

PALLADIUM Revised

Table of Contents

Character Creation..... 7

SPECIES..... 7

ATTRIBUTES..... 7

Modifiers.....	7
I.Q. (Intelligence Quotient).....	7
M.E. (Mental Endurance).....	7
M.A. (Mental Affinity).....	7
P.O. (Powers of Observation).....	7
P.S. (Physical Strength).....	7
P.P. (Physical Prowess).....	7
P.E. (Physical Endurance).....	7
P.B. (Physical Beauty).....	7
Spd (Speed).....	7

ACTION POINTS..... 7

TRAITS..... 7

Buying Off Traits.....	7
------------------------	---

CHARACTER CLASS..... 7

SKILLS..... 7

REPUTATION..... 8

CONTACTS..... 8

TRAIT DESCRIPTIONS..... 8

Neutral Traits.....	8
Abrasive.....	8
Absent-Minded.....	8
Cautious.....	8
Charmed.....	8
Coldly Logical.....	8
Conspiratorial.....	9
Detached.....	9
Dishonest.....	9
Distinctive.....	9
Easy-Going.....	9
Farsighted.....	9
Focused.....	9
Hard of Hearing.....	9
Hardy.....	9
Honest.....	9
Illiterate.....	9
Muscle-bound.....	9
Nearsighted.....	9
Networked.....	9
Nightsighted.....	9
Polite.....	9
Preternaturally Sensitive.....	9
Reckless Melee.....	9
Relentless.....	9
Sheltered Childhood.....	9
Skinny.....	9
Slippery.....	9
Specialized.....	9
Stout.....	10
Suspicious.....	10
Torpid.....	10
Uncivilized.....	10
Unholy.....	10
Negative Traits (Flaws).....	10
Achilles Heel.....	10
Addiction.....	10
Allergy.....	10
Amnesia.....	10
Brain Static.....	10
Computer Illiterate.....	10
Criminal Record.....	10
Dependent.....	10
Enemy.....	10
Feeble.....	10
Flashbacks.....	11
Gremlins.....	11
Guilt.....	11

Inattentive.....	11
Indebted.....	11
Jinxed.....	11
Manchurian Candidate.....	11
Meager Fortitude.....	11
Pacifist.....	11
Paranoid.....	11
Phobia.....	11
Rival.....	11
Positive Traits (Edges).....	11
Adrenaline Surge.....	11
Agile.....	11
Ambidexterity.....	11
Bright.....	11
Charming.....	12
Coordinator.....	12
Diehard.....	12
Eidetic Memory.....	12
Enduring.....	12
Equilibrium.....	12
Extreme Effort.....	12
Fast.....	12
Insightful.....	12
Light Sleeper.....	12
Lovely.....	12
Perceptive.....	12
Piteous.....	12
Pounder.....	12
Strong.....	12
Will to live.....	12

REPUTATION..... 12

Allies.....	13
Gaining Allies.....	13
Calling on Allies.....	13
Ally Types.....	13

BACKGROUNDS..... 13

Alien.....	14
Amnesia.....	14
Debt.....	14
Defeated.....	14
Dishonored.....	14
Dying.....	14
Fear.....	14
Gamemaster Fiat.....	14
Hunted.....	14
Hunting.....	14
Liaison.....	14
Long-Term Mission.....	14
Lost (or Forbidden) Love.....	14
Mistaken Identity.....	14
Nemesis.....	14
Obligation.....	14
Political Enemy.....	14
Problematic Relationship.....	14
Protector.....	14
Public Life.....	14
Saboteur.....	14
Stolen Object.....	14
Traitor.....	15
True Identity.....	15
Vendetta.....	15
Vow.....	15
Wanted.....	15

Skills..... 17

COMMUNICATIONS..... 17

CULTURAL/DOMESTIC..... 17

ELECTRICAL..... 17

ESPIONAGE..... 17

MECHANICAL..... 17

MEDICAL..... 17

MILITARY	17
PHYSICAL	17
PILOT	17
PILOT-RELATED	17
ROGUE	17
SCIENCE	18
TECHNICAL	18
TEMPLE	18
WEAPON PROFICIENCIES	18
WILDERNESS	18
AID ANOTHER	18
CRITICAL SKILL CHECKS	18
Critical Success	18
Critical Failure	18
USING SKILLS TO CRAFT ITEMS	18
SKILL DESCRIPTIONS	18
Acrobatics	18
Tumble	18
Acting	19
Animal Husbandry	19
Anthropology	19
Archaeology	19
Armorer	19
Art	19
Astronomy	19
Athletics	19
Automobile	19
Begging	19
Binding	19
Biology	19
Blacksmith	19
Bluff	19
Boat: Motor	20
Boat: River-Type	20
Boat: Sail Type	20
Boat Building	20
Body Building	20
Bonsai	20
Botany	20
Bowyer	20
Boxing	20
Calligraphy	20
Camouflage	20
Carpentry	20
Chemistry	21
Climbing	21
Communications	21
Computer Hacking	21
Computer Networks	21
Computer Operation	21
Computer Programming	21
Computer Repair	21
Concealment	22
Concentration	22
Cook	22
Cryptography	22
Dance	22
Demolitions	22
Diplomacy	22
Haggling	23
Seduction Modifications	23
Disable Security	23
Disguise	23
E.O.D.	23
ECM	23
Electrical Engineer	23
Electronics: Basic	23
Electronics: Micro	23
Electronics: Robot	23
Endurance	23
Escape Artist	24
Etiquette	24
Falconry	24
Fasting	24
First Aid	24
Fishing	24
Flower Arrangement	24

Forensics	24
Forgery	24
Gambling	24
Gaming	24
Gardening	24
Gather Information	24
Geomancy	24
Gymnastics	24
Tumble	24
Hand to Hand Note	25
Hand to Hand: Assassin	25
Hand to Hand: Basic	25
Hand to Hand: Expert	25
Hand to Hand: Martial Arts	25
Handle Animal	25
Heavy Vehicles	25
Heraldry	25
History	25
Holistic Medicine	25
Horsemanship Basic	25
Horsemanship Expert	26
Horsemanship Elite	26
Identify Plants and Fruits	26
Imitate Voice	26
Initiative	26
Intelligence	26
Interrogation	26
Intimidation	26
Investigate	26
Jump	26
Land Navigation	26
Language	26
Laser Comm	27
Law	27
Listen	27
Literacy	27
Locksmith	27
Lore: City	27
Lore: Current Events	27
Lore: Demons and Monsters	27
Lore: Fae	27
Lore: Magic	27
Lore: Mythology	27
Lore: Popular Culture	27
Lore: Religion	27
Lore: Technology	27
Masseuse	27
Math: Advanced	27
Math: Basic	27
Mechanical Engineer	27
Mechanics: Aircraft	27
Mechanics: Auto	27
Mechanics: Robot	27
Medical Doctor	27
Medical Doctor: Cybernetic	27
Meditation	27
Microwave Comm	27
Motorcycle	28
Mountaineering	28
Navigation	28
Optic Systems	28
Palming	28
Paradrop	28
Paramedic	28
Pathology	28
Philosophies	28
Photography	28
Physics	28
Pick Locks	28
Pick Pockets	28
Pilot Airplane	28
Pilot Helicopter	29
Pilot Hovercraft	29
Pilot Jet Aircraft	29
Pilot Jet Fighter	29
Pilot Jet Pack	29
Pilot Ship	29
Pilot Tanks	29
Play Musical Instrument	29
Poetry	29

Poison Use	29
Preserve Food	29
Profession	29
Prowl	29
Psychology	29
Public Speaking	29
Radar/Sonar	29
Read Sensor Equipment	30
Repair	30
Research	30
Running	30
Search	30
Sense Motive	30
Sewing	30
Sexual Techniques	30
Sign Language	30
Signaling	30
Sing	30
Skin and Prepare Animal Hides	30
Sniper	30
Spelunking	30
Sports	30
Spot	31
Stand-Up	31
Streetwise	31
Surveillance Systems	31
Survival	31
Urban Survival	31
Cover Tracks	31
Trail Blazing	31
Trail Signs	31
Swimming	31
Swimming: Advanced	31
T.V./Video	32
Tactics	32
Telephone Networks	32
Tracking	32
Track Animals	32
Truck	32
Weapon Systems	32
Weapons Engineer	32
Weaponsmith	32
Whitesmith	32
Wrestling	32
Writing	32
Weapon Proficiencies (W.P.)	32
Standard Progressions Melee	32
Standard Progressions Ranged	32
Standard Progressions Firearm	32
W.P. Archery	32
W.P. Artillery	32
W.P. Assault Rifle	32
W.P. Axe	33
W.P. Black Powder	33
W.P. Chain	33
W.P. Club	33
W.P. Crossbow	33
W.P. Energy Assault Rifle	33
W.P. Energy Handgun	33
W.P. Energy Heavy Weapon	33
W.P. Energy Machine Gun	33
W.P. Energy Rifle	33
W.P. Energy SMG	33
W.P. Flail	33
W.P. Flamethrower	33
W.P. Grenade	33
W.P. Grenade Launcher	33
W.P. Gunnery	33
W.P. Handgun	33
W.P. Heavy Weapon	33
W.P. Knife	33
W.P. Large Sword	33
W.P. Machine Gun	33
W.P. Mortar	33
W.P. Mouth Weapon	33
W.P. Paired Weapons	33
W.P. Pick/Hammer	33
W.P. Pike	33
W.P. Ray	34
W.P. Rifle	34

W.P. Shield	34
W.P. Shotgun	34
W.P. Sling	34
W.P. Small Sword	34
W.P. SMG	34
W.P. Spear	34
W.P. Staff	34
W.P. Thrown	34
W.P. Whip	34
Critical effects	34

Equipment 35

PURCHASE DCs TO CASH..... 35

WEALTH 35

Buying Goods and Services	35
Buying in Bulk/Multiples	35
Buying Used	35
Losing Wealth	35
Negative Wealth	35
Gaining Wealth	35

GENERAL EQUIPMENT..... 35

Signal Ratings	35
Range Increments	36
Revised and New Equipment	36
Statistics	36
Bags and Boxes	36
Clothing	36
Computers and Electronics	37
Professional Equipment	38
Sports Equipment	38
Surveillance Gear	39
Survival Gear	39
Weapon Accessories	40
Housing and Lifestyles	40

Rules 49

ROLLING THE DICE 49

SAVING THROWS 49

GENERAL COMBAT RULES 49

A Note About Penalties	49
Attack an Object	49
Attacks per Round	49
Attacks of Opportunity	49
Called Shots	49
Finessing a Called Shot	50
Clobbered	50
Cover and Concealment	50
Coup de Grace	50
Defensive Fighting	50
Fighting Defensively	50
Total Defense	50
Drawing Weapons	50
General Attack Roll Modifiers	50
General Defense Modifiers	50
Morale	50
Rallying	51
Movement	51
Visibility	51
Wind Speed	51

MELEE COMBAT AND MARTIAL ARTS MOVES 52

Flanking [Boot Party!]	52
Special Maneuvers	52
Melee Range	52
Area Attack	52
Back Flip	52
Blowhard	52
Body Flip/Throw	52
Breakfall	52
Bull's Charge	52
Bull Rush/Overrun/Body Block	52
Cartwheel	53
Cat's Parry	53
Charge	53
Combination Maneuvers	53
Crush	53
Death Blow	53
Decapitating Slash	53
Desperate Stab	53
Dirty Fighting	53

Disarm.....	53	Fencing.....	66
Dodge.....	54	Favors.....	66
Dust Cloud.....	54	Maintaining Contacts.....	67
Entangle.....	54	Environment.....	67
Fling Enemy.....	54	Darkness and Light.....	67
Grapple.....	54	Disease.....	68
Human Shield.....	55	Heat and Cold.....	68
Jump/Flying Jump Kicks.....	55	High Altitude/Low Oxygen.....	69
Knockout/Stun.....	55	Radiation.....	69
Leap Attack.....	55	Water Dangers.....	70
Maintain Balance.....	55	Falling Damage.....	70
Paralysis Attack.....	55	Size.....	70
Parry.....	55	Applying Falling Damage.....	70
Pin/Incapacitate.....	56	Food and Drink.....	71
Power Attack.....	56	Food.....	71
Power Dive.....	56	Water.....	71
Power Throw.....	56	Rationing.....	71
Press the Attack.....	56	Size.....	71
Pull Punch.....	56	Madness.....	71
Roll with Blow.....	56	Example DCs.....	71
Simultaneous Attack.....	56	Meter Effects.....	72
Sneak Attack.....	56	Getting Better.....	73
Somersault.....	56	Sleep.....	73
Stamp.....	56	WHAT CAN YOU DO WITH ACTION POINTS?.....	74
Sunder.....	56	STAT BLOCK.....	74
Swing Strike.....	56	Palladium Martial Arts	
Thunderclap.....	56	Updates.....	75
Trip.....	56	ARTS OF INVISIBILITY.....	75
Windmill of Doom.....	56	Art of Stealth.....	75
Wingstorm.....	57	Art of Hiding.....	75
Wuxia Attack.....	57	Art of Evasion.....	75
RANGED WEAPONS.....	57	Art of Vanishing.....	75
Improvised Thrown Weapons.....	57	Art of Disguise.....	75
Indirect Fire.....	57	Art of Escape.....	75
Range Finding.....	57	Art of Mystic Invisibility.....	75
Artillery Crews.....	57	ATEMI ABILITIES.....	75
Counter Artillery.....	57	Healing Atemi.....	75
Minimum Range.....	57	Neural Atemi.....	75
Misses.....	57	Blood Flow Atemi.....	75
Non-Provoking Ranged Attacks.....	57	Grasping Hand Atemi.....	75
Shooting into a Melee.....	57	Open Hand Atemi.....	75
Special Maneuvers.....	57	Withering Flesh Atemi.....	75
Cover Fire.....	58	Dim Mak.....	75
Pin Target.....	58	Enlightenment Strike (MC).....	75
Ranged Disarm.....	58	Blindness (MC).....	75
RANGED WEAPONS — FIREARMS.....	58	Chi Block (MC).....	75
Crossfire.....	58	Tien Hsueh Amnesia (MC).....	76
Rate of Fire.....	58	Finger Snap Tien Hsueh (MC).....	76
Automatic Weapons.....	58	Puppet Dance Tien Hsueh.....	76
Manual Cock Weapons.....	59	Long Distance Dim Mak.....	76
Semi-Automatic Weapons.....	59	BODY HARDENING EXERCISES.....	76
Single-Shot Weapons.....	59	Stone Ox.....	76
INJURY AND DEATH.....	59	Winter Training.....	76
S.D.C.....	59	Iron Hand.....	76
Disabled.....	59	Chi Gung.....	76
Subdual Hit Points.....	59	Dam Sum Sing.....	76
Hit Locations.....	59	Wrist Hardening.....	76
Dead/Dying.....	60	Kick Practice.....	76
Jump-Starting the Dead.....	60	Ao Dah Jong (MC).....	76
Critical Hits.....	60	Control Revulsion (MC).....	76
Lethal Damage.....	60	Demon Wrestling (MC).....	76
Subdual Damage.....	60	Eternal Clarity (MC).....	76
Massive Damage (Lethal).....	61	Feign Death (MC).....	76
Massive Damage (Subdual).....	61	Laugh at Pain (MC).....	76
Enhanced Critical Hit Tables.....	61	Resist Chi Influence (MC).....	76
RECOVERY AND HEALING.....	62	CHI MASTERY.....	76
GENERAL MISC RULES.....	63	Core Abilities.....	76
Breathing.....	63	Chi Awareness.....	76
Suffocation and Drowning.....	63	Chi Relaxation.....	76
Conditions.....	63	Chi Combat.....	76
Contacts.....	66	Positive Chi Skills.....	76
Are You There?.....	66	Chi Healing.....	76
Contacts and Reputation.....	66	Dragon Chi.....	76
Groups as Contacts.....	66	Body Chi.....	76
General Information.....	66	Radiate Positive Chi (MC).....	76
Ear to the Ground.....	66	Heal the Mind (MC).....	77
Rushing a Contact.....	66	Chi Weight Control (MC).....	77
Payment.....	66		
Networking.....	66		

Neutral Chi Skills	77	Tong Lun Kung Fu	79
Hardened Chi	77	Triad Assassin Training.....	79
Soft Chi	77	NEW MARTIAL ART POWERS	79
Find Weakness.....	77	Body Hardening Techniques	79
Chi Overcharge [MC].....	77	Martial Art Techniques	79
Fill Object with Chi [MC].....	77	Circle Fighter	79
Divert Incoming Chi [MC].....	77	Large and In Charge	79
Negative Chi Skills	77	Monkey Grip	79
Core Abilities.....	77	Organic Body Armor.....	79
One Finger Chi.....	77	Predict Action.....	80
Fist Gesture.....	77	Quick Kill	80
Dark Chi	77	Sticking Hands	80
Control Negative Chi [MC].....	77		
Negative Chi Polarity [MC].....	77		
Inflict Chi Illness [MC].....	77		
MARTIAL ART TECHNIQUES	77		
Falling Technique	77		
Kaijutsu.....	77		
One Life One Shot.	77		
Breaking.....	77		
Awareness.....	77		
Sword Drawing.....	77		
Eight Horse Stomp [MC]	77		
Light Body Climbing [MC].....	77		
Sword Chi Technique [MC].....	77		
Sung Chi [MC]	77		
Shift Internal Organs [MC]	77		
Vital Harmony [MC].....	77		
SPECIAL KATAS	77		
Fortress Penetration.....	78		
One Mind.....	78		
Warrior Spirit	78		
Five Principles.....	78		
Windmill.....	78		
Weapon Kata.....	78		
Blind Man's Kata [MC]	78		
Chi Ball Kata [MC]	78		
Chi Defense Kata [MC].....	78		
Dragon Line Kata [MC].....	78		
Mending Chi Kata [MC]	78		
Ying-Yang Kata [MC].....	78		
ZENJORIKE	78		
Calm Minds	78		
Karumi-Jutsu	78		
Mind Walk	78		
Vibrating Palm.....	78		
Discorporate [MC]	78		
Spirit Burst [MC]	78		
Two Minds [MC].....	78		
MARTIAL ART FORM REVISIONS (NSS)	78		
Aikido	78		
Choy-Li-Fut Kung Fu	78		
Drunken Style of Kung Fu	78		
Fong Ngan Kung Fu	78		
Fu-Chiao Pai Kung Fu	78		
Kyokushinkai Karate	78		
Lee Kwon Choo	78		
Monkey Style Kung Fu.....	78		
Ninjitsu.....	78		
Weapon Katas/Skills	78		
Snake Style Kung Fu.....	78		
Tae Kwon Do.....	78		
Tai-Chi Ch'uan	78		
Taido	79		
T'ang-Su Karate.....	79		
Te	79		
Thai Kick Boxing	79		
Wui Wing Chun	79		
Hing Chiao Eagle Claw Kung Fu	79		
Zanji Shinjinken Ryu	79		
MARTIAL ART FORM REVISIONS (MC)	79		
Ba Gua.....	79		
Bak Mei Kung Fu	79		
Chao Ta Kung Fu	79		
Hsien Hsia Kung Fu.....	79		
Hsing-I Kung Fu.....	79		
Liang Hsiung Kung Fu.....	79		
Shan Tung Black Tiger Kung Fu	79		
Shih Ba Ban Wu Yi	79		

CHARACTER CREATION

- Step 1: Select Species
- Step 2: Generate Attributes
- Step 3: Select Traits
- Step 4: Select Character Class
- Step 5: Select Skills
- Step 6: Select Feats
- Step 7: Determine bonuses, modifiers, and other abilities.
- Step 8: Determine equipment
- Step 9: Determine other characteristics

SPECIES

The available species is based on the campaign in question.

