

NEW HOUSE RULES

CALLED SHOTS AND SIMILAR RULES

Called Shots in Melee Combat

Calling a shot in melee combat requires that the attacker roll to strike with a penalty based on his chosen target. To successfully strike the target, he must roll an 18 or better. The penalties are as follows:

| Target | Strike Penalty |
|--------|----------------|
| Head | -4 |
| Eye | -12 |
| Throat | -6 |
| Arm | -4 |
| Hand | -6 |
| Leg | -4 |
| Foot | -6 |
| Joint | Additional -2 |

While making a Called Shot, the character loses his automatic parry.

Called Shots in Ranged Combat

Making a Called Shot with a ranged weapon carries the same penalties as those used in Melee Combat, but the attacker must roll a 20 or better, and the Called Shot takes up two of his attacks.

This assumes that the attacker is not using a ranged weapon while under melee attack. If, for some reason, the character is under melee attack, he may still take a Called Shot, but suffers an additional -2 to strike.

Effects of a Called Shot

(These effects were inspired by those found in the Compendium of Contemporary Weapons)

The effects of a Called Shot are listed below:

- **Head:** A Called Shot to the head inflicts double damage, and the character must roll a saving throw of 16 or better, modified by P.E. or be stunned (-4/20% to all actions, -1 attack, one-half Spd.) for 1d4 minutes. If you use blood loss rules, the bleeding rate is normal, but looks doubled or even tripled.
- **Eye:** A Called Shot to the eye inflicts double damage, and blinds that eye (-4 penalty to ranged combat), and bleeds at double the normal rate. The victim will be automatically stunned for 1d4 rounds, and must roll a saving throw as with a head shot to avoid being stunned for a greater duration.
- **Throat:** A Called Shot to the throat inflicts normal damage, but the blood loss is doubled.

- **Arm:** A Called Shot to the arm inflicts normal damage, normal blood loss, but the victim suffers a -2 to all actions with that arm.
- **Hand:** A Called Shot to the hand inflicts normal damage, normal blood loss, but the victim suffers a -2 to all actions with that hand.
- **Leg:** A Called Shot to the leg inflicts normal damage, normal blood loss, but the victim's P.P. is reduced by one point, and Spd. is reduced by one-half.
- **Foot:** A Called Shot to the leg inflicts normal damage, normal blood loss, but the victim's P.P. is reduced by one point, and Spd. is reduced by one-half.
- **Joint:** A Called Shot to a joint inflicts the damage and blood loss listed, along with the normal stun, but the victim must also roll a saving throw of 16 or better, modified by M.E., or lose his next 1d3 attacks, as he is shocked from the intense pain.

Critical Hits and Called Shots

If a character attempts a Called Shot and scores a Critical Hit, then all penalties (damage, blood loss, stun) double. In addition, the character must save versus pain as with a Joint Shot above.

CRASHES, RAMS, AND FALLING DAMAGE

FALLING

When a character falls, he will suffer damage upon landing. The amount of damage suffered is based on the distance fallen, the presence of M.D.C. armor, and the hardness of the surface the character falls onto.

Distance: This is the total distance the character has fallen when he lands.

Damage: After falling 512 feet, a character will suffer +1 damage per additional 500 feet he falls if he is not wearing M.D.C. armor. If wearing M.D.C. armor, he suffers +1 damage per additional 1,000 feet instead of each additional 500 feet.

Critical: When a character falls, roll 1d20. If this number or higher is rolled, the character suffers a critical injury from the fall. Roll once on both the Severe Injury and Side Effects tables for each point that the Critical roll was over the base number with a minimum of one roll. If the character is wearing M.D.C. armor, the chance of a critical injury increases by 2 for each additional 1,000 feet he falls beyond the initial 512. For example, a character that falls 2,512 feet will suffer a critical on a (12 -2 -2) 8 or better.

Stun: This is the percentage chance that the fallen character will be stunned into inaction.

