Modifier, this is the character's Body + Power, plus any bonus from Advantages for physical damage, and the character's number of dots in the Strength Feats Skill.

CHOKE FATIGUE

The character's Passive Fatigue for exertion, times 2, and times 3.

DAMAGE ABSORB

This is the character's Toughness against Damage. The base is Body + Endurance, modified by any Advantages. The dots are the character's Toughness Skill.

NUMBER OF ACTIONS

For each Combat Skill, a character will have a number of Actions listed, ranging from 1 to 5. Skills associated with a weapon will list the number of Actions with that weapon, while non-weapon Skills have their own place to record the number of Actions. In addition to these Combat Actions, characters always get 1 Non-Combat Action, as well.

Non-Weapon Skills

For Block, Dodge, Grapple, Move, and Strike, use the character's totals from these Skills. For Special Ability, use the character's Ability Skill, under the Awareness Attribute, Supernatural Talent.

Look at each Skill's Passive total. That is, take the Attribute + Talent base, and add in the number of dots for the Skill.

If Passive Skill is: 1-7, get 1 Action, 8-12, 2 Actions, 13+, 3 Actions.

If the character is an Expert (●●●), he gets +1 Action.

If he is a Master (●●●●) as well, he gets another +1 Action.

For example, a character with Quickness 4 and Unarmed 3, with Strike as Expert (●●●), has a Passive Strike of 10. He gets 2 Actions by falling within the 8-12 range for his Passive score. In addition, his third dot earns him an additional Action, so his total is 3 Actions in Strike.

Armed Skills

For Armed Skills, we must consider the character's physical strength as well as the weapon's unwieldiness, in addition to the character's skill.

First, figure the number of Actions. Take the Attribute + Talent base, include any bonus from Specialization for that particular weapon, and add in the number of dots for the Skill.

If Passive Skill is: 1-7, get 1 Action, 8-12, 2 Actions, 13+, 3 Actions.

If the character is an Expert (●●●), he gets +1 Action.

If he is a Master (●●●●) as well, he gets another +1 Action.

Now, check to see if the character is strong enough to handle the weight and clumsiness of the weapon. Compare the character's Passive Strength Feats (PSF) and the weapon's listed Weapon Lag.

If PSF is 6+ higher than Weapon Lag, you can have 3 Actions. If 3-5 higher than Lag, you can have 2 Actions. If PSF is lower than that, only 1 Action.

Note that this is a limiter. Just because a character is strong doesn't mean he automatically gets multiple Actions. The Passive Skill and number of dots still sets the baseline for their total number of Actions.

For example, a swordsman has a Quickness of 5, Armed of 3, and is a Master (●●●●). This earns him a total baseline of 4 Actions.

He also has a PSF of 8, from his Body 4, Power 3, and Strength Feats of (●).

If this swordsman picks up a Great Sword (with a Weapon Lag of +6), his PSF is only 2 higher than the Weapon Lag. This means that even though the swordsman is very skilled, he is only strong enough to move a Great Sword around with 1 Action per Round. He is much better suited to a Long Sword (with a Weapon Lag of +3). His PSF is 5 higher than the Lag with this weapon, so he can make use of 2 Actions. If he were just a little stronger, he could have 3 Actions with a Long Sword.

Gunplay Skills

Like Armed Skills, PSF plays a role in Gunplay Skills. This takes into account a character's ability to handle Recoil.

First, figure the number of Actions. Take the Attribute + Talent base, include any bonus from Specialization for that particular weapon, and add in the number of dots for the Skill.

If Passive Skill is: 1-7, get 1 Action, 8-12, 2 Actions, 13+, 3 Actions.

If the character is an Expert (●●●), he gets +1 Action.

If he is a Master (●●●●) as well, he gets another +1 Action.

If PSF is 1+ higher than Recoil, or if Recoil is listed with an 'N,' you can have 3 Actions. If PSF is -2, -1, or equal to Recoil, you can have 2 Actions. If PSF is lower than that, only 1 Action.

For example, a gunman has Reaction 4, Gunplay 4, and Pistol Skill (●●●). From this, he starts with 3 Actions in Pistol. He also has a PSF of 7.

If this gunman picks up a Colt Anaconda (Recoil 10), his PSF is so low compared to Recoil that he can only get 1 Action per Round with this monster pistol.

He is much better suited to using a pistol with a Recoil of 9 or less. If his PSF were 8 instead of 7, he could use a gentler pistol, such as an Astra Starlite or a TEC 9, for his full 3 Actions per Round.

The 3 Action Limit

No matter how many Actions a character has listed, he can only use 3 Actions per Round. The reason a character lists more than this is because characters lose Actions due to PEN, usually caused by injury. These losses are listed on the first character sheet page.

LOSS OF ACTIONS

Down to minimum of 1 Action

-4 PEN	-1 Action
-6 PEN	-2 Actions
-8 PEN	-3 Actions
-10 PEN	-4 Actions

By this, highly Skilled characters with 4 or 5 Actions can take injuries without showing as much of a drop in combat effectiveness, where a character with 3 Actions in a Skill will drop to 2 Actions at -4 PEN.

FLOW OF COMBAT

Combat is broken up into 3 second Rounds. At the beginning of the Round, the character with the highest Initiative goes first, and may perform his Actions or Pass (at which point his Initiative drops by 10). The character with the next highest current Initiative then does the same. This goes on until no positive Initiative scores remain, and, if the Combat continues, a new Round begins.

Declaration and Initiative

Entering Combat, the player Declares the Skill they will use to roll Initiative, their intent (Attack or Defense, if this is unclear by the Skill), and their Target, if any. He then rolls this Skill and adds in his Initiative Modifier.

Intent is really only an issue if the Skill is an Armed Skill, since this can be used to Parry (Defense) as well as Attack. If the character is Declaring a Special Ability, it is technically considered an Attack. If the Declaration has no appreciable Target (the character is Declaring Move, but only wants to run away, for example), the official Target is the character himself.

For example, Ben wants to shoot a bad guy. Ben Declares Pistol. Since it is obvious that Ben's intent is Attack, he only has to Declare Pistol, and his Target. Ben rolls his Pistol Skill for 12, and adds in his +4 Initiative Modifier. Ben's total Initiative is 16.

WHY INTENT (ATTACK OR DEFENSE) MATTERS

If a character Declares a defensive Skill (or the use of a Skill in a defensive way), they effectively have a +15 to their Initiative, but only for bumping up Actions to be used to Defend themselves.

For example, Phil is facing Ben, who seems intent on shooting him. Phil Declares Dodge, with Ben as his Target. Phil rolls a total Initiative of 14. When Ben tries to shoot Phil at Initiative 18, Phil can still use 1 of his Actions to Dodge. In fact, Phil could have done this even if Ben had rolled an Initiative as high as 29.

If Phil had Declared Pistol, Target Ben, and rolled an Initiative of 14, he would not be able to use his Dodge when Ben shoots at him at Initiative 18, because Phil Declared an Attack, not a Defense.

Skills for Declaration

These are the usual Skills used in making Declaration and rolling for Initiative:

Block	Defense, for blocking Grapple and Strike. Target is Attacker.
Dodge	Defense, Target is Attacker.
Grapple	Attack, or Defense against Grapple. Target is Defender, or Attacker.
Move	Target is person moving toward, or self
Strike	Attack, Target is Defender
Special Ability	Attack, Target is the target of Special Ability
Chain	Attack, or Defense as Parry. Target is Defender, or Attacker.
Club	Attack, or Defense as Parry. Target is Defender, or Attacker.
Knife	Attack, or Defense as Parry. Target is Defender, or Attacker.
Shield	Attack, or Defense as Block. Target is Defender, or Attacker.
Staff/Spear	Attack, or Defense as Parry. Target is Defender, or Attacker.
Sword	Attack, or Defense as Parry. Target is Defender, or Attacker.
Whip	Attack, Target is Defender
Heavy	Attack, Target is Defender
Pistol	Attack, Target is Defender
Rifle	Attack, Target is Defender
Shotgun	Attack, Target is Defender
Submachine	Attack, Target is Defender

DECLARATIONS FOR IGNORING COMBAT

Sometimes a character is in the middle of a battle and they are doing everything they can to not participate. This can be anything from a combat medic treating a patient while the bullets are flying to an occultist trying to complete a Ritual while his assistants are fighting off angry spirits.

In these cases, the character uses Dodge as their Skill for Declaration, but this is rolled at a -10 PEN. The character isn't really paying attention to the fight (and is likely making Concentration checks to fight distraction). If suddenly Attacked, the character will need to make a Notice check vs. 8-20 (Ref's discretion) to even realize he is in danger in time to use any Defense.

The base difficulty to hit an undefended Target is 5 in Hand to Hand Combat, and 8 in Ranged Combat.

Using Combat Skill Actions

These are rolled within Attack Procedure. They are actual Attacks, Defense against Attacks, or Move. See Attack Procedure.

Using Non-Combat Actions

Non-Combat Actions are things a character does that take a moment of activity, but don't necessarily use an actual Combat Action to perform. Things such as drawing a weapon, working a weapon action between shots (pump action, lever action), and the like can be done with the character's 1 free Non-Combat Action that Round. These things can be done with Combat Actions as well, as long as the Skill pertains to the Action.

For example, a character could Declare Pistol for Initiative. Then, on his Initiative, use his Non-Combat Action to draw the pistol, and then begin using Pistol Actions to Attack.

Alternatively, a character using a pump-action shotgun could Declare Shotgun for Initiative. Then, on his Initiative, he could use 1 Shotgun Action to fire, then use his 1 Non-Combat Action to eject the spent shell and chamber in another round, then his 2nd Shotgun Action to fire, and then use his 3rd Shotgun Action as a Non-Combat Action, and eject the spent shell and chamber in another round. The weapon is ready to use for the beginning of the next Combat Round.

By this, a character can use a pertinent Combat Action as a Non-Combat Action, but cannot use the free 1 Non-Combat Action as a Combat Action.

Initiative Modifiers for Actions

When players roll Initiative, they can Declare an Initiative Modifier in order to improve their Initiative roll. There are 3 possible Modifiers, and each comes with a PEN applied to all Actions checks and Passive scores.

Rapidly	+2 Initiative	-2 PEN
Quickly	+4 Initiative	-5 PEN
Rushed	+6 Initiative	-10 PEN

By this, if a character Declared Strike, Target Larry, done at Quickly, he rolls Strike for Initiative as normal, and adds a +4. However, the character suffers a -5 PEN on all rolled Actions, and even on Passive Defense scores.

AMBUSHED

If a character is thrust into Combat when they are not expecting it, the character is considered Ambushed, and suffers from a -10 PEN on Initiative. This penalty applies to the Initiative roll for the first Combat Round only.

Act or Pass

On a character's Initiative, he decides precisely what he wants to do. The primary decision is to Act, or to Pass.

If the character decides to Act, he uses 1 Action against his Target. If he wants to change Targets to someone else, he may do so, but characters accrue a -4 PEN each time they Switch Target.

After this 1 Action is resolved, the character may Act again if he has remaining Actions, or he may Pass. If a character Passes, his Initiative falls by 10, and he will have the same decisions to make when his Initiative comes up again. A character with a 0 (or lower) Initiative cannot Act.

For example, Ben's Initiative is 18, and it's now his turn. He has 3 Actions in Pistol. He takes his 1st Action and shoots at Phil, and he misses. He decides to take a 2nd Action, and this shot hits. Ben decides to use his 3rd Action then, too, but first uses Switch Target to he can shoot at Jerry. Ben's shot at Jerry has a -4 PEN.

For a different example, Ben takes his 1st Action at Initiative 18 to shoot at Phil, misses, and takes his 2nd Action to shoot again and hits. Ben then decides to Pass, so he can see how the fight is going to progress. Ben's Initiative becomes 8. At Initiative 8, Ben decides what he wants to do next.

Mixing Actions

Just because a character Declares a Skill doesn't mean he has to use all of his Actions in that particular Skill. Characters can change which Skill they are using, according to the following rules.

First, the character must use the Skill they used to Declare Initiative once, or they will lose this Action. They do not have to perform the Action they Declared Initiative with first, or even at all. If a character Declares Dodge, for example, but never ends up being Attacked and needing to use Dodge, his 1 Dodge Action is Passed through until the end of the Round.

Similarly, a character could Declare Move for Initiative. On his Initiative, the character could change his mind, and do a Pistol Attack instead. Then he could Pass, or perhaps perform some other Action. The point is, the character doesn't have to Move if he doesn't want to. If he doesn't, however, this 1 Move Action will be lost, and he will only be able to make 2 other Actions that Round at the very most. Think of this as the "Use It or Lose It" principle.

A character only has as many Actions as the lowest listed number of Actions for the Skills involved. By this, let's say Ben has 3 Pistol Actions, 2 Dodge Actions, and 2 Move Actions. Ben can take 3 Pistol Actions that Round. Or he can take 1 Pistol and 1 Dodge Action that Round. He cannot take 2 Pistol and 1 Dodge Actions, because his Dodge only has 2 Action in it. Ben could also take 1 Dodge and 1 Move Action that Round, since each of these Skills has 2 Actions listed for it.

Let's say that Mike has 3 Actions in Pistol, Dodge, and Move. Mike can take 1 Action of each of these, or he can take 2 Actions in one, and 1 Action in one of the others.

This means that characters who are only really good at one area of combat are less flexible than those who are good in many areas. It also means that the Skill one uses to Declare Initiative is very, very important, because 1 of your Actions must be in the Skill you Declared with, or it is lost.

DECLARING DEFENSE AND MIXING ACTIONS

If a character Declares Defense, he can only take defensive Actions at +15 Initiative. Any Actions to be used for Attack must come at or after the character's rolled Initiative.

For example, Alice has 3 Dodge and 3 Pistol Actions. She Declares Dodge, and rolls an Initiative of 15. When someone shoots at her at Initiative 20, she bumps up 1 Dodge Action. Alice cannot then fire her Pistol at Initiative 20 as well. She must wait until her actual rolled Initiative of 15 to go on the offensive. At Initiative 15, she uses her 2nd Action and fires her Pistol back at the shooter. Alice then elects to Pass. At Initiative 5, Alice hasn't been attacked yet, and must chose to either fire or Pass yet again. If she Passes, she will not be

able to Attack for the remainder of the Round, but she will be able to make use of her 1 Action of Dodge as a reserve.

Sample Declarations and Use of Skills

Gino has 2 Block Actions, 3 Dodge Actions, 2 Grapple Actions, 3 Move Actions, 2 Strike Actions, 3 Special Ability Actions, and 2 Pistol Actions.

Gino Declares Move, Target Frank. Rolls Initiative 13. Frank Declares Pistol, Target Gino, and rolls Initiative 10. At 13, Gino use 1 Combat Move Action and rolls Move. He gets enough successes, and moves into H2H range with Frank. Gino then uses a 2nd Action, this one in Strike, to Attack Frank. Gino is now out of Actions.

Alternatively, Gino Declares Strike, Target Frank. Rolls Initiative 13. Frank Declares Pistol, Target Gino, and rolls Initiative 10. At 13, Gino uses 1 Combat Move Action and rolls Move. He gets enough successes, and moves into H2H range with Frank. Gino then uses a 2nd Action, this one in Strike, to Attack Frank. Gino is now out of Actions.

Now, let's consider what happens if Frank out-rolls Gino for Initiative. Gino Declares Move, Target Frank. Rolls Initiative 13. Frank Declares Pistol, Target Gino, and rolls Initiative 15. At 15, Frank shoots at Gino. Gino didn't Declare a Defense, so Gino can't roll a Dodge (see Attack Procedure). Instead he must rely on Passive Defense.

Same scenario, but this time, Gino is worried enough about Frank's gun that he will play it a bit safer.

Gino Declares Dodge, Target Frank. Rolls Initiative 13. Frank Declares Pistol, Target Gino, and rolls Initiative 15. At 15, Frank shoots at Gino. Gino is allowed to bump up 1 of his Dodge Actions to roll against Frank's shot. He rolls well, and doesn't get shot. At Initiative 13, it's Gino's turn. He's used 1 Action so far. Gino chooses to use 1 Action of Combat Move, Target still Frank, and rolls Move to close the distance to Frank. If Gino wants to perform a 3rd Action, his only choice is to use a Special Ability, since all of Gino's other offensive Skills only have 2 Actions each. Gino decides to use a PSY-M Special Ability at 2m.

Special Round Declarations

Special Round Declarations can be used to modify a character's Initiative Declaration. These lock the character in to a particular type of behavior for the Round.

All Out Attack	+5 To Hit on Attacks, -7 PEN to Defense
All Out Defense	Can roll Active Defense vs. all known Attacks, but cannot Attack or Combat Move that Round.
Full Sprint	No Combat Actions. H2H To Hit difficulty is 8. Takes entire Round. Distance is Combat Move x 5
Group Defense	-1 PEN per potential Attacker, only applies to first Action. May chose any indicated opponent as Declared Target.
Heavy Attack	+3 To Hit on Attacks, -5 PEN to Passive Defense
Held Action	Gain +10 Initiative to Declared Action, but only if the Declared precondition is met. If the precondition doesn't occur, you don't Act for the Round.
Panic Defense	+10 to Initiative, suffers -5 PEN on Defense

ALL OUT ATTACK

This is Declared when the character doesn't care about his own well-being, has no fear of being Attacked, or is certain that he will win the Initiative and eliminate his opponent.

ALL OUT DEFENSE

Performed when the character is certain he is outmatched, and will need to be able to roll Active Defense against his opponent(s), regardless of Initiative. Often done when the character is outnumbered, and is stalling for help to arrive.

FULL SPRINT

The character performs his best sprint, sacrificing the ability to Attack or Defend himself. When a character turns tail and flees, he is likely performing Full Sprint.

GROUP DEFENSE

Declared when the character is facing multiple opponents, and is unsure which one to Declare as Target for Initiative. Since getting the Declaration wrong would mean incurring the Switch Target PEN, using Group Defense means always getting this first Attacker Targeted correctly.

For example, Ron is facing 3 gang members, all armed with knives. He wants to Declare Dodge, but doesn't have any idea which gang member is going to roll the highest Initiative. If Ron Declares the wrong Target, he will have to Switch Target to the correct Attacker, and incur a -4 PEN. He would have to Switch Target again for the 2nd Attacker, for a cumulative -8 PEN. The 3rd Attacker would require another Switch Target, for a whopping -12 PEN. However, if Ron chooses the Target correctly, he is at no PEN on the first. He will still suffer the normal Switch Target PEN for the 2nd and 3rd Attacker, however.

By using Group Defense, Ron accepts that he will be at -3 PEN (-1 for each potential Attacker) for the first Attacker. He has no chance to guess it right. When the 2nd and 3rd Attacker come at him, he will Switch Targets as normal.