ATTRIBUTES

Attributes are determined by your selected species. You roll attributes in order, using the indicated number of dice.

Modifiers

Instead of the normal Palladium (lack of) rules for modifiers, this conversion uses the d20 standard – divide the score by 2 (round down), and subtract 5 to determine the modifier ((score / 2) -5).

I.Q. (Intelligence Quotient)

Equals Intelligence.

M.E. (Mental Endurance)

Equals Wisdom.

M.A. (Mental Affinity)

Equals Charisma.

P.O. (Powers of Observation)

Equals Perception.

Modifies your Initiative.

P.S. (Physical Strength)

Equals Strength.

Provides modifiers to strength-based damage, and determines encumbrance and lifting capacity.

P.S. is grouped into three types – Normal, Robotic, and Supernatural. Someone with a robotic P.S. of 10 is stronger than someone with a P.S. of 10, while someone with a supernatural P.S. of 10 is stronger than someone with a robotic P.S. of 10.

Robotic and Supernatural P.S. calculate the modifier in a different manner than other ability scores.

For Robotic P.S., the skill modifier is equal to the ((score / 1.5) -5).

For Supernatural P.S., the skill modifier is equal to the (score -5).

For lifting and encumbrance, normal P.S. uses the standard d20 table.

For Robotic P.S., multiply the listed weights by *10. Apply size and shape modifiers normally.

For Supernatural P.S., multiply the listed weights by *20. Apply size and shape modifiers normally.

P.P. (Physical Prowess)

Equals Dexterity.

Your P.P. score provides a modifier to strike, parry, dodge, roll with blow, and most other combat maneuvers. Also modifies your Initiative.

P.E. (Physical Endurance)

Equals Constitution.

Provides modifiers to some saving throws. Also determines your base hit points.

P.B. (Physical Beauty)

Equals Appearance.

Age Modifiers: The age of the character affects his P.B. score as follows:

- Young Adult +2
- Adult +0 (loses the +2 Young Adult bonus)
- Middle Age -1
- Old -1
- Venerable -1

These modifiers are cumulative – that is, a Venerable character loses a total of three points from P.B.

Spd (Speed)

Determines base movement rate.

Your base walking/normal movement rate is a number of squares per

round equal to (Spd -4). Multiply by *5 to determine feet per round. Running is *4 this rate. In this system, everyone is pretty much capable of the spring attack/split-move-fire type of movement. This means you can make an attack, move, make another attack, move, etc until you've used up your movement and/or attacks per round. However, this system still uses Opportunity Attacks, so you may risk suffering OA when you move in such a manner.

Like other attributes, Spd provides a modifier. This is a dodge modifier that applies only when running. When running, you do not apply your P.P. mod, or any other modifiers to dodge - only the Spd modifier. This is noted as a Running Dodge.

ACTION POINTS

Every character begins play with 4 action points. At each level of experience, you gain a number of action points equal to 4 + new level. Once spent, action points are gone – they are a non-renewable resource.

TRAITS

Unless noted otherwise, you may select traits and flaws only during character creation, although the GM may assign traits or flaw during play.

You may select up to **3 Neutral** traits.

You may select up to **4 Negative** traits for the hell of it.

You may select up to **4 Positive** traits. Note the listed point value of these traits. Once you have selected them, the GM will select an equal point value in Negative traits for your character.

See below for trait descriptions.

Buying Off Traits

Once play has begun, you can attempt to “buy off” certain negative traits and negative aspects of positive traits.

You can attempt to buy off traits using XP acquired during play. The actual requirements to buy off a trait are listed in the description. If you have to do anything other than or in addition to spending XP, you do not lose the XP if you fail the other component.

CHARACTER CLASS

Select your Occupational Character Class from among those available in the campaign setting, subject to specific requirements. O.C.C.s have the following layout:

- **Name:**
- **Descriptive Text:**
- **Starting Age:**
- **Attribute Requirements:**
- **Alignment Requirements:**
- **Other Requirements:**
- **S.D.C.:**
- **P.P.E.:**
- **I.S.P.:**
- **Chi:**
- **Other Points:**
- **Initial Bonuses:**
- **O.C.C. Skills:**
- **O.C.C. Related Skills:**
- **Secondary Skills:**
- **Special Abilities:**
- **Starting Money:**
- **Starting Equipment:**

SKILLS

Each O.C.C. provides a list of **O.C.C. Skills**. You gain these automatically, at the listed ranks. These skills increase in rank automatically, gaining +1 rank at every even level (2, 4, 6, 8, 20, etc).

Additionally, each class will offer a number of **O.C.C. Related Skill Ranks** followed by a list of skill categories. You can apply those ranks to skills in the categories that say Any, or have skills listed. If a category says None, you cannot place ranks in that skill using your O.C.C. Related Skill Ranks. If a category has a bonus listed, then when you take a skill in the category, you gain that as a bonus to rolls using that skill. You gain additional skill ranks for O.C.C. Related Skills at a rate determined by your O.C.C. You can place these ranks in skills marked as O.C.C. Skills as well.

Third, you have a number of skill ranks equal to one-half (round down) of your I.Q. score to apply to secondary skills. Secondary Skills are selected from the same categories as O.C.C. Related skills. However, you can place ranks in skills marked None, but each skill costs 2 available ranks for 1 skill rank.

Weapon Proficiencies (W.P.) are skills that cover weapon use. Unlike other skills, you do not add ranks to W.P. Instead, as you level up, your bonuses increase. When you purchase a W.P., note it's Level – it starts at 1st, regardless of your character level (in other words, if you take W.P. knife at 10th level, it only provides 1st skill level bonuses).

Hand-to-Hand and Martial Art Forms function in the same manner as W.P., but have costs that vary by the form.

You can save available ranks in order to save up for skills.

Fourth, you automatically gain Language (Native) with a number of ranks equal to your I.Q. score. In some campaigns, you may also receive a free Literacy skill.

See the Skills chapter for more information on the skill system.

REPUTATION

Reputation measures your fame or infamy. Initial Reputation, unless noted otherwise, is 1d3-1. From this point on, Reputation changes because of character actions, and in some cases, O.C.C. modifiers.

CONTACTS

Contacts are people and organizations you know who can help you with information, materials, and other aid. Contacts have two ratings – Connection and Loyalty (and the ratings are always in this order). Each rating has from 1 to 20 levels. This acts as a bonus to appropriate rolls. The cost of a contact is the Connection rating + the Loyalty rating.

- **Initial Contacts:** You begin play with a number of free contact points equal to your M.A. score.

TRAIT DESCRIPTIONS

TRAITS TABLE	
Trait	Value
Neutral Traits	
Abrasive	0
Absent-Minded	0
Cautious	0
Charmed	0
Coldly Logical	0
Conspiratorial	0
Detached	0
Dishonest	0
Distinctive	0
Easy-Going	0
Farsighted	0
Hard of Hearing	0
Hardy	0
Honest	0
Illiterate	0
Muscle-bound	0
Nearsighted	0
Networked	0
Nightsighted	0
Polite	0
Preternaturally Sensitive	0
Reckless Melee	0
Relentless	0
Sheltered Childhood	0
Skinny	0
Slippery	0
Specialized	0
Stout	0
Suspicious	0
Torpid	0
Uncivilized	0
Unholy	0
Negative Traits	
Achilles Heel	50
Addiction	10
Allergy	Special
Amnesia	1 / 2 / 3 / 4
Brain Static	10
Computer Illiterate	2
Criminal Record	5
Dependent	Rating * 2
Enemy	Rating * 2
Feeble	10
Flashbacks	4
Gremlins	5 / 10 / 15 / 20

TRAITS TABLE	
Trait	Value
Guilt	Rating * 2
Inattentive	5
Indebted	5
Jinxed	Rating
Manchurian Candidate	10
Meager Fortitude	6
Pacifist	1 / 4 / 10
Paranoid	10
Phobia	2 / 4 / 10
Rival	Rating
Positive Traits	
Adrenaline Surge	2
Agile	4
Ambidexterity	4
Bright	4
Charming	4
College Education	1
Coordinator	10
Diehard	5
Eidetic Memory	3
Enduring	4
Equilibrium	2
Extreme Effort	2 / 4 / 6
Fast	4
Insightful	4
Light Sleeper	2
Lovely	4
Perceptive	4
Piteous	4
Pounder	2 / 4 / 6
Strong	4
Will to Live	1 / 2 / 3

Neutral Traits

Abrasive

You are difficult and demanding in conversation, which tends to oppress those around you.

Effect: You gain a +1 bonus on Intimidate checks. You take a -1 penalty on Diplomacy checks and Bluff checks.

Buy Off: You can buy off the penalties from this trait by spending 20 XP and making 10 DC 20 M.A. checks (at 1 per week).

Absent-Minded

You are fascinated by knowledge and learning and are capable of pursuing complex trains of thought quite quickly. However, your preoccupation with such thoughts makes you a little less aware of your surroundings.

Effect: You gain a +1 bonus on Lore checks (although this does not let you use a Lore skill untrained). You take a -1 penalty on Spot checks and Listen checks.

Buy Off: You can buy off the penalties from this trait by spending 20 XP and making 10 DC 20 Will saves (at 1 per week).

Cautious

You are cautious in combat, even a bit cowardly, and you take more care to defend yourself than others. However, this caution renders you susceptible to fear effects.

Effect: You gain an additional +1 bonus to dodge checks. You take a -1 penalty on saving throws made to resist fear effects.

Special: You cannot select this trait if you have immunity to fear or fear effects. If you later gain immunity to fear, you lose the benefit of this trait.

Charmed

Someone or something seems to be watching over you.

Effect: You gain a +2 bonus to any saving throws made to resist or avoid damage. You seem to have less control of your own destiny.

Coldly Logical

You have a knack for separating the "cold, hard facts" from useless emotional entanglements.

Effect: You gain a +2 bonus on Sense Motive checks. You take a -2 penalty on Bluff and Diplomacy checks.

Buy Off: You can buy off the penalties from this trait by spending 40

XP and making 10 DC 20 M.E. checks (1 per week).

Conspiratorial

You can spot connections and patterns that others miss.

Effect: You gain a +1 bonus on Lore: Current Events checks and Investigate checks. You see conspiracies even when there are none present. You take a -2 penalty on Sense Motive checks.

Buy Off: You can buy off the penalties from this trait by spending 20 XP and making 10 DC 20 M.E. checks (1 per week).

Detached

You maintain a distance from events that keeps you grounded but limits your reaction speed.

Effect: You gain a +1 bonus to dodge, but take a -2 penalty to initiative.

Dishonest

You are naturally deceitful and insincere with others. You have a talent for lying, but have difficulty convincing others when you do speak truthfully.

Effect: You gain a +1 bonus on Bluff checks. You take a -2 penalty on Diplomacy checks.

Buy Off: You can buy off the penalties from this trait by spending 20 XP and making 10 DC 20 Will saves (1 per week).

Distinctive

You have some distinctive physical feature such as a scar, a prominent nose, a limp, or some similar characteristic that is hard to disguise or conceal.

Effect: You gain a +1 bonus on Reputation checks. You take a -1 penalty on Disguise checks.

Buy Off: You can buy off the penalty from this trait by having your distinction feature removed (most likely through surgery). However, if you do so, you lose the Reputation bonus as well.

Easy-Going

You are naturally friendly. Others feel comfortable around you, but this trait also makes it more difficult for you to be pushy or suspicious.

Effect: You gain a +1 bonus on Gather Information checks. You take a -1 penalty on Intimidate checks and Sense Motive checks.

Buy Off: You can buy off the penalties from this trait by spending 20 XP and making 10 DC 20 Will saves (1 per week).

Farsighted

You have difficulty focusing on nearby objects, but your distance vision is more keen than normal.

Effect: You gain a +1 bonus on Spot checks. Your penalty for ranged attacks is one-half normal. You have a -2 penalty on Search checks. Within 30 ft., you suffer a -2 penalty to strike rolls.

Focused

You can keep your attention on a task despite many distractions; however, events in the background pass you by.

Effect: You gain a +1 bonus on Concentration checks. You take a -1 penalty on Spot checks and Listen checks.

Buy Off: You can buy off the penalties from this trait by spending 20 XP and making 10 DC 20 Will saves (1 per week).

Hard of Hearing

You have a slight hearing impairment, and to compensate, you have become more in tune with your other senses.

Effect: You gain a +1 bonus on Spot checks. You take a -2 penalty on Listen checks.

Hardy

You are made of tougher stuff than the average person, but you're not quite as quick to react to dangerous effects.

Effect: You gain a +1 bonus on P.E.-based saves. You take a -1 dodge penalty.

Honest

You are naturally straightforward and sincere. This quality helps you persuade people to your viewpoint, but you have difficulty telling lies and seeing deception in others.

Effect: You gain a +1 bonus on Diplomacy checks. You gain a -1 penalty on Bluff checks and Sense Motive checks.

Buy Off: You can buy off the penalties from this trait by spending 20 XP and making 10 DC 20 M.A. checks (1 per week).

Illiterate

You cannot read, but you have devoted yourself to learning other skills.

Effect: Choose any one skill except Decipher Script or Forgery. You gain a +1 bonus on checks using that skill. You are illiterate.

Special: You can eliminate the negative effects of this trait by gaining ranks in Read/Write Language. However, ranks in Read/Write Language cost you twice as much as normal.

You can't select this trait if your character is already illiterate because of race, class, or any other reason.

Muscle-bound

You are good at almost everything that requires strength, but less adept than most at tasks that require coordination.

Effect: You gain a +1 bonus on P.S.-based skill checks and ability checks. You take a -2 penalty on P.P.-based skill checks and ability checks.

Nearsighted

You have difficulty focusing on distant objects, but your eye for detail is more keen than normal.

Effect: You gain a +1 bonus on Search checks. You gain a +1 bonus to ranged attack rolls within 30 ft. You take a -1 penalty on Spot checks. At distances beyond 30 ft., you take an additional -1 penalty to ranged attack rolls.

Networked

You have a network of informants that feeds you information.

Effect: You gain a +2 bonus on Gather Information checks. Information flows both ways and maintaining a network of contacts isn't cheap. Gather Information checks made against you receive a +2 bonus and any Gather Information checks you make have their purchase DCs raised by 1.

Nightsighted

Your eyes are particularly well suited to using darkvision or low-light vision, but they are less well adapted to what others consider normal light.

Effect: Add 10 feet to the range of your darkvision, or increase the range of your low-light vision by 25%. You take a -2 penalty on Spot checks when in areas of bright light.

Special: You must have darkvision or low-light vision as a natural ability to have this trait.

Polite

You are courteous and well spoken.

Effect: You gain a +1 bonus on Diplomacy checks. You take a -2 penalty on Intimidate checks.