Duration: This is the amount of time, in melee rounds, that the character will be stunned. Reduce the time to one-half if the character is wearing M.D.C. armor, and reduce the time to one-quarter if

he is wearing M.D.C. power armor. Note that for each additional 500 feet fallen beyond the initial 512 feet, the duration is increased by +1 melee rounds.

| Distance | Damage | Critical | Stun | In M.D.C. body armor | | | Duration |
|--------------|--------|----------|------|----------------------|----------|------|----------|
| | | | | Damage | Critical | Stun | |
| up to 8 feet | 1d4 | 20 | 5% | 0-1 | 20 | 2% | 1d2 |
| 9-16 feet | 1d6 | 18 | 10% | 1 | 20 | 5% | 1d3 |
| 17-32 feet | 2d6 | 15 | 20% | 1d2 | 19 | 10% | 1d4 |
| 33-64 feet | 4d6 | 11 | 40% | 1d4 | 18 | 20% | 1d8 |
| 65-128 feet | 1d6x10 | 6 | 80% | 1d8 | 16 | 40% | 3d6 |
| 129-256 feet | 2d6x10 | 4 | 98% | 3d6 | 14 | 45% | 1d4x10 |
| 257-512 feet | 4d6x10 | 2 | 99% | 6d6 | 12 | 50% | 1d8x10 |

CRASHING (or RAMMING)

Characters in M.D.C. body armor suffer ½ damage from crashes, in power armor suffer ¼ damage, and in vehicles suffer 1/6 damage.

When involved in a crash, there is a chance of being stunned equal to 5%, +5% per 10 mph. The duration of the stun is one melee round per 10 mph, and there is a chance of Knockout equal to 1/10 of the stun percentage.

M.D.C. creatures divide both the stun percentage and stun duration by 100.

Use this table for those characters that engage in super-speed (running and /or flying) rams/body blocks.

Sub-Sonic Speeds: For crashes at speeds below the speed of sound, the damage is per 10 mph of speed.

Super-Sonic Speeds: For crashes at speeds above the speed of sound, the damage is per mph.

| Vehicle/Person Weight | Damage |
|-----------------------|--------|
| up to 100 lbs. | 1 |
| 101-250 lbs. | 1d2 |
| 251-500 lbs. | 1d4 |
| 501-1,000 lbs. | 1d6 |
| 1,001-9,000 lbs. | 1d8 |
| 9,001-50,000 lbs. | 1d10 |
| 50,001-1,000,000 lbs. | 2d6 |
| 1,000,001+ lbs. | 3d6 |

JUMPING/LEAPING RULES

The following rules utilize a characters' P.S. and P.P attributes to calculate jumping distance. The base calculation is based on the level of P.S. possessed by the character.

If the character's P.S. is **Normal**, add his P.S. and P.P. together (P.S. + P.P.)

If the character's P.S. is **Extraordinary/Bionic**, multiply his P.S. by x 1.5, and then add his P.P. ((P.S. x 1.5) + P.P.)

If the character's P.S. is **Superhuman/Robotic**, multiply his P.S. by two, then add his P.P. ((P.S. x 2) + P.P.)

If the character's P.S. is **Supernatural**, then multiply his P.S. by three, and add his P.P. ((P.S. x 3) + P.P.)

Once the attributes are added together, divide the result by 5 to determine the distance in feet that the character can jump vertically, and divide the result by 4 to determine the distance the character can jump horizontally. Round fractions down.

For example, Joe Jack has a normal P.S. of 14, and a P.P. of 16. This means he can make a vertical jump of $((14 + 16 = 30) / 5)$ 6 feet, and a horizontal jump of $((14 + 16 = 30) / 4)$ 7.5, or 7 feet.

Additional modifiers:

- If the character also has the Acrobatics skill, or the Gymnastics skill, add 1/5 (20%) of the character's P.P. attribute, in feet, to the distance.
- If the character has both Acrobatics and Gymnastics, add 1/3 (33%) of the character's P.P. attribute, in feet, to the distance.
- If the character also possesses the martial art Body Hardening Exercise of *Chagi* (Kick Practice), multiply the final distances by x 1.5.
- If the character can take a running start of at least 10 feet before jumping, roll 1d20. If the result is equal to, or less than his P.P. attribute, he can increase his distance by x1.5.