Basically, Group Defense takes the guess-work out of picking a Target, but means that there is no way to face the first Attacker without a PEN.

HEAVY ATTACK

Like All Out Attack, but not quite as extreme.

HELD ACTION

Declared as an "If-Then" statement. "If an enemy comes through the door, I shoot him." If no enemy comes through the door, the character does not Act. If an enemy does come through the door, the character enjoys a +10 to Initiative.

Another way to use Held Action is Declare, "If he swings at me (Strike), I Dodge." If this occurs, your Initiative is considered 10 higher. If the opponent does something else, however, such as draws a blade and Attacks (Knife), you are caught off-guard and can't use any Actions that Round.

PANIC DEFENSE

Declared when the character is facing a vastly more potent enemy, who might be able to roll an Initiative 15 higher than him. By Declaring Panic Defense in addition to a defensive Initiative Declaration, the character can bump up a defensive Action by up to 25 total Initiative.

ATTACK PROCEDURE

When a character uses an Action to Attack, several discrete steps are followed to find the Attack's result.

Attack	Make Special Attack Declaration (if any), include all To Hit Modifiers, and roll Attack.
Active or Passive Defense	If Defender is using an Action, they roll their appropriate Skill (Active Defense). If the Defender is not using an Action, their appropriate Skill as a Passive total (Attribute + Talent + number of Skill dots) is their Defense.
Hit or Miss	Compare the Attacker's roll to the Defender's roll or total. If the Attacker matches or exceeds the Defender, the Attack hits.
Hit Accuracy	How much the Attack hit by is the Hit Accuracy, revealed by the Accuracy Chart.
Roll Damage	Roll the Attack Damage.
Hit Location	Roll the Hit Location, based on the Hit Accuracy.
Armor	If the Defender has Armor in this Location, subtract Protection from Damage.
Accuracy Damage Multiplier	Multiply remaining Damage by the Damage Multiplier listed for the Attack's Accuracy.
Damage Absorb	Defender rolls Toughness and subtracts this from Damage.
Apply Damage	Subtract remaining Damage, if any, from Defender's Total Health.
Wound Thresholds	Note if Health lost exceeds any of the Defender's Wound Thresholds.
Specific Injury (Optional)	If using Specific Injury rules, reference the Wound to the Hit Location, and roll for Specific Injury.
Stun/KO	If the Defender took a Wound, they roll Stun/KO.

Attack

Attacker Declares Target. If this is different from the previous Target, apply the cumulative Switch Target PEN of -4. If the Attacker is using a Special Attack and/or Extra Damage Attack, it is Declared now. Attacker rolls.

Active or Passive Defense

ACTIVE DEFENSE

If Defender is using an Action to Defend, he rolls the Skill. If Defender has to Switch Target to face the Attacker, this PEN applies. The Defender's roll is the Attacker's difficulty.

In order to use an Active Defense, the Defender must either have a higher Initiative than the Attacker and have Passed (having retained the option to use an Action later in the Round), or have rolled an Initiative within 15 of the Attacker with a Defensive Initiative Declaration. If neither of these are the case (the Defender has used all of his Actions already, or the Defender rolled a very low Initiative), the Defender cannot use Active Defense.

PASSIVE DEFENSE

If the Defender isn't using an Action to Defend, the Attacker's difficulty is the Defender's appropriate Passive Defense Skill: Weapon Skill (to Parry), Dodge, Block, or Grapple. Again, Switch Target PEN applies as necessary.

Hit or Miss

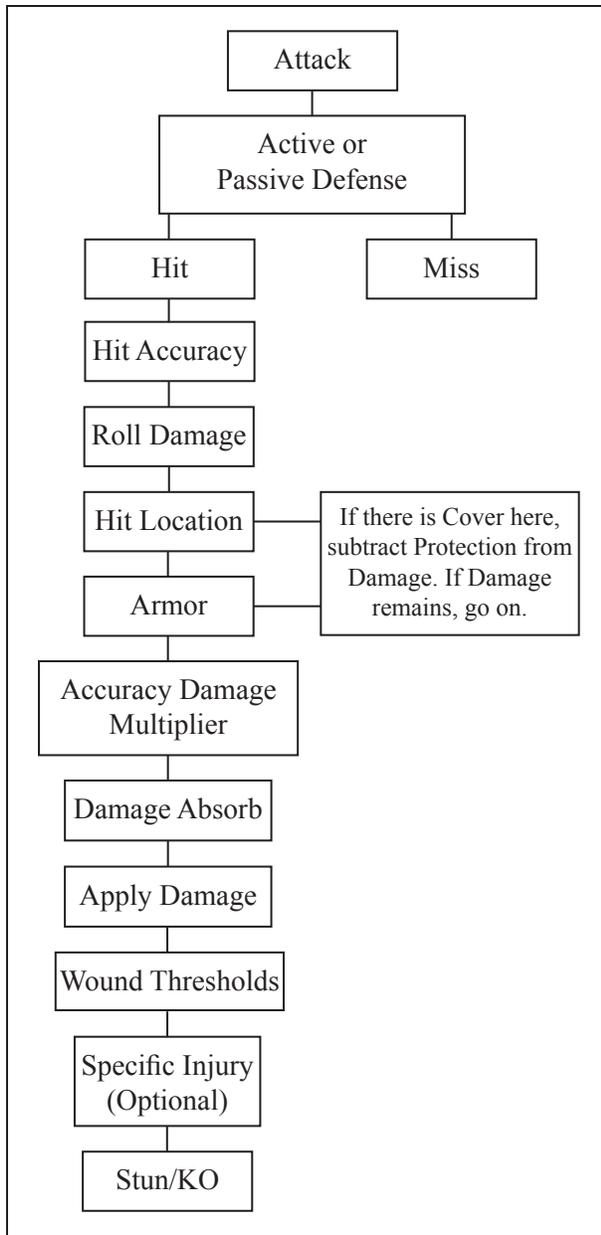
Attacker's roll is compared to the Defender's Defense.

Hit Accuracy

How much the Attack hit by is the Hit Accuracy.

ACCURACY CHART		
Hit By	Damage Multiplier	
0-2	x 1/2	Nick
3-7	x 1	Minor Hit
8-11	x 2	Solid Hit
12-15	x 3	Direct Hit
16-19	x 4	Major Hit
20+	x 5	Critical Hit

Hit Accuracy is very important. It determines Hit Location, and it gives the Damage Multiplier for all Damage that makes it through Armor Protection (if there is any Armor in that Location).



Roll Damage

The Attacker's Damage. For Unarmed, this is the H2H Damage. For Armed, this is the H2H Damage, plus the Weapon Damage. For Gunplay, this is the Weapon Damage.

Hit Location

Roll C2d10 (2d10, and add the results), and compare with the Hit Accuracy.

	Nick and Minor Hit	Solid Hit	Direct Hit	Major Hit	Critical Hit
2	Hand / Foot	Shoulder	Inner Torso	Center Torso	X Torso
3	Arm / Calf	Shoulder	Inner Torso	Center Torso	X Torso
4	Arm / Calf	Shoulder	Inner Torso	Center Torso	X Torso
5	Elbow / Knee	Shoulder	Inner Torso	Center Torso	X Torso
6	Biceps / Thigh	Shoulder	Inner Torso	Center Torso	X Torso
7	Biceps / Thigh	Shoulder	Inner Torso	Center Torso	X Torso
8	Shoulder / Pelvis	Shoulder	Inner Torso	Center Torso	X Torso
9	Shoulder / Pelvis	Shoulder	Inner Torso	Center Torso	X Torso
10	Outer Torso	Outer Torso	Inner Torso	Center Torso	X Torso
11	Outer Torso	Outer Torso	Inner Torso	Center Torso	X Torso
12	Outer Torso	Outer Torso	Inner Torso	Center Torso	Head
13	Inner Torso	Outer Torso	Inner Torso	Center Torso	Head
14	Inner Torso	Outer Torso	Inner Torso	Head	Head
15	Inner Torso	Outer Torso	Inner Torso	Head	Head
16	Center Torso	Outer Torso	Head	Head	Head
17	Center Torso	Outer Torso	Head	Head	Head
18	Center Torso	Outer Torso	Head	Head	Head
19	Head	Head	Head	Head	Head
20	Head	Head	Head	Head	Head

Cover Protection

If the Attack has hit a Hit Location that is understood to be behind Cover, subtract the listed Protection value from the Damage.

Armor Rating	Protection	Effective Against
AR: 1 Standard Window	3	
AR: 2 Light Door Riot Shield Standard Wall	6	
AR: 3 Solid Door Heavy Wall	12	.22 (DL 6)
AR: 4 Solid Reinforced Door	15	.32 (DL 8)
AR: 5 1/4 Inch Steel Armored Glass Tactical Shield	18	9mm (DL 10)
AR: 6 1/2 Inch Steel Improved Armored Glass	20	5.56mm (DL 13)
AR: 7 1 Inch Steel Brick Wall Cinderblock Heavy Tactical Shield Tree, Power Pole	22	7.62mm (DL 15)

Note that Effective Against does not mean all Damage is guaranteed to be stopped. This is a general safety rating.

Armor

If the Defender has Armor which covers the Hit Location, subtract listed Protection from the Damage total. If any Damage remains, go on. If no Damage remains, the Armor absorbed all of the Damage and the character is unharmed.

Because Armor Protection acts before the Accuracy Damage Multiplier, it is very effective in stopping harm from reaching the character. By and large, it is worth enduring the Encumbrance Penalties from wearing Armor.

Some weapons are effective at defeating certain types of Armor. These weapons will indicate which types of Armor they are AP Against (C, H, and S, for Chain, Hard, and Soft). If Armor is facing a weapon which is AP Against it, that Armor's Protection is divided by two (round down).

Accuracy Damage Multiplier

Multiply the remaining Damage by the Accuracy Chart's listed Damage Multiplier for the hit.

ACCURACY CHART		
Hit By	Damage Multiplier	
0-2	x 1/2	Nick
3-7	x 1	Minor Hit
8-11	x 2	Solid Hit
12-15	x 3	Direct Hit
16-19	x 4	Major Hit
20+	x 5	Critical Hit

Damage Absorb

The Defender rolls Toughness, and subtracts this from the Damage. If Damage remains, the Defender has been injured. If no Damage remains, the Defender is unhurt, and no further checks are made.

Apply Damage

Subtract Damage from the Defender's Total Health.

Wound Thresholds

If the Total Health lost exceeds one of the Defender's Wound Thresholds, they have received that Wound level. Fill in the appropriate circle next to the Wound Level. Then go on to Specific Injury (optional) and Stun/KO checks.

Specific Injury (Optional)

If using the optional Specific Injury rules, roll 1d10, and add the appropriate modifier for the Wound level. This roll can explode.

Light Wound	+0
Moderate Wound	+3
Severe Wound	+8
Critical Wound	+12
Mortal Wound	+18

Check this result against the Specific Injury result for the Body Area previously shown on Hit Location. Then see Specific Injury Definitions for rules on that Specific Injury.

HAND / FOOT

Maximum Wound that can be incurred to this Body Area is Critical Wound.

1-5	Small Scar
6-8	Medium Scar
9-10	HTD
11	HTD, CP
12-13	Broken Hand / Foot, Medium Scar
14-15	HTD, Nerve 1
16-17	Lost Digits
18-19	Arterial Damage, HTD
20-21	HTD, Nerve 2
22-23	Limb Damage Hand / Foot, HTD, CP
24-25	As 22-23, with Permanent Loss
26-27	As 22-23, and will require Amputation, HTD
28-30	Hand / Foot blown off, Arterial Damage, HTD

ARM / CALF / ELBOW / KNEE / BICEPS / THIGH / SHOULDER / PELVIS

Only Shoulder and Pelvis Body Areas can sustain a Mortal Wound. Other Body Areas maximum Wound is Critical Wound.

1-5	Small Scar
6-8	Medium Scar
9-10	HTD
11	HTD, CP
12-15	Broken (Body Area), Medium Scar
16-21	Arterial Damage, HTD
22-23	Limb Damage (Body Area), HTD, CP
24-25	As 22-23, with Permanent Loss
26-27	As 22-23, and will require Amputation, HTD
28-30	Limb blown off at (Body Area), Arterial Damage, HTD

OUTER TORSO

1-5	Small Scar
6-8	Medium Scar
9-10	HTD
11	HTD, CP
12-15	Broken Ribs, Medium Scar
16-18	Broken Collar Bone, Medium Scar
19-21	Arterial Damage, HTD

22-23	Organ Damage: Minor (some feet of intestine, spleen, kidney, parts of liver), HTD
24-25	As 22-23, but will require Loss of Minor Organ
26	Organ Damage: Reproductive, HTD
27	As 26, but will require Loss of Minor Organ
28-29	Organ Damage: Infectious, HTD
30	Limited Paralysis, HTD

INNER TORSO

1-5	Small Scar
6-8	Medium Scar
9-10	HTD
11	HTD, CP
12-15	Broken Ribs, Medium Scar
16-21	Arterial Damage, HTD
22-23	Organ Damage: Minor (some feet of intestine, stomach), HTD
24-25	Organ Damage: Diaphragm, HTD
26-27	Organ Damage: Infectious, HTD
28-30	Organ Damage: Lethal, HTD

CENTER TORSO

1-5	Small Scar
6-8	Medium Scar
9-10	HTD
11	HTD, CP
12-15	Broken Ribs, Medium Scar
16-21	Arterial Damage, HTD
22-25	Organ Damage: Lungs!, HTD
26-27	As 22-25, but will require Loss of Major Organ: Lung
28-29	Organ Damage: Heart!, Arterial Damage, HTD
30	As 28-29, but will require Loss of Major Organ: Heart

X TORSO

1-5	Small Scar
6-8	Medium Scar
9-10	HTD
11	HTD, CP
12-15	Broken Ribs, Medium Scar
16-21	Arterial Damage, HTD

22-23	Organ Damage: Lungs!, HTD
24-25	As 22-23, but will require Loss of Major Organ: Lung
26-28	Organ Damage: Heart!, Arterial Damage, HTD
29-30	As 26-28, but will require Loss of Major Organ: Heart

HEAD

1-3	Small Scar
4	Broken Nose
5	Broken Teeth
6-8	Medium Scar
9-10	HTD
11	HTD, CP
12-13	Broken Jaw
14-15	Lose Ear
16-17	Lose Eye
18-19	Lose Nose
20-21	Arterial Damage, HTD
22-23	Coma 1, Broken Skull, HTD
24-25	Total Paralysis, HTD
26-27	Coma 2, Broken Skull, HTD
28-30	Organ Damage: Brain!, Broken Skull, HTD

SPECIFIC INJURY DEFINITIONS

Not all injuries are the same. Listed below are more exacting descriptions of the injury details from the previous section. Some Specific Injuries will have an Added Days dice score listed; this roll is the number of days increased for the Wound to downgrade each level in Wound Recovery.

Amputation

The Body Area cannot be saved, and will require Amputation of the limb. Will incur 1d6/2, 1d10/2, or 1d6 Added Days, depending on size of amputated Body Area.

Arterial Damage

A major blood vessel has ruptured. Will automatically lose 1 Health a minute. If this was caused by a Critical or Mortal Wound, they are bleeding to death at three times the normal rate. 1d10/2 Added Days.

Brain Damage

Roll 1d10. Subtract this from Creativity and/or Reasoning, player's choice. This loss is permanent. If either Attribute falls to 0, the character is brain dead, and in permanent Coma. If both Attributes fall to 0, the character is dead.

Broken and Limb Damage

The Body Area has a broken bone, or suffered great amounts of tissue damage. In addition to PEN for great pain to use the Body Area, specific PEN is listed for trying to use each Body Area until the Wound is healed. For Broken, 1d6 or 1d10 Added Days, depending on Area size. For Limb Damage, 1d6/3 or 1d6/2 Added Days, also based on size.

Arm	-3 PEN
Biceps	-4 PEN
Calf	-4 Quickness, Move at Half
Collar Bone	-2 Quickness
Elbow	-5 PEN
Foot	-4 Quickness, Move at Half
Hand	-4 PEN
Jaw	Great difficulty speaking
Knee	-6 Quickness, Move at Half
Nose	-10 PEN Notice for Scent, difficulty speaking
Pelvis	-8 Quickness, Move at Half
Ribs	-2 Quickness
Shoulder	-5 PEN, -3 Quickness
Skull	Automatically Stunned, make Toughness check for KO vs. 25
Teeth	Lost a few teeth
Thigh	-4 Quickness, Move at Half

Coma 1

Character falls into a Coma for 1d6 days.

Coma 2

Character falls into a Coma for (roll 1d10. 1-9 is length in weeks, 10 means permanently). Roll 1d6. On 5-6, go to Brain Damage.

CP

Chronic Pain. The character will have reoccurring bouts of pain, and suffer -2 PEN during these.

HTD

Heavy Tissue Damage. Character suffers large amounts of scarring at 3-6 inches. If this is on the face, suffer -2 Beauty. 1d6/3 Added Days.

Limb Damage

See Broken.

Limited Paralysis

Character cannot move his body below the waist. Roll 1d10. On 3-10, this is permanent. 1d6/2 Added Days.

Lose

Character has permanently lost a sensory organ.

Ear	-3 PEN to Notice checks for sound, -1 Beauty. 1d6/3 Added Days.
Eye	See One-Eyed Sensory Disadvantage, -1 Beauty. 1d6/2 Added Days.
Nose	Character cannot smell, -4 Beauty. 1d6/2 Added Days.

Loss of Minor Organ

Character will require removal of an organ. The character can day-to-day function without this organ without PEN. Loss of Reproductive Organs renders the character Sterile and with No Sexual Function. 1d6/2 Added Days.

Loss of Major Organ

1d6 Added Days.

Heart	The character's heart is so damaged, he requires a transplant or artificial replacement heart to live.
Lung	The character's lung is so damaged, it must be removed. Without a transplant or artificial replacement lung, the character is at -5 PEN to Fatigue checks for Exertion.

Medium Scar

Character suffers a 1-3 inch, noticeable scar. If this is on the face, suffer -1 Beauty.

Nerve 1

The character has lost some feeling in the injured area. This will never naturally recover, and if in the Hand, resolves as a -2 PEN for checks which require an acute sense of touch (such as Surgery). 1d6/3 Added Days.

Nerve 2

The character has a severed nerve-path to the injured area, and will have difficulty controlling that part of the body. This will never naturally recover. For Hand, this resolves as -5 PEN, with -10 PEN for checks which require an acute sense of touch. For Foot, this resolves as -1 Quickness. 1d6/2 Added Days.

Organ Damage

An important internal Organ has failed.