Buy Off: You can buy off the penalties from this trait by spending 20 XP and making 10 DC 20 M.A. checks (1 per week).

Preternaturally Sensitive

One of your five natural senses has developed beyond the norm.

Effect: Choose one sense (i.e. Sight, Hearing, etc). You gain a +2 bonus on checks involving the use of that sense (i.e. Spot checks for sight, Listen checks for hearing, etc). Your other senses are dull by comparison. You take a -3 penalty on checks involving your other senses.

Reckless Melee

You naturally sacrifice accuracy to put more power behind your blows.

Effect: You gain a +1 bonus to melee damage; you take a -1 penalty to melee strike rolls.

Relentless

You don't know the meaning of the word "tired". You go all out until you simply can't continue.

Effect: You gain a +2 bonus on P.E. checks and similar checks made to continue tiring activities. Any effect or condition that would normally cause you to become fatigued instead causes you to become exhausted.

Sheltered Childhood

You were coddled and protected as a child. Your isolation did not aid you physically or socially, but your mind was allowed to develop.

Effect: You gain a +2 bonus to I.Q., but suffer a -2 penalty to P.S. and M.A..

Skinny

You are very slender for your race.

Effect: You gain a +1 bonus on Escape Artist checks. You take a -2 penalty on P.S. checks to avoid being knocked down or taken off your feet.

Slippery

You are less adept at grappling and wrestling than others of your size and strength, but you are adept at slipping out of another's hold.

Effect: You gain a +1 bonus on Escape Artist checks to escape a grapple and on grapple checks to escape a grapple or avoid being grappled. You take a -1 penalty on all other grapple checks.

Specialized

You have a knack for one kind of work or study, but other tasks are harder for you to accomplish.

Effect: Choose one specific skill from a category. You gain a +1 bonus on checks using the specified skill. You take a -2 penalty on all other skill checks from that category.

Stout

You are heavy for your race.

Effect: You gain a +2 bonus on P.S. checks to avoid being knocked down, moved, or taken off your feet. You take a -1 penalty on Escape Artist checks.

Suspicious

You are naturally suspicious of everyone and everything. While this trait makes you hard to fool, it makes others slightly less likely to agree with you or find you threatening.

Effect: You gain a +1 bonus on Sense Motive checks. You take a -1 penalty on Diplomacy checks and Intimidate checks.

Buy Off: You can buy off the penalties from this trait by spending 20 XP and making 10 DC 20 M.A. checks (1 per week).

Torpid

You are sluggish and slow to react to danger, but also resistant to other's commands.

Effect: You gain a +2 bonus on saves mind-affecting effects. You take a -1 penalty on Initiative checks.

Uncivilized

You relate better to animals than you do to people.

Effect: You gain a +1 bonus on Handle Animal checks. You take a -1 penalty on Bluff checks, Diplomacy checks, and Gather Information checks.

Buy Off: You can buy off the penalties from this trait by spending 30 XP and making 10 DC 20 M.E. checks (1 per week).

Unholy

You radiate a palpable sense of evil.

Effect: You gain a +2 on Intimidate checks. You take a -2 penalty on Bluff and Diplomacy checks.

Negative Traits (flaws)

Achilles Heel

One spot on your body is extremely vulnerable and you suffer great harm when you are attacked there.

Value: 50

Effect: When you select this disadvantage, roll 1d20 (ignore a result of 20) and note the result. In the future, any attack that results in a natural roll of that number automatically hits and is automatically a critical hit. If the attack requires you to make a saving throw, you take a -4 penalty on the save attempt.

Addiction

You are addicted to a harmful and illegal substance.

Value: 10

Effect: You are addicted to a randomly determined drug.

Allergy

You are vulnerable to a substance that is not normally harmful.

Value: Special – see below.

Effect: The first step in selecting the allergy is determining if the substance or condition is Uncommon (2) or Common (7). Then determine the severity of the symptoms (Mild 3), Moderate (8), or Severe (13).

- **Uncommon:** The substance or condition is rare for the local environment (gold, silver, salt water in a landlocked setting, etc).
- **Common:** The substance or condition is common for the local environment (sunlight, plastics, pollutants, seawater in a coastal setting, etc.).
- **Mild:** While experiencing the symptoms, you suffer a -2 penalty to strike, parry, dodge, and mental saves.
- **Moderate:** While experiencing the symptoms, you suffer a -4 penalty to strike, parry, dodge, and mental saves. You suffer a -2 penalty to melee and man-powered projectile damages. Weapons and attacks incorporating the substance deal an additional 25% damage.
- **Severe:** While experiencing the symptoms, you suffer a -4 penalty to strike, parry, dodge, and mental saves. You suffer a -2 penalty to melee and man-powered projectile damages. Weapons and attacks incorporating the substance deal an additional 50% damage. Simple exposure to the substance deals 1d4 points of damage per minute.

Amnesia

You can remember nothing about yourself or your past.

Value: 1 / 2 / 3 / 4

Effect: This disadvantage comes into play each time you are challenged or confronted with some complication or danger from your forgotten past. The details of your past are left for you and GM to decide, or it may be left entirely to the GM. The mechanical effects are as follows:

- **1 Amnesia:** You do not remember any details or information about your past. You do remember your name, and retain most of your abilities. The GM will determine your Secondary Skills.
- **2 Amnesia:** You do not remember any details or information about your past. You do remember your name, and retain some of your abilities. The GM will determine your O.C.C. Related and Secondary Skills.
- **3 Amnesia:** You do not remember any details or information about your past. You don't remember your name, but retain a few of your abilities. The GM will determine your O.C.C. Skills, O.C.C. Related Skills, and Secondary Skills.
- **4 Amnesia:** You do not remember any details or information about your past. You don't remember your name, skills, or abilities. The GM will completely generate your character and give you a bare-bones sheet.

Brain Static

Whether it's the chip in your head, the government transmissions or just the voices that never go away when you want them to, something fills your head with noise and leaves you befuddled and confused.

Value: 10

Effect: You take a -4 penalty to Initiative checks, and a -4 penalty to Concentration checks.

Buy Off: You can buy off this trait by seeking psychiatric help. This follows the rules for reducing failed notches in a Madness gauge, treating the effect as 20 notches.

Computer Illiterate

You have severe difficulties when operating computers and other electronic devices.

Value: 2

Effect: Whenever you attempt to use an electronic device, you must make an appropriate skill check (such as Computer Operation) at a -4 penalty. This applies even when performing tasks that do not normally require skill tests (such as turning on the computer).

Criminal Record

You are a convicted felon.

Value: 5

Effect: You take a -6 penalty to Bluff and Diplomacy checks when dealing with members of law enforcement who are aware of your criminal record.

Dependent

You have a loved one, a wife, a child, or even a sickly old aunt, that you must care for and protect.

Value: Rating * 2

Effect: At the beginning of each game session (depending on stopping points and the like), the GM will roll 1d20+ rating, with the result determining the probable frequency of the dependent.

Roll	Result
14 or less	No appearance or effect
15 – 20	The dependent briefly needs you
21 – 30	The dependent frequently needs you throughout the month
31+	The dependent requires your attention and help almost constantly for the period.

Unless you pay off this Trait, a terminated dependent will soon be replaced by one of equal value.

Gather Information checks made against you can also reveal the existence of your dependant. These checks are made against a DC of 25 minus the rating.

Enemy

Someone is out to get you.

Value: Rating * 2

Effect: At the beginning of each game session (depending on stopping points and the like), the GM will roll 1d20+ rating, with the result determining the probable frequency of the enemy.

Roll	Result
14 or less	No appearance or effect
15 – 20	The enemy briefly acts against you
21 – 30	The enemy acts against you throughout the month
31+	The enemy is heavily focused on you this time

Unless you pay off this Trait, a terminated enemy will soon be replaced by one of equal value.

Feeble

You are un-athletic and uncoordinated.

Value: 10

Effect: You take a -2 penalty on P.S., P.P., and P.E.-based rolls.

Flashbacks

You suffer severe flashbacks due to a traumatic event.

Value: 4

Effect: You suffer from flashbacks (vivid, hallucinatory) due to a traumatic event in your life. Whenever you encounter a potential trigger, roll a DC 25 save versus Will. If this fails, flashbacks occur, incapacitating you for 1d6 minutes.

Buy Off: You can buy off this trait by seeking psychiatric help. This follows the rules for reducing failed notches in a Madness gauge, treating the effect as 20 notches.

Gremlins

You have preternaturally bad luck with technology.

Value: Mild (5); Moderate (10); Severe (15); Bad (20).

Effect: Whenever you perform a skill or action that involves a piece of technology (not including implanted devices), you suffer a critical failure on a natural die roll.

- If you have *Mild Gremlins*, you suffer a critical failure on a natural 1.
- If you have *Moderate Gremlins*, you suffer a critical failure on a natural 1-2.
- If you have *Severe Gremlins*, you suffer a critical failure on a natural 1-3.
- If you have *Bad Gremlins*, you suffer a critical failure on a natural 1-4.

Note, for you would-be clever folk, Gremlins does not allow you to manipulate a piece of the enemy's technology in order to cause it to malfunction for him.

Guilt

You are plagued by guilt over some past deed or misdeed.

Value: Rating * 2

Effect: When confronted with the source of your guilt, you suffer a penalty to all dice rolls equal to the rating of the trait. After one hour, you may make a Will save (DC 25) to shake off the effects. You will remain "guilt-stricken" until a successful Will save is made.

Buy Off: You can buy off this trait by seeking psychiatric help. This follows the rules for reducing failed notches in a Madness gauge, treating the effect as 20 notches.

Inattentive

You are particularly unaware of your surroundings.

Value: 5

Effect: You take a -4 penalty on Listen checks and Spot checks.

Buy Off: You can buy off this trait by spending 80 XP and making 10 DC 20 Will saves (1 per week).

Indebted

Your spending habits have put you chronically and deeply in debt.

Value: 5

Effect: You take a -4 penalty on Wealth checks. This penalty applies regardless of your actual Wealth bonus.

Jinxed

You cannot catch a break.

Value: Rating * 1

Effect: If you win a waterbed in a contest, it will spring a leak and flood your apartment while you are out saving the world. Your girlfriend gets mono right before the romantic evening you've been planning for months. Your best friend blames you for the death of his villainous father. Your luck never actually gets so bad as to make your adventures more dangerous but your bad luck just makes everything around you more complicated, twisted, and generally lousy. Hopefully, you're at least a happy-go-lucky, friendly, neighborhood guy to make up for this dismal luck.

At the beginning of each game session make an unmodified d20 roll against a DC equal to the rating of this disadvantage. Failure indicates your luck has turned sour again. The details of this fickle turn of fate are left entirely to GM's fiat.

Manchurian Candidate

You have been brainwashed into working for some secret person or organization.

Value: 10

Effect: You can be forced to follow some preprogrammed plan of action with the utterance of a code word or simple phrase. You must succeed at a Will save (DC 30) to resist the effects of your programming. Failure indicates you will follow your programming until your task is completed. If the task takes longer than a day to complete, additional Will saves (DC 30) can be made each day. This programming must be determined by the Game Master, or at least approved by him or her.

Meager Fortitude

You are sickly and susceptible to a variety of afflictions.

Value: 6

Effect: You take a -3 penalty to Fortitude saving throws.

Pacifist

You believe in non-violence as a way of life. You can fight, but cannot bring yourself to kill an enemy or abandon one to die.

Value: 1 / 4 / 10

Effect: For a 1-point trait, you must use 2 actions to make combat-related rolls (or double normal if using a maneuver that uses 2 or more naturally).

For a 4-point trait, you will fight only to defend yourself or those under your personal care. Not only do combat rolls take double actions, you must make a DC 10 Will save to engage in combat in applicable situations.

An 8-point flaw works as a 4-point flaw, except to engage in any kind of combat, you have to make a DC 30 Will save.

Paranoid

You believe they really are out to get you.

Value: 10

Effect: In situations where you are required to trust someone (including people you know), you must succeed at a Will save (DC 20) or take a -2 penalty to all skill checks for 1d6 hours.

Phobia

You have a deep, irrational fear of something.

Value: Mild (2); Moderate (4); Severe (10).

Effect: How badly this fear will affect you is determined by the level of the phobia. The GM as always, reserves the right to select or change your phobia.

- **Mild:** When confronted by your fear make a Will save (DC 15) or become shaken for 10 rounds. You may make a new saving throw every 10 rounds.
- **Moderate:** When confronted by your fear make a Will save (DC 20) or become panicked for 10 rounds. You may make a new saving throw every 10 rounds.
- **Severe:** When confronted by your fear make a Will save (DC 25) or cower for 10 rounds. You may make a new saving throw every 10 rounds.

Buy Off: You can buy off a phobia by seeking psychological help. This follows the same rules as removing failed notches from a Madness gauge. Treat a Mild phobia as equal to 10 notches, a Moderate phobia as equal to 15 notches, and a Severe phobia as equal to 20 notches.

Rival

Someone is out to ruin you, but unlike an enemy, the rival only wants to ruin your life, not end it.

Value: Rating

Effect: At the beginning of each game session (depending on stopping points and the like), the GM will roll 1d20+ rating, with the result determining the probable frequency of the rival.

Roll Result

Roll	Result
14 or less	No appearance or effect
15 - 20	The rival briefly acts against you
21 - 30	The rival acts against you throughout the month
31+	The rival is heavily focused on you this time

Unless you pay off this Trait, a terminated or defeated rival will soon be replaced by one of equal value.

Positive Traits (Edges)

Adrenaline Surge

You are quick to respond.

Value: 2

Effect: In combat and other stressful situations, you receive a +4 bonus to Initiative, and a +1 dodge bonus. These bonuses last for a number of rounds equal to your P.E. modifier +1. Afterwards, you are fatigued for a number of minutes equal to the rounds you received the bonus. These bonuses do not stack with like bonuses gained through technology or magic.

Agile

You are particularly agile.

Value: 4

Effect: You gain an inherent +2 bonus to P.P..

Ambidexterity

You are able to use both hands with practically equal skill.

Value: 4

Effect: You do not have a dominant hand - if one hand or arm is incapacitated, you can perform tasks with the other with no penalty. Characters without this trait take a -6 penalty to perform tasks with their off-hands.

Bright

You are particularly intelligent.

Value: 4

Effect: You gain an inherent +2 bonus to I.Q..

Charming

You are memorable and often viewed as charming.

Value: 4

Effect: You gain an inherent +2 bonus to M.A.

Coordinator

You are a born organizer of people.

Value: 10

Effect: When you can take a full-round action to direct your allies, make a DC 15 M.A. check. If successful, a number of allies equal to your M.A. bonus within 30 ft. gain a +1 bonus to attack rolls or skill checks (your decision). This bonus lasts for a number of rounds equal to your M.A. bonus. You can attempt this as often as desired.

Diehard

You are hard to put down.

Value: 5

Effect: For the purposes of being disabled, treat your determining score as 6 points higher (generally resulting in an additional +3 bonus). In addition, when making a saving throw against being disabled or dying, you gain a +3 bonus.

eidetic Memory

You have a photographic memory.

Value: 3

Effect: You can remember damn-near everything that's ever happened to you. For things you've experienced or know directly, you have near perfect recall. If you forget a piece of information, the GM will typically either give it to you, or have you roll a DC 1 I.Q. check to remember it. However, if you want to remember who sat two tables from you at lunch on Tuesday, 7 years ago, the GM may call for a DC 10 or higher I.Q. check.

Enduring

You are particularly healthy.

Value: 4

Effect: You gain an inherent +2 bonus to P.E..

Equilibrium

Your heightened equilibrium aids you in balance.

Value: 2

Effect: You can perform accelerated movement while making a Balance check and perform an accelerated Climb without taking a skill penalty.

Extreme Effort

You have a natural gift for pushing your physical strength.

Value: 2 / 4 / 6

Effect: This trait is available in three levels:

- **Level 1:** When you must make a P.S. or P.S.-based check, you gain a +2 bonus to the check. To gain this bonus, the action is extended to a full-round action (using all of your actions).
- **Level 2:** When you must make a P.S. or P.S.-based check, you gain a +4 bonus to the check. To gain this bonus, the action is extended to a full-round action (using all of your actions).
- **Level 3:** When you must make a P.S. or P.S.-based check, you gain a +6 bonus to the check. To gain this bonus, the action is extended to a full-round action (using all of your actions).

fast

You are particularly quick for your species.

Value: 4

Effect: You gain an inherent +4 bonus to Spd.

Insightful

You have a particularly insightful nature based on common sense.

Value: 4

Effect: You gain an inherent +2 bonus to M.E..

light Sleeper

You are particularly easy to awaken.

Value: 2

Effect: You do not suffer any penalties to checks to wake up. Characters without this trait suffer a -10 penalty to Listen checks and such to wake from sleep.

lovely

You are particularly attractive.

Value: 4

Effect: You gain an inherent +2 bonus to P.B..

Perceptive

You are particularly perceptive.

Value: 4

Effect: You gain an inherent +2 bonus to P.O..

Piteous

Enemies pity you and pull back when striking you.

Value: 4

Effect: At the beginning of a melee combat, make a DC 15 Bluff check. If successful, enemies pull back their attacks slightly, dealing 1 point less damage. This does not apply to enraged enemies and foes with similar conditions.

