WELCOME TO ADVENTURE

Welcome to the **Adventure Maximum Core Rules.** The rules before you are a portal to countless worlds and adventures limited by your imagination only. What you are about to read is a rule book designed to maximize the playability and enjoyment of your gaming sessions. It is the end product of 15 years of play testing and game research. The rule book before you is packed with information you need to run exciting fast paced adventures in a multitude genre. This is the core rules which covers all the basics needed to run **Adventure Maximum** and by itself is the springboard to hundreds of adventures. You can expand the game rules by adding in **Campaign Packs** which plug in to enhance the rules with specific character rules and adventure campaigns in specific settings. Pick and choose or create you own. It is up to you.

The combat system in **AM** is designed to be fast and furious but with a degree of detail to aid in visualizing the action. The role playing system is designed to aid players in defining and playing their character's roles and personalities. The mechanics are simple and run only on one D10. Everything is designed to get you to the table and start running your own adventures in no time. All in all, **Adventure Maximum** is the perfect core system for countless table top adventures in worlds of your imagination.

WHAT IS A ROLE PLAYING GAME?

Imagine when you were a child and got together with your friends and pretended to be cowboys and Indians, pirates, superheroes, etc. and would play imaginary adventures in your back yard or house. In those days there was no structure or mechanics to determine who actually got shot and fell down or if you actually managed to fly a rocket ship or punch a super villain. Now take those same childhood imaginary flights of fancy and add in the influence of the adult world which is game rules. Rules provide a structure in which you can determine if you actually succeed at shooting someone or killing a dragon all in the form of a game. This is a table-top role playing game. A game that is both played in the imagination of its players and in the real world using rules, dice, and miniatures. What **Adventure Maximum** does is provide you the basic rules system that allows you to play in countless worlds of your imagination.

LEARNING THE RULE SYSTEM

The **Adventure Maximum Core rules** are divided into various sections which cover different areas of the rules such as Character Creation, Skills, Combat, Weapons and Equipment, etc. At first glance, though, the rules may seem to look very complex. Do not despair for the game uses simple mechanics to resolve even the most difficult game situations. Everything is written in a way to help you learn the rule system quickly.

First read through this introduction as it has insights into how the system works. Next make you a copy of the Character sheets and go through the step by step process of creating a character. Once you get a couple of character's created run a simple combat between them to learn the game mechanics. You don't have to know everything in this rule book to start play. Learn the basic mechanics and everything else will fall in place. In no time you will be running high action adventures that will keep your players coming back for more.

WHAT DO I NEED TO START PLAY?

There are just a few things that you need to start playing **Adventure Maximum**. If you are an experienced table-top rpg gamer you probably have these items already. If not, the things you need to start playing are listed below:

Dice: You will need to grab you a D10. This is a die that is numbered 0 through 9 and when rolled produces a number 1 through 10 (zero being the number 10). These dice are readily available at game shops if you don't have one.

Game sheet copies: Print off the various sheets provided with these rules. These include character records, combat tables, charts, etc. These are a great aid when running the game and keeping track of information during play.

Game Master: One person needs to be the rule master of the game. This is the person who sets up the adventure, judges the rules and applies the game mechanics to situations that arise during the game.

Players: If you don't have any players, get some. Grab a couple and hand out character sheets and start a short combat with swords, fists, or guns. Once the players see how well combat works in AM you will have them hooked.

COMMON GAME TERMINOLOGY

While reading the rules you are going to come across some common terms and abbreviations used in the game. These abbreviations and their meaning are listed below:

D10: This is the abbreviation for the only die used in **Adventure Maximum**. When rolled this die produces a result between 1 through 10.

D5: This represents taking a D10 and dividing the result in half to get a number between 1 and 5. Refer to the table below for the result:

D10 ROLL	D5 RESULT
1-2	1
3-4	2
5-6	3
7-8	4
9-0	5

2D10: This represents rolling the D10 twice and adding the two results together. **Example:** *A roll of 6 and a roll of 7 added together equal 13.*

D100: This is the abbreviation for percentile dice which roll a number range of 01-100. To generate a percentile number, roll the D10 twice. The first number is the 10s digit and the second number is the single digit of the D100 roll. **Example:** *The first roll is an 8 and the second roll is a 3. The number rolled is 83.*

WM: This abbreviation stands for WorldMaster which is the term used for what is known as Game Master in other games. The WM is the person who arranges the adventure session that is to be played and describes the action to the players. He or she plays all the characters the players will encounter in the game and is the overseer for the rules. More on being a WM will be discussed later in these rules.

NPC: This stands for Non Player Character. It is another generic term common to all role playing games. A NPC is any character that is not played by a player and is played by the WM instead.

LVL: This stands for Level and is a generic term that represents the degree or value that the character has in some aspect in the game.

RNK: The stands for Rank. It is the number that is applied to the Master Chart to determine the chance of success for an action in the game.

DL: This stands for Difficulty Level which represents a numeric value of how difficult an action or skill attempt is in the game. The DL is decided by the WM.

SAPs: This term stands for Special Ability Points and represents the points that a character receives to buy his or her special abilities and advantages during character creation. SAPs can be earned through playing adventures and are are used to buy those aspects that are common to all adventurers.

THREE BASIC CONCEPTS BEHIND ADVENTURE MAXIMUM

One of the key elements to mastering AM is to understand three basic concepts behind the game. Learn these and you got the whole system beat.

CONCEPT ONE: ACTIVE AND OPPOSING RANKS

One concept that is central to the game system is the one of Active and Opposing Ranks. Each character has a rating in any action or skill he or she is attempting to use in the game. This rating is known as the character's Rank in that action or skill. The WM may then modify the Rank being used based on the conditions present at the time. This modified Rank number becomes the character's Active Rank in the attempted action.

The Opposing Rank to an action is decided by the WM and is based on the difficulty involved with the attempt. In combat the Opposing Rank is the defender's Rank in the defensive maneuver he or she taking. When the Active Rank and the Opposing Rank are known then the WM can find the Success Chance on a D10 for the attempted action. This is done by subtracting the Opposing Rank number from the Active Rank number and finding the difference on the Master Chart which will give the WM the Success Chance. This leads us to the next basic concept in the rules.

MASTER SUCCESS CHART

Rank Difference	<-5	-4	-3	-2	-1	+0	+1	+2	+3	+4	+5>
Success Chance	**C**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**F**

CONCEPT TWO: MASTER CHART AND THE SUCCESS CHANCE

ADVENTURE MAXIMUM uses the Master Chart above to determine the Success Chance of an action in the game. The math used is very simple and in time you won't even need the table. The rule to remember is that for every Rank you have over the Difficulty Level of an action you add that number to 5 to get your Success Chance on a D10 to succeed. For every Rank you have below a Difficulty Level you subtract that number from 5 to get your Success Chance of D10. If your Rank and the Difficulty Level are the same then your Success Chance is 5 or lower on D10.

EXAMPLE: *If you have a Skill Rank of 15 and the Difficulty Level of an action is 15 then you have zero ranks over the Difficulty Level and your Success Chance is 5 or less on D10.*

EXAMPLE: *If you have a Skill Rank of 13 and the Difficulty Level of an action are 15 you have 2 ranks below the Difficulty Level that makes your Success Chance 3 or less on D10.*

All actions that a character rolls to see if he/she succeeds have a Difficulty Level to them. In combat this is the opponent's Defense Rank. In other situations such as the use of a character skill, the WM assigns a Difficulty Level (DL) to the task. The table below provides a good guideline for what the DL is for those situations.

DIFFICULTY LEVEL	DL
Simple/Easy	**0**
Average/Routine	**5**
Challenging	**10**
Hard	**15**
Very Hard	**20**
Almost Impossible	**25**

The WM compares the character's Rank in the skill to the Difficulty Level to determine what the character's Success Chance is to succeed with the skill.

EXAMPLE: *Grondar has a Skill Rank 13 in Jumping. The WM decides the DL of the jump is Challenging (10). Grondar has 3 Ranks over the Difficulty Level of the jump so the Success Chance is 8.*

If you look at both ends of the Master Chart you will find a letter instead of a number listed. The explanations for these are explained below:

C: This occurs when the Rank Difference between the Active Rank and the Opposing Rank is negative 5 or greater. A C result stands for a Critical which means that the only way the attempted action can succeed is if the player rolls a Critical on his or her die roll.

F: This occurs when the Rank Difference is plus 5 or greater. An F result stands for a Fumble which means that the only way the attempted action can fail is if the player rolls a fumble on his or her die roll.

To understand what it means to Critical or Fumble refer to the next concept in the rules.

CONCEPT THREE: CHARACTER LUCK AND CRITICALS/FUMBLES

AM uses an innovative Luck system where the players can earn luck points during the actual game session and spend them to keep the character alive and enhance his or her chances to perform an action or skill. In fact, the earning of Luck points is one of the important aspects of the game and players will soon learn the importance of Luck early in a play session. Luck and how it affects the game will be discussed later in these rules. The thing that we want to discuss about Luck now is the fact that it determines the character's Critical and Fumble chances in the game.

When rolling a D10 and the player rolls a 0 on the die, there is a chance that the character Criticals or Fumbles the action he or she was attempting. Whenever a 0 is rolled, roll the D10 again. If the second number rolled is equal to or less then the character's Luck Level, then the character has rolled a Critical in the attempted action, if the second number rolled is higher then the character's Luck Level then the character fumbled the attempted action. If the second number is a 1 then the character rolls a critical even is his or her Luck Level is 0. If the second number is another 0 then the character fumbled no matter what the character's Luck level.

CHARACTER CREATION

The most important part of any role playing game is the player character without which there would be no game. In creating such a character in **Adventure Maximum,** the first part is to create the bare bones of the adventurer and then to flesh out the adventurer by taking disadvantages and buying special abilities. It is simple and uses a step-by-step system.

To begin grab a D10 and get a copy of the character sheets provided with these rules and we will get started.

STEP ONE: DECIDE ON A CONCEPT FOR YOUR CHARACTER

PROCEDURE: It is always best before you start to have a basic concept of the character you are going to create. This serves as a foundation for the character. It doesn't have to be concrete yet, just a general idea of who you are going to create. Some common examples of concepts for characters are listed below:

A barbarian swordsman	A high tech thief
A brilliant scholar	A tough mercenary
A shrewd detective	A greedy pirate

EXAMPLE: *For the sake learning the rules let's make our character concept a Conan style barbarian named Grondar.*

STEP TWO: CHOOSE THE ADVENTURER'S TECH LEVEL

PROCEDURE: There are 10 Tech Levels in **ADVENTURE MAXIMUM** and each represents a certain stage in the development of mankind. In this step of the creation process we decide the level of technology that the adventurer lives in. The 10 Tech Levels are listed below:

TECH LEVEL	TECHNOLOGICAL DEVELOPMENT
1	Prehistoric
2	Early civilization
3	Medieval
4	Renaissance
5	Industrial
6	Early 20th Century
7	Contemporary
8	Near future
9	Far future
10	Galactic Civilization

EXAMPLE: *Our concept of Grondar is a barbarian swordsman so let's make his Tech Level be 2 which is early civilization and write it on the Character sheet.*

A character's Tech Level also provides the character with a set of base skills that are associated with that level of technology. Find the character's Tech Level on the table below and write the skills listed on the character sheet in the skills column.

TECH	TECH LEVEL STARTING SKILLS
1	*Club, Hunting, Survival, Animal Handling*
2-5	*Riding, Hunting, Vocation (pick one)*
6-8	*Drive Auto, Current Events, Vocation (pick one)*
9-10	*Computer, Drive: Gravcar, Pilot: Gravity Drive, Astrogation*

EXAMPLE: *Grondar is from Tech Level 2 which is early civilization and receives the following starting skills: Riding, Hunting, and a Vocation skill that he must choose for his Tech Level. We decide that Grondar is the son of a blacksmith and so will choose Blacksmithing as his Vocation skill. The skills are written down on the Character sheet.*

STEP THREE: CHOOSE THE ADVENTURER'S EXPERTISE LEVEL

PROCEDURE: In this step we choose the adventurer's level of expertise which helps determine how advanced the character is in training and experience. The WM makes the decision based upon the adventure he is intending to run. There are five Expertise Levels as listed in the table below:

EXPERTISE LEVEL
Novice: represents the starting character with only the base skills to survive
Intermediate: a character that is in the middle of his or her development
Expert: an advanced character with a variety of high level skills needed for survival.
Master: represents a truly advanced character and has a vast array of skills and abilities to survive in the game.

EXAMPLE: *Let's decide to make Grondar an Expert level adventurer.*

STEP FOUR: SELECT RACE OF CHARACTER

PROCEDURE: A character's race can provide a character with various attribute bonuses and inherent skills. These **Adventure Maximum Core Rules** are centered on creating human characters. Expansion books are in the works for creating other races such as elves and dwarves, etc.

STEP THREE: DETERMINE THE CHARACTER'S ATTRIBUTES

PROCEDURE: A character's Attributes are the basic building blocks on which the adventurer is built upon. They are numerical values that represent the character's strength in thirteen traits. The average human has a 2 in all of the thirteen attributes but since we are creating adventurers who are above the norm, all character begin with 3 in all thirteen attributes. Below is a short description of each of the thirteen attributes and how it applies to the character.

KNOWLEDGE (KNO): academics and degree of education.

INTUITION (INT): insight and common sense.

STRENGTH (STR): raw physical strength and musculature.

DEXTERITY (DEX): nimbleness and overall motor control.

CONDITION (CON): physical condition and overall health.

SPEED (SPD): reaction time and quickness.

WILLPOWER (WIL): mental strength and fortitude.

EGO (EGO): social skills and personality.

FAME (FAM): reputation and recognition.

WEALTH (WTH): monetary funds and resources.

MAGIC (MAG): the ability to use and resist magical forces.

PSYCHIC (PSY): a measure of the character's psychic ability.

SPIRIT (SPI): a measure of the character's religious faith and spiritual being.

Now that we have an understanding about what are the character's basic attributes it's time to build the character's Attribute Ranks. When the expertise Level of a character is known the character receives Attribute Bonus points granted for his or her expertise level. Refer to the table below:

EXPERTISE LEVEL	ATTRIBUTE BONUS PTS.
Novice	**3**
Intermediate	**6**
Expert	**9**
Master	**12**

On the Character sheet under the Attribute listing is where you are going to spend your Attribute Bonus Points for the character. The character already starts with a base of 3 in all attributes. The Bonus Points granted for the character's expertise are used to modify those attributes the player wishes to increase for the character. Each Bonus Points gives a +1 Modifier to the attribute the player wishes to increase for his or her character. The only rule being that you can not add more then +5 to any one attribute. The modifier is added to the character's Base Attribute number of 3 and the final number is the character's Rank in that attribute.

EXAMPLE: *Let's do Grondar's attributes. Our concept of Grondar is one of a tough barbarian and since he is Expert Level he gets 9 bonus points to improve his attributes. We spend the 9 points as shown on the table below. The final number once all modifiers are added in is Grondar's Ranks in his attributes.*

MENTAL	Base	MOD	**RNK**
Knowledge	3		**3**
Intuition	3	+1	**4**
Willpower	3	+1	**4**
PHYSICAL	Base	MOD	**RNK**
Strength	3	+3	**6**
Dexterity	3	+1	**4**
Condition	3	+2	**5**
Speed	3	+1	**4**
SOCIAL	Base	MOD	**RNK**
Ego	3		**3**
Fame	3		**3**
Wealth	3		**3**
AURA	Base	MOD	**RNK**
Magic	3		**3**
Psychic	3		**3**
Spirit	3		**3**

STEP FOUR: DETERMINE THE CHARACTER'S BASE COMBAT VALUE

PROCEDURE: The character's Base Combat is the base number that the character has in all unarmed and melee combat skills. It is based on the four Physical Attributes of the character. Add the character's total attributes of STR+DEX+CON+SPD levels together and divide by 4 rounding up to the next number. This is the character's Base Combat for combat skills. Write it on the character sheet.

EXAMPLE: *Grondar has a Strength Rank of 6, a Dexterity Rank of 4, a Condition Rank of 5, and a Speed Rank of 4. Adding all the Ranks together comes to the total of 19. We divide that total by 4 and it comes to 4.25 but since we can round up the number to the nearest whole number we round 4.25 to 5. Grondar has a Base Combat Rank of 5.*

STEP FIVE: DETERMINE THE CHARACTER'S SKILL TOTAL

PROCEDURE: This next step is to determine the total number of skills that the character has. If you look on the character sheet under the column for the character's skills, you will notice that there already nine skills listed. This is the character's Default Skills and represents those skills that every character in the game has some degree of skill in. Now to determine the total number of skills that the character has, find the character's Intuition Attribute and multiply it by 4. Add that number to the 9 Default Skills. This is the total number of skills is that the character starting the game with. Circle that number on the character sheet under the Skills column.

EXAMPLE: *Grondar has an Intuition Rank of 4 which we multiply x 4 to get 16. We add in the 9 Default Skills to that number. Grondar has a total of 25 skills to start with. We circle 25 as the skill total on the character sheet.*

STEP SIX: SELECT THE CHARACTER' S SKILLS

PROCEDURE: On the next page is a listing of all the skills available in the **AM Core** Rules. They are listed in alphabetical order and each has the following information:

Tech Level: This stands for what Tech Level the skill is available to be selected by a character. A character cannot choose any skill higher then his or her Tech level.

Category: This is the type of skill that it falls under in the rules. All skills are described under a certain category: Athletic, Academic, Combat, etc.

Base: This represents what character Attribute that serves as the Base Rank that the character has in that skill.

Note: If a skill is marked with an (*) that means the skill has several subcategories to it and the player should choose which subcategory of the skill the character knows. The player should refer to the individual skill listing in Section Two of these rules.

The player should now select those skills that his or her character knows from the list on the next page. The player writes down each skill listed under the skills column on the character sheet and continues until the character's circled skill total is met. The player should only select those skills that would make sense for the character to know based on his or her character concept.

Example: *Our sample character, Grondar, is a Tech level 2 barbarian. From Step Five we determined that Grondar has a skill total of 25 which means he gets 16 skills besides the 9 default skills listed on the sheet. We go through the skills listed on the next page and choose the following:*

Sword, Riding, Bow, Shield, Survival, Swimming, Hunting, Quick Draw, Wrestling, Knives, Vocation: Blacksmith, Camouflage, Traps and Snares, Deduction, Gambling, Herb Lore

We write each selected skill on the character sheet under the Skills column.

SKILL TITLE	TECH	CATEGORY	BASE
Acrobatics	**2**	*Physical*	**CON**
Animal Handling	**1**	*General*	**INT**
Architecture	**2**	*Academic*	**KNO**
Armorer	**2**	*Vocational*	**KNO**
Art*	**1**	*Social*	**INT**
Assault Weapons	**6**	*Combat*	**DEX**
Astrogation	**9**	*Academic*	**KNO**
Awareness	**1**	*General*	**INT**
Axes	**1**	*Combat*	**CMB**
Bargaining	**1**	*Social*	**EGO**
Boating*	**1**	*Vehicle*	**SPD**
Body Language	**1**	*Social*	**INT**
Booby Traps	**1**	*Criminal*	**INT**
Bow	**1**	*Combat*	**DEX**
Boxing	**5**	*Combat*	**CMB**
Brawling	**1**	*Combat*	**CMB**
Bribery	**1**	*Criminal*	**EGO**
Business	**1**	*General*	**KNO**
Calligraphy	**2**	*Academic*	**KNO**
Camouflage	**1**	*Military*	**INT**
Climbing	**1**	*Physical*	**CON**
Club	**1**	*Combat*	**CMB**
Communications	**5**	*Technical*	**KNO**
Computer	**7**	*Technical*	**KNO**
Cooking	**1**	*General*	**INT**
Criminal Science	**6**	*Police*	**KNO**
Criminology	**6**	*Academic*	**KNO**
Crossbow	**3**	*Combat*	**DEX**
Cryptography	**6**	*Military*	**KNO**
Current Events	**0**	*General*	**KNO**
Deduction	**0**	*Police*	**INT**
Demolitions	**4**	*Military*	**KNO**
Diagnosis	**1**	*Medical*	**KNO**
Disguise	**0**	*Social*	**EGO**
Diving	**0**	*Physical*	**CON**
Dowsing	**1**	*Occult*	**PSY**
Drive*	**2**	*Vehicle*	**SPD**
Drive Military	**6**	*Military*	**SPD**
Electronics	**6**	*Technical*	**KNO**
EMT	**6**	*Medical*	**KNO**
Evaluate Worth	**1**	*General*	**INT**
First Aid	**1**	*Medical*	**KNO**
Fishing	**1**	*Wilderness*	**INT**
Flamethrowers	**6**	*Combat*	**DEX**
Flexible Weapons	**1**	*Combat*	**COM**
Forensics	**6**	*Police*	**KNO**
Forgery	**2**	*Criminal*	**INT**
Fortune Telling*	**1**	*Occult*	**INT**
Gambling	**2**	*General*	**INT**
Geography	**2**	*Academic*	**KNO**
Gunnery	**4**	*Military*	**KNO**
Gunsmith	**4**	*Technical*	**KNO**
Heavy Weapons	**4**	*Combat*	**DEX**
Heraldry	**3**	*General*	**KNO**
Herb Lore	**1**	*Medical*	**KNO**
History	**2**	*Academic*	**KNO**
Hunting	**1**	*Wilderness*	**INT**
Hypnotism	**5**	*Social*	**EGO**
Influence	**1**	*Social*	**EGO**
Interrogation	**1**	*Police*	**EGO**
Jumping	**1**	*Physical*	**CON**
Knives	**1**	*Combat*	**CMB**
Language*	**1**	*Social*	**EGO**
Launchers	**6**	*Combat*	**DEX**
Law	**2**	*Academic*	**KNO**
Lip Reading	**1**	*Social*	**EGO**
Literature	**2**	*Academic*	**KNO**

SKILL TITLE	TECH	CATEGORY	BASE
Lockpicking	**2**	*Criminal*	**KNO**
Lore*	**1**	*Occult*	**KNO**
Martial Arts*	**2/6**	*Combat*	**COM**
Mechanic*	**5**	*Vocational*	**KNO**
Mimicry	**1**	*Wilderness*	**INT**
Mountaineering	**1**	*Physical*	**CON**
Navigation	**2**	*General*	**KNO**
Parachuting	**6**	*Physical*	**CON**
Parapsychology	**6**	*Occult*	**PSY**
Performer Arts*	**2**	*Social*	**EGO**
Pharmacology	**2**	*Medical*	**KNO**
Philosophy	**2**	*Academic*	**KNO**
Photography	**5**	*General*	**KNO**
Pickpocket	**1**	*Criminal*	**SPD**
Pilot*	**5**	*Vehicle*	**SPD**
Pistol	**4**	*Combat*	**DEX**
Poisons	**1**	*Criminal*	**KNO**
Polearms	**3**	*Combat*	**CMB**
Powered Armor	**8**	*Vehicle*	**SPD**
Predict Weather	**1**	*Wilderness*	**INT**
Protocol*	**1**	*Social*	**EGO**
Psychiatry	**5**	*Academic*	**KNO**
Psychology	**5**	*Academic*	**KNO**
Quick Draw	**1**	*Combat*	**SPD**
Rapelling	**2**	*Physical*	**CON**
Research	**1**	*Academic*	**KNO**
Riding	**4**	*General*	**SPD**
Rifle	**4**	*Combat*	**CMB**
Safe Cracking	**5**	*Criminal*	**INT**
Science*	**4**	*Academic*	**KNO**
Scuba Diving	**6**	*Physical*	**CON**
Search	**1**	*General*	**INT**
Security Systems	**6**	*Technical*	**KNO**
Sensor Ops	**6**	*Technical*	**KNO**
Shadowing	**1**	*Criminal*	**INT**
Shield	**1**	*Combat*	**CMB**
Ship Handling	**2**	*Vehicle*	**SPD**
Shotgun	**4**	*Combat*	**DEX**
Sleight of Hand	**1**	*General*	**SPD**
Sling	**1**	*Combat*	**DEX**
Snow Skiing	**6**	*Physical*	**CON**
Spear	**1**	*Combat*	**COM**
Speargun	**6**	*Combat*	**DEX**
Sport*	**1**	*Physical*	**CON**
Staves	**1**	*Combat*	**CMB**
Stealth	**1**	*Physical*	**CON**
Streetwise	**2**	*Criminal*	**INT**
Submersibles	**6**	*Vehicle*	**SPD**
Surgery	**1**	*Medical*	**KNO**
Surveillance	**6**	*Police*	**KNO**
Survival	**1**	*Wilderness*	**INT**
Swimming	**1**	*Physical*	**CON**
Sword	**2**	*Combat*	**CMB**
Technician*	**6**	*Technical*	**KNO**
Theology	**2**	*Academic*	**KNO**
Throwing	**1**	*Physical*	**DEX**
Torture	**1**	*Criminal*	**INT**
Tracking	**1**	*Wilderness*	**INT**
Traps/Snares	**1**	*Wilderness*	**INT**
Vaulting	**1**	*Physical*	**CON**
Vehicle Weapons	**6**	*Military*	**SPD**
Ventriloquism	**6**	*Social*	**EGO**
Veterinarian	**1**	*Medical*	**KNO**
Vocation*	**1**	*Vocational*	**KNO**
Weaponsmith	**1**	*Vocational*	**KNO**
Wrestling	**1**	*Combat*	**CMB**
Zero Gravity	**7**	*Physical*	**CON**

STEP SEVEN: DETERMINE THE CHARACTER'S SKILL RANKS

PROCEDURE: Now that we have selected all the skills for the character the next step is to determine what the character's total Skill Rank is in each skill. A character has three categories of skills and these are Primary, Secondary, and Tertiary. Find the total number of skills the character has and cross reference that number on the table to the right to determine the number of each category of skill the character has. Write the number of each on the character creation sheet.

EXAMPLE: *Grondar has a total of 25 skills which on the table to the right means that Grondar has 8 Primary skills, 8 Secondary skills, and 9 Tertiary skills.*

Each category of skill gets a bonus based on the character's Expertise Level. Refer to the table below to see the bonus that a character gets for each category of skill.

EXPERTISE LEVEL	PRIM MOD	SEC MOD	TERT MOD
Novice	+6	+3	+1
Intermediate	+9	+6	+3
Expert	+12	+9	+6
Master	+15	+12	+9
Legendary	+18	+15	+12

EXAMPLE: *Grondar has 25 skills. We check the table to the right and find that he has 8 Primary, 8 Secondary, and 9 Tertiary skills.*

Once the bonuses are known, the player simply chooses which of his skills are Primary ones and adds in the bonus granted for the character's expertise level to the Skill Base of the selected skills. The total number is the character's Skill Rank in the skill. He goes through the process again with all of his Secondary skills and Tertiary skills until he has all of his Skill Ranks.

EXAMPLE: *Grondar chooses sword as a Primary skill. He has a Base in the skill of 5 equal to his Base Combat. Since he is Expert level that gives him a +12 to all of his Primary skills and so he adds +12 to his base of 5. This gives him a sword Skill Rank of 17. We write the Skill Rank on the character sheet next to the selected skill. Grondar continues until he has selected all of his Primary skills adding +12 to the base of each. Next he selects his Secondary skills adding a +9 to the base of each. Finally, his Tertiary skills adding a +6 to the base of each until all his skills have been calculated.*

TOTAL SKILLS	PRIMARY SKILLS	SECOND SKILLS	TERTIARY SKILLS
10	2	4	4
11	3	4	4
12	4	4	4
13	4	4	5
14	4	5	5
15	5	5	5
16	5	5	6
17	5	6	6
18	6	6	6
19	6	6	7
20	6	7	7
21	7	7	7
22	7	7	8
23	7	8	8
24	8	8	8
25	8	8	9
26	8	9	9
27	9	9	9
28	9	9	10
29	9	10	10
30	10	10	10
31	10	10	11
32	10	11	11
33	11	11	11
34	11	11	12
35	11	12	12
36	12	12	12
37	12	12	13
38	12	13	13
39	13	13	13
40	13	13	14
41	13	14	14
42	14	14	14
43	14	14	15
44	14	15	15
45	15	15	15
46	15	15	16
47	15	16	16
48	16	16	16
49	16	16	17
50	16	17	17

STEP EIGHT: PURCHASE THE CHARACTER'S SPECIAL ABILTIES

PROCEDURE: Now that we have determined what skills the character has learned we now determine the special abilities the character has. If we were to take a quick review of the heroes and heroines that make up the heroic genre we would find that each possesses both physical attributes and special abilities that separate them from the normal man. In this step of the character creation process the player purchases those special abilities that make his or her character unique.

The player gets to purchase the character's special abilities by spending Special Ability Points or SAPs for short. The base number of SAPs that a character begins with is based on his or her expertise level. Refer to the table below:

EXPERTISE LEVEL	SAPs
Novice	**25**
Intermediate	**50**
Expert	**75**
Master	**100**
Legendary	**125**

Each Special Ability can be purchased in levels and has the cost in SAPs to purchase each level listed with the ability. On the following pages the various Special Abilities are described and the player should buy those he wishes until he has spent all of his or her SAPs. When purchasing Special Abilities for a character consider the character's Tech Level and buy abilities that fit his or her concept. Write all purchased abilities and levels under Special Abilities on the Character sheet. Make sure to list the cost in Saps spent on each purchased special ability and don't worry about not having enough SAPs, you will be able to increase the amount in Step Nine of the character creation process. On the next few pages are descriptions of the various Special Abilities along with the cost in SAPs to purchase each level in the ability.

EXAMPLE: *Grondar has 75 SAPs to start with since he is an Expert Level character. He wants to buy a couple levels of Blind Fighting which is 5 SAPs per level. He writes Blind Fighting at Level 2 on his character sheet along with the costs in SAPs of 10. He now has 65 SAPs to buy the rest of his special abilities with.*

COMBAT SPECIAL ABILITIES

Blind Fighting_____5 per level

The character has been trained on how to fight blind or in total darkness. Normally there is a -5 modifier for fighting blind. Each level of this ability lowers this penalty by 1.

Combat Adaption_____5 per level

The character with this ability actually adapts to each combat and improves as the battle continues. Each combat phase after the first, the character may add +1 to his Melee or Unarmed Skill Rank and every Phase after that up to this level in this ability. Once the full level in this ability is achieved the character stops adapting to the situation. This bonus only applies to the particular combat the character is involved in and all the bonuses for adapting to the combat situation are lost when the combat is finished. The maximum bonus that can be bought with this ability is +5.

Combat Awareness_____5 per level

The character is very aware in combat situations on what is going on in the battle around him or her. For each level in this ability, the character is aware in a 5 feet (1 Space) radius of any combat actions in that radius that affect him. Just what the character is aware of is based on his level in this ability as shown on the table below:

LVL	TYPE OF ATTACK
1	Unarmed attacks
2	Melee attacks
3	Thrown missile
4	Fired missile
5	Spell/Breath attacks

This only applies to attacks aimed only at him and he is only aware of it at the instant of the attack, but this does allow the character to try to defend against any attack up to his level. This awareness only applies during the heat of battle and not in surprise or ambush situations (see Combat Reflexes.) The penalty still applies for total darkness and blindness.

Combat Balance_____5 per level

A character with this ability is sure footed and has good balance during combat. There is a penalty of -5 when fighting on slippery or unsure ground. Each level of this ability allows the character to fight without penalty on the following types of terrain.

LVL	TYPE OF TERRAIN
1	Wet grass/sand/leaves
2	Stairs/mud/broken flooring/rocks
3	Tables/ chairs/snow/ knee deep water
4	Crumbling rocks/ gravel/uneven terrain
5	Ice/wooden beams/rafters/roof tops

Draw and Kill_____3 per level

With this ability, a character is able to draw a weapon and kill an opponent in one blow. When making this attack the character uses his Quick Draw Skill Rank instead of his weapon skill. This only works when the weapon is sheathed or holstered and has to be drawn in the first Phase of combat against an opponent. Each level of this ability adds +1 to the Damage Rank with that weapon when it is being quick drawn. The maximum damage bonus that can be purchased is +5. The attack can only be attempted once against an opponent and if it fails to kill the opponent cannot be attempted again in that battle.

Increased Reflexes_____1 per level

The character has honed his response time with extensive training or combat experience. This ability increases the character's reaction time when it comes to surprise or ambush situations. The level is added to the character's Speed Rank to determine the total ability that the character has to respond to surprise situations. While Combat Awareness works when the character is already locked in combat, this ability allows the character to react better in surprise situations before the combat begins. More is covered on this ability in Section Three: Combat.

Judge Opponent_____3 per level

The character is trained in sizing and judging the skill mastery of an opponent he is facing in battle simply by his body language and the way he carries himself in battle. The level in this ability grants the character the following knowledge when judging his opponent.

LVL	WHAT IS LEARNED
1	Opponent's Strength Rank
2	Opponent's Expertise level
3	Opponent's Weapon Rank
4	Combat abilities (no levels)
5	Combat abilities and levels

Paired Ranged Weapons_____3 per level

The character is trained in the use of throwing or firing two ranged weapons at once. The benefits of which will be discussed later in the combat rules. The character must have the skill with the ranged weapon in order to buy before buying the ability to use it as a paired ranged weapon. The level purchased in this ability determines the two weapons the character is able to fire at the same time in ranged combat. Refer to the table below:

LVL	PAIRED RANGED WEAPONS SKILL
1	Daggers, thrown weapons
2	Mini-crossbows, revolvers
3	Large automatic pistols
4	Submachine guns
5	Auto shotguns, grenade launchers

Paired Weapon Fighting_____2 per level

This ability allows the character to fight with two weapons at once. The benefits of Paired Weapon Fighting are discussed later in the rules. The character must first already know the weapon skill that he is pairing the weapons with. The level in this ability determines the two weapons the character can fight with. Refer to table below:

LVL	PAIRED WEAPON SKILL
1	Clubs
2	Daggers, hand axes
3	Short Swords, nunchakus
4	Long Swords, katanas
5	Broadswords, battleaxes

Prone Fighter_____2 per level

This ability reduces the penalty of fighting while prone on the ground due to being knocked down or sleeping, etc. Normally when prone there is a -5 penalty. Each level in this ability reduces that penalty by -1.

Stealth Kill_____3 per level

This special ability is the forte of assassins and thieves. This ability allows the character to increase his or her Damage Rank when attacking from shadows, hiding, etc. When making a Stealth Kill, the character uses his or her Stealth Rank as the Attack Rank. Each level in this ability increases the character's Damage Rank when attacking from shadows and stealth mode. The maximum Damage Bonus that can be bought with this ability is +5. This only works for the first attack from hiding.

Weapon Specialty_____15 per level

The character has received extensive training with one specified weapon. This talent allows the character to increase his or her skill rank in the one specific weapon only. When purchasing this ability the character must select one distinct weapon that the Weapon Specialty talent is applied to. ***Examples*****:** *Walther PPK, Japanese katana, mini-laser pistol, English longbow, Uzi submachine gun, etc.* For each level of Weapon Specialty purchased the character receives a +1 Skill Rank modifier when using the specified weapon only. If that weapon is lost or the character has to resort to another non-specified weapon the bonus to the Skill Rank is lost. **NOTE:** The maximum Skill Rank bonus a character can buy in Weapon Specialty is +5.

MENTAL ABILITIES

Adrenal Tap_____5 per level

This mental ability allows the character to tap into hidden reserves of physical strength. This ability can only be activated during situations of intense physical or mental stress such as combat or disasters, etc. Each level in this ability increases the character's Strength Rank by 1 for as many Phases as the character's WIL Rank. It is very taxing on the character though and each time it is used the character takes 1 Fatigue level.

Danger Sense_____10 per level

This is the uncanny talent of being able to sense close personal danger seconds before it happens. The character with this ability has an internal warning system that goes off when suddenly faced with a hidden danger. The warning is a sensation such as a tingling on the neck or a gut feeling. Refer to the chart below:

Level	NATURE OF DANGER DETECTED
1	A slight uneasiness about a room or person, etc. if danger is present but no real insight into its nature.
2	The character detects any sudden danger that is against him personally a second before it happens. This allows him to respond first in the Action Phase before anyone else when the danger occurs.
3	As above but the character can also detect passive dangers such as booby traps, weak floors, etc. before they are activated. This level does not provide the character with the nature of the danger but it does provide him or her with insight in the form of a mental flash that warns the character what course of action to take to save himself such as "Duck!" or "Don't step there!"
4	As the entire above but the character has a psychic impression in the form of a mental image of what is the nature of the threat against him.
5	As the entire above but this sense also extends in a radius of Spaces equal to the character's Intuition Rank and applies to any danger that will affect everyone in the radius as it does for himself. This gives the character a chance to intervene before the danger manifests for the other person or persons.

Horror Resistance_____3 per level

This ability allows the character to increase his or her resistance to horrific encounters. Each level purchased is added to the character's Willpower Rank when resisting the effects of horror. This bonus only applies to Horror Checks which we will discuss later in these rules.

Ignore Trauma_____5 per level

With this ability the character can lessen the effects of physical trauma. In **ADVENTURE MAXIMUM** each character has 10 Trauma levels that reflect the degree of physical damage the character can take before death. At each Physical trauma level is listed a negative skill modifier that affects the character as long as he remains at that Trauma level. Each level of Ignore Trauma purchased allows the character to operate as if he were one Trauma level lower. The maximum level that the character can purchase of this ability is equal to his or her Condition Rank**.** More information on how this ability is applied is described in Section Three: COMBAT.

Increased Influence_____1 per level

This ability allows the character to increase each of the six Influence subcategories separately. The six subcategories are listed below:

Befriend	Deceive
Command	Scare
Convince	Seduce

Each level of this ability purchased by the character gets to increase one of the Influence categories list above by +1 Rank. The subcategory of Influence should be specified and the levels purchased for each.

Increased Senses_____1 per level

This ability allows the character to increase his or her Awareness Rank in one of the five senses separately. Each level purchased adds +1 Rank to a specified sense decided by the player. The player must specify which one of the five senses is receiving the bonus when buying levels of this ability.

Light Sleeper_____3 per level

This ability allows the character to instantly awaken from a sound sleep. How a character is able to react when awakened depends on the level purchased in this ability. The benefits granted for each level are described below:

LVL	ABILITY OF LIGHT SLEEPER
1	At this level the character will instantly awaken if there is any suspicious or unusual noise in the area where he or she is sleeping.
2	As above plus the character is able to grab any nearby weapon or firearm while waking up.
3	As all of the levels listed above plus the character will be able to put up a Defense in the waking Action Phase.
4	As all the levels above plus the character can make an attack while waking.
5	At this level the character has a danger sense while sleeping and will wake up instantly the second any threat to his or her personal being enters the room or sleeping area.

Meditation_____5 per level

This is the ability to focus the mind internally. With meditation the character is able to blank out his surroundings and enter a state of calm relaxation. To use this talent the character must remain motionless and still. For every hour that the character meditates he receives the benefit of as many hours sleep as his level in this ability. **Example:** *A character with Level 4 Meditation would receive the benefits of 4 hours of restful sleep for hour of uninterrupted mediation.* Benefits of sleep include regaining used Spell and Psi points; reducing the character's Fatigue level, etc.

Mental Focus_____3 per level

This is the ability to focus one's mind on the task at hand. The character with Mental Focus can increase his or her Skill Rank in any non combat skill by taking one Action Phase to mentally focus on the task. To be able to apply the Mental Focus bonus to the task, the character must be able to spend 1 Action Phase to clear his or her mind and put them in the "zone". Once in the "zone" the character can apply his or her Level in Mental Focus to the Skill Rank of the skill being attempted. The maximum level that can be bought of this ability is +5. Once the Skill is attempted, whether successful or not, the Mental Focus is lost.

Mental Fortitude_____2 per level

This is the ability to throw off the effects of any mental control such as hypnotism, magic charm, psionic mind control, etc. When the character is subjected to any type of mind or emotional control and fails to resist, he or she can continue each Action Phase afterwards to attempt to throw off the mental subjugation. Each level in Mental Fortitude allows the character to make another resistance roll against the mind control once per Action Phase up to his or her level in this ability.

Mental Resistance_____3 per level

This ability allows the character to increase his or her resistance to mental affecting influences such as addictions, obsessions, and influence by other persons. Each level purchased in this ability is added to the character's Mental Resistance Rank when called onto to resist a mental influence.

Photographic Memory_____3 per level

This ability allows the character to remember information in perfect detail. Just what can be remembered is based on the level purchased in the ability as shown on the table below:

Level	Description of Memory
1	The character is able to remember notes, messages, and photographs in perfect detail.
2	As above plus the character can also remember an entire page of written material and layout of any room he or she had been in.
3	As the entire above plus the character can remember the faces of anyone he or she has seen in exact detail, allowing him or her to recreate the person's features in a sketch or disguise.
4	As all of the above plus the character can remember perfectly maps, charts, blueprints, codes, etc. that he or she commits to memory.
5	As the entire levels above plus the character is able to remember any sound, musical piece, conversation, voice tone, etc. that he or she hears in perfect detail.

Speed Reading_____2 per level

This ability allows the character to read at a much greater speed with full comprehension. The average person can read a full page of written material in 30 seconds. Levels purchased in Speed Reading reduce the read time significantly. Refer to the table below to determine the read time for a full page:

Level	READ TIME FOR FULL PAGE
1	15 seconds (1 Round)
2	12 seconds (4 Phases)
3	9 seconds (3 Phases)
4	6 seconds (2 Phases)
5	3 seconds (1 Phase)

PHYSICAL ABILITIES

Cat Balance_____5 per level

This is an innate sense of balance similar to that of a cat. A character with this talent is able to perform amazing feats of balance. *The maximum levels of Cat Balance that can be purchased is equal to his or her Dexterity Rank.* Cat Balance aids the character two ways:

Land on Feet: Cat Balance allows the character to twist in the air and land on his or her feet whenever being thrown or airborne as a result of falling or jumping. The maximum distance a character can be airborne and recover to land on his or her feet is equal to the level in Cat Balance x 5 feet.

Superior Balance: A character with Cat Balance is able to cross narrow beams, cables, etc. without danger of falling. The level in this ability dictates how narrow a surface the character can maintain his or her balance upon. Refer to the table below:

Level	Width of Surface
1	1 foot wide (parapet, ledge)
2	6 inches wide (steel beam)
3	3 inches wide (narrow beam)
4	1 inch wide (thick cable)
5	Half inch wide (tightwire)

NOTE: To use this ability safely the character can only move at his or her Crawl Rate. Moving faster then that, the character must make a Balance check by comparing his or her Dexterity Rank to the level of the width of surface describe above. Failure in the Balance check results in the character falling.

Double Jointed_____3 per level

This is the ability to be able to dislocate, twist, and bend the joints of the body in such a fashion that it allows the character to escape bonds and restraints. The act of dislocating a joint is extremely painful and exhausting which causes the character to take 1 Fatigue level each time he uses this ability. What restraints can be slipped from is based on the character's level in this ability. Refer to the table below:

D10	LEVEL OF ESCAPE
1	The character can contort and bend his or hands in such a fashion that handcuffs and wrist restraints will slip off.
2	As above plus the character can twist his or her feet to escape manacles and other foot restraints.
3	As all of the levels listed above plus the character can dislocate his or her shoulder so to be able to escape straight jackets, ropes, and upper body restraints.

Increased Healing_____5 per level

This physical ability allows the character to heal wounds at an increased rate. Each level of this ability adds +1 to character's CON Rank when healing physical trauma. The rules on healing and recovery are explained further in Section Four.

Night Vision_____5 per level

This ability allows the character to see in darkness. Each level of Night Vision allows the character to see 5 feet (1 Space distance) when in darkness. While using Night Vision the character can only see in shades of grey or black and is unable to discern colors.

Second Wind_____3 per level

This ability allows the character to tap into hidden reserves of endurance. Boxing champions and athletes are prime examples of those who have this ability. Each level of Second Wind can erase 1 Fatigue level. More info on how this talent is used is listed in Section Four. *The maximum levels of Second Wind that can be purchased is equal to the character's CON Rank.*

Increased Toughness_____5 per level

This ability reflects the fact that some people are naturally tougher then others and can take more of a physical beating. Each level of this ability is added to the character's Toughness Rank when taking unarmed hand to hand damage. *The maximum levels that can be purchased of this ability is equal to the character's STR Rank.* For more info on how Toughness is used turn to Section Four.

