



Tasks, Tests, Contests & Checks



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① Find Base Score

The starting value for a task is equal to either

- 1) Purchased Skill Rating;
- 2) Default Skill Rating
 - a) Personal Skills: equal to relevant Stat
 - b) Physical Skills: equal to C-2
 - c) Mental Skills: none -- no roll; or
- 3) Special Check (do not use adjusted stats)
 - a) Knockback Check: $2 \times S$
 - b) Agility Check: $2 \times C$
 - c) Focus Check: $2 \times I$
 - d) Stamina Check: $2 \times H$

② Set Task Difficulty

Apply modifier from the following table to the base score.

Difficulty	Modifier
Automatic	N/A
Very Easy	4
Easy	2
Average	0
Above Average	-2
Difficult	-4
Very Difficult	-6
Improbable	-8
Near Impossible	-12
Impossible	N/A

③ Apply Modifiers

Apply additional modifiers based on special conditions. See "Melee Combat Modifiers," pg. 57 or "Ranged Combat Modifiers," pg. 58 for examples.

The result is the Target Number!

④ Roll The Dice

If the value of the roll of 2D10 is...

- 20:** Automatic Failure
Greater Than the Target: Failure
Less Than or Equal To the Target: Success
2: Automatic Success if Skill is Fam or better

Contests

Used when two characters' ratings are tested against one another.

- 1) Determine Base Score as for Tests.
- 2), 3) Since contest difficulties and situations are usually the same, skip the modifiers steps. The Target Numbers equal the Base Scores.
- 4) Each contestant rolls the dice.
- 5) Judging Contest results
 - a) If one succeeds and the other fails, the one who succeeded wins the contest;
 - b) if neither succeeded, a draw occurs. Neither wins. Repeat the contest or change the plan.
 - c) if both succeeded, subtract the die roll from the Target Number to get the Success Margin. Whoever has the highest Success Margin wins. If the Success Margins are tied, a draw occurs; repeat the contest or change the plan.

Special Checks

Used in place of Skills during special conditions where raw natural talent is more relevant than skill. Can be modified as for tasks

- Knockback Check** ($2 \times S$) resist physical impact
Agility Check ($2 \times C$) maintain balance
Focus Check ($2 \times I$) resist distraction
Stamina Check ($2 \times H$) endure injury

Using Luck to Affect Tasks

Luck Points may be spent to modify a Test, Contest or Check Roll. To do so:

- 1) You **must** declare that Luck Points will be used **before** the roll is made. The character must have at least 5 Luck Points available.
- 2) Make your die roll.
 - a) If successful, spend 5 Luck Points.
 - b) If failed, spend enough Luck Points to raise the Target Number on a 1:1 basis until the roll is successful, minimum 5.
 - c) If you don't have enough Luck Points to raise the Target Number high enough, the task fails; spend 5 Luck Points.



Character Building 1



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Start With: Character Concept

Think of somebody it would be fun to pretend to be. Think a little about their age, appearance, personality and history. Make notes on the Character Record.

① Decide Age

Select an Age Category from the table.

Category	Stat Adj	SPP
Adolescent	1	7
Young Adult	0	10
Adult	-1	14
Mature	-3	20
Elder	-5	28
Aged	-7	34
Ancient	-9	38

② Choose Stats

Get the starting total Stat points from the gamemaster. Modify for your age category (Stat Adj, above) and race. Distribute the remainder among the four Stats.

③ Select Abilities & Disabilities

Get the starting Ability & Disability Balance from the gamemaster. Select Abilities & Disabilities which fit the character concept. Zero-Point Abilities & Disabilities should be balanced separately. See the list at the bottom of the page

Core Rules Abilities & Disabilities List

Zero-Point Abilities

Acute Sense of Direction
Flexible
Minor Sponsor
Perfect Pitch
Sensible
Speedreading

Zero-Point Disabilities

Distinctive Appearance
Eccentricity
Impaired Speech
Mild Allergy
Minor Enemy
Minor Secret
Slight Limp

1-Point Abilities

Acute Hearing
Acute Vision

1-Point Abilities (cont.)

