

CRITICAL HIT TABLE

All doublings or triplings of damage refer to *basic damage* (not injury). In all cases, the target gets no active defense against the attack.

- 3 – The blow does triple damage.
- 4 – The target's DR protects at half value (round down) after applying any armor divisors.
- 5 – The blow does double damage.
- 6 – The blow does maximum normal damage.
- 7 – If *any* damage penetrates DR, treat it as if it were a major wound, regardless of the actual injury inflicted.
- 8 – If *any* damage penetrates DR, it inflicts double normal shock (to a maximum penalty of -8). If the injury is to a limb or extremity, that body part is crippled as well. This is only a "funny-bone" injury: crippling wears off in (16 - HT) seconds, minimum two seconds, unless the injury was enough to cripple the body part anyway.
- 9, 10, 11 – Normal damage only.
- 12 – Normal damage, and the victim drops anything he is holding, regardless of whether any damage penetrates DR.
- 13, 14 – If *any* damage penetrates DR, treat it as if it were a major wound, regardless of the actual injury inflicted.
- 15 – The blow does maximum normal damage.
- 16 – The blow does double damage.
- 17 – The target's DR protects at half value (round down) after applying any armor divisors.
- 18 – The blow does triple damage.



CRITICAL HEAD BLOW TABLE

Use this table only for critical hits to the head (*face, skull, or eye*). In all cases, the target gets no active defense against the attack.

- 3 – The blow does maximum normal damage and ignores the target's DR.
- 4, 5 – The target's DR protects at half value (round up) after applying any armor divisors. If *any* damage penetrates, treat it as if it were a major wound, regardless of the actual injury inflicted.
- 6, 7 – If the attack targeted the *face* or *skull*, treat it as an *eye* hit instead, even if the attack could not normally target the eye! If an eye hit is impossible (e.g., from behind), treat as 4.
- 8 – Normal head-blow damage, and the victim is knocked off balance: he must Do Nothing next turn (but may defend normally).
- 9, 10, 11 – Normal head-blow damage only.
- 12, 13 – Normal head-blow damage, and if *any* damage penetrates DR, a *crushing* attack deafens the victim (for recovery, see *Duration of Crippling Injuries*, p. 422). Any other attack causes severe scarring (the victim loses one appearance level, or two levels if a *burning* or *corrosion* attack).
- 14 – Normal head-blow damage, and the victim drops his weapon (if he has two weapons, roll randomly to see which one he drops).
- 15 – The blow does maximum normal damage.
- 16 – The blow does double damage.
- 17 – The target's DR protects at half value (round up) after applying any armor divisors.
- 18 – The blow does triple damage.

CRITICAL MISS TABLE

- 3, 4 – Your weapon breaks and is useless. *Exception:* Certain weapons are resistant to breakage. These include solid *crushing* weapons (maces, flails, mauls, metal bars, etc.); magic weapons; firearms (other than wheellocks, guided missiles, and beam weapons); and *fine* and *very fine* weapons of all kinds. If you have a weapon like that, roll again. Only if you get a "broken weapon" result a second time does the weapon really break. If you get any other result, you drop the weapon instead. See *Broken Weapons* (p. 485).

- 5 – You manage to hit *yourself* in the arm or leg (50% chance each way). *Exception:* If making an *impaling* or *piercing* melee attack, or any kind of ranged attack, roll again. If you get a "hit yourself" result a second time, use *that* result – half or full damage, as the case may be. If you get something other than "hit yourself," use that result.
- 6 – As 5, but half damage only.
- 7 – You lose your balance. You can do *nothing* else (not even a free action) until your next turn, and all your active defenses are at -2 until then.
- 8 – The weapon turns in your hand. You must take an extra Ready maneuver before you can use it again.
- 9, 10, 11 – You drop the weapon. *Exception:* A *cheap* weapon breaks; see 3.
- 12 – As 8.
- 13 – As 7.
- 14 – If making a *swinging* melee attack, your weapon flies 1d yards from your hand – 50% chance straight forward or straight back. Anyone on the target spot must make a DX roll or take half damage from the falling weapon! If making a *thrusting* melee attack or any kind of ranged attack, or parrying, you simply drop the weapon, as in 9.
- 15 – You strain your shoulder! Your weapon arm is "crippled." You do not have to drop your weapon, but you cannot use it, either to attack or defend, for 30 minutes.
- 16 – You fall down! If making a ranged attack, see 7 instead.
- 17, 18 – Your weapon breaks; see 3.

DAMAGE FROM THROWN OBJECTS

Thrown objects inflict *thrust* damage for your ST (see *Damage Table*, p. 16), modified for weight as shown on the table below. Damage is usually crushing, but the GM may rule that a sharp object does cutting, piercing, or impaling damage instead. A fragile object (or a thrown character) takes the same amount of damage it inflicts; roll damage separately for the object and the target.

Weight	Damage
Up to BL/8	Thrust, -2 per die
Up to BL/4	Thrust, -1 per die
Up to BL/2	Thrust
Up to BL	Thrust, +1 per die
Up to 2xBL	Thrust
Up to 4xBL	Thrust, -1/2 per die (round down)
Up to 8xBL	Thrust, -1 per die

UNARMED CRITICAL MISS TABLE

Use this table only for critical misses on *unarmed* attacks (bites, claws, grapples, head butts, kicks, punches, slams, etc.) or parries, including those by animals.