LIFTING/CARRYING WEIGHTS, THROWING DISTANCES REVISED

| P.S. | Normal | Extraordinary | Superhuman | Supernatural |
|-------|-----------|---------------|------------|--------------|
| 1-2 | x5 pounds | x10 | x25 | x125 |
| 3-15 | x10 | x20 | x50 | x250 |
| 16-30 | x20 | x40 | x100 | x500 |
| 31-50 | x30 | x60 | x150 | x750 |
| 51+ | x40 | x80 | x200 | x1000 |

NOTE: In Rifts, or other High-P.P.E. environments, supernatural beings can lift twice the listed amount.

Extraordinary P.S. is equal to Bionic P.S.

Superhuman P.S. is equal to Robotic P.S.

Using this table, a character with a P.S. of 20 can lift the following amounts, depending on the class of his strength:

Normal: (20 x 20) 400 pounds

Extraordinary: (20 x 40) 800 pounds

Superhuman: (20 x 100) 2,000 pounds

Supernatural: (20 x 500) 10,000 pounds

A character can lift double his maximum lifting capacity for 1d4 melee rounds by rolling under 1/4 of his M.E. attribute.

Doing so inflicts 3d6 damage per melee round, direct to Hit Points if the character is S.D.C., that the weight is held. Additionally, the character will suffer the following penalties for 1d6 hours:

- ½ P.S.
- ½ P.P.
- ½ P.E.
- ½ Spd.
- -1/2 total attacks per melee
- -6/-30% to all skills

Maximum Lift and Throwing

This is the distance that a character can throw the maximum weight he can lift.

Normal P.S. x 2 inches

Extraordinary P.S. x4 inches

Superhuman P.S. x18 inches

Supernatural P.S. x24 inches

MAGICAL ENERGY LEVELS FOR DIFFERENT SETTINGS

In Palladium's games, the magic level of a setting has certain effects on spells, magical items, and supernatural creatures, but these energy levels and effects are not clearly defined. This is an attempt to do so.

Setting Magic Level Examples

You may agree or disagree with these particular ratings. Feel free to adjust as desired for your needs.

Level -2: ?

Level -1: ?

Level 0: 20th Century Earth (HU/NSS/MC/BtS)

Level 1: PFRPG, Nightbane Earth

Level 2: Wormwood*

Level 3: Rifts Earth, (Most of) Phase World

Level 4: Gemini II (PW)

Level 5: ?

Effects of the Magic Energy Level

Level -2: Spells cost 3 times normal P.P.E., Reduce damage, range, etc. to 25% normal, Personal P.P.E. is reduced to 25% normal

Level -1: Spells cost 2 times normal P.P.E., Reduce damage, range, etc. to 50% normal, Reduce personal P.P.E. to 50% normal

Level 0: Spells and P.P.E. as listed. (Obviously, damage is S.D.C. at this point). Reduce hit points and S.D.C. of supernatural creatures by 10%.

Level 1: Spells cost 10% less P.P.E., Increase range, damage, etc. by x1.2, Increase personal P.P.E. by x1.1

Level 2: Spells cost 25% less P.P.E., Increase range, damage, etc. by x1.5, Increase personal P.P.E. by x1.25. Increase hit points and S.D.C. of supernatural creatures by x 1.2.

Level 3: Magic inflicts and provides M.D.C., Spells cost 50% normal, Double spell range, Increase personal P.P.E. by x2. Supernatural creatures become M.D.C.

Level 4: Magic inflicts and provides M.D.C., Spells cost 25% normal, Increase range by x2.5, Damage, duration, etc increase by x1.25 over level 3 effects, Increase personal P.P.E. by x2.5

Level 5: Magic inflicts and provides M.D.C., Spells cost 10% normal, increase range by x3, Damage, duration, etc. increase by 1.5 over Level 3 effects, Increase personal P.P.E. by x3

MARTIAL ARTS DAMAGE FOR ENHANCED STRENGTH SCORES – SYSTEM 1

I incorporate Ninjas and Superspies into all of my Palladium Games, especially Rifts. So I felt it was necessary to expand the damage rating inflicted by the various martial arts attacks to deal with the different levels of strength found in Rifts.