Ambidexterity
Ear For Language
Financial Independence
Photographic Memory
Presence
Resistance to Aging
Resistance to Disease
Resistance to Toxins
Significant Sponsor
Superior Training
Unrestricted Activity

2-Point Abilities

Immunity to Aging
Immunity to Disease
Immunity to Toxins
Major Sponsor
Rapid Healing
Wealth

④ Choose Gear, Special Features

Pick weapons & equipment for the character consistent with the concept and the character's resources. Choose any special powers, spells, etc. if the world has such. See the Armor & Shield Tables on the next page. Obtain any appropriate Weapon or Equipment Cards from the gamemaster.

⑤ Pick Skills & Skill Levels

The character gets Skill Purchase Points equal to $[2 \times I + (SPP \text{ from above age table}) - 10]$. Skills cost as on the table below. Select skills appropriate to the character concept, equipment and special features. Note Skill Name, relevant Stat, and Level for later reference. See Skill List on the following page.

Skill Level	Cost
Familiar	1
Capable	2
Professional	4
Expert	8

⑥ Note Adjusted Stats

Chosen gear or special feature may adjust Stats. Note the changed values alongside the originals on the Character Record.

3-Point Abilities

Massive Wealth
Regeneration

1-Point Disabilities

Compulsion
Fear
Financial Restriction
Inhuman Appearance
Impaired Hearing
Impaired Vision
Limited Manipulation
Remarkable Appearance
Restricted Activity
Severe Allergy
Severe Limp
Significant Enemy
Significant Secret
Water Shy

2-Point Disabilities

Dangerous Allergy
Deafness
Hideous Appearance
Illiteracy
Limited Movement
Major Enemy
Major Secret
Mute
Obsession
Phobia
Poverty

3-Point Disabilities

Blindness
Mania
Nemesis
Restricted Movement
Terror



Character Building 2



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Armor Table

Armor	Dmg Mod	Min S	C Adj.
ANCIENT			
Padded cloth	-2	-	-
Hardened leather	-6	4	1
Chainmail	-8	5	1
Plate armor	-12	8	2
MODERN			
Leather jacket	-3	-	-
Kevlar vest*	-14 vs. projectiles	5	1
	-4 vs. all other		
.... w/ceramic inserts		6	1
	-20 vs. projectiles		
	-6 vs. all other		
.... w/steel inserts		7	1
	-22 vs. projectiles		
	-8 vs. all other		
FUTURISTIC			
Plasteel Infantry Armor+			
—Light	-15	-	-
—Medium	-20	5	1
—Heavy	-30	6	2
.... w/ ablative ceramic coating		+1	+1
	-10 ADDL. vs. energy#		
.... w/reflective coating		-	-
	-5 ADDL. vs. energy		
Powered battlesuit	-55	-	3

* Vests may not use both ceramic and steel inserts at the same time.
 + Any Plasteel armor type may be coated, but armor may not have both ablative and reflective coatings.
 # Ablative coating withstands five energy attacks. It then adds no further protection.

Shield Table

Shield	Dmg Mod	Min S	C Adj.	Def Mod	Dmg
ANCIENT					
Buckler	0	-	-	+1	-
Target	-1	-	-	-	6
Large	-2	5	1	-1	8
MODERN					
Lexan Riot	-6	-	-	-2	-
FUTURISTIC					
e-Shield					
... as Buckler	0	-	-	+1	-
... as Target	-4 vs energy	-	-	-	-
	-1 vs. other				
... as Large	-6 vs energy	5	1	-1	-
	-2 vs. other				

