

Combat Charts

THE END

Miscellaneous Firearms Modifiers Charts

<u>Condition</u>	<u>Modifier</u>
Shooting from a moving vehicle	
Cautious Speed	-2
Cruising Speed	-3
High Speed	-4
Top Speed	-6
Bracing Weapon (on a tree or a wall, etc.)	+2
Shooting while walking	-1
Shooting while running	-4
Shooting at walking target	-1
Shooting at running target	-2
Telscopic Sight	See telescopic sight rules
Range Increment Penalty	-1 per range increment
Other Situational Modifiers	Judges discretion

<u>Cover</u>	<u>Example</u>	<u>Reflex Save Bonus</u>	<u>AC Bonus</u>
One quarter	Behind a short wall	+1	+2
One half	Fighting from around a corner or behind a truck	+2	+4
Three quarters	Looking around a corner or crouching behind a window	+3	+7
Nine-tenths	Shooting through a narrow window or mail slot	+4	+10

Misfire Chart

<u>Weapon Sophistication</u>	<u>Computer Age</u>	<u>Weapon Condition</u>	
		<u>Complex</u>	<u>Advanced</u>
Brittle	Catastrophic	Catastrophic	Catastrophic
Damaged	Major	Major	Major
Worn	Major	Major	Minor
Good	Minor	Minor	Minor
Excellent	Minor	No Effect	No Effect
Masterwork	No Effect	No Effect	No Effect

Kevlar and Body Armor

	<u>Armor Bonus</u>	<u>Max Dex Bonus</u>	<u>Armor Check Penalty</u>
Kevlar Vest	+1	+6	0
Kevlar Jacket	+2	+4	0
Soft Body Armor	+3	+3	-2
Hard Body Armor	+4	+2	-2
Full Body Armor	+5	+0	-4
Tactical Armor (and Helmet)	+6	+0	-6

