

## Damage Table

ST	Thrust	Swing
1	1d-6	1d-5
2	1d-6	1d-5
3	1d-5	1d-4
4	1d-5	1d-4
5	1d-4	1d-3
6	1d-4	1d-3
7	1d-3	1d-2
8	1d-3	1d-2
9	1d-2	1d-1
10	1d-2	1d
11	1d-1	1d+1
12	1d-1	1d+2
13	1d	2d-1
14	1d	2d
15	1d+1	2d+1
16	1d+1	2d+2
17	1d+2	3d-1
18	1d+2	3d
19	2d-1	3d+1
20	2d-1	3d+2

## Skill Cost Table

Your Final Skill Level	Difficulty of Skill			
	Easy	Average	Hard	Very Hard
Attribute-3	-	-	-	1
Attribute-2	-	-	1	2
Attribute-1	-	1	2	4
Attribute+0	1	2	4	8
Attribute+1	2	4	8	12
Attribute+2	4	8	12	16
Attribute+3	8	12	16	20
Attribute+4	12	16	20	24
Attribute+5	16	20	24	28
Extra +1	+4	+4	+4	+4

## Critical Success and Failure

- A roll of 3 or 4 is *always* a critical success.
- A roll of 5 is a critical success *if your* effective skill is 15+.
- A roll of 6 is a critical success *if your* effective skill is 16+.
- A roll of 18 is *always* a critical failure.
- A roll of 17 is a critical failure *if your* effective skill is 15 or less; otherwise, it is an ordinary failure.
- Any roll of 10 or more greater than your *effective* skill is a critical failure: 16 on a skill of 6, 15 on a skill of 5, and so on.

## Posture Table

Posture	Attack	Defense	Target	Movement
Standing	Normal	Normal	Normal	Normal; may sprint
Crouching	-2	Normal	-2	2/3
Kneeling	-2	-2	-2	1/3
Crawling	-4	-3	-2	1/3
Sitting	-2	-2	-2	None
Lying Down	-4	-3	-2	1 yard/second

## REACTION TABLE

Roll 3 dice and apply any reaction modifiers.

**0 or less: Disastrous.** The NPC hates the characters and will act in their worst interest. Nothing is out of the question: assault, betrayal, public ridicule, or ignoring a life-or-death plea are all possible.

**1 to 3: Very Bad.** The NPC dislikes the characters and will act against them if it's convenient to do so: attacking, ripping off and so on. Merchant 300% sell, 30% buy,

**4 to 6: Bad.** The NPC cares nothing for the characters and will act against them (as above), if he can profit by doing so. 200% sell, 50% buy.

**7 to 9: Poor.** The NPC is unimpressed. He may make threats, demand a huge bribe before offering aid, or something similar. 120% sell, 75% buy.

**10 to 12: Neutral.** The NPC ignores the characters as much as possible. He is totally uninterested. Transactions will go smoothly and routinely, as long as protocol is observed.

**13 to 15: Good.** The NPC likes the characters and will be helpful within normal, everyday limits. Reasonable requests will be granted. Transactions will go well, and will offer help or advice.

**16 to 18: Very Good.** The NPC thinks highly of the characters and will be quite helpful and friendly, freely offering aid and favorable terms in most things. Will agree to price unless buy below 80% or sell above 150%, in which case offers those rates.

**19 or better: Excellent.** The NPC is extremely impressed by the characters, and will act in their best interests at all times, within the limits of his own ability - perhaps even risking his life, wealth, or reputation. Merchant as above, but 50%/200%.

## Hiking

10xMove in miles per day. Successful hiking roll grants +20%. ne with Leadership at 12+ may make a roll against groups average Hiking. Hiking defaults to HT-5

### Terrain

Very Bad	Deep snow, dense forest, jungle,	x0.20
Bad	Broken ground, rivers, steep hills, forest.	x0.50
Average	Light forest, plains.	x1.00
Good	Hard desert, level plains.	x1.25

### Weather

Rain	Halves off-road travel.
Snow	Ankle-deep halves speed. Deeper quarters it.
Ice	Halves Speed.

## Humanoid Hit Locations

Roll	Location	Notes
-	Eyes (-9)	[1, 2]
3-4	Skull (-7)	[1, 3]
5	Face (-5)	[1, 4]
6-7	Right Leg (-2)	[5]
8	Right Arm (-2)	[5, 6]
9-10	Torso (0)	
11	Groin (-3)	[1, 7]
12	Left Arm (-2)	[5, 6]
13-14	Left Leg (-2)	[5]
15	Hand (-4)	[6, 8, 9]
16	Foot (-4)	[8, 9]
17-18	Neck (-5)	[1, 10]
-	Vitals (-3)	[1, 11]

### Rapid Fire

Shots	Bonus	Watched	Penalty
2-4	+0	1	0
5-8	+1	2	-1
9-12	+2	3-4	-2
13-16	+3	5-6	-3
17-24	+4	7-10	-4
25-49	+5	11+	-5
50-99	+6		
each x2	+1 to hit		

### Opportunity Fire

Shots	Bonus	Watched	Penalty
2-4	+0	1	0
5-8	+1	2	-1
9-12	+2	3-4	-2
13-16	+3	5-6	-3
17-24	+4	7-10	-4
25-49	+5	11+	-5
50-99	+6		
each x2	+1 to hit		

[1] An attack that misses by 1 hits the torso instead.

[2] Only impaling, piercing and tight-beam burning attacks can target the eye - and only from the front or sides. Injury over HP/10 blinds the eye. Otherwise, treat as skull, but without the extra DR.

[3] The skull gets an extra DR 2. Wounding modifier is x4. Knockdown rolls are at -10. Critical hits the critical head blow table. Exception: these special effects do not apply to toxic damage.

[4] If the target has an open-faced helmet, ignore its DR.

Knockdown rolls are at -5. Critical hits use critical head blow table. Corrosion damage gets a x1.5 modifier, and if it inflicts a major wound it also blinds one eye (both eyes on damage over full HP. Random attacks from behind hit the skull instead.

[5] Limb. Reduce the wounding multiplier of large piercing, huge piercing, and impaling damage to x1. Any major wound cripples the limb. Damage beyond that threshold is lost.

[6] If holding a shield, double the penalty to hit.

[7] Human males (or similar) suffer double chock from crushing damage, and get -5 to knockdown rolls. Otherwise, treat as a torso hit.

[8] Extremity. Treat as a limb, except damage over 1/3HP cripples.

[9] If rolling randomly on 1d; 1-3 is right, 4-6 is left.

[10] Neck and throat. Increase the wounding multiplier of crushing and corrosion attacks to x1.5, and that of cutting to x2.

[11] Increase the wounding modifier for an impaling or any piercing attack to x3. Increase the wounding modifier for a tight-beam burning attack to x2. Other attacks cannot target vitals.