Increased Knockout Resistance_5 per level

This ability increases the character's resistance to being knocked unconscious by a physical blow. Each level purchased is added to the character's Knockout Resistance Rank. *The maximum number of levels that can be purchased in this ability is equal to the character's CON Rank.*

Increased Poison Resistance_____5 per level

This ability increases the character's resistance to the effects of such toxins such as poisons, drugs, and alcohol. Each level purchased is added to the character's Poison Resistance Rank. *The maximum number of levels that can be purchased in this ability is equal to the character's CON Rank.*

Shadow Stealth_____3 per level

This is the ability to blend with darkness and shadows in such a fashion that the character becomes nearly invisible when doing so. Each level purchased is added to the character's Stealth Skill Rank when he or she is in shadows or darkness. This also bestows the ability to move quietly as well in the dark. To use this talent the character must be wearing clothes that aid in blending into the dark.

Urban Stealth_____3 per level

This is the ability to blend with urban environments and city streets. Undercover cops, street criminals, vigilante crime fighters, etc. have levels in this ability. Each level purchased is added to the character's Stealth Skill Rank when moving stealthily in an urban environment. The levels of Urban Stealth can also be added to the character's Shadowing Skill Rank when trailing someone. This only works in city surroundings such as streets, back alleys, crowded market places, etc.

Wilderness Stealth_____3 per level

With this ability the character is able to blend into an outdoor or wilderness environment and become nearly invisible when doing so. This ability only works in wilderness surroundings allowing the character to blend in foliage, mud, snow, rocks, water, etc. Each level purchased is added to the character's Stealth Skill Rank when hiding or moving stealthily outdoors.

CHARACTER ADVANTAGES

Aptitude_____10 per level

With this advantage the character has an aptitude toward certain skills and can increase his or her Rank in a specified category of skills. Each level adds +1 Skill Rank to all the character's skills that fall under the chosen skill category. The skill category is listed with each skill description. The skill categories which can be increased with this advantage are:

Academic	Physical
Criminal	Police
General	Social
Medical	Technical
Military	Vehicle
Occult	Wilderness

Note: Combat skills cannot be raised with this ability.

EXAMPLE: *Grondar wants to raise his Physical category skills by +1 Rank. So he decides to buy one level of Aptitude: Physical which costs 10 SAPs. He gets to add +1 Rank to all of his Physical category skills including Climbing, Jumping, Swimming, etc.*

Ally_____10 per level

The character has an ally or friend that can offer aid or assistance. The exact nature of the ally should be determined between the player and the WM. It costs 10 SAPs for every expertise level of the ally so an Intermediate ally would cost 20 points, an Expert level ally would cost 30 points, etc. The player should give the WM an idea of what kind of ally he wants and the WM should generate the character himself. The ally can provide support to the character in many ways such as information, financial loans, skill support, and combat support if involved in the character's current adventure. An ally won't always come to save the character's life at every turn but can be counted on to show up when requested, if possible, or give assistance when called upon. The exact way that a character's ally interacts with the character's current adventure is left up to the WM.

Connections_____see below

Connections represent close personal ties that the character has with certain organizations, agencies, etc. from his or her pre game life. Connections can provide important information and services to the character based on how strong the character's ties are to that connection. There are two stages to purchasing a connection. The first is to select which connections the character has based on background and game world the character is in. It costs 3 SAPs for each connection. Following are the various connections available to player characters:

Academic: This connection covers the world of schools and professional teaching, academia, etc. The character with this connection has easy access to scholars, professors, and universities.

Athletic: This connection covers the world of a specified sport. The player should define which type of sport he or she is connected with. The connection provides access to athletes, coaches, training halls, events, etc. centered around the character's chosen sport.

Corporate: The character is connected to a certain business or corporation. The exact corporation should be specified when taking this connection. This allows access to corporate resources, CEOs, branch offices, etc.

Criminal: The character is connected to a criminal group or organization. The player must define which criminal organization he or she is connected to. Examples are: Thieves Guild, Mafia, Yakuza, Triads, etc.

Entertainment: This covers the world of performing arts and show business. This allows access to singers, actors, agents, celebrities, managers, etc. connected to the entertainment industry.

Espionage: The character is connected to an agency that conducts espionage and counter-espionage activities. The exact agency the character has the connection with should be specified. Examples are: CIA, KGB, etc.

Financial: This covers the world of high finance and big business and grants access to bankers, stock brokers, financiers, etc.

Government: This connection provides the character with access to the workings of specific government or bureaucracy. The player should specify the country or kingdom that he is connected with. The character knows politicians, bureaucrats, diplomats, etc. within the chosen government.

High Society: This covers the world of the rich and famous. A character with this connection has access to aristocrats, jet setters, millionaires, luxury resorts, etc.

Journalistic: This connection covers those who gather and report the news. The character has access to news agencies, reporters, journalists, etc.

Law Enforcement: Provides the character with access to the workings of professional law enforcement agencies and those who investigate and deter criminal activity.

Legal: Provides the character with access to those who practice law such as attorneys, judges, lawyers, councilors, etc.

Martial Arts: A character with this connection has access to individuals and schools that teach a specific martial art. The player should specify which martial art style he or she is connected with when taking this connection.

Medical: Provides access to those individuals who practice medicine such as doctors, surgeons, researchers, psychiatrists, etc.

Mercenary: This covers those individuals who make a living as soldiers of fortune and allows access to mercenary groups, patrons, freelancers, swords for hire, etc.

Military: This provides access to officers, operations, veterans, soldiers, etc. within a chosen branch of military service. The player should specify which branch of the military the connection is with.

Occult: This connection provides the character with those who study magic and the supernatural. It allows the character to access magic users, alchemists, magical colleges, etc.

Psychic: Covers the world of those who use or study psychic phenomenon which includes psychics, psions, parapsychologists, mediums, etc.

Religion: Allows access to theologians, clergy, worshippers, doctrines, churches, temples, priests, etc. of a chosen religion. The type of religion should be specified by the character when taking this connection.

Scientific: Covers the world of scientific research and allows access to scientists, researchers, theorists, etc. in the study of a certain branch of science. The player should specify which branch of scientific study the character is connected to when taking this connection.

Secret Society: The character has a connection with a secret society, club, cult, order, etc. This provides the character with access to other members of the society. The exact society should be defined by the player when taking this connection.

Street: This connection covers the world of street life in the inner city. A character with a street connection has access to those people who live and survive in an urban environment. This also provides access to unorganized criminal elements such as pimps, pushers, pickpockets, informants, fences, etc. who work and live on the street. The character should specify which city he or she is connected with when taking this connection.

Technical: Provides access to those people who design and build cutting edge technology within the character's Tech Level such as technicians, engineers, inventors, etc.

When a player chooses a connection for the character, the next step is to purchase the level the character has in that connection. It costs 2 SAPs per connection level for each connection. Refer to the table below for the additional cost in SAPs for each connection and what each level represents refer to the table to the right.

How a connection is played in the game is ultimately left up to the WM based on the adventure and game world he or she is running.

LVL	SAPs+	CONNECTION DESCRIPTION
1	+2	At this level the character is privy to limited inside information that the connection can provide. This is information that a minor insider would receive and does not provide access to the connection's top secrets and workings.
2	+4	At this level the connection can provide lesser services to the character such as common equipment, food, boarding, etc.
3	+6	The character has access to equipment and services as if he or she was a trusted minor employee or insider. The character is still restricted from high level services and info.
4	+8	The character has access to the connection as if he or she is a trusted high level employee or agent of the connection. The connection can provide high level equipment, information, and services to the character.
5	+10	The character has access to the upper echelons and inner workings of the connection and all the information, equipment, services, and facilities that the connection would reasonably provide.

Extremely Lucky_____15 per level

With this advantage the character is luckier then the average character in the game. Each level purchased of this advantage gives the character an additional +1 bonus when rolling for Luck. When a player spends a Luck Point in the game and rolls D10 to see the bonus modifier he or she gets they can add in the extremely luck bonus to the dice roll. The maximum level that can be bought of this ability is +5.

Increased Appearance_____5 per level

All characters in the game start with an Average appearance; however, with this ability a character can increase his or her looks. Each level purchased increases a character's appearance by one category. Refer to the table below:

LVL	APPEARANCE
1	Attractive
2	Sensational
3	Awesome

Increased Wealth_____10 per level

This advantage allows the character to increase his or her Wealth Attribute Rank. Each level purchased adds +1 to the character's Wealth Attribute and thereby increasing the amount of money he or she has.

Psychic Resistance_____10 per level

This advantage is not available to those who use psionic or psychic powers. This advantage allows the character to increase his or her resistance to psionics and psychic based attacks. Each level purchased adds +1 Rank to the character's Psychic Resistance Rank.

Magic Resistance_____10 per level

This advantage is not available to spell casters and magic users. This advantage allows the character to increase his or her resistance to magic. Each level purchased adds +1 Rank to the character's Magic Resistance Rank.

Spiritual Resistance_____10 per level

This advantage is not available to priests or those who use faith based powers. This advantage allows the character to increase his or her resistance to spiritual or faith based attacks. Each level adds +1 Rank to the character's Spirit Resistance Rank.

Pet_____5 per level

The character has a close personal pet that he or she has raised and trained since its birth. This pet animal is the character's constant companion and will perform tasks and protect the character up to the limit of its intelligence and natural abilities. The exact nature of the animal is dependent upon the character but it should be something that would fit logically in the game world and should be authorized by the WM. The SAPs cost of the pet is dependent upon its Size Rank. Refer to the table below:

Size	Examples
1	Rat, small bird, crow
2	House cat, ferret, hawk
3	Medium sized dog, eagle
4	Large sized dog, wolf
5	Large feline, tiger
6	Horse, large bear

The pet will protect the character and do what it was trained to do. The character can even use his or her Luck Points to keep the pet alive.

STEP NINE: CHOOSE THE CHARACTER'S DISADVANTAGES

In real life nobody is perfect. This next step in a character's creation reflects that fact. Here is where we select the disadvantages and shortcomings that also define a character in **Adventure Maximum**. As was evident in the previous character creation step there is a good chance that you won't have enough SAPs to buy all the special abilities you would like to give your character. Taking character disadvantages is a good way to gain mores SAPs for your character and to make him more fun to role play in the process.

Procedure: On the next few pages are listed the various disadvantages available. Along with each disadvantage is listed the points the disadvantage grants the character in SAPs. When a player takes a disadvantage for his or her character the disadvantage should be listed on the Background/Disadvantages character sheet in the space provided. When all the disadvantages are taken, the player adds up the total SAPs gained and add them to his or her initial SAPs total based on character expertise. This total is the complete amount of SAPS the character has to spend on special abilities and advantages.

There are certain important details to remember when taking disadvantages for a character:

- **A.** Always remember the character's legacies when taking disadvantages. Take those disadvantages that fit with the character background and legacy.
- **B.** Don't take a disadvantage just for its points. A disadvantage should be taken because it fits with the character's legacy and would be fun to play.
- **C.** Balance out your disadvantages and go for a variety. If you take too many Hunteds or Severe Mentals it is going to greatly limit the effectiveness of that character. Remember a disadvantage is just that. It will limit your character to some degree. If you have a variety of different disadvantages, it won't limit your character so severely in one area.
- **D.** The WM has final say if a disadvantage is available to a character and fits in his game world, so make sure to check with him if the disadvantage is allowed.

Over the next few pages each disadvantage is described. Be sure to read each listing before choosing a disadvantage. The points listed are the number of SAPs that the disadvantage gives to the character.

SOCIAL DISADVANTAGES

Enemy_____see below

With this disadvantage the character has incurred the wrath of a NPC in his or her past. The exact nature of the enemy is decided by the player and the WM. Some types of enemies and their motivations are:

Jilted Lover: This is a past love in life of the character that is out to cause him or her grief. Possible motivations include jealousy and revenge.

Family Rival: This is an enemy that is a traditional rival to the character's own family. Possible motivations are and revenge and the desire to dishonor the character's family name.

Racial Enemy: This enemy hates the character for racially motivated reasons. The character has been singled out as the target for that hatred.

Professional Rival: This is an enemy that is at odds with the character due to his or her chosen profession. A possible motivation is to cause the character to lose at any cost.

Personal Rival: This is an enemy whom the character has crossed paths with in his or her past and for whatever reason holds a powerful hatred and grudge against the character. Possible motivations of this enemy is revenge and to dishonor the character.

Mystery Foe: The character has no idea who the enemy is and what the motivation is. He or she only knows that someone out there is causing him or her trouble. Only the WM knows the real reason and motivation of this mysterious foe.

Together the WM and the player should decide the story behind how the character crossed his or her enemy. The SAPs granted to the character is based upon how powerful is. Refer to the table below:

SAPS	ENEMY EXPERTISE LEVEL
5	Novice
10	Intermediate
15	Expert
20	Master

In each adventure that the character participates there is a chance equal to the character's Fame attribute that the enemy will be involved. The WM rolls D10 and if is below the character's Fame attribute then the enemy will plague the character and let his or her motivation be known in some fashion decided by the WM.

Hunted_____see below

With this disadvantage, the character has incurred the wrath of an entire agency, organization, or group who are constantly hunting the character. Some of the most common types of Hunteds and possible reasons are listed below:

Blood Feud: Another family or clan has targeted the character. This could be a traditional clan war between two families that has gone on for years. The character will have to deal with relatives of the rival family out to stop or dishonor his family name.

Criminal Organization: A criminal organization has put a contract out on the character. The reason could be that the character has harmed the organization in the past or that he or she knows information that could be harmful to the organization's criminal activities.

Espionage Organization: The character is the target of a covert espionage agency. This could be an agency that the character was once a member and left or a rival agency out to stop the character.

Law Enforcement: The character is fugitive from the law and has a warrant or decree out for his arrest. The character could be innocent or guilty of the crimes he or she is accused of depending on the character's legacy.

Secret Society: Members of a closed secret society hunt the character. This could be that the character was once a member who left the society or another reason could be that the character is a race or profession that the society opposes.

Each Hunted provides 10 SAPs to the player when taking this disadvantage but the amount of SAPs increase based on how dangerous the Hunted is to the character. Refer to the table below:

Points	Hunted's goal toward character
+5	The hunted's goal is to capture, interrogate, and imprison character but not to harm him or her.
+10	The hunted's goal is to capture the character for interrogation or torture and imprisonment. They will use physical force against the character and will only kill if the character resists.
+15	The hunted wants to kill the character on sight.

Each adventure the character participates in there is a chance that D10 agents of his or her Hunted will show up to enforce their objective toward the character. The WM rolls a D10 and if it is equal to or below the character's Fame rating then the hunters will make an appearance. All agents of the Hunted are one Expertise Level lower then that of the character's but the squad may be led by a leader that is equal to the character's Expertise Level (WM's choice). More info on running Hunteds will be provided in the WM's rules.

Illiterate_____see below

With this disadvantage the character is functionally illiterate and cannot read his or her native language. Because of this handicap the character is unable to take any skill that would require him or her to read. The WM has final say on what skills would be restricted to an illiterate character. In a low tech world (Tech level 5 or lower) this disadvantage only grants 5 SAPs. In higher Tech worlds (Tech level 6 or higher) this disadvantage is worth 10 SAPs.

Imprisoned_____5 points

At some time in the character's past he or she was convicted of a crime and put into prison. The character may have been guilty or innocent of the crime he or she was accused of (player's choice). Whatever the case may be the character has the stigma of an ex convict. In low tech worlds this could mean the character has a tattoo or a brand that marks him as an ex con. In modern times this means the character has a police record which could be checked by law enforcement.

In Love_____5 points

The character is in love with another character in the game. This could be an NPC or another player character. Whatever the case, the character feels a deep love for the person and his or her well being and safety is constantly on the mind. This love interest can be either romantic or platonic (player's choice). The love for the other character can be romantic and obvious or could be secret and unrequited (again player's choice.)

Lost Love_____see below

With this disadvantage the character has an unhappy romantic past and is fearful and unwilling to enter another relationship. He or she will settle for a life of loneliness and silent mourning for the lost love. This may not be readily apparent to those who know the character personally as he or she may keep the fact a secret. Whatever the case may be, the lost love is one of the motivations that drive the character to adventure and put his or her life on the line. The character can only have one true lost love. The SAPs this provides the character is based on the reason he or she lost the loved one as shown below:

REASON FOR LOST LOVE	SAPs
The love interest spurned the character's love for another	**5**
Loved one died of natural causes	**10**
Loved one died in an accident and the character feels he or she is to blame for not protecting the love interest.	**15**
The loved one was murdered and the character feels guilt for not stopping it.	**20**

Married_____see below

The character is currently married. Being married can affect the character's ability to adventure or risk his or her life. The amount of SAPs this provides is based on how the marriage affects the character. Refer to the table below:

CURRENT MARITAL STATUS	SAPS
Separated: The character is married but he or she is separated currently from the spouse due to marital differences.	**5**
Married with no children: The character is married at present and the spouse lives at home. They have no children.	**10**
Married with children: The character is married and has D5 children living at home.	**15**

Adventuring characters can be affected by being married in several ways. Those with families may not want to risk their lives as readily as those without. Others give special consideration in dangerous situations to those characters with families, etc. How this affects the character is left up the player and the WM to determine.

Personality Signature_____5 points

The character's persona identifies with a particular symbol or item that becomes the character's calling card. The character is obsessed with leaving his personality signature whenever he performs an important task and wishes to be recognized as the one doing it. Examples include a cat burglar who leaves a single silk glove at the scene of the crime, an assassin who leaves a black rose on his victims, etc. The player should decide what the personality signature will be for the character when selecting this disadvantage. Only one personality signature can be taken by a character at one time.

Poverty_____see below

With this disadvantage the character is poorer then other characters in the game. This is done by subtracting from the Wealth attribute. The character gets 5 SAPs for each 1 subtracted from the Wealth attribute by the player. If a Wealth Attribute Rank drops to 0 the character is homeless, has no money, and is wearing rags at the start of the game.

Revenge_____see below

The character is obsessed with getting revenge on a certain individual. This is like the enemy disadvantage in reverse where the character is the enemy of the other. The amount of SAPs this disadvantage provides is based upon the severity of the revenge the character seeks and the expertise level of the target of the revenge. Refer to the tables below:

Severity of Revenge	SAPs
The character doesn't want to harm the target of his revenge but is seeking to ruin the character's business or livelihood, name, reputation, or status.	**5**
The character is seeking to defeat the character in combat or physical confrontation but not to kill. The character wishes to show the target of the revenge that he or she is the best fighter or combatant of the two.	**10**
The character is seeking to kill the target of his or her revenge for past injustices against the character.	**15**

The character also gets additional SAPs based upon the expertise level of the target of the revenge. Refer to the table below to determine the amount of additional SAPs:

SAPS	TARGET'S EXPERTISE LEVEL
5	Novice
10	Intermediate
15	Expert
20	Master
25	Legendary

Remember that a character with this disadvantage is constantly obsessed with the goal of getting his revenge on the other. It is a driving force in his or her life and a focus on the character's actions. The character can only have one revenge target at a time.

Romantic player_____5 points

The character with this disadvantage has a fickle heart and falls head over heels in love with any attractive member of the opposite sex he or she encounters. This applies even if the target of the character's amorous feelings responds to the attention or not or is currently married or involved with someone else. This type of character is unable to make a lasting commitment in a relationship though he or she may believe that they can.

Social Stigma_____5 points

The character is a member of a race or social class that is the target of prejudice and hatred from the majority of others in the social climate he or she lives within. The social stigma could be due to race, religion, political views, sexual orientation, lack of wealth, etc. The character has grown up under the stigma and could be the subject of bigotry and possible violence within the society that he or she lives in.

Strict code of conduct_____5 points

The character's personality and actions are molded by having to follow a strict code of conduct that is the very heart of his or her existence. This code of conduct could be bushido, chivalry, religious doctrine, etc. The character will live and die by this code of conduct. What code of conduct the character is following is decided by the player and the WM based upon character design and world setting.

Under command_____10 points

The character is under the command of an agency or organization that expects the character to perform duties and assignments for the command group to the best of his or her ability. Possible command groups include military branches, espionage agencies, law enforcement, religious orders, secret societies, etc. The exact agency should be defined by the player when taking this disadvantage. The character's actions are constantly being monitored by and reviewed by the command group and any infraction of the rules of the group could lead to disciplinary action.

Vendetta_____10 points

This disadvantage is like Hunted reverse. With a vendetta, the character has declared war against an organization or group and is actively out to destroy the target of his vendetta. The character is obsessed with completing his vendetta and works constantly toward that goal. The player and the WM should decide the target of the character's vendetta and reason the character is hunting the group. Possible motives include revenge for the murder of a loved one, betrayal by the target agency, etc.

Vigilantism_____5 points

The character believes that the current state of law enforcement is corrupt or weak or there is a lack of law enforcement in the character's society. The character also believes that gives the right to enforce his or her version of the law and step up and deal with criminals as he or she sees fit. The character with this disadvantage believes that they are doing the right thing when they capture or kill criminals without due process of law. It is for the better of society.

MENTAL DISADVANTAGES

Addiction_____see below

With this disadvantage the character has an addiction to a chemical substance. The various types of chemical addictions and the SAPs it provides are listed below:

ADDICTIVE SUBSTANCE	SAPs
Tobacco/nicotine	**5**
Alcohol	**10**
Narcotics/opiates	**15**

Tobacco/nicotine: This includes products that contain nicotine such as cigarettes, snuff, pipe tobacco, chewing tobacco, etc. Symptoms of nicotine withdrawal include shakes, nervousness, and anxiety.

Alcohol: The character is an alcoholic and addicted to beverages such as wine, beer, liquor, whiskey, etc. The withdrawal symptoms are shakes, nausea, and personality change.

Narcotics: The character is a junkie and addicted to a certain narcotic such as heroin, methamphetamine, crack, opium, morphine, cocaine, pain killers, designer drugs, etc. The symptoms of withdrawal are varied but nausea, shakes, personality changes, and violent mood swings are the most common.

SAPs are also provided for the character's strength of addiction level. Refer to the table below:

STR LVL	RESIST DL	FIX RATE	SKILL MOD	SAPs
1	2	Every 12 hours	-1	**5**
2	4	Every 8 hours	-2	**10**
3	6	Every 4 hours	-3	**15**
4	8	Every 2 hours	-4	**20**
5	10	Every hour	-5	**25**

Resist DL: This is the Difficulty Level the character must overcome to fight off the effects of addiction for a short period of times. The Resistance DL is compared to the character's Mental Resistance Rank to see if he or she can resist the symptoms of withdrawal or not succumb to the addiction.

Fix Rate: This is the rate of indulgence the character needs to maintain with his or her addiction to fight off the effects of withdrawal.

Skill mod: This is the modifier to all the character's Skill Ranks while suffering the effects of withdrawal.

Designer Notes: Adventure Maximum doesn't condone or support the use of drugs and alcohol. The causes of such addictions are complex and varied but unfortunately a part of reality throughout the ages. However, if you are suffering from such an addiction seek out the help you need to get your life back.

Behavior Quirk_____1 point

With this disadvantage the character has an unusual habit or personality quirk that is readily noticeable to others. The character's behavior quirks are so natural that he or she performs it unconsciously. The behavior quirk should be decided by the player and written on Special Abilities/Disadvantages sheet. A character can have multiple behavior quirks. Some possible examples are provided below:

Mannerisms: A physical action or habit such as pops knuckles, drums fingers, constantly shrugging, etc.

Appearance: An unusual manner of how the character dresses or a grooming habit such as always wears black, unkempt wild hair, constantly wears sunglasses, etc.

Speech: An unusual phrase or expletive such as "That's the biz, sweetheart," or "It's clobbering time!"

Berserk Rage_____15 points

The character is subject to mindless fits of rage which are triggered by certain conditions. The player should define what causes the character to go into a berserk rage when taking this disadvantage. Possible reasons are listed below:

Being insulted: The character flies off the handle after being insulted by another character or non player character.

Being wounded: This takes place when the character is wounded in battle. He or she will become berserk and attack the person responsible for the injury.

Hated enemy: The character goes berserk when encountering a hated enemy from his past.

Harming of innocents: At the sight of innocent civilians being harmed or mistreated the character will lash out at those responsible.

Being restrained or imprisoned: If ever the character is restrained by bonds or imprisoned in a cage or cell, he or she will go into a berserk rage.

When the character is subjected to the stimulus that triggers his or her rage the character will go berserk and out of control. While in a berserk rage the character will mindlessly attack the person or party responsible without regard for personal safety or being outnumbered. A berserk character gets to add +2 to his or her Strength damage and gets 2 levels of the special ability Ignore Trauma while berserk. Each time a character goes berserk the WM rolls a D10 to determine the number of Action Phases the character will be berserk.

While berserk the character will continue to attack the target of the rage until its duration expires. This happens even if the person(s) responsible have been killed or incapacitated. The berserk character will not show mercy or accept any surrender, anyone who attempts to interfere, friend or foe, will be the subject of the character's rage as well. If the berserk character is unable to vent his or her anger towards the responsible party then inanimate objects such as walls, doors, furniture, etc. become the target of the rage until the duration has passed.

Compulsive behavior_____see below

The character with this disadvantage suffers from a strong compulsion to perform an unhealthy activity. The specific disorder should be defined by the player when taking the disadvantage. The types of compulsion disorders are defined below:

Compulsive liar: The character finds it hard to tell the truth and is apt to lie or exaggerate greatly about anything. Friends and associates who know the character will trust what he or she says.

Compulsive gambler: The character is addicted to gambling and sucker for a game of chance. He or she strongly believes that they will win on the next hand of cards, roll of dice, horse race, etc. For this reason he or she will always gamble away any money that they have if the compulsion is not checked.

Compulsive eater: The character suffers from a food disorder and is a constant eater. A character who takes this disadvantage should also take the physical disadvantage: Overweight.

A compulsion is given a Compulsion Rank that determines how strong the behavior is to avoid for the character. A Compulsion Rank is the DL of the Mental Resistance check the character must succeed at anytime he or she wishes to avoid the compulsive behavior. This disadvantage grants a number of SAPs equal the disorders Compulsive Rank.

Delusion_____5 points

With this disadvantage the character has a total belief in something that is completely false or absurd. There are two classes of delusions in the game as described below:

Delusion self: This is a false belief that the character has about themselves. Examples: "I can never be killed in battle," or "I am the chosen of the gods," or "I've been abducted by aliens."

Delusion other: This is a false belief in some aspect of the character's world or society. Examples: "The moon is really made of green cheese," or "The CIA is trying to control my mind by beaming thoughts into my head," or "The President is a clone created by extraterrestrials."

The player should define exactly what the delusion is and write it down on the character sheet. The player and the WM are encouraged to be creative when defining the delusion. The important thing to remember is that the character will absolutely believe in the delusion and resist any evidence to the contrary.

Fanaticism_____5 points

This is a social belief and devotion in an ideal or cause, so strong that the character would give his or her life to further its objectives. The subject of the characters fanaticism usually requires some strict code of behavior as well. In the characters mind this belief is never wrong and all unbelievers are blind and lesser beings. The player should define the character's fanaticism on the Special Abilities/Disadvantage sheet. Some examples are: religious doctrine, political movement, a powerful leader, and organization, a secret society or cult, a certain philosophy or code.

Hypochondria_____5 points

With this disadvantage the character is convinced that he or she is prone to disease and illness and suffers from a variety of maladies. The result is that the character is afflicted with one imaginary disease after another and is overly concerned with his or her health. The character will always have overabundance on medicines in possession and tell others of his or her current illness.

Kleptomania_____see below

The character has an uncontrollable desire to steal and hide objects. The stolen objects do have to be anything of value that the character could sell or use. The character will perform thefts without caution or forethought about the consequences of being caught. The majority of what the character steals is petty items such as trinkets, ashtrays, etc. He or she will hoard such items like a packrat. The number of SAPs this disadvantage grants is based on the DL the character must overcome with a Mental Resistance check to avoid the urge to steal when the chance presents itself.

Obsession_____5 points

This is an overriding desire that dominated the character's thinking and behavior. It is the driving force that consumes the character's every waking hour. The player should define his or her character's obsession when taking this disadvantage. Some possible types are listed below:

Justice/law and order	Morality of others
A love interest	Duty/work
Personal power	Personal honor
Owning an object	Personal appearance
Revenge	Sex
Wealth/monetary gain	Truth
Solitude	Health/physical fitness
Knowledge/learning	Collecting rarities
Cleanliness/neatness	Rules/regulations
Religious worship	Fame/immortality

Phobia_____see below

This is an irrational fear brought on by a traumatic experience in the character's past. There are literally dozens of different types of phobias but some of the most common are listed below along with a possible cause of the affliction:

Water: Near drowning
Darkness: Being lost or left alone in the dark
Enclosed spaces: Being trapped or imprisoned
Spiders: Being bitten or crawled upon
Rodents: Being bitten or crawled upon
Snakes: Being bitten or crawled upon
Heights: A near fall from a height
Crowds: Being lost in a crowd
Solitude: Being left alone by a loved one
Fire: Near burning or death of a loved one by fire

The SAPs granted for a phobia are first based upon the Phobia's Strength and then on its effect on the character. Refer to the two listings below:

Phobia Strength: A phobia is given a Strength Rank which represents how strong the fear is to the character. The phobia Strength Rank is the DL of the mental resistance check the character must succeed to overcome the fear whenever he or she encounters the source of the phobia. The SAPs granted are equal to the phobia Strength Rank. If the character fails the mental resistance check then he or she is affected by the phobia as decided from the listing below.

Phobia Effect: The phobia effect is how strong the fear affects the character whenever he of she fails a mental resistance check against the phobia's strength. SAPs are granted based on how debilitating the fear is to the character. Refer to the table below:

DESCRIPTION OF PHOBIA EFFECT	SAPs
Very minor: The character becomes very nervous and agitated for the duration of the encounter with the cause of the phobia.	**5**
Minor: The character will let out a gasp and recoil in fear. Defense Rank is one half for 1 Action Phase.	**10**
Moderate: The character will scream and freeze in fear. Defense Rank is 0 for one Action Phase.	**15**
Severe: The character will scream and flee in fear for D10 Action Phases. If unable to flee the character will cower with a Defense Rank of 0 for the duration.	**20**
Extreme: The character will faint from the encounter and be unconscious for D10 Action Phases.	**25**

Severe Mental_____see below

The character with this disadvantage suffers from a severe mental disorder. The player should choose the type of disorder from the list below:

Manic depressive: This character is prone to severe mood swings that range from intense happiness to very deep depression with very little middle ground. The frequency of the sudden mood change is based on the severity of the disorder. Day to day mood changes are the most common.

Neurosis: The character suffers from great anxiety and nervousness with no apparent cause.

Megalomania: The character with this disorder considers themselves far superior to others and believes it his or her destiny to rule over the "little people." A megalomaniac always has some great plan or design which will grant him power over others.

Paranoia: This character suffers from a deep rooted fear that everyone in the world is out to them harm and cannot be trusted. He or she lives in a constant state of fear and distrust.

Pyromania: This character is fascinated with fire and is obsessed with watching things burn. The pyromaniac is prone to set objects on fire which could include anything from a piece of paper to a large building depending on how severe the disorder is.

Schizophrenia: This character suffers from reality withdrawal and is subject to psychotic episodes that include hallucinations and hearing of voices.

The amount of SAPs this disadvantage provides to the character is based on the severity of the mental disorder. Refer to the table to the right for a guideline:

SEVERITY OF MENTAL DISORDER	SAPs
Mild: The symptoms of the disorder are very suppressed and only surfaces when the character is very tired or under a lot of stress (WM's decision). When symptoms of the mental illness return the character must make a DL2 mental resistance roll to suppress the disorder again.	**10**
Moderate: The symptoms of the disease affect the character 50% of the time. The character is capable of suppressing the mental disorder with a DL5 mental resistance roll for short periods of time. The character is aware of the disease and could be in therapy for the problem.	**20**
Severe: The symptoms of the illness affect the character all of the time with an occasional bout of rational thought. The character is unaware he or she has a problem and should be committed to a sanitarium or other institution for treatment. To suppress the symptoms of the disorder for a short period of time the character must make a DL8 mental resistance roll.	**30**

Sleep Disorder_____see below

Note: *Taking this disadvantage restricts the character from buying the Light Sleeper special ability.* The character with this mental disadvantage suffers from some form of sleeping disorder which should be selected by the player from below:

Sleepwalking: This causes the character to get up and walk around during the night while asleep. This could put the character in danger of injury depending on the surroundings.

Insomnia: The character is unable to fall asleep and lies awake all night. This could cause great fatigue and the inability to regain used magic or psi points. When the character does get any sleep he or she takes on the aspect of a Heavy Sleeper (see below).

Heavy Sleeper: The character is a very heavy sleeper and is almost comatose when sleeping. If the character ever has to awake in a hurry for any reason it takes him or her D10 additional Action Phases to gain consciousness.

Nightmares: The character has horrifying nightmares that will cause him or her to wake screaming in the night.

Snoring: The character is a chronic snorer who can keep everyone else in the sleeping area awake and attract the attention of others in the area.

The number of SAPs gained for this disadvantage is based on the Occurrence Chance that the sleeping disorder will affect the character each time he or she sleeps. The Occurrence Chance is the number on a D10 that the disorder will affect the character each time he or she sleeps. Each +1 on a D10 grants the character 5 SAPs. The WM rolls D10 each time the character sleeps to see if the disorder affects him or her and if the number rolled is equal to or lower then the Occurrence Chance the character's sleep is affected.

Traumatic Flashbacks_____5 points

The character suffers from mental flashbacks due to a traumatic experience in his or her past. The flashback triggers an intense emotional response in the character when encountering a situation that is similar to the past traumatic experience. This emotional response can be in the form of anger, sadness, fear, etc. depending on the traumatic past experience. The player should choose the type of traumatic experience he or she suffered from:

Past physical torture
Personal tragedy/loss of a loved one
Past war experiences/memories of battle
Victim of violent crime
Horrific/supernatural encounter

The character suffers the flashback when he or she encounters an event in the present that triggers the memories of the traumatic experience. When this happens, all the emotional memories associated with the past experience will suddenly engulf the character. The character's actions from the flashback are decided by the WM based upon the situation and the cause of the flashback.

PHYSICAL DISADVANTAGES

Allergic_____see below

The character suffers from a severe allergy to a common substance found in the world. The exact substance the character is allergic too should be defined by the player and selected from below:

Food: The player should select the food type the player is allergic to. Some possible food types are dairy products, red meat, poultry, specific vegetable or fruit, etc.

Plants: The character has an allergic reaction when coming in contact with a specific plant such as poison ivy, poison oak, sumac, or a plant indigenous to the character's world.

Insect bite/sting: The character is allergic to the bite or sting of a specific insect.

Pollen/dust: The character suffers from a form of hay fever that is caused be small airborne particles such as dust or pollen.

Medicine: The character's body reacts to a certain medicine or pharmaceutical. The player should specify what medicine he or she is allergic to.

Material: The character's body reacts when it comes in contact with a certain manufactured substance or natural material. The character should specify what material his character is allergic to. This could be anything from animal fur, plastics, iron, etc.

Environmental: The character's physiology reacts when subjected to a certain type of environmental conditions such as sunlight, smog, etc. The player should specify the type of condition the character is allergic to.

The number of SAPs this disadvantage bestows upon the character is based on how severe the allergic reaction will be when he or she comes in contact with the cause of the allergy. Refer to the table below:

SEVERITY OF ALLERGIC REACTION	SAPs
Sneezing: The character sneezes violently every D10 Action Phases while in contact with the allergen.	**5**
Tears/Red eyes: The character's eyes will water for the duration he or she is in contact with the allergen. -3 to all Sight rolls.	**10**
Skin Rash: The character will break out in an itchy skin rash which prevents the wearing of armor or tight fitting clothes.	**15**
Fever: The character will suffer fever and nausea which causes a -3 to all Skill Ranks while under the effects of the allergy.	**20**
All of the above: The allergy causes the character to suffer all the symptoms described above.	**25**

Note: The player taking this disadvantage should use common sense when determining the cause and effect of his or her allergy. Discuss with the WM what would be viable allergies and its effects for the character.

Amputation_____see below

The character has lost one of his or her limbs due to either combat or an accident. The player should specify which of his or her limbs suffered the amputation. The amount of SAPs granted by this disadvantage is based on the extent of the amputation. Refer to the table below:

EXTENT OF ARM AMPUTATION	SAPs
Hand at wrist	**10**
Arm below elbow	**20**
Arm below shoulder	**30**

EXTENT OF LEG AMPUTATION	SAPs
Foot at ankle	**10**
Leg below knee	**20**
Leg below hip	**30**

The character can take multiple amputations and take the SAPs for each limb amputation. The character may be able to alleviate some of the handicap of having an amputation by the use of prosthetics and cybernetics depending on the character's Tech Level.

Color Blind_____5 points

The character with this disadvantage is severely color blind and cannot distinguish basic colors. This prevents him or her from using any skills that require color discrimination such as Camouflage, Demolitions, Electronics, Evaluate Worth, Pilot, Pharmacology, Sensor Operations, Surgery, etc.

Crippled Limb_____10 points

The character is handicapped by a permanently crippled limb or limbs which could be due to due to a birth defect, physical trauma, or paralysis. The player should specify which limbs are crippled on the character and the character receives 10 SAPs for each. A crippled limb cannot be used by the character. High-tech characters may alleviate this handicap through the use of cybernetics while low-tech characters must depend on other aids such as wheel chairs, canes, leg braces, etc.

Decreased Appearance_____see below

This disadvantage allows the character to gain SAPs by decreasing his or her appearance to a below average category. The number of SAPs granted is based on the degree of decreased physical appearance. Refer to the table below:

APPEARANCE CATEGORY	SAPS
Plain	**5**
Ugly	**10**
Repulsive	**15**

NOTE: The modifiers to the character's Influence Rank due to a Decreased Appearance are covered in the next step of the character creation rules.

Identifying Feature_____5 points

The character has some identifying feature that makes him or her stand out from others. An identifying feature will make the character easier to recognize and make it harder to hide his or her identity. The player should decide what feature the character has that stands out. Some possible types are listed below:

Hereditary: This includes those features that are caused by the inherited genes of the character and include such traits such as baldness, unusual nose, unusual ears, impressive birthmark or mole, unusual eyes, skin color, unusual hair color or texture, unusual voice characteristics, etc.

Engendered: This includes those features that are not genetic in nature such as tattoos, scars, body piercing, branding, etc.

Mute_____15 points

A character with this disadvantage has lost the ability to speak and must depend on sign language or other means besides speech to be understood. In high tech worlds the use of cybernetics could alleviate this handicap.

Nonhuman Appearance_____see below

The character is not human in appearance and race. Since **Adventure Maximum** is designed to be played with any setting or adventure it is possible that the character will wish to play something other then human with the WM's permission. This is where this disadvantage comes into play. The character gets SAPs based on the extent of his or her non-human appearance. Refer to the table below:

EXTENT OF NON HUMAN APPEARANCE	SAPs
Near Human: The character has only a few non human racial features such as pointed ears, very pale skin color, over sized eyes, etc. The character can pass for human at first glance.	**10**
Partial Human: The character has the build and structure of a human but has definite non human racial features such as odd skin color, animal features, fur, oversize ears, etc. The character can only pass for a human if disguised.	**20**
Humanoid: The character is human in form but is definitely non human in appearance. This includes such racial features as large fanged maw, scaly reptilian skin, large claws, animal features, etc. The character cannot pass for a human unless completely in armor or body covering.	**30**
Inhuman: The character barely resembles a human at all and has such features as multiple limbs, misshapen body posture, over size cranium, large bulbous eyes, etc. The character is unable to pass for a human at all.	**40**
Totally Alien: The character does not resemble a human at all and has a non bipedal form such as slugs, insects, arachnids, etc. The alien character is left up to the imagination of the WM and the player.	**50**

Over Weight_____see below

The character is overweight for his or her height. SAPs are based on how much extra fat the character is carrying. Refer to the table below:

EXTRA WEIGHT	SAPs
15 pounds	**5**
25 pounds	**10**
50 pounds	**15**
75 pounds	**20**
100 pounds	**25**
125 pounds	**30**
150 pounds	**35**

The extra body weight is added to the character's normal weight as determined in the next step of the character creation. This extra weight does count as Encumbrance and is added to the weight the character is carrying around for determining the effects of encumbrance.

Physical Disability_____see below

The character with this disadvantage suffers from a debilitating physical ailment. The type of disability should be selected by the player from the list below:

Arthritis: This is inflammation of the joints of the body, which is very painful and limiting to character's body movement. -2 to all physical skills when the arthritis flares up.

Epilepsy: This is a chronic nervous disorder when the character is subject to epileptic seizures that cause him or her to shake uncontrollably before going unconscious. Each seizure lasts D10 minutes and is often brought on by intense stress.

Back pain: The character has a weak back that causes great pain and loss of strength. When the symptoms flare up the character's Strength Rank is divided in half. Symptoms usually last for D10 hours.

Shakes: The character's hands are prone to uncontrolled shaking which is so pronounced that he or she is unable to perform fine manipulation like lockpicking, surgery, forgery, etc.

Migraines: The character is subject to intense migraine headaches which last for D10 hours. When suffering from the headaches the character is unable to concentrate on any skill or action. This restricts him from using magic or psionics when under the effects of a migraine.

The number of SAPs a character receives due to a Physical Disability is based on the Occurrence Chance on a D10 that the disability will affect the character per day. Each +1 on a D10 grants the character 10 SAPs. Each game day the WM rolls for the disability to occur and if the number rolled is equal to or lower then the Occurrence Chance the symptoms of the disability will affect the character sometime during that game day. The exact effects are left up to the WM based on the disability and the situation.

Sensory Impairment_____see below

The character suffers from an impairment of one of his or her five senses. A character with a sensory impairment is restricted from increasing his or her Skill Rank in the impaired sense through the special ability Increased Senses. The player may increase the character's Rank in any of the other unaffected senses, which reflects the fact that the character has alleviated some of the handicap by depending on his or her unimpaired senses. The player should decide which of the character's five senses is impaired. The SAPs granted are based on the degree of impairment. For each -1 permanent modifier to the selected sense Rank the character receives 2 SAPs.

Sensory Loss_____25 points

The character with this disadvantage has lost one of his or her five senses. This would make the character deaf, blind, etc. The character will have no Skill Rank in the selected sense skill but may increase his or her Skill Ranks in the other senses to compensate for the handicap. The loss could be hereditary or due to disease or trauma.

Short_____see below

The character is shorter then normal for his or her race. The character receives 1 SAP for each -1" he or she is willing to subtract from the character's base height as determined in Step Twenty One of the character creation process. Each -1" of height subtracts 5 pounds from the character's base weight.

Tall_____see below

The character is taller then normal for his or her race. The character receives 1 SAP for each +1" he or she is willing to add to the base height of the character as determined in Step Twenty One of the character creation process. Each +1" or height adds +5 pounds to the character's base weight.

Underweight_____see below

With this disadvantage the character is underweight for his height. The amount of SAPs gained is based on how underweight the character is. Refer to the table below:

STR MOD	POUNDS UNDERWEIGHT	SAPs
-1	10 pounds	**10**
-2	25 pounds	**20**
-3	50 pounds	**30**

The number of pounds a character is underweight is subtracted from the base weight as determined in Step Twenty One of the character creation process. Being underweight also subtracts from the character's Strength Rank as shown on the table above. Be sure to modify the character's strength based skills due to the new Strength Rank.

STEP TEN: FILL OUT CHARACTER'S PHYSICAL STATISTICS

In this step of the character creation we will determine various physical statistics that help define the character.

A. Determine height and weight: The first step is to determine the character's height and weight. To do this first find the base height and weight of the character on the table below:

SEX	BASE HEIGHT	BASE WEIGHT
Male	5'10"	150
Female	5'7"	100

To the character's base height add the character's Strength Rank in inches to get his or her full height. To the character's base weight add the character's Strength Rank x 10 in pounds to get the character's full weight. **Note:** *If the character has taken any disadvantage such as Short, Tall, Underweight, and Overweight this could alter the final height and weight of the character.*

B. Determine Knockback Rank: A character's Knockback Rank determines how much resistance the character has to damage that would him or her down or backwards. To find the character's Knockback Rank divide the character's full body weight by 50 and round up. The number becomes the character's Knockback Rank and should be written on the character record.