- 3 – You knock yourself out! Details are up to the GM – perhaps you trip and fall on your head, or walk face-first into an opponent's fist or shield. Roll vs. HT every 30 minutes to recover.
- 4 – If attacking or parrying with a limb, you strain it: take 1 HP of injury and the limb is "crippled." You cannot use it, either to attack or defend, for 30 minutes. If biting, butting, etc., you pull a muscle and suffer moderate pain (see p. 428) for the next (20 - HT) minutes, minimum one minute.
- 5 – You hit a solid object (wall, floor, etc.) instead of striking your foe or parrying his attack. You take crushing damage equal to *your* thrusting damage to the body part you were using; DR protects normally. *Exception:* If attacking a foe armed with a ready impaling weapon, you fall on his weapon! You suffer the weapon's damage, but based on *your* ST rather than his.
- 6 – As 5, but half damage only. *Exception:* If attacking with natural weapons, such as claws or teeth, they *break*: -1 damage on future attacks until you heal (for recovery, p. 422).
- 7 – You stumble. On an attack, you advance one yard past your opponent and end your turn facing away from him; he is now behind you! On a parry, you fall down; see 8.
- 8 – You fall down!
- 9, 10, 11 – You lose your balance. You can do *nothing* else (not even a free action) until your next turn, and all your active defenses are at -2 until then.
- 12 – You trip. Make a DX roll to avoid falling down. Roll at DX-4 if kicking, or at *twice* the usual DX penalty for a technique that requires a DX roll to avoid mishap even on a normal failure (e.g., DX-8 for a Jump Kick).
- 13 – You drop your guard. All your active defenses are at -2 for the next turn, and any Evaluate bonus or Feint penalty against you until your next turn counts *double*! This is obvious to nearby opponents.
- 14 – You stumble; see 7.
- 15 – You *tear* a muscle. Take 1d-3 of injury to the limb you used (to one limb, if you used two), or to your neck if biting, butting, etc. You are off balance and at -1 to all attacks and defenses for the next turn. You are at -3 to any action involving that limb (or to *any* action, if you injure your neck!) until this damage heals. Reduce this penalty to -1 if you have High Pain Threshold.
- 16 – You hit a solid object; see 5.
- 17 – You strain a limb or pull a muscle, as in 4. *Exception:* An IQ 3-5 animal fails so miserably that it loses its nerve. It will turn and flee on its next turn, if possible. If backed into a corner, it will assume a surrender position (throat bared, belly exposed, etc.).
- 18 – You knock yourself out; see 3. *Fighters that cannot fall down* (e.g., snakes, and anyone already on the ground): Treat any "fall down" result as 1d-3 of general injury instead. Details are up to the GM – perhaps your opponent steps on you! *Fliers and swimmers:* Treat any "fall down" result as being forced into an awkward flying or swimming position with the same effective results (-4 to attack, -3 to defend).

MELEE ATTACK MODIFIERS

When attacking in melee combat, figure your *effective skill* by:

1. Taking your base skill with the weapon or unarmed attack you are using. (In some situations, another skill – e.g., Free Fall, Riding, or Environment Suit – will limit this skill.)

2. Applying the relevant modifiers below. Modifiers are cumulative, but combined *visibility* penalties cannot exceed -10 (-6, if used to blindness). If *any* modifier marked with an asterisk (*) applies, adjusted skill after all modifiers cannot exceed 9.

A roll of this number, or less, is a hit.

Attacker's Maneuver

All-Out Attack (Determined): +4
Move and Attack: -4*

Attacker's Posture

Crawling or lying down: -4 (if attacker is crawling, he can only make reach "C" attacks)
Crouching, kneeling, or sitting: -2

Attacker's Situation

Affliction (coughing, retching, etc.): see *Afflictions* (p. 428)
Bad footing: -2 or more (GM's option)
Grappled: -4
Holding a large shield: -2
Major distraction (e.g., all clothes on fire): -3 or more (GM's option)
Minor distraction (e.g., part of clothes on fire): -2
Mounted, and mount attacked on its last turn: -2
Mounted, and mount's velocity relative to target is 7+: -1
Shock: -HP of injury received last turn (maximum -4)
ST below that required for weapon: -1 per point of deficit
Wearing a shield in close combat: -DB of shield

Other Actions by Attacker

Deceptive Attack: -2 per -1 penalty to foe's defense
Dual-Weapon Attack: -4/-8 with primary/off hand (-4/-4 w. Ambidexterity)
Evaluate: +1 per turn (maximum +3)
Off-hand attack: -4 (no penalty w. Ambidexterity)

Rapid Strike: -6 on both attacks (-3 with Trained By A Master or Weapon Master)
Striking into close combat: -2
Wild Swing: -5*

Target (choose one)

Hit location: 0 for torso, -2 for arm or leg, -3 for groin, -4 for hand or foot, -5 for face, -7 for skull; *impaling* and *piercing* attacks can target vitals at -3 or eyes at -9
Hit location, through chink in armor: -8 for torso, -10 anywhere else (e.g., eyeslits)
Weapon, to *damage*: -5 to hit a reach "C" weapon (e.g., knife) or pistol; -4 to hit a reach 1 weapon (e.g., broadsword); -3 to hit a reach 2+ weapon (e.g., spear) or rifle
Weapon, to *disarm*: as above, plus an extra -2 if not using a fencing weapon

Visibility

Cannot see *anything*: -10 (-6, if used to blindness)*
Cannot see foe: -6, or -4 if you know his location to within 1 yard*
Partial darkness, fog, smoke, etc.: -1 to -9 (GM's option)

ACTIVE DEFENSE MODIFIERS

When performing a dodge, block, or parry, figure your active defense roll by:

1. Taking your calculated Dodge, Block, or Parry score. (The Combat Reflexes and Enhanced Defenses advantages increase these values above their base.)

2. Applying the relevant modifiers below. All modifiers are cumulative.

A roll of this number, or less, means you avoid the attack.

