Skills

**Animal handling;** training, riding, vet, zoology

Artistry; appraisal, cooking, forgery, game design, painting, photography, poetry, sculpting, writing

Athletics; climbing, contortion, dodge, juggling, jumping, gymnastics, parachuting, parasailing, pole vaulting, riding, running, swimming, weight lifting, any sport

Covert; camouflage, disable devices, forgery, infiltration, open locks, sabotage, sleight of hand, stealth, streetwise, surveillance

Craft; architecture, blacksmithing, carpentry, cooking, leatherworking, metalworking, pottery, sewing

Discipline; concentration, interrogation, intimidation, leadership, mental resistance, morale

Guns; assault rifles, energy weapons, grenade launchers, gunsmithing, machine guns, pistols, rifles, shotguns

Heavy weapons; artillery, catapults, demolitions, forward observer, mounted guns, repair heavy weapons, rocket launchers, ships cannons, siege weapons

Influence; administration, barter, bureaucracy, conversation, counselling, interrogation, intimidation, leadership, marketing, persuasion, politics, seduction, streetwise

Knowledge; appraisal, cultures, history, law, literature, philosophy, religion, sports

Linguist*; Any human language

Mechanical engineering*; create mechanical devices, machinery maintenance, mechanical repairs, fix mechanical security systems, plumbing

Medical Expertise*; dentistry, forensics, general practice, genetics, internal medicine, neurology, pharmaceuticals, physiology, psychiatry, rehabilitation, surgery, toxicology, vet

Melee weapon combat; clubs, knives, melee weaponsmithing, nunchaku, polearms, swords, whips

Perception; deduction, empathy, gambling, hearing, intuition, investigation, read lips, search, sight, smell, tactics, taste, tracking

Performance; acting, dancing, costuming, keyboard instruments, impersonation, mimicry, oratory, percussion instruments, singing, stringed instruments, wind instruments

Pilot; aerial navigation, astrogation, astronomy, astrophysics, space survival, by vehicle type eg helicopter, hanglider, mid bulk transports etc

Planetary vehicles; aquatic navigation, ground vehicle repair, by vehicle type. eg cars, hovercraft, horsedrawn vehicle, scuba diving etc

Ranged weapons; blowguns, bows, crossbows, darts, grenade, javelin, ranged weaponsmithing, slings, throwing axes, throwing knives

Scientific expertise*; earth sciences, historical sciences, life sciences, mathematical sciences

Survival; by environment type

Technical engineering*; communication systems, computer programming, hacking, create/alter technical devices, electronics, technical repair, technical security systems

Unarmed combat; boxing, brawling, judo, kung fu, savate, wrestling

Action	Ordinary	Extraordinary	Complex
Easy	3	10	15
Average	7	14	35
Hard	11	18	55
Formidable	15	22	75
Heroic	19	26	95
Incredible	23	30	115
Ridiculous	27	34	135
Impossible	31	38	155

Die Type	Attr Cost	Skill - Gen	Skill - Spec.
d2	2	2	-
d4	4	4	-
d6	6	6	-
d8	8	-	2
d10	10	-	4
d12	12	-	6
d12 + d2	14	-	8
d12 + d4	16	-	10
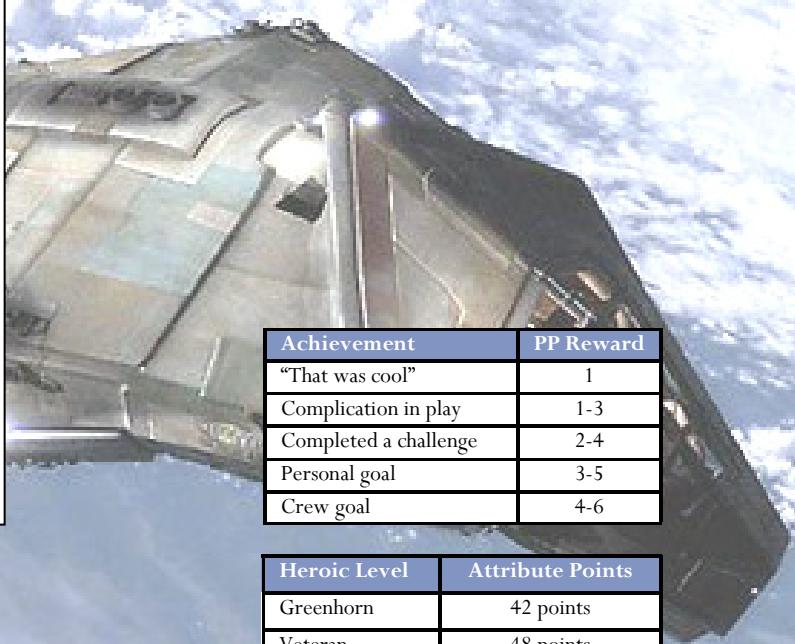
Achievement	PP Reward
"That was cool"	1
Complication in play	1-3
Completed a challenge	2-4
Personal goal	3-5
Crew goal	4-6

Heroic Level	Attribute Points
Greenhorn	42 points
Veteran	48 points
Big Damn Hero	54 points