C. Determine Character's Resistance Ranks: On the physical stats sheet is a table listing the character's resistances to various types of attacks. The level of resistance a character has against a listed attack is his or her Resistance Rank. All Resistance Ranks are based off the character's Attribute Ranks. Refer to the table below:

RESISTANCE	ATTRIBUTE
Toughness	**Strength**
Knockout	**Willpower**
Poisons	**Condition**
Mental	**Willpower**
Psychic	**Psychic**
Horror	**Willpower**
Magic	**Magic**
Spiritual	**Spirit**

Write the character's Resistance Rank in the designated areas of the Resistance Rank table and add in any levels bought of Increased Resistances special ability to the number recorded to get the full total.

D. Determine Lift Capacity: The next step is based on the character's Strength Rank. On the table below find the character's Strength Rank:

STR RANK	LIFT CAPACITY
1	10
2	40
3	120
4	240
5	360
6	600
7	960
8	1560
9	2520
10	4080

The Lift Capacity is the maximum amount of weight in pounds that a character can lift and carry. Write the Lift Capacity on the character record.

E. Determine Character's Movement: A character's movement is based on the character's Condition Rank which is adjusted for encumbrance and becomes the character's Movement Rank. More of encumbrance and movement will be discussed in Section Four of these rules. For right now use the character's CON Rank to determine the distance the character can move in Spaces per Action Phase. The first table determines the character's land movement:

CON RANK	Crawl	Walk	Jog	Run	Sprint
1	.5	1	2	3	4
2	1	2	2	6	8
3	1.5	3	6	9	12
4	2	4	8	12	16
5	2.5	5	10	15	20
6	3	6	12	18	24
7	3.5	7	14	21	28
8	4	8	16	24	32
9	4.5	9	18	27	36
10	5	10	20	30	40

The second table is for other types of movement in the game. The distance reflected on this table is in feet:

CON RANK	Climb	Swim
1	1'	5'
2	2'	10'
3	3'	15'
4	4'	20'
5	5'	25'
6	6'	30'
7	7'	35'
8	8'	40'

STEP ELEVEN: CHOOSE THE CHARACTER'S CREED

PROCEDURE: A character's creed is the code of conduct that the character lives by. The next step is to choose the character's creed based on his or her concept and player desire. The various character creeds are listed below:

SAINTLY: This character lives for the cause of ultimate good. He or she will never willingly lie, cheat, steal, or kill. He or she will always help those in need.

HERO: The hero quests for the greater good and the destruction of all that is evil. He or she believes in justice and will kill in self-defense and the defense of the innocent.

WARRIOR: The warrior is driven by honor and duty. The warrior's motivation is usually bound to a higher purpose such as patriotism and religious faith. He will perform any action to complete his mission but is sickened by torture and the killing of civilians and innocents.

MERCENARY: Those that follow this creed are driven by personal profit and gain. The mercenary can perform any action as long as there is a profit to be made doing so. He is always looking out for number one but will not betray a close friend.

VILLAINOUS: The villainous character can perform any vile act without conscience. He is merciless and exploits the weak and downtrodden. He has no real concept of honor.

DIABOLICAL: Those who follow this creed live for spreading the cause of evil and the destruction of all that is good. There is no act to despicable for this character as long as it furthers his or her twisted schemes.

During the game, a character's creed is his or her moral compass when deciding

STEP TWELVE: FILL OUT THE CHARACTER'S PERSONALITY PROFILE

PROCEDURE: On the front of the Character Record is a Personality Chart for the character. It is divided into two areas: Attitudes and Behavior. The first chart is Attitudes and if reflects the character's feelings toward certain situations he can encounter in the game. This chart is shown below:

BEHAVIOR	VW	WK	AV	ST	EX
Brave					
Cautious					
Confident					
Curious					
Disciplined					
Friendly					
Greedy					
Honorable					
Lazy					
Loyal					
Lustful					
Patient					
Pious					
Proud					
Romantic					
Stubborn					
Superstitious					
Suspicious					
Vengeful					
Violent					

As you can see on the chart above, Attitudes are divides into five different categories and these are listed below:

LOVE (LV): The character has a strong emotional attraction toward the subject. The attitude aspect will figure prominently in the character's persona.

LIKE (LK): Not as strong as the love category but the character still feels a strong emotional attraction or respect for the attitude aspect.

TOLERATE (TL): This is the most common attitude and it represents neither great disgust nor attraction to the subject. It reflects a feeling of general tolerance toward this aspect.

DISLIKE (DL): This attitude reflects a disgust or objection toward the aspect. The character can endure the presence of what he dislikes but only if absolutely necessary.

HATE (HT): This is a very strong attitude reflecting an intense revulsion or personal objection toward the subject listed.

Procedure: The player simply goes down the Attitude chart, putting an X in the column to the right that bests reflects what the character's attitude will be fot each aspect. Keep in mind the character's background and creed when deciding what the character's attitude will be for each aspect. Once that is done, you move next to Behavior Traits which is shown on the chart below:

ATTITUDE	LV	LK	TL	DL	HT
Authority					
Children					
Crime					
Duty					
Elderly					
Foreigners					
Gambling					
Intoxication					
Narcotics					
Nature					
Occult/Magic					
Religion					
Technology					
Torture					
Wealth					

The five categories of behavior represent the character's strength in that trait and are described below:

Very Weak (VW): This trait is so weak that is non-existent in the character's personality make-up.

Weak (WK): This trait is latent in the character's personality and cannot be expressed easily by the character unless under great pressure to do so.

Average (AV): This is a middle of the road personality strength and the character does not go to extremes either way when expressing this trait. He may adjust his strength in the trait for short period of times to fit a situation he encounters.

Strong (ST): This trait is quite strong but can be suppressed by the character for short periods of time and under great stress.

Extreme (EX): This represents a totally dominant personality trait that is expressed often by the character. The character is unable to suppress this trait.

STEP THIRTEEN: FINISHING UP THE CHARACTER CREATION

The last step in the character creation process is to finish filling out the rest of character record for your character. Below is a description of the last steps toward finishing the character:

Buy Weapons and Equipment: In Step Ten of the character creation process you got to determine the Starting Cash for your character. Now it is time to spend it. Turn to Section Four of these rules and buy your character's weapons, equipment, armor, etc. Write the equipment and weapons purchased on the equipment sheet along with encumbrance of these items. When done add up the total encumbrance of everything carried and apply it to the character's Movement Rank.

Fill out Combat Sheet: Once the weapons are purchased for the character turn to the combat sheet and write down the pertinent information needed for combat. This includes such things as weapon technique Skill Ranks, Ranges, base Damage, Break Number, etc. On the section devoted to Unarmed Combat fill in the character's Skill Ranks in his or her unarmed techniques. Add up the character's total Combat Reflexes and transfer the Armor Ratings from the equipment page to the combat sheet. Most everything is self explanatory.

Personalize the Character: Now that the character is almost complete it is time to personalize the new character. A space is provided for a character picture. You can draw one yourself, cut one out of a magazine, or find one on the internet. Write a short description of the character. Give him or her name. Make the character yours.

On the following page our sample character Grondar is provided to give you an idea on how a finished character looks in **AM.** Now that your character is done it is time to move onto the rest of the rules that explain just what your new character can do in **AM.**

ADVENTURE MAXIMUM CORE RULES CHARACTER RECORD

Name: GRONDAR Expertise Level: EXPERT Creed: WARRIOR

Master	Rank Difference	<-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5>
Chart	Success on D10	C	1	2	3	4	5	6	7	8	9	F

Concept: a tough barbarian Swordsman

Tech Level: 2 **Race:** Human
Appearance: Attractive
Description: A massive barbarian of rippling bronze muscles and hard physique
Height: 6'4" **Weight:** 210
Knock back Rank: 4
Lift Capacity: 600lbs
Starting Money: 80 gold
Money Spent:_____
Money Saved:_____
Background: Born far into the north in lands of Cimmeria, Grondar left his barbarian tribe and ventured into the lands to the south to seek his crown and be king one day.

ATTRIBUTES

MENTAL	Base	Mod	RNK
Knowledge	3		3
Intuition	3	+1	4
Willpower	3	+1	4
PHYSICAL	Base	Mod	RNK
Strength	3	+3	6
Dexterity	3	+1	4
Condition	3	+2	5
Speed	3	+1	4
SOCIAL	Base	Mod	RNK
Ego	3		3
Fame	3		3
Wealth	3		3
AURA	Base	Mod	RNK
Magic	3		3
Psychic	3		3
Spirit	3		3

Base Combat Rank (STR+DEX+CON+SPD/4): **5**

RESISTANCE	RANK
Toughness	6
Knockout	5
Poisons	5
Mental	4
Horror	4
Magic	3
Psychic	3
Spiritual	3

ATTITUDES	LV	LK	TL	DL	HT
Authority				X	
Children			X		
Crime			X		
Duty		X			
Elderly		X			
Foreigners			X		
Gambling			X		
Intoxication	X				
Narcotics				X	
Nature		X			
Occult/Magic					X
Religion			X		
Torture					X
Wealth		X			
BEHAVIOR	**VW**	**WK**	**AV**	**ST**	**EX**
Brave					X
Cautious			X		
Curious			X		
Disciplined				X	
Friendly		X			
Greedy			X		
Honorable				X	
Lazy	X				
Loyal				X	
Lustful			X		
Pious		X			
Proud					X
Romantic		X			
Superstitious				X	
Suspicious				X	
Vengeful					X
Violent					X

no	SKILLS	Rank
1	**Awareness** Sight +2 Hear +4 Smell ___ Taste ___ Touch ___	16
2	**Brawling**	17
3	**Climbing**	14
4	**First Aid**	9
5	**Influence** Befriend +1 Command +1 Deceive +1 Scare -2 Seduce +2	15
6	**Jumping**	14
7	**Search**	13
8	**Stealth**	14
9	**Throwing**	16
10	Riding	16
11	Hunting	10
12	Blacksmith	9
13	Sword	17
14	Shield	17
15	Quick Draw	13
16	Survival	10
17	Swimming	11
18	Gambling	10
19	Axes	14
20	Bow	16
21	Deduction	13
22	Evaluate Worth	10
23	Bargaining	12
24	Tracking	10
25	Traps and Snares	10
26		
27		
28		
29		
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31		
32		
33		
34		
35		
36		
37		
38		
39		
40		
41		
42		
43		
44		
45		

ADVENTURE MAXIMUM CORE RULES ABILITY AND EQUIPMENT SHEET

Name: Grondar Expertise Level: Expert Creed: Warrior

Armor Description: Full bronze helm, hard leather gauntlets and boots.

Hit Locations	Imp	Pen	Bal	Enr	Armor Type	WT
Skull	7	5	3	2	Bronze	2
Face	7	5	3	2	Bronze	2
Throat/Neck						
Shoulders						
Chest/back						
Abdomen/back						
Hips/buttocks						
Biceps						
Elbows	3	2	1	0	H Leather	.5
Forearms	3	2	1	0	H Leather	1
Wrists	3	2	1	0	H Leather	.5
Hands	3	2	1	0	H Leather	1
Thighs						
Knees	3	2	1	0	H Leather	1
Calves	3	2	1	0	H Leather	2
Feet	3	2	1	0	H Leather	1.5

SYSTEM TRAUMA

LV	EFFECT
1	Weakness
2	STR -1
3	STR- 2
4	STR -3
5	STR -4
6	STR -5
7	Collapse
8	Unconscious
9	Dying
10	Death

Fatigue Level

1 2 3 4 5 6 7 8 9 10

Notes:_____

Armor Weight: 11.5

EQUIPMENT CARRIED

In Backpack	Wt
Bedroll	2
Waterskin	2

Carried External	Wt
Greatsword	10
Backpack	3

Carried Hidden	Wt
15 gold in belt purse	1.5

Total Weight: 30

ENCUMBRANCE LEVEL

Lift Capacity: 600lbs

LV	Lbs	MOV
1	60	0
2	180	-1
3	360	-2
4	540	-3

Current Move Rank: 5

MOVE	mult	Spaces
Crawling	x.5	**2.5**
Walking	x1	**5**
Jogging	x2	**10**
Running	x3	**15**
Sprinting	x4	**20**
Climbing	x1′	**5′**
Swimming	x5′	**25′**
Jumping		

CHARACTER DISADVANTAGES

Character Starting SAPs: 75

DISADVANTAGE	SAPs
Illiterate: Grondar can't read or write	5
Social Stigma: Since Grondar is a barbarian in the civilized world he faces a social stigma	5
Obsession: Personal Power	5

Character's Total SAPs: 90

CHARACTER SPECIAL ABILITIES

90 =Character's total SAPs

COST	SPECIAL ABILITY	LVL
10	Combat Awareness	2
10	Increased Reflexes	10
6	Judge Opponent	2
10	Adrenal Tap	2
20	Danger Sense	2
10	Ignore Trauma	2
4	Increased Hearing	4
2	Increased Sight	2
5	Attractive Appearance	1
9	Light Sleeper	3
4	Prone Fighter	2

90**= Total SAPs spent**

ADVENTURE MAXIMUM CORE RULES
Unarmed/Melee/Ranged/Combat Sheet

Character Name: Grondar **Expertise:** Expert
STR Rank: 6 **CON Rank:** 5 **DEX Rank:** 4
Speed Rank: 4 **+Incr. Reflexes:** 10 **=Combat Speed:** 14

Melee: Greatsword
Rank: 17 Reach:3 Break: 15
STR+Base Damage: **12p**

ATTACK	RNK	DAM
Jab	18	-2
Slash	19	-1
Strike		+0
Thrust	17	+1
Impale	16	+3
Death Blow	15	+5
DEFENSE	**RNK**	**DAM**
Parry	17	--
Disarm	15	--
Trap/Catch		--

Melee:_____
Rank:___Reach:__Break:_
STR+Base Damage:___

ATTACK	RNK	DAM
Jab		-2
Slash		-1
Strike		+0
Thrust		+1
Impale		+3
Death Blow		+5
DEFENSE	**RNK**	**DAM**
Parry		--
Disarm		--
Trap/Catch		--

Melee:_____
Rank:___Reach:__Break:_
STR+Base Damage:___

ATTACK	RNK	DAM
Jab		-2
Slash		-1
Strike		+0
Thrust		+1
Impale		+3
Death Blow		+5
DEFENSE	**RNK**	**DAM**
Parry		--
Disarm		--
Trap/Catch		--

Shield Type:_____
Size:_____
Armor Ratings

Imp	Pen	Bal	Enr

Missile Defense:___%
Rank:___ **Base Damage:**

ATTACK	RNK	DAM
Strike		+0
Ram		spec
Death Blow		+5
DEFENSE	**RNK**	**DAM**
Block		--

Ranged:_____
Rank:___ Rate:___
Reload:___ **Base DMG:**____

RANGES	SPACES	DAM
Point		+2
Close		+1
Effect		+0
Long		-1
Extreme		-2
Maxim		-3

Ammo: 000000000000
00000000000000000
00000000000000000
00000000000000000
00000000000000000
00000000000000000
Reloads: 1 2 3 4 5 6 7 8 9

Ranged:_____
Rank:___ Rate:___
Reload:___ **Base DMG:**____

RANGES	SPACES	DAM
Point		+2
Close		+1
Effect		+0
Long		-1
Extreme		-2
Maxim		-3

Ammo: 000000000000
00000000000000000
00000000000000000
00000000000000000
00000000000000000
00000000000000000
Reloads: 1 2 3 4 5 6 7 8 9

ARMORED BODY LOCATIONS

Location	Imp	Pen	Bal	Enr
Skull	7	5	3	2
Face	7	5	3	2
Throat				
Shoulders				
Chest				
Abdomen				
Hips				
Biceps				
Elbows	3	2	1	0
Forearms	3	2	1	0
Wrists	3	2	1	0
Hands	3	2	1	0
Thighs				
Knees	3	2	1	0
Calves	3	2	1	0
Feet	3	2	1	0

TRAUMA RECORD

LV	TRAUMA	MOD
1	Minor	-1
2	Light	-2
3	Moderate	-3
4	Pain	-4
5	Dizzy	-5
6	Nausea	-8
7	Collapse	-10
8	Coma	---
9	Dying	---
10	Death	---

LUCK
1
2
3
4
5
6
7
8
9
10

UNARMED COMBAT TECHNIQUES

Style: Brawling Rank: **17**
Style:_____ Rank:___
Style:_____ Rank:___
Strength Damage: **6**

ATTACKS	RNK	RCH	DAM
Punch	17	1	+1
Haymaker	15	1	+2
Martial Strike		1	+3
Kick	14	1	+4
Martial Kick		1	+5
Close Combat	18	.5	+0
Grappling	17	.5	Spec
Escape Hold	14	.5	Spec
Flip/Throw	13	.5	Spec
Joint Lock	12	.5	Spec
DEFENSIVE	**RNK**	**RCH**	**DAM**
Block	15	.5	None
Dodge	14	1	None
Breakfall	13	.5	None
Catch	12	.5	None

CHARACTER SKILLS

One of the most important aspects of an **AM** character is the collection of skills that he or she has acquired during the character's life. Skills often provide the edge that a character needs to survive and be effective in the game. In this section of rules we deal with character skills.

UNDERSTANDING THE DIFFICULTY LEVEL

The first step to learn how skills operate in the game is to understand the Difficulty Level (DL) of each skill attempt. The DL sets the degree of difficulty that a skill is being attempted under. Interpreting the Difficulty Level for each skill attempt is the job of the WM who makes a judgment based on what the character is attempting to do and the conditions and complications present at the time of the attempt. To aid in determining the DL of a skill attempt the following table is provided as a guideline:

Category	DL	DESCRIPTION OF DL
Basic	**0**	The skill is being attempted at its most basic and routine manner free from external complications.
Easy	**5**	The conditions are highly favorable for success. The proper equipment and tools are being used under optimum conditions.
Average	**10**	This represents the typical conditions that the skill is usually being attempted under.
Hard	**15**	The skill attempt is being complicated by some factor such as lack of crucial information or a lack of proper tool or equipment.
Very Hard	**20**	The skill is attempt is being complicated by multiple factors such as darkness, inadequate information, intense stress, missing tools or improvised equipment.
Extreme	**25**	The skill is being attempted under nearly impossible conditions for success.

By using the Difficulty Level guidelines above and personal judgment on the skill attempt by the WM, he or she is granted a certain degree of flexibility and freedom when it comes to the handling of skill attempts in the game. The WM has the final say at what DL is for any given skill attempt.

HOW THE SKILL SYSTEM WORKS

A simple procedure is used to determine if a skill succeeds of fails in **AM**. Below is a step by step description of how it works:

1. Find the character's Rank in the skill.
2. Apply any appropriate modifiers to that Rank such as for Trauma, darkness, etc. This becomes the character's Active Rank in the skill attempt.
3. Decide the Difficulty Level of the skill.
4. Subtract the Difficulty Level from the Active Rank on Master Success Chart to find the Rank Difference. The number below the Rank Difference is the Success Chance that the skill will succeed on a D10.
5. Roll D10. If the rolled number is equal to or below the Success Chance then the character succeeds with the skill attempt. If the number rolled is higher then the Success Chance then the character fails with the skill attempt. If a 0 is rolled see Skill Criticals and Fumbles below.

SKILL CRITICALS AND FUMBLES

Anytime a player rolls a D10 on the Master Chart to see if he or she succeeds at a skill and a natural 0 is the result of the die roll then there is a chance that the character criticals or fumbles the skill attempt. To determine if the character rolled a critical or a fumble roll the dice again. If the number rolled on the second D10 roll is equal to or lower then the character's current Luck level then the skill attempt was a critical success. If the number rolled on the second D10 roll is higher then the character's current Luck level then the character fumbled at the skill attempt.

EXAMPLE: *Grondar has a Luck Level of 6 and is rolling the D10 to see if he succeeds at a Riding roll. He has a Success Chance of 8 and rolls a D10 getting a 0 as the result. He rolls the D10 again getting a 4 which is below his Luck Level of 6. He rolls a critical success with his Riding skill attempt. Later in the game Grondar is trying to sneak past a couple of palace guards to get into the castle tower. His Success Chance is 5 but he rolls 0 on his D10 which means he rolls the dice again. On the second D10 roll he gets a 9 which is above his Luck Level of 6. Grondar fumbles his skill attempt at Stealth.*

HANDLING SKILL CRITICALS

Whenever a player rolls to see if he or she succeeds with a skill on the Master Chart and gets a 0 result on a D10, he or she then rolls the D10 again and if the result on the second roll is equal to or less than his or her current Luck Level, the player has rolled a skill critical. A skill critical represents extreme success in the attempted skill by the character. The exact effects of a skill critical are left up the WM based on the situation and the skill being attempted but it should reflect that the character exceeded extremely well with the skill being used.

EXAMPLE: *In the previous example Grondar rolled a critical on a horse riding skill roll. In the game he was trying to command the horse to jump across a 4' tall hedge wall into the courtyard of the palace. Since Grondar rolled a critical on the skill attempt, the WM decides that not only does Grondar's horse clear the hedge wall but lands expertly on the other side surprising three guardsman allowing Grondar to act before the guardsman draw their weapons.*

HANDLING SKILL FUMBLES

When the player rolls a 0 when rolling a D10 while performing a Skill Check using the Master Chart and he or she then rolls a D10 again and if the second roll is higher then his or her current Luck Level, the character performed a skill fumble. When a skill is fumbled it represents an extreme failure in the skill being attempted. The exact effects are left up to the WM but it should be based on the skill being attempted and the conditions it was being used under.

EXAMPLE: *Grondar was using his Stealth skill to sneak past a couple of guards at the door to a tower in the palace. He rolls a fumble on the attempt. The WM decides that Grondar bumped up against a water barrel hidden in the shadows which made a loud thump. The guards hearing the noise respond instantly to the sound and draw their swords. Grondar must resort to using something besides stealth to get into the tower.*

UNDERSTANDING DEGREE OF SUCCESS

Sometimes in the course of running the character's use of skills it is important to know how well he or she succeeded with an attempt. When the player knows what the Success Chance is to succeed with a skill he rolls the D10 to get a result. The degree of success is based on well he or she rolled under the Success Chance number with a D10. The WM can judge the degree of success of any skill attempt by referring to the table below:

ROLL	DEGREE OF SKILL SUCCESS
0	**Minimal Success:** This happens when the character rolls the exact Success Chance number with the die. When this takes place the character barely succeeds with the skill attempt. To all those who observe the attempt it looked like pure luck instead of skill was the reason the skill succeeded.
-1 TO -2	**Fair Success:** The character performs the skill but with great difficulty. To all those who observe the attempt, it is evident that the character almost failed.
-3 TO -4	**Good Success:** The skill attempt succeeds well and to all who observe, the character appears to be an accomplished professional at the task.
-5 TO -6	**Excellent Success:** He/she succeeds so well with the skill that onlookers will believe that character is an accomplished master of the skill being used.-
-7 TO -8	**Incredible Success:** This is just short of what happens when the character rolls a critical success with a skill. The character performs the skill so well that to the amazement of all onlookers, he or she makes the skill use look easy.

EXAMPLE*:* *Grondar is jumping across from one rooftop to the roof of another building. The WM determines the Success Chance of the jump is 8. Grondar rolls an 8 exactly on the D10 which gives him a Minimal Success. The WM decides that Grondar barely made the jump and landed on the other side hanging onto the roof edge with his fingertips. Grondar then decides he wants to swing himself up to the roof which will take a Climbing roll with a Success Chance of 8. Grondar rolls a 1 which is a Roll Success of -7 which is an incredible success. Grondar deftly swings his body up to the roof.*

SKILL RANKS AND EXPERTISE

The Skill Rank that a character has in any given skill reflects a certain level of expertise with that skill. But how does that Rank relate to real life expertise? The listed below shows the level of expertise represented by a Rank in a skill:

SKILL RANK	LEVEL OF EXPERTISE
1-5	Apprentice
6-10	Trained
11-15	Competent
16-20	Expert
21-25	Master
26+	Legendary

UNDERSTANDING THE SKILL BASE

Every skill in **AM** has a Skill Base tied to one of the character's Attribute Ranks. The Skill Base serves as the base number that the experience modifier is applied to find the character's total Skill Rank in that skill. The skill base is written as an abbreviation for the Attribute Rank that the skill is linked to. Below is a description of each abbreviation and the attribute it represents:

KNO=Knowledge
INT=Intuition
CMB=Combat
DEX=Dexterity
CON=Condition
SPD=Speed
EGO=EGO

UNDERSTANDING SKILL CATEGORIES

Each skill also has a category listed with it that defines the classification the skill falls under. Below is a list of all the categories of skills that are in the Core Rules.

Academic	Physical
Combat	Police
Criminal	Social
General	Technical
Medical	Vehicle
Military	Vocational
Occult	Wilderness

One can see that the categories of skills available in the Core Rules cover a wide spectrum of character based skills.

DEFAULT SKILLS

Default skills are those skills that a character receives a base Score in even if he or she has had no prior training in that skill. They are skills that all characters know to some degree. The following skills are considered default skills:

DEFAULT SKILL	BASE
Assault Weapons	**DEX**
Axes	**CMB**
Bow	**DEX**
Camouflage	**INT**
Club	**CMB**
Crossbow	**DEX**
Driving	**SPD**
Fishing	**INT**
Flamethrowers	**DEX**
Flexible Weapons	**CMB**
Gambling	**INT**
Heavy Weapons	**DEX**
Hunting	**INT**
Knives	**CMB**
Launchers	**DEX**
Parachuting	**CON**
Pickpocket	**SPD**
Pistol	**DEX**
Polearms	**CMB**
Quick Draw	**SPD**
Research	**KNO**
Riding	**SPD**
Rifle	**DEX**
Shadowing	**INT**
Shield	**CMB**
Shotgun	**DEX**
Spear	**CMB**
Speargun	**DEX**
Staves	**CMB**
Sword	**CMB**
Vaulting	**CON**
Zero Gravity	**CON**

The WM has final say if a skill qualifies as a default skill for a character in the game depending on the game world and Tech level of the character. Obviously, a Tech Level 0 character would have no idea how to use a flamethrower and would be restricted from having the default Rank in the skill.

The following pages contain all the skills in the Core Rules and the descriptions of each. The skills are listed in alphabetical order and this is by no means all the possible skills that can be available to characters. The WM is free to add other skills using the guidelines presented here.

SKILL DESCRIPTIONS

ACROBATICS *(CON/physical):* This skill allows the character to perform acrobatic maneuvers such as tumbles, flips, handsprings, etc. The DL is decided by the WM based on the table below:

DL	ACROBATIC MANEUVER
0	Simple tumbles and rolls
5	Cartwheels and handstands
10	Handsprings and hand plants
15	Somersaults
20	Back flip
25	Triple somersaults

When performing an acrobatic feat the character rolls against his or her Acrobatic Skill Rank. If the skill roll is a success then the maneuver is performed successfully. If the skill roll fails then the character falls in the middle of the maneuver.

ANIMAL HANDLING *(KNO/general):* This is knowledge of the proper care of animals both wild and domesticated. It covers such areas as feeding, containment, breeding, etc. The DL is based on the number and the danger the animal presents to the character.

ARCHITECTURE *(KNO/academic):* Knowledge in the construction and design of buildings and man made structures. With this skill the character can read and draw blueprints. He or she can also make an educated guess about the layout of a building and its design by studying the outside of the structure. At a Skill Rank of 15 or higher, the character is skilled enough to make a living as an architect.

ARMORER *(KNO/vocational):* This is the skill of crafting and repairing body armor and shields. The character with this skill can work on the armor of his or her Tech Level or lower. There are two aspects of this skill which the character can perform:

Repair Armor: The character can repair and mend pieces of armor provided he or she has the tools to do so. With a successful skill roll the character can repair as many pounds of armor as his or her Skill Rank x 1. The DL is based upon the workmanship and complexity of the armor.

Build Armor: The character can craft and forge armor and shields provided he or she has the raw material and tools to do so. A character can build up to his or her Skill Rank in pounds of armor per day on a successful skill roll. Again the DL is based upon the workmanship and complexity of the armor being built.

ART *(EGO/social):* The skill of expressing one's emotions and creativity through an artistic medium. The type of art medium the character is proficient with should be specified when taking this skill. Some of the most common examples are provided below:

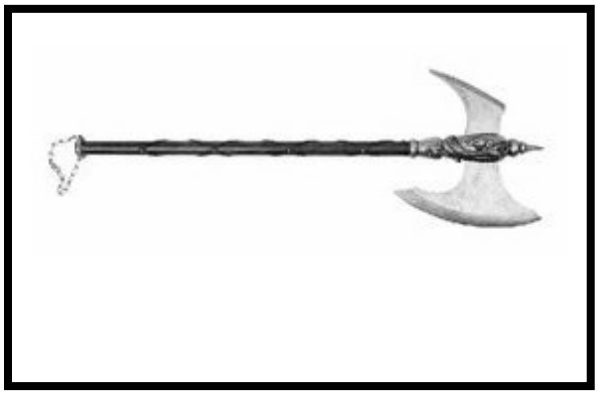
Painting	Acting
Singing	Sculpting
Poetry	Writing

ASSAULT WEAPONS *(DEX/combat):* The ability to use military style assault weapons such as submachine guns, assault rifles, and full machine guns. This skill allows the character to use in combat any assault weapons of his or her Tech Level or lower.

ASTROGATION *(KNO/academic):* Knowledge of how to navigate through interstellar space. This permits the character to successfully plot a course through hyperspace allowing a starship to jump from one star system to the next. The DL is the numbers of Light Years distance the jump to the next destination through hyperspace. A failed skill roll means the character miscalculated and missed the destination.

AWARENESS *(INT/general):* Represents the character's overall awareness toward his or her immediate environment. There are five sub categories to this skill and stands for one of the character's five senses. During the course of a game session the WM may have the character make an Awareness roll using one of the five senses. The DL is decided by the WM based on the external conditions at the time. A successful roll means the character is aware of the sight, sound, smell, etc. that he or she made the roll against. A failed roll means the character missed it. **NOTE:** The WM has the option of making an Awareness roll in secret so not to tip off the character that something is about.

AXES *(CMB/combat):* This skill covers the of axe type weapons in melee combat such as hatchets, battle axes, power axes, etc.



BARGAINING *(EGO/social):* This is knowledge of how to haggle and cut a deal. A successful bargaining skill check allows the character to purchase an item at a reduced price. The DL of the attempt is based upon the degree of price reduction the character is striving to achieve. Refer to the table below to determine the DL:

PRICE REDUCTION	DL
5% price reduction	**0**
15% price reduction	**5**
25% price reduction	**10**
50% price reduction	**15**
75% price reduction	**20**
90% price reduction	**25**

If the character succeeds with the skill roll he or she gets to reduce the asking price of the item by the price reduction listed for the DL of the attempt. If the skill roll fails then the seller is unwilling to bargain and the character must pay full price for the item.

BOATING *(SPD/vehicle):* The skill in the use of small watercraft. The player should specify which type of watercraft the character is proficient with when taking this skill. The various types are listed below:

Rowed	Rafts, canoes, kayaks, row boats etc.
Sailed	Light sailing craft, skiffs, sailboats, sail yachts
Motor	Motor powered boats, speedboats, hydrofoils, jet skiis, etc.

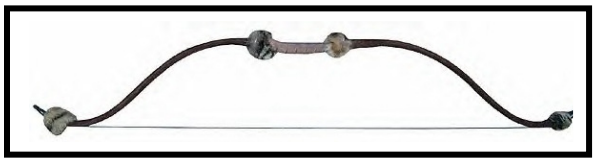
BODY LANGUAGE *(INT/social):* The skill of reading the emotional state of another person by studying that person's body posture and gestures. The character using this skill must first study his or her subject for 15 seconds. The DL of this skill is the subject's base Influence Rank. Those with high influence are able to hide their body language which includes politicians, actors, etc. much better then the average person. A successful skill check tells the character the true emotional state of the subject regardless of the outward appearance the subject may be projecting. A failed roll means the character is unable to read the subject's body language at this time. The most common emotional states that can be read with this skill are anger, boredom, nervousness, lust, fear, etc.

BOOBY TRAPS *(INT/criminal):* A booby trap is defined as a set mechanism which is designed to cause injury or death to another person. With this skill it allows the character to design, set, and disarm such traps. A typical booby trap is hidden and activated by a secret trigger which can be anything from stretched piano wire to high tech laser beams and motion sensors. The actual design of the trap is left up to the imagination of the WM or player who builds it and is based on the materials the builder has on hand. Common booby traps use sharpened stakes, spring loaded blades, covered pits, wired firearm trigger, etc.

Set Booby Trap: When setting a booby trap the character does not need to make a skill check at that time. The skill check is made when the trap is triggered. At that moment trap will attack its victim with an Active Rank equal to the Booby Trap Skill Rank of the character who set it. The victim may make a defensive action against the trap provided that he or she is aware of triggering the trap and is not surprised. When the trap is activated the trap attacks at the skill rank of its designer and if successful does damage to the victim based on its design. A Critical attack will do critical damage to its victim. A Fumble result means the trap failed to go off.

Disarm Booby Trap: A character with a Booby Traps skill may also attempt to disarm a trap that has already been set by another character. The DL for the disarm attempt is equal to the Skill Rank of the being who set the trap. A successful disarm roll means the trap was successfully disarmed. A failed roll means the trap goes off while the character was attempting to disarm it.

BOW *(DEX/combat):* This skill covers the user of all types of archery weapons such as short bows, compound, longbows, etc.



BOXING *(CMB/combat):* The art of fighting using one's fists and the character choosing this skill receives all the techniques listed under boxing in the Unarmed Combat rules in section three.

BRAWLING *(CMB/combat):* This is basic unarmed combat that all characters know to some degree. It incorporates all the attack and defense maneuvers listed under brawling in the Unarmed Combat rules listed in section three.

BRIBERY *(EGO/criminal):* This skill covers the act of bribing another person to perform a desired task or service that is against the law or against the target's personal responsibility. The target of the bribe could be anyone from a doorman to a senator. The skill allows the character to correctly judge who may be willing to take a bribe and the proper amount to offer. The DL for the attempt is based on the target's Creed. Refer to the tables below:

TARGET'S CREED	DL
Saintly	**25**
Hero	**20**
Warrior	**15**
Mercenary	**10**
Villainous	**5**
Diabolical	**0**

There is also a modifier to the briber's Skill Rank based on the target's greed. This is based on the Greedy behavior trait of the target. Refer to the table below:

GREEDY TRAIT	MOD
Very Weak	**-10**
Weak	**-5**
Average	**+0**
Strong	**+5**
Extreme	**+10**

A successful skill roll means that the target accepts the bribe and will perform the service requested. A failed roll can mean anything from a flat refusal to take the bribe or demanding more money. A Fumble means the target of the bribe was insulted and may react violently or call the authorities depending on the situation. The WM decides if the amount being offered is adequate to the service being requested by the bribing character. It would take considerable more money to bribe a senator then the doorman of a hotel.

BUSINESS *(KNO/general):* This skill covers inside knowledge of business techniques and accounting processes. This allows the character to correctly read ledgers, financial reports, invoices, etc. He or she is also able to buy and sell on the stock market and make strong projections about the financial state of a business and corporation.

CALLIGRAPHY *(KNO/academic):* This skill allows the character to write in perfect script. In some cultures the manner in which one can write reflects the status and upbringing of the writer. The DL is based on how complex the script of the writing and the materials and conditions at hand. A failed roll means the script is flawed. A Fumble means that the ink spilled on the script.

CAMOUFLAGE *(INT/military):* Allows the character to camouflage his or her position from enemy observation by blending into the natural surroundings. Camouflage works against aerial and ground observation and it can be used to hide objects other then the character such as vehicles, weapon caches, explosives, mines, and traps. The character using this skill must make a skill roll anytime there is a chance that someone will see the camouflaged position. The DL is the Sight Rank of the observing person or party. The DL can also be modified by the size of the position and the conditions such as foliage present. The roll is successful then the position goes unnoticed. Failure means the position has been spotted to some degree and may be investigated.

CLIMBING *(CON/physical):* This skill is used when a character wishes to climb a vertical surface. The DL is based on the surface condition and the availability of hand holds. Refer to the table below:

CLIMBING CONDITIONS	DL
The climb is very basic such as scaling up a ladder or a rope with your feet braced against a wall.	**0**
The climb is easy with plenty of hand holds in easy reach. This is also the DL for climbing a rope vertically.	**5**
The climb is barehanded upon a rough or broken surface with a few easy hand holds. ***Examples:*** *a large tree, a broken cliff wall, etc.*	**10**
The climb is on a fairly smooth surface where the climber must extend to reach hand holds. ***Examples:*** *a sheer rock face, a mortared wall.*	**15**
The climb is upon a smooth surface with no easy hand holds. The climber must use his toes or fingers just to hold on. ***Example:*** *a brick wall.*	**20**
As above but the surface is very smooth or slippery such as on ice or glass.	**25**

When a character succeeds at a Climbing skill roll he or she moves a number of feet that Action Phase equal to his or her current Move Rank. If the skill roll fails, then the character is unable to make any upward progress in that Action Phase. If the skill roll is a Fumble, then the character falls and takes damage. See Falling Rules in Section Three.

CLUB *(CMB/combat):* This skill covers the use of all blunt hand weapons such as the nightstick, baseball bat, mace, crowbar, etc.

COMMUNICATIONS *(KNO/technical):* Skill on how to operate communication systems and equipment. This allows the character to use the communication of his or her Tech Level with a successful skill roll. The DL is based on the complexity of the equipment and the nature of the transmissions being sent. A failed skill roll means the character was unable to establish communication with the desired party.

COMPUTER *(KNO/technical):* Knowledge of how to operate computers and access computer systems. This allows the character to use the computers of his or her Tech Level or lower. The computer skill may be used in three ways as described below:

Networking: The character is able to access and utilize the services of computer networks and cyberspace provided the computer is connected to the net. This allows the character to gain data bases, download information, send electronic data, etc. The DL is based on how difficult or complicated the service the character is attempting to perform on the computer.

Programming: The character may write his or her programs for a computer. The DL to do so is decided by the player when attempting to write the program. The general rule is the higher the DL of the program the more complicated and versatile the program is. If the skill roll is a success then the program is written and runs as planned. If the roll is a failure then there is an internal glitch in the program and the character must make another diagnostic roll to find and repair the program. A Fumble means the program is completely useless or performs an undesirable function and has to be removed and rewritten.

Hacking: This aspect of computer skill allows the character to penetrate and breakdown other computer codes and programs. The hacker can counter security programs and alter internal programming of a system to fit his or her ends. The DL to successfully hack another system is equal to the Skill Rank of the designer of the security program. A successful skill check means the hacker has broken into the program and has gained access to its data and can alter its programming. A failed roll means he or she must continue hacking or that the character has been detected by the security measures of the target computer.

COOKING *(INT/general):* This skill is the knowledge of how to cook and properly prepare a meal for others. The DL is decided by the WM based upon how sumptuous or elaborate a meal the character is attempting to prepare. A successful roll means the meal met all expectations.

CRIMINAL SCIENCE *(KNO/police):* The skill of being able to identify, gather, and classify the evidence of a crime scene. With this skill the character can take fingerprints, analyze cloth and soil samples, determine ballistics, recover blood and body fluids, DNA samples, etc. A successful skill roll means all the physical evidence was gathered at the crime scene correctly. A failed roll means that some form of evidence was missed by the character. A Fumble means that some of the important evidence was lost or destroyed.

CRIMINOLOGY *(KNO/police):* Knowledge of the psychology of crime and criminal behavior. With this skill the character can gain insight into the workings of a criminal's mind provided he or she has enough information about the subject's criminal activity. The also allows the character to profile a criminal without knowing the identity of the perpetrator and make educated guesses about the motivation and possible future crimes of the given criminal. The DL is based on how specific a prediction or behavior profile the character is attempting to make about the modus operandi and future crimes. The more experienced the criminal, the higher the DL to use this skill.

CROSSBOW *(DEX/combat):* The ability to use and shoot cock and load crossbow style weapons such as the light and heavy crossbow.

CRYPTOGRAPHY *(KNO/military):* The skill of creating and breaking codes. Cryptography allows the character to write his or her own codes and to decipher the codes of others. The DL for cracking another code is equal to the Cryptography skill of its author.

CURRENT EVENTS *(KNO/general):* Knowledge of the mainstream culture and what is currently happening in the social scene around the character's society. With this skill the character has knowledge of current fashion, news events, trends, entertainment, slang, celebrities and royalty, etc. The DL is based on how obscure the trivia knowledge the character is attempting to know.

DEDUCTION *(INT/police):* The skill to draw an educated conclusion from a collection of facts and clues that may seem unrelated. This is the skill that detectives use to solve a crime and put the finger on a suspect. When a character finds a clue he or she may use this skill to determine how the clue figures into the investigation. The DL for this attempt is decided by the WM base on how obscure or vague the clue is at the current stage of the character's investigation. A successful roll means the character deduces the clue correctly. A failed roll means more time must be spent pondering the clue before the character can again roll on the Deduction skill. The time between Deduction rolls is also left up to the WM.

DEMOLITIONS *(KNO/military):* This skill covers the use of explosives. With this skill the character is able to both set and disarm explosive devices. This skill only applies to those explosives equal to his or her Tech level. More information on explosives is covered in Section Four.

DIAGNOSIS *(KNO/medical):* This skill allows the character to diagnose the current state of health of an individual. This can only be performed after a short physical examination of the patient. On a successful roll the character correctly identifies a disease or ailment affecting the patient. Only those diseases and maladies known by the medical science of the character's Tech Level can be diagnosed. Once the ailment is known the proper treatment can be prescribed. The DL is decided by the WM based upon how rare or complicated the disease or ailment is to the medical knowledge of the character.

DISGUISE *(EGO/social):* This skill allows the character to take on the appearance and mannerisms of another person by the use of clothing, props, and make-up. The table below provides the various DLs for this skill:

DESCRIPTION OF DISGUISE ATTEMPT	DL
Passing off a simple disguise of a generic person in the proper surroundings for that person to be present at. No speaking or acting is involved. **Example:** *Putting on a uniform and passing oneself off as a soldier on guard at a military base.*	**0**
Same as above but some minimal acting and speaking is involved. **Example:** *Wearing the disguise of a guard and having to speak to another guard passing by on patrol.*	**5**
Taking on the disguise of a specific person known by sight only to the persons being fooled. **Example:** *Passing off a disguise to someone who has only seen a photograph of the imitated person.*	**10**
Passing off a disguise to someone who has had a casual acquaintance with the impersonated person. **Example:** *Trying to fool someone who has met the impersonated subject in a bar a couple of years before.*	**15**
Passing off a disguise to someone who has spent some time with the impersonated subject at work or home over the last year.	**20**
Trying to fool someone with the disguise who has had a close personal relationship with the impersonated subject over many years. This would include spouses, relatives, and close friends.	**25**

NOTE: The more complicated and elaborate the performance while disguised the higher the DL. A disguise at DL10 can only be attempted if the character has proper clothing and make-up to alter his or her appearance to fit the picture in the photograph. At DL15 the character must have basic knowledge on the speech and mannerisms of the subject being impersonated. At DL20, the character must have knowledge of the personality, habits, and mannerisms of the impersonated subject. At DL25, the character must have an exact knowledge of the impersonated subject which can only be done by intense study of the subject's life, personality, and relationships for many weeks to be totally successful.

A character using Disguise must make a skill roll each time he or she is at risk of being discovered. The DL of the Disguise attempt is based on the table above. On a successful roll the character fooled the person or group into believing the disguise. The character only needs to make another Skill Roll when the conditions change. On a failed roll the person(s) being fooled are suspicious of the disguise and will act accordingly such as ask questions or keep a close watch on the character. A Fumble means the guise was seen through instantly.

DIVING *(CON/physical):* The ability to dive from great heights into water without injury. The DL for diving is equal to the height in feet of the dive divided by 5. A successful roll means the character performed the dive as intended. A failed roll means the character struck the water wrong and takes Impact damage equal to the DL of the dive to a random body location.