Pounder

You are a natural melee combatant.

Value: 2 / 4 / 6

Effect: This is available in three levels.

- **Level 1:** You gain a +1 bonus to all melee damage.
- **Level 2:** You gain a +2 bonus to all melee damage.
- **Level 3:** You gain a +3 bonus to all melee damage.

Strong

You are particularly strong.

Value: 4

Effect: You gain a +2 inherent bonus to P.S..

Will to live

You are particularly resistant to death.

Value: 1 / 2 / 3

Effect: To determine when you are disabled, and dying, treat your P.E. score as +2 / +4 / +6.

REPUTATION

As normal, when encountering someone, the GM will make a (base) DC 25 Reputation check to determine if the person has been heard of (I may allow you to roll your own Reputation checks when we need to know if someone has heard of you). This can provide a bonus to some skill checks, and imposes a penalty to Disguise checks as follows:

REPUTATION EFFECTS		
Reputation Score	Skill Checks	Disguise Checks*
1 – 4	+0	-
5 – 10	+1	-
11 – 17	+2	-1
18 – 25	+3	-1
26 – 34	+4	-2
35 – 44	+5	-2
45 – 55	+6	-3
56 – 67	+7	-3
68 – 80	+8	-4
81 – 94	+9	-4
95+	+10	-5

At the GM's discretion, the penalty to Disguise Checks in the table above is applied whenever you disguise yourself in a location where you are well known. It may be reduced if you are popularly believed to be dead or far away.

Reputation is attached not only to a character but also to a place. An outlaw famous in one town for defeating a hated inquisitor may be completely unknown in another, where word of the inquisitor never reached. When making a Reputation check, the DC is determined by where you currently are. Your Reputation may not travel with you if you go further afield. If you travel to an area where you have not been before, consult the table below to determine any modifiers to your Reputation.

Distance Travelled: This is the physical distance from the nearest area where you have built up a Reputation.

Temporary Reputation Check DC: The DC of Reputation checks for the first month you spend in a new area. Over time, news of your arrival and knowledge of your actions spreads enough to return to the standard DC of 25.

Reputation Modifier: Determine your Reputation for a new area by applying this modifier to your Reputation score in the original area.

REPUTATION BY DISTANCE MODIFIERS		
Distance Travelled	Temporary Reputation Check DC	Reputation Modifier
Nearby Town	30	-10

REPUTATION BY DISTANCE MODIFIERS		
Distance Travelled	Temporary Reputation Check DC	Reputation Modifier
Elsewhere in the same country	35	-20
Another country	40	-30
Another world	50	-40

However, unlike the normal rules, your Reputation has a Nature that you can select (I reserve the right to change the nature in the course of play if necessary).

Each nature dictates how you may use your Reputation score. A Reputation's nature determines which skill checks it may be used as bonus to. In all cases, people must recognize you in order for your Reputation score to apply in a situation, as detailed above.

Brave: You are known for your unflinching and steadfast demeanor in the face of danger. You have faced down many powerful enemies and defeated them not only with skill at arms but also indomitable spirit. You may apply your Reputation bonus to Bluff and Intimidate checks when dealing with others.

Coward: When danger calls, you run in the opposite direction. You are known for your flighty nature and tendency to shirk from challenges. Few respect you and your Reputation makes it difficult for you to deal with others. If you are recognized, your Reputation bonus automatically counts as a penalty to any Intimidate checks when dealing with others. However, you may use it as a bonus to Bluff and Gather Information checks as others tend to underestimate you and you can take advantage of that when lying or trying to extract information from them.

Cruel: You inflict pain upon others for little reason and are known for your sadistic and capricious nature. Those who recognize you will attempt to avoid you, for your name commonly arouses fear and loathing in others. You may apply your Reputation bonus to Bluff and Intimidate checks when dealing with others.

Honest: You are thought to keep your word at all times. You are known not only as a hero of the people but also as a person who adheres to a strict code of honor. Whether this is truly the case is irrelevant, so long as you maintain your public persona. You may apply your Reputation bonus to Bluff, Sense Motive and Gather Information checks. People trust you and are easily swayed by your words or eager to help you out.

Talented: You are known as an expert in your field. You may, for example, be a gifted scholar or powerful warrior. Your exploits are well known but your talent and ability mark you as a legend in the making. You may apply your Reputation modifier to Bluff and Knowledge checks when dealing with others. As an acknowledged expert, your advice and work are both highly valued.

Trickster: When you move through a room, everyone pauses to check their purses. You are known as a shifty and sneaky scoundrel. When your Reputation precedes you, apply it as a penalty to Bluff checks when dealing with others, as people expect you to lie about everything anyway. On the other hand, your exploits make others somewhat nervous, allowing you to use your Reputation as a bonus to Intimidate and Gather Information checks.

Villain: You inspire fear and dread in others because of the ruthless goals you pursue. Your methods may not be brutal but you are known as someone best not crossed. You may apply your Reputation bonus to all Bluff, Intimidate and Gather Information checks when dealing with others.

Allies

Allies are a type of contact.

Gaining Allies

Gaining an ally is a function of Reputation. You can attempt to gain an ally within one of your Allegiances as often as once per 12 months – Reputation bonus (minimum of once per month). Make a DC 20 Reputation check; if successful, you gain an ally. You can have a maximum number of allies equal to one-half your Reputation modifier.

Allies are dependent upon allegiances. If you renounce an allegiance (or has it revoked by the GM) you lose all allies tied to that allegiance. Even if you later regain the allegiance you must reestablish your allies within that allegiance as if they were totally new allegiances.

Calling on Allies

No matter how many allies you have, there is a limit to how many times you can use your allies during a period of time. You automatically call on one ally per allegiance during the course of a single week of game time. A second call to an ally of the same allegiance requires a DC 20 Reputation check. The DC of this check increases by +5 for each additional time during that week that you attempt to call on allies from that allegiance.

If you need a rationale for this limit; your allies *like* you, they don't *work* for you.

Whether or not you need to make a check to get in touch with your contact, it will take the contact 1d6 hours to get in touch with you and/or provide the needed assistance.

Ally Types

Influence

Influence allies might not have skills or information or the keys to the stockroom but they do have valuable commodities that can aid the most powerful character: friends.

When you use an influence ally to make an introduction, the initial attitude of the person you're introduced to is improved one step (if the party was inclined to be Neutral to you before the introduction he will be Friendly now and so forth).

Knowledge

Knowledge allies are specialists in various Lore or I.Q.-based skills.

When you call on a knowledge ally, you gain a bonus to one applicable skill check equal to your Reputation (the ally will not show up to perform the skill for you in the middle of an adventure but will offer helpful advice to give you a bonus to your own skill check).

Skill

Skill allies are specialists in skills based on abilities other than I.Q. or M.A.. This ally's chosen skill must be one of the O.C.C. Skills you have and represents a former teacher or master of that skill.

When you call on a skill ally, you gain a bonus to the ally's skill specialty equal to one-half your Reputation bonus (the ally will not show up to perform the skill for you in the middle of an adventure but will offer helpful advice to give you a bonus to his own skill check).

Supply

Organizations frequently have full members that they allow to requisition equipment in order to further the aims of the organization. And all of those organizations have people whose job it is to hand out that equipment, make sure it all comes back in good shape and maintain the storerooms of equipment not in use to ensure that the equipment is maintained and does not "walk away".

Supply allies are usually very low on an organization's "totem pole", not being the ones who bark out orders or go hunt down vampires. However these quiet paper-pushers have a lot of power, in that they usually are the ones who decide if you get what you have requisitioned. Even if a higher-ranking member of the organization orders them to give you something, well, sometimes things just get lost. And anyone who has ever tried to find something hidden a stockroom knows *that* isn't the way to go.

Supply contacts grant a bonus to Requisition skill checks equal to your Reputation modifier from the agency in question.

BACKGROUNDS

One aspect of character development and creation available to you are Backgrounds. Backgrounds are essentially sub-plots you select to enhance your character. You can select backgrounds during character generation, and during play, and the GM may assign backgrounds as necessary as well.

Backgrounds do not provide any real mechanical benefits to your character. So why purchase them you ask? Because if a background comes up in play, it can earn you additional experience points.

Backgrounds are rated with a range from 1 to 10. During character creation, you can select up to 5 rating points of Backgrounds. During play, you can purchase new backgrounds, or improve the ratings of existing backgrounds for a cost of new rating *10 XP.

When selecting backgrounds, you must okay your selections with the GM. If you fail to do so, the GM is not obligated to pay any attention to your backgrounds, and, therefore, you will most likely not gain any XP from having them.

When a background plays into your current mission, you gain XP. To determine the amount of XP gained, first determine if the background is a minor aspect of the mission, or a focal point and compare to the following table:

BACKGROUND XP AWARDS		
Rating	Minor	Focal
1	10	20
2	20	40
3	30	60
4	40	80
5	50	100
6	60	120
7	70	140
8	80	160
9	90	180
10	100	200

If the GM ignores a properly consulted background for three consecutive adventures, you may cash it in for XP equal to the rating-appropriate Focal value. If you cash in a background, you may not purchase that background again until at least three adventures have passed.

For example, if you have a rating 3 background and I ignore it for 3 adventures, you can cash it in for 60 XP.

Remember, all backgrounds include conflict; if a background you select doesn't include conflict – be it spiritual, mental, or physical, then it's not a background. Furthermore, if the background's involvement in a mission doesn't include conflict, it gains you no XP.

You cannot possess more than a total rating of 10 in backgrounds in any combination.

Also remember that at practically anytime, I reserve the right to cash in one of your backgrounds for you for the amount listed above.

All good sub-plots eventually come to an end. Your background should come to an end as well at some point, either because of something your character does, or because the GM ends it. I will inform you prior to ending a background, but I am under no obligation to inform you as to the reason why.

If your background ends naturally during a mission, you gain double the normal XP for it. When a background ends, you may receive additional XP for good role playing as well.

Following are some common backgrounds (note that in some cases, these have effects similar to Traits).

Alien

Due to your alien origin, you encounter prejudice and mistrust from others. The rating of this background determines the severity of this bias, the negative treatment you receive from those not native to your home world, and the potential complications that may arise from misplaced suspicion (such as surveillance, arrest, or even exile).

Amnesia

This background (unlike the trait) has no impact on your character's statistics. It simply means that you can't remember anything from before a point selected by the GM. It also means that an individual or group is trying to kill you, probably because of something you can't remember. The rating of the background determines the reach and power of those hunting you.

Debt

The rating of the background determines the sum you owe and the power of the collectors, as well as their diligence in collecting. Even a 1-point rating results in a debt that is large enough that your salary or saving can't clear it.

Defeated

You might have been defeated by an enemy, a rival, or due to a lack of skill or twist of fate. Regardless, this background indicates that you're determined to return the favor, no matter the cost. The rating determines the hazards inherent in this goal.

Dishonored

You've been dishonored somehow, due to your actions, or through those of another. If a military character, your rank has probably been reduced. The rating determines the severity and public knowledge of your shame, and the difficulty involved in regaining your pride and standing.

Dying

You're slowly dying (but not as slowly as, say, Joe, down the street), either from disease, genetic imperfection or manipulation, or some other physical ailment. The rating determines speed with which you're dying as well as the severity of the ailment's symptoms and how much you're hampered by its progress.

Fear

You suffer from an intense phobia, the severity of which is determined by the rating. Treat this as a Severe phobia with a DC equal to 30 + background rating.

Gamemaster Fiat

When you select this background, you're telling the GM that you want a sub-plot, but also that you want to be surprised. Sometime when you least expect it, he'll spring it on you.

Hunted

You're wanted – by an enemy, by the law, or perhaps even by your own peers. The rating determines the pursuers' power, network of contacts, and resources at their disposal.

Hunting

You're searching for something you've lost, or something you've been ordered to recover. The rating determines the value of the something, the danger involved in retrieving it, and the timetable available to you to do so.

Liaison

You're a negotiator, intermediary, or political bridge between individuals,

organizations, or even nations. Your work can bring people together – or tear them viciously apart. The rating determines the power scale of those with whom you work, as well as the general dispositions of those partners towards each other (the higher the rating, the more adversarial the relationships).

Long-Term Mission

You have a secondary mission that often overlaps other assignments you receive. The rating determines the frequency of your activation for this alternate mission as well as the danger level and difficulty of the mission.

Lost (or forbidden) Love

You shouldn't be having your current relationship, or your reputation, or that of your allies, could be damaged if the relationship is revealed. You might be seeing an ally's relative, or even an enemy. The rating determines the injury you or your allies would sustain if the relationship were revealed.

Alternatively, your lover may have been taken from you, in which case, the rating determines the power level of those who took your lover or split you apart.

Mistaken Identity

Someone wants something from you or is convinced that you're someone you're not. All you know is that you need to find out what's happening and soon. The rating determines the amount of personal danger the confusion puts you in, the power and resources of the people threatening you, and the difficulty of solving the situation.

Nemesis

One of your enemies is dedicated to disrupting your life, or even injuring or killing you. The rating determines how often the nemesis comes after you, the resources at his disposal, and the complexity of his plots against you. This is roughly equal to an Enemy trait with a rating equal to twice the background rating.

Obligation

You owe someone a favor – maybe for something specific, or as a lingering debt of thanks. The rating determines how difficult the eventual request is to complete, and the power and influence of the person whom you owe. If you're not careful, this can mutate into Nemesis.

Political Enemy

You've garnered the ill will of a powerful political force. The rating determines not only the station and political pull of your enemy, but also, at the GM's discretion, temporary reduction of your finances and other aspects of your life depending on your status and that of the enemy.

Problematic Relationship

You're engaged in a romantic relationship which, while not interfering with your duties, provides some difficult entanglements. Perhaps you have a spouse who isn't aware of your actual work, who grows restless from all the time you spend away from them. Maybe co-worker creates friction between you and your teammates. The rating determines the frequency with which this relationship comes into play, and the attention, help, or intervention required to satisfy its needs.

Protector

You're charged with protecting a friend, family member, loved one, or a group of allies, or you're occasionally forced to defend the same from outside threats, such as the Goa'uld. The rating determines the frequency with which your charges come under attack, as well as the severity of the danger. This is roughly equal to Dependant, with a rating equal to twice the background rating.

Public life

You maintain a public persona outside of your normal career. Perhaps you're a career military man with regular assignments or base duties. Maybe a race car driver who has to make appearances at competitions around the world and show up for endorsement ads. Regardless, you must frequently take a break from your job to keep your public life going. The rating determines the frequency of these interruptions and the hassles you must endure before you can return to your normal duties.

Saboteur

You're responsible for the sabotage of one enemy's equipment and supplies, and are well-known as one of their most dangerous opponents. The rating determines the power and resources of the enemy, and the likelihood that the enemy's agent and allies will recognize you. When new sabotage missions present themselves, it also determines the general danger level.

Stolen Object

You've lost something: an object important to you, a close ally, a friend, or

your superiors. Now you've dedicated yourself to getting it back, no matter the cost. The rating determines the power and reach of those who stole the object, and the intensity of the need to get it back.

Traitor

You've betrayed your former allies and gone over to the other side. Regardless of whether you did so out of moral realization or greed, you're now pursued both for your treason, and to eliminate any sensitive information you might possess. The rating determines the strength and resources of your former allies, the effort they dedicate to tracking you down, and whether they wish to take you alive or dead.

True Identity

You've assumed your current identity to achieve some goal or run from your former life. The rating determines the importance or notoriety of your former identity and the lethality of the forces trying to reveal you.

Vendetta

You long to destroy one of your enemies in particular. The rating determines the target's power and influence, and how prepared he is to face you.

Vow

You've made a promise you intend to keep, no matter the cost. The rating determines the difficulty in fulfilling the vow.

Wanted

You're wanted for a crime that you may or may not have committed. The rating determines the power and resources of the person or organization seeking to take you into custody, as well as the severity of the sentence you face if caught.

SKILLS

^A This skill takes a penalty based on armor worn.
^T This skill may not be attempted unless you have at least 1 rank in it.

COMMUNICATIONS

COMMUNICATIONS			
Skill	Att	Skill	Att
Communications	I.Q.	Radar/Sonar	I.Q.
Cryptography	I.Q.	Signaling	I.Q.
ECM	I.Q.	Surveillance Systems	I.Q.
Laser Comm	I.Q.	T.V./Video	I.Q.
Microwave Comm	I.Q.	Telephone Networks	I.Q.
Optic Systems	I.Q.		

CULTURAL/DOMESTIC

CULTURAL/DOMESTIC			
Skill	Att	Skill	Att
Acting	M.A.	Masseuse	P.P.
Bonsai	P.P.	Mountaineering	P.S.
Calligraphy	P.P.	Play Musical Instrument	-
Cook	-	Poetry	-
Dance	P.P.	Profession	M.E.
Diplomacy	M.A.	Public Speaking	M.A.
Etiquette	M.A.	Sewing	P.P.
Fishing	-	Sexual Techniques	P.E.
Flower Arrangement	P.P.	Sing	-
Gambling	M.E.	Spelunking	I.Q.
Gaming	I.Q.	Sports	-
Gardening	M.E.	Stand-Up	M.A.
Handle Animal	M.A.		

