

Reaction Charts

(D100 roll on ACT; Morale Rating (MR) is column for groups, Intelligence score is column for individuals. Apply modifiers below.)

Impress (Awe/Terrify)	Willforce (Interrogate)	Charm (Persuade)	Pacify (Calm/Mob Control)	Encounter
Angry (Attacks)	Unbreakable (No Response)	Insulted (Outraged)	Outraged (Attacks)	Hostile (Attacks)
Defiant (Taunts)	Belligerent (Rebellious)	Refuses (Not Duped)	Agitated (Rude)	Belligerent (Challenges)
Unimpressed (No Response)	Resists (Refuses)	Distrusts (Unwilling)	Disagrees (Argues)	Cunning (Manipulates)
Uncertain (Confused)	Shaken (Nervous)	Cautious (Listens)	Uncertain (Hesitates)	Suspicious (Keeps Distance)
Intimidated (Bargains)	Cautious (Bargains)	Interested (Bargains)	Compromising (Bargains)	Accepting (Bargains)
Awed (Obeys)	Intimidated (Scared)	Friendly (Helpful)	Attentive (Reasonable)	Friendly (Helpful)
Overwhelmed (Fawning)	Dominated (Cooperative)	Convinced (Duped)	Calm (Friendly)	Impressed (Avoids Conflict)

Parley (Negotiate)	Barter (Haggle)	Request (Aid/Info)	Command (Leadership)	Battle Morale
Hostile (Breaks Off)	Angry (Ends Deal)	Hostile (Insults)	Rebels (Abandons)	Frenzied (Berserk)
Insulted (Defiant)	Insulted (Worse Deal)	Refuses (No Aid)	Resists (Argues)	Courageous (+2 RS) (Advances)
Belligerent (Haughty)	Deceitful (Lies)	Misleads (False Response)	Uncertain (No Risks)	Determined (+1 RS) (Fights)
Deceitful (Lies)	Regretful (Sob Story)	No Help (Apologetic)	Reserved (Small Risks)	Uncertain (Fearful)
Hesitant (Bargains)	Responsive (Improves Deal)	Cautious (Bargains for Aid)	Willing (Follows Orders)	Disrupted (-1 RS) (Desperate)
Friendly (Fair Deal)	Fair (Good Bargain)	Helpful (Free Aid)	Brave (Takes Risks)	Retreating (-2 RS) (Unresisting)
Agreeable (Acquiesces)	Desperate (Great Deal)	Very Helpful (Any Aid)	Fanatical (No Hesitation)	Routed (Panicked)

Reaction Modifiers

(Negative modifiers are bonuses; positive modifiers are penalties)

NPCs' Attitude		PCs' Actions	
Robot vs PSH	-5 CS	Awesome Tech/Act	-1 to -5 CS
NPCs Surprised	-2 CS	PCs Offer Gift	-1 to -2 CS
NPCs Trustworthy	-2 CS	PCs Negotiating	-2 CS
NPCs Scared	-1 CS	PCs Same Race as NPCs	-2 CS
PCs Have Advantage	-1 CS	PCs Speak NPC language	-1 CS
NPCs Inferior Force	-1 CS	PCs Improve Offer	-1 CS
NPCs Superior Force	+1 CS	Plant Negotiates	+1 CS
NPCs Have Advantage	+1 CS	PCs Decrease Offer	+2 CS
NPCs Untrustworthy	+1 CS	PCs Avoid NPCs	+2 CS
NPCs Ambushing	+2 CS	PCs Insult NPCs	+1 to +2 CS
NPCs Hostile	+5 CS	PCs Aggressive	+3 CS
NPC Reasoning			
Intell. less than 4	-2 CS	Intell. 10 to 14	+1 CS
Intell. 5 to 9	-1 CS	Intell. 15 or more	+2 CS

Battle Morale Modifiers

These modifiers may be either positive or negative, depending on which side is suffering them.

If PCs gain the advantage or NPCs lose it, then -CS.
If NPCs gain the advantage or PCs lose it, then +CS.