Brain!	If this was from a Critical or Mortal Wound, the character is dead. Go to Brain Damage. 1d6 Added Days.
Diaphragm	If this was from a Critical or Mortal Wound, the character cannot breathe, and will suffocate to death in 1d6 minutes without Wound Stabilization. Otherwise, the character is at -5 PEN (from Light Wound), -7 PEN (from Moderate Wound), or -10 PEN (from Severe Wound) to Fatigue checks for Exertion. 1d10/2 Added Days.
Heart!	If this was from a Critical or Mortal Wound, the character is dead. Otherwise, double Arterial Damage bleeding rate. 1d6 Added Days.
Infectious	The damaged Organ will cause a serious infection unless Surgery vs. 15 is scored within 1d6 hours. An Infected Wound will upgrade any Wound by one Level. Infected Mortal Wounds are automatically fatal. 1d6/3 Added Days.
Lethal	The damaged Organ will cause death unless Surgery vs. 20 is scored within 1d6 hours. 1d6/3 Added Days.
Lungs!	The character is breathing blood bubbles, and will choke to death in 1d6/2 minutes without a First Aid vs. 20, or Surgery vs. 18 score. 1d6/2 Added Days.
Minor	The damaged Organ is not immediately life threatening, but will require Surgery vs. 15 to repair. 1d6/3 Added Days.
Reproductive	The damaged Organ is not immediately life threatening, but could lead to reproduction or sexual dysfunction. 1d6/2 Added Days.

Permanent Loss

This indicates that the Broken and Limb Damage penalties will, at half their value, become permanent. With proper physical therapy over time (Ref's call), these penalties can be reduced by another half.

Small Scar

Character suffers up to an inch-long, thin scar.

Total Paralysis

Character cannot move or control their body below the neck. Roll 1d10. On 3-10, this is permanent. 1d6/2 Added Days.

Stun/KO

If the Defender received a Wound, he must make a Toughness check against the Stun/KO difficulties listed for that Wound.

Light Wound	Stun 8 KO 5
Moderate Wound	Stun 12 KO 10
Severe Wound	Stun 18 KO 15
Critical Wound	Stun 22 KO 20
Mortal Wound	Stun 25 KO 22

The Defender only rolls Toughness once, and compares this to the two listed difficulties. If the check is higher than both the Stun and KO, the Defender is not Stunned or Knocked Out. If the check is lower than Stun, but higher than KO, they are Stunned, but not Knocked Out. If the check is lower than both Stun and KO, the Defender is Knocked Out.

Stunned characters lose all of their Actions for the remainder of the Round, although they retain their Passive Defense at a -3 PEN.

Knocked Out characters are unconscious for at least 1d6+3 Rounds. Following this, Knocked Out characters make a Toughness check every 3 Rounds until they make it, starting at difficulty 20, then difficulty 18, 15, 12, 10, 8, all the way down to 5.

Each Wound the character takes incurs a Penalty (listed as PEN). In addition, PENs are applied when the character is down to 75, 50, and 25% of his Total Health. These PENs stack with all other PENs, and the only checks they do not affect are Toughness checks.

Combat Situations

ON THE GROUND

Character is -5 PEN to Attack and Defense, and -3 to H2H Damage. The character must use Get to Feet or Kippup.

SWITCH TARGET

Each time the character switches Declared Target within the Round, he suffers a cumulative -4 PEN.

Non-Lethal Damage

There are three types of Damage that are Non-Lethal, which cannot kill a character no matter how much is done. These types of Damage are Chemical Irritant Damage, Concussion Damage, and Stun Damage.

CHEMICAL IRRITANT DAMAGE

This Damage is done by chemical weapons, such as pepper spray or tear gas. Chemical Irritant Damage is Absorbed by Tolerance, and Wounds Downgrade at a rate of 1 Wound Level every 10 Rounds.

If done by gas, each exposed Hit Location will be hit by the Irritant Damage at Minor Hit Accuracy (x 1 Damage). Inhalation of the gas counts as Solid Hit Accuracy (x 2 Damage), but a damp cloth over the nose and mouth can reduce this to Minor Hit Accuracy (x 1 Damage).

CONCUSSION DAMAGE

This type of Stun Damage is done by concussive blast, and is Absorbed by Toughness. Concussion Damage Wounds Downgrade at a rate of 1 Wound Level every 3 Rounds, and do not cause Specific Injury. The maximum Accuracy Damage Multiplier for Concussion Damage is Solid Hit (x 2 Damage).

STUN DAMAGE

This Damage is done by electrical stun guns or shock impact weapons. It is rolled like normal, and Absorbed by Toughness. Stun Damage Wounds Downgrade at a rate of 1 Wound Level every 3 Rounds, and do not cause Specific Injury. However, Stun Damage has a 10% chance of causing heart failure in those with weakened heart conditions. The maximum Accuracy Damage Multiplier for Stun Damage is Solid Hit (x 2 Damage).

COMBAT SPECIFICS

Hand to Hand Combat

Hand to Hand (H2H) Combat is both Unarmed and Armed Combat. Range is short, being 2m or less for Unarmed, with some weapons reaching 3m in Armed. Damage depends on physical strength of the Attacker, the additional harm from any weapon being used, and Accuracy of the Attack.

Defending oneself in H2H Combat means use of Dodge, Block, or weapon skills to Parry.

UNARMED

The primary means of Unarmed Attack is the use of Strike. The Attacker rolls Strike, against either the chosen Passive Defense Skill of the Defender (if the Defender is not using an Action), or an Active Defense roll of the Defender's chosen Skill (if the Defender is using an Action).

Those highly skilled in Strike may wish to use Special Attacks and/or Extra Damage Attacks.

The other offensive Skill in Unarmed Attack is Grapple. Unlike Strike, which can be used unmodified, Grapple Attacks always make use of Special Attacks, and can also include Extra Damage Attacks in certain instances.

ARMED

Armed Combat is the use of melee weapons in H2H. There are three main differences between Armed and Unarmed Combat.

One, Armed Combat weapons have To Hit modifiers, due to reach and ability to penetrate defenses.

Two, Armed Combat weapons have their own Damage Dice, which is rolled separately from Base H2H Damage. These totals are added together.

Three, Armed Combat weapons may have a Reach of 2 or 3m, instead of the default 2m for Unarmed.

TO HIT

Armed weapons have To Hit modifiers, which take into account the weapon's balance, reach, stability, ease of use, and ability to penetrate defenses. Check each weapon to compare these To Hit modifiers.

REACH

Armed weapons also have the potential to be effective at 3m, instead of the standard 2m range. This effect is called Reach. These ratings are listed by the weapon.

Special Attacks: Strike and Armed

Beat-Attack Armed Only	-3 To Hit, each success +1 is a to immediate Strength Feats. This success is Defender's PEN against immediate follow up Attack.
Called Shot	-3 To Hit, Ref interprets results
Charge H2H Only	-3 To Hit, does +1d6 in H2H Damage. Requires Full Sprint previous Round.
Counterattack H2H Only	Roll Defense at -3 PEN. If successful, may use 1 Action to Attack at +3.
Disarm H2H Only	-8 To Hit, each success +1 to Strength Feats. If successful, Target Disarmed.
Feint H2H Only	No Damage, success is To Hit bonus to next Attack (max 5).
Knock Out H2H Only	-5 To Hit, success is increased difficulty of Defender's Stun/KO check. Must do Damage to Defender to count. If less than Light Wound, Stun/KO base difficulty is 0/3.
Leg Sweep H2H Only	-3 To Hit, does Nick Damage, Target is On The Ground.

BEAT-ATTACK

A weapon attack, performed against a Defender's weapon (to reduce Parry) or shield (to reduce Shield). Requires both attack skill and good physical strength to make useful. Armed Combat only.

CALLED SHOT

Performed when no other Special or Extra Damage Attack matches the Attacker's goal. Usually done to Declare an Attack on a body area not covered by Armor.

CHARGE

A maneuver which requires Full Sprint toward the Target the previous Round. Adds 1d6 to the Attacker's Base H2H Damage. Generally performed in full (Full Sprint for 1 Round, then Charge Attack) as either a last-ditch effort, or when covered by superior numbers.

COUNTERATTACK

Declared immediately before rolling an Active Defense. The Defense suffers, but you may immediately use 1 Action to perform an Attack regardless of Initiative, presuming the Defense is successful.

DISARM

Difficult maneuver, but success strips opponent of his weapon. This can be performed via Armed or Strike. Typically done either to complete a victory against an injured opponent, or in a moment of opportunity.

FEINT

A fake-out maneuver done to position yourself for a following Attack. The maximum benefit is 5 successes. Commonly performed when you enjoy an advantage in total number of Action over an opponent.

KNOCK OUT

Executed in surprise, or on a Target with a weakened defense. A well-performed Knock Out by a highly skilled Attacker can overcome a more powerful, enduring opponent.

LEG SWEEP

Maneuver which foregoes doing much damage in favor of reducing the opponent's combat effectiveness. Commonly done as a stalling technique.

Extra Damage Attacks

Vital Blow	-3 To Hit, +1 level of Accuracy
Deadly Blow	-5 To Hit, +2 levels of Accuracy, miss by 1-2 is Nick
Killing Shot	-7 To Hit, +3 levels of Accuracy, miss by 1-2 is Nick

VITAL BLOW

The lowest level of Extra Damage Attack, done when a higher Damage Multiplier is desired, but not too much. Not easy to perform.

DEADLY BLOW

The mid-level Extra Damage Attack. Successful Attacks often result in crippling damage and permanent injury, with the potential for death. Difficult to perform.

KILLING SHOT

The highest level of Extra Damage Attack. Only performed when the immediate death of the Target is desired. Very difficult to perform. Sometimes done as a final, "finishing off" Attack on an otherwise crippled adversary.

Grapple Maneuvers

Break Grapple	Contested Strength Feats
Choke	-6 To Hit. Choke success at end of Round
Escape Grapple	Use Grapple to escape Grapple
Grip	Makes other Grapple Maneuvers +3 To Hit
Hold	-3 To Hit, Hold Success is physical Action PEN to Defender
Limb Break	-5 To Hit, Moderate Wound or more limb Broken
Lock	-3 To Hit, Lock Success is pain PEN. Defender needs Toughness vs. 10 + Lock Success to take any physical Action
Takedown	-3 To Hit, can only do up to Solid Hit Accuracy. Both combatants On The Ground. Maintains Grapples.
Throw	-3 To Hit, can only do up to Minor Hit Accuracy. Opponent is On The Ground.

BREAK GRAPPLE

Done to escape a Choke, Grip, Hold, or Lock, when you believe you have a sufficient advantage in physical power. Will only defeat 1 Maneuver per use.

CHOKE

A difficult maneuver to execute, but one that can neutralize an otherwise unbeatable opponent. Successes accumulate Round after Round, and compare to the Defender's Choke Fatigue Thresholds.

For example, a Defender with Choke Fatigue Thresholds of 6/12/18 is engaged with a 5 success Choke. At the end of Round 1, 5 successes are recorded. At the end of Round 2, there are 10 successes (and the Defender suffers a -3 PEN,

for reaching the first Threshold). At the end of Round 3, there are 15 successes (Defender is at -6 PEN). At the end of Round 4, the last Threshold is broken and the Defender is unconscious.

After 4 times this many Rounds (16 Rounds, in the example's case), each Round comes with a 50% chance of Brain Damage.

ESCAPE GRAPPLE

Done to use Grapple to defeat an Attacker's successful Choke, Grip, Hold, or Lock. For Choke, Hold, and Lock, each Escape Grapple success reduces 1 of these successes. For Grip, any Escape Grapple success defeats the Grip.

GRIP

The standard opening Grapple Maneuver, for either an Attacker, or a Defender who wishes to use Escape Grapple.

HOLD

Done to "wrap up" an opponent. Often performed before a Choke, as the opponent in a Choke is free to use Actions to Attack while the Choke is in progress. The PENs from a well-performed Hold can mean an ineffective opponent.

LIMB BREAK

Done to permanently disable an opponent's arm or leg. If successfully performed on opponent's head (Declared as neck), and Broken occurs, Defender is dead.

LOCK

Performed to take control of an opponent through pain compliance. Can be done to make Target immobile, or to force Target to move.

TAKEDOWN

A full tackle or body slam, often done to further incapacitate a Defender who is already under Grip and Hold.

THROW

In many ways, a mildly more damaging version of Leg Sweep. Target ends up On The Ground, where Attacker may either flee or take advantage of the target's sudden reduction in ability. Sometimes done as a stalling technique.

Move Actions

Get to Feet	2 Actions. First Action, On The Ground PEN is half
Kippup	Acrobatics vs. 12 to get to feet in 1 Action

GET TO FEET

Simply, the Action done to get up from the ground. The PEN for On The Ground is -5 PEN Attack and Defense, and -3 to rolled H2H Damage. If only 1 Action of Get to Feet is performed, the PEN is -3 to Attack and Defense, and -2 to rolled H2H Damage.

KIPPUP

A 1 Action solution to On The Ground, but requires a successful Acrobatics check vs. 12. If this check fails, the character remains On The Ground.

ROLLING MOVE WITHIN COMBAT

When a character uses a Combat Move Action, roll Move and check the chart at the bottom of the combat character sheet to see how many meters the character is allowed to cover with that 1 Move Action.

Combat Move	6	8	15	20	25	30	32	35
Meters	1	2	3	4	5	6	7	8
Combat Move	38	40	42	45	48	50	52	55
Meters	9	10	11	13	14	15	16	17
Combat Move	58	60	62	65	68	70	72	75
Meters	18	19	20	21	22	23	24	25

Step Movement

In addition to using Combat Move, characters are allowed to take a single 1m "step" for free each time they roll a Combat Action.

Ranged Combat

Ranged Combat covers firearms, bows, crossbows, and thrown weapons. The base difficulty of Ranged Combat is 8, even if the Target is not defending.

The principles of action in Ranged Combat are still the same, but there are several additional factors to account for: Target Range, Target Cover, Target Position, and Aiming.

TARGET RANGE

All Ranged weapons will have set Range Breaks. Compare the distance in meters (from the shooter to the target) to the weapon's listed ranges. This will determine the Range as Close, Average, Far, Extreme, or Max. If the Range is 3m or less, the Range is considered Point Blank. Each of these Range categories applies a To Hit Modifier.

Target Range	To Hit
Point Blank	+5
Close	+3
Average	+0
Far	-3
Extreme	-5
Max Range	-10

For example, a Glock M17 has Range Breaks listed as:

3 C | 10 | A | 20 | F | 35 | E | 50 | M | 70 |

By this, a Target at 30m would be Far Range, as it falls between the 20m and 35m Range Breaks for Far. A Target at 71m is beyond the upper limit of Max Range, meaning the weapon cannot hit the Target no matter how high the roll.

TARGET COVER

Since it's difficult to Dodge Ranged attacks (particularly gunfire), it's common to hide behind cover for protection. However, just because the Target has something between him and a shooter doesn't mean the obstacle can stop a bullet.

Cover adds to the difficulty of Attack, if the Attacker wishes to fire around the cover. If the Attacker desires, he can Ignore Cover and try to shoot through it. The added difficulty for firing around Cover depends on how much the Cover obscures the Target.

Target Cover	To Hit
Minor	-3
Major	-5
Total	-7

Minor Cover

Covering up to a third of the body, such as partial coverage from a corner of a brick building.

Major Cover

Covering up to two-thirds of the body.

Total Cover

Covering leaves only a small portion of the Target exposed, such from a gun port on a guard tower.

IGNORING COVER

Ignoring Cover first requires a successful Notice check on the part of the Attacker, in order to properly figure the target's position. The Notice check difficulty is 8 (Minor Cover), 10 (Major Cover), or 15 (Total Cover). Failing this means the Attack automatically fails.

Solid objects have an Armor Rating (AR). This reflects how much an object (such as a door or wall) reduces Damage of bullets and the like. See Cover Protection.

TARGET POSITION OR MOVEMENT

The target's body position or movement in relation to the shooter can add difficulty to the Attack.

Target Position	To Hit
Crouched	-3
Prone	-5
Walking	-3
Running	-5

AIMING

Aiming means using up Actions to get an Aim bonus To Hit, which will result in a more accurate shot on a Target. Each level of Aim requires more Actions spent, and Aiming for 3 Actions or more requires certain Skill level in order to gain any accuracy.

Aim	Need
1 Action (+2)	none
2 Actions (+4)	none
3 Actions (+6)	●
4 Actions (+8)	●●
5 Actions (+10)	●●●
6 Actions (+12)	●●●●

For example, Aiming for 4 Actions requires the shooter to have in ●● the Skill, and gives the Attacker a +8 To Hit.

TO HIT

As in Armed Combat, Ranged Combat weapons have different inherent levels of accuracy. These are reflected in the To Hit bonus (or penalty) listed for the weapon. For example, a Glock M17 has an inherent +3 To Hit.

RANGED ATTACK EXAMPLE

Phil is trying to shoot a bad guy with his trusty Glock, which is +3 To Hit. The Ref announces that the Range is 18m. This is just inside Average, so Phil is +0 To Hit for Range. The bad guy has Major Cover from a concrete barrier, and since Phil doesn't think his Glock will penetrate AR: 7, he has to shoot around it for a -5 To Hit. The bad guy is Crouched, for another -3 To Hit. Added together, everything comes to -5. Phil decides to use 2 Actions to Aim, earning him a +4. On Phil's 3rd Action, he fires with a -1.

DEFENDING AGAINST RANGED ATTACKS

Defending Ranged Attacks is difficult. The only allowed Defense Skills against firearms, bows, and crossbows are Shield and Dodge, and Shields can be fired through (see Ignoring Cover). Thrown weapons can be Parried or Blocked. This must be an Active Defense roll.

<u>Ranged Attack</u>	<u>Allowed Defense</u>	<u>Penalty</u>
Thrown	Parry, Shield, Dodge	-4
Archery	Shield or Dodge	-8
Gunplay	Shield or Dodge	-12

Even though Defending against Ranged Attacks is difficult, the minimum difficulty to be Hit is 8. By this, if a character tries to Dodge a bullet, the Dodge roll suffers a -12 PEN. If the character in this situation rolls a 16, the -12 PEN means he will use the default difficulty (8) instead of his rolled Dodge (4).

READY, CLIP, AND RELOAD

Ranged weapons are also notable in that some require Actions to Ready them between attacks. The Clip listing is the number of shots the weapon holds, regardless if the weapon uses a true clip, internal magazine, or external magazine. Reload is the number of Actions it takes to refill or replace the weapon's Clip. A character can use both Combat and Non-Combat Actions to Ready and Reload weapons.

For example, a Glock M17 has a Ready of 0, Clip of 17, and a Reload of 2. This means it automatically readies itself between shots, can fire 17 times before Reloading, and the Reloading process takes 2 Actions.

