

## ACCURACY CHART

This change in the Accuracy Chart for Damage Multipliers flattens the curve, making combat slightly less deadly.

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

## MAX GUNPLAY RANGE

This change in the Gunplay Range chart gives the penalty for firing at a target beyond Extreme Range.

Range	To Hit Mod	Point Blank:
Point Blank	+5	Touching to a few feet away, and considered normal Hand to Hand combat range.
Close	+3	
Average	+0	
Far	-3	<b>Close:</b> Within a handful of meters, usually only one action of movement away from Hand to Hand range.
Extreme	-5	
Max Range	-10	

**Average:** The gun's "normal" sighted range.

**Far:** Beyond the weapon's optimum range.

**Extreme:** At the very edge of the gun's range.

**Max Range:** Up to 150% of Extreme Range.

## IGNORING COVER AND COVER AR

It is possible to shoot through whatever the target is behind. Ignoring cover eliminates any To Hit penalty provided by the cover, but requires two things. One, it requires a successful Notice check (dif 8-15) to guess at the target's body position.

Two, it requires that the weapon be powerful enough to blast through whatever the target is hiding behind. The following is a guideline for the effective Armor Rating (AR), Protection, and Effectiveness listings for various kinds of Cover.

AR For Cover	Protection	Effective Vs.
<b>AR: 1</b> Standard Window	1d6/2 + 1d6/2	
<b>AR: 2</b> Light Door Riot Shield Standard Wall	1d6 + 1d6	
<b>AR: 3</b> Solid Door Heavy Wall	2d10 + 1d6+1	.22
<b>AR: 4</b> Solid Reinforced Door	3d10 + 1d10	.32

**AR: 5** 4d10 + 2d10 9mm  
1/4 Inch Steel  
Armored Glass  
Tactical Shield

**AR: 6** 5d10 +1 + 2d10+1 5.56mm  
1/2 Inch Steel  
Improved Armored Glass

**AR: 7** 5d10+2 + 3d10 7.62mm  
1 Inch Steel  
Brick Wall  
Cinderblock  
Heavy Tactical Shield  
Tree, Power Pole

## AUTOFIRE ACCURACY CHART

This change brings the Autofire Accuracy into accord with the changes to the basic Accuracy Chart.

AUTOFIRE ACCURACY CHART			
Hit By	#Hits	Damage Multiplier	
0-2:	1	x 1/2	Nick
3-5:	2	x 1/2	Nick
6-8:	3	x 1	Minor Hit
9-11:	4	x 1	Minor Hit
12-14:	5	x 2	Solid Hit
15-17:	6	x 3	Direct Hit
18-20:	7	x 4	Major Hit
21-23:	8	x 5	Critical Hit
24-26:	9	x 5	Critical Hit
27+:	10	x 5	Critical Hit

## FAST SKILL EDGES: OPTIONAL RULE

For an Optional Rule, the Ref can simply institute a minimum Skill necessary for various levels of Skill Edges, and not require any rolls at all to activate.

Skill Edge +1-2: Requires ●  
Skill Edge +3: Requires ●●  
Skill Edge +4: Requires ●●●  
Skill Edge +5: Requires ●●●●

Also note that Skill Edges can be purchased in any order.

## CHARACTER LEVEL

The initial build points afforded for new characters essentially limits the characters to Gifted with a year of experience or less. To design characters for larger scaled stories, simply increase the total amount of Development Points available to the players.

Total DP	Character Level	Total DP	Character Level
70	Standard	550	Potent
150	Progressed	630	Powerful
230	Advanced	710	Mighty
310	Strong	790	Grand
390	Notable	870	Heroic
470	Influential	950	Epic