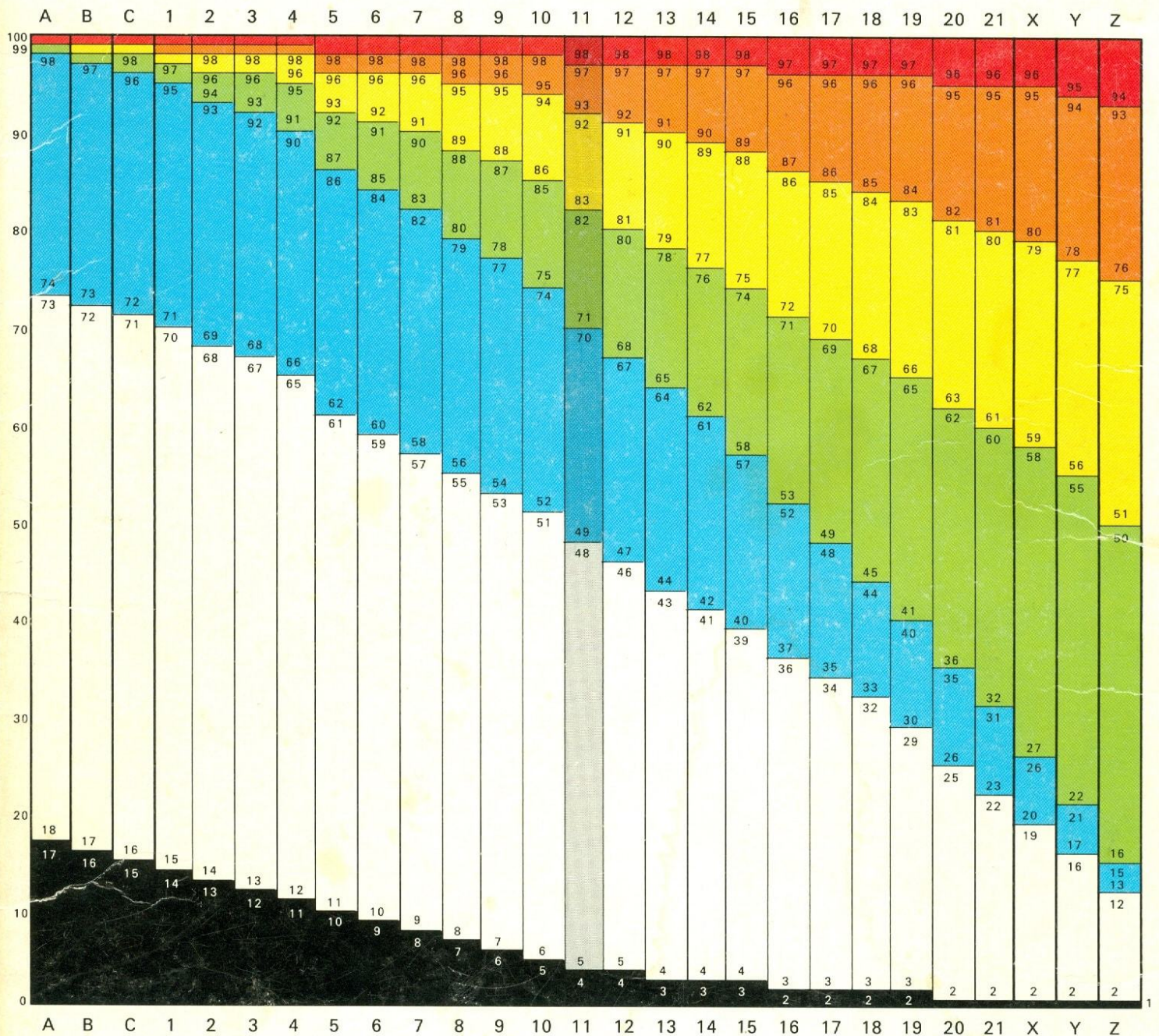
Motivations		Attitude/Status	
Facing blood enemy	2 CS	Uncertain Force	1 CS
Incentive/greed	1 CS	Superior Training	1 CS
Position		Losing the Fight	1 CS
Commander out of range	1 CS	Per 25% Casualties	1 CS
Cut off from friends	1 CS	Disrupted Force	2 CS
Have defensive cover	1 CS	Ambush/Surprise	2 CS
Hold the higher ground	1 CS	Superior Force	2 CS
Charging	1 CS	Berserk Force	2 CS
Attacked on the Flank	2 CS	Goal Lost	2 CS
Overrun or Rear Attack	3 CS	Leader/Banner Lost	2 CS
Cornered/Surrounded	2 x MR	Retreating Force	3 CS
Desperation	2 x MR	Awesome Technology	3 CS
		Routed Force	1/2 x MR

Injury Results

Crippling Injuries

Critical Injury	Complications C (Contusions)	Complications A/B (Abrasions/Burns)	Crippling (Degree)	Crippled Faculty (Last Digit of D100 Roll)
Half Damage	Stunned	Scarred	Loss	1 (GM's Choice)
Stunned	Pain	Pain	Broken	2 - 3 (Leg)
Exhausted	System Shock	Infection	Broken	4 - 5 (Preferred Arm)
Crippled	Delirium	Delirium	Partial Paralysis	6 - 7 (Other Arm)
Invalid	Internal Injury	Prog. Damage	Partial Paralysis	8 (Sense)
Coma	Crippled	Crippled	Sprain/Strain	9 (Mutation)
Death!	Paralysis	Coma	Sprain/Strain	0 (Back, Red = Death)

ACTION TABLE (ACT)



Special Ranges

A = -26 or less
 B = -6 to -25
 C = 0 to -5

 X = 22 to 120
 Y = 121 to 600
 Z = 601 or more

Skill Levels

Level 1 = Col 11
 Level 2 = Col 12
 Level 3 = Col 13
 Level 4 = Col 14
 Level 5 = Col 15

Ability Modifiers

Score	Modifier
A	Penalty of 6
B	Penalty of 5
C	Penalty of 4
1 to 3	Penalty of 3
4 to 6	Penalty of 2
7 to 9	Penalty of 1
10 to 12	None
13 to 15	Bonus of 1
16 to 18	Bonus of 2
19 to 21	Bonus of 3
X	Bonus of 4
Y	Bonus of 5
Z	Bonus of 6