PP Cost	Story Impact
1-3	Inconsequential
4-6	Minor
7-10	Significant
11+	Major

Die Type	Proficiency
d2	Incompetent
d4	Novice
d6	Competent
d8	Expert
d10	Professional
d12	Master
d12+	Supreme

Pace	Actions	Speed
Walk	0	Base (15ft)
Hustle	1	Base x 2 (30ft)
Run	2	(Base x 2) + (Attr + Athl/Run)

Plot Points Spent	Bonus Die	Plot Points Spent	Bonus Die
1	d2	7	d12+d2
2	d4	8	d12+d4
3	d6	9	d12+d6
4	d8	10	d12+d8
5	d10	11	d12+d10
6	d12	12	d12+d12

Derived. Attr.	Roll	Derived. Attr.	Roll
Burst of strength	Str + Str	Long Haul	Str + Vit
Endurance	Vit + Wil	Memorise	Int + Ale
Out of harm's way	Agi + Ale	Recall	Int + Wil
Initiative	Agi + Ale	Resistance	Vit + Vit

Range	Skill mod
Point blank (<10 ft)	+1
Short	0
Medium	-1
Long	-2

Cover	Difficulty	Description
Light cover	+4	Upto ½ target concealed
Medium cover	+8	More than ½ target concealed
Heavy cover	+12	Most of target concealed
Total Cover	+16	Only a tiny portion visible

Cover	Difficulty	Description
Light cover	+4	Upto ½ target concealed
Medium cover	+8	More than ½ target concealed
Heavy cover	+12	Most of target concealed
Total Cover	+16	Only a tiny portion visible

Firing mode	Effect
Single shot	One shell per attack, normal action
Burst	3 shells, one action, 3 attack rolls at -2 skill
Autofire	Area 5-10 ft, 1 attack (3), defence as normal for all targets

Called Shots	Skill Mod	Effect
Limb	-1	+2 damage mod, End test (7) or incapacitated S/B d6 rds, W till repaired
Vital Area (head, groin)	-2	+4 damage mod, End test (7) or stunned (KO) for d6 rds
Minuscule (heart, kneecap)	-3	+6 damage mod, End test (7) or special wound

Special Move	Effect
Aim	If no other actions, +1 / turn (max 3)
All out attack	+2 step bonus if all actions are offensive
Disarm	Attack at -2 HtH / -4 ranged. Target Agi + Wil (11), or drop weapon
Feint	HtH only, usually Ale + HtH, opposed by Ale or Int (whichever greater) + Perception/intuition, success - target can only use innate def next attack.
Grapple	Agi + Unarmed combat/spec to succeed, opposed Agi + Str to hang on. If held, unarmed combat attacks at diff 3, or choke
Sneak attack	Innate defence only
Thrown weapon	If not a throwing weapon -1 to -4 depending on range
Covering	delay action, can act ahead of init next round
Threatening	gun at their head etc, free attack at +2 skill
Obscured vision	Dim light, thin smoke +4 diff to hit >10ft Dark, thick smoke +8 diff to hit >10ft Pitch black, blind - target makes defence roll (3), hit if fail
Prone	getting up is an action. Attack at -2 skill, get light cover bonus (+4 diff to hit)
Unstable terrain	-2 to attributes, if a sudden lurch Agi + Ale (7) not to fall
Zero G	before any action make Ref chosen stat + Survival/zero g (7) or -2 skill on actions
Firing into a crowd	-2 skill penalty, if botch make attack roll for unintended target

Manglin' Ways	Effect
Explosions	Ave (7) attack to hit target are, full dam to rad, then -1 die per increment. Cover may reduce dam.
Burns	heals at ½ normal rate
The Black	Vacuum -v.v.v.v. bad
Drugs and poisons	Resistance roll, vary difficulty
Environmental hazards	extreme climate 1 stun / hour if no protection
Falling	10ft or less easy Agi + Athletics/gymnastics (3) to avoid damage, +4 diff / 10ft. Total diff is attack for damage
Illness	Resistance roll, vary difficulty
Radiation	Resistance roll (3) per time inc, inc diff by +4. d2 stun if failed, wounds and shock once max stun taken
Suffocation	Resistance roll starting at easy (3) every other round, +4 diff after the first. Must breath once failed or d2 stun, wounds and shock once max stun taken

Attack	
Basic Damage	Attack - Defence = Basic Damage (½ W, ½ S, favours stun)
Weapon Damage	Roll weapon damage (see weapon description)

Extraordinary damage	if attack gets extraordinary success, target makes ave (7) End check, take normal dam if success or see below
Basic	debilitating injury - broken limb, deaf, blind etc until treated
Stun	immediately unconscious, take shock points = S damage
Wound	serious injury, without treatment take d2 W / 10mins

Healing by plot point
Die roll as per plot dice - reduce W then S, to max of that wound

Painkillers
Easy (3) Int + Med expertise/specialty check for right dose. Negates wound attr penalties

Total Life Points	Seriously Wounded (-2 penalty)
8	4
10	5
12	6
14	7
16	8
18	9
20	10
22	11
24	12

Wounds	Healing diff	Surgical Diff
1-2	No roll reqd	-
3-4	3	15
5-6	7	35
7-8	11	55
9-10	15	75
11-12	19	95
13-14	23	115
15-16	27	135
17-18	31	155
19-20	35	175
21-22	39	195
23-24	43	215

Passing Out
If total S + W = LP, make an ave (7) End (Vit + Wil) check or pass out. If you get enough LP back, you regain consciousness. Otherwise make a roll on each subsequent turn at +4 diff.