ELECTRICAL

ELECTRICAL			
Skill	Att	Skill	Att
Computer Repair	I.Q.	Electronics: Micro	I.Q.
Electrical Engineer	I.Q.	Electronics: Robot	I.Q.
Electronics: Basic	I.Q.		

ESPIONAGE

ESPIONAGE			
Skill	Att	Skill	Att
Binding	P.P.	Interrogation	M.A.
Cryptography	I.Q.	Intimidation	M.A.
Disguise	M.E.	Pick Locks	P.P.
Escape Artist	P.P.	Pick Pockets	P.P.
Forgery	I.Q.	Search	P.O.
Gather Information	M.A.	Sense Motive	M.E.
Imitate Voice	-	Sniper	P.O.
Initiative	P.O.	Survival	I.Q.
Intelligence		Tracking	P.O.

MECHANICAL

MECHANICAL			
Skill	Att	Skill	Att
Armorer	P.S.	Mechanics: Auto	I.Q.
Blacksmith	P.S.	Mechanics: Robot	I.Q.
Bowyer	P.P.	Weapons Engineer	I.Q.
Locksmith	P.P.	Weaponsmith	P.S.
Mechanical Engineer	I.Q.	Whitesmith	P.P.
Mechanics: Aircraft	I.Q.		

MEDICAL

MEDICAL			
Skill	Att	Skill	Att
First Aid	I.Q.	Medical Doctor: Cybernetic	I.Q.
Forensics	I.Q.	Paramedic	I.Q.
Holistic Medicine	M.E.	Pathology	I.Q.
Medical Doctor	I.Q.	Psychology	I.Q.

MILITARY

MILITARY			
Skill	Att	Skill	Att
Camouflage	M.E.	Intimidation	M.A.
Demolitions	I.Q.	Paradrop	P.P.
Endurance ^A	P.E.	Survival	I.Q.
E.O.D.	I.Q.	Tactics	I.Q.
Falconry	M.A.		

PHYSICAL

PHYSICAL			
Skill	Att	Skill	Att
Acrobatics ^A	P.P.	Initiative ^A	P.O.
Athletics	-	Jump ^A	P.S.
Body Building	P.S.	Listen	P.O.
Boxing	-	Paradrop ^A	P.P.
Climbing ^A	P.S.	Prowl ^A	P.P.
Endurance ^A	P.E.	Running	-
Gymnastics ^A	P.P.	Spot	P.O.
Hand to Hand: Assassin ^A	P.P.	Swimming ^A	P.S.
Hand to Hand: Basic ^A	P.P.	Swimming: Advanced ^A	P.S.
Hand to Hand: Expert ^A	P.P.	Wrestling	-
Hand to Hand: Martial Arts ^A	P.P.		

PILOT

PILOT			
Skill	Att	Skill	Att
Automobile	P.P.	Pilot Airplane	P.P.
Boat: Motor	P.P.	Pilot Helicopter	P.P.
Boat: River-Type	P.P.	Pilot Hovercraft	P.P.
Boat: Sail Type	P.P.	Pilot Jet Aircraft	P.P.
Heavy Vehicles	P.P.	Pilot Jet Fighter	P.P.
Horsemanship Basic	P.P.	Pilot Jet Pack	P.P.
Horsemanship Elite	P.P.	Pilot Ship	I.Q.
Horsemanship Expert	P.P.	Pilot Tanks	P.P.
Motorcycle	P.P.	Truck	P.P.

PILOT-RELATED

PILOT-RELATED			
Skill	Att	Skill	Att
Navigation	I.Q.	Weapon Systems	I.Q.
Read Sensor Equipment	I.Q.		

ROGUE

ROGUE			
Skill	Att	Skill	Att
Bluff	M.A.	Pick Locks	P.P.
Computer Hacking	I.Q.	Pick Pockets	P.P.
Concealment	P.P.	Poison Use	I.Q.
Disable Security	I.Q.	Prowl	P.P.
Intimidation	M.A.	Search	I.Q.
Investigate	I.Q.	Sense Motive	M.E.
Palming	P.P.	Streetwise	M.E.

SCIENCE

SCIENCE			
Skill	Att	Skill	Att
Anthropology	I.Q.	Chemistry	I.Q.
Archaeology	I.Q.	Math: Advanced	I.Q.
Astronomy	I.Q.	Math: Basic	I.Q.
Biology	I.Q.	Physics	I.Q.
Botany	I.Q.		

TECHNICAL

TECHNICAL			
Skill	Att	Skill	Att
Animal Husbandry	M.E.	Lore: Demons and Monsters	I.Q.
Art	-	Lore: Fae	I.Q.
Computer Networks	I.Q.	Lore: Magic	I.Q.
Computer Operation	I.Q.	Lore: Mythology	I.Q.
Computer Programming	I.Q.	Lore: Religion	I.Q.
Cryptography	I.Q.	Lore: Technology	I.Q.
Heraldry	I.Q.	Photography	I.Q.
History	I.Q.	Popular Culture	I.Q.
Language	I.Q.	Repair	I.Q.
Law	I.Q.	Research	I.Q.
Literacy	I.Q.	Sign Language	I.Q.
Lore: City	I.Q.	Writing	-
Lore: Current Events	I.Q.		

TEMPLE

TEMPLE			
Skill	Att	Skill	Att
Begging	M.A.	Geomancy	I.Q.
Concentration	P.E.	Meditation	M.E.
Fasting	M.E.	Philosophies	I.Q.

WEAPON PROFICIENCIES

WEAPON PROFICIENCIES			
Skill	Att	Skill	Att
W.P. Archery	P.P.	W.P. Heavy Weapon	P.P.
W.P. Artillery		W.P. Knife	P.P.
W.P. Assault Rifle	P.P.	W.P. Large Sword	P.P.
W.P. Axe	P.P.	W.P. Machine Gun	P.P.
W.P. Black Powder	P.P.	W.P. Mortar	
W.P. Chain	P.P.	W.P. Mouth Weapon	P.P.
W.P. Club	P.P.	W.P. Paired Weapons	-
W.P. Crossbow	P.P.	W.P. Pick/Hammer	P.P.
W.P. Energy Assault Rifle	P.P.	W.P. Pike	P.P.
W.P. Energy Handgun	P.P.	W.P. Ray	P.P.
W.P. Energy Heavy Weapon	P.P.	W.P. Rifle	P.P.
W.P. Energy Machine Gun	P.P.	W.P. Shield	P.P.
W.P. Energy Rifle	P.P.	W.P. Shotgun	P.P.
W.P. Energy SMG	P.P.	W.P. Sling	P.P.
W.P. Flail	P.P.	W.P. Small Sword	P.P.
W.P. Flamethrower	P.P.	W.P. SMG	P.P.
W.P. Grenade	P.P.	W.P. Spear	P.P.
W.P. Grenade Launcher	P.P.	W.P. Staff	P.P.
W.P. Gunnery	P.P.	W.P. Thrown	P.P.
W.P. Handgun	P.P.	W.P. Whip	P.P.

WILDERNESS

WILDERNESS			
Skill	Att	Skill	Att
Boat Building	I.Q.	Preserve Food	I.Q.
Carpentry	I.Q.	Skin & Prepare Animal Hides	I.Q.
Identify Plants & Fruits	I.Q.	Survival (select 1)	I.Q.

WILDERNESS

Skill	Att	Skill	Att
Land Navigation	I.Q.	Track Animals	P.O.

AID ANOTHER

As normal, when someone is performing a skill check, his allies can attempt to aid him by making their own skill checks. The DC for these skill checks is 10; if successful, the main character gains a +2 bonus for each successful aid attempt, limited by the number of people who can conceivably fit around him for any given task.

If the aid another skill check is a critical failure (see below), the main character takes a -2 penalty (per critical failure). On a critical success, the bonus increases to +4.

For every 10 full ranks the helper has in the applicable skill, increase the bonus of a successful aid another attempt by +1.

The above rules apply to using Aid Another in combat as well.

In addition, a character with 5 or more ranks in a skill who is currently using that skill, can take a -4 penalty on his skill check in order to provide allies within 30 ft. a +2 bonus to their skill checks for the same skill (the allies must be able to see and hear you). This, for example, allows a person skilled at using Hide to provide a bonus to allied Hide checks, while taking a penalty on his own.

For every additional 5 ranks you have in the skill, you can increase the penalty in 4-point increments to increase the allied bonus in 2-point increments.

CRITICAL SKILL CHECKS

Critical Success

You score a critical success on a skill check when your skill check result exceeds the DC *2. For example, if you have to make a DC 15 Balance check, you score a critical success if you roll a 31 or better. The effects of a critical success are explained below, although the GM may apply different effects as necessary.

Critical Failure

You critically fail a skill check if you fail the check by more than 15 points. For example, if, against the DC 15 Balance check, you roll a 0 or worse, you fail critically. The effects of critical failures are explained below, although the GM may apply different effects as necessary.

In many cases, skill descriptions include a result if you fail by "x" or more; if that effect is different than the critical failure effect, it applies normally.

USING SKILLS TO CRAFT ITEMS

Shoddy Goods: When using a Craft skill to build something, you can choose to create a sub-par item. When doing so, reduce the materials PDC by 2 points, and the time by 50%. Anyone inspecting the item is allowed a Spot check opposing your Craft result to determine the flawed quality.

Shoddy goods generally impose a -2 penalty to tasks performed with them (when applicable). A shoddy armor provides 2 points less DR, a shoddy weapon automatically malfunctions or breaks on a natural 1, etc.

For every 5 ranks you have in Forgery, you gain an effective +2 bonus to your Craft result only for the purpose of spoofing an inspection.

SKILL DESCRIPTIONS

Acrobatics

As per d20 Balance, Tumble plus the following. Acrobatics Tumble DCs are 5 points higher than normal.

If you have 5 or more ranks in Acrobatics, you gain a +2 synergy bonus to Climbing checks involving ropes.

If you have 5 or more ranks in Acrobatics, you gain a +1 synergy bonus to Jump checks.

If you have ranks in acrobatics, it's assumed you do not have a fear of heights.

Rank 1: +1 P.S.

Rank 2: +1d2 P.P.

Rank 3: +1 P.E.

Rank 4: +1d6 S.D.C.

Rank 5: +2 Roll with Blow

Tumble

Tumble Past Opponents: You can use Acrobatics to move through an opponent's threatened space. You can move up to one-half your speed (round down) in this manner. Make a DC 25 Acrobatics check; if this fails, you move normally (up to half speed). If the check is successful, you add your Acrobatics ranks to your dodge bonus against any attacks of opportunity the opponent makes during your movement.

Tumble Through Opponents: This is similar to tumbling around an opponent, but moves you through the opponent's space instead of around

it. It follows the same procedure, but you take a -5 penalty to your Acrobatics check.

Accelerate Tumbling: You can attempt an accelerated tumble, moving at your normal speed instead of one-half, but you take a -10 penalty to your Acrobatics check.

Modifiers: Apply the following modifiers to your Acrobatics check:

TUMBLE MODIFIERS	
Surface Is . . .	Mod
Lightly obstructed (scree, light rubble, shallow bog ¹ , undergrowth)	-2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	-5
Lightly slippery (wet floor)	-2
Severely slippery (ice sheet)	-5
Sloped or angled	-2

¹ Tumbling is impossible in a deep bog.

Instant Stand: With a DC 30 Acrobatics check, you can get up from prone as a free action instead of a standard action or as counting for your movement. This provokes normally. You can attempt to do this without provoking by rolling against DC 40.

Balance:

- **Success:** You move at twice the speed you attempted to move (up to double your speed).
- **Failure:** You fall; alternately, you freeze in place, requiring someone to come get you.

Land Softly:

- **Success:** Subtract 10 ft. from the distance fallen before determining damage.
- **Failure:** You land poorly, taking an additional 50% damage.

Tumble:

- **Success:** You move without provoking attacks of opportunity.
- **Failure:** Against any attacks of opportunity, you are treated as flat-footed.

Acting

As d20 Perform, with regards to acting.

- **Great Performance:** A great performance provides you with a +1 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.
- **Memorable Performance:** A memorable performance provides you with a +2 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.
- **Masterpiece Performance:** A masterpiece performance provides you with a +3 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.

You may also use Perform to panhandle, earning a tiny income.

- **Amateur Performance:** You can earn enough in a day to buy maybe a cup of coffee or a donut.
- **Routine Performance:** You can earn enough in a day to buy a cup of coffee and a donut.
- **Great Performance:** You can earn enough in a day to buy a combo meal from McDonald's.
- **Memorable Performance:** You can earn enough in a day to buy a bottle of booze and a combo meal.
- **Masterpiece Performance:** Booze, combo meal, and maybe even a cheap hooker.

Acting may provide a circumstance bonus to Bluff, Diplomacy, and Disguise checks in some situations.

Animal Husbandry

You are familiar with the care, feeding, breeding, reproduction, treatment and behavior of domestic animals. This skill is used for basic care of said animals, and breeding of animals for specific qualities.

Every 5 ranks in Animal Husbandry provides a +1 synergy bonus to Handle Animal checks.

Anthropology

Xxx

Archaeology

Xxx

Armorer

Skill in evaluating, building, and repairing armor.

Art

As per d20 Craft (visual arts).

Astronomy

Xxx

Athletics

General athletics training.

Rank 1: +1 P.S. or +1 P.P. (your choice)

Rank 2: +1 P.E.

Rank 3: +1d4 Spd.

Rank 4: +1d8 S.D.C.

Rank 5: +1 Dodge

Rank 6: +1 Roll with Blow

Automobile

As per d20 Drive.

- **Success:** You gain a +4 bonus on your next check, assuming it takes place as a part of this movement.
- **Failure:** You lose control of the vehicle.

Begging

The skill of convincing passersby to give you money. Your open-ended skill check determines your success.

- **Amateur Performance:** You can earn enough in a day to buy maybe a cup of coffee or a donut.
- **Routine Performance:** You can earn enough in a day to buy a cup of coffee and a donut.
- **Great Performance:** You can earn enough in a day to buy a combo meal from McDonald's.
- **Memorable Performance:** You can earn enough in a day to buy a bottle of booze and a combo meal.
- **Masterpiece Performance:** Booze, combo meal, and maybe even a decent hooker.

Binding

As d20 Use Rope.

- **Success:** The knot won't come undone even under extreme circumstances; if used to bind someone, they must score a critical success to escape.
- **Failure:** The knot comes undone at a critical moment, or a bound person escapes with no check required.

Biology

As per d20 Knowledge (earth and life sciences).

Blacksmith

Xxx

Bluff

As per d20 rules, plus the following:

Bolster Troop Morale: If you are in charge of soldiers (regulars or conscripts), you can use Bluff to bolster their morale temporarily before a battle. Make a Bluff check, opposed by a single Sense Motive check (see below for modifiers) made by the troops (if the unit consists of mixed experience troops, such as Green, Regular, and Veteran), make a separate check for each type. New recruits gain a +1 bonus. Veteran and Elite troops gain a +6 bonus to their Sense Motive check.

If successful, the troops gain a +2 modifier on their next Morale check made to see if they route. As long as the battle moves in your favor, they retain this bonus. If the battle turns against you, however, they take a -2 penalty to further checks made in that battle. If you lose the battle, they retain the -2 penalty for as long as you command the unit, until you score a significant victory.

You can apply this to as many as 10 troops per rank in Bluff.

This takes at least a full-round action, and you can only use it on the same troops once per 24 hours.

BOLSTER MORALE MODIFIERS	
Circumstance	SenMot Mod
The target wants to believe you ("You have trained for this! They'll never know what hit them")	-5
The bluff is believable "Orcs don't fight well in sunlight! We can take them!")	+0

BOLSTER MORALE MODIFIERS	
Circumstance	SenMot Mod
The bluff is a little hard to believe ("Ogres are just a little taller than you! Gang up on them!")	+5
The bluff is hard to believe ("Dragons can only breath fire once per day! He's done now, we can get him!")	+10

Heckle: You can use Bluff to heckle a performer. This takes a minute, and has no re-try. To heckle, make a Bluff check opposed by the performer's Will save. If you have companions heckling with you, they can provide an aid another bonus by making DC 10 Bluff checks.

If you win the check, the performer must make an immediate performance skill check with a penalty of -2. This check replaces any previous check the performer may have rolled.

If the performer wins, the audience sides with him, and he gains a (retroactive) +2 bonus to his performance skill check for the remainder of the performance. If the performer scores a critical success the audience turns against you.

Idle Chitchat: You can draw unwilling or uninterested persons into idle chitchat by faking some knowledge or common ground with them. The attempt requires at least one round of conversation to succeed. If successful, you can occupy the person's attention for one minute per M.A. modifier (minimum of one minute), allowing others to sneak past the conversant, hide, or retreat. Holding the person's attention longer requires another successful check. Failure indicates that the other conversant finds your attempts at conversation boring and a waste of time, and she seeks the earliest opportunity to leave.

Taunt: You can use the Bluff skill to goad an opponent into attacking you. As with a feint, you take a standard action and roll a Bluff check, opposed by the target's Sense Motive check. You cannot taunt a non-intelligent creature. If the Bluff check is successful, the target must attack you with his next action. Apply the following modifiers to the Bluff check.