Combat Results

Slam	Difficulty Factor	Aiming Size	Ranges	Durations
Avoided	Challenging	1 cm	Lucky Shot	-5 CS for One Turn
Staggered	Difficult	10 cm	Extreme, -3 RF	One Turn
Stunned	Average	50 cm	Long, -2 RF	1d6 Turns
Pushed Back	Fair	1 m	Medium, -1 RF	1d6 Minutes
Knocked Down	Easy	2 m	Short	1d6 Hours
Slammed	Automatic	5 + m	Point Blank, +1 RF	1d6 Days
Knocked Out	Bad Break	Bad Break	Jam/Misfire	Permanent

Biological Special Injuries

System Shock	Internal Infection	Burns	Mutate (Roll duration)	Fear/Revulsion	Mental Shock
Stunned	Double Healing	Half Damage	+2 to a Mutation	Strong will	Stunned
Trauma	Recovering	Infection	No Effect	All Acts -1CS	Trauma
Exhaustion	Drugged	Scarred	Gain one Physical	Panic	Tremors
Delerium	Exhaustion	System Shock	Gain 1 Mental	Tremors	Delerium
Knockout	Crippled	Disintegrate	-2 to a Mutation	All Acts x1/2	Mental Damage
Invalid	Invalid	Critical	Gain one Defect	Weakened	Knockout
Death	Critical	Death	Lose one Mutation	Paralysis	Paralysis

Types of Damage

Ability: Normal damage suffered; base damage is subtracted from character's ability scores.

Biogenics: All creatures suffer damage. Base Damage = 1/2 Intensity. PSH and plants roll Con. Check or mutate. Others treat as burns.

Broken Bone: Six weeks to heal; each 50 pts cured reduces by one week. At end, roll a Con. Check; fail means permanent loss of 2 PS.

Bruises, Swelling: GM's choice: mild = drugged; severe = crippled (sprain)

Burns: Caused by corrosives, radiation, and fires. Burns heal at half rate. Con. Check if burned for 1/4 total hit points.

Cold: Treat as burns.

Disintegrate: Permanent loss of points; may not be healed or repaired, only rebuilt.

Electrical: Double damage in metal armor; half if semi-insulated; none if fully insulated.

Endurance: See Ability above, but endurance is for machines.

Energy: Electrical, radio, and all beam weapons. Does not include visible light, radiation, sonic, or Tech Level V devices.

Heat: Includes fire and lasers.

Knockout: Unconscious for 1d100 minus Con. in turns; each point cured reduces by one turn. If 0, then stunned for # turns = base damage. Victim can be awakened early (Con. Check), but stunned for duration.

Mental: Base damage divided among mental abilities and mutations. Healing is 1/5 normal.

Paralysis: No physical actions for duration. Mental actions are at yellow difficulty level.

Partial Paralysis: This takes 1d6 weeks to recover; each 25 pts cured reduces by one week.

Poison: Red result is fatal or critical.

Power Drain: No damage. Reduce power duration by one hour per point of base damage.

Progressive Damage: Each turn after first attack, victim suffers the base damage for a number of turns equal to that base.

Radiation: Base damage = half the radiation's Intensity. Mutants succeed on Con. Check or mutate. PSHs treat as burns.

Rotting: Treat as disintegrate damage.

Sonic: All sound-generating attacks. Only affects on touch in a vacuum. Double effect in liquid or heavy atmosphere.

Sprain: Takes 1d6 days to heal; each 5 pts cured reduces time by one day.

Steam: Ignores armor—treat as burns.

Stun: Lose initiative, all actions at 1/2

Subsonics: MS Check or cannot act for 2d10

turns.

Suffocation: After # of turns = Con., suffer progressive damage or fail Con. Check (Death)

Sunburn: Treat as drugged for 1d6/2 days

Special Effects

Blinded: Char. is blind if cannot sense the target. All physical actions at 1/2 and may only attack by melee.

Collisions: Hit by a vehicle. Intensity = (#kph/10) x (#kg/500). Base damage = (2 x #kg/500). Add +1 RF to the result per 50 kph. Armor reduces by only 1/5 normal; plants gain -1 RF. Special = cripple; red = critical

Coma: Unconscious until cured or die in Constitution/3 days. Need an orange Con. Check when cured or heal has no effect; Black = death.

Crash: Attack on passengers when vehicle crashes. Intensity = (#kph/10) x crashed-into object's hp/20 + crash type. Base damage = (#kph/10) + type. Add +1 RF to result per 50 kph. Armor only reduces damage by 1/5 normal; plants gain -1 RF. Special = comp. C; red = critical.

Crushing Weight: Dex. or PS Check (whichever is higher) to avoid. Intensity = (#kg/100). Base damage = (2 x #kg/100).

Critical: Con. Check, check Critical Chart for results.