An Ithaca Stakeout has a Ready of 1, Clip of 8, and a Reload of 1 per shot. This means it takes 1 Action in between each shot to Ready the weapon (to work the pump), and the gun holds 8 shots. When empty, it takes 1 Action for each shell going back into the gun.

As a general rule, semi-automatic weapons and double action revolvers have Ready 0, pump and lever actions weapons have Ready 1, and bolt action weapons have Ready 2.

External magazine weapons, stripper clip internal magazine weapons, and bows have Reload 2. Revolvers with speed loaders have Reload 3. Weapons with standard internal clips, which have to be reloaded 1 bullet at a time, have a Reload of 1 per shot.

SPECIAL ATTACKS: BURST, SPRAY, AND AREA SPRAY

Some firearms can fire more than one round per Attack. Guns that list a (*) behind their Ready can fire Burst, and guns that list a (**) can fire Burst or Spray. When a gun fires a Burst, it uses 3 rounds for each Action of fire. In Spray, each Action uses 10 rounds.

The advantage of Burst and Spray is that multiple hits can be scored on a single Target each Attack. The disadvantage is that these Attacks use up a lot of ammunition, and accuracy of successive hits falls. Accuracy below Nick is a miss.

Burst

Burst Attack is rolled like a normal Gunplay Attack. If it hits, the first round hits at listed Accuracy, a second round hits at one lower level of Accuracy, and a third round hits at an additional one lower level of Accuracy. Hit Location for each round is figured separately. However, the Attacker only rolls Damage once, and uses this single Damage roll to figure Damage after Accuracy Multipliers.

For example, a Burst Attack hits by 8. The Attacker scores a Solid Hit, a Minor Hit, and a Nick. Hit Locations for each round is figured separately, with results Shoulder (the Solid Hit), Elbow (Minor Hit), and Outer Torso (Nick). Damage is rolled as 18, and applies to all 3 rounds.

Spray

Spray is rolled and figured just like a Burst Attack, except that 10 rounds are fired from the weapon, and more hits are possible. For example, a rolled Critical Hit would score 6 such hits, 1 at Critical, Major, Direct, Solid, Minor, and Nick, for Damage Multipliers of x 5, 4, 3, 2, 1, and 1/2.

Area Spray

This is a special Attack where the shooter shoots not at specific Targets, but fires to cover a specific area. It is an inaccurate Attack where Hit Accuracy is random, and hits are not guaranteed regardless of how well the Attacker rolls.

Area Spray cannot be modified by Extra Damage Attacks.

To perform Area Spray, the Attacker determines how many Actions he wishes to use: 1, 2, or 3. Each Action used requires firing 10 rounds. If using 1 Action, roll below as normal. If using 2 Actions, add +5 To Hit. If using 3 Actions, add +10 To Hit.

The difficulty of Area Spray is determined by the size of the Area, and is modified by Range. Use Ignore Cover rules.

Area	Dif
Doorway	8
Double Doors	10
Room, Alleyway	12
Large Room, Side Street	15
Small House Front	18
Large House Front	20

The Attacker rolls against one of these difficulties, modified by Range and the number of Actions used. All Targets in the affected Area are potentially hit. If a Target is Crouched, that Target faces 3 less successes; if Prone, 5 less successes. If a Target wishes to Dodge, the difficulty is 20, with any successes reducing the number of Area Spray successes they face. By all of this, each Target might be facing a different number of successes.

Each success on a Target is a 1d10 rolled. For every 1 that turns up, the Target has been hit. Roll a 1d10 for each hit, and use this result as the Hit By number for Hit Accuracy. This Hit Accuracy roll can explode up from a 10 result.

For example, a gunman opens up on a Room occupied by a party of 5 characters. The gunman uses 3 Actions (and 30 rounds). Range is Close (+3), he's using an AK-47 (+4 To Hit), and he uses all 3 Actions (+10). He rolls a 10, for a total of 27, or 15 successes. Everyone in the party now faces 15 successes of Area Spray from this weapon.

One character is already Prone. This negates 5 successes, so this character faces 10 remaining successes.

Two more characters are Crouched. This negates 3 successes, so these characters each still face 12 successes.

One character is caught standing upright and has no available Dodge. He faces all 15 successes.

One final character has a Dodge, and rolls a remarkable 23. His 3 successes reduce the Area Spray successes, but he still faces 12 successes.

Each character now rolls 1d10 per success they face.

The Prone character rolls 10 d10's, and gets no 1's. He is safe.

The 2 Crouched characters roll 12 d10's. The first character gets a single 1, and the second character gets two 1's.

The standing character rolls and gets a single 1.

The character who Dodged rolls and gets a single 1.

For Hit Accuracy, the Ref rolls for the first Crouched character, and gets a 6, for a Minor Hit. The second Crouched character gets a 4 and a 9, for a Minor Hit and a Solid Hit.

The Ref rolls for the standing character's hit and gets a 2, for a Nick.

Lastly, the Ref rolls for the character who dodged, and gets a 10, then a 5 for the explosion up, for a 15. Direct Hit.

Each of these hits now is checked for Hit Location, then Armor Protection and so on.

THROWN

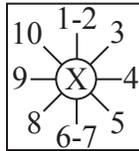
Thrown weapons are a little different in that their Range is based on the strength of the thrower, and there is no Point Blank. Damage is rolled like Armed Combat, being a combined result of the Thrower's H2H Damage, and the weapon's Damage.

The Range breaks for Medium throwing weapons (typically throwing spears) is below. Find the appropriate breaks for the character's PSF. Note that the PSF rating itself is the end of Close Range, and the beginning of Average Range. PSF 1-3 does not get Close Range, and starts at Average Range instead.

		PSF	Medium Throwing Weapon Ranges							
3	C	1	A	3	F	3	E	5	M	6
		2		4		6		9		12
		3		6		9		14		18
		4		8		12		18		24
		5		10		15		23		30
		6		12		18		27		36
		7		14		21		32		42
		8		16		24		36		48
		9		18		27		41		54
		10		20		30		45		60
		11		22		33		50		66
		12		24		36		54		72
		13		26		39		59		78
		14		28		42		63		84
		15		30		45		68		90
		16		32		48		72		96
		17		34		51		77		102
		18		36		54		81		108
		19		38		57		86		114
		20		40		60		90		120

Grenades

Grenades use the Medium Throwing Weapon Ranges. For each 1 the throw missed by, the hand grenade is 1m from the intended Target. Use the following chart to find which direction the off-target grenade landed.



For Small throwing weapons (knives, darts) and throwing axes, use this chart. PSF 1-6 does not get Close Range, and starts at Average Range instead.

PSF	Small Throwing Weapon Ranges											
	1	3	C	3	A	3	F	3	E	3	M	3
2				3		3		3		5		6
3				3		3		5		7		9
4				3		4		6		9		12
5				3		5		8		11		15
6				3		6		9		14		18
7				4		7		11		16		21
8				4		8		12		18		24
9				5		9		14		21		27
10				5		10		15		23		30
11				6		11		17		25		33
12				6		12		18		27		36
13				7		13		20		30		39
14				7		14		21		32		42
15				8		15		23		34		45
16				8		16		24		36		48
17				9		17		26		39		51
18				9		18		27		41		54
19				10		19		29		43		57
20				10		20		30		45		60

THROWING “NON-THROWING WEAPONS”

Characters can attempt to throw weapons which aren't properly balanced for throwing. For Range, use the chart for Small throwing weapons, above. For To Hit, ignore the weapon's normal To Hit, and use the following.

Weapon Conceal	To Hit
P or J	-4
T	-6
N	-8

Wound Effects

How much Total Health is lost at once matters a great deal in how badly it affects a character. Three Light Wounds is not the same thing as one Severe Wound. In addition to increasing PEN effects for worse level injuries, Severe, Critical, and Mortal Wounds cause additional loss of Total Health until these Wounds are Stabilized.

For tracking lost Total Health, only the worst condition applies. For example, a character going from 75% remaining Total Health to 50% sees the PEN for this go from -2 PEN to -4 PEN. The PENs are not added together.

Light Wound	
-2 PEN	Troubling, but not life-threatening injury.
Moderate Wound	
-4 PEN	Painful, larger wound. Noticeably worse than a Light Wound, but still not life-threatening.
Severe Wound	
-6 PEN	Horrible wound that will eventually kill the character without medical assistance. Losing 1 Health per 30 minutes.
Critical Wound	
-10 PEN	Shocking wound that is difficult to survive. Losing 1 Health per minute.
Mortal Wound	
-15 PEN	Immediately life-threatening wound. Losing 1 Health per 10 seconds (3 Rounds).
Total Health 75%	
-2 PEN	Banged-up mess, and it shows.
Total Health 50%	
-4 PEN	Broken and bloody.
Total Health 25%	
-6 PEN	Walking disaster, if standing at all.

Injured characters are likely to see the number of Actions available to them fall. The following is the loss to all Actions, due to total PEN.

LOSS OF ACTIONS

Down to minimum of 1 Action

-4 PEN	-1 Action
-6 PEN	-2 Actions
-8 PEN	-3 Actions
-10 PEN	-4 Actions

MODERN MEDICAL

The following Medical mechanics replace existing rules pertaining to Wounds and Illness. The three most pertinent Skills are Diagnose, First Aid, and Surgery. Diagnose covers both injury and illness diagnosis, but also treatment within general medicine. First Aid is the Skill of paramedics and first responders. Surgery is emergency and scheduled surgery.

The Cache: Medical is a very important Extra, in that each level of this Cache translates into a +1 to Diagnose (treatment only), First Aid, and Surgery checks. However, First Aid can only receive bonus from Cache up to +3.

Medical Grades

There are 5 Medical Grades, representing various levels of professional medical help. These take into account expected skill levels and appropriate Cache ratings. Use these if characters obtain medical help beyond themselves.

Medical Grade	Base and Skill	Cache
A: Elite Care	10 + ●●●●	+9
B: Large Hospital	8 + ●●●	+8
C: Quality Clinic	7 + ●●●	+6
D: Advanced Care	6 + ●●	+5
E: Basic Care	5 + ●●	+4

If a character receives a “+1 Medical Grade” bonus (from a Ritual or otherwise), this now translates into a +3 Modifier for Medical checks.

Wounds and Injuries

A Wounded character requires two things to get better. As an immediate concern, he needs the Wound(s) to be Stabilized. Without Wound Stabilization, the character could die within minutes, hours, or days. The second thing the character needs is for these Wounds to be Downgraded.

WOUND STABILIZATION

When a character has a Wound, two checks must be made in order to Stabilize the Wound: Diagnose, and then either First Aid or Surgery.

STANDARD TIME TO STABILIZE

A very important factor in Wound Stabilization is how long it takes for each attempt at Diagnose and Stabilization.

Wound	Diagnose Time	First Aid Time	Surgery Time
Light Wound	20 seconds	30 seconds	30 seconds
Moderate Wound	20 seconds	30 seconds	30 seconds
Severe Wound	25 seconds	45 seconds	45 seconds
Critical Wound	30 seconds	1 minute	1 minute
Mortal Wound	30 seconds	1 minute	1 minute

STABILIZATION DIFFICULTIES

Wound	Diagnose	First Aid	Surgery
Light Wound	8	12	15
Moderate Wound	10	15	18
Severe Wound	12	18	20
Critical Wound	15	20	22
Mortal Wound	18	22	25

Each success above the required difficulty is 5 seconds shaved off the Standard Time (minimum 15 seconds). A failed roll is simply time lost. A botched roll on Stabilization (First Aid or Surgery) increases the Wound level by one, and the patient loses Body in Total Health.

Wound Stabilization difficulties for First Aid are lower than they are for Surgery. This is because Surgery presumes the use of a higher level Cache: Medical (6 or more).

For example, a character with Body 3 receives a Critical Wound, having lost 25 Total Health from a gunshot. He has 35 remaining Total Health, and is losing 1 Total Health per minute. A medic reaches the character 4 minutes later (victim down to 31 Total Health). The victim is loaded into an ambulance, and is on the way to the hospital.

The medic attempts Diagnose, which takes 30 seconds. He rolls Diagnose, and gets a 12. Failure. He tries again, and gets a 15. Since another minute has passed, the victim loses another Total Health (down to 30). The medic now tries to Stabilize the Critical Wound, which will take another minute. He gets to add his Cache: Medical (+2) to the roll. He rolls First Aid and gets a grand total of 16. Failure. The victim loses another Total Health (down to 29).

The medic tries two more times, and gets an 18, then a 20. Success! Two more minutes have passed. As the victim is wheeled into the hospital, he has a Stabilized Critical Wound, and is down to 27 Total Health. If the medic hadn't been so skilled, it would have been up to the ER surgeon to try to Stabilize the Critical Wound. The Surgery difficulty would be 22, but the Cache: Medical of the ER is +8, so the doctor would only have to roll a 14 to Stabilize.

Wound Recovery

READY CHECKS

The next step necessary is a Surgery check to Ready the Wound for Treatment. The Wound must be Stabilized before this Ready check can be made. As before, the doctor may add the available Cache: Medical to the roll. Failure means the surgery will not take, and it will have to be attempted again the following day. A Botch means the Wound increases in level by one, the patient loses Body in Total Health, and the newly worsened Wound is not Stabilized.

TREATMENT CHECKS

With the Ready check successful, the patient is now clear to receive Treatment by general medicine. An attending doctor will make a single Diagnose check each day against the difficulty of the Wound. Cache: Medical does help this treatment roll. If the roll is successful, the Wound downgrades 1 level. The patient recovers his Body in Total Health, and the Wound is now treated as being 1 level lower. When all Wounds are healed, the difficulty remains 12, and the patient recovers his Body + Endurance in Total Health for each successful day of Treatment.

If the Treatment check is failed by 1-3, no Recovery takes place. If the Treatment check is failed by 4+, the Wound increases in severity, and the patient loses Body in Total Health. A Mortal Wound that increases in severity is fatal.

If using Specific Injury Rules, rolled Added Days results from injuries increase the number of days needed for the Wound to Downgrade at each level. For example, a Severe Wound with a rolled Added Days result of 3 takes 3 successful Treatment rolls on 3 consecutive days to Downgrade to a Moderate Wound. Advantages which improve healing counteract these Added Days, but cannot bring Wound Recovery time below 1 day to Downgrade 1 Wound level.

Wound	Surgery (Ready) and Diagnose (Treatment) Difficulties
Light Wound	12
Moderate Wound	15
Severe Wound	18
Critical Wound	20
Mortal Wound	22

Illness and Toxin Recovery

Recovering from Illness or Toxins requires two checks: Identification and Treatment. Cache: Medical does not help in the Identification check, but it does help in Treatment.

With the Identification check made, the Illness or Toxin can now be Treated.

If the Identification check is failed, the amount of the failure turns into a PEN on all following Treatment checks. The doctor can retry the Identification check once per day; if successful, the PEN is eliminated and Recovery can commence as normal.

If the Identification check is botched, the problem is completely misdiagnosed, and the resulting Treatment will automatically worsen the Illness or Toxin by one level. A Catastrophic Illness or Toxin that worsens kills the patient.

If the Treatment check is failed by 1-3, no Recovery takes place. If the Treatment check is failed by 4+, the Illness or Toxin increases in severity, and the patient loses Body in Total Health. A Catastrophic Illness or Toxin that increases in severity kills the patient.

Illness or Toxin	Diagnose (Identification)	Diagnose (Treatment)
Minor	8	15
Notable	10	18
Major	12	20
Deadly	15	22
Catastrophic	18	25

TREATING SUPERNATURAL ILLNESSES AND TOXINS

If the cause is supernatural, increase the Diagnose difficulties by +5 for both Identification and Treatment.

WEAPONS

Armed Weapons

These weapons are used in H2H Combat. They are organized by the Skill associated with using that weapon, and have ratings for the following traits.

TO HIT

The modifier for using the weapon, based on its inherent balance, wieldiness, and ability to penetrate defenses.

DAMAGE

The dice rolled for Damage.

REACH

The maximum effective range in H2H Combat.

CONCEAL

The appropriate size for concealment. P is pocket, J is in a jacket, T is in a trench coat, and N means not normally possible.

WEAPON LAG

Based on the weapon's weight and wieldiness, for figuring number of Actions.

AP AGAINST

The types of Armor the weapon is AP (Armor Piercing) against.

EDGED WEAPON SHARPNESS

Armed Weapons that Attack with an edge (as opposed to blunt weapons) can have their Damage Level modified, depending on the sharpness of the weapon.

Very Dull	-50% DL
Dull	-30% DL
Normal	+0% DL
Well Sharpened	+10% DL
Quality Sharpened	+20% DL
Expertly Sharpened	+30% DL
Exquisitely Sharpened	+40% DL

To modify a weapon, apply the Sharpness to the weapon's listed DL, listed below.

ARMED WEAPONS DAMAGE LEVELS

The Damage listed for each Armed Weapon corresponds to the chart below. Use this chart when modifying Edged Weapon Damage by Sharpness.

DL	Damage	Example Weapons
1	1d6/3	Small Shield
2	1d6/2	Large Shield, Shield
3	1d10/2	Billy Bat, Brass Knuckles, Quarterstaff, Switchblade, Whip
4	1d6	Fighting Knife, Rapier
5	1d10	Long Dagger, Nunchaku, Spear
6	2d10	Baseball Bat, Survival Knife, Tonfa
7	3d10	Mace, Saber, Short Sword
8	4d10	Morning Star
9	4d10+1	Axe
10	4d10+2	Battle Axe, Broadsword, Long Sword
11	4d10+3	Katana
12	4d10+4	Great Sword, Heavy Battle Axe
13	4d10+5	(etc.)

ARMED WEAPON BALANCING

Armed Weapons can be Balanced to improve the To Hit of the weapon, giving a +1 or +2 to the base To Hit.

Well Balanced	+1 To Hit
Perfectly Balanced	+2 To Hit

The process is expensive (and time consuming). For Weapon Size, reference the weapon's Conceal rating. Cost is approximate, and is in addition to the weapon's original cost.