First, find the attack being used on the Martial Arts Attack Damage Table:

| Martial Arts Attack Damage Table | | | | | |
|----------------------------------|---------------|------------------------------|---------------|------------------|---------------|
| Attack | Damage Column | Attack | Damage Column | Attack | Damage Column |
| Fist/Punch (1d4) | A | Kick (1d6) | A | Body Block (1d4) | A |
| Backhand (1d4) | A | Axe Kick (2d6) | C | Body Flip (1d6) | A |
| Claw Hand (1d4) | A | Crescent Kick (2d6) | C | Choke (1d6) | A |
| Double Fist (2d6) | B | Flying Jump Kick (4d6) | D+5 | Crush/Hug (1d4) | A |
| Double-Knuckle Fist (1d8) | B | Flying Rev. Turn Kick (5d6) | D+10 | | |
| Elbow (1d4) | A | Jump Kick (3d6) | D | | |
| Fingertip (1) | ½ A | Knee (1d6) | A | | |
| Forearm (1d4) | A | Roundhouse Kick (2d8) | D | | |
| Fore-Knuckle Fist (1d6) | A | Snap Kick (1d6) | A | | |
| Knife Hand (1d6) | A | Straight (Karate) Kick (1d8) | A | | |
| Palm Strike (1d6) | A | Wheel Kick (2d6) | C | | |
| Power Punch (1d10) | B+2 | | | | |

Then find the attacker's P.S. on one of the following tables: *Bionic/Extraordinary*, *Robotic/Superhuman*, or *Supernatural*. Match his P.S. to the appropriate lettered column. If the attacker's P.S. exceeds 200, you will have to extrapolate the damage rating yourself.

| P.S. | Bionic (Equal to Extraordinary) | | | | Robotic (Equal to Superhuman) | | | |
|---------|-----------------------------------|-------------|-------------|------------|---------------------------------|------------|------------|------------|
| | A | B | C | D | A | B | C | D |
| 1-15 | 1d6 S.D.C. | 1d8 S.D.C. | 1d10 S.D.C. | 2d6 S.D.C. | 2d6 S.D.C. | 3d6 S.D.C. | 4d6 S.D.C. | 5d6 S.D.C. |
| 16-20 | 1d8 S.D.C. | 1d10 S.D.C. | 2d6 S.D.C. | 3d6 S.D.C. | 3d6 S.D.C. | 4d6 S.D.C. | 5d6 S.D.C. | 6d6 S.D.C. |
| 21-25 | 1 | 1d2 | 1d3 | 1d4 | 1d2 | 1d3 | 1d4 | 1d6 |
| 26-30 | 1d2 | 1d3 | 1d4 | 1d6 | 1d3 | 1d4 | 1d6 | 1d8 |
| 31-35 | 1d3 | 1d4 | 1d6 | 1d8 | 1d4 | 1d6 | 1d8 | 1d10 |
| 36-40 | 1d4 | 1d6 | 1d8 | 1d10 | 1d6 | 1d8 | 1d10 | 2d6 |
| 41-50 | 1d6 | 1d8 | 1d10 | 2d6 | 1d8 | 1d10 | 2d6 | 3d6 |
| 51-60 | 1d8 | 1d10 | 2d6 | 3d6 | 1d10 | 2d6 | 3d6 | 4d6 |
| 61-70 | 1d10 | 2d6 | 3d6 | 4d6 | 2d6 | 3d6 | 4d6 | 5d6 |
| 71-80 | 2d6 | 3d6 | 4d6 | 5d6 | 3d6 | 4d6 | 5d6 | 6d6 |
| 81-90 | 3d6 | 4d6 | 5d6 | 6d6 | 4d6 | 5d6 | 6d6 | 1d4x10 |
| 91-100 | 4d6 | 5d6 | 6d6 | 1d4x10 | 5d6 | 6d6 | 1d4x10 | 1d6x10 |
| 101-120 | 5d6 | 6d6 | 1d4x10 | 1d6x10 | 6d6 | 1d4x10 | 1d6x10 | 1d8x10 |
| 121-140 | 6d6 | 1d4x10 | 1d6x10 | 1d8x10 | 1d4x10 | 1d6x10 | 1d8x10 | 1d10x10 |
| 141-160 | 1d4x10 | 1d6x10 | 1d8x10 | 1d10x10 | 1d6x10 | 1d8x10 | 1d10x10 | 2d6x10 |
| 161-180 | 1d6x10 | 1d8x10 | 1d10x10 | 2d6x10 | 1d8x10 | 1d10x10 | 2d6x10 | 3d6x10 |
| 181-200 | 1d8x10 | 1d10x10 | 2d6x10 | 3d6x10 | 1d10x10 | 2d6x10 | 3d6x10 | 4d6x10 |