BLUFF TAUNT MODIFIERS	
Circumstance	Check Modifier
Opponent has another target	-2
Opponent is angry with you	+2
Opponent is fleeing	-6
Opponent is hostile	+3
Opponent is indifferent	+0
Opponent is I.Q. 1 or 2	-8
Opponent is unfriendly	+2
You appear to be helpless	+4
You appear to be unarmed	+2

Standard:

- Success:* The target believes your bluff for the next minute.
- Failure:* Not only does the target see through your bluff, he reacts in the worst way possible.

Feinting:

- Success:* The target is flat-footed against you for an entire round, not just a single attack.
- Failure:* You take a -4 penalty to further attempts to feint the target.

Bolster Troop Morale:

- Success:* Increase bonus to +4.
- Failure:* Troops take a -2 penalty to Morale checks for the battle.

Diversion:

- Success:* You gain a +4 bonus to the Prowl check.
- Failure:* As long as you remain in the general area, those in the area gain a +4 bonus to see you.

Heckle:

- Success:* performer makes check at -6 penalty.
- Failure:* Crowd turns against you.

Idle Chitchat:

- Success:* Double the duration.
- Failure:* Target's attitude worsens by one step.

Secret Message:

- Success:* The target gains a +4 bonus to understand the message.
- Failure:* The target receives a completely different message.

Taunt:

- Success:* The target targets you not only with his next attack, but for the remainder of the battle.
- Failure:* The target is immune to further Bluff checks from you for the remainder of the battle.

Boat: Motor

As per d20 Drive.

- Success:* You gain a +4 bonus on your next check, assuming it takes place as a part of this movement.
- Failure:* You lose control of the vehicle.

Boat: River-Type

As per d20 Drive.

- Success:* You gain a +4 bonus on your next check, assuming it takes place as a part of this movement.
- Failure:* You lose control of the vehicle.

Boat: Sail Type

As per d20 Drive.

- Success:* You gain a +4 bonus on your next check, assuming it takes place as a part of this movement.
- Failure:* You lose control of the vehicle.

Boat Building

As per d20 Craft (structural) with regards to building rafts, small rowboats, large flat-bed boats, canoes, etc. Assuming suitable tools and materials are available:

- Small raft (2-man) takes 1d6+1 hours
- Larger raft takes 4d6 hours
- Canoe takes 2d6 days
- Rowboat takes 4d4 days
- A large flat-bed boat takes 10d4 days

Body Building

Bonuses assume a regular routine. If interrupted, bonuses may be temporarily reduced.

- Rank 1: +1 P.S.
- Rank 2: +5 S.D.C.
- Rank 3: +1 P.S.
- Rank 4: +5 S.D.C.

Bonsai

Xxx

Botany

As per d20 Knowledge (earth and life sciences).

Bowyer

Xxx

Boxing

Rough amateur training.

- Rank 1: +1 P.S.
- Rank 2: +1 Roll with Blow
- Rank 3: +1 parry, dodge (unarmed combat only)
- Rank 4: +2d6 S.D.C.
- Rank 5: Knockout on natural 20 (unarmed combat only, opponent is -5 to save).

Calligraphy

As per d20 Craft (visual arts) specialized in calligraphy.

Camouflage

Essentially, treat this as using the d20 Hide skill, but in regards to camouflaging other people and objects

Carpentry

As per d20 Craft (structural) plus the following:

Fortifications: Characters can make fortifications to aid them in combat, from the simple (yet effective) foxhole, to the bunkers described in the Modern Core Rulebook. Hasty fortifications can be constructed more quickly. For each five points by which the character's skill check exceeds the DC, reduce the construction time by one hour. Vehicles in the new vehicles section can reduce many of these times to minutes.

FORTIFICATIONS			
Name	DC	Time	Effect
Dug In (Small Vehicle)	5	24 hrs.	1/4 Cover
Deep	5	36 hrs.	1/2 Cover
Dug In (Med. Vehicle)	5	36 hrs.	1/4 Cover
Deep	5	48 hrs.	1/2 Cover
Dug In (Lg. Vehicle)	5	48 hrs.	1/4 Cover
Deep	5	72 hrs.	1/2 Cover

FORTIFICATIONS			
Name	DC	Time	Effect
Foxhole (shallow)	5	8 hrs. per man	1/4 Cover
Foxhole (deep)	5	12 hrs. per man	1/2 Cover

Anti-Mobility Construction: Fortifications are also useful to deny an enemy use of its vehicles in a certain area or from a certain direction.

ANTI-MOBILITY CONSTRUCTIONS			
Name	DC	Time	Effect
Road Break (shallow)	5	12 hrs per 4 feet	Ditch
Road Break (deep)	10	18 hrs per 4 feet	Culvert

Mobility Construction: The opposite of anti-mobility, allows you to get where you're going faster, land aircraft safely, and cross raging rivers. Again, the right equipment (such as a Bridgelayer) can reduce construction times substantially.

- **Improved road:** Allows wheeled vehicles to move at 75% speed.
- **Pontoon bridge:** Allows vehicles to cross at 50% speed.
- **Runway, improvised:** Allows aircraft to land.
- **Runway, long:** Safer than short.
- **Runway, short:** Safer than improvised.
- **Sectional bridge:** Allows vehicles to cross at normal speed.

MOBILITY CONSTRUCTIONS		
Name	DC	Time
Improved Road	15	12/hrs per mile
Improved Runway	15	8 hrs.
Long Runway	20	24 hrs.
Pontoon Bridge (lg. River)	15	24 hrs.
Pontoon Bridge (med. River)	15	18 hrs.
Pontoon Bridge (small river)	15	12 hrs.
Sectional Bridge (lg. River)	20	36 hrs.
Sectional Bridge (med. River)	20	24 hrs.
Sectional Bridge (small river)	20	18 hrs.
Short Runway	18	12 hrs.

- *Success:* You create the item in one-half the normal time.
- *Failure:* The item is ruined, as are all the materials.

Chemistry

As per d20 Craft (chemical) and Craft (pharmaceutical).

Chemical

- *Success:* You create the target in one-half the normal time.
- *Failure: (acid)* You spill the acid on yourself; **(explosive)** the compound detonates; **(poison)** you are exposed to the substance.

Pharmaceutical

- *Success:* You create the compound in one-half the normal time, or it provides a +4 bonus instead of +2.
- *Failure:* The compound is ruined, as are all the materials (if you fail by more than 25 points, the compound appears normal, but acts as arsenic)

Climbing

As per d20 plus (you cannot dodge while climbing, but you can parry at -4) plus the following:

- Rank 1:** +1 P.S.
- Rank 2:** +1 P.E.
- Rank 3:** +1d6 S.D.C.

Combat climb: When using Climb, you can take a -20 penalty to your check in order to retain the ability to dodge.

Rappelling: Rappelling is a special skill involving ropes rigged specifically for this purpose. Rappelling requires a Use Rope check to get the ropes ready. Special Forces use Rappelling to quickly insert troops into a landing zone without the landing craft (typically a helicopter) needing to land. A character who makes a successful Climb check can descend 100 feet per round by Rappelling.

Each 100 feet descended by Rappelling requires a new skill check. If this check is failed, the character has become fouled in the ropes, and dangles helplessly, 10-60 feet above the ground (add 100 feet for each skill check the character has not yet made if Rappelling more than 100 feet), exposed to enemy fire. This check can be retried each round, or the character can cut himself free and fall the remaining distance to the

ground.

Scaling Attack: Against a larger opponent, you grab hold of its belt, armor, scales, horned plates, or other footholds to scramble up its body and attack.

Against a creature that is at least two size categories larger than you, you may make a Climb check as a standard action (the opponent can make an opposing attack roll). If you succeed, you climb your opponent as per the Climb skill. You must use one hand to hold on as you take other actions, you cannot use a shield, and you lose all P.P. and dodge-based bonuses to Defense. The opponent you climbed loses his P.P. and dodge-based Defense bonuses against your attacks. You occupy the same space as your foe. You provoke an attack of opportunity for entering a foe's space. In addition, you suffer a -2 penalty to your Climb check if you have only one free hand.

Your opponent can attempt to knock you loose by making an attack roll opposed by your Climb check. If he succeeds, you fall and take damage as if he hit you with a slam attack (consult the MM for damage for a slam based on the creature's size) and from falling. You land prone in a randomly determined, unoccupied square adjacent to your foe. If all of the adjacent squares are filled, you land in the nearest empty square (determine randomly if necessary).

- *Success:* You move at twice the speed you attempted to move (up to double your speed).
- *Failure:* You fall; alternately, you free in place, requiring someone to come get you.

Communications

This skill represents familiarity with communications systems, from backpack sized satellite radios to the satellites themselves.

Check: Unless there is severe weather, your transmitter is damaged, or an enemy is actively jamming his signal, there is usually no need to make a check. If your transmitter is damaged, then the DC of your skill check is 10 + the amount of damage the system has suffered. If there is a storm, the DC could be anywhere from 15 for an extremely heavy thunderstorm to 30 for hurricane conditions. If you are attempting to overcome enemy ECM, then the DC is usually a skill vs. skill contest.

If you roll the DC needed *exactly*, then a partial, garbled message gets through.

Jamming: Most of the time, this skill is not rolled against a static DC, but rather rolled as a skill (Communications) vs. skill (ECM) contest against the opponent. The character engaging in active jamming rolls his ECM skill check first, which sets the DC for his opponent's Communications skill to successfully get a signal through.

Signal Interception: As with Jamming, this is a skill vs. skill contest against an opponent's Communications skill. Success allows you to intercept an enemy transmission. Understanding that transmission is usually a function of your language skills and/or Cryptography (for transmissions in code).

Signal Triangulation: Once a signal has been intercepted, you may make another skill check (DC 5 higher than the check required to intercept a signal) to determine where that signal was broadcast.

Try Again? You may retry the skill whenever conditions improve. If the storm lessens, or if your transmitter is repaired (even partially), you may try again. If you are trying to pierce enemy Jamming, you may try every round. In the case of documents coded with Cryptography, you may try again, but disposing of the original becomes a serious security issue in such a case.

Special: n/a

Time: Most of the functions of this skill take at least one full round, but in some cases, may proceed round to round. Cryptography takes a varying amount of time based on the length of the prepared document.

Take 10/20: You can Take 10 on any non-opposed check and on Cryptography checks, but you cannot take 20.

- *Success:* You perform the task one one-half the normal time.
- *Failure:* You botch the check; opposing checks for the remainder of the encounter gain a +4 bonus.

Computer Hacking

As per d20 Computer Use concerning applicable aspects.

Computer Networks

As per d20 Computer Use concerning applicable aspects.

Computer Operation

As per d20 Computer Use concerning applicable aspects.

Computer Programming

As per d20 Computer Use concerning applicable aspects.

Computer Repair

As d20 Repair, but only with regards to computers and computer equipment.

Concealment

As per d20 Sleight of Hand with regards to concealing an object on your person by continual unobserved shifting of its location.

Concentration

As per d20.

- **Success:** You can complete the task with no further Concentration tasks.
- **Failure:** You fail at the task, and cannot attempt it again until at least one of the distractions is removed.

Cook

You will not normally have to make a check for a standard meal such as weekday dinner. You do make a check when working from a complex recipe, designing a complex recipe, or trying to create a particularly fancy meal (such as for a dinner party), and when cooking on the hoof (as when used in conjunction with Survival).

When working from a complex recipe, the DC is based on the recipe, as it is when designing a new recipe. When making a fancy meal, the DC is based on how fancy you want it to be. When cooking on the hoof, the DC is typically 15 to make sure the food is edible with necessary death of bacteria and germs.

Try Again? If cooking, you can try again but you are starting over again and will need new ingredients.

Time: Cooking checks take anywhere from 15 minutes to 6 hours.

Take 10/20: Yes.

- **Success:** You create a superior repast that, in certain circumstances, can add a +1 bonus to your Reputation.
- **Failure:** Everyone who consumes the meal must make a DC 15 Fortitude save or suffer nausea for 3d30 hours.

Cryptography

As per d20 Decipher Script plus the following:

When a document is prepared using Cryptography, the person encoding that document makes a skill check, which becomes the DC for any future Cryptography skill check to decode the document. This skill also includes burst transmissions, and other forms of electronic coding.

- **Success:** If encrypting, you code can be broken only by a critical success; if decrypting, you do so in one-half the normal time.
- **Failure:** If encrypting, attempt to break the code are automatically successful; if decrypting, you fail, and cannot decrypt the code – someone else must decrypt it instead.

Dance

As d20 Perform, with regards to dancing.

- **Great Performance:** A great performance provides you with a +1 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.
- **Memorable Performance:** A memorable performance provides you with a +2 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.
- **Masterpiece Performance:** A masterpiece performance provides you with a +3 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.

You may also use Perform to panhandle, earning a tiny income.

- **Amateur Performance:** You can earn enough in a day to buy maybe a cup of coffee or a donut.
- **Routine Performance:** You can earn enough in a day to buy a cup of coffee and a donut.
- **Great Performance:** You can earn enough in a day to buy a combo meal from McDonald's.
- **Memorable Performance:** You can earn enough in a day to buy a bottle of booze and a combo meal.
- **Masterpiece Performance:** Booze, combo meal, and maybe even a cheap hooker.

Demolitions

As per d20.

Set Detonator:

- **Success:** You set the detonator as a standard action.
- **Failure:** The device detonates.

Place Explosive:

- **Success:** The device deals *2 damage to the structure (*3 damage if you beat the DC by more than 20 points).

- **Failure:** The device detonates.

Diplomacy

Use this skill to ask the local baron for assistance, to convince a band of thugs not to attack you, or to talk your way into someplace you aren't supposed to be.

Check: You can propose a trade or agreement to another creature with your words; a Diplomacy check can then persuade them that accepting it is a good idea. Either side of the deal may involve physical goods, money, services, promises, or abstract concepts like "satisfaction." The DC for the Diplomacy check is based on three factors: who the target is, the relationship between the target and the character making the check, and the risk vs. reward factor of the deal proposed.

The Target: The base DC for any Diplomacy check is equal to the 15 + the M.E. modifier of the character in the group with the highest M.E.. High M.E. characters are more likely to perceive the speaker's real motives and aims. By applying the highest modifiers in any group, a powerful king (for example) might gain benefit from a very wise advisor who listens in court and counsels him accordingly. For this purpose, a number of characters is only a "group" if they are committed to all following the same course of action. Either one NPC is in charge, or they agree to act by consensus. If each member is going to make up their mind on their own, roll separate Diplomacy checks against each.

The Relationship: Whether they love, hate, or have never met each other, the relationship between two people always influences any request.

- **-10 Intimate:** Someone who with whom you have an implicit trust. Example: A lover or spouse.
- **-7 Friend:** Someone with whom you have a regularly positive personal relationship. Example: A long-time buddy or a sibling.
- **-5 Ally:** Someone on the same team, but with whom you have no personal relationship. Example: A cleric of the same religion or a knight serving the same king.
- **-2 Acquaintance (Positive):** Someone you have met several times with no particularly negative experiences. Example: The blacksmith that buys your looted equipment regularly.
- **+0 Just Met:** No relationship whatsoever. Example: A guard at a castle or a traveler on a road.
- **+2 Acquaintance (Negative):** Someone you have met several times with no particularly positive experiences. Example: A town guard that has arrested you for drunkenness once or twice.
- **+5 Enemy:** Someone on an opposed team, with whom you have no personal relationship. Example: A cleric of a philosophically-opposed religion or an orc bandit who is robbing you.
- **+7 Personal Foe:** Someone with whom you have a regularly antagonistic personal relationship. Example: An evil warlord whom you are attempting to thwart, or a bounty hunter who is tracking you down for your crimes.
- **+10 Nemesis:** Someone who has sworn to do you, personally, harm. Example: The brother of a man you murdered in cold blood.

Risk vs. Reward Judgment: The amount of personal benefit must always be weighed against the potential risks for any deal proposed. It is important to remember to consider this adjustment from the point of view of the NPC themselves and what they might value; while \$100 might be chump change to an adventurer, it may represent several months' earnings for a poor farmer. Likewise, a heroic paladin is unlikely to be persuaded from his tenets for any amount of gold, though he might be convinced that a greater good is served by the proposed deal. When dealing with multiple people at once, always consider the benefits to the person who is in clear command, if any hierarchy exists within the group.

- **-10 Fantastic:** The reward for accepting the deal is very worthwhile, and the risk is either acceptable or extremely unlikely. The best-case scenario is a virtual guarantee. Example: An offer to pay a lot of gold for something of no value to the subject, such as information that is not a secret.
- **-5 Favorable:** The reward is good, and the risk is tolerable. If all goes according to plan, the deal will end up benefiting the subject. Example: A request to aid the party in battle against a weak goblin tribe in return for a cut of the money and first pick of the magic items.
- **+0 Even:** The reward and risk are more or less even, or the deal involves neither reward nor risk. Example: A request for directions to someplace that is not a secret.
- **+5 Unfavorable:** The reward is not enough compared to the risk involved; even if all goes according to plan, chances are it will end up badly for the subject. Example: A request to free a prisoner the subject is guarding (for which he or she will probably be fired) in return for a small amount of money.
- **+10 Horrible:** There is no conceivable way the proposed

plan could end up with the subject ahead, or the worst-case scenario is guaranteed to occur. Example: A offer to trade a bit of dirty string for a castle.