Defender's Equipment

Parrying with dagger or knife: -1 to Parry
Parrying with kusari or whip: -2 to Parry
Parrying with quarterstaff: +2 to Parry
Shield or cloak: +DB of shield (see *Shield Table*, p. 287), except vs. firearms
Unarmed parry vs. weapon: -3 to Parry (+0 vs. thrust, or w. Judo or Karate)

Defender's Maneuver

All-Out Attack: no defense possible!
All-Out Defense (Increased Defense): +2 to *one* of Dodge, Block, or Parry
Move and Attack: dodge or block only; you cannot parry

Defender's Posture

Crawling or lying down: -3
Kneeling or sitting: -2

Defender's Situation

Above attacker: +1 for 3' difference, +2 for 4', or +3 for 5'
Affliction (coughing, retching, etc.): see *Afflictions* (p. 428)
Bad footing: -1 or more (GM's option)
Below attacker: -1 for 3' difference, -2 for 4', or -3 for 5'
Can't see attacker: -4, and a block or parry requires a Hearing-2 roll
Close combat: only reach "C" weapons can parry
Distraction (e.g., clothes on fire): -1 or more (GM's option)
Encumbered: penalty equal to encumbrance level to Dodge, or to Judo, Karate, or any fencing Parry
Mounted: penalty equal to difference between 12 and Riding skill (no penalty for Riding at 12+)
Stunned: -4

Nature of Attack

Attack from behind: no defense possible (defense at -2 w. Peripheral Vision)

Attack from side or "runaround" attack: -2 (no penalty w. Peripheral Vision)
Attacker used laser sight: +1 to Dodge if dot is visible
Deceptive Attack: -1 per -2 the attacker took to his attack
Dual-Weapon Attack: -1 if both attacks strike the same target
Flail: -4 to Parry/-2 to Block (-2/-1 vs. nunchaku); fencing weapons can't parry at all
Successful feint: penalty equal to attacker's margin of victory
Thrown weapon: -1 to Parry, or -2 to Parry if weapon is *small* (1 lb. or less)

Other Actions by Defender

Acrobatic Dodge: +2 to Dodge if Acrobatics roll succeeds, -2 if it fails
Dodge and Drop: +3 to Dodge vs. *ranged* attack
Feverish Defense: +2 (costs 1 FP)
Multiple parries: -4 to Parry per parry after the first, cumulative (*halved* for fencing weapons, and for Trained By A Master or Weapon Master)
Off-hand parry: -2 to Parry (no penalty w. Ambidexterity)
Retreat: +3 to Dodge, or to Boxing, Judo, Karate, or any fencing Parry; +1 otherwise

HUMAN AND HUMANOID HIT LOCATION TABLE

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

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

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

[3] The skull gets an extra DR 2. Wounding modifier is x4. Knockdown rolls are at -10. Critical hits use the *Critical Head Blow Table* (p. 556). *Exception*: These special effects do not apply to *toxic* damage.

[4] Jaw, cheeks, nose, ears, etc. If the target has an open-faced helmet, ignore its DR. Knockdown rolls are at -5. Critical hits use the *Critical Head Blow Table*. *Corrosion* damage gets a x1.5 wounding modifier, and if it inflicts a major wound, it *also* blinds one eye (*both* eyes on damage over full HP). Random attacks from behind hit the skull instead.

[5] Limb. Reduce the wounding multiplier of *large piercing*, *huge piercing*, and *impaling* damage to x1. Any major wound (loss of over 1/2 HP from one blow) cripples the limb. Damage beyond that threshold is lost.

[6] If holding a shield, *double* the penalty to hit: -4 for shield arm, -8 for shield hand.

[7] Human males and the males of similar species suffer *double* shock from *crushing* damage, and get -5 to knockdown rolls. Otherwise, treat as a torso hit.

[8] Extremity. Treat as a limb, except that damage over 1/3 HP in one blow inflicts a crippling major wound. Excess damage is still lost.

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

[10] Neck and throat. Increase the wounding multiplier of *crushing* and *corrosion* attacks to x1.5, and that of *cutting* damage to x2. At the GM's option, anyone killed by a cutting blow to the neck is decapitated!

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

GURPS®

Fourth Edition

GM's SCREEN



STEVE JACKSON GAMES

RANGED ATTACK MODIFIERS

When making a ranged attack, figure your *effective skill* by:

1. Taking your base skill with your ranged weapon.
2. Applying the target's Size Modifier (SM).
3. Modifying for the target's range and speed; see *Size and Speed/Range Table* (p. 550).
4. Applying the relevant modifiers below. Modifiers are cumulative, but combined *visibility* penalties cannot exceed -10. If *any* modifier marked with an asterisk (*) applies, adjusted skill after all modifiers cannot exceed 9.

A roll of this number, or less, is a hit. If using rapid fire, you score one *extra* hit for every *full* multiple of Recoil by which you make your attack roll.

Attacker's Maneuver

All-Out Attack (Determined): +1

Move and Attack: -2 or -Bulk of weapon, whichever is *worse*

Attacker's Situation

Affliction (coughing, retching, etc.): see *Afflictions* (p. 428)

Bad footing: -2 or more (GM's option)

Close combat: a penalty equal to the weapon's Bulk statistic (see *Weapons for Close Combat*, p. 391)

Damaged weapon: -HP of injury received last turn (maximum -4)

Major distraction (e.g., all clothes on fire): -3 or more (GM's option)

Minor distraction (e.g., part of clothes on fire): -2

Shock: -HP of injury received last turn (maximum -4)

ST below that required for weapon: -1 per point of deficit

Attacking from Moving Vehicle or Mount

If weapon is *not* in a stabilized mount, the combined bonus for Accuracy, Aim, bracing, and targeting systems cannot exceed the vehicle's SR.