Core Rules Skills List

<u>Personal Skills</u> (add bonus to indicated Stat)	<u>Mental Skills</u> (add bonus to I)
Brawling (S)	Animal Handling
Climbing (C)	Artistic Expression:
Convincing (I)	Civil Engineering
Dodging (C)	Combat Awareness
Grappling (S)	Command
Jumping (S)	Computer Operation
Lifting (S)	Computer Programming
Observing (I)	Computer Technology
Researching (I)	Criminal Investigation
Running (S)	Demolition
Teaching (I)	Electronics
<u>Physical Skills</u> (add bonus to C)	
Acrobatics	First Aid
Blacksmith	Gambling
Disguise	History:
Escape	Hypnotism
Forgery	Inventing
Gunsmith	Knowledge:
Lockpicking	Languages:
Martial Arts:	Law:
Melee Weapon:	Mechanic:
• Axe	Mechanical Engineering
• e-Blade	Medicine
• e-Sword	Merchant
• Knife	Military Engineering
• Fencing	Naturalist:
• Sword	Navigation:
• Pole Arms	Performance:
Missile Weapon:	Science:
• Blasters	Scrounging
• Bows	Scuba
• Crossbows	Seamanship
• Handguns	Social Grace
• Lasers	Streetwise
• Rifles	Survival:
• Shotguns	Theology:
• Submachine Guns	Tracking
Mountaineering	Traps
Off-Hand Weapon:	Veterinary
Parachuting	Writing:
Pickpocket	
Riding:	
Shield	
Sleight of Hand	
Sports:	
Stealth	
Swimming	
Thrown Weapon:	
• Knives	
• Spears	
• Small Objects	
Vacuum Suit	
Vehicle Operation:	
Zero-G Maneuvering	



Character Building 3



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⑦ Calculate Minor Stats

SPEED:

Ground Speed for most humanoids is 3; Swimming Speed is 1. Note other speeds provided by racial traits, powers, etc.

LUCK:

Find out initial Luck Point allocation from Gamemaster.

INITIATIVE BONUS:

Note bonuses to Initiative Roll from Combat Awareness Skill or other special powers or gifts.

Combat Awareness	Bonus
Familiar	1
Capable	2
Professional	3
Expert	4

UNARMED COMBAT MAX DMG:

Find and log the value below based on Adjusted Strength. Add 1 if Martial Arts skill is Capable; Add 2 if Martial Arts skill is Professional; Add 3 if Martial Arts skill is Expert.

Adj S	Max Dmg
1 - 2	3
3 - 4	4
5 - 7	6
8 - 10	10
11 - 13	14
14 - 16	18
17 - 20	22

FATIGUE POINTS:

Standard formula to determine Fatigue Points is Adjusted Strength + Adjusted Health. Check with the gamemaster for any variations in his campaign world.

HIT POINTS:

Round fractions up. The formula to calculate Hit Points is [(Adj S x Multiplier) + Adj H]. Find the multiplier in the following table.

Adj H	Multiplier
1 - 3	2.5
4 - 6	3.0
7 - 9	3.5
10	4.0

⑧ Calculate Skill Ratings

Skill Ratings = Relevant Stat + Bonus (see below). Note Ratings from both original Stats and Adjusted Stats. Write the Skill Name, Level and Ratings on the Character Record.

Skill Level	Bonus
Def	0 (Pers), -2 (Phys), N/A (Ment)
Fam	2
Cap	4
Pro	8
Exp	12

Done!

SUCCESS PROBABILITY TABLE

Target Number	Chance of Success
2	1%
3	3%
4	6%
5	10%
6	15%
7	21%
8	28%
9	36%
10	45%
11	55%
12	64%
13	72%
14	79%
15	85%
16	90%
17	94%
18	97%
19	99%
20	100%

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Character Name	
Aliases/Alter-Egos	
Age Category/Age/Race	
Date Created	
Player Name	