DOWSING *(INT/occult):* This skill allows the character locate subterranean sources of water with the use of some form of divining rod. This rod is usually a forked twig made of hazel wood which the character holds the ends while walking about an area and searching for water. The DL is decided by the WM based on how deep or rare water is in the area the character is dowsing. If the skill roll is successful the divining rod will bend down over the underground water source. If the skill roll is unsuccessful, the character may receive no reading with the rod. A Fumble means that a false reading was dowsed.

DRIVE *(SPD/vehicle):* This skill covers the driving of civilian land vehicles. The character should specify which type of vehicle the Drive skill he or she knows when taking this skill. The various types are listed below along with the general Tech Level they are available at:

VEHICLE CLASS/TYPE	TECH
Horse drawn (chariots, wagons, carts)	**2-4**
Steam powered (locomotives)	**5**
Fossil fueled: (Automobiles, Farm machinery, Heavy equipment, Motorcycles, All Terrain vehicles, Trucks/Tractor trailers)	**6-7**
Hover: hovercrafts, hovcars, flitters	**8**
Gravity powered: gravcars	**9**

DRIVE MILITARY *(SPD/military):* Covers the driving of all military land vehicles available to the character's Tech Level. This includes tanks, APCs, half-tracks, etc.

ELECTRONICS *(KNO/technical):* Understanding of how electrical equipment works and the knowledge of how build and repair them. With this skill the character can rewire, repair, and construct electrical apparatus. The DL is decided by the WM based upon the amount of rewiring or construction the character is attempting to perform and the complexity of the item he or she is working on. A failed skill roll means the wiring is wrong which could result in anything from electrical failure to a dangerous short circuit of the device.

EMERGENCY MEDICAL *(KNO/medical):* This is knowledge of medical techniques used to save life in emergency situations. It includes the use of paramedic technology and procedures to prevent a person from dying of shock and trauma. Whenever a character reaches Trauma Level 9 in the game he or she is on the verge of death and has only a limited amount of time before death. Emergency Medical is the only skill that can save someone at Trauma Level 9. To do so the character must make a DL15 Emergency Medical skill roll and if successful, the patient is upgraded to Trauma Level 8 and may then survive. If the skill roll fails, then the character must spend more time in trying to save the patient. The character must spend another minute in trying to stabilize the patient. If the character cannot succeed in saving the patient after three skill rolls then the patient dies. If a Fumble is rolled then the patient dies instantly in the procedure.

EVALUATE WORTH *(INT/general):* The skill of appraising the monetary worth of an item or property. With this skill the character can evaluate the worth of jewels, art, stolen goods, etc. The DL is based on how rare or valuable the object is in the character's game world. A failed skill roll means the character is unable to appraise the value of the item. A Fumble may mean that the character over evaluated the worth of the item or undervalued the worth of the item.

FIRST AID *(KNO/medical):* The skill of applying the proper medical treatment to a recent wound or injury. This entails such procedures as splinting, bandaging, stitching, etc. First aid is generally used two ways in the game as described below:

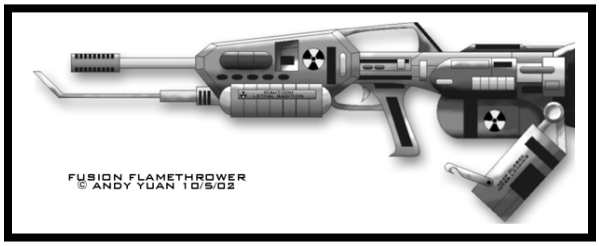
Stop blood loss: If the optional Blood Loss rules are being used then this aspect of the First Aid skill is used to stop bleeding. More information on how this is handled in the game is discussed in Section Three.

Heal trauma: First Aid can also be used to lower a character's current Trauma Level. The DL to do this is equal to the character's current Trauma Level. On a successful skill roll the patient is healed one Trauma Level. A Critical roll means that the patient's Trauma Level is lowered by 2. A failed roll means the patient's Trauma Level remains the same. A Fumble means the patient receives an additional Trauma Level due to fumbling while applying the first aid on the patient.

To perform First Aid the character must spend 1 minute working on the patient's wounds. The patient can only receive the benefits of a First Aid roll once. Consequent First Aid attempts will not lower the patient's Trauma Level. Only when the character is wounded again can another First Aid attempt be applied to his or her wounds. After receiving First Aid the character must depend on natural healing as detailed in Section Three.

FISHING *(INT/wilderness):* This is knowledge of methods and techniques used in catching fish by hand or by net. This skill covers both fresh water and saltwater fishing. The character can perform such tasks as baiting, trolling, casting, reeling, netting and cleaning the catch. The DL is decided by the WM based upon the conditions at the time. A successful skill roll means that an edible fish is caught. A failed roll means the character caught nothing and must spend another hour before making another Fishing roll. A Fumble means a piece of equipment was lost or broken.

FLAMETHROWERS *(DEX/combat):* Covers the use of all flame throwing weapons such disposable flame throwers, back carried flame throwers, flame rifles, etc.



FLEXIBLE WEAPONS *(CMB/combat):* The skill to use all flexible or entangling weapons such as nets, whips, chains, etc.

FOOD PRESERVATION *(INT/general):* The ability to store and preserve food such as vegetables, meats, fruits, etc. The DL is decided by the WM based upon the food type and the conditions it is being stored under.

FORENSICS *(KNO/police):* With this skill the character is able to identify the medical evidence of a crime. Forensics allows the character to examine a corpse and estimate the time of death. It also allows the character to perform an autopsy to determine the cause of death. The DL for this skill is decided by the WM based on what caused the death and how long the corpse has been deceased. A successful roll determined the cause of death of the victim. A failed roll means the autopsy failed to produce any conclusive results on the cause of death and more investigation may be needed. A Fumble can mean that the character misses the true cause of the victim's death of important evidence is destroyed in the autopsy.

FORGERY *(KNO/criminal):* The skill of creating false documents and signatures. With forgery a character can produce false licenses, passports, identification badges, contracts, etc. The character using Forgery does not need to make a skill roll until he or she attempts to pass the forged document upon an unsuspecting person. The DL then becomes that person's Sight Rank to spot the forgery. A successful roll means the person did not suspect the forgery and accepts the forged document as real. A failed roll means the victim spots the forgery and acts accordingly.

FORTUNE TELLING *(INT/occult):* This skill allows the character to gain information about a person, place, or event using part inner psychic ability and part intuitive common sense. When taking this skill the character must select which method of Fortune Telling he or she uses. The most common are listed below:

Scrying: crystal ball gazing.
Cartomancy: *reading of cards or tarot.*
Object casting: *casting of bones or dice*
Astrology: use of birthdates and star reading
Palmistry: reading the lines in a person's palm.

The DL for this skill is based upon how specific the information is to be divined by the fortune teller. Refer to the table below:

INFORMATION SOUGHT BY READING	DL
Attempting to gain very general information about a subject.	**0**
Attempting to gain an unknown fact about a subject such as name, age, birth date, etc.	**5**
Attempting to gain a very general reading about the future course of a person's life without any real specific facts or dates.	**10**
Attempting to gain a general feeling about the outcome of an action or event in the future.	**15**
Attempting to predict a specific event in the future of a person's life.	**20**
Attempting to predict the specific result of an action or event in the near future.	**25**

If the skill roll is a failure then the character gains no information and is unable to attempt another reading on the same subject for another 24 hours. The WM decides how much information can be learned through fortune telling.

GAMBLING *(INT/general):* This skill covers the playing of all games of chance. A character using this skill can judge the odds in his or her favor and wager accordingly. There are two ways this skill can be used:

Honestly: This aspect is used when the character is attempting to play fairly. The character first decides how much money is the wager and then rolls using his or her Gambling Skill Rank. The DL for the skill roll is the highest Gambling Skill Rank of the person who is playing against the character. **NOTE:** Professional gambling houses and casinos have a Gambling Skill Rank of 15 plus D10. The WM rolls the dice to determine the Gambling Skill Rank of the house for the game.

If the Gambling skill roll is a success then the player gets to roll D10 on the winnings table below to determine the multiple he can apply to his or her wager. The sum becomes the character's winnings. If a Gambling roll is a failure the player rolls D10 on the Loss Table below to find the percentage of the wager the character loss in the gambling roll.

D10	WIN MULTIPLE
1	X5
2-3	X4
4-6	X3
7-10	X2

D10	LOSS %
1	25%
2-3	50%
4-6	75%
7-10	90%

Dishonestly: A gambling character may also attempt to cheat while gambling but not without risk. To do this the player first tells the WM that he or she is going to play dishonestly. The player may then falsely increased the Gambling Skill Rank of the character by as many ranks as he or she wishes before making the skill roll. The catch is that there is a +1 chance on a D10 for each false Gambling Rank increase that the character will be spotted cheating by others in the game or the dealer of the gambling house. The WM rolls the D10 secretly to see if the character is spotted cheating at the game of chance.

EXAMPLE: *Grondar has a Gambling Skill Rank of 10. He is setting in a small gambling house in the city of Tarismal and playing a game of dice. He decides he wants to cheat at the game and tells the WM he wants to falsely increase his Gambling Rank by +5 to Rank 15. The house has a Gambling Skill Rank of 13. Normally, Grondar would need a 2 or less on a D10 to win but since he is cheating and temporarily increased his Gambling Rank to 15 he has a 7 or less on a D10 to win. He rolls a 6 and wins the hand. Since Grondar cheated to win by adding +5 Ranks to his Gambling Rank it means there is a 5 or less on a D10 that the house spotted the cheat. The WM rolls a 4. Grondar's cheating was detected.*

GEOGRAPHY *(KN0/academic):* Knowledge of the various geographical features of the character's world such as the location of known rivers, mountains, cities, lakes, continents, islands, etc.

GUNNERY *(KNO/military):* This skill covers the firing of large cannons, howitzers, and ship guns. The gunner usually has to depend upon some aid of a forward observer to calculate the range and location of the target. A successful skill roll means the target is hit by the gunner. A failed roll means the shot missed completely.

GUNSMITHING *(KNO/technical):* This skill covers the designing, building, customizing, and repairing of ballistic firearms. This knowledge allows the character to handload bullets, build silencers, repair jammed pistols, etc. The DL is decided by the WM based upon the amount of repair or construction the character is attempting on the firearm.

HEAVY WEAPONS *(DEX/combat):* The use of all types of heavy military-style weapons available at the character's Tech Level such as plasma hand cannons, portable mini-guns, etc.

HEARALDRY *(KNO/general):* Knowledge of heraldic symbols and blazons. The character with this skill can understand the coat of arms on shields, banners horsecloths, etc. He or she can also identify the noble family a heraldic symbol belongs to along with their genealogical history. The character can also draw and create a coat of arms. The DL for this skill is decided by the WM based on how complex or obscure is the coat of arms and family it belongs to.

HERB LORE *(KNO/medicine):* The skill of identifying and preparing herbs for medicinal and general purposes. Also includes where to search for certain herbs, the properties of a herb, and how to pick and prepare an herbal recipe correctly for use. The DL is decided by the WM based upon how rare the herb is in the characters' world.

HISTORY *(KNO/academic):* Allows the character to recall historical facts and dates correctly. The character also understands the historical significance of a given date or event. The DL is decided by the WM based upon how obscure or insignificant a historical event is in the character's world.

HUNTING *(INT/wilderness):* This skill covers the stalking and hunting of game animals. The character is proficient in identifying animal spoor, animal tracks, and locating animal lairs and dens. He or she also has an understanding of the behavior and instincts of a prey that is being hunted. This skill also provides knowledge of proper butchering and skinning techniques of killed game. Each hour a character spends hunting he or she gets to make a skill roll. The DL is based upon how rare and dangerous the animal is being hunted. On a successful skill roll the character locates and kills the hunted animal. On a failed roll the character is unable to find the prey and must spend hour hunting before making another skill roll. A Fumble means the hunter suffers some sort of mishap which could be anything form losing his weapon of being attacked by an animal other then the one he or she is hunting. The exact nature of the mishap is decided by the WM based on the conditions of the hunt.

HYPNOTISM *(EGO/social):* The ability to induce a state of total relaxation in another person that resembles sleep. To perform a hypnotism the hypnotist must have a prop such as a pocket watch for the subject to focus upon while entering into the hypnotic state. Once hypnotized the subject is able to relate information that has been buried deep in the subconscious mind. A hypnotized subject may also perform some amazing tricks at the command of the hypnotist but will never do any action that goes against his Creed. If asked to do so the hypnotic state is broken instantly. The WM is the final judge of what action a hypnotized subject will perform.

Not all persons can be readily hypnotized and a subject does get a chance to resist being so. The DL for this skill is equal to the subject's Mental Resistance plus a modifier based on the subject's Discipline personality trait. Refer to the chart below:

DISCIPLINE TRAIT	MOD
Very Weak	**+0**
Weak	**+5**
Average	**+10**
Strong	**+15**
Extreme	**+20**

A hypnotist only gets one chance to hypnotize a subject per setting. If the hypnotist's skill roll fails then the subject is unable to be hypnotized at that setting and must wait at least another 24 hours before another attempt to do so.

INFLUENCE *(EGO/social):* This skill is used whenever a character attempts to directly influence a NPC in the game. There are six categories of Influence and each are listed briefly below:

Befriend (Bf): Used to make an ally or a friend.
Command (Cm): Used to give a demand or order
Convince (Cn): Used to impress a truth on another
Deceive (Dc): Used when trying to fool, lie, or trick
Scare (Sc): Used when trying to intimidate another.
Seduce (Sd): Flirting and trying to lure another into a sexual liaison.

A character's Appearance can also affect the character's ability to influence others. Refer to the table below based on character's Appearance. The abbreviations listed are used for those listed with each Influence sub category.

APPEARANCE	Bf	Cm	Cn	Dc	Sc	Sd
Awesome	+4	+4	+4	+4	-3	+6
Sensational	+2	+2	+2	+2	-2	+3
Attractive	+1	+1	+1	+1	-1	+2
Average	+0	+0	+0	+0	+0	+0
Plain	-1	-1	-1	-1	+1	-2
Ugly	-2	-2	-2	-2	+2	-4
Repulsive	-4	-4	-4	-4	+3	-6

The modifiers listed are applied to the six sub-categories of Influence listed above and written on the Character Record. More rules on how Influence is used in the game are handled in Section Six of these rules.

INTERROGATION *(EGO/police):* The skill of drawing information of a confession out of a suspect by the use of intense questioning. The DL for this skill is the subject's Mental Resistance Rank plus modifiers for Discipline personality traits:

DISCIPLINE TRAIT	MOD
Very Weak	+0
Weak	+5
Average	+10
Strong	+15
Extreme	+20

A successful skill roll means the suspect breaks and tells all the information he or she knows. A failed roll means another 20 minutes must be spent grilling the suspect before another skill roll can be made.

JUMPING *(CON/physical):* The skill of jumping over or across an obstacle. A character's Strength Rank determines how far a character can jump per skill roll. There are various types of jumps and each detailed below:

Standing Broad Jump: This is jumping for distance from a standing still position. The maximum distance the character can jump from a standing position is equal to his or her STR Rank x 2 in feet.

Standing High Jump: This is jumping straight up from a standing position. The maximum height the can attain from a standing position is equal to his or her STR Rank divided by 2.

Running Broad Jump: The maximum distance a character can clear in a running broad jump is equal to his or her STR Rank plus the number of Spaces in feet the character moves in the Action Phase of the jump.

Running High Jump: The maximum height the character can clear after running and jumping is equal to his or her STR Rank. The character must make a full run or sprint movement before jumping to qualify for this distance.

Jumping Down: This is jumping straight down from a height. The maximum distance that a character can jump down safely is equal to his or her STR Rank x 3 feet. For additional foot of height over this maximum the character will take 1 point of Impact damage to his or her feet.

When a character attempts a jump the WM judges the DL of the Jumping Skill Roll using the chart below:

JUMPING DIFFICULTY TABLE	DL
Jumping less then half the maximum jump distance.	0
Jumping the maximum distance.	5
As above but the jump is complicated by external conditions such as darkness, bad footing, wet or icy surfaces, etc.	10
Jumping maximum distance over an obstacle such as a chair, rock, wall, pit, etc.	15
Jumping maximum distance over a dangerous obstacle such as a spike pit, cliff crevice, roof to roof, etc.	20
As above but the jump is complicated by external conditions such as darkness, bad footing, wet or icy surfaces, etc.	25

If the Jumping skill roll is successful, then the character jumps safely to the desired destination. If the Jumping roll fails then the character almost makes it but falls short pf the destination desired. If the roll is a Fumble, the character only jumped half the distance required.

KNIVES *(CMB/combat):* This skill covers the use of all knife weapons such as daggers, stilettos, commando knives, switchblades, etc.

LANGUAGE *(EGO/social):* This skill allows a character to comprehend, speak, and write a foreign language. The player should specify which language his or her character knows when taking this skill. The various languages a character can choose are provided by the WM based on the game world that he or she is running. A character can read a learned language as well as he or she can speak it (provided the character is literate and the language has a written form.) A character's Skill Rank in a language provides him or her with a Fluency Level plus a Comprehension Chance as shown on the table below:

RANK	DESCRIPTION OF FLUENCY LEVEL
1-5	Character can only speak and read the most basic and commonly used words. ***Comprehension:*** *10%*
6-10	Character can only read and speak the language very slowly. The character speaks with a heavy accent. ***Comprehension:*** 30%
11-15	Character reads the language at half speed and can hold a strained conversation with a very noticeable accent. ***Comprehension:*** *60%*
16-20	Character reads at normal speed and speaks with a light accent. ***Comprehension:*** *90%*
21+	Character reads and speaks the language like a native with no noticeable accent. ***Comprehension:*** *100%*

The Comprehension percentage listed with the character's Skill Rank in the language is the percentage chance on D100 that he or she can read, write, translate, and communicate successfully in the language and be understood by others. The frequency rate between comprehension rolls is left up to the WM based upon what the character is attempting to do with the language. The WM should not bog down the game by requiring a comprehension roll for every sentence a character attempts to read or speak in the language. If the character is attempting to read or speak something important or the he or she is attempting to speak or read quickly under stressful conditions a roll should be required. If the roll fails then the character misunderstands or is misunderstood by others he or she is communicating with.

LAUNCHERS *(DEX/combat):* This covers the use of all hand held launching weapons such as the grenade launcher, personal missile packs, rocket launchers, bazookas, etc.

LAW *(KNO/academic):* A working knowledge of legal procedure and the court systems in the character's society. A character with a Law Skill Rank of 15 or higher is able to professionally practice law as an attorney or lawyer provided they have a license to do so.

LIP READING *(INT/social):* The skill of comprehending what another person is saying simply by studying what person's lips while they are speaking. A character using this skill must be able to speak the language the person is using to be able to read the lips of the speaker. The DL for this skill is decided by the WM based upon the conditions present and how clear the character can see the lips of the person speaking. A failed roll means the character is unable to read what the speaker is saying.

LITERATURE *(KNO/academic):* Knowledge of important works of writings both past and present in the character's world. A character with this skill can identify passages from literary works and the author of the piece. The DL is based upon how obscure and out of date the writer of literary work is.

LOCKPICKING *(INT/criminal):* The skill of opening locks without the use of the proper key. To perform this skill the character needs some sort of lock picking tool. The DL for this skill is based upon the complexity of the lock as shown on the table below:

DESCRIPTION OF LOCK TYPE	DL
Small padlocks (6 seconds)	**0**
Typical house door lock (15 seconds)	**5**
Cash strongbox, handcuffs, (30 seconds)	**10**
Large padlocks, automobile lock (1 minute)	**15**
Security door lock, bolt lock (3 minutes)	**20**
Jail cell lock (5 minutes)	**25**

The DL of a lock also determines the amount of time needed to pick the lock. This is listed beside each lock type on the table above. A successful skill roll means the lock is picked in the time listed above. A failed skill roll means that the character must spend the same amount of time again before making another skill roll. A Critical roll means the lock is opened in half the time. A Fumble may mean that the tool being used to pick the lock breaks or that the character is simply unable to pick the lock.

LORE *(KNO/occult):* This covers knowledge of an archaic or enigmatic subject. The type of Lore should be specified by the player when selecting this skill. Some of the most common types are listed below:

Arcane: Knowledge of magical language, theories, symbols, etc.

Folk: Knowledge of legends, fables and superstitions.

Mythos: Knowledge of the lore surrounding religions and their pantheons.

Supernatural: Knowledge of the creatures and beings associated with the supernatural such as vampires, ghosts, spirits, werewolves, etc.

The DL for using a Lore skill is decided by the WM based upon how rare or obscure the information is that the character is wishing to recall using his or her Lore skill. A successful roll means that he or she can recall the information about the specified area of lore.

MARTIAL ARTS *(CMB/combat):* The character has trained in a form of martial art. The player should decide which style of martial art his or her character knows. The various styles that are incorporated in the Core Rules are listed below:

Aikido	Kung Fu
Judo	Ninjitsu
Karate	Tae Kwon Do

A character with a martial art style knows all the combat techniques listed for that style in Section Three: Combat. **NOTE:** Oriental characters can study martial arts at Tech Level 2. Western characters can learn martial arts at Tech Level 6 or higher. This reflects the fact that such fighting styles have been part of Oriental culture for centuries before being discovered by the Western world. The availability of any martial art at any Tech Level is left up to the WM and his or her game world.

MECHANIC *(KNO/vocational):* The skill to build, repair, and maintain engines and machinery associated with a chosen field of mechanics. The player should select which field of mechanics his or her character knows. Some of the most common types are listed below:

Aircraft	Heavy Machinery
Automobile	Motorcycle
Boat/Nautical	Truck/Diesel
Helicopter	Steam engine

A mechanic can repair, rebuild, construct, customize, and maintain engines and machinery associated with his or her chosen field. The DL is decided by the WM based on the amount of work being attempted by the character.

MIMICRY *(INT/wilderness):* This skill allows the character to mimic the sounds of wild animals and birds. This can be used to draw animals to the character to be killed or captured. This skill can also be used to fool another person into thinking that the character is an animal moving through the wilds by mimicking the sounds the animal makes. The DL is decided by the WM based on how difficult the animal sound is to imitate.

MOUNTAINEERING *(CON/physical):* The skill of how to properly scale a mountain and cliffs with the use of pitons, ropes, and cables. The also includes the knowledge of plotting a proper course to the summit and how to protect oneself from the environment. The DL is based on how difficult and rugged the mountain is to scale.

NAVIGATION *(KNO/general):* The ability to plot a course over land, air, or sea. This covers map reading and the use of a compass or sextant to determine the current location and course. The navigator may also use star maps, charts, and landmarks to locate his or her present location. A successful roll means the character is right on course and current location is known. A failed roll means the character is off course. A Fumble means the character is completely lost.

PARACHUTING *(CON/physical):* The ability to parachute to a desired location without injury. The DL is based on the conditions present during the jump and where the character desires to land. A successful roll means the character landed at the target site as intended. A failed roll means the character missed the drop zone and may parachuted into a tree or landed wrong taking an injury to a random body location. A Fumble means the character's chute failed to open properly and he or she is forced to rely on a reserve chute (is there is one).

PARAPSYCHOLOGY *(KNO/occult):* The study of supernatural and paranormal phenomenon. The character with this skill has knowledge of subjects outside the mainstream such as ghosts, UFOs, reincarnation, psychic abilities, etc. With a successful roll he or she can correctly identify phenomenon that falls under paranormal activity.

PERFORMING ARTS *(EGO/social):* This skill covers all manner of entertainment and performing arts. The specific art the character knows should be selected by the player when taking this skill. Some of the most common types are listed below:

Acting	Mime
Comedy	Play Instrument
Dancing	Singing

The DL for this skill is based on the audience and the complexity of the performance. A successful skill roll means the audience is satisfied with the performance. A failed roll means the performance fell short of expectations. A Fumble means the audience is disappointed and vocal about the poor quality of the performance.

PHARMACOLOGY *(KNO/medical):* The ability to produce and identify drugs and pharmaceuticals. On a successful skill roll the character can identify a known drug or produce one provided he or she has the proper resources and ingredients. The DL is based on how rare or complex the drug is.

PHILOSOPHY *(KN0/academic):* This is a working knowledge of philosophical thought both modern and classical. With this skill the character can identify. Interpret, and quote famous philosophers.

PHOTOGRAPHY *(KNO/general):* This skill covers the act of using a camera and taking a picture correctly. This also includes knowledge of developing film and darkroom techniques. The DL is decided by the WM based on the conditions present when the picture is being taken. A successful roll means the picture was taken and developed properly. A failed roll means the picture is out of focus or flawed in some way. A Fumble means the picture was overexposed or failed to be developed.

PICKPOCKET *(SPD/criminal):* This skill allows the character to pick the contents of another person's pocket or steal small objects off a person such as rings, cuff links, watches, etc. The DL for the pick pocketing attempt is equal to the victim's Awareness Rank. If the roll is successful then the pocket was picked or the item was lifted without the victim aware of the robbery. If the roll is a failure, the victim realizes he or she has been robbed the second after the robbery takes place. If the roll is a Fumble, the thief is caught in the act with his hand in the victim's pocket or in the middle of the robbery attempt.

PILOT *(SPD/vehicle):* This covers the piloting of aircraft, spacecraft, helicopters, etc. The category of craft that the character has the piloting skill with should be specified when taking this skill. The most common categories are listed below:

TECH	PILOT SKILL AVAILABLE
5	Hot air balloons, gliders
6	Airplanes, auto gyros, dirigibles
7	Helicopters, jet aircraft, orbital spacecraft
8	Jetpacks, hovcars, suborbital craft, tilt-wing aircraft, interplanetary spacecraft
9+	Gravity vehicles, starships

PISTOL *(DEX/combat):* This skill covers the firing of all pistols such as revolvers, auto pistols, etc.

POISONS *(KNO/criminal):* This skill covers the concocting and application of all manner of toxins and poisons. The character with this skill can use it two different ways as shown below:

Concocting: The character can produce poisons both natural and manmade provided that he or she has the proper ingredients to do so. On a successful skill roll the character produces the toxin with a Poison Intensity equal to half his or her Poisons Skill Rank.

Antidotes: The character can produce an antidote to a toxin either natural or manmade provided he or she has the ingredients to do so. The DL to produce the antidote is equal to the Poison Intensity x 2 of the toxin.

POWERED ARMOR *(SPD/military):* The skill of using powered armor in combat. A character's Skill Rank in this skill represents his or her rank to perform any action while in powered armor such as maneuvers, attacks, and defense.

PREDICT WEATHER *(INT/general):* The ability to predict weather conditions in the near future. A character could use this skill to predict storms, precipitation, wind, etc. The DL is decided by the WM based upon how far into the future the character is attempting to predict. Refer to the table below:

FUTURE WEATHER PREDICTION	DL
3 hours into the future	**0**
6 hours into the future	**5**
12 hours into the future	**10**
24 hours into the future	**15**
48 hours into the future	**20**
1 week into the future	**25**

On a successful skill roll the character has accurately predicted weather conditions for the time decided by the DL. A failed skill roll means the character predicted weather wrongly for the allotted time based on the DL.

PROTOCOL *(EGO/social):* The knowledge of proper customs and etiquette when in certain social situations. This also includes knowledge of the significance of a social ceremony or event and the proper etiquette and behavior in the presence of those in power. The DL is based on the importance of the social situation and how removed culturally the character is from the cultural event. A successful skill roll means the character used the proper protocol for the social situation. A failed skill roll means the character committed a serious transgression of etiquette with possible serious repercussions.

PSYCHOLOGY *(KNO/academic):* Knowledge of the workings of the human mind and behavior. This skill can be used to identify and predict a particular behavior in an individual the character knows or interacts with.

QUICK DRAW *(SPD/combat):* This skill covers the drawing and using a weapon in the span of an Action Phase in the game. The DL for using this skill is based on the size of the weapon being drawn. More information on how this skill is used is detailed in Section Three: Combat.

RAPELLING *(CON/physical):* The skill to descend down a wall of cliff face with the aid of a rope or cable. The DL is based upon how quick a descent the character is attempting and the current conditions present during the attempt. A successful skill roll allows the character to descend a distance down the rope in one Action Phase equal to his or her Rappelling Rank x 3 feet. A failed roll means the character's footing slips and he or she strikes the surface or wall and makes no progress on the descent. A Fumble means the rope snaps or the character slips and falls.

RESEARCH *(KNO/general):* This skill allows the character to gather information upon a desired subject by intense study of existing data. The DL for this skill is decided by the WM based on the table below:

RESEARCH ATTEMPT DESCRIPTION	DL
Information on the research subject is readily available and easily gathered with a minimal of work.	**0**
Information on research subject can be found with about an hour of searching such as going to the library and looking up a book.	**5**
Information has to be pieced together by searching through a multitude of sources and media. ***Example:*** Having to search through news clippings, court files, internet, city records, etc.	**10**
As above but the subject is very complex or very obscure. ***Example:*** Researching a manuscript about alchemistry written in Latin over 400 years ago.	**15**
Attempting to research a subject that is partially unknown and has missing pieces of information. ***Example:*** Researching an ancient manuscript in an unknown language.	**20**
Attempting to research a subject that is completely unknown or alien to the character's Tech Level. ***Example:*** Researching a manual written in alien text from another world.	**25**

The DL listed above also determines the amount of time a character must spend researching a subject before making a skill roll. Refer to the table below:

DL	RESEARCH TIME
0	30 minutes
5	1 hour
10	4 hours
15	1 day
20	1 week
25	1 month

A successful skill roll means the researcher has learned all the information available from the data he or she has at hand. A Critical roll means the research time was cut in half. A failed roll means the character must spend the allotted time again researching the subject before he or she can make another skill roll. A Fumble means the character is unable to learn from the sources he or she has and must look for more information before attempting again.

RIDING *(SPD/general):* This skill covers the riding of beasts, horses, camels, etc. A character riding an animal must make a skill roll anytime he or she is attempting a difficult maneuver or action while mounted.

RIFLE *(DEX/combat):* This is the skill to use all manner of rifles including muskets, bolt action, semi-automatic, energy, etc.

SAFE CRACKING *(INT/criminal):* This skill allows the character to open combination locks and safes without knowing the proper combination. In some cases the character will need special safe cracking equipment to perform this skill. The DL is based on the complexity of the safe or vault. Refer to the table below:

SAFE TYPE/TIME REQUIRED	DL
Simple combination padlock (30 seconds)	**0**
Security combination padlock (1 minute)	**5**
Small wall or floor safe (5 minutes)	**10**
Large security safe (30 minutes)	**15**
Average bank vault (1 hour)	**20**
Superior bank vault (4 hours)	**25**

A successful skill roll opens the safe in the time listed above based on the DL. A Critical roll means the safe was opened in half the time listed above. A failed roll means the character must spend the required time once more before making another skill roll to open the safe. A Fumble can mean anything from setting off an alarm to the malfunction of an important piece of equipment used in cracking the safe.

SCIENCE *(KNO/academic):* This is knowledge of one branch of science. The player should specify which branch of science the character knows when choosing this skill. Some of the most common types are listed below:

Archaeology	Chemistry	Paleontology
Anthropology	Geology	Physics
Astronomy	Mathematics	Planetology
Biology	Oceanography	Zoology

A character with a science skill has an understanding of the laws and theories that are associated with the chosen branch. He can also conduct experimentation and research with his chosen field. The DL is based on the complexity and radical theory of the experiment in question.

SCUBA DIVING *(CON/physical):* This skill covers underwater diving with the use of an artificial oxygen supply. The DL is based on the external conditions and the depth of the dive. **NOTE:** A character's Scuba Diving Rank cannot exceed his or her Swimming Rank.

SEARCH *(INT/general):* This skill is used whenever a character is systematically searching an area for something hidden from sight. This covers the searching of rooms, drawers, people, etc. The DL for this skill is decided by the WM using the guidelines presented below:

DESCRIPTION OF SEARCH	DL
Searching for an exact object known to the character in a well lit uncluttered room.	**0**
As above but the character has only a vague idea of he or she is searching for.	**5**
Searching for an exact object or item known to the character in an area that is poorly or cluttered with many articles that must be sorted through.	**10**
As above but the character has only a vague idea of what he or she is searching for.	**15**
Searching through an area that is extremely cluttered or poorly lit and the character has no idea of what to find.	**20**
As above but searching in complete darkness or under the worst possible conditions.	**25**

It takes 1 minute to completely search a 10' by 10' area. A successful skill roll means the character searched the area and found what he or she was looking for (if present) plus any other items of interest. A failed roll means the character failed to completely search the area and missed what it was he or she was looking for. The character must spend the same time again before making another Search roll.

SECURITY BYPASS *(KNO/technical):* The skill of circumventing electronic security systems. To perform this skill the character must have access to the proper equipment and tools. The DL for this skill is based upon the type of security system being bypassed as shown below:

SECURITY SYSTEM TYPE	DL
Simple electronic trip alarm	**0**
Pressure plates and trip wires	**5**
Photo electric eyes, video surveillance	**10**
Security code keys, motion detectors	**15**
Body heat detectors, sonar/radar sensors	**20**
Laser beam alarm system	**25**

On a successful skill roll the character renders the security system inoperative of ineffective. On a failed roll the character is detected by the security system. The WM may roll secretly to see if a character is successful in bypassing a security system.

SENSOR OPERATIONS *(KNO/military):* Allows the character to operate military style sensory systems such as radar, sonar, starship sensors, etc. The DL is decided by the WM based on the distance and size of the target and the conditions present that the sensor system is being used under. On a successful skill roll the character is able to detect all targets and movement in the sensors range.

SHADOWING *(INT/criminal):* This is the skill of following a person without that person being aware that he or she is being followed. The DL for this skill is equal to the target's Awareness Rank. The character should make a Shadowing roll each minute he or she is trailing someone. A successful roll means the character was able to follow the target undetected. A failed roll means the target is aware of being followed and may act accordingly such as take evasive action or lead the character into a trap.

SHIELD *(CMB/combat):* The skill of using a shield in combat. The various types of shields and how they are used are explained in Section Three.

SHIP HANDLING *(KNO/vehicle):* This is the ability to captain navigate large sea vessels such as sailing ships, steam liners, barges, destroyers, aircraft carriers, tankers, etc.

SHOTGUN *(DEX/combat):* This is the skill to use all manner of shotgun type weapons such as breech loaders, pump, single action, and auto shotguns.

SLIEGHT OF HAND *(SPD/general):* Allows the character to perform tricks with his or her hands such a palming small items, card and coin tricks, etc. The DL for this skill is the Sight Rank of those who are watching the trick. A successful skill roll means the trick is performed as intended and the audience is fooled. A failed skill roll means the trick failed to fool the audience.

SLING *(DEX/combat):* This is the skill of using all manner of sling type weapons and stone throwers.

SNOW SKIING *(CON/physical):* The skill of using a set of snow skis to maneuver down a mountain slope or cross country. The DL is decided by the WM based on the difficulty of maneuver and the conditions present. On a successful skill roll the character performs the maneuver as intended. A failed roll means the character falls during the attempt. A Fumble means the character falls and takes 4 Physical Trauma to one of his or her legs.

SPEAR *(CMB/combat):* This covers the use of all spear like weapons such as javelins, long spears, naginatas, etc.

SPEARGUN *(DEX/combat):* This is the skill of using underwater ranged weapons.

SPELUNKING *(CON/physical):* Covers the skill of caving and subterranean exploration. This includes knowledge of caves and cavern formations, spelunking equipment, and how to chart and navigate underground. The DL is decided by the WM based on the complexity of the caverns and the conditions present.

SPORT *(CON/physical):* Grants the character with a proficiency in a chosen sport or physical activity. The type of sport should be selected by the player when choosing this skill. Some of the most common are listed below:

Baseball	Hockey	Soccer
Basketball	Ice Skating	Surfing
Football	Polo	Tennis
Golf	Skateboarding	Track

STAVES *(CMB/combat):* Covers the use of all staff like weapons such as the quarterstaff, Japanese bo staff, etc.

STEALTH *(CON/physical):* This skill is used whenever the character is attempting to sneak, hide, or move quietly. The DL for this skill is the appropriate Awareness Rank of the person or creature the character is attempting to hide from. There are two ways this skill can be used as shown below:

Hiding: This aspect of stealth is used whenever the character is attempting to hide from sight. To successfully hide the character must be in a physical environment that would conceal his or her presence such as in shadows, darkness, foliage, furniture, etc. The DL for this Stealth attempt is equal to the Sight Rank of the person or creature he or she is hiding from.

Move Quietly: This is used when the character is wishing to move quietly and unheard. The DL is equal to the Hear Rank of those he or she is trying to pass undetected. To use this skill the character must be moving at his or her Crawl or Walk movement rate.

On a successful Stealth roll by a character he or she avoids being detected by those who might spot or hear the character. On a failed roll the character has been spotted or heard. The WM has the option to make the character's Stealth roll in secret.

STREETWISE *(INT/social):* A character with this skill has his or her finger on the pulse of society at the street level. He or she can use this skill to learn information about local criminal elements such as street gangs, pimps, pushers, fences, pickpockets, etc. To learn such information the character must spend 1 hour asking questions on the street. The DL for this attempt is decided by the WM based on how important or risky the information is that the character is attempting to learn. A successful Streetwise roll means the character learned something about the information he or she was seeking to find out. A failed roll means that nothing was learned and the character must spend another hour digging up information on the street. A Fumble means the character the character was placed in jeopardy such as being cornered by local thugs who are curious about why the character is asking so many questions.

SUBMARINES *(KNO/vehicle):* The ability to handle and navigate underwater craft and submersibles such as underwater sleds, two men submarines, large nuclear powered subs, diving bells, etc.

SURGERY *(KNO/medical):* This skill allows the character to perform surgical procedures. This skill can be performed in a hospital of in a field situation provided the character has proper surgical equipment at hand. With a Surgery skill roll the character can remove bullets, close wounds, cauterize arteries, organ transplants, etc. The DL is decided by the WM based on the difficulty of the operation and the conditions present.

SURVEILLANCE *(INT/police):* Allows the character to use sophisticated surveillance equipment to spy upon the activity of others. This covers the use of such equipment as phone taps, night surveillance equipment, listening devices, etc. The DL for this skill is decided by the WM based on the size of the location being monitored and the amount of activity being observed. The knowledge gained by a Surveillance skill roll is limited by the type of surveillance equipment being used. A successful roll means the character was able to monitor the activity of the person or site under surveillance. A failed roll means that some activity was missed. The WM decides the nature of the missed activity. A Fumble may mean anything from equipment failure to discovery of the surveillance by the target.

SURVIVAL *(INT/wilderness):* This is the ability to survive in a wilderness environment. With this skill the character can find or build shelter, forage food and water, and protect oneself from exposure to the elements. The DL is set by the WM based on the harsh conditions of the environment and the degree of survival equipment the character has at hand. On a successful Survival roll the character has found the necessary means to survive for one day. On a failed roll the character suffers the effects of hunger, thirst, or exposure for that day. The exact parameters of a failed survival roll are left up to the WM based on the climatic conditions of the environment. On a Fumble the character suffers as from a failed roll plus the loss of a piece of his or her survival equipment such as a canteen, compass, knife, firearm, medical supplies, etc.

SWIMMING *(CON/physical):* This skill is used for both swimming on the surface or under the water. The amount of distance a character can swim in one Action Phase on the surface is equal to his or her current Movement Rank x 5 feet. The amount of distance a character can swim underwater per Action Phase is equal to his or her Movement Rank x 3 feet. The DL for swimming is listed below:

CONDITIONS OF SWIM ATTEMPT	DL
Swimming in calm or still waters such as in a pool or still pond.	**0**
Swimming against a slight current such as in a slow moving stream.	**5**
Swimming against moderate waves or current such as in a lake or a calm ocean.	**10**
Swimming against strong waves or current such as in a fast moving river or rough sea.	**15**
Swimming against a very strong current or waves such as in a stormy ocean or raging flood.	**20**
Swimming in the worst conditions possible such as in the waves of tsunami or tidal wave or current of a giant whirlpool.	**25**

On a successful skill roll the swimmer moves up to his or her maximum distance as dictated by the character's current Movement Rank. A failed roll means the character only moves half the distance in the swim. A Fumble means the character makes no progress and flounders in the water possibly taking Drowning trauma.

SWORD *(CMB/combat):* This melee combat skill covers the use of all sword style weapons such as rapiers, long swords, great swords, katanas, etc.

TECHNICIAN *(KNO/technical):* Allows the character to build and repair equipment in a selected technical expertise. The type of expertise in the skill should be selected by the player. Some of the most common types are listed below:

Computer	Engine Drives
Communications	Nuclear
Cybernetics	Power Systems
Energy Weapons	Robotics

The DL for this skill is based upon the amount of construction or repair the character is attempting on the equipment as shown by the table below:

DESCRIPTION OF BUILD OR REPAIR	DL
Attempting to do simple maintenance or construction on a device the character has worked on many times before.	**0**
Attempting to perform a simple repair or adjustment to a piece of equipment the character has repaired once or twice before.	**5**
Attempting to perform simple construction or repair on an item following the directions of a manual or other instructive guide.	**10**
Attempting to perform a major repair or rebuild on an item that is similar to something the character has worked on before.	**15**
As above but the character is attempting to completely overhaul, customize, or construct the item from the ground up.	**20**
Attempting to repair, build, or modify a piece of equipment that is unknown to the character or alien to the character's world.	**25**

To perform this skill the character must have access to proper tools and equipment. The WM can modify the character's Skill Rank if he or she does not have access to the tools to do the job. The amount of skill rolls needed to repair or build a piece is equal to its Size Rank. The amount of time needed to repair or build an item is left up to the WM based on the extent of the work and the complexity of the project. A good rule of thumb is 1 hour per DL from the table above. On a successful skill roll the character toward completion of the project. When the required number of skill rolls is successful the repair/build is complete. If the skill roll is a failure then there is no advancement toward finishing the project. A Critical roll counts as two successes toward completion. On a Fumble the project suffers a major setback which could be anything from permanent damage to the piece of equipment or an important tool is broken or lost.

THEOLOGY *(KNO/academic):* This skill provides an understanding of the religious doctrines and practices of various religions known within the character's world. On a successful skill roll the character can identify religious scriptures and teachings. The DL is decided by the WM based on how prominent or obscure the religion is in the character's world.

THROWING *(DEX/physical):* Covers the throwing of hand held objects and weapons such as knives, shurikens, grenades, etc. How this skill is used is detailed in Section Three.

TORTURE *(INT/criminal):* This is the ability to use cruel methods of physical and mental torture to extract information from a subject. The base DL for this skill is equal to the total Mental Resistance Rank of the victim plus modifiers for the Disciplined behavior trait as shown on the table below:

DISCIPLINED TRAIT	MOD
Very Weak	**-3**
Weak	**-1**
Average	**+0**
Strong	**+5**
Extreme	**+10**

NOTE: The victim may add any levels that he or she has of the following special abilities: Ignore Trauma and Mental Fortitude to his or her Mental Resistance Rank as well. A character using Torture must make a skill roll each minute he or she is torturing the victim. On a successful roll the victim breaks and the desired information is extracted. On a failed roll the victim refuses to talk or passes out from the stress of the torture. On a Fumble the victim either gives false information or dies from the stress (WM's decision).

TRACKING *(INT/wilderness):* The skill of following and identifying tracks in the wilds. With this skill the character can also evaluate much information on the creature or party he or she is tracking. This information includes:

1. The number of creatures being tracked.
2. If person or creature is wounded.
3. If the person or party the character is tracking is traveling quickly or is burdened and moving slowly.
4. He or she may also learn information from debris that is left behind by the tracked subject such a cigarette butts, campfires, spoor, etc. What can be determined is decided by the WM based on the situation.

The DLs for the Tracking skill are listed below and based on the conditions present:

CONDITIONS OF THE TRACKS	DL
The tracks are easily visible and followed such as those left in fresh snow.	**0**
The tracks are in damp ground, soft mud, wet grass, etc.	**5**
The tracks lead through heavy foliage or high grass.	**10**
The tracks lead through stream beds or over broken rocky ground.	**15**
The tracks are over 24 hours old and subject to adverse weather such as wind, light rain or snow, etc. This is also the DL for tracking someone who is trying to hide their tracks by sweeping over them or other methods of counter tracking.	**20**
As above but the tracks are over 48 hours old.	**25**

On a successful skill roll the character is able to follow the tracks and need not make another skill roll until the conditions of the tracks worsen. On a failed skill roll the character has lost the trail and is unable to follow the tracks further.