Air vehicle: -1 for a handheld weapon, 0 otherwise

Exposed rider hanging on side of vehicle/mount and shooting over/under it: -6

Ground vehicle, good road: -1 for a handheld weapon, 0 otherwise

Ground vehicle, bad road: 0 for a stabilized turret or stabilized open mount; -1 for a fixed mount, hardpoint, or carriage; -2 for an external open mount; -3 for a handheld weapon

Ground vehicle, off-road: -1 for a stabilized turret or stabilized open mount; -2 for a fixed mount, hardpoint, or carriage; -3 for an external open mount; -4 for a handheld weapon

Space vehicle: 0

Turning in exposed saddle/seat of vehicle/mount to fire at foe behind: -4

Vehicle/mount dodged last turn and you're not the operator/rider: -2, or -4 if flying

Vehicle/mount failed control roll: penalty equal to margin of failure

Water vehicle, calm water: 0 for a stabilized turret or stabilized open mount; -1 for a fixed mount, hardpoint, or carriage; -2 for an external open mount; -3 for a handheld weapon

Water vehicle, rough water: -1 for a stabilized turret or stabilized open mount; -2 for a fixed mount, hardpoint, or carriage; -3 for an external open mount; -4 for a handheld weapon

Opportunity Fire

Checking target before firing: -2

Hexes watched: 0 for 1 hex; -1 for 2 hexes; -2 for 3-4 hexes or a line; -3 for 5-6 hexes; -4 for 7-10 hexes; -5 for 11+ hexes watched

Other Actions by Attacker

Aim for one turn: +Accuracy of weapon

Braced weapon: +1 if you are stationary *and* took a turn to Aim

Dual-Weapon Attack: -4/-8 with primary/off hand (-4/-4 w. Ambidexterity)

Extra Aim: +1 for 2 seconds, +2 for 3+ seconds

Off-hand attack: -4 (no penalty w. Ambidexterity)

Pop-up attack: -2, and no Aim possible

Rapid fire: 0 for 2-4 shots; +1 for 5-8 shots; +2 for 9-12 shots; +3 for 13-16 shots; +4 for 17-24 shots; +5 for 25-49 shots; +6 for 50-99 shots; +7 for 100-199 shots; and so on.

Target

To attack hit locations or weapons, use the penalties under *Melee Attack Modifiers* (p. 547). If the target has cover, you can either choose to take no penalty and roll hit location randomly (shots that hit a covered location always strike *full* cover, and hit *partial* cover on 4-6 on 1d) or target an exposed hit location (add an extra -2 if only partly exposed).



Shooting through light cover: -2

Target is behind someone else: -4 per intervening figure

Target is crouching, kneeling, sitting, or lying down: an *extra* -2 to hit torso, groin, or legs

Target is only partly exposed: -2

Targeting Systems

Laser sight: +1

Scope: +1 per second of Aim, to a maximum of the scope's bonus

Vehicular targeting system: +1 to +3 if shooter took a turn to Aim

Unfamiliar weapon or targeting system: -2

Grenades: This represents a fusing problem: the weapon detonates 1d seconds *late*.

Misfire

The weapon fails to fire. A successful Armoury+2 or IQ-based weapon skill roll (takes a Ready maneuver) can identify the problem. If the weapon is a revolver, the *next* shot will fire normally. Otherwise, each attempt to fix the problem requires three Ready maneuvers, two hands free, and a successful Armoury+2 or IQ-based weapon skill roll. Critical failure causes a mechanical or electrical problem.

Grenades: The grenade is a dud, and will *never* explode.

Stoppage

The weapon fires one shot, then jams or otherwise stops working. (Treat the fired shot as a normal

SIZE AND SPEED/RANGE

Speed/Range	Size	Linear Measurement
0	-15	1/5"
0	-14	1/3"
0	-13	1/2"
0	-12	2/3"
0	-11	1"
0	-10	1.5"
0	-9	2"
0	-8	3"
0	-7	5"
0	-6	8"
0	-5	1 ft
0	-4	1.5 ft
0	-3	2 ft
0	-2	1 yd
0	-1	1.5 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	5 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	50 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	500 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
		(1 mile)
-19	+19	3,000 yd
-20	+20	5,000 yd
		(2.5 miles)
etc.	etc.	etc.

Continue this progression indefinitely, with each 10x increase in linear measurement giving +6 to SM or -6 to speed/range modifier.

Visibility

Blind, target completely invisible, or in total darkness: -10*

Cannot see foe: -6, or -4 if you know his location to within 1 yard*

Partial darkness, fog, smoke, etc.: -1 to -9 (GM's option)

Target has light concealment (e.g., bushes): -2

FIREARM MALFUNCTIONS

When a weapon malfunctions, roll 3d:

3-4 – Mechanical or electrical problem.

5-8 – Misfire.

9-11 – Stoppage.

12-14 – Misfire.

15-18 – Mechanical or electrical problem, and possible explosion.

Mechanical or Electrical Problem

The weapon fails to fire. A successful Armoury or IQ-based weapon skill roll (takes a Ready maneuver) can diagnose the problem. Once the problem is known, make an Armoury skill roll to correct it. Each repair attempt takes one hour, and any critical failure destroys the weapon.