| Supernatural | | | | |
|--------------|------------|------------|------------|---------------|
| P.S. | A | B | C | D |
| 1-15 | 3d6 S.D.C. | 4d6 S.D.C. | 5d6 S.D.C. | 6d6 S.D.C. |
| 16-20 | 4d6 S.D.C. | 5d6 S.D.C. | 6d6 S.D.C. | 1d4x10 S.D.C. |
| 21-25 | 1d6 | 1d8 | 1d10 | 2d6 |
| 26-30 | 1d8 | 1d10 | 2d6 | 3d6 |
| 31-35 | 1d10 | 2d6 | 3d6 | 4d6 |
| 36-40 | 2d6 | 3d6 | 4d6 | 5d6 |
| 41-45 | 3d6 | 4d6 | 5d6 | 6d6 |
| 46-50 | 4d6 | 5d6 | 6d6 | 1d4x10 |
| 51-60 | 5d6 | 6d6 | 1d4x10 | 1d6x10 |
| 61-70 | 6d6 | 1d4x10 | 1d6x10 | 1d8x10 |
| 71-80 | 1d4x10 | 1d6x10 | 1d8x10 | 1d10x10 |
| 81-90 | 1d6x10 | 1d8x10 | 1d10x10 | 2d6x10 |
| 91-100 | 1d8x10 | 1d10x10 | 2d6x10 | 3d6x10 |
| 101-120 | 1d10x10 | 2d6x10 | 3d6x10 | 4d6x10 |
| 121-140 | 2d6x10 | 3d6x10 | 4d6x10 | 5d6x10 |
| 141-160 | 3d6x10 | 4d6x10 | 5d6x10 | 6d6x10 |
| 161-180 | 4d6x10 | 5d6x10 | 6d6x10 | 4d10x10 |
| 181-200 | 5d6x10 | 6d6x10 | 4d10x10 | 6d8x10 |

MARTIAL ARTS DAMAGE FOR ENHANCED STRENGTH SCORES – SYSTEM 2

This is a second system I designed to handle above-normal Physical Strength and Martial Arts Maneuver damages. *System 1* is designed to follow the same guidelines set with the Supernatural Damage tables found in several of Palladium's books. This system is different.

In this system, a character with a Supernatural P.S. of 10 will inflict the same base damage as a character with a supernatural P.S. of 50. Therefore, a character attacking with a Claw Hand will inflict 2d8 damage with supernatural P.S. But the character with a 10 P.S. will inflict only the 2d8 (plus any modifiers from the style itself), while the character with the 50 P.S. will inflict 2d8 + (35 point P.S. Damage Bonus) + (Martial Art Form bonus). This applies even in a Mega-Damage setting, so the character with the 50 P.S. would inflict 2d8 M.D + 35 M.D.

| Hand Strikes | | | | |
|----------------------------|--------|---------------|------------|--------------|
| Attack | Normal | Extraordinary | Superhuman | Supernatural |
| Back Hand | 1d4 | 1d6 | 1d8 | 2d6 |
| Black Tiger Claw | 1d6+4 | 1d8+4 | 1d10+4 | 2d8+4 |
| Claw Hand | 1d6 | 1d8 | 1d10 | 2d8 |
| Combination Grab/Head Bash | 2d6 | 2d8 | 3d6 | 5d6 |
| Crane Fist | 1d8 | 1d10 | 2d6 | 3d6 |
| Double-Fist Punch | 2d4 | 1d10 | 2d6 | 3d6 |
| Double-Knuckle Fist | 1d8 | 1d10 | 2d6 | 3d6 |
| Duo-Claw Strike | 2d6 | 2d8 | 3d6 | 5d6 |
| Duo-Knuckle Strike | Stun | Stun | Stun | Stun |
| Eagle Claw Hand | 2d6 | 2d8 | 3d6 | 5d6 |
| Fingertip Attack | 1 | 1d2 | 1d4 | 1d6 |
| Fore-Knuckle Fist | 1d6 | 1d8 | 1d10 | 2d8 |