TRAPS AND SNARES: *(KNO/wilderness):* The skill of trapping and capturing animals by the use of snares, nets, pits, etc. These are traps that are not designed to kill but only to capture. The DL is based on the size and ferocity of the animal the trap is laid for. A trapper gets to roll once per day to see if his or her traps or snares have captured the desired animal. A successful skill roll means the creature is caught in the trap. A failed roll means nothing was captured. A Fumble means the animal escaped destroying the trap or and unwanted animal was captured instead.

VAULTING *(CON/physical):* The ability to pole vault over obstacles. To perform this skill the character must use a pole of some kind. The maximum height attained in the vault is dependent upon the length of the pole being used. The character must make a Run or Sprint mover prior to performing the vault. The DL is equal to the height in feet the character is attempting to reach in the vault. A successful skill roll means the character attains the maximum desired height. A failed roll means the character only reached half the intended height in the vault.

VEHICLE WEAPONRY *(SPD/military):* This skill allows the character to use the weapon systems that linked to a vehicle. This includes such weapons as missiles racks, mini-guns, gattling lasers, linked machine guns, torpedoes, etc.

VENTRILOQUISM *(EGO/social):* This the ability to throw one's voice in such a way as to make it sound as if it is originating from another source. The DL for this skill is equal to the number of feet the character is attempting to throw his or her voice. On a successful skill roll the character causes his voice to appear that it is being spoken from the target location. On a failed roll the character fails to hide his speech and his lips are moving visibly.

VOCATION *(KNO/vocational):* The character has a job skill in a specified vocation. The type of vocation should be specified by the player when taking this skill. Some of the most common are listed below:

Agriculture	Construction	Millwright
Barber	Food services	Miner
Blacksmith	Forester	Plumber
Bricklayer	Jeweler	Printer
Clerk	Machinist	Tailor

When a character uses a Vocation skill the DL is decided by the WM based upon the complexity of the job and the conditions present. A successful skill roll allows the character to perform the desired job to the satisfaction of the boss for that work day. A failed roll means the quality of the job fell short of expectations. A Fumble could mean anything from an accident on the job to being fired by the boss.

WEAPONSMITH *(KNO/vocational):* A character with this skill can design, build, modify, and repair melee weapons such as swords, knives, polearms, etc. To perform this skill the character needs the proper resources and materials at hand. The DL is based upon the extent of crafting and the quality the character wishes to build into the weapon. On a successful skill roll the weapons in built or repaired as intended. A failed roll means the weapon is inferior in quality and design.

WRESTLING *(CMB/combat):* The close combat style of grappling and throws that has been used in unarmed combat since ancient times. It has techniques that include body throws, grappling, choke holds, etc. A character with this skill receives all techniques listed for Wrestling under the unarmed combat rules in Section Three.

ZERO GRAVITY *(CON/physical):* The ability to move and perform actions while in a weightless environment. When weightless the character must back on his or her Zero Gravity skill to perform any action or attack. A failed roll means the character was unable to steady his or her body movement and goes spinning out of control in the weightless environment.

COMBAT RULES

INTRODUCTION TO THE COMBAT RULES

Combat in **ADVENTURE MAXIMUM** is an exciting part of the game and designed to assist the WM in interpreting the actions of the players in descriptive terms reminiscent of a movie or book. **AM** strives to be the perfect combat system for any role playing adventure by providing a balance between detailed combat maneuvers and simple mechanics to use them in the game. The system is designed to give WMs a descriptive tool in enhancing their player's enjoyment at the game table.

When reading the rules for the first time refer to the example provided to get a basic understanding of how the combat system works. Once you have an idea of how everything works run a simple combat play test for a couple of friends in any form of combat you want from guns, to hand to hand, to melee combat. This provides a quick and fun way to learn the combat system. In no time you will have the system down and your players will be kicking butt at the game table.

GAME SCALE

ADVENTURE MAXIMUM uses a simple game scale to lay out a field of combat. This standard scale is listed below:

5 feet = 1 Space

A Space is the fundamental unit that is used to measure distances and range in the game. To convert the numbers of Spaces to feet simply multiply the number x 5. This game scale also transfers easily to the use of 25mm miniatures on a table top. When using miniatures the following scale is used:

1 Space = 1 Inch

In other words for each distance inch of distance that separates a miniature on a table top equals 1 Space of 5 feet. This makes the running of movement and ranged combat quick and easy.

EXAMPLE: *On a table top there are 6 inches of distance between figure A and figure B. This would translate over to 6 Spaces of distance or (6 x 5') 3o feet.*

TIME SCALE

Another important scale is the one used to measure time that passes in a game. The WM keeps track of time and has control over it in a game adventure much in the same way as the director of a movie. He or she may have days or weeks pass in a game session simply with a short narration or he or she can slow it down and describe each intense second of combat as it happens. The most fundamental measurement of time in **AM** is listed below:

1 Phase = 3 seconds

Most action in the game takes place in the span of a Phase which is 3 seconds of game time.

ACTIONS WITH THE PHASE

As stated previously the most common measurement of time in the game is the Phase which is 3 seconds long. In combat this is known as the Action Phase in which all personal combat is conducted. All character actions must fall into the 3 second time frame or be carried over to the next subsequent Action Phase. The WM has final say on what actions can be carried out in an Action Phase. Some of the most common actions that are performed during an Action Phase are listed below:

Open an unlocked door*
Mount or dismount a steed
Throw an object*
Fire a ranged weapon*
Stand up from prone position
Draw or sheath a weapon*
Make an unarmed or melee attack*
Start a vehicle engine
Speak a short phrase*

NOTE: All the actions listed above marked with an asterisk can be performed while the character is moving.

The WM should always keep in mind that each Action Phase is 3 seconds of game time and a character's actions must be restricted to the three second time frame. Players are limited at what their characters can do in three seconds of time. A good rule of thumb is to use real life as an example. Time yourself entering through a door and moving into a room and see how far you get in three seconds. This is a good exercise to determine what a character can perform in three seconds of time.

SEQUENCE OF ACTIONS PER ACTION PHASE

The order in which each character conducts his or her action within the Action Phase is dependant upon that character's Combat Speed Rank. This is found by adding the character's Speed Rank to his or her levels of Increased Reflexes. This total is the character's Combat Speed Rank.

EXAMPLE: *Grondar has a SPD Rank of 4 plus he has 10 levels of the special ability: Increased Reflexes. Adding these two numbers together gives Grondar a Combat Speed Rank of 14.*

At the start of each combat Action Phase the WM has each player roll a D10 and adds the rolled number to his or her Combat Speed Rank. This is the character's Initiative and it determines when he or she can act in an Action Phase. The WM then counts down from the highest Initiative number to the lowest and each player performs his or her action when their Initiative number is called.

EXAMPLE: *In the previous example Grondar has a Combat Speed Rank of 14. He rolls a D10 getting a 5 which gives him an Initiative of 19. The WM starts the new Action Phase with the character with the highest Initiative of 22. After that character's action the WM counts down from 22 until he gets to 19 where Grondar gets his action.*

If two character's have the same Initiative, then the one with the highest natural Combat Speed gets to go first. The WM resolves all combat actions from the highest Initiative to the lowest. When the Action Phase is over, the WM calls for another Initiative roll for all combatants and the whole process starts over again and continues until the combat is done.

DELAYING AN ACTION

A character that has a higher Initiative in an Action Phase may elect to delay his or her action to wait and see what a slower character is going to do first. The faster character may then preempt the slower character's action by acting first at that character's Initiative. If the character who is waiting action does not act by the end of the Action Phase, then the character's action is lost and a new Initiative is rolled for the new Action Phase.

CHARACER MOVEMENT IN THE ACTION PHASE

The distance that a character may move per Action Phase is dependent upon his or her current Movement Rank. A character's Base Movement Rank is equal to his or her Condition Rank. This can be modified by such things as Encumbrance and Trauma but we will discuss those things later in these rules. For now to determine the character's distance he or she can move per Action Phase you take the character's current Movement Rank and multiply by the numbers listed below for each movement mode:

MOVEMENT MODE	MULT.
Crawling	**x.5**
Walking	**X1**
Jogging	**X2**
Running	**X3**
Sprinting	**X4**

The resulting number generated from the table above for each movement mode is the amount of Spaces the character can move in an Action Phase.

EXAMPLE: *Grondar has a Movement Rank of 5. We multiply that number by the multiples listed on the table above to get the following results:*

Crawling……2.5
Walking……5
Jogging……10
Running……..15
Sprinting……20

Following is a brief description of each movement category and any special rules that apply to each:

Crawling: *t*he movement rate used when the character is crawling on his or her knees, rolling on the ground, wading in water, or moving very cautiously.

Walking: *the distance that the character can cover in a brisk walk.*

Jogging: this is the movement between a walk and a quick run. The character can make 60 degree turns while jogging.

Running: the character can cover a lot of distance in a short dash. The character can make 30 degree turns while running.

Sprinting: The maximum distance a character may move in an Action Phase. This move represents a full dash and can only be performed while moving in an unobstructed straight line. No turns can be performed while sprinting.

COMBAT PROCEDURE

All combat in **AM** follows a basic simple procedure that, once learned, opens the door to understanding the whole combat system. This procedure is described in four steps listed below:

1. **Determine Active Rank:** Each attack in the game has a Rank number which is based on the Skill Rank of the character making the attack. This number after any modifiers such as for trauma becomes the character's Active Rank in the attack.
2. **Determine Opposing Rank:** The defender's Skill Rank in the defense he or she has chosen is the Opposing Rank of the attack.
3. **Find the Success Chance:** Subtract the Opposing Rank of the defense from the Active Rank of the attack and find the difference on the Master Chart. The number listed under the difference on the chart is the character's Success Chance in making the attack.
4. **Attacker rolls D10:** If the number rolled is equal to or less then the Success Chance number, he or she hits with the attack. Apply damage to the target. If the number is higher then the Success Chance, the character missed with the attack.

EXAMPLE: *Grondar has a Rank 19 with a Slash attack with his greatsword. His opponent has a Rank 16 to block with his axe. Grondar's Slash attack is +3 Ranks over the opponent's block which gives Grondar an 8 or less Success Chance on the Master Chart. Grondar rolls the D10 and gets a 6 which is a hit.*

WHAT HAPPENS WHEN YOU ROLL A 0 ON A D10?

If you look at the Master Chart you see the numbers on it are 1 thru 9. So what happens when the attacker rolls a 0 on the D10? The answer is he or she rolls the D10 again. If the number rolled on the second D10 roll is equal to or less then the attacker's Luck Level then a Combat Critical has occurred. If the number on the second D10 roll is higher then the attacker's Luck Level then a Combat Fumble has occurred. Refer to the special rules for each to determine what it means to roll a Combat Critical or Fumble. If the second number is a roll 1 then the character rolls a critical no matter what his or her Luck Level is. If the second D10 roll is another 0 then the character fumbles no matter what his or her Luck Level is.

COMBAT CRITICALS

A Combat Critical occurs when the attacker first rolls a 0 on the D10 and then rolls equal to or less then his or her Luck Level on the second D10 roll or rolls a 1 if his or her Luck Level is 0. Whenever this occurs, the attacker succeeds with the attack and does extra damage. He or she gets to roll a D10 and add that number to the Damage Rank of the attack.

EXAMPLE: *Grondar has a Luck Level of 3 and makes another Slash with his greatsword at Rank 19. The Success Chance of the attack is 8 or less. Grondar rolls a D10 and gets a 0 which means he has a chance to critical or fumble with the attack. Grondar rolls a D10 again and rolls a 2 which is less then his Luck Level of 3. This means he gets a Combat Critical and gets to do extra damage with the attack. He rolls a D10 and gets a 7 which means he gets to add +7 to the Base Damage of the sword attack!*

COMBAT FUMBLES

A Combat Fumble occurs when the attacker rolls a 0 on a D10 and then rolls again and the second number is higher then his or her Luck Level or rolls another 0. When this takes place the attacker missed with the attack and must roll a D10 again on the appropriate Fumble table for the kind of attack he or she attempted. The various fumble tables are listed with the rules for each type of attack such as Unarmed, Melee, Ranged, etc.

EXAMPLE: *Grondar has a Luck Level of 3 and makes another Slash attack with his greatsword at Rank 19. The Success Chance of the attack is 8 or less. Grondar rolls the D10 and gets a 0 result which means he rolls again. The second roll was a 5 which is higher then his Luck Level of 3. Grondar fumbles the attack and gets to roll on the Melee Fumble Table.*

HANDLING DAMAGE IN THE GAME

Physical damage in **AM** is designated by four basic types. Each type of physical damage is explained below:

IMPACT: The damage caused by blunt force trauma such as clubs, maces, falling, etc.

PENETRATION: The damage caused by cutting or piercing weapons such as swords, knives, etc.

BALLISTIC: The damage caused by bullets and ballistic type weapons such as pistols, rifles, etc.

ENERGY: The damage caused by intense energy based attacks such as fire, lightning, lasers, etc.

Every attack in the game is given a Damage Rank which represents the base amount of trauma it inflicts upon the target. This number is then modified by such things as armor, hit location, etc.

EXAMPLE: *Grondar attacks and succeeds with a Slash attack with his greatsword. The Slash does 11 points of penetration damage which is designated by the code **11p.***

HANDLING ARMOR IN THE GAME

Armor can provide protection from taking damage from an attack. All armor in **AM** is given four Protection Ratings. The Protection Ratings are listed for the four types of damage listed above. When a combatant is subjected to an attack that strikes an armored body location he or she gets to subtract the armor's Protection Rating for that damage type from the Damage Rank of the attack. If the reduction lowers the Damage Rank to 0 or less then the armor absorbed all the damage from the attack. If the armor does not lower the Damage Rank of an attack to 0 then whatever amount left over is the amount of damage that got through the armor and caused trauma to the target.

EXAMPLE: *In the example above Grondar succeeded with a Slash attack with his greatsword which does 11p of damage. His opponent is wearing an iron breastplate with the following Protection Ratings:*

ARMOR	IMP	PEN	BAL	ENR
Iron	8	6	4	3

Under the armor Protection Ratings above Iron stops 6 points of Penetrations damage. Grondar's attack does 11p which, after subtracting 6 Penetration Protection Rating from 11 points of penetration damage, goes 5 physical trauma levels to the target.

HANDLING CHARACTER TRAUMA IN THE GAME

Every character in the game has 10 Trauma Levels which reflect the effects of wounding and shock to the character. This kept track of by the use of the Trauma Record shown below:

TRAUMA RECORD

LV	TRAUMA	MOD
1	Minor	-1
2	Light	-2
3	Moderate	-3
4	Pain	-4
5	Dizzy	-5
6	Nausea	-8
7	Collapse	-10
8	Coma	---
9	Dying	---
10	Death	---

Physical trauma occurs when the Damage Rank of an attack exceeds any protection the character has against the attack. Damage that exceeds the character's protection converts over to that many levels of trauma to the target of the attack. This is marked down as levels on the Trauma Record above. One can see from the table above that as a character's trauma increases so do the physical effects of being wounded. This is also reflected as a negative modifier listed under MOD that applies to all Skill Ranks of the wounded character. Below is a more detailed description of each Trauma Level:

LVL	DESCRIPTION OF TRAUMA LEVEL
1	**Minor:** Only minor cosmetic damage such as scrape, bruise, etc.
2	**Light:** Reflects superficial bruises, gashes, cuts, etc.
3	**Moderate:** More serious trauma such as a dark bruise, open slash, bad burn, etc.
4	**Pain:** The debilitating effects of pain begin to take effect on the character.
5	**Dizziness:** A feeling of disorientation and weakness washes over the character.
6	**Nausea:** A sick feeling of nausea as shock begins to take a toll on the character.
7	**Collapse:** The character is incapacitated and collapses prone from the trauma.
8	**Coma/Shock:** The character must roll equal to or below his or her CON Rank on a D10 or slip into a coma.
9	**Dying:** The character is dying from the trauma and will live for CON Rank more minutes unless treated instantly with emergency medical procedures.
10	**Death:** The character is dead from the trauma.

CHARACTER HIT LOCATIONS

When a character takes damage in **AM** it is usually to a specific body location. If the attack is not a Called Shot (see rules on Called Shots) then it is to a random body location on the target. To determine where an attack hits a random location roll D100 on the table to the right. **NOTE:** D100 is the abbreviation for dice which roll a number range of 01-100. To generate such a number, roll the D10 twice. The first number rolled is the 10s digit and the second number rolled is the single digit of the percentile number. **Example:** *The first roll is a 5 and the second roll is a 4. The number rolled is 54. As we apply the roll to the table we see that an 54 is the target's Heart/Spine that has been hit.*

As one can see on the Hit Location table to the right some of the Body Locations are divided by a slash mark. The second location listed is used if the attack is coming from behind the target.

Another important feature of the Hit Location Table is that each body location is given a Trauma Bonus. This bonus is added to the Trauma Level that the attack does to its victim. This bonus is only applied if the attack penetrates the target's armor ratings and does physical trauma to the combatant. The Trauma Bonus is added directly to the Trauma Levels done by the attack due to the body location hit.

CALLED SHOTS

One important aspect of combat in **AM** is the concept of Called Shots. This is where the attacker declares that he or she is targeting a certain body location of the opponent and then rolls to strike it. All unarmed and melee combat uses Called Shots in which the attacker declares where he or she is hitting on the opponent's body. In ranged combat the shooter has the option to target a specific body location or just shoot at a random location of the target and roll the D100 to see where the shot hits.

The Called Shot table is listed below the Hit Location table to the right. To make a Called Shot find the Trauma Bonus on the Hit Location Table for the body location being targeted. Cross reference the Trauma Bonus on the Called Shot table. The modifiers listed are applied to the Character's Attack Rank for targeting that body area. Hand stands for hand based attacks such as melee and unarmed. Ranged stands for range based attacks such as arrows, thrown weapons, bullets, etc.

HIT LOCATION TABLE

D100 ROLL	BODY LOCATION	TRAUMA BONUS
01	Temple	**+5**
02-09	Skull/Cranium	**+2**
10	Eye/Base of Skull	**+5**
11-17	Face/Cranium	**+2**
18-19	Throat/Neck	**+3**
20	Windpipe/Spine	**+4**
21-25	Right Shoulder	**+0**
26-30	Left Shoulder	**+0**
31-53	Chest/Upper Back	**+0**
54	Heart/Spine	**+4**
55	Solar Plexus/Spine	**+4**
56-64	Abdomen/Low Back	**+2**
65-66	Hip/Buttock	**+0**
67	Groin	**+3**
68-70	Right Bicep	**+0**
71	Right Elbow	**+1**
72	Right Forearm	**+0**
73	Right Wrist	**+1**
74	Right Hand	**+1**
75-76	Left Bicep	**+0**
77	Left Elbow	**+1**
78	Left Forearm	**+0**
79	Left Wrist	**+1**
80	Left Hand	**+1**
81-85	Right Thigh	**+0**
86	Right Knee	**+1**
87-88	Right Calf	**+0**
89-90	Right Foot	**+1**
91-95	Left Thigh	**+0**
96	Left Knee	**+1**
97-98	Left Calf	**+0**
99-00	Left Foot	**+1**

CALLED SHOT TABLE

TRAUMA BONUS	HAND	RANGED
+0	**-0**	**-1**
+1	**-1**	**-2**
+2	**-2**	**-4**
+3	**-3**	**-6**
+4	**-4**	**-8**
+5	**-5**	**-10**

EXAMPLE: *Grondar has a Rank 19 with his greatsword slash. He wants to slash the throat of his opponent. On the Hit Location table we see that Throat has a +3 Trauma Bonus. We refer the +3 Bonus on the Called Shot Table to find there is a -3 modifier to hit that location with a hand based attack. Grondar's Rank in the slash attack is now 16.*

THE EFFECTS OF WOUNDS

The Trauma Level track of a character reflects the long term effect of taking trauma but there are other immediate effects of taking a wound. This is called a Wound Side Effect and it takes place the instant a character takes a wound. To determine the Wound Effect find the table below for the body area wounded. Count down on that table the amount of Trauma Levels the general body area took from the wound. The listing there is the Wound Side Effect. Read the description listed for that wound effect and apply immediately to the wounded character before he or she gets another action.

HEAD TRAUMA	DESCRIPTION OF HEAD WOUND EFFECT
1-2	**Staggered:** The character stumbles back 1 Space from the force of the wound. The character may only Defend for his or her next action.
3	**Dazed:** As above but the character is dazed as well from the wound and can only Defend at half Rank for his or her next action.
4	**Fall/KO (2):** As above but the character is knocked down as well. The character must make a Knockout Resistance roll at a DL 2 or be knocked unconscious from the wound. (See Knockout)
5	**Fall/KO (4):** As listed above but the Knockout Resistance DL is 4.
6	**Fall/KO (6):** As all of the above but the Knockout Resistance roll is DL6.
7	**Fall/KO (8):** As all of the above but the Knockout Resistance roll is DL8.
8	**Unconsciousness:** The character is immediately knocked unconscious from the wound. The duration of the unconsciousness is rolled for on the Knockout Duration Table. (See Knockout).
9	**Dying/Coma:** The character is dying and slips into a deep coma. Emergency medical treatment will save him or her from death but the character will remain in coma for D10 days.
10+	**Death:** The character dies instantly from the wound.

UPPER TORSO TRAUMA	DESCRIPTION OF UPPER TORSO WOUND EFFECT
1-2	**No Effect:** the wound has no other effect to the character.
3-6	**Staggered:** The character stumbles back 1 Space from the force of the wound. The character may only Defend for his or her next action.
7+	**Fall:** The character is knocked to the ground.

LOWER TORSO TRAUMA	DESCRIPTION OF LOWER TORSO WOUND EFFECT
1-2	**Staggered:** The character stumbles back 1 Space from the force of the wound. The character may only Defend for his or her next action.
3	**Grab Wound:** The sudden pain from the wound causes the character to grab the wounded body area. The character can only Defend as his or her next action.
4-5	**Double Over:** The wound causes the character to double over in pain and he or she can only Defend at half Rank for his or her next action.
6+	**Double Over/Fall:** As above but the character falls to the ground clutching his or her wound.

ARM TRAUMA	DESCRIPTION OF ARM WOUND EFFECT
1	**No Effect:** the wound causes no other special effect.
2	**Lose Grip:** The wound causes the character to lose his or her grip on anything being held by the wounded arm.
3-4	**Impaired:** The wounded arm has only half its original strength. It will remain so until it is healed below Trauma Level 3.
5-6	**Disabled:** The arm is badly wounded and cannot be used until it is healed.
7-8	**Crippled:** The arm is permanently crippled by the wound.
9+	**Severed/Crushed:** Depending on the type of damage, the arm is either amputated by the wound or crushed completely by it and will need to be amputated.

LEG TRAUMA	DESCRIPTION OF LEG WOUND EFFECT
1	**No Effect:** the wound causes no other special effect.
2	**Stumbled:** If the character is standing, the wound causes him or her to stumble. The character can only Defend as his or her action.
3	**Fall:** The wound causes the character to fall to the ground.
4	**Fall/Impaired:** The character falls and the leg is impaired by the wound. The character's Movement Rank is divided in half until healed.
5-6	**Fall/ Disabled:** The character falls and the leg is Disabled. The character can only Crawl from that point on.
7-8	**Fall/Crippled:** The character falls and the leg is permanently crippled by the wound.
9+	**Severed/Crushed:** Depending on the type of damage, the leg is either amputated by the wound or crushed completely by it and will need to be amputated.

KNOCKOUT

When a character takes trauma to a head location we can see that on the Wound Side Effect table there is a chance of a Knockout occurring. To do this the wounded character must make a Knockout Resistance roll to determine if he or she is knocked unconscious by the attack. This is done by comparing his or her Knockout Resistance Rank to the DL listed for the Head Wound Side Effect on the Master Chart.

EXAMPLE: *In a tavern fight, Grondar slugs an opponent in the chin with all his might. The punch does 5 Trauma Levels to the thug's jaw. On the Wound Side Effect table we see the effect of the trauma is that the opponent falls to the ground and must make Knockout Resistance roll with a DL of 4. The opponent has a Knockout Resistance Rank of 3 which, when compared on the Master Chart, gives him a 4 or less to avoid being knocked out. The WM rolls the D10 and gets an 8. Grondar's opponent is knocked completely out by the punch.*

Once a knockout has occurred the next step is to determine the length of the unconsciousness. Roll D10 on the table below to find out:

LVL	KNOCKOUT DURATION TABLE
1	1 Phase (3 seconds)
2	5 Phases (15 seconds)
3	10 Phases (30 seconds)
4	1 minute
5	2 minutes
6	5 minutes
7	10 minutes
8	15 minutes
9	30 minutes
10	1 hour

Another character may attempt to revive an unconscious character before the length of the unconsciousness duration is up. This can be done by cold water in the face, smelling salts, slapping, etc. To be revived in such a fashion the unconscious character must roll D10 equal to or below his or her Condition Rank. A character can attempt to make a wake up roll each Action Phase that another character is attempting to revive him or her.

EXAMPLE: *In the example above Grondar knocked out his opponent. The WM rolls D10 and gets a 6 on the Knockout Duration Table which means the thug will be unconscious for 5 minutes. Grondar wants to ask the thug some questions so he throws some ale into the goon's face. The WM rolls D10 and gets a 2 which is below the thug's CON of 3. The thug wakes up sputtering and gasping.*

LIMB AMPUTATIONS

When a character receives severe physical trauma to one of his or her limbs and the Wound Side Effect is Severed/Crushed then an amputation of the limb has occurred. If the damage is from Penetration, Ballistic, or Energy in nature then the limb is instantly amputated. Impact damage crushes the limb beyond medical repair and it must be amputated at a later time. The one thing to remember is that the maximum Trauma Levels a character can receive from a limb wound is 9. Trauma Levels beyond 9 are lost as the limb is severed from the body.

EXAMPLE: *In the same bar fight as the last example Grondar is suddenly attacked by a bandit armed with a scimitar. Grondar gets initiative and says he is going to attack the bandit's sword forearm with a Death Blow from his greatsword. Grondar rolls the D10 and hits! The sword death blow Damage Rank is 17p. The bandit has no armor on his forearm and takes 17 penetration Trauma to the forearm. Since he can't take more then 9 Trauma Levels from a limb wound, the bandit's arm is severed in a bloody spray and the other 8 Trauma Levels are lost. He is now at 9 Trauma Levels and lying on the ground staunching the flow of blood from his amputated arm.*

SCARRING

Trauma to the head and face can result in scarring the character to such a degree that it can affect his or her appearance. This is only applied when the character takes Penetration, Ballistic, and Energy based damage to the face or head. The scarring can lower the character's Appearance Category depending on the amount of Trauma Levels the character receives to the face or head. Refer to the table below:

HEAD TRAUMA	APPEARANCE MODIFIER
1-2	0
3-4	-1
5-6	-2
7-8	-3
9+	-4

APPEARANCE CATEGORIES
Awesome
Sensational
Attractive
Average
Plain
Ugly
Repulsive

The Appearance modifiers listed on the table above is the number of decreased appearance categories the character receives due to scarring. Find the character's original appearance category on the table above and count down a number of rows equal to the Appearance Modifier to find the character's new Appearance Category.

HEALING TRAUMA

The rate that a character can heal and recover from physical trauma is based on his or her Condition Rank. To determine if a character heals from trauma, the WM has the character make a Healing Check on a regular basis to determine how fast he or she heals. The character's Healing Rank is equal to his or her Condition Rank. The DL for the Healing Check is equal to character's current Trauma Level. The duration of time between Healing Checks is dependent upon the Tech Level of medical care the character is receiving as shown on the table below:

MEDICAL CARE TECH LEVEL	FREQUENCY OF HEALING CHECKS
0-3	Every 3 days
4-5	Every 2 days
6-7	Every day
8-9	Every 12 hours
10	Every 6 hours

The frequency of healing checks listed above is the allotted amount of time that must pass between each Healing Check. Another important factor in a character's ability to heal is the quality of medical care he or she receives during the span of time between healing checks. The quality of care modifies the character's Condition Rank when make a Healing Check. Refer to the table below:

QUALITY OF MEDICAL CARE	CON RANK MODIFIER
Natural	**+0**
Primitive	**+1**
First Aid	**+2**
Field Hospital	**+3**
Average Hospital	**+4**
Intensive Care	**+5**

Natural: The character is depending upon his or her natural healing abilities without the use of any medical care.

Primitive: *R*epresents healing with only the most rudimentary of medical care such as crude bandages, splints, stitches, etc.

First Aid: Represents the quality of care received from a standard first aid kit.

Field Hospital: Represents the quality of care found in hastily constructed field hospitals where access to proper medical attention is limited.

Average Hospital: The quality of care to be found at a permanent hospital where doctors and proper medical supplies are available. A character is discharged from a hospital when his or her Trauma Level is 3 or lower.

Intensive Care: This is the highest level of medical care where the character is under constant monitoring and attention by doctors and nurses 25 hours a day. This type of care is only available to characters of Trauma Level 7 or higher. When the character's Trauma Level is healed to 6 or lower he or she is transferred to an average hospital room.

As stated before the character's base Healing Rank is equal to his or her Condition Rank. This number is modified by the Quality of Care received and this becomes the character's Active Rank in Healing. The DL for a Healing Check is the character's current Trauma Level. The WM compares the two numbers on the Master Chart and the player of the wounded character makes a roll to see if his or her character heals the trauma. The results of this roll determine the type of healing the character undergoes. Refer to the results below:

Critical: The character heals 2 Trauma Levels.

Success: The character heals 1 Trauma Level.

Failure: The character does not heal and his or her Trauma Level remains the same.

Fumble: The character's Trauma Level increases by 1 Level due to complications such as infection.

A character continues making Healing Checks at the frequency rate for his or her Tech Level until he or she is completely healed.

EXAMPLE: *Derek Drake is at Trauma Level 7 from a knife wound to the abdomen and rushed to Intensive Care at a local hospital. The Tech Level of the medical care is 7 so Drake gets to make a Healing Check every 24 hours. The first day passes in intensive care and Drake gets to make his first Healing Check. Drake has a Condition Rank of 3 and receives a +5 modifier for being in Intensive Care which makes his total Healing Rank a 9. His current Trauma Level is 7 which we compare the two numbers on the Master Chart. Drake's chance to heal is a 7 or less on a D10. Drake rolls a 4 which is a Success and he heals 1 Trauma Level bringing it to a 6. Drake is transferred out of Intensive Care to an average hospital room where after another 24 hours has passed, Drake will get to make another Healing Check.*

HEALING LIMB TRAUMA

A character's limbs that have been either Impaired or Disabled due to physical trauma can improve as the character heals. Whenever a character heals 2 Trauma Levels the category of the injured limb improves by one. Thus if a character has an arm that is Disabled and heals 2 Trauma Levels, the arm improves to the next category which is Impaired. This does not apply to Crippled or Amputated limbs which are permanently disabilities that the character must learn to live with. Such handicaps can be corrected with the use of prosthetics or cybernetics depending on the character's Tech Level.

SYSTEM TRAUMA

Not all traumas that happen to a character are due to physical wounds. There is also trauma that affects the character's physiology. This is called System Trauma and it covers such aspects as poison, exhaustion, blood loss, etc. A character also has 10 System Trauma levels which are kept track of on the System Trauma Track shown below:

SYSTEM TRAUMA TRACK

LV	EFFECT
1	Weakness
2	STR/MOVE -1
3	STR/MOVE -2
4	STR/MOV -3
5	STR/MOV -4
6	STR/MOV -5
7	Collapse
8	Unconscious
9	Coma
10	Death

Following is a short description of each of the System Trauma levels listed above;

Weakness: The character is beginning to suffer the first signs of weakness and dizziness.

STR/MOVE#: The negative number listed for each level is subtracted both from the character's Strength and Movement Ranks. This reflects the fact that the character is getting weaker from the trauma to his or her system. If the negative modifier causes the character's Move Rank to drop to 0 he or she is unable to move and must collapse onto the floor. If the negative modifier causes the character's Strength Rank to drop to 0 he or she is unable to lift any weapon or fight or defend in physical combat.

Collapse: The character is so weak that he or she collapses onto the floor.

Unconscious: The character passes out and the WM should roll for the length of the unconsciousness on the Knockout Duration Table.

Coma: The System Trauma causes the character to lose consciousness and hover on the edge of death in a deep coma that he or she will remain within as long as the character stays at System Trauma Level 9.

Death: The character dies from the System Trauma.

BLOOD LOSS (Optional)

The following rules are optional and may be used or ignored by the WM depending on his or her desire to add more realism to the game along with a little more bookkeeping. When a character suffers trauma due to Penetration or Ballistic damage there is a chance for Blood Loss to occur. Every consecutive Action Phase after the character has suffered such trauma the character rolls D10 at the start of the Phase. If the number rolled is equal to or lower then the total Trauma Level the character took due to Penetration or Ballistic damage then that character takes 1 System Trauma Level due to blood loss. If the number rolled is higher then the trauma the character took to cause blood loss no blood loss occurs for that Phase and the character suffers no System Trauma. Each Phase the character rolls for Blood Loss until either it stops on its own or the character receives First Aid.

Minor blood loss can stop on its own accord if the character rolls 5 over the number needed to check to see if he or she is suffering more blood loss. This is due to the character's natural blood clotting ability. When this happens, the blood loss stops until he character takes more Penetration or Ballistic damage.

Blood loss can also be halted by a successful First Aid skill roll. The base difficulty of the First Aid skill check is equal to the character's current Trauma Level.

Once a character stops bleeding he or she may start to recover System Trauma levels lost to blood loss. The recovery rate for System Trauma due to blood loss is 1 per hour.

EXAMPLE: *Grondar takes 4 Penetration Trauma Levels due to a sword slash to his chest. On the next Action Phase the WM has him roll for blood loss. Grondar rolls a D10 and gets a 3 which is below the physical trauma that he took due to the sword slash. Grondar takes 1 System Trauma level and begins to feel weakness due to loss of blood. On the next Action Phase the WM has him roll for blood loss again. This time he rolls a 9 which is 5 higher then the 4 Penetration Trauma Levels he received that causes the blood loss in the first place. Grondar's natural ability to stop bleeding kicks in and he does not need to check for blood loss until he gets wounded again.*

UNARMED COMBAT

Unarmed combat in **AM** encompasses everything from bare knuckle brawling to exotic martial arts such as ninjitsu and kung fu. Each style of unarmed combat that a character knows has an arsenal of techniques for both attack and defense. The character uses these techniques when fighting hand to hand. There are 9 basic fighting styles covered in these rules and each is described briefly below:

Aikido: This is the Japanese martial art that was created by Morihei Ueshiba during the Second World War. Aikido is a truly defensive art that has no real punches or kicks. Instead it focuses on how to blend with the energy of an attacker and use of his own force against him. It also stresses spiritual discipline and nonviolence.

Boxing: This simply the modern sport of boxing. Though it is a sport it also teaches some powerful self defense techniques.

Judo: This is another Japanese martial art that stresses grappling and throwing the opponent. Judo is also an Olympic sport that has enjoyed worldwide popularity.

Karate: This is an all around Japanese marital art that has numerous hand and foot striking techniques. Karate teaches straight line punches and kicks that are designed to shatter bone and disable an opponent. To simulate this type of attack the students train in breaking boards with their hands and feet.

Kung Fu: This is a Chinese martial art that considered by many to be the source of all martial arts. It originated in ancient China and really consists of dozens of styles and schools. Kung Fu as it is represented in these rules is in its most basic form. Unlike Karate which stresses straight line attacks, Kung Fu relies upon circular motions and attacks.

Ninjitsu: This is the unarmed style used by assassins in Japan known as ninjas. In feudal Japan ninjas were experts in espionage, assassination, and subterfuge.

Tae Kwon Do: This is a Korean martial art that specializes in kicking. It is a strong fighting style that stresses strength and power. It is also the most readily available and commercial martial art in the modern world.

Wrestling: This is the sport of wrestling as it has been taught throughout history and not Professional Wrestling which is more entertainment then actual fighting style.

On the following page is a table that lists all the fighting styles and their techniques and the Skill Rank modifiers for each. These techniques and their modifiers are interpretation on the part of the game designer and not intended to reflect one style as better then the other. It is done for game balance only.

The Unarmed Combat table on the next page lists the various unarmed techniques and their modifiers to the character's Skill Rank in that chosen style of fighting. To determine a character's Rank first find the character's style of fighting on the table and apply the various modifiers for each technique known to the character's Skill Rank in that style. Write the adjusted Rank down for each technique in the designated area on the combat sheet of the Character Record.

EXAMPLE: *Grondar has a Brawling Rank of 17. We refer to the Unarmed Combat table and find all the techniques listed under Brawling. We apply all the modifiers listed for each technique to Grondar's Brawling Rank of 17. We write the Ranks for each technique on the combat sheet. Below is the Ranks in the various Brawling techniques that Grondar has:*

ATTACKS	RNK
Punch	**17**
Haymaker	**15**
Martial Strike	**---**
Basic Kick	**14**
Martial Kick	**---**
Close Combat	**18**
Grappling	**17**
Escape Hold	**14**
Flip/Throw	**13**
Joint Lock	**12**
DEFENSIVE	**RNK**
Block	**15**
Dodge	**14**
Breakfall	**13**
Grab	**12**

Another important thing to remember about the various unarmed combat styles and their techniques are that a character can know more then one fighting style. If a character learns multiple styles he gets the techniques listed for each. When a style shares the same technique the character gets to use his or her best Rank in the shared technique. Combinations of fighting styles can make a character a formidable opponent in unarmed combat in **AM.**

On the following page is the table with the various unarmed combat styles listed. Following this table are rules that define each technique and how unarmed combat is used in the game.

ATTACKS	RCH	DAM	AIK	BOX	BRW	JUD	KAR	KUN	NIN	TAE	WRS
Punch	1	+1	---	+1	+0	---	+0	+0	+0	+0	---
Haymaker	1	+2	--	+0	-1	---	---	-1	---	---	---
Martial Strike	1	+3	---	---	---	---	-1	-2	-2	-3	---
Basic Kick	1	+4	---	---	-2	---	---	---	---	---	-3
Martial Kick	1,2	+5	---	---	---	---	-2	-2	-2	-1	---
Close Combat	C	+0	---	-1	+1	+0	-1	-1	-1	-1	+1
Grappling	C	Spec	+1	-3	+0	+2	+0	+1	+0	+0	+2
Escape Hold	C	Spec	+2	-4	-3	-1	-2	-2	-1	-2	+0
Flip/Throw	C	Spec	+0	--	-4	+0	-3	-3	-3	-3	-1
Joint Lock	C	Spec	+1	---	-5	-2	-4	-4	-4	-4	-2
DEFENSIVE	**RCH**	**DAM**	**AIK**	**BOX**	**BRW**	**JUD**	**KAR**	**KUN**	**NIN**	**TAE**	**WRS**
Block	C, 1	None	+0	-1	-2	-1	+0	+0	-1	+0	-2
Dodge	1	None	+3	-2	-3	-2	-1	-1	+0	-1	-3
Breakfall	C, 1	None	+2	-3	-4	-3	-2	-2	-2	-2	-1
Catch	C, 1	None	+1	-4	-5	-4	-3	-3	-3	-3	-4

UNARMED COMBAT TABLE DEFINITIONS

RCH=Reach
DAM=Damage Modifier
AIK=Aikido
BOX=Boxing
BRW=Brawling
JUD=Judo
KAR=Karate
KUN=Kung Fu
NIN=Ninjitsu
TAE=Tae Kwon Do
WRS= Wrestling

REACH IN UNARMED COMBAT

On the Unarmed Combat Table above one can see that there is one column that lists the Reach of hand to hand technique. Reach is defined as the maximum range in distance that the technique can be used at. There are two listings for Reach of a technique and each one is explained below:

C=Close: This is Close combat range which happens when two opponents are in the same Space. It is the range of all grappling and close combat maneuvers. Only those techniques with a Reach of close can be used when the combatants are within 5 feet of each other.

1=1 Space: This means the reach of the technique is 1 Space (5 feet). The opponent must be at least 1 Space away to use this technique.

NOTE: Some techniques have two Reach listings which mean that they can be used at both ranges.

DAMAGE IN UNARMED COMBAT

Each technique is also given a Damage Modifier on the Unarmed Combat Table above. This modifier is added to the character's Strength Rank to determine the total damage the technique does to an opponent.

EXAMPLE: *Grondar has a Strength Rank of 6. The Damage Modifier that he does with a Haymaker technique is +2. This means that Grondar does 8 points of Unarmed Damage with his Haymaker punch.*

Some techniques do Special Damage to the target and have no Damage Modifier listed. Refer to the individual technique description to find what kind of damage it does to an opponent.

CHARACTER TOUGHNESS

A character's Toughness Rank acts as a kind of natural armor against Unarmed Damage. When a character takes damage in unarmed combat he or she gets to subtract the character's Toughness Rank from the Damage Rank of the attack. This is only if there is no armor at the location hit. If there is armor, its Protective Value for Impact damage is added to the character's Toughness Rank to determine if the character was wounded by the unarmed attack.

UNARMED COMBAT TECHNIQUES

Following is a short description of all Unarmed Combat techniques in the core rules.

UNARMED ATTACKS

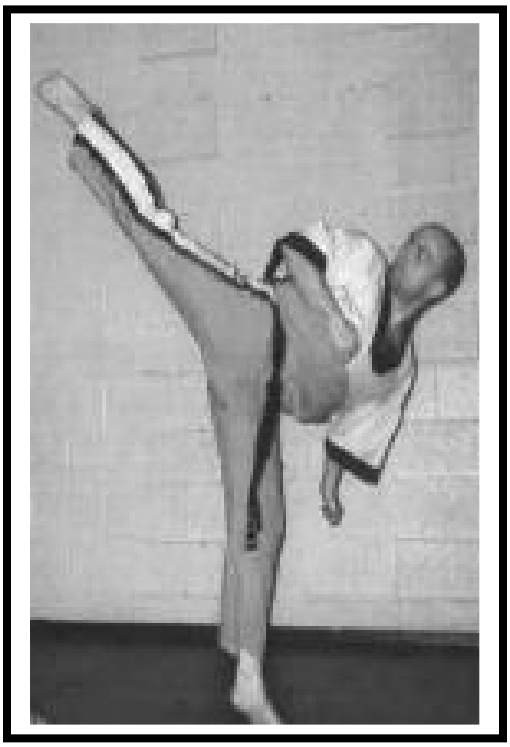
Punch: A frontal fist attack usually aimed at the head or torso.

Haymaker: A very powerful hooking punch that comes from the attacker's hip and uses the full weight of the attacker behind it.

Martial Strike: The deadliest martial art hand strikes which uses the tips of the fingers to spear the vital areas of an opponent such as temple, eye, throat, solar plexus, etc.

Basic Kick: A frontal kick that comes straight from the cocked knee and hits with a heel or toe.

Martial Kick: This is a basic martial kick which covers everything from back kicks to spinning kicks. A martial kick is more powerful and controlled then a non-martial kick attack.



Close Combat: This covers fighting in close and personal. Everything from head butting, kneeing, biting, etc. falls under close in fighting combat.

Grappling: This technique is used to grab an opponent in some fashion. There are several different ways this technique can be used and the attacking character should specify which aspect of grappling that is being used to attack the opponent with. A description of each aspect is detailed below:

Chokehold: Used when grabbing the throat or windpipe of an opponent and applying pressure. A chokehold does System Trauma instead of Physical Trauma to its victim. The Toughness Rank of the opponent is subtracted from the Damage Rank of the choke.

Bearhug: To perform this technique the attacker must use both of his or her arms and successfully make a grapple to an opponent's torso. Each Action Phase after the attacker has the opponent in the hold he or she may elect to squeeze and crush the rib cage of the opponent. A squeeze does the attacker's Strength Rank minus the opponent's Toughness Rank in physical Trauma Levels. This is crushing damage, as well, which means the opponent's Armor Rank does not subtract from this type of damage. This only works against non-powered armor.