Crippling: Con. Check vs. Intensity of attack
Leg—all Dex. actions are at -5 CS; speed reduced.
Arm—all PS actions are at -5 CS; Cannot use arm.
Sense—all Int. actions suffer -5 CS.
Mutation—GM picks; all mutation actions at -5 CS.
Back—all actions at -2 CS; cannot lift, 1/4 move.

Delirium: Treat as mental exhaustion
Possible complications: tremors & delusions

Delusions: Distorts perceptions and may cause hallucinations or temporary insanity.

Domination: Attempt to force one's will on another. Every few minutes or hours (GM's choice) equal to base damage, may make MS Check (at 1/2 normal) to break influence.

Drugged: Suffer -1 CS per dose. Last for one hour per -CS suffered. If imbibe more doses than Con. score, must roll a Con. Check, -1 RS per additional dose: white = knockout; black = death.

Drowning: Attack with water Intensity. Special = fatal (Con. Check); red = knockout, must be rescued in # of turns = Con. Resuscitation requires first aid talent and yellow Con. Check.

Electricity: Damage = half Intensity. Special = stun (Con. Check); red = critical.

Exhaustion: There are three types of exhaustion. Physical = all PS actions resolved on column C;

Mental is halved

Mental = all MS actions resolved on column C;
Physical is halved

Total = all actions resolved on column C

Falling: Special = comp. C (Physical Strength Check); red = critical. Intensity = 1/5 distance - 1; Base damage = 2 x Intensity. Maximum Intensity = 100. Soft landings reduce damage by 1/2 to 1/4.

Fatal: Make a Constitution Check; use the duration result to define how soon being dies; during this time it is an invalid.

Infection: Make a Constitution Check and use the Infection Chart to find the result.

Internal Injury: Treat as progressive damage for 10 turns. Then make a Con. Check on the Critical Chart.

Invalid: May exert self (at 1/2) once for # of turns = Con. Beyond this, falls into coma. If invalid due to lethality, must roll a Con. Check each turn of exertion: white = coma; black = death.

Irritant: Roll a Con. Check; the result is -5 CS + 1 CS per RF. Black = exhaustion

Knocked Down: To stand, one turn at -5 CS

Mental Shock: Red result from mental attack, drugs, or mental stress. Make a MS Check and refer to Mental Shock Chart.

Mutate: Roll a Con. Check and consult Mutate Chart. GM picks mutation affected. Roll for duration.

Pain: If 50% or more wounded, suffer 5 CS penalty, and all actions are one difficulty factor greater.

Panic: All checks are one difficulty factor greater. Speed doubled and gain defense -5 CS

Poison Gas/Smoke: After Constitution/3 turns, poison attacks add Con. modifier as column shift. Special = sick; white = 1/2 base; red = critical

Scarred: Ability score damage

Sickness: Lasts 1d6 days. Treat as -2 CS and half speed. GM chooses effects: pain, delirium, exhaustion, bruises, etc.

Slam: From forceful attacks; PS Check on Slam Chart for results

Stimulant: Add 1 CS to initiative and reflexes, lose 1 CS when reasoning. After duration, roll a Con. Check: failure means drugged, -1 CS per dose taken.

System Shock: Make a Con. Check and use this chart to find results. Lasts 2d10 hours

Tangled: Suffer +2 CS to be hit. Roll a PS Check (minus Intensity) to escape.

Trauma: Treat as stimulant and roll MS Check for PS to increase by 2 x RF for 2 x RF turns.

Tremors: Muscle spasms, attacks and Dex. actions suffer -5 CS, defense gains -1 CS

RANDOM EVENTS

Random Event Checks

Terrain	A	B	C
Ruins of the Ancients	1-3	4-17	18-20
A Working Ancient's Building	1-2	3-14	15-20
Level, Grasslands	1-2	3-18	19-20
Level, Forests	1-5	6-15	16-20
Hills, Grasslands	1-2	3-18	19-20
Hills, Forested	1-6	7-13	14-20
Radiated Lands, any type	1-10	11-14	15-20
Swamp or Boggy land	1-7	8-18	19-20
Desert or Wasteland	1-4	5-10	11-20
Water	1-4	5-17	18-20
Mountains	1-8	9-16	17-20
Mountains, Forested	1-6	7-18	19-20
Town or Village	1-2	3-10	11-20

Intelligent Creature Chart

- 1) Android Thinkers
- 2) Android Warriors
- 3) Arks
- 4) Carrins
- 5) Dabbers
- 6) Hawkoids
- 7) Hissers
- 8) Hoops
- 9) Jagets
- 10) Keeshin
- 11) Lil
- 12) Obbs
- 13) Orlens
- 14) Serfs
- 15) Archivists
- 16) Followers of the Voice
- 17) Knights of Genetic Purity
- 18) Radioactivists
- 19) Zoopremicists
- 20) Group of GM's creatures

Unintelligent Creatures Chart

- 1) Blaashes
- 2) Blackuns
- 3) Brutorz
- 4) Cal Thens
- 5) Crep Plants
- 6) Cren Tosh
- 7) Gators
- 8) Herps
- 9) Hoppers
- 10) Horl Choos
- 11) Kai Lins
- 12) Kamodos
- 13) Kep Plants
- 14) Mantas
- 15) Parns
- 16) Podogs
- 17) Seps
- 18) Soul Besh
- 19) Win Seen
- 20) Creature of the GM

Random events are unplanned occurrences that happen during an adventure. They are a tool in the hands of a good judge to add spice to the game. A properly run random event can provide the party with more information about their adventure and foreshadow the dangers in proceeding into a given territory. Random events are divided into three types.