APPEARANCE

BRIEF HISTORY	

PERSONALITY

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Master Damage Tables 1 - 50



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Max Dmg	Damage Roll																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2
3	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	3
4	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4
5	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5
6	1	1	1	2	2	2	3	3	3	3	4	4	4	5	5	5	6	6	6	6
7	1	1	1	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7
8	1	1	2	2	2	3	3	4	4	4	5	5	6	6	6	7	7	8	8	8
9	1	1	2	2	3	3	4	4	4	5	5	6	6	7	7	8	8	9	9	9
10	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
11	1	1	2	2	3	3	4	4	5	6	6	7	7	8	8	9	9	10	10	11
12	1	1	2	2	3	4	4	5	5	6	7	7	8	8	9	10	10	11	11	12
13	1	1	2	3	3	4	5	5	6	7	7	8	8	9	10	10	11	12	12	13
14	1	1	2	3	4	4	5	6	6	7	8	8	9	10	11	11	12	13	13	14
15	1	2	2	3	4	5	5	6	7	8	8	9	10	11	11	12	13	14	14	15
16	1	2	2	3	4	5	6	6	7	8	9	10	10	11	12	13	14	14	15	16
17	1	2	3	3	4	5	6	7	8	9	9	10	11	12	13	14	14	15	16	17
18	1	2	3	4	5	5	6	7	8	9	10	11	12	13	14	14	15	16	17	18
19	1	2	3	4	5	6	7	8	9	10	10	11	12	13	14	15	16	17	18	19
20	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	1	2	3	4	5	6	7	8	9	11	12	13	14	15	16	17	18	19	20	21
22	1	2	3	4	6	7	8	9	10	11	12	13	14	15	17	18	19	20	21	22
23	1	2	3	5	6	7	8	9	10	12	13	14	15	16	17	18	20	21	22	23
24	1	2	4	5	6	7	8	10	11	12	13	14	16	17	18	19	20	22	23	24
25	1	3	4	5	6	8	9	10	11	13	14	15	16	18	19	20	21	23	24	25
26	1	3	4	5	7	8	9	10	12	13	14	16	17	18	20	21	22	23	25	26
27	1	3	4	5	7	8	9	11	12	14	15	16	18	19	20	22	23	24	26	27
28	1	3	4	6	7	8	10	11	13	14	15	17	18	20	21	22	24	25	27	28
29	1	3	4	6	7	9	10	12	13	15	16	17	19	20	22	23	25	26	28	29
30	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25	27	28	30
31	1	3	5	6	8	9	11	12	14	15	17	19	20	22	23	25	26	28	29	31
32	1	3	5	6	8	9	11	13	14	16	17	19	21	22	24	25	27	29	30	32
33	1	3	5	6	8	10	11	13	15	16	18	20	21	23	25	26	28	30	31	33
34	1	3	5	7	8	10	12	13	15	17	18	20	22	24	25	27	29	30	32	34
35	1	3	5	7	8	10	12	14	15	17	19	21	22	24	26	28	29	31	33	35
36	1	3	5	7	9	10	12	14	16	18	19	21	23	25	27	28	30	32	34	36
37	1	3	5	7	9	11	13	14	16	18	20	22	24	26	27	29	31	33	35	37
38	2	3	5	7	9	11	13	15	17	19	21	22	24	26	28	30	32	34	36	38
39	2	4	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39
40	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
41	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	37	39	41
42	2	4	6	8	10	12	14	16	19	21	23	25	27	29	31	33	35	37	40	42
43	2	4	6	8	10	13	15	17	19	21	23	25	28	30	32	34	36	38	40	43
44	2	4	6	8	11	13	15	17	19	22	24	26	28	30	33	35	37	39	41	44
45	2	4	6	9	11	13	15	18	20	22	24	27	29	31	33	36	38	40	42	45
46	2	4	7	9	11	13	16	18	20	23	25	27	30	32	34	36	39	41	43	46
47	2	4	7	9	11	14	16	18	21	23	25	28	30	33	35	37	40	42	44	47
48	2	4	7	9	12	14	16	19	21	24	26	28	31	33	36	38	40	43	45	48
49	2	5	7	9	12	14	17	19	22	24	27	29	31	34	36	39	41	44	46	49
50	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50