Weapon Size	Well Balanced	Perfectly Balanced
P or J	10	40
T	40	160
N	100	400

Chain						
Weapon	To Hit	Damage	Reach	Conceal	Weapon Lag	AP Against
Morning Star	-3	4d10	3	T	8	H and S
Nunchaku	-3	1d10	3	J	3	H

Club						
Weapon	To Hit	Damage	Reach	Conceal	Weapon Lag	AP Against
Axe	+0	4d10+1	3	T	5	H
Baseball Bat	+2	2d10	3	N	1	H
Battle Axe	+1	4d10+2	3	T	6	H and S
Billy Bat	+3	1d10/2	3	J	-1	H
Club	+1	1d10	3	T	2	H
Flanged Mace	+0	3d10	3	T	3	H and S
Light Battle Axe	+1	2d10	3	T	4	H and S
Heavy Battle Axe	+2	4d10+4	3	N	7	H and S
Heavy Mace	+0	3d10	3	T	3	H
Tonfa	+1	2d10	3	T	0	H

Knife						
Weapon	To Hit	Damage	Reach	Conceal	Weapon Lag	AP Against
Fighting Knife	+2	1d6	2	J	0	S
Long Dagger	+3	1d10	2	J	-1	C and S
Survival Knife	+3	2d10	2	J	0	S
Switchblade	+0	1d10/2	2	P	0	C and S

Knife (Thrown)							
Weapon	To Hit	Damage	Reach	Conceal	Weapon Lag	AP Against	Notes
Dart	+0	1d10/2	2	P	-2	C and S	As Knife
	+4	1d10/2	-				As Thrown
Throwing Knife	+0	1d6	2	P	-2	C and S	As Knife
	+2	1d10/2	-				As Thrown

Shield						
Weapon	To Hit	Damage	Reach	Conceal	Weapon Lag	AP Against
Large Shield	+6	1d6/2	2	N	4	H
Shield	+4	1d6/2	2	N	1	H
Small Shield	+2	1d6/3	2	J	0	H

Staff/Spear						
Weapon	To Hit	Damage	Reach	Conceal	Weapon Lag	AP Against
Heavy Spear	+0	2d10	3	N	4	S
Quarterstaff	+3	1d10/2	3	N	3	H
Spear	+0	1d10	3	N	3	S

Spear (Thrown)							
Weapon	To Hit	Damage	Reach	Conceal	Weapon Lag	AP Against	Notes
Throwing Spear	+0	1d6	3	N	3	C and S	As Spear
	+2	1d6	-				As Thrown

Strike						
Weapon	To Hit	Damage	Reach	Conceal	Weapon Lag	AP Against
Brass Knuckles	+0	1d10/2	2	P	0	H

Sword						
Weapon	To Hit	Damage	Reach	Conceal	Weapon Lag	AP Against
Broadsword	+3	4d10+2	3	N	4	S
Great Sword	+3	4d10+4	3	N	6	S
Katana	+5	4d10+3	3	N	0	S
Long Sword	+4	4d10+2	3	N	3	S
Rapier	+3	1d6	3	N	-2	S
Saber	+4	3d10	3	N	0	S
Short Sword	+3	3d10	3	T	1	S

Whip						
Weapon	To Hit	Damage	Reach	Conceal	Weapon Lag	AP Against
Whip	-3	1d10/2	3	J	4	none

Archery Weapons

These Ranged Weapons all use the Archery Skill. Damage is listed at Normal, and arrows and bolts can be Sharpened, as per the Edged Weapon Sharpness rules. Archery Weapons use the Gunplay Weapons DL chart.

Normal Arrows are AP Against C and S, and do an additional 1d6 in Damage (before Accuracy Damage Multiplier) every time the victim moves significantly.

Broadhead Arrows are AP Against S, and do an additional 1d10 in Damage (before Accuracy Damage Multiplier) every time the victim moves significantly.

TO HIT

The modifier for using the weapon, based on its inherent accuracy.

DAMAGE

The dice rolled for Damage.

RANGE

The Range Breaks for the weapon.

RELOAD

The number of Actions required to reload the weapon.

CONCEAL

The appropriate size for concealment. P is pocket, J is in a jacket, T is in a trench coat, and N means not normally possible.

REQ PSF

The PSF (Passive Strength Feats) required to operate the weapon.

ARCHERY WEAPON BALANCING

Archery Weapons (and ammunition for these weapons) can be Balanced to improve the To Hit.

Well Balanced	+1 To Hit
Perfectly Balanced	+2 To Hit

The process is expensive (and time consuming). Cost is approximate.

Weapon Size	Well Balanced	Perfectly Balanced
Arrow or Bolt	10	40
Bow or Crossbow	40	160

IMPROVED STRENGTH ARCHERY WEAPONS

Archery Weapons can be built to require higher Req PSF. Each +1 PSF translates into a +1 DL (Archery Weapons use the Gunplay DL Chart), and + 5/10/15/23/30 to Range Breaks.

For example, a +4 PSF Composite Bow requires PSF 9, is DL 14 (doing 5d10 + 2d10+1 Damage), and has Range Breaks: 3 C [65] A [130] F [210] E [317] M [420].

Archery								
Weapon	To Hit	Damage	Range	Reload	Conceal	Req PSF	DL	
Heavy Crossbow	+4	3d10 + 1d10+1	3 C [45] A [90] F [150] E [225] M [300]	60-90	N	7-5	10	
Composite Bow	+3	3d10 + 1d10+1	3 C [45] A [90] F [150] E [225] M [300]	2	N	5	10	
Crossbow	+5	2d10 + 1d6+1	3 C [30] A [60] F [90] E [135] M [180]	20-40	N	5-4	7	
Light Crossbow	+4	1d10 + 1d6	3 C [20] A [40] F [60] E [90] M [120]	10	T	4	5	
Long Bow	+0	3d10 + 1d10	3 C [40] A [80] F [120] E [180] M [240]	2	N	5	9	
Medium Bow	-1	2d10 +1d6+1	3 C [30] A [60] F [90] E [135] M [180]	2	N	4	7	
Short Bow	-3	1d10 + 1d6	3 C [20] A [40] F [60] E [90] M [120]	2	T	3	5	

Gunplay Weapons

These cover everything from pistols to infantry support weapons. They are organized by the associated Skill, and have ratings for the following traits.

TO HIT

The inherent accuracy of the weapon.

DAMAGE

The dice rolled for Damage.

RANGE

The Range Breaks for the weapon.

READY

Number of Actions required to Ready the weapon between each shot. Weapons with a Ready 0 do not require any Actions; the weapon becomes Ready automatically. Ready 0* indicates the weapon is capable of Burst. Ready 0** indicates the weapon is capable of Burst and Spray. Ready 0 is for semi-automatic weapons and double-action revolvers. Ready 1 is for pump and lever action weapons. Ready 2 is for bolt action weapons.

CLIP

The number of shots the weapon holds.

RELOAD

Number of Actions required to Reload the weapon. Reload 2 is external magazine weapons and stripper clip internal magazine weapons. Reload 3 is revolvers with speed loaders. Reload 1 Per means weapons with internal clips, which must be reloaded 1 bullet at a time.

RECOIL

How much the weapon jumps between firing, for figuring number of Actions. N indicates a one-shot weapon.

GUNPLAY SPECIAL NOTES

AP

All Gunplay Weapons are automatically AP vs. C Armor. Some will also be listed as AP All.

AP+

Indicates weapons that are both AP All and (H). Armor Protection is divided by 3 (round down).

Area

Explosive area radius in meters. All Targets within this area take 1 Minor Hit from the blast.

(H)

A heavy explosive charge, which is naturally AP All to the immediate Target.

HEAT

High Explosive Anti Tank weapon, which is AP All. When combined with (H), it becomes AP+.

Spread

The weapon fires multiple pellets or shrapnel. A miss by up to 5 is still considered to hit with Nick Accuracy. Spread is considered a Burst Attack, with 3 possible hits.

GUN ACCESSORIES

These add-ons can affect the weapon's performance.

High Powered Scope	+3 To Hit with 1 Action of Aim +4 To Hit with 2 Actions of Aim +5 To Hit with 4 Actions of Aim
Laser Sight	+2 To Hit
Scope	+2 To Hit with 1 Action of Aim
Grenade Launcher Barrel Attachment	Allows bullet launch at -5 To Hit. Range 3 C [50] A [100] F [150] E [225] M [300]. If using Rocket-assisted Grenades, Range 3 C [100] A [200] F [350] E [525] M [700]

SPECIAL AMMUNITION

Different types of weapon ammunition can change Damage and Armor Protection effects. Use these listings with the Gunplay Weapons Damage Levels chart.

+P or Magnum	High Power round. Adds 10% DL
Armor Piercing	AP All. Loses 20% DL.
DU	Depleted Uranium. Somewhat radioactive. Adds 20% DL.
Dum Dum	“Poor man’s” Hollow Point. Armor Protection against this round is doubled. Adds 10% DL.
Full Metal Jacket or Teflon Coated	Armor Protection reduced by 1/3. Loses 10% DL.
HE	High Explosive. Adds 30% DL.
HEAP	Combines HE and Armor Piercing. AP All. Adds 10% DL.
Hollow Point	Armor Protection doubled. Adds 20% DL.

Sample Special Ammunition

+P .38 pistol	4d10 + 1d10+1
.45 ACP pistol Hollow Point	5d10 + 2d10+1, Armor Protection doubled
.50 rifle DU	5d10+4 + 4d10+1
7.62mm Armor Piercing	4d10 + 2d10, AP All
7.62mm Full Metal Jacket	5d10 + 2d10+1, Armor Protection reduced by 1/3
9mm pistol Hollow Point	4d10 + 2d10, Armor Protection doubled
12 gauge slug Magnum	5d10+3 + 3d10+1
14.5mm HE	5d10+6 + 5d10+1

GUNPLAY WEAPONS DAMAGE LEVELS

The Damage Levels for Gunplay Weapons are listed below. Use these DL for modifying Damage by Special Ammunition.

DL	Damage	Calibers and Weapons
1	1d6/2 + 1d6/3	
2	1d6/2 + 1d6/2	
3	1d6 + 1d6/2	
4	1d6 + 1d6	
5	1d10 + 1d6	
6	1d10 + 1d6+1	.22 LR
7	2d10 + 1d6+1	
8	2d10 + 1d10	.32 ACP pistol, 20 gauge shot

DL	Damage	Calibers and Weapons
9	3d10 + 1d10	12 gauge shot
10	3d10 + 1d10+1	.38 pistol, .380 ACP pistol, 9mm pistol, 10 gauge shot
11	4d10 + 1d10+1	.357 pistol, .40 S&W pistol, +P 9mm pistol, 10mm pistol
12	4d10 + 2d10	.357 Magnum pistol, .44 pistol, .45 ACP pistol
13	5d10 + 2d10	.44 Magnum pistol, 5.56mm rifle
14	5d10 + 2d10+1	.454 pistol, .475 pistol
15	5d10+1 + 2d10+1	.30-06 rifle, .50 AE pistol, 7.62mm rifle, 20 gauge slug
16	5d10+1 + 3d10	
17	5d10+2 + 3d10	.308 Winchester rifle, 12 gauge slug
18	5d10+2 + 3d10+1	.50 rifle, 12.7mm rifle, 25mm Grenade 2m Area
19	5d10+3 + 3d10+1	.460 WM rifle, 10 gauge slug
20	5d10+3 + 4d10	14.5mm rifle, 50mm rocket HEAT
21	5d10+4 + 4d10	
22	5d10+4 + 4d10+1	20mm cannon, 40mm Grenade 5m Area
23	5d10+5 + 4d10+1	66mm rocket HEAT, LAW 10m Area
24	5d10+5 + 5d10	
25	5d10+6 + 5d10	30mm cannon
26	5d10+6 + 5d10+1	Stinger SAM 5m Area
27	5d10+7 + 5d10+1	85mm RPG-7 HEAT 10m Area, 100 lb. bomb (H) 10m Area
28	5d10+7 + 5d10+2	90mm HEAT Recoilless Rifle 10m Area
29	5d10+8 + 5d10+2	
30	5d10+8 + 5d10+3	
31	5d10+9 + 5d10+3	250 lb. bomb (H) 20m Area
32	5d10+9 + 5d10+4	
33	5d10+10 + 5d10+4	
34	5d10+10 + 5d10+5	2.75” rocket (H) 10m Area
35	5d10+10 + 5d10+5 + 1d10	
36	5d10+10 + 5d10+6 + 1d10	500 lb. bomb (H) 40m Area
37	5d10+10 + 5d10+6 + 1d10+1	75mm cannon

DL	Damage	Calibers and Weapons
38	5d10+10 + 5d10+7 + 1d10+1	
39	5d10+10 + 5d10+7 + 2d10	
40	5d10+10 + 5d10+8 + 2d10	750 lb. bomb (H) 60m Area
41	5d10+10 + 5d10+8 + 2d10+1	90mm cannon
42	5d10+10 + 5d10+9 + 2d10+1	
43	5d10+10 + 5d10+9 + 3d10	
44	5d10+10 + 5d10+10 + 3d10	1000 lb. bomb (H) 80m Area
45	5d10+10 + 5d10+10 + 3d10+1	
46	5d10+10 + 5d10+10 + 4d10	105mm light tank gun
47	5d10+10 + 5d10+10 + 4d10+1	
48	5d10+10 + 5d10+10 + 5d10	
49	5d10+10 + 5d10+10 + 5d10+1	Hellfire missile HEAT 10m Area
50	5d10+10 + 5d10+10 + 5d10+2	
51	5d10+10 + 5d10+10 + 5d10+3	
52	5d10+10 + 5d10+10 + 5d10+4	
53	5d10+10 + 5d10+10 + 5d10+5	
54	5d10+10 + 5d10+10 + 5d10+6	
55	5d10+10 + 5d10+10 + 5d10+7	
56	5d10+10 + 5d10+10 + 5d10+8	

DL	Damage	Calibers and Weapons
57	5d10+10 + 5d10+10 + 5d10+9	TOW HEAT 10m Area
58	5d10+10 + 5d10+10 + 5d10+10	
59	5d10+10 + 5d10+10 + 5d10+10 + 1d10	
60	5d10+10 + 5d10+10 + 5d10+10 + 2d10	120 mm heavy tank gun, 2000 lb. bomb (H) 160m Area

GRENADES

Ratings for various Grenades, both Hand Grenades and Launched Grenades. Throwing Hand Grenades is done via the Heavy Skill (Specialization Thrown) or the Sport Skill (Specialization Thrown). Range is based on Medium Throwing Weapons chart. Hand Grenades have Ready 1.

Hand Grenades	
Incendiary	5d10 + 5d10 + 5d10 + 3d10 (Heat 9) Fire Damage
	Burns for 40 seconds.
M61	5d10+4 + 4d10+1, 5m Area
	Standard fragmentation Grenade.
M84 Stun	5d10 + 2d10 Concussion Damage, 5m Area.
	The “flash-bang” Grenade.
MK3A2	5d10+2 + 3d10+1, 2m Area
	Double Damage in enclosed spaces.
Smoke	No Damage.
	Produces large volumes of colored smoke for 2 minutes.
Tear Gas	5d10 + 2d10 Chemical Irritant
	Produces large volumes of gas for 25 seconds.

Launched Grenades	
25mm AP	5d10+2 + 3d10+1, AP All
25mm HEAT	5d10+2 + 3d10+1, AP All, 1m Area
25mm Shrapnel	5d10+2 + 3d10+1, 2m Area
40mm AP	5d10+4 + 4d10+1, AP All
40mm HEAT	5d10+4 + 4d10+1, AP All, 3m Area
40mm Shrapnel	5d10+4 + 4d10+1, 5m Area

Heavy									
Weapon	To Hit	Damage	Range	Ready	Clip	Con	Reload	Recoil	
90mm RR	-5	5d10+7 + 5d10+2 10m Area	15 C [200] A [600] F [1000] E [1500] M [2000]	0	1	N	5	6N	
	Fires 90mm HEAT. Is AP All. A heavy, anti-tank, shoulder-fired missile. Creates back blast. Minimum Range is 15m.								
LAW	-5	5d10+5 + 4d10+1 10m Area	10 C [100] A [250] F [500] E [750] M [1000]	0	1	N	N	9N	
	Fires 66mm HEAT. Is AP All. Shoulder-fired missile. Fired from a throw-away launcher. Cannot be Reloaded. Minimum Range is 10m.								
M-2 "Ma Duce"	+0	5d10+2 + 3d10+1	3 C [200] A [500] F [1250] E [1875] M [2500]	0**	Belt	N	5	9	
	Fires .50 rifle, belt-fed. A WWII era machine gun still in service today. Requires bipod or vehicle mount. Most belts are 50, 100, or 200 rounds long.								
M249 SAW	+3	5d10 + 2d10	3 C [100] A [200] F [400] E [600] M [800]	0**	Belt	N	2/5	6	
	Fires 5.56mm. Squad support light machine gun. Belts in 50, 100, or 200 rounds. Can use M-16 magazines, for the lower Reload.								
M-60	+3	5d10+1 + 2d10+1	3 C [100] A [250] F [500] E [750] M [1000]	0**	Belt	N	5	7	
	Fires 7.62mm. Light squad support machine gun. Belts in 50, 100, or 200 rounds.								
M-79	+2	40mm Grenade	3 C [50] A [100] F [200] E [300] M [400]	0	1	T	8	9N	
	Break action weapon. Termed an M203 when undermounted on an M-16.								
OCWS	+2	5d10+2 + 3d10+1 25mm Grenade	3 C [200] A [500] F [1250] E [1875] M [2500] 3 C [100] A [200] F [400] E [600] M [800]	0**	Belt	N	5	5	
	Fires .50 rifle, or 25mm Grenade, depending on configuration. Tripod-mounted crew weapon.								
RPG-7	-5	5d10+7 + 5d10+1 10m Area	3 C [100] A [200] F [400] E [600] M [800]	0	1	N	5	9N	
	Fires 85mm HEAT. Is AP All. Shoulder-fired RPG, muzzle loaded. Creates back blast.								
Stinger SAM	-3	5d10+6 + 5d10+1 5m Area	100 C [1000] A [2000] F [4000] E [6000] M [8000]	0	1	N	5	9N	
	Shoulder-fired anti-aircraft missile. Is self guiding, using heat. Minimum range is 100m.								
TOW	+0	5d10+10 + 5d10+10 + 5d10+9 10m Area	50 C [600] A [1200] F [1900] E [2850] M [3800]	0	1	N	80	9N	
	Fires HEAT Missile. Is AP All. Tripod or vehicle mounted. Is wire guided, needing control by firer throughout flight. Missile flies 600m per Round. Minimum Range is 50m.								
XM-25	+2	25mm Grenade	3 C [100] A [200] F [400] E [600] M [800]	0	6	T	2	9	
	Bullpulp style grenade launcher.								