The three types of random events are: terrain hazards (A), creature encounters (B), and omen events (C).

Terrain hazards can be either weather hazards or physical hazards. When a terrain hazard is indicated roll 1d6:

- 1 to 3 = Weather Hazard
- 4 to 6 = Terrain Hazard

Then roll or choose from the proper chart to determine the type of hazard.

Creature encounters can be with either intelligent creatures (1-3 on 1d6) or unintelligent creatures (4-6 on 1d6). When a creature is indicated, choose an appropriate motivation from the Motivation chart to determine what they will do.

An omen is something that happens to the party that reflects their current Luck Status. The better the omen, the better the party's luck must be and vice versa. Omens should make sense to the party at the time and should be carefully selected by the judge when they are encountered. The judge may choose to provide the characters with rumors and discoveries of information when an omen is indicated.

Weather Terrain Hazards

- 1) A driving rainstorm limits vision to five meters and lasts for 1d20 minutes.
- 2) Static electricity storm causes all metal objects to shock characters for 1d20 minutes (causing 1 point of damage per touch).
- 3) A sudden windstorm blows unattached items weighing less than 10 kilos into the air and out of sight. The storm lasts 1d6 hours.
- 4) The pleasant weather and favorable terrain allow the characters to heal at double the normal rate today.
- 5) The heavy air pressure and threatening weather slows the party down to half their normal rate of movement all day.
- 6) The weather turns cold and snow falls for 1d20 hours at one centimeter per hour.

- 7) The warm rain seems to have a healing effect (characters regain 5 lost hit points).
- 8) A huge windstorm whirls up and if the characters cannot find ample cover they each suffer 1d10 points of damage from the buffeting.
- 9) A lightning cloud moves over the party and dumps acid rain on them for 1d10 hours. The rain does 1 point of damage per minute to anything it touches.
- 10) A glowing fog suddenly blankets the land for 1d20 hours and the party can see only 1d50 meters through the vapor.

Physical Terrain Hazards

- 1) A huge hole in the earth blocks the trail.
- 2) Intelligent creatures have created a wall to prevent travel in this direction.
- 3) An earthquake occurs with a 25% possibility of causing 1d20 points of damage to each character in the resulting havoc.
- 4) Something falls on the party. It could be anything from rocks to tree limbs.
- 5) Suddenly the ground erupts in a geyser with a 25% chance of causing 1d10 points of damage to the leading party members.
- 6) A ruin of the Ancients blocks the way.
- 7) A huge water obstruction of some type blocks the way. This obstruction could be a salt water lake in the desert, a huge waterfall in the forest, etc.
- 8) A high-intensity radiation blast has seriously affected the land ahead of the players and they must deal with it or go around.
- 9) A tangle of jungle has recently erupted and now blocks the path of the party.
- 10) A dead creature lies rotting on the path in front of the party.

Creature Motivation Chart

- 1) These beasts have been released in the characters' path to try to stop them.
- 2) These beasts are hungry.
- 3) These beasts are badly injured.
- 4) These beasts are running from a danger that will soon be apparent to the characters.
- 5) The party has surprised these beasts.
- 6) These beings are injured and are trying to get home.
- 7) These beings want to run past the characters.

- 8) These beings caution the characters if given a chance.
- 9) These beings are hiding.
- 10) These beings are seeking information.
- 11) These beings are taking prisoners back to their camp.
- 12) These beings try to capture the characters.
- 13) These beings try to lure the party into danger and then steal the characters' gear.
- 14) These beings try to ambush the party.
- 15) These beings attack suddenly, without warning, and then flee.
- 16) These beings are on a raiding mission.
- 17) The party stumbles into someone's camp.
- 18) These beings are carrying devices of the Ancients back to their people.
- 19) These beings are unconscious.
- 20) These beings are directly tied to the quest of the party, to the characters' benefit.

Omens Chart

- 1) A Warning: a) Painted image, b) Charred rubble, c) Bloodstains, d) Eerie cries
- 2) A Find: a) Item of the Ancients, b) Huge landmark, c) Hastily left camp, d) Wreckage
- 3) Carnage: a) Recently dead body, b) Small battle site, c) Wagon wreckage, d) Ruins of the Ancients
- 4) Accident: a) Character injured, b) Equipment damaged, c) Weapon breaks, d) Transportation breaks down
- 5) Stranger appears: a) Offers good advice, b) Offers bad advice, c) Asks for help, d) Wants to steal from party
- 6) Shelter: a) Cave, b) Log cabin, c) Car/wreck, d) Empty village
- 7) Illness in party: a) Riding animals sicken, b) Character falls unconscious for 1d4 days, c) Character vision crippled, d) Characters become weak
- 8) Sightings: a) A shadowy figure appears and disappears, b) A glint of metal is seen in the distance, c) A plume of smoke is seen, d) A large cloud of dust is seen
- 9) Storm reduces movement and vision: a) Snow, b) Driving rain, c) Lightning, d) Hail
- 10) Special event: a) Directly related to characters' adventure, b) Monument seen, c) Powerful ally appears, d) Captured