Success or Failure: If the Diplomacy check beats the DC, the subject accepts the proposal, with no changes or with minor (mostly idiosyncratic) changes. If the check fails by 5 or less, the subject does not accept the deal but may, at the DM's option, present a counter-offer that would push the deal up one place on the risk-vs.-reward list. For example, a counter-offer might make an Even deal Favorable for the subject. The character who made the Diplomacy check can simply accept the counter-offer, if they choose; no further check will be required. If the check fails by 10 or more, the Diplomacy is over; the subject will entertain no further deals, and may become hostile or take other steps to end the conversation.

Haggling

Diplomacy is occasionally used to haggle. Both parties roll Diplomacy checks; high roll wins. If the seller wins, the price (purchase DC) either remains the same, or, in some cases, increases by 1 to 4 points. If the buyer wins, the price decreases by one. Each haggling session takes 1d4 minutes, and if the rolls tie, then roll again, taking another 1d4 minutes. Once a haggling check fails, it cannot be retried on the same seller for 24 hours. The seller's attitude towards the buyer affects the seller's Diplomacy check as follows:

- **Hostile:** The seller, if he is even willing to deal with you, receives a +10 bonus to his check.
- **Unfriendly:** The seller, if he is even willing to deal with you, receives a +5 bonus to his check.
- **Indifferent:** An indifferent seller receives no modifier to his check.
- **Friendly:** A friendly seller receives no modifier to his check.
- **Helpful:** A helpful seller suffers a -2 penalty to his check.

Action: Making a request or proposing a deal generally requires at least 1 full minute. In many situations, this time requirement may greatly increase.

Try Again: If you alter the parameters of the deal you are proposing, you may try to convince the subject that this new deal is even better than the last one. This is essentially how people haggle. As long as you never roll 10 or less than the DC on your Diplomacy check, you can continue to offer deals.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 synergy bonus to Diplomacy. No other skill provides a synergy bonus to Diplomacy.

Seduction Modifications

One of the possible uses for Diplomacy is the art of seduction. A successful seduction check makes the target interested in you sexually. Often, it means the target is willing to find a private corner, or invite you to their place or go to yours for a romp. It can also cause the target to believe that your interest is more than just sexual.

The target must be a sexually active individual who is willing and able to copulate. This aspect of Diplomacy does not force someone to act outside their nature (you probably aren't going to convince a nun to take it doggy style in the bathroom).

When making a Diplomacy check for seduction, apply the following modifiers to the DC:

- Target is drunk, fatigued, energy drained or otherwise impaired -5
- The setting is social and relaxed +0
- The setting is formal +5

Standard:

- **Success:** The target acts according to your demands almost completely, and probably with a little something extra.
- **Failure:** The target ends the interaction immediately, and may attempt to remove you or have you removed. He will accept no further attempts for several days at least.

Seduction:

- **Success:** The target may become infatuated with you, or even consider doing something they wouldn't normally do.
- **Failure:** The target ends the interaction immediately, and will not accept any future attempts.

Disable Security

As per d20 Disable Device but not counting mechanical locks (see Pick Locks).

- **Success:** You disable the device in one-half the normal time.
- **Failure:** You "jam" the device and take a -4 penalty to future attempt to disable it for the remainder of the encounter (or until repaired as applicable).

Disguise

As per d20.

- **Success:** The disguise can only be penetrated by an opposed critical success.
- **Failure:** The disguise appears perfectly functional but will fail at a critical moment.

E.O.D.

As per d20 Demolitions with regards to disarming and removing explosives.

- **Success:** You disarm the device in one-half the normal time.
- **Failure:** The device detonates.

ECM

ECM = Electronic Counter-Measures. Knowledge and experience with using communications devices and equipment to interfere with communications. Typically used to oppose Communications checks.

Electrical Engineer

As per d20 Craft (electronic).

- **Success:** You create the item in one-half the normal time.
- **Failure:** The item is ruined, as are all the materials.

Electronics: Basic

As per d20 Repair with regards to simple electronic devices. Can be used as Craft (electronic) at +10 DC.

Electronics: Micro

As per d20 Repair with regards to micro- and smaller electronic circuits and devices. Can be used as Craft (electronic) with regards to said devices.

Electronics: Robot

Requires Electrical Engineer.

As per Craft (electronic) and Repair with regards to robotic systems and A.I. If you lack this skill, you can use Craft (electronic) and Repair at -10 penalties.

Endurance

You can push yourself beyond normal physical limitations.

Check: You make a check in the following situations:

Force March: Each hour of walking after 8 requires an Endurance check. The initial DC is 10, +2 per additional hour. If this fails, you become fatigued. If it fails a second time, you become exhausted. If it fails a third time, you must cease movement in order to rest.

Hold Breath: You use your Endurance skill to hold your breath.

Ignore Hunger: You use your Endurance skill to stave off the effects of hunger and starvation.

Ignore Thirst: You use your Endurance skill to stave off the effects of thirst and dehydration.

Run: DC 10 +1 per check? When running, you can maintain a running pace for a number of rounds equal to your P.E. score. After this, you must begin making Endurance checks with a DC of 10 +1 per previous check. If this fails, you must quit running (normal movement at best) for 1 minute. Note you can move at less than a full run – at *2, you can go for 5* the duration before checking; at *3, you can go for 3* the duration before checking.

Sleep in Armor: Normally, if you sleep in medium or heavy armor, you are fatigued the next day. You can negate this effect by making an Endurance check. The DC is 20 for Medium armor, and 25 for Heavy armor. If successful, you are not fatigued.

Swim: Extended periods of swimming tax your endurance. For each hour that you swim, you must make an Endurance check. The DC is 15 +2 per previous check. Failure results in you becoming fatigued. If you fail again, you become exhausted. If you fail a third time, you become unconscious. If you are simply treading water, you gain a +5 bonus to the check.

Try Again? You can attempt to make new skill checks as described above. You cannot try again on sleeping in armor checks.

Special: The Endurance feat adds a +4 bonus to Endurance checks.

Time: The amount of time required by a check depends on the aspect as described above.

Take 10/20: You can Take 10 on an Endurance check, but you cannot Take 20.

Force March:

- **Success:** You can go for twice as long before the next check.
- **Failure:** You must immediately cease your movement and are exhausted.

Hold Breath:

- **Success:** You gain a checkless round of holding your breath.
- **Failure:** You immediately void your lungs and begin to suffer the effects.

Ignore Hunger:

- *Success:* You gain a +4 bonus to the next check.
- *Failure:* You take double subdual or P.E. damage.

Ignore Thirst:

- *Success:* You gain a +4 bonus to the next check.
- *Failure:* You take double subdual or P.E. damage.

Run:

- *Success:* You gain a +4 bonus to the next check.
- *Failure:* You must immediately cease running for at least 1d10 minutes of rest.

Sleep in Armor:

- *Success:* You gain a +4 bonus to the check the next night.
- *Failure:* You are exhausted instead of fatigued.

Swim:

- *Success:* You gain a +4 bonus to the next check.
- *Failure:* You are immediately exhausted.

Escape Artist

As per d20.

- *Success:* You escape in one-half the normal time; or, if moving through a tight space, you have to make only the single check.
- *Failure:* You are trapped – someone else must free you.

Etiquette

A general knowledge of how to act in different social situations. This skill is often specialized, such as Etiquette – Military, Etiquette – Geek, etc. Such specialized skills have much more narrow fields, but the DCs are typically lower.

Generally a skill check is required to determine the proper social course of action (which, once you know the proper course, you are free to ignore). Failed checks can range from slightly embarrassing results to potentially fatal results.

Every 5 ranks in the proper Etiquette skill can provide a +1 synergy bonus to certain Bluff, Diplomacy, and Disguise checks.

Falconry

Xxx

Fasting

As long as you have sufficient water, you can survive without food for a number of days equal to your P.E. score before you start making starvation checks, and you use this skill in place of Endurance for those checks.

First Aid

Restore Hit Points: DC 20. This can restore 1 hit location hit point per location as long as the location isn't in the negatives, and only once. This can restore up to 1d4 subdual hit points per day.

Revive Dazed, Stunned, Unconscious: This is a full-round action, otherwise as per Treat Injury.

Stabilize Dying Characters: When you tend to a dying character, make a skill check with a DC equal to 20 + the number of rounds the character has been dying. If successful, the character receives a second save to determine how long until he dies, but with a bonus equal to your skill check result minus the DC.

Restore HP:

- *Success:* Restore double the amount.
- *Failure:* You actually deal a point of damage.

Revive:

- *Success:* You perform this as a standard action.
- *Failure:* You worsen the condition, doubling the duration.

Stabilize:

- *Success:* You stabilize the target, and he gains 1 hit point.
- *Failure:* The patient goes into shock and dies.

Fishing

A knowledge of the techniques used in fishing, the ability to determine particularly good places for fishing, etc. Can function in place of survival for finding food assuming you're in a location that can provide proper fishing.

Flower Arrangement

Xxx

Forensics

Xxx

Forgery

As per d20.

- *Success:* The forgery can only be detected with an opposed critical success.
- *Failure:* The forgery appears perfectly function and passes all quality examinations, but fails at a critical moment.

Gambling

As per d20 Gamble.

- *Success:* You gain a +4 bonus to the check on the next hand/round/game with the same players during this encounter.
- *Failure:* You take a -4 penalty to the check on the next hand/round/game with the same players during this encounter.

Gaming

Xxx

Gardening

Xxx

Gather Information

As per d20.

When you are attempting to use Gather Information about an individual, you receive a +1 bonus to the check for every two full points of Reputation bonus the target has (i.e., a Rep of +0 to +1 provides no bonus, while +2 to +2 provides a +1 bonus, etc).

- *Success:* You gain not only the answer to your inquiry, but any related information.
- *Failure:* You receive false information or the target of your inquiry automatically learns that you're nosing around.

Geomancy

Xxx

Gymnastics

As per d20 Balance, Tumble plus the following. When performing maneuvers above the ground more than about 10 ft., Gymnastics DCs are 5 points higher.

If you have 5 or more ranks in Gymnastics, you gain a +2 synergy bonus to Jump checks.

Rank 1: +1d2 P.S.

Rank 2: +1d2 P.P.

Rank 3: +1 P.E.

Rank 4: +2d6 S.D.C.

Rank 5: +2 Roll with Blow

Tumble

Tumble Past Opponents: You can use Gymnastics to move through an opponent's threatened space. You can move up to one-half your speed (round down) in this manner. Make a DC 20 Gymnastics check; if this fails, you move normally (up to half speed). If the check is successful, you add your Gymnastics ranks to your dodge bonus against any attacks of opportunity the opponent makes during your movement.

Tumble Through Opponents: This is similar to tumbling around an opponent, but moves you through the opponent's space instead of around it. It follows the same procedure, but you take a -5 penalty to your Gymnastics check.

Accelerate Tumbling: You can attempt an accelerated tumble, moving at your normal speed instead of one-half, but you take a -10 penalty to your Gymnastics check.

Modifiers: Apply the following modifiers to your Gymnastics check:

TUMBLE MODIFIERS	
Surface Is . . .	Mod
Lightly obstructed (scree, light rubble, shallow bog ¹ , undergrowth)	-2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	-5
Lightly slippery (wet floor)	-2
Severely slippery (ice sheet)	-5
Sloped or angled	-2

¹ Tumbling is impossible in a deep bog.

Instant Stand: With a DC 25 Gymnastics check, you can get up from prone as a free action instead of a standard action or as counting for your movement. This provokes normally. You can attempt to do this without provoking by rolling against DC 35.

Log roll: Maintaining your balance on a rolling log, barrel, boulder, or similar object requires a DC 20 Gymnastics check. A logrolling character can move at his normal speed, but any change in direction requires an additional Gymnastics check. Rolling any faster than a walk increases the DC to 30.

Resist trip: If you have 10+ ranks in Gymnastics, you can make a Gymnastics check -10 to avoid being tripped in place if a P.S. or P.P. check.

Standing on a moving mount or vehicle: Standing up in a horse's saddle, the roof of a moving coach or wagon, or car, is possible. When attempting this on a creature using normal movement rules, the DC is 15 at normal speeds, and 25 if running.

When attempting this on a mount using vehicle speeds, the DC is 15 at 25% max speed, 20 at 50% max speed, 30 at 75% max speed, and 40 at all-out speed.

Terrain and the actual object or creature being stood upon may modify all DCs. When standing on mounts, Horsemanship checks may be required as well.

Throw someone off balance: If you and an opponent are standing on the same precarious surface, one that is susceptible to swaying (such as a tightrope, small rowboat, rope bridge, etc), you can attempt to rock the surface and throw your opponent off balance by making an opposed Gymnastics check as an action. The loser of the check is considered off balance until his next action (opponents get a +2 bonus to attack him and he loses his P.P. bonus to dodge). If the winner and loser differ by 5 or more, the loser falls, suffering any appropriate damage.

Balance:

- **Success:** You move at twice the speed you attempted to move (up to double your speed).
- **Failure:** You fall; alternately, you freeze in place, requiring someone to come get you.

Land Softly:

- **Success:** Subtract 10 ft. from the distance fallen before determining damage.
- **Failure:** You land poorly, taking an additional 50% damage.

Tumble:

- **Success:** You move without provoking attacks of opportunity.
- **Failure:** Against any attacks of opportunity, you are treated as flat-footed.

Hand to Hand Note

Hand to Hand Skills: If you select a class that provides a Hand to hand skill as an O.C.C. skill, you can upgrade that that skill by sacrificing some of your initial O.C.C. Related skill selections. If you upgrade to a Martial art form, you must meet the requirements of that form.

- **Hand to Hand – Basic:** upgrade to HtH - Expert for -1 skill; upgrade to HtH – Martial Arts (or Assassin if Evil) -2 skills, upgrade to Martial Art Form -6 skills.
- **Hand to Hand – Expert:** upgrade to HtH – Martial Arts (or Assassin if Evil) for -1 skill; upgrade to Martial Art Form -4 skills.
- **Hand to Hand – Martial Arts:** upgrade to Martial Art Form for -3 skills.
- **Hand to Hand – Assassin:** Upgrade to Martial Art Form for -3 skills plus the skill costs of the form.

Hand to Hand: Assassin

XXX

Hand to Hand: Basic

XXX

Hand to Hand: Expert

XXX

Hand to Hand: Martial Arts

XXX

Handle Animal

As per d20 plus the following:

New Tricks:

Aid attack (DC 20): As a standard action, the animal aids your attack or that of another creature. When commanding the animal, you specify both the recipient of the aid and the target. The animal provides a

standard aid another bonus to the recipient's attack roll. The animal must know the Attack trick before it can learn this trick.

Aid defense (DC 20): As a standard action, the animal aids your Defense or that of another creature. When commanding the animal, you specify both the recipient of the aid. The animal provides a standard aid another bonus to the recipient's Defense. The animal must know the Defend trick before it can learn this trick.

Hold (DC 20): The animal initiates a grapple attack and attempts to hold a designated enemy with its arms, claws, or teeth. An animal with improved grab uses that ability normally; otherwise, this follows the normal rules for grappling, including provoking attacks of opportunity. The animal must know the Attack trick in order to learn this trick.

Home (DC 20): The animal returns to the location where it was trained to perform this trick, travelling overland as required.

Hunt (DC 15): The animal attempts to hunt and forage for you, using its Survival skill. This trick allows the animal to return to you with foraged food instead of simply eating found food itself.

Stalk (DC 20): The animal follows a designated target, doing its best to remain undetected, until the target is wounded or resting, when the animal then attacks. The animal must know the Attack trick in order to learn this trick.

Steal (DC 20): The animal grabs an object in the possession of a target creature, wrests it away (following the normal rules), and brings it to you. If multiple objects are available, the animal grabs a random object. The animal must know the Fetch trick in order to learn this one.

Warn (DC 20): The animal reacts to new creatures coming near, even without any command being given, regardless of how the animal detects the newcomer. The exact warning sound given is based on the animal and the sound selected when the trick is learned (this cannot be changed). If the newcomer does not stop after this warning, it attacks. As part of its training, the animal can be taught to ignore specific creatures. The animal must know the Guard trick in order to learn this trick.

Handle/Push:

- **Success:** The animal gains a +1 bonus on its next related action.
- **Failure:** The animal panics and you must make a DC 20 handle Animal check to bring it back under control.

Teach/Train:

- **Success:** You teach or train the animal in one-half the normal time.
- **Failure:** The animal refuses to learn anything from you ever, and other handlers take a -5 penalty to their attempt to teach or train the beast.

Heavy Vehicles

As per d20 Drive.

- **Success:** You gain a +4 bonus on your next check, assuming it takes place as a part of this movement.
- **Failure:** You lose control of the vehicle.

Heraldry

Knowledge of and ability to identify various heraldic symbols. Depending on the era and campaign, this can include things such as sport team logos and corporate logos.

History

As per d20 Knowledge (history).

Holistic Medicine

Essentially the use of natural herbs, plants, and other natural substances to aid in healing and health. You make a skill check to gather the appropriate ingredients and a skill check to prepare them.