Pistol									
Weapon	To Hit	Damage	Range	Ready	Clip	Con	Reload	Recoil	
Astra Starlite	+2	2d10 + 1d10	3 C [10] A [20] F [30] E [45] M [60]	0	8	P	2	7	
	Fires .32 ACP. A light power automatic that is easy to conceal.								
Beretta 92 FS	+4	3d10 + 1d10+1	3 C [10] A [25] F [40] E [60] M [80]	0	15	J	2	8	
	Fires 9mm. Very respected automatic with a high ammo capacity.								
Browning BDM	+4	3d10 + 1d10+1	3 C [10] A [30] F [45] E [70] M [90]	0	15	J	2	8	
	Serviceable 9mm pistol.								
Colt .357	+3	4d10 + 1d10+1	3 C [10] A [30] F [45] E [70] M [90]	0	6	J	1 Per	9	
	Fires .357. Magnum rounds do 4d10 + 2d10 with Recoil 10. A solid revolver.								
Colt Anaconda .44	+3	4d10 + 2d10	3 C [10] A [30] F [45] E [70] M [90]	0	6	J	1 Per	10	
	Fires .44. Magnum rounds do 5d10 + 2d10, with Recoil 11. A heavy revolver.								
Colt Detective Special	+2	3d10 + 1d10+1	3 C [10] A [20] F [35] E [55] M [70]	0	6	P	1 Per	8	
	Fires .38. Common police holdout revolver.								
Colt M1911	+2	4d10 + 2d10	3 C [10] A [20] F [30] E [45] M [60]	0	7	J	2	9	
	Fires .45 ACP. Long-held officer's automatic of the US military.								
Desert Eagle .50	+1	5d10+1 + 2d10+1	3 C [10] A [20] F [30] E [45] M [60]	0	8	J	2	11	
	Fires .50 AE. Monster automatic.								
FN Browning High Power	+4	4d10 + 1d10+1	3 C [10] A [30] F [45] E [70] M [90]	0	13	J	2	8	
	Fires +P 9mm. Very reliable and trusted automatic.								
Glock 26 Compact	+2	3d10 + 1d10+1	3 C [10] A [20] F [30] E [45] M [60]	0	10	P	2	8	
	Easily concealed Glock 9mm.								
Glock M17	+3	3d10 + 1d10+1	3 C [10] A [20] F [35] E [55] M [70]	0	17	J	2	8	
	Fires 9mm. Standard police automatic with very high ammo capacity.								
M9 9mm Beretta	+3	3d10 + 1d10+1	3 C [10] A [25] F [40] E [60] M [80]	0	15	J	2	8	
	Standard military sidearm.								
P10-45	+2	4d10 + 2d10	3 C [10] A [20] F [30] E [45] M [60]	0	10	P	2	10	
	Fires .45 ACP. Concealable, very powerful handgun.								
Smith + Wesson .38 Special	+3	3d10 + 1d10+1	3 C [10] A [20] F [35] E [55] M [70]	0	6	J	1 Per	8	
	Fires .38. An older police and military revolver.								
Smith + Wesson Model 638	+2	3d10 + 1d10+1	3 C [10] A [20] F [30] E [45] M [60]	0	5	P	1 Per	8	
	Fires .38 Special. Easily concealed revolver.								

Pistol									
Weapon	To Hit	Damage	Range	Ready	Clip	Con	Reload	Recoil	
SOCOM MK23	+5	4d10 + 2d10	3 C [10] A [25] F [40] E [60] M [80]	0	12	J	2	9	
	Fires .45 ACP. US Special Forces sidearm. Easily fits a flash and sound suppressor and Laser Sight.								
TEC 9	+2	3d10 + 1d10+1	3 C [10] A [20] F [30] E [45] M [60]	0	20	T	2	7	
	Fires 9mm. An inaccurate, yet popular automatic with very high ammo capacity.								
Walther PPK	+3	3d10 + 1d10+1	3 C [10] A [20] F [35] E [55] M [70]	0	7	P	2	8	
	Fires .380 ACP. Reliable and easily concealed pistol.								

Rifle									
Weapon	To Hit	Damage	Range	Ready	Clip	Con	Reload	Recoil	
.22 Rifle	+6	1d10 + 1d6+1	3 C [25] A [50] F [100] E [150] M [200]	0 1 2	14	N	2 1 Per	3	
	Fires .22 LR. Very common varmint rifle, found in semi automatic, pump, lever, and bolt action, some using external magazines, and some with internal magazines. Some 22's may also be able to fire .22 Short Rounds, which only do 1d6 + 1d6 Damage, but have Clip 21.								
AK-47	+4	5d10+1 + 2d10+1	3 C [100] A [200] F [400] E [600] M [800]	0**	30	N/T	2	9	
	Fires 7.62mm. The standard Russian military rifle. Some, with collapsed stock, reduce Conceal to T, but increase Recoil to 10.								
AR-15	+5	5d10 + 2d10	3 C [100] A [200] F [400] E [600] M [800]	0	20	N	2	8	
	Fires 5.56mm. A civilian version of the M-16.								
Barrett M82	+5	5d10+2 + 3d10+1	3 C [400] A [800] F [1200] E [1800] M [2400]	0	10	N	2	10	
	Massive .50 semi automatic sniper rifle. Heavy, tripod mounted. Civilian knock-off versions are typically single shot (Clip 1, Reload 1 Per) and bolt action (Ready 2).								
FN FAL	+5	5d10+1 + 2d10+1	3 C [100] A [200] F [400] E [600] M [800]	0**	20 30	N	2	8	
	Fires 7.62mm. A shortened version is used by US Police, with Conceal T, and Recoil 9.								
H+K G3	+5	5d10+1 + 2d10+1	3 C [100] A [200] F [400] E [600] M [800]	0**	20	N	2	8	
	Fires 7.62mm. Common heavy military rifle.								
M-1 Garand	+6	5d10+1 + 2d10+1	3 C [100] A [200] F [400] E [600] M [800]	0	8	N	2	9	
	Fires .30-06. WWII era US battle rifle, still in use by some civilians. Uses true internal clip.								
M-14	+6	5d10+1 + 2d10+1	3 C [100] A [200] F [400] E [600] M [800]	0**	20	N	2	8	
	Fires 7.62mm. Standard US Army battle rifle until the development of the M-16.								
M-16	+5	5d10 + 2d10	3 C [100] A [200] F [400] E [600] M [800]	0**	20 30	N	2	8	
	Fires 5.56mm. The current standard US Army battle rifle. Some mount an M-79 Grenade Launcher, termed an M203 in this configuration.								

Rifle									
Weapon	To Hit	Damage	Range	Ready	Clip	Con	Reload	Recoil	
M-24	+7	5d10+1 + 2d10+1	3 C [100] A [250] F [500] E [750] M [1000]	2	5	N	1 Per	9	
	Fires 7.62mm. Sniper rifle of US Military.								
Remington 700	+7	5d10+2 + 3d10	3 C [100] A [250] F [500] E [750] M [1000]	2	4	N	1 Per 2	9	
	Fires .308 Winchester. Respected hunting rifle. Sees some use as a police sniper rifle, using an external magazine (for Reload 2).								
Steyr AUG	+6	5d10 + 2d10	3 C [100] A [200] F [400] E [600] M [800]	0**	30	N	2	N	
	Fires 5.56mm. The standard Australian, Irish, and Saudi Arabian battle rifle.								
Weatherby Mark V	+5	5d10+3 + 3d10+1	3 C [100] A [250] F [500] E [750] M [1000]	2	3	N	1 Per	10	
	Fires .460 WM. Very high power hunting rifle, most often with scope.								
Winchester M70	+7	5d10+1 + 2d10+1	3 C [100] A [200] F [400] E [600] M [800]	2	5	N	1 Per	8	
	Fires .30-06. Common deer hunting rifle.								
XM-29	+5	5d10 + 2d10	3 C [100] A [200] F [400] E [600] M [800]	0**	30	N	2	8	
	+2	25mm Grenade	3 C [75] A [150] F [300] E [450] M [600]	0	8		2	9	
	Fires 5.56mm and 25mm Grenade. Freshly developed weapon of the US Military. Is an "over-under" weapon. Comes standard with Laser Sight and Starlite Optics (negate darkness PEN).								

Shotgun									
Weapon	To Hit	Damage	Range	Ready	Clip	Con	Reload	Recoil	
Ithaca Stakeout	+3	3d10 + 1d10 Spread	3 C [10] A [15] F [25] E [35] M [45]	1	8	T	1 Per	11	
	+0	5d10+2 + 3d10 Slug	3 C [20] A [30] F [40] E [60] M [80]						
	12 gauge. Short barrel, pistol grip, pump action. A common hold-out shotgun.								
Protecta Shotgun	+3	3d10 + 1d10 Spread	3 C [10] A [15] F [25] E [35] M [45]	1	12	T/N	3	12/11	
	+0	5d10+2 + 3d10 Slug	3 C [20] A [30] F [40] E [60] M [80]						
	12 gauge. Street sweeper shotgun, it is essentially a very large revolver with a removable magazine. The rotary magazine is slow to reload, 3 Per. With folding stock collapsed, Conceal is T, but Recoil is 12.								
Remington 870	+3	3d10 + 1d10 Spread	3 C [10] A [15] F [25] E [35] M [45]	1	8	N	1 Per	10	
	+0	5d10+2 + 3d10 Slug	3 C [20] A [30] F [40] E [60] M [80]						
	12 gauge. Police or tactical shotgun, pump action.								
SPAS-15	+3	3d10 + 1d10 Spread	3 C [10] A [15] F [25] E [35] M [45]	0	6	T/N	2	9/10	
	+0	5d10+2 + 3d10 Slug	3 C [20] A [30] F [40] E [60] M [80]						
	12 gauge. Tactical semi automatic shotgun with external magazine. When using with collapsed stock, Conceal becomes N, but Recoil increases to 10.								

Shotgun									
Weapon	To Hit	Damage	Range	Ready	Clip	Con	Reload	Recoil	
USAS-12	+3	3d10 + 1d10	3 C [10] A [20] F [30] E [40] M [50]	0*	10 20	N	2 3	8	
	+1	5d10+2 + 3d10 Slug	3 C [20] A [40] F [60] E [90] M [120]						
12 gauge. Large automatic shotgun, using 10 round magazines or 20 round box drums. Can fire Burst.									

Submachine									
Weapon	To Hit	Damage	Range	Ready	Clip	Con	Reload	Recoil	
Beretta 93R	+2	3d10 + 1d10+1	3 C [20] A [35] F [50] E [75] M [100]	0*	20	J	2	8	
	Fires 9mm. An auto-pistol capable of Burst.								
Bushmaster M-17	+3	5d10 + 2d10	3 C [50] A [100] F [250] E [375] M [500]	0**	20 30	T N	2	8	
	Fires 5.56mm. Technically, is not a submachine gun, as it fires rifle rounds. Can fit M-16 standard magazines.								
Calico M960	+3	3d10 + 1d10+1	3 C [50] A [100] F [200] E [300] M [400]	0**	50 100	T N	2	7 6	
	Fires 9mm. Uses large box magazines. Carbine setup uses 100 round box magazine, with Recoil 6.								
H+K MP5	+4	4d10 + 1d10+1	3 C [50] A [100] F [200] E [300] M [400]	0**	30	T/N	2	6	
	Fires 10mm. Used by SWAT, Special Forces, and Navy Seals, often fitted with a silencer.								
Ingram MAC 10	+1	4d10 + 2d10	3 C [20] A [35] F [70] E [105] M [140]	0**	30	J	2	7	
	Fires .45 ACP. Used by SWAT and counter-terrorist units. Easily fits a silencer.								
Micro Uzi	+2	3d10 + 1d10+1	3 C [15] A [25] F [35] E [55] M [70]	0**	20 30	J T	2	9	
	Fires 9mm. Very compact, but has short effective range. The 30 round magazine increases Conceal to T.								
Skorpion VZ 61	+3	2d10 + 1d10	3 C [10] A [20] F [30] E [45] M [60]	0**	10 20	J T	2	7/8	
	Fires .32 ACP. Compact Czech submachine gun, with fold-over stock as auto-pistol with Recoil 8.								
Spectre M4	+3	3d10 + 1d10+1	3 C [50] A [100] F [200] E [300] M [400]	0**	30 50	T N	2	6/7	
	Fires 9x19mm. Italian submachine gun for Police and counter-terrorism units. With collapsing stock deployed, Recoil drops to 6.								
Uzi	+4	3d10 + 1d10+1	3 C [50] A [100] F [200] E [300] M [400]	0**	30	T	2	8	
	Fires 9mm. The standard Uzi.								

Self Defense Weapons

Some weapons are designed more for defensive than offensive purposes. These do partial Stun Damage and partial normal Damage, or Chemical Irritant Damage, and are meant for situations where one wants the Defender to remain relatively unharmed.

Club						
Weapon	To Hit	Damage	Reach	Conceal	Weapon Lag	AP Against
Asp	+3	1d6 3d10 Stun	3	P	-1	none
Stun Baton	+2	1d10 4d10 Stun	3	J	-1	none

Strike						
Weapon	To Hit	Damage	Reach	Conceal	Weapon Lag	AP Against
Hand Stunner	+1	1d10 4d10 Stun	2	P	+0	none

Pistol									
Weapon	To Hit	Damage	Range	Ready	Clip	Con	Reload	Recoil	
Pepper Spray	-5	4d10 + 2d10+1 Chemical Irritant	1 C [2] A [3] F [4] E [5] M [6]	0	20	P	-	0	
	Causes a burning, itching sensation on hit skin, especially the eyes. Is AP Against C.								
TASER	-3	4d10 Stun 1d6 + 1d6	2 C [3] A [4] F [5] E [7]	0	1	J	5	1	
	Fires a pair of wired darts up to 7m. The darts must touch skin (breaching outer clothing) in order for the Stun Damage to take effect. Must be reloaded manually. Can cause a heart attack 10% of the time for those with weakened heart conditions. Is AP Against C.								

ARMOR

Often, Armor is the only thing standing between a character and a bullet with his name on it. For characters expecting to see a fair amount of Combat, Armor is vital.

HIT LOCATIONS

The Locations that the Armor covers.

TYPE

The three types of Armor are Chain, Hard, and Soft, listed as C, H, and S. Each behaves differently, with some weapons being Armor Piercing (AP) Against different types of Armor. If a weapon is AP Against the Armor in question, the Protection is halved (round down). Please note that all firearms are automatically AP vs. Chain Armor.

PROTECTION

The amount of Damage the Armor subtracts.

QE

The PEN to the character's Quickness rolls.

RE

The PEN to the character's Reaction rolls. This does not affect Reaction for the purpose of finding Initiative Modifier.

HELMET RULES

For Hit Location: Head, Helmets do not automatically cover the Head location. If a character wearing a helmet is hit in the Head, roll 1d10. If the result is 7-10, the helmet Protection counts.

ARCHAIC ARMOR

Firearms are naturally AP Against Hard Archaic Armor.

Modern Armor	Hit Locations	Type	Protection	QE	RE
Armored Battle Jacket	X, Center, Inner and Outer Torso, Arm, Elbow, Biceps, Shoulder	S	7	-2	-1
Armored Trenchcoat	X, Center, Inner and Outer Torso Arm, Elbow, Biceps, Shoulder, Pelvis, Thigh, Knee	S	9 7	-2	-1
Ballistic T-Shirt	X, Center, Inner and Outer Torso	S	9	-1	+0
Battle Gloves	Hand	S	4	+0	+0
Combat Boots	Foot	S	6	+0	+0
Engineer Boots	Foot Extra Protection on toes vs. falling objects	S H	6 9	+0	+0
Forearm Shield	Arm and Elbow	H	9	-1	+0
Full Battle Dress	X and Center Torso Inner and Outer Torso, Shoulder Head (Helmet covers Head 7-10 on 1d10) Arm, Elbow, Knee, Calf	H S H H	8 7 14 9	-7	-3
Hard Plated Vest	X and Center Torso Inner Torso	H S	8 7	-3	-1
Helmet	Head (Helmet covers Head 7-10 on 1d10)	H	14	-1	+0
Helmet Face Mask	On Helmet 1d10, covers Head on 3-6	S	7	+0	+0
Kevlar Gloves	Hand	S	3	+0	+0
Leather Jacket	X, Center, Inner and Outer Torso, Arm, Elbow, Biceps, Shoulder	S	7	-2	+0

Modern Armor	Hit Locations	Type	Protection	QE	RE
Light Armored Battle Jacket	X, Center, Inner and Outer Torso, Arm, Elbow, Biceps, Shoulder	S	6	-2	+0
Light Armored Trench Coat	X, Center, Inner and Outer Torso Arm, Elbow, Biceps, Shoulder, Pelvis, Thigh, Knee	S S	6 4	-2	+0
Light Vest	X, Center, Inner Torso	S	7	-2	+0
Lower Leg Plate	Knee and Calf	H	9	-1	+0
Tactical Battle Dress	X and Center Torso Inner Torso Head (Helmet covers Head 7-10 on 1d10)	H S H	8 7 14	-5	-2

Archaic Armor	Hit Locations	Type	Protection	QE	RE
Ceremonial Chest Plate	X, Center, Inner Torso	H	12	-4	+0
Hard Forearm Shield	Arm and Elbow	H	9	-1	+0
Hard Greaves	Knee and Calf	H	9	-1	+0
Hide Long Coat	X, Center, Inner and Outer Torso, Shoulder Arm, Elbow, Biceps, Pelvis, Thigh, Knee	S S	9 7	-2	-1
Leather Bracers	Arm	S	7	+0	+0
Leather Greaves	Calf	S	7	+0	+0
Leather Vest	X, Center, Inner Torso	S	9	-1	+0
Light Warrior's Apron	Pelvis, and covers Thighs 1-5 on 1d10	S	4	+0	+0
Long Mail Shirt	X, Center, Inner and Outer Torso, Biceps, Shoulder, Pelvis	C	7	-3	-1
Metal Helmet	Head (Helmet covers Head 7-10 on 1d10)	H	12	-1	+0
Metal Face Mask	On Helmet 1d10 check, covers Head 3-6 -4 PEN to visual-based Notice*	H	7	+0	+0
Segmented Plate	X, Center, Inner and Outer Torso, Shoulder	H	11	-4	-1
Short Mail Shirt	X, Center, Inner and Outer Torso, Biceps, Shoulder	C	7	-2	-1
Thick Leather Gloves	Hand	S	4	+0	+0
Warrior's Apron	Pelvis, and covers Thighs 1-5 on 1d10	S	7	-1	+0

EXAMPLES OF PLAY

Here are two game play examples of Combat.

Blood on Bricks

Jules is facing a street tough in a dark alley. The street tough demands all of Jules' money and brandishes a Survival Knife, using Intimidation. Jules counters with his own Intimidation; he's not going to be an easy mark. The street tough initiates Combat. Range is 2m.

Jules has 2 Knife Actions, 3 Dodge Actions, 2 Move Actions, 2 Block Actions, 2 Grapple Actions, and 2 Strike Actions. His Body + Power is 6, for 3d10 Base H2H Damage. He has a Reaction of 4 and Combat Reflexes Value 10, for a total +7 Initiative Modifier.