| Hand Strikes | | | | |
|----------------------------|---------------|----------------------|-------------------|---------------------|
| Attack | Normal | Extraordinary | Superhuman | Supernatural |
| Gou Combination | 3d6 | 4d6 | 5d6 | 1d4x10 |
| Gou Grip | 1d4 | 1d6 | 1d8 | 2d6 |
| Gou Strike | 2d6+2 | 2d8+2 | 3d6+2 | 5d6+2 |
| Human Fist (untrained) | 1d4 | 1d6 | 1d8 | 2d6 |
| Knife Hand | 1d6 | 1d8 | 1d10 | 2d8 |
| Knife Hand Knock-Out | Knock-Out | Knock-Out | Knock-Out | Knock-Out |
| Lau | 1d4 | 1d6 | 1d8 | 2d6 |
| One-Hand Choke | 1d6 | 1d8 | 1d10 | 2d8 |
| Overhead Fore-Knuckle Fist | 1d10 | 2d6 | 2d8 | 4d6 |
| Palm Strike | 1d6 | 1d8 | 1d10 | 2d8 |
| Power Block/Parry/Claw | 1d6 | 1d8 | 1d10 | 2d8 |
| Power Punch | 1d10 | 2d6 | 2d8 | 4d6 |
| Push Open Hand | 1d6 | 1d8 | 1d10 | 2d8 |
| Rotary Palm Strike | 1d6 | 1d8 | 1d10 | 2d8 |
| Roundhouse Strike | 1d8 | 1d10 | 2d6 | 3d6 |
| Strike (Punch) | 1d4+1 | 1d6+1 | 1d8+1 | 2d6+1 |
| Two-Hand Push | Stun | Stun | Stun | Stun |
| Uppercut | 1d8 | 1d10 | 2d6 | 3d6 |

| Kick Attacks | | | | |
|------------------------------|---------------|----------------------|-------------------|---------------------|
| Attack | Normal | Extraordinary | Superhuman | Supernatural |
| Axe Kick | 1d10 | 2d6 | 2d8 | 4d6 |
| Backward Sweep | 0 | 0 | 0 | 0 |
| Crescent Kick | 1d10 | 2d6 | 2d8 | 4d6 |
| Flying Jump Kick | x3 | x3 | x3 | x3 |
| Flying Reverse Spinning Kick | 2d6 | 2d8 | 3d6 | 5d6 |
| Flying Reverse Turn Kick | x4 | x4 | x4 | x4 |
| Jump Kick | x2 | x2 | x2 | x2 |
| Kick Attack | 1d8 | 1d10 | 2d6 | 3d6 |
| Roundhouse Kick | 2d6 | 2d8 | 3d6 | 5d6 |
| Shin Kick | 1d6 | 1d8 | 1d10 | 2d8 |
| Snap Kick | 1d6 | 1d8 | 1d10 | 2d8 |
| Sweep Kick | 1d4 | 1d6 | 1d8 | 2d6 |
| Tripping/Leg Hook | 0 | 0 | 0 | 0 |
| Wheel Kick | 1d10 | 2d6 | 2d8 | 4d6 |
| Butjapgo Chagi (hand/kick) | 1d6/2d6 | 1d8/2d8 | 1d10/3d6 | 2d8/5d6 |

A Note about Kicks: In my games, the following kicks do not inflict a set damage range: *Flying Jump Kick*, *Flying Reverse Turn Kick*, and *Jump Kick*. Instead, these kicks are performed in conjunction with other kicks, so a character could attack with a *Jumping Snap Kick*, or a *Flying Reverse Turning Roundhouse Kick*. These attacks inflict the damage of the basic kick, multiplied by the modifier listed with the added kick type, so a Jumping Snap Kick inflicts x2 damage. This can make kicks very, very deadly, so they take additional attacks. A Jump Kick takes +2 Attacks, a Flying Jump Kick uses an additional +4 Attacks, and a Flying Reverse Turn Kick uses an additional +6 Attacks.