WEAPONS

Type	Tech	Mod.	Base		Effects	Base Range	Ammo or Power		Wt.	Type	Tech	Mod.	Base		Effects	Base Range	Ammo or Power		Wt.
			Damage										Damage						
1 Blowgun	A I	CN	2	Poison		8	30	1		Bomb, Fission(Clean)	H IV	IN	75	Critical(200m)					10
2 Blunt Weapon	N	PS	5-10	Stun		5	—	10 +		Bomb, Fission(Dirty)	H IV	IN	100	Radiation 15 (200m)					10
3 Bola	C I	DX	5	Tangle		10	—	5		Bomb, Fusion	H IV	IN	30	Burn *(12R)					80
4 Bow, Short	A I	DX	8/4	—		25	20	5		Bomb, Mutation	F IV	IN	15	Mutate (6R)	PS	—			10
5 Club/Baton	A I	PS	6/3	(Stun)		—	—	5		Bomb, Negation	F IV	IN	5	Power Drain (6R)	PS	—			10
6 Dagger	A I	PS/DX	4/2	(Critical)		PS	—	1		Bomb, Neutron	F IV	IN	35	Fatal (60R)					200
7 Javelin	A I	PS	5	—		PS	—	1		Bomb, Trek	E IV	IN	30	Disintegrate					1
8 Lasso	C I	DX	5	Tangle		3	—	2		1 Bomb, Energy	D IV	DX	8	Electrical *			C 20mn		1
9 Net	C I	DX	1/rd	Tangle		2	—	5		2 Fusion Rifle	E IV	DX	10	Radiation 18	90	A 10			15
10 Noose/Garrote	C I	DX	1	Fatal		—	—	1		3 Grenade, Energy	E IV	DX	10	Electrical *(2R)	PS	—			2
11 Slingstones	B I	DX	2/4	(Critical)		15	20	6		4 Grenade, Photon	D IV	PS	30	Fatal (2R)	PS	—			2
12 Spear	A I	PS/DX	5/10	—		2	—	3		5 Grenade, Poison Gas	D IV	PS	4	Fumes (2R)	PS	—			2
13 Torch	A I	DX	2	Burn *		—	—	5		6 Grenade, Stun	D IV	DX	1	Paralysis (2R)	PS	—			5
14 Battle Axe	A II	PS	10	—		—	—	12		7 Laser Pistol	D IV	DX	8	Hits + 1RF	35	H 10			1
15 Crossbow	B II	DX	10/5	—		50	30	12		8 Laser Rifle	E IV	DX	12	Hits + 1RF	100	H 6			8
16 Flail/Chain	B II	PS	10/20	—		—	—	10		1 Mark V Blaster	D IV	DX	12	Disintegrate	30	H 6			5
17 Handaxe	A II	PS/DX	6/3	—		PS	—	4		2 Mark VII Rifle	E IV	DX	15	Disintegrate	90	2H 6			15
18 Lance (mounted)	C II	PS	10/20	Slam		—	—	15		3 Matter Bomb: Alpha	E IV	IN	20	Comp. C(2R)	PS	—			20
19 Lance (swung)	B II	PS	5/10	Knock Down		—	—	15		4 Matter Bomb: Beta	E IV	IN	40	Comp. C(6R)	PS	—			30
20 Mace	A II	PS	10/5	—		—	—	14		5 Matter Bomb: Delta	F IV	IN	80	Critical(12R)	PS	—			40
21 Morning Star	B II	PS	12/6	—		—	—	5		6 Micromissile	E IV	DX	12	Stun (3R)	300	1			5
22 Pole Arm	B II	PS	15	—		—	—	15		7 Minimissile	E IV	DX	20	Slam (6R)	500	1			10
23 Sap (Black Jack)	A II	DX	2	Knock Out		—	—	1		8 Needler	D IV	DX	3	Poison **	12	30			1
24 Sling bullets	B II	DX	4/8	(Critical)		20	20	8		9 Paralysis Rod	D IV	DX	1	Paralysis	—	—			3
25 Sword, Long	B II	PS	8/16	—		—	—	10		10 Robotic Tentacles	G IV	—	5-10	Tangle	—	—			—
26 Sword, Short	A II	PS	6/12	—		—	—	8		11 Slicer	E IV	DX	9	(Critical)	10	8			9
27 Sword, Two-Handed	B II	PS	10/20	Slam		—	—	25		12 Slug Pistol (A)	C IV	DX	10(8)	(Critical)	50	H 50			5
28 War Hammer	A II	PS	8/4	(Stun)		—	—	10		13 Slug Pistol (B)	C IV	DX	15(10)	(Critical)	100	H 30			4
29 Auto Pistol	C III	DX	12	Stun(Crit)		12	7	2		14 Slug Pistol (C)	C IV	DX	15	(Critical)	150	H 12			3
30 Auto Rifle	C III	DX	20(15)	Stun(Crit)		40	30	15		15 Stun Ray Pistol	D IV	DX	Stn 2	Knock Out	10	S 10			6
31 Concussion Bomb	D III	IN	5	KO (12R)		PS	—	15		16 Stun Ray Rifle	D IV	DX	Stn 4	Knock Out	70	S 6			12
32 Damage Pack—A	E III	IN	15	Comp. C(6R)		—	—	20		17 Stun Whip	D IV	DX	2	Paralysis	—	—			5
33 Damage Pack—B	F III	IN	25	Comp. C(6R)		—	—	30		18 Torc Grenade	C IV	DX	25	Sonic *(3R)	PS	—			8
34 Damage Pack—Small	C III	IN	8	Comp. A (3R)		PS	—	10		19 Vibro Blade	D IV	DX	12	Ignore AC	—	—			8
35 Fire Extinguisher	C III	DX	0	Cold *		—	10	20		20 Vibro Dagger	D IV	DX	4	Ignore AC	—	—			1
36 Flamethrower	D III	DX	8	Burn*/Ignites		2	12	30		1 Black Ray Pistol	F V	IN	40	Fatal	20	C 4			1
37 Flaregun	D III	DX	10	Burn*/Ignites		2	3	8		2 Drone Weaver	H V	IN	2	Subsonics *	12	—			8
38 Grenade, Chemex	D III	PS	15	Burn *(2R)		PS	—	2		3 Flying Blades	H V	IN	11	AC Critical	10	1			1
39 Grenade, Frag.	C III	DX	8	Stun (2R)		PS	—	5		4 Harmonic Disruptor	J V	IN	8	Disintegrate	50	6			20
40 Grenade, Tear Gas	C III	DX	5	Irritant(2R)		PS	—	5		5 Lamprey Disk	G V	IN	—	Power Drain	—	—			1
41 Hose, Fire	B III	DX	7	Slam		2	Pump	20		6 Neural Bite	F V	IN	1	Domination	—	—			1
42 Musket	C III	DX	8	(Critical)		35	30	10		7 Popper Pellet	E V	DX	10	Field Negate	10	1			6
43 One-shot Pistol	B III	DX	5	Stun		—	—	1		8 Slither Helix	H V	IN	8	Prog. Damage	2	1			1
44 Revolver	C III	DX	8	Stun (Crit)		6	5	6		9 Smart Dart	G V	IN	12	Seeker	25	1			6
45 Rifle (bolt action)	C III	DX	12	Stun (Crit)		30	5	12		10 Stinger Crystal	E V	IN	15	Intercept	100	—			1
46 Scattergun	C III	DX	20	Scatter		5	2 or 5	18		11 Tender Touch	F V	IN	9	Delirium 20	—	—			1
47 Surface Missile	F III	IN	40	Crit(35R)		12,000	—	500		12 Whammer	G V	IN	12	Slam	6	10			2
										13 Wrapper	G V	IN	5	Tangle	—	—			1
										14 Zapper	G V	IN	6	Short Out	1	1			1