The Tough has 2 Knife Actions, 2 Dodge Actions, 2 Move Actions, 1 Block Action, 2 Grapple Actions, and 2 Strike Actions. His Body + Power is 5, for 2d10 Base H2H Damage. He has a Reaction of 4, for a +1 Initiative Modifier.

The Tough Declares Knife (Attack), Target Jules. He rolls a 14, +1, for a total of 15.

Jules Declares Dodge, Target Tough. He rolls a 13, +7, for a total of 20.

Jules isn't sure how good the Tough is, and decides to play it as safe as he can. At 20, he uses his Non-Combat Action to draw a Fighting Knife, then calls a Pass.

If Jules had Attacked, he would only get 1 Attack, since he had Declared Dodge. If he had mixed in a Knife or Strike Action, he would only be allowed 2 Actions total, since he only has 2 Actions in Knife and Strike. He is better at Dodge, which is why he used it for Declaration. Jules used Pass to bide his time and see how serious the Tough is.

Also, Jules didn't want to get into the rough situation of running out of Actions. If he had Attacked, his other Action would have to be Dodge, since this is what he used for Declaration. He would have had to Attack, then Pass. Jules knows the Tough could Attack at 15, which would force Jules to use his 1 remaining Action for Dodge. This would allow the Tough to Pass and wait for Initiative 5, when the Tough would be able to Attack Jules without Jules having any Action for Defense.

At 15, the Tough does indeed Attack. He does not make use of any Special Attacks. He rolls a 12, +3 To Hit for the Survival Knife, for a total of 15.

Jules uses Dodge as an Active Defense. He rolls a 13. Not good enough.

Hit by 2. This is a Nick, for 1/2 Damage.

The Tough rolls Damage. For Base H2H, he rolls a 4, and for the Survival Knife he rolls 7, for a total Damage of 11.

The Random Hit Location roll is an 11, for Outer Torso. Jules is not wearing any Armor.

The Damage roll of 11, multiplied by 1/2 for Nick (round up), is 6 Damage.

Jules rolls Toughness for Damage Absorb. He gets a 10, and soaks up the Attack.

The Tough decides to use his 2nd Knife Action immediately, still at Initiative 15. This time, the Tough uses a Special Attack, Vital Blow. This will give him a -3 To Hit, but will improve Accuracy Damage Multiplier if the Attack hits.

The Tough rolls an 11, +3 To Hit for the Survival Knife, but -3 for the Vital Blow, for a total of 11.

Jules' previous Dodge roll still counts if he wants to keep it. Since he had rolled 13, this will be enough, so Jules does not use a 2nd Action.

The Ref says that the Tough does not Attack again. Jules now has the advantage, but he doesn't fully know it. Jules essentially doesn't know if the Tough decided to Pass, or if he is out of Actions. Still, the Tough has used 2 Actions, and Jules has only used 1.

At Initiative 10, it is Jules' turn once more. He decides to take a gamble and Attack with his Fighting Knife. Jules knows that he will be out of Actions after this Attack. If the Tough has 3 Knife Actions and has used Pass, Jules will be in trouble at Initiative 5. Jules decides to make the Attack do dangerous that the Tough will be forced to use a potential 3rd Action in Active Defense.

Jules decides on Deadly Blow Extra Damage Attack. The Attack will be at -5 To Hit, but will have +2 levels of Accuracy Damage Multiplier if it connects. If the Tough has an Action left, he will almost certainly use it to Defend himself.

Jules rolls a 14, +2 for the Fighting Knife, -5 for the Deadly Blow, for 11.

The Tough is out of Actions. His best Passive Defense is Knife (Parry), since he will get to add in his +3 for the Survival Knife's To Hit. His Passive Knife is 8 (Quickness 4, Armed 2, Knife of 2 dots). His Passive Knife total is 11.

Jules has hit. This is normally a Nick, but with Deadly Blow, the Attack has hit with a Solid Hit, worth x 2 for Accuracy Damage Multiplier.

Jules rolls Damage. For Base H2H, he rolls 9, and for the Fighting Knife he rolls 3, for 12 Damage.

The Random Hit Location roll is an 13, for Outer Torso. The Tough is not wearing any Armor.

Jules' Damage multiplied by x 2 is 24 Damage.

The Tough rolls Damage Absorb. He gets a 10, and leaves 14 Damage that is Applied against his Total Health.

The Tough has Body 3, for 60 Total Health. He is now down to 46 Total Health, and has taken a Moderate Wound.

The Specific Injury roll is a 3, +3 for the Moderate Wound modifier, for 6. This result under Outer Torso is a Medium Scar, so it is nothing serious.

The Tough now must roll Toughness for Stun/KO of a Moderate Wound. He rolls an 11, which means he is Stunned, but is not KO'd. Lucky for the Tough, the Stun will wear off at the end of the Round, and Jules is out of Actions. However, the Tough goes into the next Round with a -4 PEN from the Wound, which means he is -1 Action from all of his Skills.

The Tough Declares Knife (Attack), Target Jules, once more. He rolls a 15, +1, -4 PEN, is 12.

Jules Declares Knife (Parry), Target Tough. He rolls a 12, +7, is 19.

Jules will only get 2 Actions this Round. He knows he has hurt the Tough, and is counting on the PEN from the injury to give him enough of an advantage. What Jules is hoping for is to end the Combat without having to kill his opponent.

At Initiative 19, Jules uses Pass.

At Initiative 12, the Tough Attacks. This is his only Action, and he goes for broke. He uses the Killing Shot Extra Damage Attack. This is -7 To Hit, but will give +3 levels of Accuracy Damage Multiplier if it hits.

The Tough rolls 11, +3 for the Survival Knife, -7 for the Killing Shot, and -4 PEN for the Moderate Wound, is 3.

Jules calls a Counterattack. His Knife Parry will be at -3, but if successful Jules will be able to make an immediate Attack at +3 To Hit.

Jules rolls 14, +2 for the Fighting Knife, -3 for the Counterattack, is 13. Jules easily Parries the Tough's Attack.

Now, Jules uses his 2nd remaining Action. He tells the Ref he wants to make a Called Shot to hit the Tough's weapon hand. The Ref accepts.

Jules rolls a 9, +2 for the Fighting Knife, +3 for the successful Counterattack, for 14.

The Tough has no Actions. His best Passive Defense is still Knife (Parry). His Passive Knife total is 11, -4 PEN for the Moderate Wound, for 7.

Jules has hit by 7, for Minor Hit.

Jules rolls Damage. For Base H2H, he rolls 20 (a perfect roll!), and for the Fighting Knife he rolls 1, for 21 Damage.

The Ref decides the successful Called Shot automatically hits the Tough's right hand.

Jules' Damage multiplied by x 1 is still 21 Damage.

The Tough rolls Damage Absorb. He gets an 11, and leaves 10 Damage that is Applied against his Total Health.

The Tough is now down to 36 Total Health, and has taken a Light Wound.

The Specific Injury roll is a 9, +0 for Light Wound, for 9. The result is HTD (Heavy Tissue Damage).

The Tough now must roll Toughness for Stun/KO of a Light Wound. He rolls a 12, and is fine there. He suffers another -2 PEN for the Light Wound, and a -2 PEN for crossing the 75% Total Health Threshold.

The Ref decides that the Tough must make a Strength Feats check vs. 10, or he will drop the Survival Knife. The Tough rolls 11, minus the total -8 PEN, for 3. The Tough's weapon falls to the alley floor.

Hit on Mister Money

Leslie is creeping into Mister Money's mansion on a late-night assassination job. She is hoping for the element of surprise, and uses Sneak to approach undetected, then Climbing to scale the building. Outside the large window of Mister Money's office, Leslie waits.

Leslie has 4 (effective 3) Sword Actions, 3 Dodge Actions, 4 (effective 3) Move Actions, 3 Block Actions, 2 Grapple Actions, and 3 Strike Actions. She has Body + Power of 6, for 3d10 Base H2H Damage. She also has a +6 Katana Specialization, and the Fast Value 10 Advantage, for +6 to Move. Leslie has a Reaction of 5, and Combat Reflexes Value 5, for a +5 Initiative Modifier.

Mister Money has 2 Dodge Actions, 2 Move Actions, 1 Block Action, 1 Grapple Action, 2 Strike Actions, and 2 Pistol Actions. He has a Reaction of 3, for a +0 Initiative Modifier.

Crumper, Mister Money's bodyguard, has 2 Dodge Actions, 2 Move Actions, 2 Block Actions, 2 Grapple Actions, 3 Strike Actions, and 3 Pistol Actions. He has a Reaction of 4, and Combat Reflexes Value 10, for a +7 Initiative Modifier.

The moment to attack arrives. Mister Money takes a seat behind his desk, and Crumper sits down in a chair across the room. Leslie quietly sticks the explosive charge against the glass, draws her sword, and thumbs the detonator. The glass shatters, and Leslie goes through.

Leslie Declares Move, Target Mister Money. She rolls 22, +5, for 27.

Mister Money Declares Dodge, Target Leslie. He rolls 14.

Crumper Declares Pistol, Target Leslie. He Declares Rapidly for Initiative Modifier, and rolls 21, +2 for Rapidly, 23. Crumper suffers a -2 PEN for the Round.

At Initiative 27, Leslie rolls a 22 Move, for 4 meters. She gets within 3 meters of Mister Money and Attacks. For her 2nd Action, she calls a Deadly Blow Extra Damage Attack. It will be -5 To Hit, but grant +2 levels of Accuracy Damage Modifier if it hits.

Leslie rolls 11, +6 for Specialization, +5 for Katana, -5 for Deadly Blow, for 17.

Mister Money's Initiative is within 15 of Leslie, so he is allowed to bump up his Declared Defense. He rolls Dodge. Since he has not yet acted, the Ref decides that Mister Money is still seated, and suffers from half of the On The Ground penalty, for -3 PEN to Attack and Defense.

Mister Money rolls Dodge for 12.

Hit by 5, Minor Hit, elevated to Direct Hit.

Leslie rolls Damage. She gets 14 for Base H2H (rolled a 10+4), and 12 for the weapon, for 26.

The Hit Location roll comes up 18, for Head. Mister Money has no Armor in this Location.

The Accuracy Damage Multiplier for Direct Hit is x 3, so Leslie's Damage becomes 78.

Mister Money rolls Damage Absorb, for 17. The remaining Damage is 61. Mister Money has Body 4, for 80 Total Health. He has 19 Total Health remaining, and has taken a Mortal Wound.

The Specific Injury roll comes up 23, which is Coma 1, Broken Skull, and HTD. Mister Money instantly falls into a Coma for 2 days, and is out of the fight. He is losing 1 Total Health every 3 Rounds, and so will automatically die in 57 Rounds (just under 3 minutes).

Leslie is out of sword range against Crumper, and doesn't want to risk throwing her sword. She could opt to use Move and jump out the open window, but worries that the bodyguard will get too clean a shot at her while she runs away. Leslie decides to fight it out with the bodyguard, and uses Pass.

At Initiative 23, Crumper uses his Non-Combat Action to draw his Colt M1911, then Attacks.

Range to Leslie is 5m, which is Close Range, for +3 To Hit. The desk counts as Minor Cover, for -3 To Hit. Target Position and Movement do not apply to Leslie at this time.

Crumper fires. He rolls 13, +2 for the Colt, +3 for Close Range, -3 for Minor Cover, -2 for Rapidly, is 13.

Leslie uses her last Action in an attempt to Dodge, at a -12 PEN, with another -4 from Switch Target. She gets a 16, -16, for a 0. This is not higher than the minimum Ranged difficulty of 8, so Crumper is shooting against an 8.

Hit by 5, for a Minor Hit.

Crumper rolls Damage, and gets a whopping 36.

The random Hit Location for Minor Hit comes up 9, for Shoulder/Pelvis. Since Shoulder makes more sense, the Ref says Leslie is hit in the Shoulder.

Leslie has no Armor in this Location.

She rolls Damage Absorb, and gets 17. Remaining Damage is 19. Leslie has a Body 3, for 60 Total Health. She now has 41 Total Health remaining, and has taken a Severe Wound.

For Specific Injury, the roll is a 10, which for Shoulder is HTD.

Leslie rolls Stun/KO, and gets a 14. She missed the KO by 1, and is unconscious. The Ref rolls for KO duration, and gets 7 Rounds.

Not taking any chances with this assassin, Crumper moves in for the kill.

FACTIONS

NAME: _____ **ALIAS:** _____ **CONCEPT:** _____ **FACTION:** _____

AWARENESS:
Empathy: _____ []
 Detect Lies 0000
 Emotion 0000
 Threat 0000
Sensory: _____ []
 Concealment 0000
 Direction 0000
 Notice 0000
Supernatural: _____ []
 Ability 0000
 Mystic 0000

BODY:
Endurance: _____ []
 Fatigue 0000
 Tolerance 0000
 Toughness 0000
Power: _____ []
 Lift 0000
 Strength Feats 0000

CONTROL:
Persuasion: _____ []
 Debate 0000
 Deception 0000
 Etiquette 0000
 Fast Talk 0000
 Interrogation 0000
Street: _____ []
 Blend 0000
 Locate 0000
 Streetwise 0000

CREATIVITY:
Appearance: _____ []
 Disguise 0000
 Grooming 0000
 Style 0000
Art: _____ []
 Computer Graphics 0000
 Crafts 0000
 Draw 0000
 Metalwork 0000
 Paint 0000
 Photography 0000
 Sculpt 0000
 Tattoo 0000
 Video Editing 0000
Enigmas: _____ []
 Riddles 0000
 Puzzles 0000

Music: _____ []
 Appreciation 0000
 Composition 0000
Occult: _____ []
 Lore 0000
 Religion 0000
 Ritual Magic 0000
Writing: _____ []
 Fiction 0000
 Journalism 0000
 Poetry 0000
 Rhetoric 0000
 Technical 0000

PRESENCE:
BEAUTY:
 Current Beauty: []
 Bonus to Presence: []
Charisma: _____ []
 Charm 0000
 Intimidation 0000
 Seduction 0000
Performance: _____ []
 Acting 0000
 Leadership 0000
 Oration 0000
 Singing 0000
 Stage Presence 0000

QUICKNESS:
Armed: _____ []
 Chain 0000
 Club 0000
 Knife 0000
 Shield 0000
 Staff/Spear 0000
 Sword 0000
 Whip 0000
Athletics: _____ []
 Acrobatics 0000
 Archery 0000
 Climbing 0000
 Dance 0000
 Dodge 0000
 Move 0000
 Sneak 0000
 Sport 0000
 Swimming 0000
Unarmed: _____ []
 Block 0000
 Grapple 0000
 Strike 0000

REACTION:
Coordination: _____ []
 Bartending 0000
 Pick Pocket 0000
 Sleight of Hand 0000
 Video Games 0000
Drive: _____ []
 Auto 0000
 Heavy Equipment 0000
 High Performance 0000
 Motorcycle 0000
 Oversized 0000

SPECIFIC INJURY
Injury _____ **Hit Location** _____

Gunplay: _____ []
 Heavy 0000
 Pistol 0000
 Rifle 0000
 Shotgun 0000
 Submachine 0000
Perform Inst: _____ []
 Play _____ 0000
 Play _____ 0000
Pilot: _____ []
 Air Combat 0000
 Commercial 0000
 Helicopter 0000
 Plane 0000

REASONING:
Computer: _____ []
 Hacking 0000
 Programming 0000
 Use 0000
Finance: _____ []
 Appraisal 0000
 Investment 0000
 Stock Market 0000
History: _____ []
 Ancient 0000
 Archeology 0000
 Modern 0000
Language: _____ []
 Fluent _____ 0000
 Fluent _____ 0000
 Linguistics 0000

Mathematics: _____ []
 Accounting 0000
 Applied 0000
 Theoretical 0000
Medicine: _____ []
 Cooking 0000
 Diagnose 0000
 First Aid 0000
 Herbalism 0000
 Medtech 0000
 Pharmacy 0000
 Surgery 0000
Physical Science: _____ []
 Agriculture 0000
 Astrophysics 0000
 Biology 0000
 Chemistry 0000
 Environmental 0000
 Geology 0000
 Physics 0000

Research: _____ []
 Investigation 0000
 Library Use 0000
 Net 0000
Social Sciences: _____ []
 Culture 0000
 Economics 0000
 Law 0000
 Philosophy 0000
 Psychology 0000
 Sociology 0000
 Teaching 0000
Strategy: _____ []
 Games 0000
 Military 0000
 Politics 0000
Survival: _____ []
 Arctic 0000
 Camouflage 0000
 Desert 0000
 Temperate 0000
 Tropical 0000
Tech: _____ []
 Carpentry 0000
 Communications Sys 0000
 Design 0000
 Electronics 0000
 Explosives 0000
 Fire Control 0000
 Forgery 0000
 Lock Picking 0000
 Mechanics 0000
 Operate Machine 0000
 Security Systems 0000

WILL:
Resistance: _____ []
 Coercion 0000
 Stress 0000
Strength: _____ []
 Concentration 0000
 Courage 0000

Extras

LOSS OF ACTIONS

Down to minimum of 1 Action

-4 PEN	-1 Action
-6 PEN	-2 Actions
-8 PEN	-3 Actions
-10 PEN	-4 Actions

WOUND LEVELS

Light W: []	Stun 8 KO 5	0000000000	-2 PEN
Moderate W: []	Stun 12 KO 10	000000	-4 PEN
Severe W: []	Stun 18 KO 15	000	-6 PEN
Critical W: []	Stun 22 KO 20	00	-10 PEN
Mortal W: []	Stun 25 KO 22	0	-15 PEN

TOTAL HEALTH

75%: []	-2 PEN
50%: []	-4 PEN
25%: []	-6 PEN

FACTIONS

Physical Description

Equipment and Gear

<u>Advantages</u>	<u>Value</u>	<u>Effect</u>

<u>Disadvantages</u>	<u>Value</u>	<u>Effect</u>

Focus Regeneration Passive 1 point, Active 2 points, Dramatic 3 to 5 points
 Characters inside Vales and Dreamtimes double their Focus Regeneration
 Interests: _____

<u>Talismans</u>	<u>Con Dif</u>	<u>Focus Cost</u>	<u>Focus Pool</u>	<u>Focus Regen</u>	<u>Talisman's Skill</u>	<u>Difficulty</u>
					[] + OOOO	vs. _____
Effect: _____					[] + OOOO	vs. _____
Effect: _____						

<u>ARMOR</u>	Hit Locations	Protection	QE	RE

<u>Skill</u>	<u>Actions</u>
Block	OOOOO
Dodge	OOOOO
Grapple	OOOOO
Move	OOOOO
Special Ability	OOOOO
Strike	OOOOO

<u>WEAPONS</u>	To Hit	Damage	Range							Rdy	Clip	Con	Reload	Actions				
			3	C		A		F		E		M						OOOOO
			3	C		A		F		E		M						OOOOO
			3	C		A		F		E		M						OOOOO
			3	C		A		F		E		M						OOOOO

<u>WEAPONS</u>	To Hit	Damage	Reach	Con	Actions	<u>WEAPONS</u>	To Hit	Damage	Reach	Con	Actions
					OOOOO						OOOOO
					OOOOO						OOOOO

DP Spending Costs
 Attributes: Current level x 6 DP.
 Talents: Current level x 5, minimum 4 DP.
 Skill Dots: Level ● 4 DP, Level ●● 6 DP,
 Level ●●● 10 DP, Level ●●●● 12 DP.
 Rituals: Ritual level in DP.
 Special Ability Skill Dots: Level ● 5 DP,
 Level ●● 8 DP, Level ●●● 14 DP,
 Level ●●●● 16 DP.
 Special Abilities: Required Focus level x 2 DP.
 Focus: Current Focus x 3 DP.