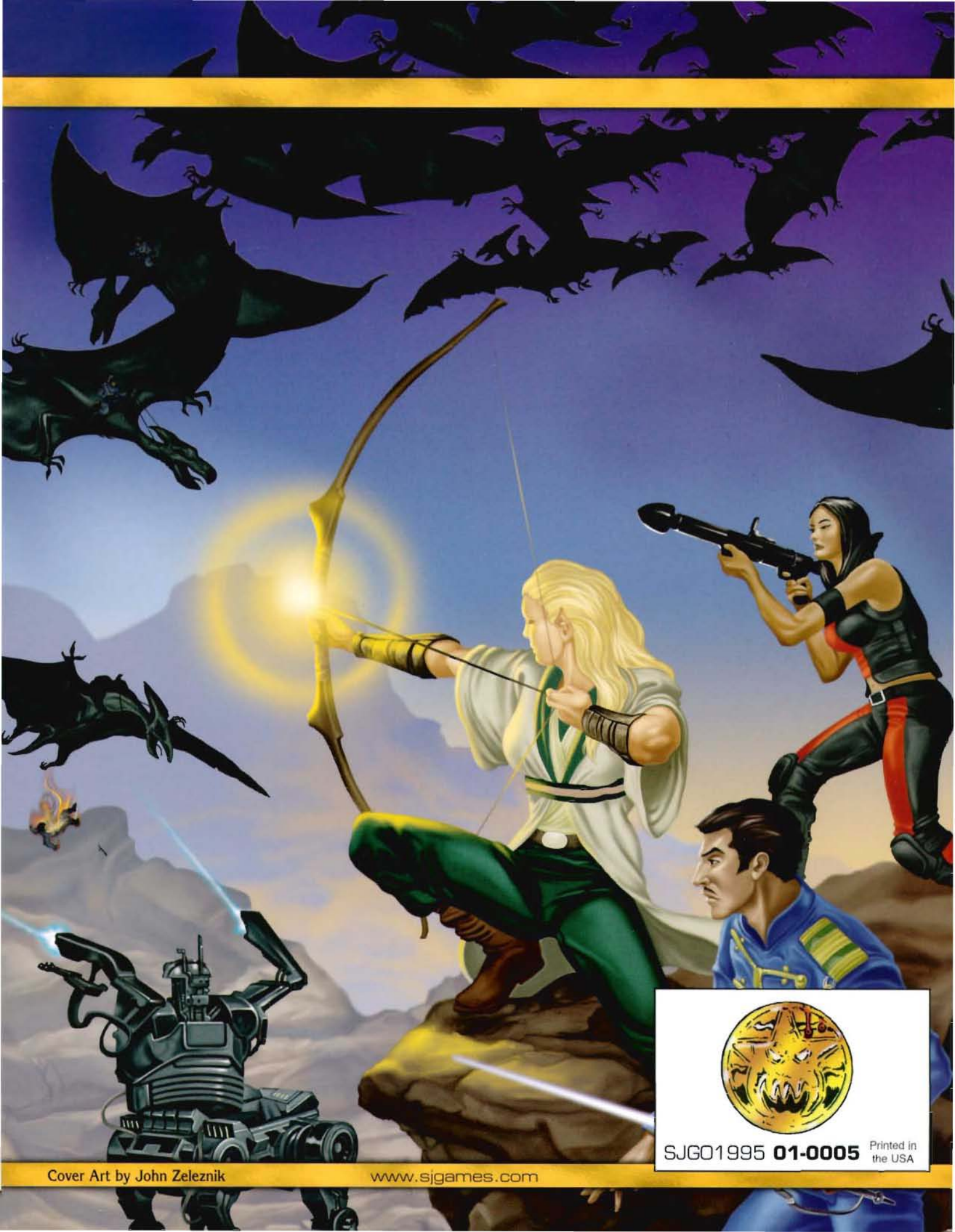
attack.) Each attempt to clear the stoppage requires three Ready maneuvers, two hands free, and a successful Armoury roll, or IQ-based weapon skill roll at -4. A success fixes the weapon. Failure means it isn't fixed yet, but you can try again. Critical failure causes a mechanical or electrical problem.

Beam weapons: Treat as a mechanical or electrical problem.

Grenades and other single-use weapons: The weapon is a dud; it will *never* fire or explode.

Explosion

Any TL3 firearm or TL4 grenade, breechloader, or repeating firearm may blow up in the gunner's face, inflicting 1d+2 cr ex [2d]. If the weapon uses an explosive warhead, use the warhead's damage instead. TL5+ weapons do not explode – treat as a mechanical or electrical problem.



Cover Art by John Zeleznik

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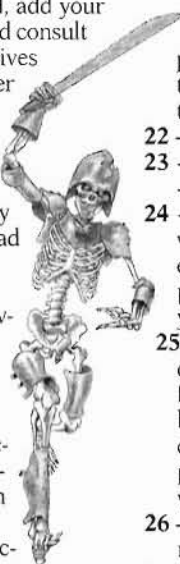


SJG01995 **01-0005** Printed in the USA

FRIGHT CHECK TABLE

When you fail a Fright Check, roll 3d, add your margin of failure on the Fright Check, and consult the table below. This sometimes gives implausible results. The GM should either reroll these or change them to something more appropriate – especially for Fright Checks stemming from awe (e.g., divine beauty) or mind-warping complexity (e.g., otherworldly geometry or radical philosophical concepts) instead of fear.

- 4, 5 – Stunned for one second, then recover automatically.
- 6, 7 – Stunned for one second. Every second after that, roll vs. unmodified Will to snap out of it.
- 8, 9 – Stunned for one second. Every second after that, roll vs. Will, plus whatever bonuses or penalties you had on your original roll, to snap out of it.
- 10 – Stunned for 1d seconds. Every second after that, roll vs. modified Will, as above, to snap out of it.
- 11 – Stunned for 2d seconds. Every second after that, roll vs. modified Will, as above, to snap out of it.
- 12 – Lose your lunch. Treat this as retching for (25 - HT) seconds, and then roll vs. HT each second to recover; see *Incapacitating Conditions* (p. 428). Depending on the circumstances, this may be merely inconvenient, or humiliating.
- 13 – Acquire a new mental quirk (see *Quirks*, p. 162). This is the only way to acquire more than five quirks.
- 14, 15 – Lose 1d FP, and take 1d seconds of stunning as per 10.
- 16 – Stunned for 1d seconds, as per 10, and acquire a new quirk, as per 13.
- 17 – Faint for 1d minutes, then roll vs. HT each minute to recover.
- 18 – Faint as above, and roll vs. HT immediately. On a failed roll, take 1 HP of injury as you collapse.
- 19 – Severe faint, lasting for 2d minutes. Roll vs. HT each minute to recover. Take 1 HP of injury.