Abbreviations Used

Tech Level:

A-J = This is the success box on the Artifact Experiment Chart

N = This item is of natural origin.

Mod: This notes the ability score that modifies the use of each item. If two scores are noted, either one may be used.

Base Damage: This number is multiplied by the result factor. The number in () is the base damage when firing a burst.

#/# Two numbers are listed for some melee weapons: the first number is the base damage to man-sized or smaller targets, the second is the base damage caused to targets larger than man sized.

This does not cause damage, only drains power.

The damage for this weapon is halved for each range beyond short range.

Stn # No damage is caused, this is the base number of rounds that the victim is stunned. No save is allowed.

Effects: These are mostly special effects. On a hit, an Ability Check may be made to avoid the effect by rolling a color result equal to or higher than the color result of the attack.

* These are not special effects, but rather define the type of damage to recall special rules, such as electrical damage causing x 2 damage to those wearing metal.

** Needler ammunition can be doped with a variety of poisons at the GM's choice; standard choices are a paralytic poison (I12) or a fatal poison (I17).

() These effects only occur on a red result.

(#R) This is the radius (in meters) of the area of effect.

Base Range: This number is used to determine the range factor to a target and the color result needed to hit that target. Short range is from the attacker to the base range distance, medium range is from the base range to two times the base range, long range is from two times the base range to three times the base range, and extreme range is from three times the base range to four times the base range.

Point blank range is always less than two meters away.