Master Damage Tables 51-100



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Max Dmg	Damage Roll																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
51	1	5	7	10	12	15	17	20	22	25	28	30	33	35	38	40	43	45	48	51
52	2	5	7	10	13	15	18	20	23	26	28	31	33	36	39	41	44	46	49	52
53	2	5	7	10	13	15	18	21	23	26	29	31	34	37	39	42	45	47	50	53
54	2	5	8	10	13	16	18	21	24	27	29	32	35	37	40	43	45	48	51	54
55	2	5	8	11	13	16	19	22	24	27	30	33	35	38	41	44	46	49	52	55
56	2	5	8	11	14	16	19	22	25	28	30	33	36	39	42	44	47	50	53	56
57	2	5	8	11	14	17	19	22	25	28	31	34	37	39	42	45	48	51	54	57
58	2	5	8	11	14	17	20	23	26	29	31	34	37	40	43	46	49	52	55	58
59	2	5	8	11	14	17	20	23	26	29	32	35	38	41	44	47	50	53	56	59
60	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60
61	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	61
62	3	6	9	12	15	18	21	24	27	31	34	37	40	43	46	49	52	55	58	62
63	3	6	9	12	15	18	22	25	28	31	34	37	40	44	47	50	53	56	59	63
64	3	6	9	12	16	19	22	25	28	32	35	38	41	44	48	51	54	57	60	64
65	3	6	9	13	16	19	22	26	29	32	35	39	42	45	48	52	55	58	61	65
66	3	6	9	13	16	19	23	26	29	33	36	39	42	46	49	52	56	59	62	66
67	3	6	10	13	16	20	23	26	30	33	36	40	43	46	50	53	56	60	63	67
68	3	6	10	13	17	20	23	27	30	34	37	40	44	47	51	54	57	61	64	68
69	3	6	10	13	17	20	24	27	31	34	37	41	44	48	51	55	58	62	65	69
70	3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59	63	66	70
71	3	7	10	14	17	21	24	28	31	35	39	42	46	49	53	56	60	63	67	71
72	3	7	10	14	18	21	25	28	32	36	39	43	46	50	54	57	61	64	68	72
73	3	7	10	14	18	21	25	29	32	36	40	43	47	51	54	58	62	65	69	73
74	3	7	11	14	18	22	25	29	33	37	40	44	48	51	55	59	62	66	70	74
75	3	7	11	15	18	22	26	30	33	37	41	45	48	52	56	60	63	67	71	75
76	3	7	11	15	19	22	26	30	34	38	41	45	49	53	57	60	64	68	72	76
77	3	7	11	15	19	23	26	30	34	38	42	46	50	53	57	61	65	69	73	77
78	3	7	11	15	19	23	27	31	35	39	42	46	50	54	58	62	66	70	74	78
79	3	7	11	15	19	23	27	31	35	39	43	47	51	55	59	63	67	71	75	79
80	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
81	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	81
82	4	8	12	16	20	24	28	32	36	41	45	49	53	57	61	65	69	73	77	82
83	4	8	12	16	20	24	29	33	37	41	45	49	53	58	62	66	70	74	78	83
84	4	8	12	16	21	25	29	33	37	42	46	50	54	58	63	67	71	75	79	84
85	4	8	12	17	21	25	29	34	38	42	46	51	55	59	63	68	72	76	80	85
86	4	8	12	17	21	25	30	34	38	43	47	51	55	60	64	68	73	77	81	86
87	4	8	13	17	21	26	30	34	39	43	47	52	56	60	65	69	73	78	82	87
88	4	8	13	17	22	26	30	35	39	44	48	52	57	61	66	70	74	79	83	88
89	4	8	13	17	22	26	31	35	40	44	48	53	57	62	66	71	75	80	84	89
90	4	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76	81	85	90
91	4	9	13	18	22	27	31	36	40	45	50	54	59	63	68	72	77	81	86	91
92	4	9	13	18	23	27	32	36	41	46	50	55	59	64	69	73	78	82	87	92
93	4	9	13	18	23	27	32	37	41	46	51	55	60	65	69	74	79	83	88	93
94	4	9	14	18	23	28	32	37	42	47	51	56	61	65	70	75	79	84	89	94
95	4	9	14	19	23	28	33	38	42	47	52	57	61	66	71	76	80	85	90	95
96	4	9	14	19	24	28	33	38	43	48	52	57	62	67	72	76	81	86	91	96
97	4	9	14	19	24	29	33	38	43	48	53	58	63	67	72	77	82	87	92	97
98	4	9	14	19	24	29	34	39	44	49	53	58	63	68	73	78	83	88	93	98
99	4	9	14	19	24	29	34	39	44	49	54	59	64	69	74	79	84	89	94	99
100	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100