Miscellaneous Attacks

| Attack | Normal | Extraordinary | Superhuman | Supernatural |
|-------------------|--------|---------------|------------|--------------|
| Body Block/Tackle | 1d4 | 1d6 | 1d8 | 2d6 |
| Body Flip/Throw | 1d6 | 1d8 | 1d10 | 2d8 |
| Choke | 1d6 | 1d8 | 1d10 | 2d8 |
| Chuk | 2d6 | 2d6 | 2d6 | 2d6 |
| Crush/Squeeze | 1d4 | 1d6 | 1d8 | 2d6 |
| Elbow | 1d4 | 1d6 | 1d8 | 2d6 |
| Forearm | 1d4 | 1d6 | 1d8 | 2d6 |
| Knee | 1d6 | 1d8 | 1d10 | 2d8 |
| Neck Hold/Choke | 1d4 | 1d6 | 1d8 | 2d6 |
| Pistol Whip | 1d8 | 1d10 | 2d6 | 3d6 |

NOTE ON 2d6: Palladium suffers a lack of 1d12 usage. Personally, I recommend using 1d12 in place of 2D6 for martial arts attacks.

RIFTS NOTE: In Rifts, or other magic-rich areas, beings with Superhuman P.S. inflict M.D equal to the damage listed for Normal P.S., plus their damage bonus from high P.S. (i.e., a superhuman P.S. of 20 provides a +5 M.D. bonus).

Supernatural P.S. inflicts M.D. using the damage listed on these tables for Superhuman P.S., plus the damage bonus from a high P.S. (i.e., 20 P.S. grants +5 M.D.)

WEAPONS

This is an attempt at revising the normal rate of fire rules for Palladium's games. I have not had the chance to play-test these rules yet, so if anyone uses them, please let me know how they work. Any comments, suggestions, or revisions are welcomed.

Rolling to Strike

To attack, the player rolls 1d20, and adds all applicable modifiers. The minimum number required to strike the target is based on the range to the target, as follows:

RATE OF FIRE AND AUTOMATIC

| Point Blank | Short | Medium | Long | Extreme | Maximum |
|-------------|-------|--------|------|---------|---------|
| 5+ | 8+ | 11+ | 15+ | 18+ | 24+ |

The ranges are determined as follows:

- **Point Blank** is equal to 3 meters (10 feet)
- **Short Range** is equal to 25% of the listed Effective Range
- **Medium Range** is equal to the Effective Range as listed
- **Long Range** is equal to the Effective Range x1.5
- **Extreme Range** is equal to the Effective Range x2
- **Maximum Range** is equal to the Effective Range x3

Bonuses to Strike

The bonuses to strike have been changed slightly in this system. Taking a W.P. in a weapon provides bonuses to strike with Aimed Shots, and Wild Shots. Full auto/burst fire uses the Aimed or Wild Shot bonus, modified by the type of automatic weapon.

The following table lists the bonus to strike by W.P. level:

| Level | Aimed | Wild |
|----------|-------|------|
| Level 1 | +3 | -3 |
| Level 2 | +3 | -3 |
| Level 3 | +3 | -3 |
| Level 4 | +4 | -2 |
| Level 5 | +4 | -2 |
| Level 6 | +4 | -2 |
| Level 7 | +5 | -1 |
| Level 8 | +5 | -1 |
| Level 9 | +5 | -1 |
| Level 10 | +6 | 0 |
| Level 11 | +6 | 0 |
| Level 12 | +6 | 0 |
| Level 13 | +7 | +1 |
| Level 14 | +7 | +1 |
| Level 15 | +7 | +1 |

Characters without a W.P. roll a straight 1d20 for Aimed Shots, and a 1d20 - 8 for Wild Shots. The only bonuses that may apply come from cybernetic enhancements and such.

Automatic Fire Penalties

| Weapon Type | Penalty |
|-----------------|-------------|
| Machine Pistol | -3 |
| Sub-Machine Gun | -3 |
| Assault Rifle | -4 |
| Machine Gun | -5 |
| Laser | 0 (or -1) |
| Ion | -1 |
| Particle Beam | -4 |
| Plasma | -4 |
| Rail Guns | -4 |
| "Pump" Weapons | -4 |

Assuming the character actually strikes his target, use the standard procedure if using a semi-automatic/single-shot weapon. If using a full-automatic/burst-firing weapon, use the following rules:

Characters without a Weapon Proficiency (W.P.)