Shock Points
Any S dam after unconsciousness, or S in excess of LP (if no W) are shock points. If you have shock points you are unconscious for 1 hour, then make ave (7) End (Vit + Wil) roll per hour to reduce shock points by 1.

With medication, a shock point is easy (3) to heal, +4 diff for each subsequent point

First Aid
If character is in danger of dying (extra W dam or extraordinary injury) make hard (11) Ale + Medical expertise/specialty to stabilise, modified as below.

First aid conditions	Skill mod
Improvised supplies, heavy distractions	-2
Limited supplies, light distractions	-1
Standard supplies, no distractions	0
Superior supplies, ambulance conditions	+1
Cutting edge supplies, hospital conditions	+2

Waking the unconscious
Light slap, cold water, shouting - ave (7) End check to regain consciousness. Character is groggy until S regained.

Stimulants return d(2-12) S temporarily. All lost when duration expires. Sedatives do the opposite

Surgery
All treatment beyond first aid is surgery. Complex action, diff based on wounds (see table). Time inc either 10 or 30 mins

Two botches on surgery roll do d2 W

Natural Healing - S
Second wind	1/day regain either Vit or Will S
Rest	No strenuous activity 1 S per 2 hours, rest 1 S per hour

Dying
W = LP, you are dying. End (Vit + Wil) per min or die, starts at easy (3) - +4 diff per minute.

If W = LP x 2, you are horribly dead, no save, nothin'

Healing—W
Natural Healing - W	After 1 day of rest, make End test to be on the mend, auto 1-2 W, easy (3) 3-4 W, +4 diff for each 2 extra W. Once on the mend heal 1 W / 2 days
Getting worse	If End roll botched take d2 W per day from infection, bleeding etc. Make End check as above to stop getting worse. Needs further success 2 days later to be on the mend

Reviving the dead
Same test as first aid (with mods) diff formidable (15) +4 diff for each minute dead

Item	AR	Penalty	Cost (C/P)	Weight	Avail.
Ballistic mesh	1W*	-	C46/P115	4	C
Chameleon suit	1W	-	C40/P100	17	I
Helmet, infantry	4W	-1 Ale	C16/P40	2	E
Helmet, squad	4W	-2 Ale	C35/P88	3	C
Mask, NBC	2W	-3 Ale	C8/P10	3	C
NBC body suit	2W	-2 Agi/-2 Ale	C32/P80	14	C
Plate vest	4W*	-1 Agi	C30/P75	10	E
Riot gear	3W*	-1Agi/-1 Ale	C92/P230	24	C
HeartLine health suit	-	-	C28/P70	3	C
Tactical suit	5W	-2 Agi	C110/P275	18	I
Vacuum Suit	2W	-2 Agi/-2 Ale	C67/P168	35	E

Item	Damage	Cost (C/P)	Weight	Avail.
Baton, security	d2 S	C1.2/P3	2	E
Baton, stun	d2 S	C12/P30	2	C
Brass knuckles	*	C0.8/P2	1	E
Club	d6 B	C0.2/P1	3	E
Hatchet	d6 W	C16/P40	4	E
Knife, combat	d4 W	C1.6/P4	1	E
Knife, utility	d2 W	C0.8/P2	-	E
Machete	d4 W	C3.2/P4	3	E
Sword, combat	d6 W	C24/P60	6	E
Sword, gentleman's	d4 W	C26/P65	1	C

Weapon	Damage	Range Inc (ft)	Max RoF (mag)	Cost (C/P)	Weight	Avail
Bow	d4 W	70	1 [-]	C6/P15	6	E
Crossbow	d4 W	150	1 / 2 turns [1]	C8/P20	13	E
Crossbow, powered	d4 W	175	2 [6]	C24/P60	15	C
Derringer	d4 W	30	1 [2]	C14/P35	1	E
Grenade Launcher	*	40	1 [8]	C106/P265	12	I
Pistol	d6 W	100	3 [8]	C18/P45	2	E
Pistol, laser	d10 W *	100	3 [10]	C330/P825	1.5	I
Rifle	d8 W	225	3 [30]	C30/P75	9	E
Rifle, assault	d8 W	150	3 [40] ^	C40/P100	11	I
Rifle, sniper	d8 W	1000*	3 [20]	C160/P400	15	C
Rifle, sonic	d8 S	15	2 [50]	C50/P125	10	E
Shotgun	d10 W	10	2 [10]	C50/P125	10	E
SMG	d6 W	60	3 [35] ^	C36/P90	4	I