Limb hold: This happens when the attacker successfully grabs a limb of an opponent. In the next Action Phase after the limb is restrained the attacker may then attempt to put a Joint Lock on the held limb.

Muscle: This is used whenever an attacker is attempting to grab and force his or her opponent in an intended direction. This covers such attacks such as pushing, hair grabbing, ramming the opponent into walls, etc. To successfully muscle an opponent, the attacker must succeed with the grab and compare his or her Strength Rank to the opponent's Strength Rank on the Master Chart. A successful Strength check means the attacker forces his or her opponent's body in the intended direction for that Action Phase.

Once the attacker has grappled an opponent he does not need to make additional success rolls to keep his or her hold. The effects of the hold are automatic each Action Phase unless the opponent can escape using an Escape Hold technique. Another way to escape is to cause a wound to the grappler making him or her let go.

Escape Hold: This technique is used to escape from any grab or hold. The Opposing Rank to this technique is equal to the Skill Rank of the grappler. If the Escape Hold is successful the character slips out of the hold and is no longer restrained by the opponent. If the escape fails, the character is still grappled by the opponent until he or she lets go or the character succeeds with an Escape Hold.

Flip/Throw: The technique is designed to throw the opponent to the ground. A Called Shot to a body location of the opponent is not needed when making this attack. There are two different aspects of this technique and the attacker should specify which one he or she is using when making the attack.

Flip: This attack flips the opponent head over heels to land at the feet of the attacker. If the attacking character had a hold of the opponent's arm when making the flip he or she may elect to keep hold of the arm after the flip is completed to apply a Joint Lock.

Throw: This is where the attacker throws the opponent in a desired direction. The distance he or she can throw the opponent is equal to his or her Strength Rank minus the opponent's Knockback Rank in Spaces.

Whenever an opponent is flipped or thrown against a surface he or she may take damage. The amount of damage that an opponent takes from Flip/Throw is equal to the attacker's Strength Rank plus the Damage Modifier based on the surface the opponent is thrown upon. Refer to the table below for a guideline:

SURFACE THROWN UPON	DAMAGE MODIFIER
Tatami training mats/snow	**+0**
Sand/soft ground/carpet	**+1**
Furniture/ice/wood floor	**+2**
Cement/stone/steel floor	**+3**
Broken rocks/machinery	**+4**

The total damage done by a Flip/Throw is to a random body area of the opponent. Roll D100 on the Hit Location Table to see where the damage is applied. The Breakfall/Roll defense may also protect the opponent from taking damage from this attack. See the technique listing for more information.

Joint Lock: This technique is applied to joints of the opponent's body. To perform this technique the attacker must succeed with a grappling attack to one of the opponent's limbs in the Action Phase prior to attempting the joint lock. The attacker then declares which joint of the held limb he or she is attempting to lock and makes the attack roll. If successful, he or she may attempt on the following aspects of a joint lock:

Cause Pain: This causes great pain to the opponent by putting pressure on the locked joint. The pain is so intense that it will render the opponent able to pinned harmlessly to the ground.

Dislocate: This aspect causes sever physical damage to the locked joint. The total Damage Rank of the attack is equal to the attacker's Strength Rank plus the modifier for the attacked joint on the limb. The Toughness Rank of the opponent is divided in half for resisting the damage of a joint lock.

UNARMED DEFENSES

Block: This an unarmed defense where the character physically blocks an attack using his arm or leg. A block can be performed in either Close or Range of 1 Space. Whenever a character performs an unarmed block he or she may elect to step back 1 Space (5 feet) while doing so.

Dodge: This technique allows the character to avoid attack by dodging out of its way. This covers such maneuvers as ducking, side-stepping, weaving, etc. A character who successfully performs an Evade has the option to move back 1 Space (5 feet) in any direction.

Breakfall: This is a secondary defense maneuver that a character can perform anytime he or she is thrown by a Flip or Throw technique. Whenever a character is thrown he or she can instantly use this defense to keep from being hurt by falling on the ground. Compare the character's Rank in Breakfall to the DL listed on the table below based on the surface the character is being thrown upon.

SURFACE THROWN UPON	DL
Tatami training mats/snow	**5**
Sand/soft ground/carpet	**10**
Furniture/ice/wood floor	**15**
Cement/stone/steel floor	**20**
Broken rocks/machinery	**25**

If the character is successful in making a Breakfall roll he or she lands prone and takes no damage from the throw. If the character is unsuccessful with his or her Breakfall roll then apply the damage listed under the Flip/Throw technique rules for surface thrown upon.

Grab: This is a defensive grapple where the defending character grabs the limb making the attack. If the attacker fails to hit the character using a grab defense then the character has managed to catch the attacking limb. Both combatants are now in Close combat range and the defender is in excellent position to respond with a grappling attack with his or her next action.

UNARMED COMBAT FUMBLES

When a character rolls a Combat Fumble while making an unarmed attack he or she must roll D10 on the table below to see the result of the Fumble:

D10	RESULT OF UNARMED FUMBLE
1-2	**Character Stumbles:** The character stumbles and falls to one knee. He or she is +2 to be hit by any unarmed or melee attack for the rest of the current Action Phase.
3-4	**Bad Timing:** The attack was so ill timed that it leaves the character wide open to be hit. The character's Defense Rank is one half for the rest of the current Action Phase.
5-6	**Complete Miss:** The attack completely misses the opponent and hits someone or something else then it was intended. If there is a wall, furniture, friend, tree, etc. within 1 Space, the attack hits that instead. WM makes the decision of what was hit by the miss.
7-8	**Loss of Balance:** The character slips and falls prone while making the attack.
9-10	**Muscle Strain:** The limb making the attack suffers a strained muscle or ligament and cannot be used effectively for the rest of the combat. 1 hour of resting the limb and applying massage, liniment, ointment, etc. will restore use of the limb.

When a Fumble occurs the result is rolled on the table above and applied immediately to the attacker before any other action in the game is conducted.

MELEE COMBAT

Melee combat in **AM** represents weapon fighting and encompasses combat with swords, knives, clubs, etc. It is handled in much the same manner as unarmed combat in the fact that all melee weapons have a group of techniques the player may select from in combat. These combat techniques and the Damage Bonus for each is listed below:

ATTACKS	DAMAGE
Jab	**-2**
Slash	**-1**
Strike	**+0**
Thrust	**+1**
Impale	**+3**
Death Blow	**+5**
DEFENSIVE	**DAMAGE**
Parry	**---**
Disarm	**---**
Trap	**---**

Every melee weapon has a rating in each technique listed above. The Damage Bonus listed above is added to the Base Damage the character does with the weapon when using that specified technique. The statistical values of each melee weapon are listed in Section Four: Weapons and Equipment. When purchasing a weapon the character writes down his Rank in each melee technique listed for the weapon using his or her Base Skill Rank in the weapon type as a base. This is marked down on the combat sheet in the place provided to list the character's attack and defense Ranks.

EXAMPLE: *Grondar has a Skill Rank of 17 with his greatsword. A check of the weapon listing in Section Four: Weapons and Equipment shows that greatsword has the following attack and defense modifiers:*

Jab	*Slash*	*Thrust*	*Impale*	*Death Blow*	*Parry*	*Disarm*
+1	*+2*	*+0*	*-1*	*-2*	*+0*	*-2*

Applying the modifiers listed above to Grondar's Skill Rank of 17 gives him the following Attack and Defense Ranks with the weapon.

ATTACK	***RNK***	***DAM***
Jab	***18***	***-2***
Slash	***19***	***-1***
Strike		***+0***
Thrust	***17***	***+1***
Impale	***16***	***+3***
Death Blow	***15***	***+5***
DEFENSE	***RNK***	***DAM***
Parry	***17***	***--***
Disarm	***15***	***--***
Trap/Catch		***--***

Following is a description of each melee weapon technique and how they are applied in the game.

MELEE WEAPON ATTACK TECHNIQUES

Jab: This is a quick forward thrust with the weapon.

Slash: A vicious attack that uses the blade of the weapon to cut an opponent.

Strike: An attack where a blunt weapon is used to bash or club an opponent.

Thrust: A strong committed lunge with the point or end of the weapon.

Impale: A deadly attack where the attacker is attempting to run through his or her opponent using the point of a weapon. If an Impale does more the 6 Trauma Levels the weapon in lodged in the body of the opponent and takes 1 Action Phase to remove.

Death Blow: The most powerful weapon attack in which the attacker is using of his or her strength to kill the opponent in one blow. A weapon that parries a Death Blow may take damage from the attack.

MELEE WEAPON ATTACK TECHNIQUES

Parry: This is a defense where the weapon is used to block or abort the attacking weapon.

Disarm: This parry that also causes the attacker to lose his or her grip on the weapon. If the Disarm successfully blocks an attack then the attacking weapon is disarmed. The weapon will land D10 feet away in a random direction.

Trap: A parry that catches or traps the attacking weapon. When the Trap succeeds in blocking an attack, the opponent's weapon is caught or jammed by the defender. Both combatants are now at Close combat range of each other. To escape from a Trap the opponent must compare his or her Base Skill Rank in the weapon to the Rank the defender has in the Trap technique on the Master Chart. A successful roll means the opponent freed his or her weapon. A failed roll means the weapon is still trapped for that Action Phase.

MELEE COMBAT FUMBLES

When an attacker rolls a Fumble in melee combat he or she must roll D10 on the following table to see the result of the Fumble:

D10	RESULT OF MELEE FUMBLE
1	**Character Stumbles:** The character stumbles and falls to one knee. He or she is +2 to be hit by any unarmed or melee attack for the rest of the current Action Phase.
2-3	**Bad Timing:** The attack was so ill timed that it leaves the character wide open to be hit. The character's Defense Rank is one half for the rest of the current Action Phase.
4	**Complete Miss:** The attack completely misses the opponent and hits someone or something else then it was intended. If there is a wall, furniture, friend, tree, etc. within 1 Space, the attack hits that instead. WM makes the decision of what was hit by the miss.
5-6	**Loss of Balance:** The character slips and falls prone while making the attack.
7-8	**Loss of Weapon:** The character loses his or her grip on the attacking weapon. The weapon goes flying D10 feet away in a random direction decided by the WM.
9	**Wide Open:** The character's attack was so poorly executed that it leaves the character wide open for the next. The character Defense Rank drops to 0 for the next attack against his or her person in that Action Phase. Once the Action Phase is over or the wide open attack has been executed, the character's Defense returns to normal Rank.
10	**Serious Fumble:** The weapon strikes the character instead of the opponent. This could be due to the opponent's block or the weapon twisting in the character's grip. The result is that the weapon does half its Base Damage to a randomly rolled body area of the character.

When a Fumble is rolled on the table above, the results are applied immediately to the fumbling character before any other action takes place in the game.

QUICK DRAWING MELEE WEAPONS

A character using the Quick Draw skill may draw and attack with a melee weapon in the same Action Phase provided that he or she succeeds with the skill roll. The DL for using the Quick Draw skill are based on the length of the weapon being drawn. Refer to the table below:

DL	WEAPON BEING DRAWN
0	Very small hand held weapons such as a dirk, dart, needle, shuriken, etc.
5	Weapons with a Reach of Close such as a knife.
10	Weapons with a Reach of 1 such as a shortsword, club, etc.
15	Weapons with a Reach of 2 such as a longsword.
20	Weapons with a Reach of 3 such as a greatsword.

On a successful skill roll the character has drawn the weapon and may use it to attack or defend within the same Action Phase as the draw. The only restriction to the quick draw attack is that the character is unable to perform a Death Blow when drawing a weapon. If the Quick Draw roll is unsuccessful, the character only draws the weapon but is unable to attack or defend with it in that Action Phase. If Quick Draw is a fumble the character is unable to draw and the weapon is still stuck in its sheath.

ACTIONS IN UNARMED/MELEE COMBAT

A character can only perform as many combat actions in an Action Phase as his or her Speed Rank. Each attack technique or defense used counts as one combat action. This rule applies to both Unarmed and Melee combat. If the character has no more actions left he or she cannot attack and defend. A character that cannot defend has a Defense Rank of 0 for the rest of that Action Phase. Players should be mindful of this rule when their characters are in combat and make sure that they keep enough Defense actions available to their character per Action Phase.

MODIFIERS FOR UNARMED/MELEE COMBAT

The chart below lists the various situation modifiers that apply to both unarmed and melee combat. The WM modifies the Skill Ranks of the combatants if the conditions listed below apply to the combat. The chart below serves only as a guideline for WMs since it is nearly impossible to list every situation that can arise in personal combat. Refer to the table below and the descriptions that follow of each to see how they are applied during combat.

COMBAT SITUATION	MOD
Attacker above defender	**+2**
Bad footing	**-5**
Prone position	**-5**
Poor Lighting/ Vision Obscured	**-2**
Total darkness/blind	**-5**
Trauma/wounded	**var**

Attacker above defender: This modifier is applied anytime the attack is coming from above the defender such as on horseback, stairs, leaping down from above, etc.

Bad footing: This modifier applies when a combatant is fighting from a position of bad footing such as on ice, broken ground, over dead bodies, stairs, etc.

Prone position: This modifier applies when a combatant is fighting from a prone position on such as on his or her back on the ground.

Poor lighting/Vision obscured: This modifier applies when the combatant's vision is obscured in some fashion such as from smoke, fog, blood in eyes, partial darkness, etc.

Total darkness/blind: This modifier is applied when the combatant is unable to see his or her opponent and must fight blind.

Trauma/wounded: This penalty is applied if a combatant is wounded or suffering from physical trauma. The Skill Rank penalty listed for the combatant's current physical Trauma Level is subtracted from all of his or her combat Skill Ranks.

SPECIAL COMBAT SITUATIONS

The following rules cover special combat situations that can arise in the game. These apply to both unarmed and melee combat.

Attack from Behind: The character's Defense Rank is divided in half when subject to an unarmed or melee attack from behind. The Defense Rank is divided in half before any other modifiers are subtracted.

Unable to Defend: If at any time a character is unable to defend an attack he or she has a Defense Rank of 0. This applies in such combat situations such as being bound, unconscious, drugged, etc.

Unarmed against Weapon: Every melee weapon in the game has a Reach rating which determines the distance that the weapon can strike an opponent. When a character must fight unarmed against a melee weapon, he or she must subtract the weapon's Reach from both Attack and Defense Ranks.

Unfamiliar Weapon: When a character is forced to use a weapon that he or she has no training or skill with, the character is forced to fight at a penalty. The penalty modifier is based on how unfamiliar the weapon is to the character. If a weapon is similar to what the character already knows to fight with, he or she fights at a -3 modifier. Refer to the table below to determine what weapon is similar to what the character is skilled in using:

WEAPON SKILL	SIMILAR WEAPON TYPES
Axe	Club, Swords
Club	Axes, Knives, Staves
Knives	Clubs
Polearms	Spears, Staves
Spears	Polearms, Staves
Staves	Clubs, Polearms, Spears
Sword	Axes, Clubs, Staves

If the weapon is totally dissimilar to what the character is trained with then the character fights at his or her Base Combat Rank with the unknown weapon.

EXAMPLE: *Derek Drake has a Knives Skill Rank of 8 but is forced to use a club during a combat. Checking the table above one can see that a club is similar to a knife. This means that Drake can fight with the club with a -3 penalty.*

Combat Stunt: This covers any impromptu combat maneuver or trick the character may attempt to perform at his or her initiative in an Action Phase. Because of the complexity of the maneuver all combat stunts have a -5 Rank modifier when attempted. Some of the most common examples are listed below:

Counterstrike: This based on the premise that a best defense is a good offense. With this stunt the character may give up his Parry or Block defense to strike the opponent first before he or she gets hit. The counterstriking character uses his Skill Rank in the attack at a -5 and compares the modified number to the Attack Rank of the opponent on the Master Chart. If the counterstrike roll is successful the character was able to hit the attacker first before he or she carried out the attack. If the counterstrike roll fails, then the attacking character hits the counterstriking character automatically with the attack.

Jamming a Weapon: This stunt allows the character to close in on his or her opponent and prevent a weapon with a Reach of 1 or greater from being used. To do this stunt the character must defend successfully at a -5. If the defense works the character is inside the Reach of the weapon and can perform combat techniques with a Reach of Close. The weapon will remain jammed until the user can successfully defend with an unarmed defense and step back 1 Space.

Hitting Multiple Opponents: This combat stunt allows the character to hit more than one opponent with the same weapon attack. The only techniques that can be used with this maneuver is Slash, Strike, or Death Blow and since it is a combat stunt there is a -5 modifier to the attack. All of the opponents must be in the Reach of the weapon to qualify as a target of this attack. The character rolls to see if he or she hits the first opponent and if successful moves on to the second, and then the third, and so on. If at any time the attack roll is a miss then the stunt is over and the character cannot target any additional opponents with the attack.

Feint: This is a trick maneuver in combat where the character fakes an attack causing the opponent to throw a defense up for the fake attack and leaving him open for the real attack. The character declares that he or she is faking High or Low. High means the fake attack is above the waist of the opponent, low is for a fake below the waist. The opponent must make a roll to see if he or she falls for the fake. This is done by comparing the opponent's total Combat Reflexes to the attacker's adjusted Skill Rank in the attack. If the opponent fails the roll he or she falls for the fake attack. The attacker may then attack a body location of the opponent opposite of what he or she declared. If the attacker declared he or she was faking high, then the real attack must be delivered to a location below the waist. If the attacker declared he was faking low then the real attack must be delivered above the waist. If the opponent has fallen for the fake attack he or she can only defend at Half Rank against the real attack. A Feint can only be used once per opponent whether it succeeds or not.

Weapon Breaking: This can occur when a weapon parries a Death Blow from another melee weapon. When this happens the parrying weapon absorbs the damage from the Death Blow. Under the weapon statistics in Section Four each melee weapon has a Break Number. If the damage from the Death Blow exceeds the Break Number of the defending weapon, it will shatter into pieces from the blow.

Charge Attack: A character may perform a charge attack with an impaling weapon. To do this the attacker must Run or Sprint in a straight line at the opponent before attempting an Impale attack. For every 3 Spaces the character charges toward the opponent before making the Impale there is a +1 modifier to the attacker's Impale Rank. If the attack hits the opponent there is a +1 Damage Bonus to the Impaling weapon for every 3 Spaces the attacker charged toward the opponent before making the attack. This works both on foot and while mounted when making the charge.

Set Weapon: This is the charge attack in reverse. To perform this maneuver the character must have an impaling weapon. The character may declare that he is awaiting action and sets or braces the weapon in such a fashion that any charging character will run himself upon it. If the character with the set weapon is the target of a Charge attack, the charging opponent must compare his Skill Rank in his or her weapon to the character's Skill Rank in the set weapon. If the roll succeeds then the attacker hits the character with his or her Charge attack. If the roll fails, the charging attacker is impaled upon the set weapon. A set weapon does +1 Damage Rank for every 3 Spaces the attacker charged before making the attack.

Restricted Space: When fighting in an area that is crowded or confining such as in narrow hallways, tunnels, etc. a character is limited to non-swinging attacks such as Jabs, Thrusts, and Impales.

All Out Attack: The character can give up his or her combat defense and opt for an all out attack maneuver. The character performing an All Out Attack has a Defense Rank of 0 for the rest of the Action Phase. When doing this attack, the character can, on his or her initiative, make as many attacks as his or her Speed Rank. The attacks can be against one opponent or against multiple opponents provided they are in range. If an All Out Attack is against a single opponent, the defending character can defend up to his Speed Rank in attacks. If the attacker has more attacks then the opponent is able to defend against, the opponent's Defense Rank is 0 for those attacks that he or she is unable to defend against.

Full Defense: The character may declare that he or she is going to be defending only during the current Action Phase. The character using Full Defense cannot make any attacks during that Action Phase and can defend only. The character gets a +3 to defend against any physical attacks up to his Speed Rank in that Action Phase. The only defensive techniques that can be used during Full Defense are Block, Parry, or Dodge.

Disengaging an Opponent: When a character is locked in unarmed or melee combat, he or she is engaged with the opponent. A character that is engaged is restricted from moving freely until he or she is outside the Reach of the opponent's weapon. There are three ways to disengage with an opponent as described below:

Fall Back: Whenever a defender successfully Parries or Blocks an attack he or she has the option to step back 1 Space. If this puts the character outside the Reach of the opponent's weapon, he or she is disengaged from the opponent.

Evade: When a defender successfully dodges an attack he or she has the option of placing themselves just outside the Reach of the attacker's weapon. The dodging character is considered disengaged from the opponent at that time.

Turn and Flee: A character may turn and flee from his or her attacker. This allows the attacker to make a free attack against the back of the fleeing character.

Trick Maneuver: This is any unusual or unorthodox maneuver that the opponent would not normally be prepared for in combat. A Trick maneuver does not do damage to an opponent but can demonstrate how skilled the character is over his or her opponent. This covers a wide spectrum of such flashy tricks as using a sword to cut the plume from an opponent's helmet, cutting the suspenders off an opponent's pants, slashing a big Z in the middle of an opponent's forehead, etc. The character is encouraged to be creative and imaginative when using a Trick maneuver. To succeed with a Trick the character compares his Skill Rank in the attack to the Combat Reflexes of the opponent. If successful, the Trick is performed as desired. The effects of a Trick maneuver are left up to the WM depending on the situation.

HANDLING SURPRISE

At some point in the course of a game adventure characters will be the victims of a surprise attack. A character's resistance to being surprised is his or her total Combat Reflexes rating which is compared on the Master Chart to the Difficulty Level chosen by the WM. The surprise DL is based on how prepared the character is to being attacked. Refer to the table below:

CHARACTER'S READINESS	DL
Totally Prepared: The character was completely prepared for any surprise attack and is standing still with weapon drawn and ready.	**0**
Combat Ready: The character is moving about with weapon drawn and ready for a sudden attack.	**5**
On Patrol: The character is moving about and suspicious of a sudden attack but weapon is not drawn and ready.	**10**
Relaxed: The character is in a location of possible attack but unlikely. The character is relaxed and unprepared when it takes place.	**15**
Off Guard: The character believes that he or she is in a safe location free from any attack.	**20**
Completely Off Guard: The character believes that he or she is in a ultra-secure and protected area from any form of attack.	**25**

By comparing the character's Combat Reflex Rank to the DL listed above on the Master Chart there is only four results of the D10 roll. These are listed below:

Critical: The character is not surprised in any way by the attack and can conduct combat normally during the Surprise Action Phase.

Successful: The character is mildly surprised and can only perform a defensive maneuver in the Surprise Action Phase. If the character has a ready ranged weapon he or she can make a surprised Snap Shot at a -5 penalty.

Failure: The character is surprised and can only perform a defensive maneuver at half Rank in the Surprise Action Phase. If the character has a ready ranged weapon he or she can make a wild shot with a -10 penalty.

Fumble: The character is completely surprised and has a Defense Rank of 0 during the Surprise Action Phase. The character is too surprised to fire a ranged weapon.

RANGED WEAPON COMBAT

Ranged combat in **AM** covers the use of such weapons as bows, crossbows, pistols, assault weapons, etc. It is handled differently then unarmed or melee combat as demonstrated in the procedure table below:

RANGED COMBAT PROCEDURE
1. Shooter declares target: The character announces his or her Skill Rank in the ranged weapon being fired and the target of the shot.
2. WM determined modifier to shot: The WM checks the Ranged Weapon Modifier table and modifies the shooter's Skill Rank. The final number becomes the shooters Active Rank in the shot.
3. The WM determines the Range DL: The Range DL is determined by counting the number of Spaces to the target and finding what Range Category it falls under for the character's weapon. The Range DL becomes the Opposing Rank of the shot.
4. The WM finds the Success Chance: The WM cross references the Active Rank in the shot and subtracts the Opposing Rank on the Master Chart to determine the Success Chance.
5. The shooter rolls D10: The character or the WM making the shot rolls D10 to determine if it hits the target or not. If a Critical is rolled then roll a D10 and add the number rolled to the Damage Rank of the shot. If a Success is rolled then the intended target was hit and apply the damage normally to the target. If a Failure was rolled then the shot missed the target completely. If the roll result is a Fumble, roll D10 again on the appropriate Fumble Table for the type of weapon being fired.

DETERMING THE RANGE DIFFILCULTY LEVEL FOR RANGED COMBAT

There are six Range categories for each ranged weapon and each one has a corresponding Difficulty Level as show on the table below:

RANGE CATEGORY	DL
Point Blank	**0**
Close	**5**
Effective	**10**
Long	**15**
Extreme	**20**
Maximum	**25**

If the distance in Spaces to a target falls within a certain Range Category then the DL listed is applied to the shot. A quick way to determine the distance to a target when using miniatures is to use a ruler or yardstick. Each inch of distance between the shooter and the target equals 1 Space. If there are no miniatures being used then take the feet to the target and simple divide it by 5 to determine the number of Spaces.

Every ranged weapon in **AM** is given ranges in the six categories listed in the table. In Section Four of these rules each ranged weapon is given a list of its Ranges. These are written down on the combat sheet to facilitate quick play during combat.

EXAMPLE: *Derek Drake is using a Desert Eagle handgun and is firing at a target that is 9 Spaces away. Derek Drake's Desert Eagle has the following ranges:*

Point	Close	Effect	Long	Extreme	Maxim
4	12	40	100	160	200

A check of the ranges listed above for the weapon show that 9 Spaces falls under the Close Combat range category. The DL for the shot is 5.

RANGED COMBAT MODIFIERS

The WM can modify the character's Skill Rank in the weapon being fired based on the conditions present while shooting. To do this the WM refers to the Ranged Combat Modifier Table and goes right down the list and modifies the character's Skill Rank with the ranged weapon based on the conditions that apply. Refer to the table below to determine the modifier to the shot:

RANGED COMBAT MODIFIER TABLE	
Shooter's movement while shooting	
Stationary (firing stance)	**-0**
Slow (walking or jogging)	**-2**
Fast (running or sprinting)	**-5**
Evading (ducking or diving)	**-10**
Movement of the Target	
Stationary	**-0**
Slow (walking or jogging)	**-2**
Fast (running or sprinting)	**-5**
Evading (ducking or diving)	**-MOV**
Quality of Shot	
Aimed shot	**Var**
Snap Shot/Hip Fire	**-2**
Quick Draw and fire	**-5**
Situational Modifiers	
Recoil of weapon	**-2**
Poor lighting/Target obscured	**-5**
Total darkness/Blind shot	**-10**
Shooter wounded	**Var**
Called shot	**Var**
Target's size	**Var**

Following is a description of what each modifier means to the shooter.

Shooter's Movement: The movement of the shooter can modify the Skill Rank of the shot. The different categories of movement affecting shooting are listed below:

Stationary: The character is standing still and using a proper firing stance while shooting.

Slow: The shooter is walking or jogging while making the shot.

Fast: The shooter is running or sprinting while making the shot.

Evading: The shooter is ducking or diving while making the shot.

Movement of the Target: The movement of the target can also modify the Skill Rank of the shot. The different categories of target's movement affecting shooting are listed below:

Stationary: The target is standing still and not moving.

Slow: The target is walking or jogging.

Fast: The target is running or sprinting.

Evading: The target is ducking or diving to avoid being shot. The negative modifier is equal to the target's current Movement Rank.

Quality of Shot: This category describes the type of shot the character is attempting to make. Refer to the descriptions below:

Aimed Shot: There is a +1 modifier to the character's Skill Rank in the shot for each Action Phase that he or she spent aiming at the target before firing. The maximum bonus that can be gained through aiming is +5.

Snap Shot/Hip Fire: This -2 penalty is applied when the shooter has the weapon out and ready and suddenly has to switch to a new target before firing.

Quick Draw and Fire: This -5 penalty is applied when the shooter has to draw his weapon out of the holster and fire it at the target.

Situational Modifiers: These modifiers are applied to the shot based on the conditions present:

Recoil of Weapon: This -2 modifier is applied when the shooter is firing multiple shots with a handgun and has to recover aim for each shot fired due to recoil. All penalties are cumulative. Thus on the second shot from the weapon there is a -2, on the third shot a-4, etc.

Poor Lighting/Target Obscured: This -5 modifier is applied anytime the shooter does not have a clear view of the target due to such factors as dim light, foliage, smoke, fog, etc.

Total Darkness/Blind Shot: This -10 penalty is used when firing at a target that the shooter cannot see such as in total darkness or the shooter is blinded.

Shooter Wounded: This modifier is based on the character's current Trauma Level.

Called Shot: This negative penalty is applied when the character is targeting a specific body location of the target. Refer to the rules on Called Shots to determine the negative modifier for making a Ranged Shot against a body location.

Target Size: On the size chart for objects in Section Five of these rules is listed the penalty for aiming at an object based on its size.

Following is an example of how the WM applies the modifiers for ranged combat:

EXAMPLE: *Derek Drake rushes through a doorway with his Desert Eagle ready to fire. His keen senses alert him instantly to the presence of a thug in the room beyond who is swinging his pistol around to fire at Drake. Drake fires first and dives to the ground as his Desert Eagle thunders sending a .44 round at the thug. The WM now has to determine the modifiers that apply to the Drake's chance to hit. Drake has a Rank 15 with the Desert Eagle and receives the following modifiers to his shot: Diving (-10), Stationary target (-0), and Snap Shot (-2). The total penalty for the shot is -13 which gives Drake an Active Rank of 2. The distance to the target is 3 Spaces (15 feet) which is Point Blank for the Desert Eagle. The DL for the shot is 0. Comparing the two numbers on the Master Chart the WM determines that Drake has a Success Chance of 7. He rolls the D10 and gets a 6 which means he hits his target with the Desert Eagle!*

DETERMING HIT LOCATION

When a shot hits a target and it was not a Called Shot by the shooter then the character or WM rolls randomly to determine where the shot hit the target. In the case of an uncalled shot the character is firing in an attempt to simply hit the target in a random location. When this takes place roll D100 on the Hit Location Table to determine where on the target's body the shot hit.

EXAMPLE: *In the previous example Derek Drake shot a thug with his Desert Eagle. Since he did not declare a Called Shot he must roll D100 on the character Hit Location Table. He does so and rolls a 31 which is Chest. The thug takes the .44 round in the chest.*

DETERMING RANGED DAMAGE

Each ranged weapon in **AM** is given a Damage Rank which represents the basic damage it does to the target. This Base Damage Rank may be modified by the range to the target. This reflects the fact that ranged weapons do more damage at close ranges and decreased damage at long ranges. To understand how this works refer to the table below:

RANGE CATEGORY	DAM
Point Blank	**+2**
Close	**+1**
Effective	**+0**
Long	**-1**
Extreme	**-2**
Maximum	**-3**

EXAMPLE: *In the previous example Drake had just shot a thug with his Desert Eagle in the chest. The shot was at Point Blank range which gives the shot a +2 Damage Bonus. The pistol does a Base Damage Rank of 7 ballistic but due to the Point Blank shot the final damage done is 9 ballistic. The thug was wearing no ballistic armor on his chest so he takes the full 9 Trauma Levels of the shot. The flies backward to the floor and is dieing at Trauma Level 9.*

In addition to range, other factors that may alter the Damage Rank of a ranged weapon is armor that the target may be wearing and cover the target may be behind. These rules are covered next.

ARMOR PROTECTION AND RANGED WEAPON DAMAGE

Armor can also protect from ranged weapon damage in the same manner that is does with melee and unarmed combat damage. If the armor worn in the hit location shot has a Protective Rating against the damage done by the ranged weapon then it is subtracted from the Damage Rank of the ranged weapon. This subtraction is done before any Trauma Bonus is applied for hit location.

EXAMPLE: *Let's say the guard in the previous example was wearing a Kevlar vest with the following ratings:*

ARMOR	***IMP***	***PEN***	***BAL***	***ENR***
Medium Kevlar	*3*	*2*	*5*	*1*

The Kevlar vest would have subtracted 5 from the Damage Rank of 9 from the Desert Eagle. The guard would have taken 4 Trauma Levels.

COVER AND BARRIERS

Characters involved in ranged combat may often seek the safety of cover to protect them from getting shot. Excellent cover includes walls, vehicles, boulders, trees, etc. which can provide protection from ranged attacks. If a character behind cover gets hit successfully by a ranged attack, the shooter rolls for the hit location of the shot with D100 on the Hit Location Table. The character only gets hit if the shooter rolls a body location that is exposed to the shot, if not, then the source of the cover takes the damage.

Some sources of cover are better then others and it possible for powerful weapons to pass right through the material and still do damage to the character behind it. To determine the Protection Ratings of cover refer to the table below:

COVER MATERIAL	IMP	PEN	BAL	ENR
Dirt/Earth	**3**	**1**	**1**	**1**
Plaster/Sheetrock	**5**	**4**	**2**	**1**
Stone/Brick/Cement	**9**	**8**	**7**	**6**
Soft wood/Plant fiber	**4**	**2**	**1**	**1**
Hard Wood/Tree trunk	**5**	**3**	**2**	**1**
Thin Metals/Metal door	**6**	**4**	**2**	**1**
Iron plating/heavy door	**13**	**11**	**9**	**7**
Steel plating/machinery	**14**	**12**	**10**	**8**
Glass/normal window	**5**	**3**	**2**	**1**
Ice wall/Plexiglas	**6**	**4**	**2**	**1**
Bullet proof glass	**12**	**10**	**8**	**2**

The ratings listed above for the cover type is subtracted from the Damage Rank of the shot. Each point of damage done to the cover material over the listed rating will destroy, penetrate, shatter, etc. one inch of material. When an attack has a high enough Damage Rank it will penetrate the cover completely and do damage to what is on the other side. Any Damage Rank left after subtracting the Cover Material rating and the thickness of the material is applied to a body location of the character on the other side.

EXAMPLE: *Derek Drake fires his Desert Eagle at a target that is crouching behind an open car door. He hits and the WM rules that only the right arm and head is exposed to the shot. Drake rolls D100 on the Body Hit Location Table and gets Left Thigh. The WM informs Drake that the car door took the shot instead. The Desert Eagle .44 does a Base Damage Rank of 7 with a +1 modifier for Close Range making the total Damage Rank of 8. The WM decides the car door is Thin Metal that is 1 inch thick. This has a Material Rating of 2 against Ballistic damage and there is an additional -1 for the 1 inch thickness of the metal. After passing through the car door, the bullet has a Damage Rank of 5 to be applied to the gunman's Left Thigh on the other side.*

AUTOMATIC WEAPON FIRE

Certain weapons are capable of firing on full automatic and have a Burst Rate that reflects the tremendous amount of firepower that an automatic weapon is capable of delivering in one Action Phase. The fire rate of each ranged weapon is listed with that weapon statistics in Section Four.

Full auto weapons are fired in a sequence of bursts at a target. The shooter decides how many bursts he or she is firing up to the Burst Rate of the weapon. Each burst expends 5 rounds of ammo. The character then rolls to see if he or she hits with each burst fired using the same modifiers for firing a normal ranged weapon. On a successful hit with a burst from the weapon, the character rolls D10 on the following table to determine hit location and Damage Bonus of the burst fire.

D10	BURST HIT LOCATION	DAMAGE
1	Skull, Face, and Neck Hit	**+8**
2	Neck and Upper Torso	**+7**
3	Upper and Lower Torso	**+6**
4	Upper Torso and R Shoulder	**+5**
5	Right arm below shoulder	**+2**
6	Upper Torso and L Shoulder	**+5**
7	Left arm below shoulder	**+2**
8	Lower Torso and R Thigh	**+4**
9	Lower Torso and L Thigh	**+4**
10	Lower Legs below thighs	**+3**

Once the placement of the burst of fire is known on the target's body, the shooter may add in the Damage Bonus listed to the Damage Rank of the automatic weapon.

EXAMPLE: *Derek Drake fires three bursts of 5 shots each from his Uzi submachine pistol at a guard who is at Close Range. His roll to hit with the first burst is successful so he gets to roll D10 on the Burst Hit Location table above. His roll is a 7 meaning the guard got hit by the burst in both his upper and lower torso. The Damage Rank of the Uzi is 5 with a +1 modifier for Close Range and another +6 Damage Modifier for hitting Upper and Lower Torso of the target. The total Damage Rank of the burst fire is 12 in ballistic damage.*

Armor the character is wearing may subtract from the damage done by adding up the total Protective Ratings against the type of damage the auto weapon does. Only add up the Protective Ratings for the armor worn in the hit locations struck by the burst fire as rolled on the table above. Subtract that total from the full Damage Rank of the burst fire.

EXAMPLE: *In the previous example Drake fired a burst from his Uzi hitting the guard in the upper and lower torso for 12 in ballistic damage. The guard is wearing a Medium Kevlar vest that has the following armor ratings:*

ARMOR	IMP	PEN	BAL	ENR
Medium Kevlar	*3*	*2*	*5*	*1*

The vest protects against 5 Ballistic damage and covers both Upper and Lower torso locations on the guard. The guard gets to add together the Ballistic armor ratings of both locations hit by the burst which is 10 and subtract that from the total Damage Rank of 12. The guard only takes 2 Trauma levels thanks to the Kevlar vest he was wearing.

As stated earlier, auto weapons have multiple burst rates which mean that a shooter can fire several bursts at one target. Each burst is rolled to hit separately as normal for any ranged weapon however when hitting a target with multiple bursts the hit locations shot are handled a little differently. Roll D10 on the Burst Hit Location table to determine the first body location shot with the burst. Each additional burst that hits the target allows the shooter to move one row up or down on the Burst Hit Location table from the original location shot. This allows the shooter to actually "stitch" his or her opponent with automatic fire.

EXAMPLE: *In the previous example Drake fired 3 bursts from his Uzi and hit the guard's Upper and Lower torso with the first burst but only did 2 Trauma Levels thanks to the guard's Kevlar vest. Drake still has two more bursts that he fired from the Uzi at the guard and rolls a hit with both. The original location hit by the first burst from the sub-machine gun was Upper and Lower Torso and because Drake hit with two more bursts he gets to move upwards or downwards two rows on the Burst Hit Location table from the original Upper and Lower Torso hit location. He decides to move up the table to the next location which is Neck and Upper Torso and does Damage Rank of 5+1 for Close Range and +7 for Neck and Upper Torso damage bonus which comes to a total Damage Rank of 13 ballistic. The guard was wearing Kevlar (-5) on his Upper Torso but no armor on his neck. The total Trauma Levels done by the burst are 13 subtract 5 which equals 8. Drake still hit with one more burst from the Uzi. He decides to move one more row up the table from the body location of Neck and Upper Torso to Skull, Face, and Neck with a +8 Damage modifier. The total Damage Rank of the third burst is 5 +1 Close Range +8 Damage Mod= 14 in ballistic damage. The guard is wearing no Kevlar armor on his neck or head so the guard takes 14 Trauma Levels from the third burst. The guard is dead before he hits the ground.*

SPRAYING AUTOMATIC FIRE

Another deadly advantage from using full auto weapons is the fact that a character can spray several targets with one pull of the trigger. This is handled in the game by the shooter first announcing that he or she is spraying auto fire at targets in multiple Spaces. All the Spaces that can be hit by spray fire must be consecutive to each other and in a line side by side. The shooter must fire at least one burst into each Space in the spray pattern. If there is no target in the Space being fired at then the shots simply do side effects such as kick up dirt, shatter glass, etc.

If there is a target in the spray pattern that the shooter is trying to hit with the auto fire then he or she rolls to hit that target with the burst as under normal burst fire rules. If the target is hit then the damage is figured normally and applied to the target before moving onto the next target in the spray pattern.

EXAMPLE: *Derek Drake slaps another clip into his Uzi and races into the illegal drug warehouse. From out of a side door two guards suddenly charge into the room. Each guard armed with a 12 gauge shotgun. There is one Space distance between the two guards. Drake wins initiative and gets to go first. He decides to cut loose with the Uzi and fires 3 bursts (15 rounds) from the submachine gun. After all modifiers are applied for the shot, Drake has an 8 or less on a D10 to hit each guard. He rolls to hit the first guard and succeeds. He rolls D10 on the Burst Hit Location Table and gets a Neck and Upper Torso location. The guard is wearing no armor and the total Trauma Levels the guard takes is 12.*

There is a Space of distance between the first and second guard. Drake must expend at least one burst of auto fire into the next Space to complete his spray pattern. Since there is no target that Drake is trying to shoot the burst slams into some crates against the wall splintering wood in a very cinematic effect.

The second guard is the target of the third burst and Drake has an 8 or less to hit. He rolls a 7 and hits with the burst of auto fire. He next rolls D10 on the Burst Hit Location Table and gets a 4. The burst hits the guard in the Upper Torso and the Right Shoulder for a +5 Damage Modifier. The guard is wearing no ballistic armor so the total Trauma Levels done by the burst is 10. The guard is dead, ripped apart by a swath of 9mm rounds that cut across his chest and into his right shoulder.

SHOTGUNS

Shotguns and other scatter shot weapons also use the Burst Fire Hit Location table to determine where the blast hits the target. The Damage Modifier for the location hit is added to the damage of the shotgun just like for auto weapon fire. The only difference is with shotguns and scatter shot weapons you must roll for each shot location randomly instead of moving up and down the table as with an autofire weapon.

EXAMPLE: *Derek Drake throws down the nearly empty Uzi as another guard rounds the corner into the warehouse. Derek dives for one of the 12 gauge shotguns lying on the floor just as the guard snaps off a shot with a pistol that misses Drake. Grabbing the shotgun Drake spins it around and fires a blast at the guard. Drake has a Rank 18 in shotgun with the following modifiers to his shot: diving (-10), target moving slow (-2), hip fire (-5) which leaves him with an Active Rank of 2. The range is Point Blank with a DL0. Derek Drake has a 7 or less to hit on a D10 and rolls a 5 which is a hit. He next rolls a D10 on the Burst Hit Location table and gets 10 exactly which is the guard's legs below the thighs. The shotgun does a Base Damage of 5 ballistic with a +3 for Hit Location for a total of 8 Trauma Levels to the guard's lower legs.*

HANDLING RECOIL

Ballistic weapons such as pistols, shotguns, and rifles are subject to the effects of recoil when fired consecutively. There is a -1 penalty to the Skill Rank of the shooter for each consecutive shot fired in an Action Phase. This penalty is cumulative for each consecutive shot: i.e. the first shot is 0, the second shot is -1, the third shot is -2, the fourth -3, etc.

EXAMPLE: *In the previous example Drake shot the guard in the lower legs with the shotgun. He decides to shoot a second shot and takes a -1 penalty to his Skill Rank due to recoil. For the first shot with the shotgun Drake had a 7 to hit, for the second shot he suffers a -1 penalty for recoil bringing his chance down to a 6. He rolls a 3 which is another hit. He next rolls a 1 on the Burst Hit Location table which is a Skull, Face, and Neck hit with a +8 Damage Modifier. The total Damage Rank of the second shotgun blast is 13. The guard was wearing no ballistic armor on his head and takes 13 Trauma Levels of damage. The guard's head disintegrates into a mass on blood and bone from the shotgun blast.*

THROWN WEAPONS

Another type of ranged attack is from thrown weapons such as knives, rocks, grenades, etc. Thrown weapons are handled in the same manner as any other ranged attack except that the shooter uses his or her Throwing Skill Rank and the ranges for a throw are figured on the Throwing Strength of the thrower. To determine the Throw Strength, find the thrower's Base Strength Attribute and add in the following modifiers.

THROW STRENGTH MODIFIER TABLE	
WEIGHT OF THROWN OBJECT	
Less then 10% of lift capacity	**-1**
25% of lift capacity	**-2**
50% of lift capacity	**-3**
75% of lift capacity	**-4**
TYPE OF THROW	
Throw is a Toss	**-1**
Throw is a Fling	**+0**
Throw is a Pitch	**+1**

Weight of Thrown Object: The weight of the thrown object can affect the range of the throw. Objects that are less than 10% of the thrower's Lift Capacity in pounds don't affect the Throw Strength. Heavier objects subtract from the Throw Strength as shown on the table above. A character's Lift Capacity is determined in Step 10 of the character creation procedure.

Type of Throw: The type of throw can also affect the character's Throw Strength. These types of throws are listed below:

Toss: This is used when the thrower is prone or unable to use his or her full strength in the throw.