Characters who have no W.P. and try to fire a burst must roll to control the burst size. To do this, the player must roll 1d20, with a result equal to, or less than one-half of the character's P.P. (round down). If this roll fails, roll 1d4 to determine the percentage of the magazine that was actually fired:

1. 25%
2. 50%
3. 75%
4. 100%

Example: A character with a P.P. of 13 and no W.P. fires a weapon on full-auto. The weapon has a 30-round magazine. The roll to control the burst is 17, which is greater than one-half of the character's P.P., so a 1d4 is rolled, landing on 3, or 75% of the

magazine. $30 \times 0.75 = 22.5$, rounded down to 22 shots actually fired. Roll 1d10 (x10%) to determine the number of shots that actually hit the target.

Example: The attacker fired a burst of 22 shots. The player rolls 1D10, and gets a 2. $2 \times 10\% = 20\%$. So $22 \times 0.2 = 4.4$, rounded down to 4 shots that strike the target. The damage is equal to one round x4.

Characters with Weapon Proficiency (W.P.)

The procedure for a skilled character is similar to that of the unskilled character, but the burst control roll must be equal to the character's P.P., plus his W.P. level.

Example: A 7th level character with a P.P. of 14 and a 4th level W.P. must roll a $(14+4=18)$ 18 or less to control the size of the burst. If the control roll fails, use the same procedure as non-skilled characters.

If the attack hits, roll 1d10 plus one-half of the W.P. level x10% to determine how many shots out of the burst actually hit.

Example: The attacker with 4th level W.P. fires a 10-round burst. The player rolls $1d10+2$ (4th level W.P. x 0.5), getting a three $(3+2=5, \times 10\%=50\%)$. $0.5 \times 10 = 5$ rounds hit. The damage is equal to one round x5.

In all cases, energy weapons will strike with x1.5 the number of rounds actually rolled.

Example: A laser that strikes with four rounds will actually strike with $(4 \times 1.5) = 6$ rounds.

Some weapons are designed to fire **only** in bursts of a specified number (i.e., a 3-round burst, 5-round burst, etc.). When using weapons like this, roll to strike as if firing semi-auto weapons. It is assumed that all of the rounds fired from an energy weapon with this type of burst will strike, and the damage is equal to the number of shots in the burst x1.

If the weapon is a old type of weapon (machine gun, assault rifle, etc.), the first round of the burst is a hit. Subtract 2 from the strike roll for each additional round in the burst, and compare the result to the number required to hit.

Example: A three-round burst successfully strikes. The first round hits. Subtract 2 from the strike roll and compare to the number needed to hit. Subtract 4 for the third round, 6 for the fourth round, etc.

RULES FOR SPELLCASTERS

Spell Attacks Per Round

| Spell Level | 1-6 | 7-10 | 11-15 | Legend |
|--------------|-------|-------|---------|---------|
| Caster Level | | | | |
| 1-3 | 1 apr | ½ apr | 1/3 apr | 1/4 apr |
| 4-7 | 2 apr | 1 apr | ½ apr | 1/3 apr |
| 8-10 | 3 apr | 2 apr | 1 apr | ½ apr |
| 11-13 | 4 apr | 3 apr | 2 apr | 1 apr |
| 14+ | 5 apr | 4 apr | 3 apr | 2 apr |

This table assumes that Spells of Legend are very powerful, very high level spells (like most of those found in Palladium's books). For Spells of Legend that are not very high level, they are cast at their actual level.

Note: This does not apply to Ritual Magic.

O.C.C.s that are not primarily spell-users, but have minor spell casting abilities cast spells as if they were two levels lower for ApR purposes, with a minimum of 1st level ability.

Body Burn

This allows a wizard to cast spells even after he has run out of P.P.E. To use this ability, the wizard must roll his M.E. or less on 1d20. If successful, he may trade 1 hit point (or 5 M.D.C.) for 10 P.P.E., but this P.P.E. must be used within one minute.