- 20 – Faint bordering on shock, lasting for 4d minutes. Also, lose 1d FP.
- 21 – Panic. You run around screaming, sit down and cry, or do something else equally pointless for 1d minutes. At the end of that time, roll vs. unmodified Will once per minute to snap out of it.
- 22 – Acquire a -10-point Delusion (p. 130).
- 23 – Acquire a -10-point Phobia (p. 148) or other -10-point mental disadvantage.
- 24 – Major physical effect, set by GM: hair turns white, age five years overnight, go partially deaf, etc. In game terms, acquire -15 points worth of physical disadvantages (for this purpose, each year of age counts as -3 points).
- 25 – If you already have a Phobia or other mental disadvantage that is logically related to the frightening incident, your self-control number becomes one step worse. If not, or if your self-control number is already 6, add a new -10-point Phobia or other -10-point mental disadvantage.
- 26 – Faint for 1d minutes, as per 18, and acquire a new -10-point Delusion, as per 22.
- 27 – Faint for 1d minutes, as per 18, and acquire a new -10-point mental disadvantage, as per 23.
- 28 – Light coma. You fall unconscious, rolling vs. HT every 30 minutes to recover. For 6 hours after you come to, all skill rolls and attribute checks are at -2.
- 29 – Coma. As above, but you are unconscious for 1d hours. Then roll vs. HT. If the roll fails, remain in a coma for another 1d hours, and so on.
- 30 – Catatonia. Stare into space for 1d days. Then roll vs. HT. On a failed roll, remain catatonic for another 1d days, and so on. If you have no medical care, lose 1 HP the first day, 2 the second, and so on. If you survive and awaken, all skill rolls and attribute checks are at -2 for as many days as the catatonia lasted.
- 31 – Seizure. You lose control of your body and fall to the ground in a fit lasting 1d minutes and costing 1d FP. Also, roll vs. HT. On a failure, take 1d of injury. On a critical failure, you also lose 1 HT *permanently*.

- 32 – Stricken. You fall to the ground, taking 2d of injury in the form of a mild heart attack or stroke.
- 33 – Total panic. You are out of control; you might do *anything* (the GM rolls 3d: the higher the roll, the more useless your reaction). For instance, you might jump off a cliff to avoid the monster. If you survive your first reaction, roll vs. Will to come out of the panic. If you fail, the GM rolls for another panic reaction, and so on!
- 34 – Acquire a -15-point Delusion (p. 130).
- 35 – Acquire a -15-point Phobia (p. 148) or other mental disadvantage worth -15 points.
- 36 – Severe physical effect, as per 24, but equivalent to -20 points of physical disadvantages.
- 37 – Severe physical effect, as per 24, but equivalent to -30 points of physical disadvantages.
- 38 – Coma, as per 29, and a -15-point Delusion, as per 34.
- 39 – Coma, as per 29, and a -15-point Phobia or other -15-point mental disadvantage, as per 35.
- 40+ – As 39, above, but victim also loses 1 point of IQ *permanently*. This automatically reduces all IQ-based skills, including magic spells, by 1.

CRITICAL SPELL FAILURE TABLE

Roll 3d on the table below. If the result is inappropriate – or if it is the result that the caster *intended* – roll again. The GM is free to improvise instead of using the table. Improvisations should be appropriate to the spell and the situation, and should never kill the caster outright.

- 3 – Spell fails entirely. Caster takes 1d of injury.
- 4 – Spell is cast on caster (if harmful) or on a random nearby foe (if beneficial).
- 5-6 – Spell is cast on one of the caster's companions (if harmful) or on a random nearby foe (if beneficial).
- 7 – Spell affects someone or something other than its intended target – friend, foe, or random object. Roll randomly or make an interesting choice.
- 8 – Spell fails entirely. Caster takes 1 point of injury.
- 9 – Spell fails entirely. Caster is stunned (IQ roll to recover).
- 10-11 – Spell produces nothing but a loud noise, bright flash of light, awful odor, etc.
- 12 – Spell produces a weak and useless shadow of the intended effect.
- 13 – Spell produces the reverse of the intended effect.
- 14 – Spell seems to work, but it is only a useless illusion. The GM should do his best to convince the wizard and his companions that the spell *did* work!
- 15-16 – Spell has the reverse of the intended effect, on the wrong target. Roll randomly.
- 17 – Spell fails entirely. Caster temporarily forgets the spell. Make an IQ roll after a week, and again each following week, until he remembers.
- 18 – Spell fails entirely. A demon or other malign entity appropriate to the setting appears and attacks the caster. (The GM may waive this result if, *in his opinion*, caster and spell were both lily-white, pure good in intent.)

LONG-DISTANCE MODIFIERS

Use these modifiers for Information spells that work over long distances, and for certain advantages. If the distance falls between two values, use the *higher*.

Distance	Penalty
Up to 200 yards	0
1/2 mile	-1
1 mile	-2
3 miles	-3
10 miles	-4
30 miles	-5
100 miles	-6
300 miles	-7
1,000 miles	-8

Add another -2 per additional factor of 10.

PROBABILITY OF SUCCESS

Skill Level	Probability of Success	Skill Level	Probability of Success
3	0.5%	10	50.0%
4	1.9%	11	62.5%
5	4.6%	12	74.1%
6	9.3%	13	83.8%
7	16.2%	14	90.7%
8	25.9%	15	95.4%
9	37.5%	16+	98.1%

POSTURE TABLE

Posture	Attack	Defense	Target	Movement
Standing	Normal	Normal	Normal	Normal; may sprint
Crouching	-2	Normal	-2	2/3 (+1/2 per hex)
Kneeling	-2	-2	-2	1/3 (+2 per hex)
Crawling	-4*	-3	-2†	1/3 (+2 per hex)
Sitting	-2	-2	-2	None
Lying Down	-4	-3	-2†	1 yard/second

* Only reach "C" melee attacks are allowed.

† If attacker is at the same or lower elevation *and* farther away than his own height, he attacks your torso as if it were half exposed (-2 to hit), and cannot attack your groin, legs, or feet at all. If you also have your head down, he cannot attack your neck, eyes, or face.

TASK DIFFICULTY

This modifier is separate from modifiers for the culture, equipment, language, tech level, etc. of the person attempting the task, in that it applies to anyone who attempts the task. It is cumulative with all other modifiers.