Ammo and Power

C = Chemical Cell
H = Hydrogen Cell

S = Solar Cell
A = Atomic Cell

DEFENSES

Armor Table

Type	Tech	AC	Field	Damage Reduced	Power	Wt.
No Armor	—	0	—	—	—	—
(Apply natural modifiers & cover)						
Heavy Clothes/Furs	A I	1	—	-5	—	5
Bark	N	2	—	-10	—	20
Leather Armor	A I	2	—	-10	—	10
Studded Lthr. Barding	B II	2	—	-10	—	25
Partial Carapace	N	3	—	-15	—	15
Sheath Armor	C III	3	—	-15	—	10
Studded Leather	A I	3	—	-15	—	15
Chainmail Vest	B II	3	—	-15	—	10
Ring Mail	B II	4	—	-20	—	20
Chainmail Barding	C II	4	—	-20	—	30
Plate Mail Vest	B II	4	—	-20	—	15
Force Field Belt	F IV	—	-1 RF	—	H 30hr	5
Chainmail	B II	5	—	-25	—	20
Fiber Armor	B I	5	—	-25	—	10
Plate Barding (steel)	C II	5	—	-25	—	50
Total Carapace	N	6	—	-30	—	35
Plate Armor (steel)	C II	6	—	-30	—	30
Plastic Armor	D III	6	—	-30	—	15
Powered Plate Barding	E IV	6	—	-30	A 50hr	200
Inertia Armor	F IV	6	—	-30	2A 60hr	40
Powered Plate Armor	E IV	7	—	-35	A 60hr	100
Energized Armor	E IV	7	—	-35	A 40hr	20
Powered Alloy Plate	E IV	8	—	-40	A 40hr	40
Powered Scout Armor	F IV	8	-1 RF	-40	2A 60hr	250
Powered Battle Armor	G IV	9	-1 RF	-45	2A 50hr	300
Powered Attack Armor	G IV	10	-2 RF	-50	2A 40hr	450
Powered Assault Armor	G IV	10	-3 RF	-50	3A 50hr	500

Shield Table

Size		Material	
Small (buckler)	0	Wood or Leather	0
Medium (chest)	-1 CS	Plastic or Carapace	-1 CS
Large (body)	-2 CS	Metal	-2 CS
		Duralloy	-3 CS *

* The duralloy defensive bonus only applies vs. energy attacks; the defensive value of duralloy vs. a physical blow equals that for the shield size only (e.g., a medium duralloy shield = -4/-1).

Cover *		Concealment (Examples)	
25% (Dmg Red. x 1)	-1 CS	25% (Glare, Mist)	-1 CS
50% (Dmg Red. x 2)	-2 CS	50% (Fog, Curtains)	-2 CS
75% (Dmg Red. x 3)	-3 CS	75% (Foliage, Grass)	-3 CS
100% (Dmg Red. x 4)	-4 CS	100% (Darkness)	-4 CS

* Cover reduces damage by a multiple of the material's damage reduction factor (see below).

Damage Reduction Factors for Various Materials (Multiply by cover factor to get damage reduction)

Wood or Vegetation	5	Stone	12
Plastic	5	Metal	15
Earth, Gravel, Sand	4	Duralloy	20
Glass, Ceramic, Ice	10	Reinforced (any material)	x2

COMBAT MODIFIERS

Ability Modifier = CS

Skill Level = add to Rank & Dmg

Weapon Modifier = CS

Tech Difference = CS

Quick and Easy Modifiers

Attacker tries tricky stunt -5 CS
(uses two weapons, attacks several targets in one turn, attacks while diving for cover, etc)
If attacker has better position +2 CS
If defender has better position -2 CS
If either attacker or defender moves more than half maximum rate -1 CS
For every 25% cover target has (dam. reduct. of -5 points/turn) -1 CS

Detailed Modifiers

Attacker Modifiers

Scopes: treat each range as next lower one, two, or three

Attack Modifiers		Position Modifiers *	
Aiming/Resting	+1 CS	Prone (on belly)	+/-3 CS
Weapon **		Supine/Knocked Down	+/-2 CS
Firing a Burst	-1 CS/target	Sitting	+/-2 CS
Using Alternate/Injured Hand	-2 CS	Kneeling/Crouching	+/-1 CS
Using Two Weapons	-5 CS each	Standing	0
Additional Attacks	-5 CS each		

* These modifiers are + if engaged in missile fire, but - if engaged in melee.

** Can only aim at a target that is in short range. The size of the target defines the difficulty factor for determining if the attack is successful.

Condition of Attacker

Blinded (Melee only)	x 1/2	Moving less than 1/2	0
Drugged (per dose)	-1 CS	Moving Sudden/Swiftly	-2 CS
Exhausted	x 1/2 or Col A	Off balance	x 1/2
Injured (50% +)	-2 CS	Stunned	x 1/2

Defender Modifiers

Target Size		Speed of Target	
Tiny (Less than 50 cm)	-2 CS	Very Fast	-2 CS
Small (50 cm up to 1 m)	-1 CS	Fast	-1 CS
Man (1 m up to 2 m)	0	Average	0
Large (2 m up to 5 m)	+1 CS	Slow	+1 CS
Huge (Greater than 5 m)	+2 CS	Dodging	-2 CS

Position Modifiers

Prone (on belly)	+3 CS	Kneeling/Crouching	+1 CS
Supine/Knocked Down	+2 CS	Crawling/Swimming	+1 CS
Sitting	+2 CS	Standing	0

Condition of Defender

Attacked from the side	+1 CS	Drugged (per dose)	+1 CS
Blinded	+2 CS	Invisible	x 1/2
Bound	Certain	Struggling w/Foe	+1 CS