Fling*:* This throw is used when the thrower is standing and uses the full strength of the throwing arm. This is used when the thrower has to draw and throw the object in one motion.

Pitch: This is the most powerful throw and is used when the thrower is standing and able to throw his or her entire body strength behind the throwing arm.

Once the Throw Strength is known then the WM can determine the various Ranges for the throw. This is done by using the table below:

THROWING RANGE CATEGORY	THROW STR MULTIPLIER
Point Blank	**X.50**
Close	**X1**
Effective	**X2**
Long	**X3**
Extreme	**X4**
Maximum	**X5**

The WM multiplies the Throw Strength by the multiple listed for each range category. The final number is the range in Spaces that the thrower can throw the object to.

EXAMPLE: *Derek Drake has a base Strength Rank of 4 and is attempting to throw a grenade at a guard 10 Spaces away. He is going to use a Pitch to get the maximum range with the throw. The modifiers to his Throw Strength are -1 since the object is less than 10% of his Lift Capacity and +1 since he is using a Pitch as the throw which gives him Throw Strength of 4. The WM multiplies 4 times the multiple listed for each range category on the Throwing Range Table. The throwing blade as the following ranges:*

THROWING RANGE CATEGORY	***RANGE IN SPACES***
Point Blank	***2***
Close	***4***
Effective	***8***
Long	***12***
Extreme	***16***
Maximum	***20***

The guard was 10 Spaces away which is within the Effective Range category for the grenade. The DL for the throw is 10.

THE EFFECTS OF SCATTER

Sometimes it is important to know where a thrown object lands even after it misses its target. This is especially important in case of grenades and other radius effect attacks. To determine the direction and distance that a thrown object missed its target roll D10 once on each of the two following tables:

D10	DIRECTION
1-2	Long
3-5	Right
6-8	Left
9-10	Short

D10	DISTANCE
1-2	5'
3-5	10'
6-8	15'
9-10	20'

The first table determines in what direction that the object missed the target. The second table determines how far in feet the object traveled in the missed direction before coming to a stop.

EXAMPLE: *In the previous example Derek Drake threw a grenade at a guard 10 Spaces away. His Success Chance was 8 but he rolls a 9 on a D10 which means the throw missed its intended target. Drake now must roll to determine where the grenade scattered. He rolls on the direction table and gets a 5 which is right of the target. He rolls on the distance table getting an 8 which means 15 feet. The grenade went 15 feet to the guard's right before coming to a stop.*

EXPLOSIONS

Weapons such as grenades and explosives do area effect damage. Attacks of this sort have an Effect Radius which is the number of Spaces the effect of the blast will cover from the central point of the explosion. All those caught within the Effect Radius of an explosion is subject to its attack. There are 3 categories of Effect Radius and each has a Damage Modifier to the explosive Damage Rank as shown below:

AREA EFFECT RADIUS	RADIUS DAMAGE MODIFIER
Primary	Explosion does full Damage Rank.
Secondary	Explosion does half Damage Rank.
Outer	Explosion does one quarter Damage Rank.

The Effect Radius of each weapon is listed in Section Four along with the Base Damage Rank it does. Character's closer to the center of an explosion may be subjected to multiple hits by the blast. Roll on the following table to determine the number of hits each character or object takes from the blast based on the Effect Radius he or she is in:

D10	PRIMARY	SECONDARY	OUTER
1	1	0	0
2-3	2	1	0
4-6	3	2	1
7-9	4	3	2
10	5	4	3

Once the number of hits a target takes in the blast is known, the WM rolls D100 on the Hit Location table to determine where each hit from the explosion struck. Each hit from an explosion is treated individually as a separate attack to the target. Armor can protect from the attack of an explosion if the armor has Protective Rating against the type of damage done by the explosion in the hit location attacked.

EXAMPLE: *In the previous example Drake tossed a grenade down an alley at a guard and missed by 3 Spaces (15 feet). The grenade goes off and has a Base Damage Rank of 6 in ballistic damage since it is a fragmentation grenade. The Effect Radius of the grenade is: 3/6/9. The guard is 3 Spaces from the center of the explosion which puts him in the Primary Radius for the blast. The WM rolls on the Area Effect Table above and gets a 6 which means the guard takes 3 hits from the explosion. Each hit counts as a separate attack doing 6 ballistic damage each. The WM the rolls D100 on the character Hit Location Table to determine the body locations where the guard took the fragmentation from the grenade blast.*

RANGED COMBAT FUMBLES

When a character firing a ranged weapon fumbles his or her attack they must roll D10 again on the appropriate fumble table for the weapon being fired to determine the results of the fumble. The various fumble tables for ranged weapon types are listed below:

D10	BALLISTIC WEAPON FUMBLE TABLE
1-2	**Unwanted Target Shot:** Someone or something other then the desired target is hit instead. The WM makes the decision on whom or what was shot by the weapon.
3-4	**Dud Round:** The shot fails to go off. Semi-automatic and full auto weapons take 1 Action Phase to clear the firing chamber.
5-6	**Jammed Round:** Bullet is jammed in the firing chamber. It takes 2 Action Phases to clear round to fire again.
7-8	**Lock Up:** Firing mechanism is locked up by the round. The weapon must be field stripped before it can fire again.
9-10	**Weapon Ruined:** The firing mechanism is broken and must be repaired by a gunsmith before weapon can be fired again.

D10	ENERGY WEAPON FUMBLE TABLE
1-2	**Unwanted Target Shot:** Someone or something other then the desired target is hit instead. The WM makes the decision on whom or what was shot by the weapon.
3-4	**Energy Cell Drain:** The energy cell to the weapon is suddenly empty due to energy leakage. Cell must be replaced to fire again.
5-6	**Temporary Malfunction:** The weapon fails to fire due to an internal problem. The weapon may fire in the next Action Phase.
7-8	**Permanent Malfunction:** The weapon simply shuts down and is unable to fire again until repaired by a Weapon Tech.
9-10	**Melt Down:** The internal circuitry of the weapon is fried and the weapon is ruined.

D10	BOWS/CROSSBOWS FUMBLE TABLE
1-2	**Unwanted Target Shot:** Someone or something other then the desired target is hit instead. The WM makes the decision on whom or what was shot by the weapon.
3-4	**Miss Fire:** The arrow/bolt fired before the character had it properly aimed. Treat this as an unwanted target shot from above.
5-6	**Unstrung:** The weapons bowstring came suddenly undone before the character could fire. The character must spend 2 Action Phases to restring the weapon.
7-8	**String Breaks:** The weapons bowstring broke when character was making the shot. The string must be replaced before it can be fired again.
9-10	**Weapon Breaks:** The bow or crossbow breaks into pieces before the shot could be made. The weapon must be repaired by a Weaponsmith or Fletcher before it can be fired again.

VEHICLES

A universal game system would not be complete without rules on handling vehicles in the game. The next few pages deal with the basic rules that define vehicle design and movement in **AM**. Using this simple system will allow you to run any vehicle in the game from a chariot to a starship.

Each vehicle has basic stats that define its design and attributes in the game. In the back of these rules is a Vehicle Record Sheet which is used to design and keep track of a vehicle. Use this record when running a vehicle in an adventure. Following are the various statistics of each vehicle.

VEHICLE SIZE RANK

Each vehicle in the game is given a certain Size Rank which represents the overall size and mass of the craft. Refer to the Vehicle Size Rank table below:

SIZE RANK	VEHICLE EXAMPLES	TO HIT	DAM MOD
3	Skateboard	-3	+3
4	Bicycle	-1	+1
5	Motorcycle	+0	+0
6	Subcompact auto	+1	-1
7	Mid sized auto	+2	-2
8	Limousine	+3	-3
9	Civilian helicopter	+4	-4
10	Jet fighter/tank	+5	-5
11	Tractor trailer	+6	-6
12	Jet bomber/Space shuttle	+7	-7
13	C130 Cargo plane	+8	-8
14	Destroyer/Ocean liner	+9	-9
15	Oil Tanker/Aircraft carrier	+10	-10

The Size Rank of a vehicle also determines how easy it is to hit with a ranged weapon attack. This is done by subtracting the To Hit modifier from the shooter's Skill Rank in the ranged weapon he or she is targeting the vehicle with. The Damage Modifier listed above is subtracted from the ranged weapon's Damage Rank due to the vehicle's size.

VEHICLE DRIVES

A vehicle drive is the kind of propulsion that is used to power and move the vehicle. Use the Vehicle Drive Table below to find the drive system of a vehicle:

TECH LEVEL	TYPE OF VEHICLE DRIVE	SPD CLASS
1	Muscle powered	**1**
2	Horse powered	**2**
2	Wind driven	**2**
5	Steam powered	**2**
6	Average gasoline engine	**4**
6	Average airplane engine	**8**
7	High performance engine	**5**
7	Superior airplane engine	**9**
7	Subsonic jet propulsion	**10**
7	Average jet propulsion	**11**
7	Supersonic jet propulsion	**12**
7	Atmospheric chemical rocket	**13**
7	Orbital chemical rocket	**14**
8	Scramjet propulsion	**13**
8	Interplanetary rocket	**15**
8	Early fusion pulse drive	**16**
8	Advanced fusion pulse drive	**17**
9	Atmospheric gravity drive	**12**
9	Deep space gravity drive	**17**
9	Early anti-matter drive	**18**
9	Average anti-matter drive	**19**
9	Superior anti-matter drive	**20**
10	Early warp drive	**21**
10	Average warp drive	**22**
10	Superior warp drive	**23**
10	Average Stardrive	**24**
10	Advanced Stardrive	**25**

The Tech Level listed above is at what tech level the drive becomes available for player characters to use.

The Speed Class listed above is used to determine the speed the vehicle will move at in miles per hour (see Vehicle Speed Class table on the next page). The amount of mph a vehicle can move is divided into 15 Speed Levels. The WM should find the vehicle's Speed Class on the left hand side of the table to determine the mph the vehicle is traveling per each Speed Level. When a character is making a Handling Skill Check the current Speed Level that the vehicle is traveling at is automatically subtracted from the character's Skill Rank with the vehicle. More of this will be explained in the vehicle handling rules.

VEHICLE SPEED CLASS/VELOCITY IN MILES PER HOUR

SPD CLS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
2	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45
3	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75
4	8	16	24	32	40	48	56	64	72	80	88	96	104	112	120
5	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150
6	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225
7	20	40	60	80	100	120	140	160	180	200	220	240	260	280	300
8	30	60	90	120	150	180	210	240	270	300	330	360	390	420	450
9	40	80	120	160	200	240	280	320	360	400	440	480	520	560	600
10	50	100	150	200	250	300	350	400	450	500	550	600	650	700	750
11	75	150	225	300	375	450	525	600	675	750	825	900	975	1050	1125
12	100	200	300	400	500	600	700	800	900	1000	1100	1200	1300	1400	1500
13	500	1000	1500	2000	2500	3000	3500	4000	4500	5000	5500	6000	6500	7000	7500
14	1k	2k	3k	4k	5k	6k	7k	8k	9k	10k	11k	12k	13k	14k	15k
15	5k	10k	15k	20k	25k	30k	35k	40k	45k	50k	55k	60k	65k	70k	75k
16	1m	2m	3m	4m	5m	6m	7m	8m	9m	10m	11m	12m	13m	14m	15m
17	30m	60m	90m	120m	150m	180m	210m	240m	270m	300m	330m	360m	390m	420m	450m

NOTES: On the table above the following abbreviations are used:

k=x 1000 miles per hour
m=x 1,000,000 miles per hour

A vehicle breaks the Sound Barrier at 660 miles per hour and is considered to at Mach I. The speed needed to break the gravitational pull of the earth and attain orbit is 25,000 mph. The fastest speed a vehicle can attain in Earth atmosphere is Mach 50 (33,000 mph). The speed of light is 186,344 miles per second or 670, 800,000 mph. Vehicles with a Speed Class of 18 or higher have faster then light drives and can enter into Jumpspace. No maneuvering or combat is allowed in Jumpspace. The speed that a starship can travel in Jumpspace is listed below based on its Speed Class:

SPEED CLASS	RATE OF TRAVEL THROUGH JUMPSPACE
18	1 Light Year per month
19	1 Light Year per week
20	1 Light Year per day
21	1 Light Year per 12 hours
22	1 Light Year per 6 hours
23	1 Light Year per 3 hours
24	1 Light Year per 2 hours
25	1 Light Year per 1 hour

Starships with a Speed Class of 21 or higher are able to fold Space and cover great interstellar distances. These are the engine drives that pushed huge starships through the distances to other stars systems and helped spread human civilization throughout the galaxy.

VEHICLE HANDLING

Every vehicle is also given a Handling Modifier which represents how maneuverable a vehicle is. The Handling Modifier is added or subtracted from the Skill Rank of the driver or pilot. The Handling Modifier also determines the Safe Acceleration and Safe Deceleration of the vehicle. Refer to the table below:

HAND MOD	SAFE ACCL	SAFE DCCL	HANDLING DESCRIPTION
-5	**1**	**1**	The vehicle is very cumbersome and slow to respond or steer.
-3	**2**	**2**	The vehicle is not streamlined or designed for speed or quick turns.
+0	**3**	**3**	The vehicle is designed for average performance and maneuvers.
+3	**4**	**4**	The vehicle has a superior steering or navigation system and is designed for quick turns and maneuvers.
+5	**5**	**5**	The vehicle is streamlined for speed, highly responsive, and designed for quick turns and maneuverability.

Safe Acceleration: This is the number of Speed Levels the vehicle can safely increase per Action Phase.

Safe Deceleration: This is the number of Speed Levels that the vehicle can decrease safely per Action Phase.

VEHICLE BODY CONSTRUCTION

A vehicle also provides protection due to the structural composition of its construction to its occupants. The amount of protection is based on the material used in the construction of the vehicle's body. The table below lists some of the most common vehicle construction materials based on Tech Level and their Protective Ratings against damage:

BODY CONSTRUCTION	TECH LVL	IMP	PEN	BAL	ENR
Hard Wood	1	**5**	**3**	**2**	**1**
Bronze Plate	2	**12**	**10**	**8**	**6**
Iron Plate	3	**13**	**11**	**9**	**7**
Steel Plate	4	**14**	**12**	**10**	**8**
Steel Sheet	5	**7**	**6**	**5**	**4**
Fiberglass Plastic	7	**6**	**4**	**2**	**1**
Ceramic	7	**9**	**5**	**3**	**1**
Plasteel	8	**14**	**12**	**10**	**8**
Tungsteel	8	**15**	**13**	**11**	**9**
Tritanium Plate	9	**18**	**16**	**14**	**12**
Tritanium Sheet	9	**9**	**8**	**7**	**6**
Crystalloy	10	**20**	**18**	**16**	**14**
Nulloy Steel	10	**22**	**20**	**18**	**16**

When a vehicle takes damage from an attack or a crash, the Protective Rating for that type of attack is subtracted from the Damage Rank.

MOVING THE VEHICLE

As demonstrated by the Vehicle Speed Class chart on the previous page a vehicles movement is broken up into 15 packets of velocity known as Speed Levels. The vehicle's current Speed Level determines how many Spaces the vehicle will move in an Action Phase. To determine how far a vehicle can move in Spaces per Action Phase multiply its current mile per hour x .88.

EXAMPLE: *A car with a current speed of 55mph is moving (55 x .88) 45 Spaces per Action Phase.*

During an Action Phase vehicles move half their movement at the start of the Phase before any Initiative is rolled. The order in which vehicles move in an Action Phase is from highest current velocity to lowest current velocity. Once the vehicles make their half moves, then all characters roll Initiative and make their actions in the normal sequence. When all the character actions have been performed for that Action Phase, then the vehicles may make the second half of their movement to finish the Phase.

MAKING VEHICLE HANDLING CHECKS

At various times during a game a driver/pilot may have to make a vehicle Handling Check depending on the situation and maneuver being attempted. There is no need to make a Handling Check for normal driving or piloting situations. The situations in the game that require an immediate Handling Check in the game are described below:

Driver/Pilot Wounded: Anytime a driver or pilot takes any Trauma Level from being wounded he or she must make an immediate Handling Check.

Adverse Conditions: When the vehicle encounters adverse hazards or conditions during its movement such as hairpin turns, icy roads, oil slicks, potholes, another vehicle, obstacles, etc.

Difficult Maneuver: When the driver or pilot attempts a specific maneuver listed in these rules requires a Handling Check. The various types of maneuvers for each type of vehicle are listed in the following pages of rules.

When the situation requires a Handling Check the driver or pilot uses his or her Skill Rank in the vehicle modified by the penalty for the attempted maneuver. This modified Rank becomes the character's Active Rank in the attempt. The DL of the maneuver is the vehicle's current Speed Level. The two numbers are compared on the Master Chart to find the Success Chance. The driver/pilot then rolls a D10 to determine if the attempted maneuver succeeds of not. The result of the roll is listed next:

Success: The vehicle performs the desired maneuver.

Failure: The vehicle goes out of control. Roll on the appropriate Control Loss table for that particular vehicle. The Control Loss rules are discussed later in these rules.

EXAMPLE: *Derek Drake has a Drive Auto Rank of 18. He is driving an average automobile with a Speed Class of 4. Drake is currently traveling at a Speed Level of 7 (56mph) when he encounters a sudden pothole in the road. Drake has to make a Handling Check to avoid the pothole. Drake's driving Rank is 18. The modifier to avoid the pothole is -10. The Active Rank in the Handling Check is 8. Derek Drake's vehicle was traveling at Speed Level 7 which is the DL of the check. Drake has a 6 or less on D10 to avoid the pothole in the road. He rolls a 4 and neatly swerves the car to avoid the pothole.*

VEHICLE MANEUVERS

Following is a description of the various maneuvers that a character can perform while operating a vehicle:

ACCELERATION

Each vehicle has a Safe Acceleration Rank based on its Handling Modifier (see Vehicle Handling). The Safe Acceleration Rank is the amount of Speed Levels the driver or pilot can safely increase at the start of an Action Phase without having to make a Handling Check.

EXAMPLE: *Derek Drake is traveling in an average automobile at Speed Level 7 (56mph) and wants to increase his speed. The average auto has a Safe Acceleration of 3. Drake can safely accelerate his Speed Level to 10 (80mph).*

A driver may elect to accelerate at a faster rate then his or her Safe Acceleration Rank. When this is the case the driver/pilot must make a Handling Check. There is a -3 modifier to his or her Skill Rank with the vehicle for each +1 Speed Level over the Safe Acceleration Rank for that vehicle. The DL is equal to the Speed Level the driver/pilot is trying to attain.

EXAMPLE: *In the previous example Derek Drake is traveling in an average auto at Speed Level 7 (56mph). He decides that he is going to slam his foot down on the accelerator and push the car up to Speed Level 12 (96mph). He is pushing the car 5 Speed Levels faster which is 2 over the auto's Safe Acceleration of 3. He has a -6 modifier to his Handling Rank of 18 which gives him an Active Rank of 12. The DL is the Speed Level he is attempting to reach which are 12. Drake has a Success Chance of 5 or less on D10.*

DECELERATION

Decelerating a vehicle works the same as accelerating but in reverse. All vehicles have a Safe Deceleration Rank which is the amount of Speed Levels that they can decelerate safely. The Safe Deceleration Rank is subtracted from the vehicle's current Speed Level to lower the vehicles speed down.

EXAMPLE: *In the previous example Drake accelerated his vehicle to Speed Level 12 (96mph). He decides that he is traveling to fast and wants to slow down. The car he is driving has a Safe Deceleration Rank of 3 and so he safely backs down his speed 3 levels to 9 (72mph).*

Sometimes it is necessary to apply the brakes and slow a vehicle down faster then its Safe Deceleration Rank. There is a -3 modifier to his or her Skill Rank with the vehicle for each -1 Speed Level beyond the vehicle's Safe Deceleration Rank that the character is attempting to brake to decrease the vehicle's speed.

EXAMPLE: *In the previous example Drake was traveling at Speed Level 12 (96mph) when he sees a sudden curve in the road up ahead. He decides to drop the vehicle's speed 6 levels. The Safe Deceleration for the auto is 3 so the modifier is -9 to his Skill Rank of 18. This gives him an Active Rank of 9 which he must roll against the Speed Level of 12 which the car was traveling at before he put on the brakes. Drake's Success Chance for the braking maneuver is 2.*

TURNING

This covers turning a vehicle around a corner or curve. Basic turns of 15 degrees or less do not require a Handling Check. Greater turns do require a Handling Check with a modifier based on the severity of the turn. Refer to the table below:

TURN TYPE	SEVERITY OF TURN	HANDLING MODIFER
Easy	30 degrees	**-3**
Moderate	45 degrees	**-6**
Hard	60 degrees	**-9**
Severe	75 degrees	**-12**
Extreme	90 degrees	**-15**

EXAMPLE: *In the previous example Drake slowed down his auto to a Speed Level 6 (48mph) before coming to a sudden curve in the road. The WM determines that the curve is a Hard Turn with a -9 Handling Modifier. Drake's Handling Rank is an (18-9) 9 when he comes to the curve. His current Speed Level is 6 so that gives him an 8 or less on a D10 to whip the car around the curve in the road.*

EVASION

The maneuver is used when the vehicle needs to swerve and avoid an obstacle in its path. There is a negative modifier to the Handling Check equal to the Size Rank of the obstacle. Refer to the table below:

SIZE RANK	EXAMPLES OF OBSTACLES IN PATH
3	Pothole, land mine, small boulder
4	Bicycle, large dog, fire hydrant
5	Motorcycle, telephone booth, human
6	Small automobile, small shed, guard rail
7	Mid-sized automobile, billboard sign
8	Large automobile, building wall
9	Border checkpoint, toll booth, small plane
10	Tank, Train engine, one story building
11	18 wheeler, two story building,
12	Jet bomber, three story building
13	Airliner, 5 story building, large hilltop
14	Small skyscraper, small mountain top
15	Large skyscraper, huge mountain peak

The WM decides the modifier to the driver or pilot's Handling Rank based on the size of the obstacle using the table above as a guideline. The driver or pilot makes the modified Handling Check at a DL equal to the vehicle's current Speed Level. A successful roll means the vehicle avoided the obstacle. A failed Handling Check means the vehicle slammed into the object in its path.

EXAMPLE: *Derek Drake shifts gears as he is steering the car out of the curve in the previous example. Suddenly a car full of gunmen skids onto the road before him in an effort to cut him off. Drake elects to evade the car blocking his path. He was going at Speed Level 6 (48mph). The obstacle is a medium sized car with a Size Rank of 7. The negative modifier to his Handling Rank of 18 is -7 due to the size of the oncoming car. This gives him a Handling Rank of 11 compared to his Speed Level of 6. He has 5 Ranks over the DL so Drake will avoid the car full of gunmen as long as he doesn't roll a Fumble. He rolls a 7 and swerves around the car in a squeal of tires.*

RAM/FORCE

This maneuver is used when a driver is wishing to ram and force another vehicle in another direction such as off a road; over a bridge; etc. A vehicle can only ram/force another vehicle equal to its Size Rank or smaller. To perform this maneuver each driver compares his or her Handling Rank to the Handling Rank of the other driver/pilot on the Master Chart. Both make a Handling Roll and the results of the roll are described below:

Both Succeed: When this takes place it means that both vehicles slam into each other taking Sideswipe Damage (see vehicle collision damage results) without forcing each other in any direction.

Both Fail: This is exactly the same result as listed above.

One Succeeds/One Fails: If one character succeeds with the Handling Check while the other fails, he or she forces the other vehicle away. The distance that the vehicle is pushed in Spaces is equal to the Size Rank of the forcing vehicle. Both vehicles take Sideswipe Collision damage from the maneuver. The forced vehicle may take additional crash damage if it is pushed into another object or obstacle in its path.

EXAMPLE: *Derek Drake swerved and missed the car filled with gunmen in the previous example but in the next Action Phase the car races up alongside Drake's vehicle. Since both automobiles have a Size Rank of 7, Drake decides to ram and force the car of gunmen off the road. He compares his Handling Rank of 18 to the Handling Rank of 16 of the other driver. Drake has a Success Chance of 7 while the other driver has a Success Chance of 3. Drake rolls an 8 while the other driver rolls a 5. Both rolls fail meaning that both vehicles slam into each other without either driver forcing the other car off the road. On the next Action Phase, Drake decides to force the car again off the road. The Success Chance is the same, 7 for Drake and 3 for the other driver. This time Drake rolls a 6 while the other driver rolls a 4. Drake succeeds while the other driver failed. Drake's car slams again into the car of gunmen and forces the car off the road. Drake is driving a Size Rank 7 automobile which means he forces the other vehicle 7 Spaces (35 feet) away from his. The car of gunmen goes skidding off the road and crashes into a telephone pole.*

VEHICLE STUNT

A character can elect to perform a stunt while driving or piloting a vehicle. To perform a stunt the character must subtract a -5 modifier to his or her Handling Rank with the vehicle. The DL is the vehicle's current Speed Level. The driver or pilot can only perform 1 Stunt per Action Phase and cannot fire any vehicle weapons due to the intense concentration involved. Some of the most common vehicle stunts are described below:

Bootlegger Reverse: This stunt is restricted to surface vehicles only and named after moon shiners who used it to evade police. To perform this stunt the driver slams on his brakes and swings the rear of the vehicle around so that the vehicle comes to a complete stop with the front facing the opposite direction it was originally traveling.

Serpentine Dodge: This stunt makes the vehicle a harder target for a ranged weapon attack. To perform this stunt the driver or pilot puts the vehicle through a series of swerves to the right or left making the vehicle harder to target and hit. If the Handling Check is successful when performing this stunt then there is an additional -10 to hit the vehicle with a ranged weapon attack.

Jumping: This stunt is reserved for surface vehicles and requires the aid of a ramp or inclined surface that can be used to instigate the jump. When a vehicle is attempting a jump the driver makes the Handling Check at a -5 while the vehicle is airborne. A failed roll means the vehicle crashes at the other end of the jump. When performing a jump maneuver the vehicle covers 1 foot of distance for every 1 mph it was traveling.

Trick: This is any stunt that displays the skill of the pilot or driver. The effects of such stunts are decided by the WM based on the situation. Trick stunts include such maneuvers as wheelies, driving on two wheels, flips, etc.

EXAMPLE: *In the previous example Drake forced a car of gunmen off the road. In the next Action Phase he noticed that the road he was traveling on was coming to a dead end at a construction site. Drake decides he is going to perform a stunt called a Bootlegger Reverse to change the direction he is traveling before crashing into the barricades. His Handling Rank is 18 but drops to 13 after taking the -5 modifier out for the stunt. His current Speed Level is 10 (72 mph). Drake has an 8 or less on D10 to perform the Bootlegger Reverse. He rolls a 9 and fails his Handling Roll.*

SURFACE VEHICLE CONTROL LOSS

When a surface vehicle suffers a Control Loss due to a failed Handling Roll the driver must roll a D10 and add in his or her current Speed Level to the roll. Once the result is known consult the Surface Vehicle Control Loss Table below:

D10+ SPD LEVEL	RESULTS OF CONTROL LOSS
2-5	Slight skid
6-9	Severe skid
10-13	Fishtail
14-17	Spinout
18-21	Flip over
22+	Roll over

Slight Skid: The vehicle skids 1 Space in a direction other this it was traveling. The exact direction of the skid is decided by the WM based on the orientation of the vehicle. If the skid causes the vehicle to hit another obstacle then the vehicle takes Crash Damage.

Severe Skid: The vehicle skids a number of Spaces equal to its current mph divided by 10. The direction of the skid is decided by the WM based on the situation. If the skid causes the vehicle to hit another obstacle then the vehicle takes Crash Damage.

Fishtail: The rear end of the vehicle swings around even with the front while the vehicle goes into a Severe Skid as listed above.

Spinout: The vehicle goes spinning out of control and will revolve a number of times equal to its mph divided by 20. After the vehicle has completed the proper number of spins it will be at a complete stop.

Flip Over: The vehicle flips over onto its top which takes Collision Damage equal to its mph divided by 10. The call will continue traveling upside down for as many Spaces as is mph divided by 20.

Rollover: The vehicle turns sideways and goes into a roll. It will roll as many times as its mph divided by 20. Each roll will do D10 + 5 Impact damage to a body area of the vehicle. Roll D10 on the following table to determine which body area on the vehicle takes the damage from each roll:

D10	DAMAGED BODY AREA
1	Bottom
2-3	Right Side
4-6	Left Side
7-10	Top

Each roll that a vehicle does it will move forward 4 Spaces.

EXAMPLE: *In the previous example Drake failed his Handling Roll while trying to perform a stunt with the car he was driving. His current Speed Level was 10 (72mph) and he must now roll a D10 and add to his Speed Level. He rolls a 3 which gives him a 13 on the Control Loss table. His car goes into a fishtail and skids 7 Spaces (35 feet) before it slams into the road construction barricade.*

AIR/SPACE VEHICLE CONTROL LOSS TABLE

When aerial or space vehicle lose control due to a failed Handling Check the pilot rolls D10 on the following table to determine the results of the control loss:

D10	AIR/SPACE VEHICLE CONTROL LOSS
1-2	Vehicle drifts
3-4	Gains altitude
5-6	Roll over/right
7-8	Roll over/left
9	Altitude loss
10	Crash dive

Vehicle Drifts: The vehicle drifts off its intended course. The distance that the vehicle drifts is equal to its current mph divided by 20 in Spaces. The direction of the drift is decided by the WM based upon the attempted maneuver by the vehicle and the direction it was traveling. If a collision occurs then refer to the Vehicle Collision rules.

Gains Altitude: The vehicle makes an uncontrolled move and gains altitude for 1 Action Phase before coming under control of the pilot. The amount of distance the vehicle gains is based on its Speed Level.

Roll over/Right: The vehicle makes an uncontrolled roll to the right for 1 Action Phase before the pilot can get it under control.

Roll over/Left: The same as above but the roll was to the left.

Altitude Loss: The vehicle makes an uncontrolled move and loses altitude for 1 Action Phase before the pilot gets it under control. The amount of altitude loss is dependant on the vehicle's Speed Level.

Crash Dive: The vehicle goes spiraling out of control and dives toward the ground in an uncontrolled spin. The pilot must make another Handling Roll at a -5 to bring the vehicle under control and out of the dive. If the vehicle collides with the ground it is like a Head On Collision (see Vehicle Collisions) to determine its effects.

VEHICLE COLLISIONS

When vehicles collide with each other or some other obstacle then collision damage occurs. The amount of damage a vehicle takes is based on the Size Rank of the vehicle, the type of collision, and its velocity.

The formula to remember when figuring collision damage is the Base Damage Rank of any collision is equal to the Size Rank of the vehicle with a +1 Damage Bonus for each 5mph the vehicle was traveling at the time of the collision. All collision damage is Impact and applied to the Protective Rating for the vehicle's body construction material.

The type of collision also modifies the damage the vehicle takes. Refer to the table below:

COLLISION TYPE	MULT
Head On	**x2**
Broadside/Ram	**x1**
Sideswipe	**x.5**

Head On: This takes place then two moving vehicles run into each other head on. The Base Collision Damage is figured normally but is multiplied twice and applied to the front body location of each vehicle.

Broadside/Ram: This damage is used when a vehicle collides with a non moving obstacle. Both the vehicle and the obstacle take the collision damage which is figured normally. The damage is centered on the vehicle location the absorbed the collision. This kind of damage is also applied when a vehicle is attempting to break through a wall or other construction.

Sideswipe: This occurs when a vehicle does not fully impact another obstacle but glances off of it instead. The Base Collision Damage is divided in half for this type of collision.

EXAMPLE: *In the previous example Drake loss control of the car he was driving and crashed into a roadside barricade. Right before the collision Drake was able to apply the vehicle's Safe Deceleration Rank of 3 dropping his Speed Level to 7 (56mph) before slamming into the barricade. The vehicle's Size Rank is 7. The Base Collision Damage is 7+11=18 Impact damage to the body of the car. Since the collision was a Broadside/Ram there was no multiple to the damage.*

EFFECTS OF CRASH DAMAGE TO THE VEHICLE

Each vehicle in the game can take up to 10 Crash Damage Levels before being totally destroyed. Vehicles take damage when the amount of Collision Damage done to a vehicle location exceeds the Protective Rating for the body construction of the vehicle. These Crash Damage Levels are recorded for the vehicle in the same fashion as Trauma Levels are recorded for a character. The vehicle crash damage track is shown below:

DAM LVL	BODY DAMAGE	HAND MOD	MAX SPD	DAMAGE EFFECTS
1	Cosmetic	**0**	**15**	**0**
2	Light	**0**	**15**	**0**
3	Moderate	**-1**	**14**	**1**
4	Heavy	**-2**	**13**	**1**
5	Severe	**-3**	**11**	**1**
6	Extreme	**-4**	**8**	**1**
7	Wrecked	**-5**	**5**	**1**
8	Totaled	**-8**	**3**	**1**
9	Disabled	**---**	**--**	**1**
10	Destroyed	**---**	**--**	**2**

BODY DAMAGE: This is a general description of the amount of body damage the vehicle has taken in the crash. When a vehicle has been disabled it can no longer operate until it receives extensive repair. If a vehicle is destroyed then it is beyond repair and is a total loss.

HAND MOD*:* This modifies the Handling Rank of the pilot or driver due to the extent of damage the vehicle has taken.

MAX SPD: This represents the maximum Speed Level the vehicle can attain after the damage. The pilot or driver cannot exceed the listed Speed Level with the damaged vehicle.

DAMAGE EFFECT: Crash damage to a vehicle can also cause damage effects to the vehicle's structure and design. Each Crash Level that a vehicle takes on the Crash Damage Track shown above has a Damage Effect number listed. Each Damage Effect is rolled on the Vehicle Damage Effect Table in the next column to determine the type of Damage Effect. Refer to each individual listing to determine the type of Damage Effect done to the vehicle.

EXAMPLE: *In the previous example Drake's car slammed into a bridge pylon at 56mph. The crash does 13 Impact to the vehicle. The vehicle has a body construction of Steel Sheet giving it an Impact Protective Rating of 7 against crash damage. The total damage done to the vehicle is 6 damage levels which is Extreme Body Damage. The car is now -4 to Handling Rank, Max Speed Level of 8, and it took 4 Damage Effects.*

D10	VEHICLE DAMAGE EFFECT
1	Superficial Damage
2	Accessory Damage
3	Cargo Damage
4	Motive System
5	Brake Damage
6	Steering/Control loss
7	Critical System Damage
8	Occupants
9	Drive Damage
10	Fuel Rupture

Superficial Damage: The effect to the vehicle is superficial body damage such as shattered windshields, dents, bullet holes, etc. Superficial damage does not affect the performance of the vehicle only the appearance.

Accessory Damage: A non essential vehicle accessory has been ruined by the crash. The WM should roll D10 on the following table to determine the type of accessory:

D10	TYPE OF VEHICLE ACCESSORY DAMAGE
1-2	**Luxury:** This includes anything from a stereo, wet bar, recreational gear, etc.
3-4	**Communication:** Includes radio, communication system, mobile phone, etc.
5-6	**Monitoring:** This is damage centered around the equipment used to monitor the vehicle such as speedometer, altimeter, onboard computer, navigation system, etc.
7-8	**Sensory:** The damage is centered around equipment used to see outside the vehicle such as headlights, radar, scanners, sonar, etc.
9-10	**Environmental:** This is equipment used to regulate the environment inside the vehicle such as air conditioning, heater, life support, etc.

The WM should decide what type of accessory was damaged in the crash based on the table above and the type of vehicle.

Cargo Damage: The damage done by the crash was centered on any cargo the vehicle was transporting. The WM should decide the nature of the cargo damage based on the type of vehicle and the cargo it is carrying.

Motive System: The vehicle loses the use of a tire, wheel, tread, landing gear, etc. which is part of its motive system. This could entail everything from a flat tire to a tread flying off the vehicle. The Handling Modifier for driving with a flat tire is -5.

Brake Damage: The vehicles ability to slow down is seriously impaired due to the crash. The effect is that the vehicle's Safe Deceleration Rank is divided in half. If Brake Damage is rolled a second time then the vehicle loses the ability to brake at all.

Steering/ Control Loss: The steering control system malfunctions from the damage. If the vehicle is still moving it will go out of control and crash. The direction the vehicle travels before crashing is decided by the WM and the vehicle type.

Critical System Damage: One of the critical systems essential to the vehicle has been ruined in the crash. Roll D10 on the following table to determine the nature of the Critical System Damage:

D10	TYPE OF CRITICAL SYSTEM DAMAGE
1-2	**Weapon System:** One of the vehicle's weapon systems is destroyed by the damage. The WM decides which of the vehicle weaponry is destroyed by the damage.
3-4	**Regulation:** The system used to regulate important aspects of the vehicle's drive system such as temperature control or radiation shielding, etc. has shut down due to the damage. The can cause the vehicle's engine temperature to rise to dangerous levels. In D10 + 5 Action Phases after the damage the engine will overheat and shut down.
5-6	**Life Support:** The vehicle's life support system has malfunctioned and shut down due to the damage. The exact effects of this are decided by the WM based on the vehicle type and situation.
7-8	**Defense Mechanism:** Any vehicle defensive systems such as shields, cloaking devices, stealth mode, etc. have malfunctioned due to the damage. The WM decides which system has failed due to the type of vehicle and the situation.
9-10	**Power System:** The vehicle's power system has been shutoff due to the damage. If the vehicle is equipped with a backup power source it may keep running on emergency power. If not, then the vehicle's is without power. There is a 1-3 chance on a D10 the power failure causes a fire to break out in the control center of the vehicle. The exact parameters of the power failure are decided by the WM based upon the type of vehicle.

Occupants: The damage is centered in the passenger area of the vehicle. This could be in the cockpit, cabin, or berth of the vehicle. Any occupant in the area of the damage will take an additional +5 when rolling on the Occupant Crash Effect Table (See Crash Effects on Vehicle Occupants).

Drive Damage: The damage affects the vehicle's propulsion system. The effect is that the engine grinds, smokes, sputters, etc. The Maximum Speed Level the vehicle can now reach is divided in half. If this result is rolled again then the vehicle's drive shuts down from the damage. If the vehicle is an aircraft it goes into a Crash Dive.

Fuel Rupture: The vehicle's fuel source has been ruptured. Roll D10 and add in the vehicle's Damage Level to find the effect of a fuel rupture on the table below:

D10	FUEL RUPTURE TABLE
1-5	**Slow Fuel Leak:** If the vehicle uses a liquid fuel source then the fuel tank will be empty in D10 minutes. If the fuel source is radioactive or energy in nature then there is a severe radiation leak.
6-8	**Fast Fuel Leak:** Same as above but the fuel will run out in D10 Action Phases.
9-10	**Fuel Rupture:** The fuel instantly runs out of the vehicle in 1 Action Phase. There is a 1-3 chance on a D10 that the engine also catches fire (see below).
11-14	**Engine Aflame:** The engine of the vehicle has caught fire and will explode in D10 Action Phases destroying the vehicle. When a vehicle explodes it has a Primary Effect Radius equal to its Size Rank in Spaces. The type of damage the blast does is Energy Damage with a Base Damage Rank equal to the Size Rank of the vehicle x 2.
15+	**Vehicle Explodes:** Same as above but the vehicle instantly explodes with the damage. The explosion has the same Blast Radius and damage as listed above.

EXAMPLE: *In the previous example Derek Drake's car took 4 Damage Effects from crashing into a bridge pylon. The WM rolls D10 four times on the Vehicle Damage Effect Table. The first Damage Effect is Fuel Rupture. The WM rolls another D10 on the Fuel Rupture table adding in the 6 Damage Levels that the vehicle took from the crash. The total is 11 which equals the car's engine is on fire. The WM rolls another D10 to determine the car will explode in 4 Action Phases. The second Damage Effect roll is a 7 which means Critical System Damage. The WM rolls another D10 on the table and gets the power system. The car's battery was destroyed in the crash. The third damage effect roll is a 6 which represents Steering Control Loss. The cars steering system was destroyed in the crash. The final D10 roll was a 1 meaning superficial damage. The WM determines that the hood has smashed up into the window shattering it. The car that Drake was driving is now crashed up against the bridge pylon with smashed in hood and windshield, cracked battery, broken steering column, and to make matter worse, an engine on fire and about to explode in 4 Action Phases.*

CRASH EFFECTS ON VEHICLE OCCUPANTS

Occupants within a vehicle that takes crash damage can take trauma. To determine the effects upon the occupants of a crashed vehicle the WM rolls D10 adding in the Damage Levels that the vehicle took in the crash. The total number is then referred to the table below:

D10	OCCUPANT CRASH EFFECT TABLE
0 or less	The occupant takes no damage from the crash besides bruises, minor scratches, and being shook up.
1-5	The occupant takes 3 points of Impact damage to a random body location.
6-8	The occupant takes 3 points of Impact damage to 2 random body locations.
9-10	The occupant takes 5 points of Impact damage to 3 body locations.
11-14	The occupant takes 3 points of Penetration damage to 3 body locations due to flying glass or jagged metal.
15+	The damage is 5 points of Penetration damage to 3 body locations and the occupant is pinned in the wrecked vehicle.

The damage roll on the table above can be modified if the occupant has taken safety precautions to protect him or herself. These are listed below:

CRASH SAFETY PRECAUTIONS	MOD
Seat belts	**-5**
Seat belts plus air bag	**-10**
Crash suit	**-15**

EXAMPLE: *In the previous example we determined the damage that the automobile that Derek Drake was driving when it hit the bridge pylonr. Now we determine the damage that Drake took from the crash. The vehicle took 6 Damage Levels from the crash so the WM rolls a D10 + 6 on the Occupant Crash Effect table. The roll is a 9 + 6 =15 but because Drake was wearing his seatbelts and had an airbag to protect him we subtract 10 from the total bringing it to 5. We check the table above and see that Drake takes 3 points of Impact damage to a random body location from the crash. The WM rolls D100 on the Random Body Location table and gets a 99 which is his Left Foot. Drake was wearing Hard Leather combat boots which stop 3 Impact damage so he takes no trauma from the crash. With his car on fire and about to explode Drake stunned and bruised from the crash staggers out of the car and runs diving into a ditch as the car explodes into a ball of fire and twisted metal.*

RANGED WEAPON ATTACKS ON VEHICLES

A vehicle may also receive damage from a ranged weapon. This is handled in different fashion the with crash damage. When making a successful ranged attack against a vehicle, the shooter gets to roll on the appropriate Vehicle Hit Location table listed on the next page to determine where the shot struck the vehicle. Once the location is known then the vehicle's Protective Rating for that location is subtracted from the Damage Rank of the shot. If any damage penetrated the armor of the vehicle then the shooter rolls D10 and adds in the amount that exceeded the Armor Rating of the vehicle location. This total is checked on the vehicle location to determine the Damage Effect the shot does to the vehicle.

EXAMPLE: *Derek Drake fires his Desert Eagle .44 at a mid-sized car that a gunman is using to escape with. He rolls a hit with two shots against the vehicle. The base Ballistic Damage of the gun is 7 +2 (Point Blank)-2 (Size Rank of auto) = 7 Ballistic Damage. Drake rolls D10 for the location of the first shot on Automobile Hit Location Table. The first shot he rolls a 9 for location which means he hits a front tire which blows from the bullet. For the second shot the WM rolls a 5 which is the Windshield/Interior of the car. The windshield stops 2 Ballistic Damage so 5 pass through. The WM rolls D10 +5 to determine the damage effect and gets Occupant Hit.*

When an Occupant Hit result is rolled the excess damage that passed through the protection of the vehicle is applied to a random body location on the occupant hit.

EXAMPLE: *On the previous example Drake got a Occupant Hit result on the damage effect table. The damage that exceeded the windshield rating was 5 Ballistic. The WM rolls D100 for random body location on the driver and gets a 10 which means he shot the driver right in the eye with the .44 round! The total damage is 5 (ballistic) +5 (eye location) =10 Trauma Levels. The driver dies instantly in a spray of blood and brain matter.*

When using an automatic weapon against a vehicle the shooter rolls to hit with a burst of auto fire on the appropriate vehicle hit location table as for a normal shot however there is a +3 Damage Rank bonus when a burst is applied to vehicle damage.