- +10** – Automatic. Tasks so trivial that the GM should waive the need for a success roll, except under extraordinary circumstances.
- +8 or +9** – Trivial. Situations where failure is extremely unlikely, and would require incredibly bad luck.
- +6 or +7** – Very Easy. Tasks where failure is possible, but would require bad luck.
- +4 or +5** – Easy. Most mundane tasks, including rolls made by ordinary people at day-to-day jobs.
- +2 or +3** – Very Favorable. Mildly risky tasks that most people would undertake without hesitation.
- +1** – Favorable. Tasks that most people would hesitate at, due to the risk, but that a career adventurer would regard as easy.
- 0** – Average. Most adventuring tasks, and the majority of skill used under stress.
- 1** – Unfavorable. Stressful tasks that would challenge a novice adventurer, but not an old hand.
- 2 or -3** – Very Unfavorable. Stressful tasks that would challenge a professional. Skilled adventurers still routinely accept such risks!
- 4 or -5** – Hard. Tasks so challenging that even an expert will look for alternatives. A true “master” is still unlikely to feel challenged.
- 6 or -7** – Very Hard. Situations that even the masters might have second thoughts about.
- 8 or -9** – Dangerous. Tasks at which even the greatest masters expect to fail.
- 10** – Impossible. No sane person would attempt such a task. The GM may wish to forbid such attempts altogether.

COVER DR TABLE

Material	DR/Inch
Aluminum	20-30
Brick	5-8*
Concrete	6-9*
Concrete, reinforced	10-12*
Glass, window	5-8
Glass, bullet resistant	10-20
Iron	40-60
Sandbags	3
Steel, mild	50-60
Steel, hard	60-70
Stone	8-13*
Wood	0.5-1*

* Repeated damage to a small area lowers DR, as explained under the *Structural Damage Table* (p. 558).

Tech-Level Modifiers

IQ-Based Technological Skills: see below.

Equipment's TL	Skill Penalty
Skill's TL+4 or more	Impossible!
Skill's TL+3	-15
Skill's TL+2	-10
Skill's TL+1	-5
Skill's TL	0
Skill's TL-1	-1
Skill's TL-2	-3
Per extra -1 to TL	-2

Other Technological Skills: -1 per TL of difference between the skill and the equipment.

Familiarity

Unfamiliar with equipment: -2

Equipment from another Tech Level: add Familiarity penalty and Tech Level Modifiers.

Six or more familiarities for a given skill: roll against your skill. On a success, you may use the new device at no penalty.

Unfamiliar Culture: -3 to Carousing, Connoisseur, Criminology, Dancing, Detect Lies, Diplomacy, Fast-Talk, Games, Gesture, Heraldry, Intimidation, Leadership, Merchant, Poetry, Politics, Psychology, Public Speaking, Savoir-Faire, Sex Appeal, Sociology, Streetwise, and Teaching.

Geographical and Temporal Scope

The following penalties apply to skills such as Area Knowledge, Current Affairs (Regional), Geography (Regional) and History, when used outside your specialty.

Distance: use the penalties under Long-Distance Modifiers. At TL5 and above, the GM may choose to roll 3d against TL+1 (e.g., 9 or less at TL8) to ignore all distance penalties.

Time: use the Long-Distance Modifiers, substituting years for miles.

Tech Level differences: double the time modifier (a two-TL difference would be x4, etc.).

Area classes (from smallest to largest): Neighborhood; Village or Town; City; Barony, County, Duchy, or Small Nation; Large Nation; Planet; Interplanetary State; and Galaxy.

Knowing a *larger* area and wanting information on a *smaller* area: -2 for one class of difference, double for each additional class of difference.

Knowing one area and wanting information on a similar-sized area within the same larger area: use Long-Distance Modifiers.

Knowing *small* area and wanting information on *larger* area that surrounds it: -2 per class of difference.

Physiology Modifiers

These modifiers apply to the following skills: Body Language, Diagnosis, First Aid, Physician, Pressure Points, Pressure Secrets, and Surgery.

Species with similar physiology: -2 (human vs. Elf) to -4 (human vs. troll).

Species with very different physiology, but still from your world: -5. This includes all normal animals.

Utterly alien species: -6 or worse (GM's option).

Machine: No roll possible! These skills do not work at all on creatures with the Machine meta-trait.

A successful roll against the relevant racial specialty of Physiology negates penalties.

Equipment Modifiers

No equipment: -10 for technological skills, -5 for other skills. Note that many skills cannot be used at all without equipment!

Improvised equipment: -5 for technological skills, -2 for other skills.

Basic equipment: No modifier. This is the case most of the time.

Good-quality equipment: +1. Costs about 5x basic price.

Fine-quality equipment: +2. Costs about 20x basic price.

Best equipment possible at your TL: +TL/2, round down (minimum +2). Not usually for sale!

If you have “basic” or better equipment that is not in perfect condition:

Missing important items: -1 per item.

Damaged equipment: -1 to -3.

Language Modifiers

Applies to Fast-Talk, Public Speaking, Research, Speed-Reading, Teaching, and Writing.

Broken Comprehension: -3

Accented Comprehension: -1

Artistic Endeavors (Poetry, Singing, etc.): Double these penalties!

Time Spent

Extra Time: 2x as long gives +1, 4x gives +2, 8x gives +3, 15x gives +4, and 30x gives +5.

Note that this bonus only applies if it would make sense to take extra time for the task at hand (GM's judgment).

Haste: -1 per 10% less time taken.

In a cinematic game, the GM might allow a single attempt at -10 to complete a task instantly.

Note that if a skill specifies time modifiers (for example, ceremonial magic), these override the generic modifiers above.

CRITICAL SUCCESS AND FAILURE

A roll of 3 or 4 is *always* a critical success.

A roll of 5 is a critical success *if your effective skill is 15+.*

A roll of 6 is a critical success *if your effective skill is 16+.*

A roll of 18 is *always* a critical failure.

A roll of 17 is a critical failure *if your effective skill is 15 or less;* otherwise, it is an ordinary failure.

Any roll of 10 greater than your *effective* skill is a critical failure: 16 on a skill of 6, 15 on a skill of 5, and so on.

SIZE MODIFIER AND REACH

SM	Reach	SM	Reach
+1	+0*	+6	+7
+2	+1	+7	+10
+3	+2	+8	+15
+4	+3	+9	+20
+5	+5	+10	+30

* A reach “C” weapon increases to reach 1, but there are no other effects.