Combat Injury & Recovery



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Combat

① Set Initiative

All participants roll 1D10 and add their Initiative Bonus. Higher rolls go first; roll off ties. Minor NPCs and grunts always go last.

Holding Actions: Participants need not use all their actions when their turn comes; they can be held until later in the turn. If not used during first pass, held actions are played out in reverse initiative order.

Interrupts: Participants with held actions can interrupt another player, taking their held action at any time. Players may not employ consecutive interrupts...someone else must have a full action in proper Initiative sequence.

② Take Actions

Each participant gets 2 Actions. Those with magical, superhuman, or technological abilities may have more. Select from:

Move (walking, running, changing position & facing)

Attack (task with weapon or hand combat skill)

Defend (task with weapon or hand combat skill)

Other (load weapon, drop or pick up object, manipulate a device, etc.)

Effects of actions are immediate. If a character is disabled before his turn arrives, he gets no actions. Luck Points may be spent on combat tasks as with any other tasks.

Taking Damage

1) Roll dice and consult the damage table for the weapon or the Master Damage Tables. This is the Raw Damage.

2) Subtract from the Raw Damage the appropriate values for Armor, Shields, Spells, Special Powers, etc. The remainder is the Injury.

3) Subtract the Injury from your current Hit Points value.

4) Luck Points may be spent to reduce Injury on 1:1 basis. This does not have to be declared before any rolls.

Injury Special Effects

Raw Damage exceeds 2 x S? Make a Knockback Check or be knocked down.

Injury Greater Than 1/2 HP? Make an immediate Stamina Check or fall unconscious.

Taken 10 Points of Injuries? You begin to Bleed, losing 1 Hit Point every 5 minutes until treated.

Reduced to 1/4 HP or less? Make an immediate Stamina Check or fall unconscious. Make another Stamina Check with each additional injury.

Only 1 HP left? Or less? You are unconscious. If in negative HP, you are in Critical Condition.

Reduced to -10 HP? Or less? Barring magic or superscience, your character is dead.

Treatment & Recovery

Unconscious? Another character can revive you with an "Other" action. If successful, you regain 1 HP and may resume acting with the next Initiative Roll.

If you still have more than 1/4 of your total Hit Points, treatment is an Average First Aid Task or an Easy Medicine Task.

If you have 1/4 or less of your Hit Points remaining, treatment is an Above Average First Aid Task or an Average Medicine Task.

Bandaging requires no task roll and stops the 1 HP per 5 minutes loss due to bleeding; the character can take no other actions. Bandaging will not help characters in Critical Condition.

In Critical Condition. Character continues to Bleed until stabilized (Difficult First Aid or Above Average Medicine task). If successful, stabilization lasts 1-10 hours; bleeding resumes if more comprehensive treatment not received in that time. Repeated stabilizations are possible, but difficulty increases one level with each attempt.

First Aid within 15 minutes of injury (an Average First Aid or Easy Medicine Task) restores 2 HP.

Natural Healing restores 2 HP per week of complete inactivity, or 1 HP per week of moderate activity.

Hospital Care restores 4 HP per week. State-of-the-art hospitals restore an additional 1D10/2 per week.