D10	AUTOMOBILE HIT LOCATION TABLE
1	Body Hit (Fuel tank area)

D10 + DAMAGE	DAMAGE EFFECT
2-9	Superficial
10+	Fuel Rupture

2-4	Body Hit (Engine Area)

D10 + DAMAGE	DAMAGE EFFECT
2-5	Superficial
6-8	Brake Damage
9-10	Drive Damage
11-14	Steering Loss
15+	Fuel Rupture

5-6	Windshield/Interior

D10 + DAMAGE	DAMAGE EFFECT
2-9	Superficial
10+	Occupant Hit*

7-8	Automobile body

D10 + DAMAGE	DAMAGE EFFECT
2--6	Superficial
7-8	Cargo damage
9-10	Brake Damage
11-14	Drive Damage
15+	Steering Loss

9-10	Tire (Motive Damage)

D10	WATERCRAFT HIT LOCATION TABLE
1	Body Hit (Engine area)

D10 + DAMAGE	DAMAGE EFFECT
2-6	Superficial
7-10	Drive Damage
11-14	Steering Loss
15+	Fuel Rupture

2-5	Bridge/Cabin

D10 + DAMAGE	DAMAGE EFFECT
2-6	Superficial
7-9	Critical System
10-14	Occupant Hit*
15+	Steering

6-10	Hull (General Body Area)

D10 + DAMAGE	DAMAGE EFFECT
2-9	Superficial
4-5	Accessory
6-7	Cargo Damage
8-9	Critical System
10+	Fuel Rupture

D10	HELICOPTER HIT LOCATION TABLE
1	Body Hit (Fuel tank)

D10 + DAMAGE	DAMAGE EFFECT
2-9	Superficial
10+	Fuel Rupture

2-4	Body Hit (Engine Area)

D10 + DAMAGE	DAMAGE EFFECT
2-9	Superficial
10-11	Drive Damage
15+	Fuel Rupture

7-8	Fuselage

D10 + DAMAGE	DAMAGE EFFECT
2-9	Superficial
10-11	Accessory
12-14	Drive Damage
15+	Steering Loss

9	Tail Section

D10 + DAMAGE	DAMAGE EFFECT
2-6	Superficial
7-8	Critical System
9-10	Drive Damage
11+	Steering Loss

10	Landing Gear (Motive Damage)

D10	MOTORCYCLE HIT LOCATION TABLE
1	Body Hit (Fuel tank area)

D10 + DAMAGE	DAMAGE EFFECT
1-5	Superficial
6+	Fuel Rupture

2-4	Body Hit (Engine Area)

D10 + DAMAGE	DAMAGE EFFECT
1-3	Superficial
6-9	Drive Damage
10+	Fuel Rupture

5-6	Driver/Passenger (Occupant Hit)
7-8	Frame/Chassis

D10 + DAMAGE	DAMAGE EFFECT
2-5	Superficial
6-7	Accessory
8-9	Drive Damage
10+	Steering Loss

9-10	Tire Motive Damage

D10	AIRPLANE/JET AIRCRAFT LOCATION TABLE
1	Fuselage (Fuel tank area)

D10 + DAMAGE	DAMAGE EFFECT
2-9	Superficial
10+	Fuel Rupture

D10	AIRPLANE/JET AIRCRAFT LOCATION TABLE
2-4	Fuselage (Engine Area)

D10 + DAMAGE	DAMAGE EFFECT
2-6	Superficial
7-8	Critical System
9-10	Drive Damage
11-14	Steering Loss
15+	Fuel Rupture

D10	AIRPLANE/JET AIRCRAFT LOCATION TABLE
5-6	Cockpit

D10 + DAMAGE	DAMAGE EFFECT
2-6	Superficial
7-8	Accessory
9-10	Occupant Hit*
11-14	Critical System
15+	Steering Loss

D10	AIRPLANE/JET AIRCRAFT LOCATION TABLE
7-8	Fuselage (General Area)

D10 + DAMAGE	DAMAGE EFFECT
2-6	Superficial
7-8	Accessory
9-10	Cargo Damage
11-12	Occupant Hit*
13-14	Critical System
15+	Steering Loss

D10	AIRPLANE/JET AIRCRAFT LOCATION TABLE
9	Wing Section

D10 + DAMAGE	DAMAGE EFFECT
2-8	Superficial
9-10	Critical System
11+	Steering Loss

D10	AIRPLANE/JET AIRCRAFT LOCATION TABLE
10	Tail Section

D10 + DAMAGE	DAMAGE EFFECT
2-8	Superficial
9-10	Critical System
11+	Steering Loss

D10	SPACECRAFT/STARSHIP LOCATION TABLE
1	Hull (Engine Drives)

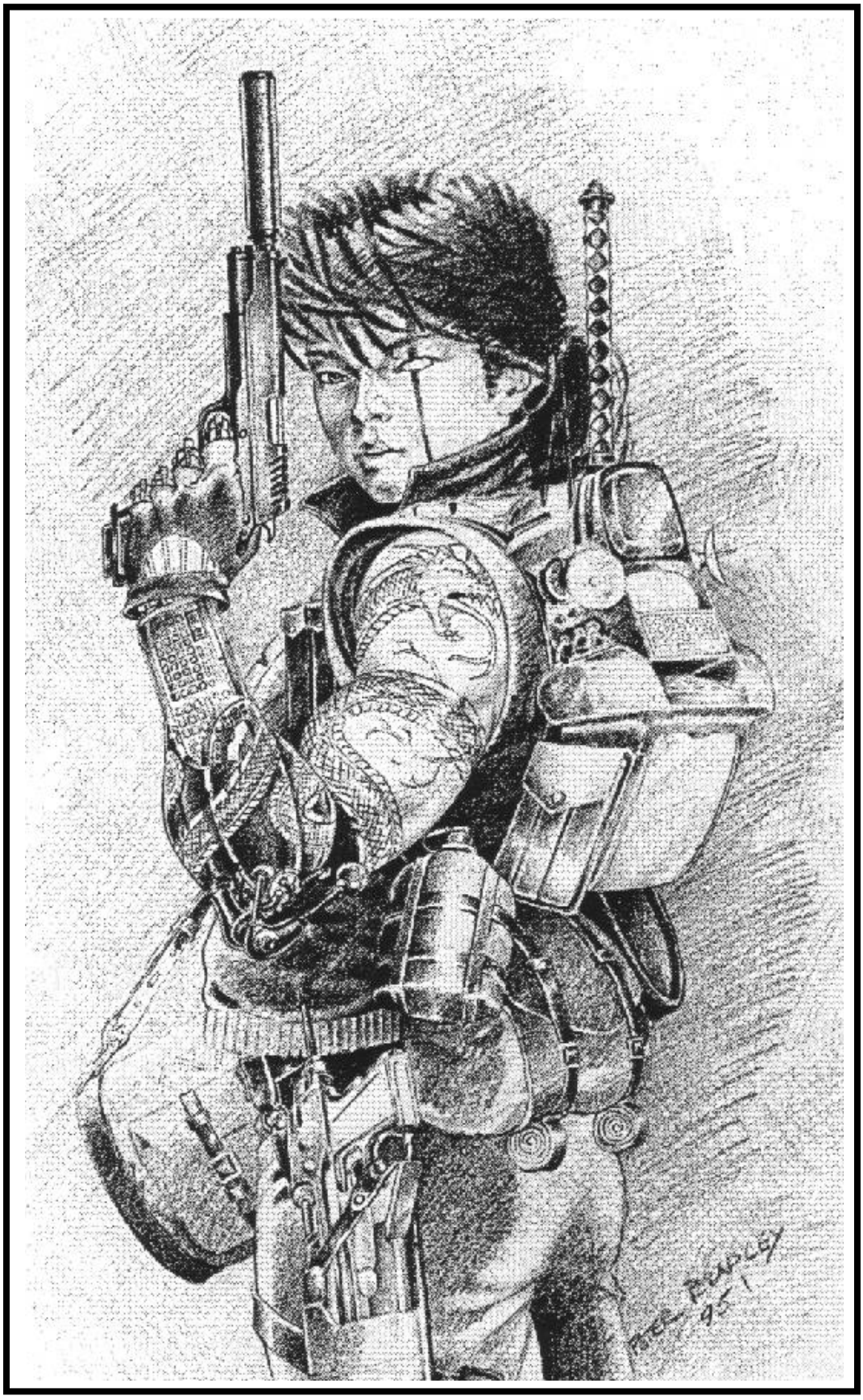
D10 + DAMAGE	DAMAGE EFFECT
2-9	Superficial
10-11	Critical Systems
12-14	Drive Damage
15+	Fuel Rupture

D10	SPACECRAFT/STARSHIP LOCATION TABLE
2-4	Bridge

D10 + DAMAGE	DAMAGE EFFECT
2-6	Superficial
7-8	Accessory
9-10	Occupant Hit*
11-14	Critical System
15+	Steering Loss

D10	SPACECRAFT/STARSHIP LOCATION TABLE
5-10	Hull

D10 + DAMAGE	DAMAGE EFFECT
2-8	Superficial
9-10	Accessory
11-12	Cargo Damage
13-14	Occupant Hit*
15+	Critical System



WEAPONS AND EQUIPMENT

In this section of rules we deal with the weapons and equipment available to **AM** characters. The equipment covered here in the core rules are a sampling of hardware from all tech levels spanning the entire adventuring spectrum. Additional equipment and weapons will be presented in various campaign plug-ins to the system.

CHARACTER STARTING WEALTH

The starting wealth of a character represents the amount of monetary units the character has available to buy gear and equipment at the start of the game. **Adventure Maximum** can be played in any game world so the monetary units can be anything from gold pieces, dollars, credits etc. as decided by the WM based on the adventure setting. The starting wealth of a character is determined using his or her Wealth Rank and then the character's Tech level. First find the character's Wealth Rank on the following table to determine base starting wealth and then multiply that total by the character's Tech Level to determine the starting cash of the character. Write it down on the character record in the designated area.

WTH RANK	BASE STARTING WEALTH
1	10
2	20
3	40
4	80
5	160
6	320
7	640
8	1280
9	2560
10	5120
11	10,240
12	20,480
13	40,960
14	81,920
15	163,840
16	327,680
17	655,360
18	1,310,720
19	2,621,440
20	5,242,880

Example: *Grondar has a Wealth Rank of 4 and we find on the table above that gives him a base starting wealth of 80. We then multiply that amount by Grondar's Tech Level of 2. Grondar has 160 gold pieces to buy his starting equipment and weapons.*

OUTFITTING THE CHARACTER

Now that the amount of starting wealth is known for a character, the player can start to buy his or her equipment to start the game with. Here are some important factors to remember when outfitting a character:

A. A character can only buy equipment that has a Tech Level equal to or below that of his or her own. The only exception to this rule is if the WM allows the character to have a higher tech piece of equipment.

B. The player should write down each piece of personal equipment he or she purchases and list the location of the item and its weight on the character record. The total weight of all equipment carried will determine the character's Encumbrance Level (see Encumbrance)>

C. Outfit a character with equipment that fits the character's concept and world setting. The WM may have suggestions on what types of equipment and weaponry is available to a character based on the world setting.

AVAILABILITY OF EQUIPMENT

Some weapons and equipment are subject to restrictions in normal society and not readily available for a character to purchase or carry legally. For that reason most equipment and weapons are given an Availability Rating which the WM can use to determine if a character can purchase and carry a weapon or item. Refer to the table below:

AVAIL RATING	AVAILABILITY CATEGORY
0	**Common:** this equipment is widely available for the character to purchase and easily found.
1	**Specialty Item:** this equipment can only be purchased in specialty shops or stores that specifically carry the item.
2	**Rarity:** this item is very rare and can only be purchased from special auctions, shops, or agents who deal in the rare item.
3	**Restricted Access:** This item is illegal for the character to purchase and carry unless he or she has a special license to do so.
4	**Military Access:** this is an item that is military issue and illegal for civilians to purchase or carry.
5	**Prototype:** this is a one of a kind item that is very rare and unavailable for purchase.

ENCUMBRANCE

The Encumbrance of a character represents the weight a character can carry in gear and equipment and how it affects his or her movement. Write the weight for each level of encumbrance on the character record based on the character's Strength Rank. Refer to the table below:

STR RANK	Light	Medium	Heavy	Extreme
1	4	12	24	36
2	8	24	48	72
3	12	36	72	108
4	24	72	144	216
5	36	108	216	324
6	60	180	360	540
7	96	288	576	604
8	156	468	936	1404
9	252	756	1512	2268
10	408	1224	2448	3672

On the Character Record there is a place to record a character's Encumbrance Level. Write the weight for each level of encumbrance on the table provided based on the character's Strength Rank.

EXAMPLE: *Grondar has a Strength Rank of 6 which means that he can carry the following weight at each Encumbrance Level.*

ENCUMBRANCE LEVEL

LV	Lbs	MOV
1	60	0
2	180	-1
3	360	-2
4	540	-3

As the weight and equipment a character carries increases and the character gains an Encumbrance Level it can affect his or her Movement Rank. The penalty listed for each Encumbrance Level is subtracted from the character's Movement Rank when that level of weight exceeds the weight allowance for that level.

EXAMPLE: *Grondar adds up the weight of all of his equipment and armor and comes to total weight carried of 30 pounds which puts him at Encumbrance Level 1 and does not affect his Movement Rank. Later he finds a sack of gold pieces that weighs 35 pounds and he is now carrying 65 pounds of weight which puts him at Encumbrance Level 2. At Encumbrance Level 2 he has to subtract a -1 from his Movement Rank until he can lessen the weight he is carrying.*

MELEE WEAPONS IN THE CORE RULES

On the following pages are listed the various melee weapons available in the **AM** core rules. Each of the weapon descriptions have standard terminology used which is explained below:

Weapon Name: This is the common name of the weapon in the game. If a (2) is present beside the name then the weapon listed a two-handed weapon and the character must use both hands to wield it.

Tech: The technological level in the game when the weapon becomes available to a character.

STR Min: This is the minimum Strength Rank the character must have to wield the weapon.

Damage Mod: This is the Damage Modifier that is added to the character's Strength Rank to determine the base Damage Rank of the weapon. The letter listed beside the Damage Modifier represents the type of damage the weapon does.

Rch: This is the Reach of the weapon. The number listed is the distance in Spaces that the weapon can attack a target. If a C is listed then the weapon can be used at Close melee combat range.

Weapon Techniques: This is the basic attack and defense techniques that the weapon provides to the character when in combat. The modifier listed for each technique is added or subtracted from the character's Skill Rank in the weapon. A player should write down the modified Skill Ranks in each weapon technique on the character record under the weapon listing.

Break: This is the Break Number for the weapon. Damage done to the weapon that exceeds the Break Number shatters the weapon.

Avail: This is the Availability Rating for the weapon.

Cost: This is the cost to purchase the weapon in monetary units.

Weight: This is the weight of the weapons in pounds.

AXES

Hand Axe Tech: **1** STR Min: **1** Rch: **1** Break: **8**
Damage Mod: **+2p** Avail: **1** Cost: **5** Weight: **3**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
--	+0	--	--	---	-3		-3		

Battle Axe Tech: **2** STR Min: **3** Rch: **2** Break: **12**
Damage Mod: **+4p** Avail: **1** Cost: **20** Weight: **7**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+0	+1	---	-1	--	-2		-2	-3	-5

2-Handed Axe (2) Tech: **3** STR Min: **3** Rch: **2** Break: **10**
Damage Mod: **+5p** Avail: **1** Cost: **30** Weight: **10**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+1	+2	---	+0		-1		-1	-2	-4

Power Axe Tech: **8** STR Min: **2** Rch: **1** Break: **15**
Damage Mod: **+8p** Avail: **3** Cost: **1000** Weight: **8**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+1	+2	---	-1	---	-2		-2	-3	-5

CLUBS

Club/Baton Tech: **1** STR Min: **1** Rch: **1** Break: **6**
Damage Mod: **+1i** Avail: 0 Cost: **1** Weight: **3**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+1	---	+0	-1	---	-3		+0	-3	---

Cudgel/Bat Tech: **1** STR Min: **2** Rch: **2** Break: **8**
Damage Mod: **+3i** Avail: 0 Cost: **5** Weight: **5**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+1	---	+2	+0	---	-2		+1	-3	-5

Maul (2) Tech: **1** STR Min: **3** Rch: **2** Break: **11**
Damage Mod: **+5i** Avail: 1 Cost: **10** Weight: **8**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+1	---	+2	+0	---	-1		+2	-2	---

Mace Tech: **2** STR Min: **2** Rch: **1** Break: **12**
Damage Mod: **+4i** Avail: 1 Cost: 2**0** Weight: **6**

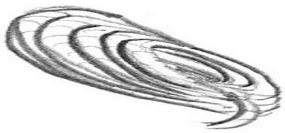
ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
--	--	+1	---	---	+0		+0	-2	---

Tonfa Tech: **7** STR Min: **1** Rch: 1 Break: **10**
Damage Mod: **+2i** Avail: **2** Cost: **10** Weight: **3**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+1	---	-1	+0	---	-2		+3	---	---

FLEXIBLE WEAPONS

Rope/Cord Tech: **1** STR Min: **1** Rch: 3 Break: **10**
Damage Mod: **--** Avail: **0** Cost: **1** Weight: **3**



ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
---	---	-2					-3	-5	-1

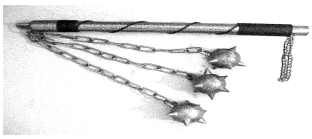
Net Tech: **1** STR Min: **1** Rch: **3** Break: **10**
Damage Mod: **--** Avail: **0** Cost: **5** Weight: **3**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
---	---	-1					-3	---	+0

Bullwhip Tech: **2** STR Min: **1** Rch: **3** Break: **10**
Damage Mod: **+2i** Avail: **1** Cost: **5** Weight: **2**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
---	---	-1					-3	---	+0

Flail Tech: **2** STR Min: **2** Rch: **1** Break: **12**
Damage Mod: **+3i** Avail: **1** Cost: **20** Weight: **5**



ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
---	---	+1	---	---	-2		-2	-3	---

Nunchaku Tech: **3** STR Min: **2** Rch: **1** Break: **10**
Damage Mod: **+3i** Avail: **1** Cost: **5** Weight: **3**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+0	---	+1	---	---	-1		+0	-2	-3

`

FLEXIBLE WEAPONS IN COMBAT

Flexible weapons with a Reach of 1 or greater can be used to entangle or grapple an opponent. To do this the attacker declares that he or she is attempting to entangle the opponent with the weapon. He or she then rolls a normal Strike attack with the weapon and, if successful, has entangled the called body area of the attack. The effects of the entangling attack are described below based on the body area attacked:

Throat Entangled: The attacker has a chokehold on his or her opponent with the entangling weapon and do +3 STR Damage in System Trauma automatically each Action Phase the weapon is strangling the opponent. Toughness Rank of the opponent does subtract from this kind of damage.

Arm Entangled: The attacker restricts the use of the entangled arm and may muscle or throw the opponent provided he or she succeeds with a STR check compared against the opponent's STR Rank on the Master Chart.

Leg Entangled: The attacker may pull the feet of the opponent out from under him provided that he or she can succeed with a STR check against the opponent's Knockback Rank. If the roll succeeds the opponent ends up landing on his or her back.

Certain weapons such as nets can entangle more then one body area of an opponent on a successful Strike attack. To find the extent of this entanglement roll D10 + Reach of the weapon on the table below:

D10	BODY AREAS ENTANGLED	DL
2-4	Left arm	**5**
5-7	Right arm	**5**
8-9	Chest and both arms	**10**
10	Chest, left arm, head	**15**
11	Chest, right arm, head	**15**
12	Chest, both arms, head	**20**
13+	Entire body entangled	**25**

The DL listed in the table above is the Difficulty Level for a character to attempt to escape the entanglement. To do this the entangled character must succeed by comparing his or her Escape Hold unarmed combat Skill Rank against the DL rolled for on the table above. If the roll succeeds then the character has escaped the entanglement, if it fails then the character remains trapped. The victim of an entanglement may elect to break or cut through the net depending on how strong the entanglement is and the availability of a knife or other weapon to cut with.

KNIVES

Dagger Tech: **1** STR Min: **1** Rch: **C** Break: **11**
Damage Mod: **+1p** Avail: **0** Cost: **10** Weight: **2**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+1	+0	---	-1	---	---		-1	-3	---

Stiletto Tech: **3** STR Min: **1** Rch: **C** Break: **6**
Damage Mod: **+0p** Avail: **1** Cost: **5** Weight: **1**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+1	+0	---	-1	---	---		-2	-4	---

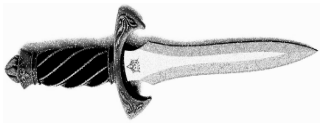
Bayonet Tech: 4 STR Min: **1** Rch: **C** Break: **13**
Damage Mod: **+2p** Avail: **1** Cost: **20** Weight: **1**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+2	+1	---	-0	---	---		-1	-3	---

Commando Tech: 5 STR Min: **1** Rch: **C** Break: **13**
Damage Mod: **+2p** Avail: **1** Cost: **25** Weight: **1**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+2	+1	---	-1	---	---		-1	-2	---

Knife (plasteel) Tech: 8 STR Min: **1** Rch: **C** Break: **15**
Damage Mod: **+3p** Avail: **1** Cost: 50 Weight: .5



ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+1	+0	---	-1	---	---		-1	-3	---

Knife (vibroblade) Tech: 8 STR Min: **1** Rch: **C** Break: **--**
Damage Mod: **+4p** Avail: **2** Cost: 150 Weight: .5

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
	+2	---	--	---	---		-1	--	---

Knife (laser) Tech: **8** STR Min: **1** Rch: **C** Break: **--**
Damage Mod: **+1e** Avail: **3** Cost: **300** Weight: **.5**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
	+2	---	--	---	---		-1	--	---

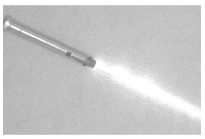
Knife (crysteel) Tech: **9** STR Min: **1** Rch: **C** Break: **15**
Damage Mod: **+5p** Avail: **3** Cost: **800** Weight: .5

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+1	+2	---	+0	---	---		-1	-2	---

Knife (nulloy) Tech: 9 STR Min: **1** Rch: **C** Break: 20
Damage Mod: **+6p** Avail: **3** Cost: 2000 Weight: .5

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+1	+2	---	+0	---	---		-1	-2	---

Knife (energy) Tech: 10 STR Min: **1** Rch: **C** Break: 20
Damage Mod: **+2e** Avail: **3** Cost: **2500** Weight: .5



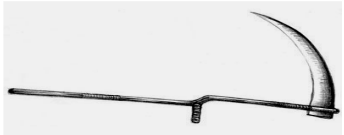
ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+1	+2	---	+0	---	---		-1	-2	---

POLEARMS

Halbred (2) Tech: **2** STR Min: **3** Rch: **3** Break: **10**
Damage Mod: **+3p** Avail: **1** Cost: **80** Weight: **10**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+2	+1	---	+0	-1	-2		+1	-3	-5

Scythe (2) Tech: **2** STR Min: **3** Rch: **3** Break: **10**
Damage Mod: **+2p** Avail: **1** Cost: 4**0** Weight: **10**



ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+0	+2	---	--	-1	--		+0	-4	--

Trident (2) Tech: **2** STR Min: **3** Rch: **3** Break: **10**
Damage Mod: **+2p** Avail: **1** Cost: 6**0** Weight: **7**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+1	--	---	+2	+1	--		+1	-2	-3

SPEARS

Javelin Tech: **1** STR Min: 1 Rch: **2** Break: **10**
Damage Mod: **+1p** Avail: **1** Cost: **10** Weight: **4**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+2	+0	---	+1	-1	--		+1	-2	-3

Short Spear Tech: **1** STR Min: **1** Rch: **2** Break: **10**
Damage Mod: **+2p** Avail: **1** Cost: **10** Weight: **5**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+2	+0	---	+1	-1	--		+1	-2	-3

Long Spear (2) Tech: **1** STR Min: **2** Rch: **3** Break: **10**
Damage Mod: **+3p** Avail: **1** Cost: 2**0** Weight: **7**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+3	+1	---	+2	+1	--		+2	-2	-3

STAVES

Quarter Staff (2) Tech: **1** STR Min: **2** Rch: **3** Break: **10**
Damage Mod: **+3i** Avail: **1** Cost: **3** Weight: **4**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+2	--	+1	+0	--	-1		+2	-2	-4

Jo Stick Tech: **1** STR Min: **1** Rch: **2** Break: **8**
Damage Mod: **+2i** Avail: **1** Cost: **1** Weight: **4**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+1	--	+0	-1	--	-2		+1	-3	-4

SWORDS

Short Sword Tech: **2** STR Min: **2** Rch: 1 Break: **13**
Damage Mod: **+2p** Avail: **1** Cost: **30** Weight: **3**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+0	+1	--	-2	-3	-4		+0	-3	-5

Longsword Tech: **2** STR Min: **2** Rch: **2** Break: **13**
Damage Mod: **+3p** Avail: **1** Cost: **60** Weight: **6**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+1	+0	--	-1	-2	-3		+1	-3	-5

Broadsword Tech: **3** STR Min: **2** Rch: **2** Break: **14**
Damage Mod: **+4p** Avail: **1** Cost: **80** Weight: **7**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+2	+1	--	+0	-1	-2		+1	-3	-5

Rapier Tech: **3** STR Min: **1** Rch: **2** Break: **9**
Damage Mod: **+1p** Avail: **1** Cost: **40** Weight: **3**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+2	+1	--	+0	-1	--		+1	-2	-3

Greatsword (2) Tech: **3** STR Min: **3** Rch: **3** Break: **15**
Damage Mod: **+6p** Avail: **1** Cost: **100** Weight: **10**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+1	+2	--	+0	-1	-2		+0	-2	--

Katana Tech: **4** STR Min: **2** Rch: **2** Break: **13**
Damage Mod: **+5p** Avail: **1** Cost: 9**0** Weight: **5**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+2	+1	--	+0	-1	-2		+1	-2	-3

Plasteel Sword Tech: **8** STR Min: **1** Rch: **2** Break: **12**
Damage Mod: **+7p** Avail: **2** Cost: **250** Weight: **3**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+2	+1	--	+0	-1	-2		+2	-2	--

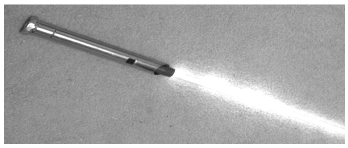
Crysteel Sword Tech: **9** STR Min: **1** Rch: **2** Break: **18**
Damage Mod: **+8p** Avail: **3** Cost: **2000** Weight: **2**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+2	+1	--	+0	-1	-2		+2	-2	--

Nulloy Sword Tech: **9** STR Min: **2** Rch: **2** Break: **20**
Damage Mod: **+9p** Avail: **4** Cost: **3000** Weight: **5**

ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+2	+1	--	+0	-1	-2		+2	-2	--

Energy Sword Tech: **10** STR Min: **2** Rch: **2** Break: --
Damage Mod: **+5e** Avail: **3** Cost: 5**000** Weight: **4**



ATTACKS							DEFENSE		
JAB	**SLSH**	**STRK**	**THRST**	**IMPL**	**DTH**		**PAR**	**DIS**	**TRAP**
+2	+1	--	+0	--	-2		+2	-2	--

RANGED WEAPONS IN THE CORE RULES

Ranged weapons in **Adventure Maximum** Core Rules cover the entire gambit from a sling to heavy assault weapons. The following terminology is used to describe all ranged weapons in the game.

Weapon Name: This is the general name of the weapon in the game. If there is a (2) listed by the name then that means the weapon can only be used with two hands when firing.

Tech: This is the Tech Level the ranged weapon is available for the character to purchase and obtain.

STR Min: This is the minimum Strength Rank the character must have to effectively carry and fire the ranged weapon.

Fire Rate: This is the maximum number of times the weapon can be fired in an Action Phase. If there is a second number listed in parenthesis, then that means that the weapon is capable of Burst Fire when firing on full automatic. The number in the parenthesis represents the number of bursts the weapon can fire in an Action Phase. Each burst expends five rounds of ammo in the weapon.

Ammo: The maximum number of shots the weapon is capable of holding.

Dam Rank: This is the Base Damage Rank the weapon does to the target. The letter code listed beside the Damage Rank is the specific type of damage the weapon does: i=Impact, p=Penetration, b=Ballistic, e=Energy.

Some ranged weapons do other types of damage then those listed above. Each is described below:

S: This type of damage means the weapon does Stun damage. The number listed is the DL of the Knockout Resistance roll the target must succeed at to avoid being stunned by the attack. If the victim fails to resist the stun attack he or she is stunned and can only lay on the ground in a paralyzed state for D10 Action Phases and incapable of performing physical movement. Enclosed armor and helmets will protect the target from a Stun attack. Clothing and non rigid armor will not.

Expl: A weapon with this damage rating fires an explosive round or missile. Grenade and rocket launchers fall under this category. Refer to the explosives and launcher rounds table to find the type of loads the weapon fires along with the damage and other statistics for each.

Load: This is the amount of time in Action Phases it typically takes a person to load the weapon once the ammo is expended. The letter abbreviation listed by the number represents the method by which the weapon is loaded. Refer to each listing below:

b: This stands for belt fed which means the weapon is loaded by slapping in another belt of ammo.

c: This means the weapon is loaded by inserting an energy cell that must be changed again when the energy rounds are expended.

d: This means the weapon is drum fed and the ammo is stored in a metal drum which is inserted into the weapon.

h: This means the weapon is loaded by hand and that each shot much be individually loaded by the shooter.

m: This means the weapon is magazine and the ammo is stored in metal clips that must be inserted into the weapon manually when the ammo per magazine has been depleted.

Avail: This is the Availability Rating for the weapon.

Cost: This is the amount in Monetary Units that is required to purchase the weapon by the character.

Weight: This is the weight of the weapon in pounds.

Ranges: This lists the various range categories for the weapon. Refer to the table below:

CODE	RANGE CATEGORY	DL
PB	Point Blank	**0**
CL	Close	**5**
EFF	Effective	**10**
LNG	Long	**15**
EXTR	Extreme	**20**
MAX	Maximum	**25**

The number below each range category is the number of Spaces in distance that the weapon can be fired. If the distance to the target exceeds the Spaces listed for that range category then the next range category is used. The DL is also listed in the table above for attempting to hit a target at each Range Category.

Notes: This describes any pertinent information about the weapon.

MUSCLE POWERED RANGED WEAPONS

Sling Tech: **1** STR Min: **1** Fire Rate: **1** Ammo: **1**
Dam Rank: **2i** Load: **1h** Avail: **0** Cost: **5** Weight: **.5**

Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	1	2	5	13	20	25

Notes: *throws stones or lead bullets*

Short bow (2) Tech: **1** STR Min: **1** Fire Rate: **1** Ammo: **1**
Dam Rank: **4p** Load: **1h** Avail: **1** Cost: **50** Weight: **3**

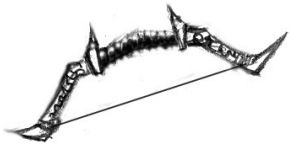
Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	1	3	10	25	40	50

Notes: *simple wooden bow*

Recurve bow (2) Tech: **2** STR Min: **2** Fire Rate: **1** Ammo: **1**
Dam Rank: **5p** Load: **1h** Avail: **1** Cost: **75** Weight: **3**

Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	2	6	20	50	80	100

Notes: *composed of horn, sinew, and wood*



Longbow (2) Tech: **3** STR Min: **2** Fire Rate: **1** Ammo: **1**
Dam Rank: **6p** Load: **1h** Avail: **1** Cost: **100** Weight: **4**

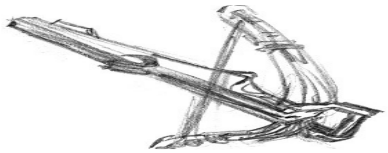
Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	3	9	30	75	120	150

Notes: *wooden bow over five feet in length*

Light crossbow Tech: **3** STR Min: **2** Fire Rate: **1** Ammo: **1**
Dam Rank: **5p** Load: **5h** Avail: **1** Cost: **150** Weight: **6**

Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	2	6	20	50	80	100

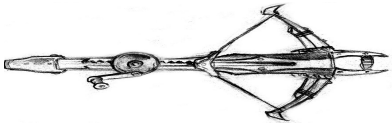
Notes: *fires iron tipped bolts*



Hvy crossbow (2) Tech: **3** STR Min: **3** Fire Rate: **1** Ammo: **1**
Dam Rank: **7p** Load: **8h** Avail: **1** Cost: **250** Weight: **10**

Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	3	9	30	75	120	150

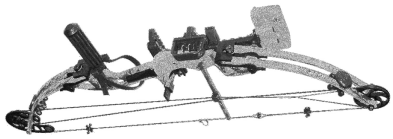
Notes: *cocked by using a windlass*



Compound bow(2) Tech: **7** STR Min:**2** Fire Rate:**1** Ammo: **1**
Dam Rank: **8p** Load: **1h** Avail: **1** Cost: **500** Weight: **10**

Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	4	12	120	75	120	150

Notes: *a powerful bow constructed of fiberglass and pulleys*



Mini crossbow Tech: **7** STR Min:**1** Fire Rate:**1** Ammo: **1**
Dam Rank: **5p** Load: **2h** Avail: **1** Cost: **50** Weight: **2**

Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	1	3	10	25	40	50

Notes: *a small handheld crossbow pistol*

Plasteel bow(2) Tech: **8** STR Min:**3** Fire Rate:**1** Ammo: **1**
Dam Rank: **9p** Load: **2h** Avail: **1** Cost: **1000** Weight: **10**

Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	5	15	50	150	200	250

Notes: *constructed of high tech Plasteel and composite alloy*

PISTOLS

Matchlock Tech: **4** STR Min: **1** Fire Rate: **1** Ammo: **1**
Dam Rank: **4b** Load: **10h** Avail: **1** Cost: **75** Weight: **1**

Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	1	3	10	25	40	50

Note: *crude black powder pistol*

Flintlock Tech: **4** STR Min: **1** Fire Rate: **1** Ammo: **1**
Dam Rank: **5b** Load: **10h** Avail: **1** Cost: 8**5** Weight: **1**

Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	1	3	10	25	40	50

Note: *fires using a flintlockl*

Wheellock Tech: **4** STR Min: **1** Fire Rate: **2** Ammo: **6**
Dam Rank: **5b** Load: 10**h** Avail: **1** Cost: **100** Weight: **1**

Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	1	3	10	25	40	50

Note: *can be fired one handed*

Army Colt .44 Tech: **5** STR Min: **1** Fire Rate: **1** Ammo: **6**
Dam Rank: **5b** Load: **3h** Avail: **1** Cost: **150** Weight: **2**

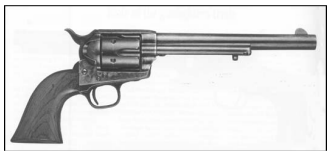
Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	2	6	20	50	80	100

Note: *one of the first revolvers*

Colt Peacemaker Tech: **5** STR Min: **1** Fire Rate: **2** Ammo:**6**
Dam Rank: **5b** Load: **3h** Avail: **1** Cost: **150** Weight: **3**

Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	2	6	20	50	80	100

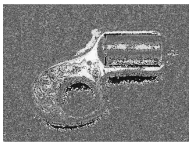
Note: *most popular gun in the west*



Knuckleduster Tech: **5** STR Min: **1** Fire Rate: **2** Ammo:**4**
Dam Rank: **3b** Load: **2h** Avail: **1** Cost: **75** Weight: **.5**

Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	1	2	3	4	5	6

Note: *a four shot derringer for very close range*



Mauser 1896 Tech: **5** STR Min: **1** Fire Rate: **3** Ammo:**10**
Dam Rank: **4b** Load: **2m** Avail: **1** Cost: **200** Weight: **2**

Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	2	6	20	50	80	100

Note: *known as the broom handle*

Luger PO8 Tech: **6** STR Min: **1** Fire Rate: **3** Ammo:**8**
Dam Rank: **4b** Load: **1m** Avail: **1** Cost: **200** Weight: **2**

Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	2	6	20	50	80	100

Note: *classic German auto pistol*

Browning Hi-power Tech:**6** STR Min:**1** Fire Rate:**3** Ammo:**13**
Dam Rank: **4b** Load: **1m** Avail: **1** Cost: **250** Weight: **2**

Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	2	6	20	50	80	100

Note: *Belgium 9mm auto pistol*

Walther PPK Tech:**6** STR Min:**1** Fire Rate:**3** Ammo:**7**
Dam Rank: **3b** Load: **1m** Avail: **1** Cost: 3**50** Weight: **1**

Ranges	PB	CL	EFF	LNG	EXTR	MAX
Spaces	1	3	10	25	40	50

Note: *Made famous by a top secret agent*

ADVENTURE MAXIMUM CORE RULES CHARACTER RECORD

Name: _____ Expertise Level: _____ Creed: _____

Master	Rank Difference	<-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5>
Chart	Success on D10	C	1	2	3	4	5	6	7	8	9	F

Concept: _____

Tech Level: __ **Race:**_____
Appearance: _____
Description:_____

Height:_____ **Weight:**_____
Knock back Rank:___
Lift Capacity:_____
Starting Money:_____
Money Spent:_____
Money Saved:_____
Background:_____

ATTRIBUTES

MENTAL	Base	Mod	RNK
Knowledge	3		
Intuition	3		
Willpower	3		
PHYSICAL	Base	Mod	**RNK**
Strength	3		
Dexterity	3		
Condition	3		
Speed	3		
SOCIAL	Base	Mod	**RNK**
Ego	3		
Fame	3		
Wealth	3		
AURA	Base	Mod	**RNK**
Magic	3		
Psychic	3		
Spirit	3		

Base Combat Rank
(STR+DEX+CON+SPD/4):____

RESISTANCE	RANK
Toughness	
Knockout	
Poisons	
Mental	
Horror	
Magic	
Psychic	
Spiritual	

ATTITUDES	LV	LK	TL	DL	HT
Authority					
Children					
Crime					
Duty					
Elderly					
Foreigners					
Gambling					
Intoxication					
Narcotics					
Nature					
Occult/Magic					
Religion					
Torture					
Wealth					
BEHAVIOR	**VW**	**WK**	**AV**	**ST**	**EX**
Brave					
Cautious					
Curious					
Disciplined					
Friendly					
Greedy					
Honorable					
Lazy					
Loyal					
Lustful					
Pious					
Proud					
Romantic					
Superstitious					
Suspicious					
Vengeful					
Violent					

no	SKILLS LEARNED	Rank
1	**Awareness** Sight ___ Hear ___ Smell ___ Taste ___ Touch ___	___
2	**Brawling**	
3	**Climbing**	
4	**First Aid**	
5	**Influence** Befriend ___ Command ___ Deceive ___ Scare ___ Seduce ___	___
6	**Jumping**	
7	**Search**	
8	**Stealth**	
9	**Throwing**	
10		
11		
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44		
45		

ADVENTURE MAXIMUM CORE RULES ABILITY AND EQUIPMENT SHEET

Name: ______________________________ Expertise Level: __________ Creed:____________

Armor Description:___________________________________
____
____

Hit Locations	Imp	Pen	Bal	Enr	Armor Type	WT
Skull						
Face						
Throat/Neck						
Shoulders						
Chest/back						
Abdomen/back						
Hips/buttocks						
Biceps						
Elbows						
Forearms						
Wrists						
Hands						
Thighs						
Knees						
Calves						
Feet						

SYSTEM TRAUMA

LV	EFFECT
1	None
2	STR -1
3	STR- 2
4	STR -3
5	STR -4
6	STR -5
7	Collapse
8	Unconscious
9	Dying
10	Death

Fatigue Level

1 2 3 4 5 6 7 8 9 10

Notes:______
____
____
____
____

Armor Worn Weight:__

EQUIPMENT CARRIED

Carrried in backpack	wt

Carried externally	wt

Carried hidden	wt

Total Weight;_______

ENCUMBRANCE LEVEL

Lift Capacity:________**lbs**

LV	Lbs	MOV	FAT
1		0	0
2		0	1
3		-1	2
4		-2	3

Current Move Rank:

MOVE	mult	Spaces
Crawling	x.5	
Walking	x1	
Jogging	x2	
Running	x3	
Sprinting	x4	
Climbing	x1′	
Swimming	x5′	

CHARACTER DISADVANTAGES

Character Starting SAPs:____

DISADVANTAGE	SAPs

Character's Total SAPs:_____

CHARACTER SPECIAL ABILITIES

____=Character's total SAPs

COST	SPECIAL ABILITY	LVL

_____**= Total SAPs spent**

ADVENTURE MAXIMUM CORE RULES
Unarmed/Melee/Ranged/Combat Sheet

Character Name:_____ Expertise:_____
STR Rank: ___ CON Rank:_____ DEX Rank:___
Speed Rank:__ +Incr. Reflexes: __=Comb Reflex:___

Melee:_____
Rank:___ Reach:__Break:_
STR+Base Damage:___

ATTACK	RNK	DAM
Jab		-2
Slash		-1
Strike		+0
Thrust		+1
Impale		+3
Death Blow		+5
DEFENSE	**RNK**	**DAM**
Parry		--
Disarm		--
Trap/Catch		--

Melee:_____
Rank:___ Reach:__Break:_
STR+Base Damage:___

ATTACK	RNK	DAM
Jab		-2
Slash		-1
Strike		+0
Thrust		+1
Impale		+3
Death Blow		+5
DEFENSE	**RNK**	**DAM**
Parry		--
Disarm		--
Trap/Catch		--

Melee:_____
Rank:___ Reach:__Break:_
STR+Base Damage:___

ATTACK	RNK	DAM
Jab		-2
Slash		-1
Strike		+0
Thrust		+1
Impale		+3
Death Blow		+5
DEFENSE	**RNK**	**DAM**
Parry		--
Disarm		--
Trap/Catch		--

Shield Type:_____
Size:_____
Armor Ratings

Imp	Pen	Bal	Enr

Missile Defense:___%
Rank:___ Base Damage:

ATTACK	RNK	DAM
Strike		+0
Ram		spec
Death Blow		+5
DEFENSE	**RNK**	**DAM**
Block		--

Ranged:_____
Rank:___ Rate:___
Reload:___ **Base DMG:_____**

RANGES	SPACES	DAM
Point		+2
Close		+1
Effect		+0
Long		-1
Extreme		-2
Maxim		-3

Ammo: 000000000000
00000000000000000
00000000000000000
00000000000000000
00000000000000000
00000000000000000
Reloads: 1 2 3 4 5 6 7 8 9

Ranged:_____
Rank:___ Rate:___
Reload:___ **Base DMG:_____**

RANGES	SPACES	DAM
Point		+2
Close		+1
Effect		+0
Long		-1
Extreme		-2
Maxim		-3

Ammo: 000000000000
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00000000000000000
Reloads: 1 2 3 4 5 6 7 8 9

ARMORED BODY LOCATIONS

Location	Imp	Pen	Bal	Enr
Skull				
Face				
Throat				
Shoulders				
Chest				
Abdomen				
Hips				
Biceps				
Elbows				
Forearms				
Wrists				
Hands				
Thighs				
Knees				
Calves				
Feet				

TRAUMA RECORD

LV	TRAUMA	MOD
1	Minor	-1
2	Light	-2
3	Moderate	-3
4	Pain	-4
5	Dizzy	-5
6	Nausea	-8
7	Collapse	-10
8	Coma	---
9	Dying	---
10	Death	---

LUCK
1
2
3
4
5
6
7
8
9
10

UNARMED COMBAT TECHNIQUES

Style:_____ Rank:___
Style:_____ Rank:___
Style:_____ Rank:___
Strength Damage:_____

ATTACKS	RNK	RCH	DAM
Punch		1	+1
Haymaker		1	+2
Martial Strike		1	+3
Kick		1	+4
Martial Kick		1	+5
Close Combat		.5	Spec
Grappling		.5	Spec
Escape Hold		.5	Spec
Flip/Body Throw		.5	Spec
Joint Lock		.5	Spec
DEFENSIVE	**RNK**	**RCH**	**DAM**
Block/Parry		.5	None
Evade/Dodge		1	None
Breakfall/Roll		.5	None
Grab/Catch		.5	None