QUICK REACTION TABLE

Roll 3 dice and apply any reaction modifiers.

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

1 to 3: Very Bad. The NPC dislikes the characters and will act against them if it's convenient to do so: attacking, offering grossly unfair terms in a transaction, and so on.

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

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

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

13 to 15: Good. The NPC likes the characters and will be helpful within normal, everyday limits. Reasonable requests will be granted.

16 to 18: Very Good. The NPC thinks highly of the characters and will be quite helpful and friendly, freely offering aid and favorable terms in most things.

19 or better: Excellent. The NPC is extremely impressed by the characters, and will act in their best interests at all times, within the limits of his own ability – perhaps even risking his life, wealth, or reputation.

GENERAL INJURY: LOST HIT POINTS

Less than 1/3 your HP left – You are reeling from your wounds. Halve your Move and Dodge (round up).

0 HP or less – You are in immediate danger of collapse. In addition to the above effects, make a HT roll at the start of your next turn, at -1 per full multiple of HP below zero. Failure means you fall unconscious (or simply stop working, if you weren't truly alive or conscious in the first place); see *Recovering from Unconsciousness* (p. 423). Success means you can act normally, but must roll again every turn to continue functioning. *Exception:* If you choose Do Nothing on your turn, and do not attempt any defense rolls, you can remain conscious without rolling. Roll only on turns during which you attempt a defense roll or choose a maneuver other than Do Nothing.

-1×HP – In addition to the above effects, make an immediate HT roll or die. (If you fail by only 1 or 2, you're dying, but not dead – see *Mortal Wounds*, p. 423). If you succeed, you can still talk, fight, etc., as above (until you fail a HT roll and collapse). Roll again each time you suffer injury equal to a further multiple of your HP, whether as a result of one wound or many.

-5×HP – You die immediately. You have lost a total of 6 times your HP!

-10×HP – Total bodily destruction.

LOST FATIGUE POINTS

Less than 1/3 your FP left – You are very tired.

Halve your Move, Dodge, and ST (round up).

This does not affect ST-based quantities.

0 FP or less – You are on the verge of collapse. If you suffer further fatigue, each FP you lose also causes 1 HP of injury. To do anything besides talk or rest, you must make a Will roll; in combat, roll before each maneuver other than Do Nothing. On a success, you can act normally, but you suffer the usual 1 HP per FP lost. On a failure, you collapse, incapacitated, and can do nothing until you recover to positive FP. On a critical failure, make an immediate HT roll. If you fail, you suffer a heart attack; see *Mortal Conditions* (p. 429).

-1×FP – You fall unconscious. While unconscious, you recover lost FP at the same rate as for normal rest. You awaken when you reach positive FP. Your FP can never fall below this level. After this stage, any FP cost comes off your HP instead!

THROWING DISTANCE

1. Divide the object's weight in pounds by your Basic Lift to get the "weight ratio."

2. Find the weight ratio in the *Weight Ratio* column of the table below. If it falls between two values, use the higher value.

3. Read across to the *Distance Modifier* column and find the "distance modifier."

4. Multiply your ST by the distance modifier to find the distance in yards you can throw the object.

Weight Ratio	Distance Modifier	Weight Ratio	Distance Modifier
0.05	3.5	2.0	0.30
0.10	2.5	2.5	0.25
0.15	2.0	3.0	0.20
0.20	1.5	4.0	0.15
0.25	1.2	5.0	0.12
0.30	1.1	6.0	0.10
0.40	1.0	7.0	0.09
0.50	0.8	8.0	0.08
0.75	0.7	9.0	0.07
1.0	0.60	10	0.06
1.5	0.40	12	0.05

MANEUVER TABLE

Maneuver	Description	Active Defense	Movement
Aim	Aim a ranged weapon to get its Acc bonus.	Any*	Step
All-Out Attack	Attack at a bonus or multiple times.	None	Half Move
All-Out Defense	Increased or double defense.	Any†	Varies
Attack	Attack unarmed or with a weapon.	Any	Step
Change Posture	Stand up, sit down, etc.	Any	None
Concentrate	Focus on a mental task.	Any*	Step
Do Nothing	Take no action but recover from stun.	Any‡	None
Evaluate	Study a foe prior to a melee attack.	Any	Step
Feint	Fake a melee attack.	Any	Step
Move and Attack	Move and attack at a penalty.	No Parry	Full Move
Move	Do nothing but move.	Any	Full Move
Ready	Prepare a weapon or other item.	Any	Step
Wait	Hold yourself in readiness to act.	Any	Varies

* Taking an active defense may spoil your aim or concentration.

† Gives +2 to Dodge, Block, or Parry, or allows two defenses against each attack.

‡ Defenses are at -4 if taking Do Nothing due to stun.

DAMAGE TABLE

ST	Thrust	Swing
1	1d-6	1d-5
2	1d-6	1d-5
3	1d-5	1d-4
4	1d-5	1d-4
5	1d-4	1d-3
6	1d-4	1d-3
7	1d-3	1d-2
8	1d-3	1d-2
9	1d-2	1d-1
10	1d-2	1d
11	1d-1	1d+1
12	1d-1	1d+2
13	1d	2d-1
14	1d	2d
15	1d+1	2d+1
16	1d+1	2d+2
17	1d+2	3d-1
18	1d+2	3d
19	2d-1	3d+1
20	2d-1	3d+2
21	2d	4d-1
22	2d	4d
23	2d+1	4d+1
24	2d+1	4d+2
25	2d+2	5d-1
26	2d+2	5d
27	3d-1	5d+1
28	3d-1	5d+1
29	3d	5d+2
30	3d	5d+2
35	4d-1	6d+1
45	5d	7d+1
50	5d+2	8d-1
55	6d	8d+1
60	7d-1	9d
65	7d+1	9d+2
70	8d	10d
75	8d+2	10d+2
80	9d	11d
85	9d+2	11d+2
90	10d	12d
95	10d+2	12d+2
100	11d	13d