

REFERENCE TABLES

Table 5.1: Action Difficulty

Action	Difficulty
Easy	3
Average	7
Hard	11
Formidable	15
Heroic	19
Incredible	23
Ridiculous	27
Impossible	31

Table 5.2: Extraordinary Success

Action	Ordinary	Extraordinary
Easy	3	10
Average	7	14
Hard	11	18
Formidable	15	22
Heroic	19	26
Incredible	23	30
Ridiculous	27	34
Impossible	31	38

Table 5.3: Complex Actions

Action	Difficulty
Easy	15
Average	35
Hard	55
Formidable	75
Heroic	95
Incredible	115
Ridiculous	135
Impossible	155

Table 5.5: Plot Points and the Bonus Die

Points	Die Type
1	d2
2	d4
3	d6
4	d8
5	d10
6	d12
7	d12+d2
8	d12+d4
9	d12+d6
10	d12+d8
11	d12+d10
12	d12+d12

Table 5.7: Movement

Pace	Actions	Speed
Walk	0	Base (normally 15 ft.)
Hustle	1	Base x 2 (normally 30 ft.)
Run	2	(Base x 2) + (Attribute + Athletics/Running)

Table 5.9: Range

Range	Skill Modifier
Point-blank (within 10 ft.)	+1 Skill step
Short	-
Medium	-2 Skill step
Long	-4 Skill step

Table 5.11: Wound Penalties

Total Life Points	Seriously Wounded (-2 Penalty)
8	4
10	5
12	6
14	7
16	8
18	9
20	10
22	11
24	12

Table 5.6: Plot Points and Story Impact

Points	Impact
1-3	Inconsequential: "The bartender is a former Independent. I'm sure he won't mind a fellow Browncoat running up a large tab."
4-6	Minor: "I completely forgot I'd hid that hundred credit note in my boot!"
7-10	Significant: "Rosco! Ain't seen you since the reunion back on Shadow. So you're a Federal Marshall now. How ya been, old buddy?"
11+	Major: "We've been drifting through the black without power for nigh onto two days. Amazing that your ship just happened by this outta the way spot!"

Table 5.8: Cover

Cover	Difficulty	Description
Light	+4	Up to half the target is concealed. (lying down)
Medium	+8	More than half the target is concealed. (hiding behind a horse)
Heavy	+12	Most of the target is concealed. (peeking from around a corner)
Total	+16	Only a tiny portion of the target is visible. (looking out through the keyhole of a door)

Table 3.1: Currency

Credit	Dollar	Platinum	Gold	Silver
€1	\$25	2.5	5	250
€0.4	\$10	1	2	100