<u>Development Points Expended</u>	
<u>Improving Area</u>	<u>Time Left</u>

Base H2H Damage	
Passive Strength Feats (PSF)	
Choke Fatigue	-3 -6
Damage Absorb	+ OOOO

<u>Passive Skills</u>			
Block		Club	
Dodge		Shield	
Staff/Spear		Sword	

FACTIONS

FOCUS 00000.00000.00000

SPECIAL ABILITY SKILLS Base Skill

BIO-M Bio Manipulation Awareness + Reasoning : ___ 0000
BOD Body Body + Quickness : ___ 0000
DMS Dimensional Awareness + Quickness : ___ 0000
DYN Dynamics Awareness + Creativity : ___ 0000
ENG Energy Will + Will : ___ 0000
EXS Extra Sensory Awareness + Will : ___ 0000

SPECIAL ABILITY SKILLS Base Skill

MND Mind Creativity + Will : ___ 0000
PSY-D Psy Defense Reaction + Will : ___ 0000
PSY-I Psy Illusion Awareness + Creativity : ___ 0000
PSY-M Psy Manipulation Control + Presence : ___ 0000
PSY-T Psy Transformation Creativity + Reasoning : ___ 0000
SNS Sensory Awareness + Will : ___ 0000

Range Modifiers

Difficulty:	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20	+21	+22	+23	+24	+25
Short:	1m	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Medium:	2m	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50
Long:	4m	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	84	88	92	96	100
Far:	40m	80	120	160	200	240	280	320	360	400	440	480	520	560	600	640	680	720	760	800	840	880	920	960	1km
Extreme:	.25km	.5	.75	1	1.25	1.5	1.75	2	2.25	2.5	2.75	3	3.25	3.5	3.75	4	4.25	4.5	4.75	5	5.25	5.5	5.75	6	6.25

Special Ability	Level	Type	Cost	Dif	Range	Duration	DR
Effect:							
Effect:							
Effect:							
Effect:							
Effect:							
Effect:							
Effect:							
Effect:							

Astral Attributes

Awareness: _____
 Beauty: _____
 Body: _____
 Control: _____
 Creativity: _____
 Presence: _____
 Quickness: _____
 Reaction: _____
 Reasoning: _____
 Will: _____

WOUND LEVELS	TOTAL HEALTH
Light W: [] Stun 8 KO 5	0000000000 -2 PEN
Moderate W: [] Stun 12 KO 10	00000 -4 PEN
Severe W: [] Stun 18 KO 15	000 -6 PEN
Critical W: [] Stun 22 KO 20	00 -10 PEN
Mortal W: [] Stun 25 KO 22	0 -15 PEN
	75%: [] -2 PEN
	50%: [] -4 PEN
	25%: [] -6 PEN

PSYCHIC INJURY LOCATION

<p>1: Emotional Process</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>4: Personality</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>2: Memory</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>5: Thought Process</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>3: Metaphysical</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>6: Personal Will</p> <p>_____</p> <p>_____</p> <p>_____</p>
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Base Astral Body Damage: _____

Base Astral Body Absorb: _____

FACTIONS

INITIATIVE MODIFIERS FOR ACTIONS		
Rapidly	+2 Initiative	-2 PEN
Quickly	+4 Initiative	-5 PEN
Rushed	+6 Initiative	-10 PEN

SPECIAL ROUND DECLARATIONS	
All Out Attack	+5 To Hit on Attacks, -7 PEN to Defense
All Out Defense	Can roll Active Defense vs. all known Attacks, but cannot Attack or Combat Move that Round.
Full Sprint	No Combat Actions. H2H To Hit difficulty is 8. Takes entire Round. Distance is Combat Move x 5
Group Defense	-1 PEN per potential Attacker, only applies to first Action. May chose any indicated opponent as Declared Target.
Heavy Attack	+3 To Hit on Attacks, -5 PEN to Passive Defense
Held Action	Gain +10 Initiative to Declared Action, but only if the Declared precondition is met. If the precondition doesn't occur, you don't Act for the Round.
Panic Defense	+10 Initiative, -5 PEN Defense

SPECIAL ATTACKS: STRIKE AND ARMED	
Beat-Attack Armed Only	-3 To Hit, each success +1 to immediate Strength Feats. This success is Defender's PEN vs. immediate follow up Attack.
Called Shot	-3 To Hit, Ref interprets results
Charge H2H Only	-3 To Hit, does +1d6 in H2H Damage. Requires Full Sprint previous Round.
Counterattack H2H Only	Roll Defense at -3 PEN. If successful, may use 1 Action to Attack at +3.
Disarm H2H Only	-8 To Hit, each success +1 to Strength Feats. If successful, Target Disarmed.
Feint H2H Only	No Damage, success is To Hit bonus to next Attack (max 5).
Knock Out H2H Only	-5 To Hit, success is increased difficulty of Defender's Stun/KO check. Must do damage to count. If less than Light Wound, Stun/KO base difficulty is 0/3.
Leg Sweep H2H Only	-3 To Hit, does Nick Damage, Target is On The Ground.

EXTRA DAMAGE ATTACKS	
Vital Blow	-3 To Hit, +1 level of Accuracy
Deadly Blow	-5 To Hit, +2 levels of Accuracy, miss by 1-2 is Nick
Killing Shot	-7 To Hit, +3 levels of Accuracy, miss by 1-2 is Nick

GRAPPLE MANEUVERS	
Break Grapple	Contested Strength Feats
Choke	-6 To Hit. Choke success at end of Round
Escape Grapple	Use Grapple to escape Grapple
Grip	Makes other Grapple Maneuvers +3 To Hit
Hold	-3 To Hit, Hold Success is physical Action PEN to Defender
Limb Break	-5 To Hit, Moderate Wound or more limb Broken
Lock	-3 To Hit, Lock Success is pain PEN. Defender needs Toughness vs. 10 + Lock Success to take any physical Action
Takedown	-3 To Hit, can only do up to Solid Hit Accuracy. Both combatants On The Ground. Maintains Grapples.
Throw	-3 To Hit, can only do up to Minor Hit Accuracy. Opponent is On The Ground.

MOVE ACTIONS	
Get to Feet	2 Actions. First Action, On The Ground PEN is half
Kippup	Acrobatics vs. 12 to get to feet in 1 Action

SITUATIONS	
Attacker Init 15+ Over Defender Init	No Active Defense
On The Ground	-5 PEN Attack and Defense, -3 to H2H Damage
Pass	Initiative Drops 10
Switch Target	-4 PEN each Switch

Ranged Attack	Allowed Defense	PEN
Thrown	Parry, Shield, Dodge	-4
Archery	Shield or Dodge	-8
Gunplay	Shield or Dodge	-12

Target Range	To Hit
Point Blank	+5
Close	+3
Average	+0
Far	-3
Extreme	-5
Max Range	-10
Target Cover	To Hit
Minor	-3
Major	-5
Total	-7
Target Position	To Hit
Crouched	-3
Prone	-5
Walking	-3
Running	-5
Aim	Need
1 Action (+2)	none
2 Actions (+4)	none
3 Actions (+6)	●
4 Actions (+8)	●●
5 Actions (+10)	●●●
6 Actions (+12)	●●●●

Area	Dif
Doorway	8
Double Doors	10
Room, Alleyway	12
Large Room, Side Street	15
Small House Front	18
Large House Front	20

ACCURACY CHART		
Hit By	Damage Multiplier	
0-2	x ½	Nick
3-7	x 1	Minor Hit
8-11	x 2	Solid Hit
12-15	x 3	Direct Hit
16-19	x 4	Major Hit
20+	x 5	Critical Hit

Reaction	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Init Mod	-20	-15	-12	-10	-8	-6	-4	-2	+0	+1	+2	+3	+4	+5	+6	+8	+10	+12	+14	+16	+18	+20	+22	+25	+28	+30

Combat Move	6	8	15	20	25	30	32	35	38	40	42	45	48	50	52	55	58	60	62	65	68	70
Meters	1	2	3	4	5	6	7	8	9	10	11	13	14	15	16	17	18	19	20	21	22	23

FACTIONS

Ritual:			
Level:	Range:	Duration:	
Casting Time:		Focus Cost:	Dif: ():
Effect Type:		Effect Power:	
Effect Area:		Effect Level:	
Components:			
Situation:			
Effect:			

Ritual:			
Level:	Range:	Duration:	
Casting Time:		Focus Cost:	Dif: ():
Effect Type:		Effect Power:	
Effect Area:		Effect Level:	
Components:			
Situation:			
Effect:			

Ritual:			
Level:	Range:	Duration:	
Casting Time:		Focus Cost:	Dif: ():
Effect Type:		Effect Power:	
Effect Area:		Effect Level:	
Components:			
Situation:			
Effect:			

Ritual:			
Level:	Range:	Duration:	
Casting Time:		Focus Cost:	Dif: ():
Effect Type:		Effect Power:	
Effect Area:		Effect Level:	
Components:			
Situation:			
Effect:			

Ritual:			
Level:	Range:	Duration:	
Casting Time:		Focus Cost:	Dif: ():
Effect Type:		Effect Power:	
Effect Area:		Effect Level:	
Components:			
Situation:			
Effect:			

Ritual:			
Level:	Range:	Duration:	
Casting Time:		Focus Cost:	Dif: ():
Effect Type:		Effect Power:	
Effect Area:		Effect Level:	
Components:			
Situation:			
Effect:			

Ritual:			
Level:	Range:	Duration:	
Casting Time:		Focus Cost:	Dif: ():
Effect Type:		Effect Power:	
Effect Area:		Effect Level:	
Components:			
Situation:			
Effect:			

Ritual:			
Level:	Range:	Duration:	
Casting Time:		Focus Cost:	Dif: ():
Effect Type:		Effect Power:	
Effect Area:		Effect Level:	
Components:			
Situation:			
Effect:			

FACTIONS

NAME: _____ **ALIAS:** _____ **CONCEPT:** _____ **FACTION:** _____

AWARENESS:

Empathy: _____ []
 Animal Sense 0000
 Detect Lies 0000
 Emotion 0000
 Threat 0000

Sensory: _____ []
 Concealment 0000
 Direction 0000
 Notice 0000

Supernatural: _____ []
 Ability 0000
 Mystic 0000

BODY:

Endurance: _____ []
 Fatigue 0000
 Tolerance 0000
 Toughness 0000

Power: _____ []
 Lift 0000
 Strength Feats 0000

CONTROL:

Persuasion: _____ []
 Debate 0000
 Deception 0000
 Etiquette 0000
 Fast Talk 0000
 Interrogation 0000

Street: _____ []
 Blend 0000
 Locate 0000
 Streetwise 0000

CREATIVITY:

Appearance: _____ []
 Disguise 0000
 Grooming 0000
 Style 0000

Art: _____ []
 Computer Graphics 0000
 Crafts 0000
 Draw 0000
 Metalwork 0000
 Paint 0000
 Photography 0000
 Sculpt 0000
 Tattoo 0000
 Video Editing 0000

Enigmas: _____ []
 Riddles 0000
 Puzzles 0000

Music: _____ []
 Appreciation 0000
 Composition 0000

Occult: _____ []
 Lore 0000
 Religion 0000
 Ritual Magic 0000

Writing: _____ []
 Fiction 0000
 Journalism 0000
 Poetry 0000
 Rhetoric 0000
 Technical 0000

PRESENCE:

BEAUTY:
 Current Beauty: []
 Bonus to Presence: []

Charisma: _____ []
 Charm 0000
 Intimidation 0000
 Seduction 0000

Performance: _____ []
 Acting 0000
 Animal Command 0000
 Leadership 0000
 Oration 0000
 Singing 0000
 Stage Presence 0000

QUICKNESS:

Armed: _____ []
 Chain 0000
 Club 0000
 Knife 0000
 Shield 0000
 Staff/Spear 0000
 Sword 0000
 Whip 0000

Athletics: _____ []
 Acrobatics 0000
 Archery 0000
 Climbing 0000
 Dance 0000
 Dodge 0000
 Move 0000
 Parachuting 0000
 Riding 0000
 Sneak 0000
 Sport 0000
 Swimming 0000

Unarmed: _____ []
 Block 0000
 Grapple 0000
 Strike 0000

REACTION:

Boatmanship: _____ []
 Captain 0000
 Hovercraft 0000
 Powercraft 0000
 Sail 0000

Coordination: _____ []
 Bartending 0000
 Pick Pocket 0000
 Sleight of Hand 0000
 Video Games 0000

Drive: _____ []
 Auto 0000
 Heavy Equipment 0000
 High Performance 0000
 Motorcycle 0000
 Oversized 0000

Gunplay: _____ []

Heavy 0000
 Pistol 0000
 Rifle 0000
 Shotgun 0000
 Submachine 0000

Perform Inst: _____ []
 Play _____ 0000
 Play _____ 0000

Pilot: _____ []
 Air Combat 0000
 Commercial 0000
 Helicopter 0000
 Plane 0000

REASONING:

Computer: _____ []
 Hacking 0000
 Programming 0000
 Use 0000

Finance: _____ []
 Appraisal 0000
 Investment 0000
 Stock Market 0000

History: _____ []
 Ancient 0000
 Archeology 0000
 Modern 0000

Language: _____ []
 Fluent _____ 0000
 Fluent _____ 0000
 Linguistics 0000

Mathematics: _____ []
 Accounting 0000
 Applied 0000
 Theoretical 0000

Medicine: _____ []
 Brewing 0000
 Cooking 0000
 Diagnose 0000
 First Aid 0000
 Herbalism 0000
 Medtech 0000
 Pharmacy 0000
 Surgery 0000
 Torture 0000

Physical Science: _____ []
 Agriculture 0000
 Astrophysics 0000
 Biology 0000
 Chemistry 0000
 Environmental 0000
 Geology 0000
 Physics 0000

Extras

Research: _____ []

Disappear 0000
 Investigation 0000
 Library Use 0000
 Net 0000

Social Sciences: _____ []
 Advertising 0000
 Culture 0000
 Economics 0000
 Law 0000
 Philosophy 0000
 Psychology 0000
 Sociology 0000
 Teaching 0000

Strategy: _____ []
 Conspiracy 0000
 Games 0000
 Military 0000
 Politics 0000

Survival: _____ []
 Arctic 0000
 Camouflage 0000
 Desert 0000
 Temperate 0000
 Tropical 0000

Tech: _____ []
 Carpentry 0000
 Communications Sys 0000
 Design 0000
 Electronics 0000
 Explosives 0000
 Fire Control 0000
 Forgery 0000
 Lock Picking 0000
 Mechanics 0000
 Operate Machine 0000
 Security Systems 0000

WILL:

Resistance: _____ []
 Coercion 0000
 Stress 0000

Strength: _____ []
 Concentration 0000
 Courage 0000
 Lucid Dreaming 0000

LOSS OF ACTIONS

Down to minimum of 1 Action

-4 PEN	-1 Action
-6 PEN	-2 Actions
-8 PEN	-3 Actions
-10 PEN	-4 Actions

Initiative Modifier: [] _____

WOUND LEVELS		TOTAL HEALTH	
Light W: []	Stun 8 KO 5	0000000000	-2 PEN
Moderate W: []	Stun 12 KO 10	00000	-4 PEN
Severe W: []	Stun 18 KO 15	000	-6 PEN
Critical W: []	Stun 22 KO 20	00	-10 PEN
Mortal W: []	Stun 25 KO 22	0	-15 PEN
			75%: [] -2 PEN
			50%: [] -4 PEN
			25%: [] -6 PEN

FACTIONS

Player Character Tracking Sheet

Character	Detect Lies	Emotion	Threat	Concealment	Notice	Ability	Mystic
	OOOO	OOOO	OOOO	OOOO	OOOO	OOOO	OOOO
Notes:							
	Advantages:						
	Disadvantages:						
	Light W: OOOOOOOOOO Moderate W: OOOOO Severe W: OOO Critical W: OO Mortal W: O						
	Initiative:						
Character	Detect Lies	Emotion	Threat	Concealment	Notice	Ability	Mystic
	OOOO	OOOO	OOOO	OOOO	OOOO	OOOO	OOOO
Notes:							
	Advantages:						
	Disadvantages:						
	Light W: OOOOOOOOOO Moderate W: OOOOO Severe W: OOO Critical W: OO Mortal W: O						
	Initiative:						
Character	Detect Lies	Emotion	Threat	Concealment	Notice	Ability	Mystic
	OOOO	OOOO	OOOO	OOOO	OOOO	OOOO	OOOO
Notes:							
	Advantages:						
	Disadvantages:						
	Light W: OOOOOOOOOO Moderate W: OOOOO Severe W: OOO Critical W: OO Mortal W: O						
	Initiative:						
Character	Detect Lies	Emotion	Threat	Concealment	Notice	Ability	Mystic
	OOOO	OOOO	OOOO	OOOO	OOOO	OOOO	OOOO
Notes:							
	Advantages:						
	Disadvantages:						
	Light W: OOOOOOOOOO Moderate W: OOOOO Severe W: OOO Critical W: OO Mortal W: O						
	Initiative:						
Character	Detect Lies	Emotion	Threat	Concealment	Notice	Ability	Mystic
	OOOO	OOOO	OOOO	OOOO	OOOO	OOOO	OOOO
Notes:							
	Advantages:						
	Disadvantages:						
	Light W: OOOOOOOOOO Moderate W: OOOOO Severe W: OOO Critical W: OO Mortal W: O						
	Initiative:						
Character	Detect Lies	Emotion	Threat	Concealment	Notice	Ability	Mystic
	OOOO	OOOO	OOOO	OOOO	OOOO	OOOO	OOOO
Notes:							
	Advantages:						
	Disadvantages:						
	Light W: OOOOOOOOOO Moderate W: OOOOO Severe W: OOO Critical W: OO Mortal W: O						
	Initiative:						