You can create tonics that will double the healing rate for as long as taken (up to a number of days equal to the target's P.E. score, then an equal amount of time must be spent without being used).

You can also create substances that will provide two saving throws instead of the standard single save against diseases and poisons.

Horsemanship Basic

As per d20 Ride.

Guide w/Knees:

- **Success:** Your next check to guide with your knees gains a +4 bonus during this encounter.
- **Failure:** You fall off the mount.

Stay in Saddle:

- **Success:** You gain a +4 bonus to your next check to remain in the saddle during this encounter.
- **Failure:** You fall, taking double damage.

Fight:

- **Success:** You can control the mount as a free action for the round.
- **Failure:** You lose control of the animal.

Cover:

- **Success:** You gain complete cover.
- **Failure:** You fall off the mount.

Soft Fall:

- **Success:** You take no damage and can regain your feet as an immediate free action.
- **Failure:** You fall, taking double damage.

Leap:

As per Jump.

Fast Mount:

- **Success:** You mount so perfectly that you gain a +1 bonus to Ride checks for the remainder of the round.
- **Failure:** You fail to mount the beast, and cannot attempt to do so again this round.

Horsemanship Expert

As per d20 Ride, plus the following:

- **Damage:** +1d6 melee when mounted (+1d8 with a charge).
- **Defense:** +2 parry and dodge while mounted.
- **Mounted archery:** Reduce the penalty for ranged attacks from a moving mount to one-half normal.
- **Mounted combat:** Once per round when your mount is hit in combat, you may attempt a Horsemanship check (as a reaction) to negate the hit. The hit is negated if your Horsemanship check result is greater than the opponent's attack roll.

Horsemanship Elite

As per d20 Ride plus the following:

- **Damage:** +1d6+4 melee when mounted (+1d12+4 with a charge).
- **Defense:** +2 parry and dodge while mounted.
- **Mounted archery:** Reduce the penalty for ranged attacks from a moving mount to one-half normal.
- **Mounted combat:** Once per round when your mount is hit in combat, you may attempt a Horsemanship check (as a reaction) to negate the hit. The hit is negated if your Horsemanship check result is greater than the opponent's attack roll.

Identify Plants and fruits

You are skilled in identifying various plants, fruits, and other vegetation.

Imitate Voice

You are gifted at mimicking others' voice patterns. You suffer a -3 circumstance penalty when trying to imitate someone of the opposite gender. When you impersonate an individual's voice over the phone, those who know the individual automatically receive Listen checks at +4. When trying to impersonate someone else in public, a successful mimic adds a +2 circumstance bonus to Disguise.

Initiative

You are skilled at reacting first in situations of conflict.

Initiative: Make an Initiative check as per the normal rules; however, instead of simply rolling 1d20 + P.O. mod, you roll this skill instead.

Avoid Feint: When an opponent attempts to Bluff you in combat for a feint, you can oppose his check with either Initiative or Sense Motive.

Try Again? No.

Time: Initiative checks are essentially timeless checks barring special circumstances.

Take 10/20: You can Take 10 on an Initiative check, but not Take 20.

Intelligence

Xxx

Interrogation

When you attempt to use Interrogation to gain information from a target, you make your skill check with modifiers from the table below. The opponent makes an opposing check consisting of 1d20 + Will save + modifier.

INTERROGATION MODIFIERS	
Condition	Modifier
Each consecutive day target is interrogated	+1 per day
Target is fatigued	+2
Target is exhausted	+6
First 8 points of damage done to the target	+1
Each 4 points after the first 8	-1

Intimidation

When you attempt to use Intimidate to alter a person's behavior, you make your skill check (using your M.A. modifier and, if threatening or implying that you will do direct harm, your P.S. modifier). The opponent makes an opposing check consisting of 1d20 + Will save + modifier.

The effect lasts as long as the target remains in your presence, and for 1d6×10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

Demoralize Opponent: You can also use Intimidate to weaken an opponent's resolve in combat as a standard action. To do so, make an opposed Intimidate check (described above). If you win, the target becomes shaken for 1 round.

Duel of Wills (psychic duel): You can confront an enemy in the moments before battle in an attempt to crush his will.

You must declare this before/when the GM calls for Initiative. The opponent must be within 30 ft., able to see you, and have an I.Q. of 3 or better.

The opponent has three options:

- **Engage:** Both of you make Intimidate checks; high roll wins. The winner gains a +1 attack and damage bonus against the loser, while the loser takes a -1 attack and Defense penalty against the winner for the encounter.
- **Ignore:** The opponent can simply ignore your attempt. Make a DC 15 Intimidate check; if successful, you gain a +1 bonus to attack and damage against the opponent for one round.
- **Submit:** The victim takes a -2 Initiative penalty, and for one round, a -1 attack and damage penalty against you.

If one side or the other has clearly superior forces (numerically or in quality) backing him up, he gains a +2 bonus to any applicable check.

You can only instigate one duel of wills per encounter.

Investigate

As per d20.

- **Success:** You collect the evidence in one-half the normal time, or, when applicable, lab tests gain a +4 bonus.
- **Failure:** You either completely misinterpret a clue, or ruin physical evidence.

Jump

As per d20 with the following modifications:

As per core, a Jump check is P.S.-based but modified by your weight. Subtract your Heavy Encumbrance load from your body weight (weight - heavy load). If this leaves a positive number, divide the remainder by 15, and take that as a penalty to Jump checks.

If this results in a negative number, divide the result by 15, and apply it as a bonus to your Jump checks.

For example, let's say you weigh 150 pounds, and have a P.S. of 10 (100 lb. heavy load). $150-100=50/15=3.3$, rounded up to a -4 penalty.

Conversely, let's say you weigh 200 pounds, with a P.S. of 18 (300 heavy). $200-300=-100/15=-6.6$, rounded to a +7 bonus.

To jump over or across something, you must make a Jump check. The base DC for such a check is 10. This allows you to jump the following distances.

- **High Jump:** (10 ft. + P.S. modifier) /4.
- **Running High Jump:** (10 ft. + P.S. modifier) /3.
- **Long Jump:** (10 ft. + P.S. modifier) /2.
- **Running Long Jump (20 ft.):** 10 ft. + P.S. modifier.

For each halving of the distance, you gain a +4 bonus. For each 50% increase, you take a -4 penalty.

If your speed is less than 30 feet, you take a -6 penalty for every 10 feet (or fraction thereof) of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet (or fraction thereof) beyond 30 feet.

Jumping movement counts against your movement for the round, but even if your jump exceeds your normal movement, you take no movement penalties the next round.

- **Success:** Not only do you land exactly where you desire, but you treat only half the distance jumped against your movement for the round.
- **Failure:** You fall with no chance to grab something.

Land Navigation

As per d20 Survival with regards to avoiding getting lost and avoiding natural hazards.

Language

As per d20.

- **Success:** You command the language perfectly and have perfect understanding and communication for the encounter.
- **Failure:** You completely misunderstand the language for

the duration of the encounter.

Laser Comm

This works much like Communications, but applies specifically to laser communication devices.

Law

As per d20 Knowledge (civics).

Listen

As per d20 Listen.

Literacy

As per d20 AHR Read/Write Language.

- *Success:* You read the language perfectly, with no chance of misunderstanding.
- *Failure:* You fail to read the language, and take a -4 penalty on future attempt to translate that particular document.

Locksmith

xxx

Lore: City

You are quite knowledgeable about the city you reside in (assuming you've lived there at least 6 months). Simple checks indicate that you know the best restaurants, clubs, and sporting venues and the like, as well as the basic history of the city. More difficult checks allow for more obscure knowledge.

Lore: Current Events

As per d20 Knowledge (current events).

Lore: Demons and Monsters

As per a d20 Knowledge skill, in regards to demons, monsters, and fantastical creatures from myth, religion, folk tales, and so forth.

Lore: Fae

As per a d20 Knowledge skill, in regards to faerie creatures and the like from a variety of cultures.

Lore: Magic

As per d20 Knowledge (arcane lore).

Lore: Mythology

As per d20 Knowledge (theology and philosophy) with regards to world mythologies.

Lore: Popular Culture

As per d20 Knowledge (popular culture).

Lore: Religion

As per d20 Knowledge (theology and philosophy).

Lore: Technology

As per d20 Knowledge (technology).

Masseuse

xxx

Math: Advanced

Includes basic math skills, as well as algebra, geometry, trigonometry, calculus, and techniques for using advanced mathematical formulae.

Math: Basic

Basic math skills, including addition, subtraction, multiplication, division, and fractions.

Mechanical Engineer

As per d20 Craft (mechanical).

- *Success:* You create the item in one-half the normal time.
- *Failure:* The item is ruined, as are all the materials.

Ammunition: This skill is used for hand loading ammunition. Hand loading is a moderate Craft check, with success loading a number of rounds equal to 10 +1 per 5 points over the DC, or the limit of your available brass, whichever comes first.

Black Powder Firearms: In addition to the listed uses, Craft (mechanical) is also used to build black powder firearms. This is a DC 20

check with a Time of 18 hours.

Mechanics: Aircraft

As per d20 Craft (mechanical) and Repair with regards to aircraft engines, aerodynamics, and the like.

Mechanics: Auto

As per d20 Craft (mechanical) and Repair with regards to internal combustion engines. Also includes body work, methanol, ethanol, and diesel engines.

Mechanics: Robot

Requires Mechanical Engineer.

As per Craft (mechanical) and Repair with regards to robotic systems and A.I. If you lack this skill, you can use Craft (mechanical) and Repair at -10 penalties.

Medical Doctor

Long-Term Care: The base DC is 15; if successful, hit location hit points heal at double the base rate, while general and subdual hit points gain a daily healing bonus equal to the check result -15. You can tend a number of patients equal to one-half your skill ranks (rounded down) without penalty. For each additional patient, you take a -2 penalty.

Restore Hit Points: DC 15. This can restore 1 hit location hit point per location up to once per day. This can restore up to 1d4 subdual hit points per day.

Revive Dazed, Stunned, Unconscious: This is a full-round action.

Stabilize Dying Characters: When you tend to a dying character, make a skill check with a DC equal to 15 + the number of rounds the character has been dying. If successful, the character receives a second save to determine how long until he dies, but with a bonus equal to your skill check result minus the DC.

Surgery: Surgery is required for healing certain enhanced critical hit effects. Surgery does not restore any hit points to the hit location, but allows the area to heal properly.

Surgery requires recovery time. Surgery performed to aid with negative hit points in a hit location requires recovery time equal to 1 day per hour of surgery time. During this time, the subject suffers penalties as if exhausted. He is then fatigued for one-half the time he was exhausted.

Treat Disease: The DC for this equals the save DC of the disease.

Treat Poison: The DC for this equals the save DC of the poison.

Long-term:

- *Success:* Hit locations gain +1 HP; subdual hit point gain +5 HP.
- *Failure:* The patient receives no healing for the day.

Restore HP:

- *Success:* Restore double the amount.
- *Failure:* You actually deal a point of damage.

Revive:

- *Success:* You perform this as a standard action.
- *Failure:* You worsen the condition, doubling the duration.

Stabilize:

- *Success:* You stabilize the target, and he gains 1 hit point.
- *Failure:* The patient goes into shock and dies.

Surgery:

- *Success:* You perform the surgery in one-half the normal time.
- *Failure:* You botch the surgery, dealing 1d6 damage to the location.

Treat Disease:

- *Success:* The target gains a +4 bonus to save (in addition to treatment bonuses).
- *Failure:* Any of your further attempts to treat this incident of the disease for this subject automatically fail.

Treat Poison:

- *Success:* You completely neutralize the secondary effects.
- *Failure:* You administer the wrong treatment, causing the subject to take a -4 penalty to save versus the secondary effects.

Medical Doctor: Cybernetic

As per Medical Doctor, with a focus on surgery and the removal and implantation of bionic and cybernetic components.

When used for surgery, reduce applicable DC by 5 points, but increase non-related medical DCs by +5.

Meditation

xxx

Microwave Comm

This works much like Communications, but applies specifically to microwave

communication devices.

Motorcycle

As per d20 Drive.

- *Success:* You gain a +4 bonus on your next check, assuming it takes place as a part of this movement.
- *Failure:* You lose control of the vehicle.

Mountaineering

As per d20 Climb with regards to hills and mountains when using specialized climbing gear. This also acts as Survival for mountainous high-altitude environments.

Critical success and failures as per Climb and Survival as applicable.

Navigation

As per d20 Navigate, but keep in mind this does require some kind of instrumentation.

Forward Observation: With a map, direct visual contact, or similar means of accurately determining one's location is available, you may make a DC 20 Navigate check to determine the coordinates of a target (-6 penalty if you do not have a map with coordinates). You can then pass along the information to another person, typically an artilleryist or pilot, who doesn't have line of sight to the target. This recipient must then also make a DC 20 Navigate check to ensure that the coordinates are properly received.

If both checks are successful, he gains a bonus on his next attack roll against that target. The bonus is +1, with an additional +1 per 5 points over the DC. Conversely, if both checks fail, you relay faulty information, and the attack takes a -1 penalty per 5 points by which you missed the DC.

- *Success:* You find a route that knocks about 25% off your best travel time.
- *Failure:* You get lost, and take a -4 penalty on further attempts to find your way.

Optic Systems

Xxx

Palming

As per d20 Sleight of Hand:

- *Success:* Only a critical success on the attempt to detect your action will notice your sleight of hand.
- *Failure:* Everyone within line of sight notices your poor attempt.

Paradrop

Airborne insertions are a powerful military tool for inserting soldiers behind enemy lines for scouting, surprise raids, and special operations. In modern warfare, heavily fortified positions can be bypassed, encircled, and defeated with far less casualties than were taken in past conflicts. This skill allows a character to land precisely where she wishes to, and also allows parachuting under less than ideal conditions (from a very fast-moving craft, a low-flying craft and so forth). This skill also covers preparing equipment to be dropped.

Failing this check means the character lands 100 yards off target for every two points by which his roll missed the DC. Failing a check by more than 5 means the character has landed somewhere dangerous (depending on the situation, a dangerous landing could be in proximity to enemy soldiers, power lines, dense foliage, etc).

Failing the check to safely land in dense foliage such as a forest means the character has become fouled in the brush 10-100 feet above the ground. Getting down usually involves climbing or simply cutting yourself free and falling the remaining distance.

Failing the check from a high speed or low altitude insertion results in 1-4 points of damage per 2 points by which the character missed the DC (in addition to possibly landing off target, and landing somewhere dangerous). The character may attempt an Acrobatics or Gymnastics check (DC 15) to reduce this damage by half.

Forces on the ground need to roll a Spot check (DC 10) to detect incoming paratroopers 1-6 rounds (50-300 ft) before landing. Paratroopers in the air are extremely vulnerable to enemy fire, being treated as flat-footed both while in the air, and for 1-4 rounds after they land (while the soldiers get free of their heavy parachute riggings). A successful Paradrop skill (DC 15) will allow a character to get clear of his riggings in the minimum time (1 round).

For these reasons, soldiers will only be dropped into a hostile landing zone when absolutely necessary. Often Special Operations forces will be sent in first, to make sure an area is secure (neutralizing any enemy forces encountered) before more conventional troops are paradropped in.

For special operations, the HALO, or High Altitude Low Opening method of deployment is considered the ideal. Troops are dropped from extreme altitude, making the presence of aircraft harder to detect. The

soldiers so deployed then wait until they are extremely low before deploying their parachutes. HALO landings are only spotted by forces on the ground on a Spot check of 20 or higher, and if a HALO drop is spotted, forces on the ground only have 1-2 rounds at which to attack the incoming paratroopers.

LALO, or Low Altitude Low Opening method of deployment is also very popular, used when aircraft must come in under the radar of a potentially hostile group, or to avoid a diplomatic incident. LALO insertions are risky, as the soldiers are pulled from the craft, their chute opens, and they hit the ground, all in under a minute. On a LALO jump, characters receive 2d6 points of subdual damage from the stress and impacts of the jump.

PARADROP SAMPLE DCs

Sample Actions	DC
Land within 100 feet of target	15
Land within 100 yards of target	10
Land within one mile of target	5
Paradrop Safely through dense Foliage	25
HALO	+5
LALO	+5
Paradrop Equipment	20
Clear Rigging in 1 round	15

- *Success:* You land precisely and perfectly. Attempts to detect your landing take a -4 penalty.
- *Failure:* You land hard, taking double the normal damage.

Paramedic

Restore Hit Points: DC 15. This can restore 1 hit location hit point per location as long as the location isn't in the negatives, as often as once per day. This can restore up to 1d4 subdual hit points per day.

Revive Dazed, Stunned, Unconscious: This is a full-round action, otherwise as per Treat Injury.

Stabilize Dying Characters: When you tend to a dying character, make a skill check with a DC equal to 15 + the number of rounds the character has been dying. If successful, the character receives a second save to determine how long until he dies, but with a bonus equal to your skill check result minus the DC.

Restore HP:

- *Success:* Restore double the amount.
- *Failure:* You actually deal a point of damage.

Revive:

- *Success:* You perform this as a standard action.
- *Failure:* You worsen the condition, doubling the duration.

Stabilize:

- *Success:* You stabilize the target, and he gains 1 hit point.
- *Failure:* The patient goes into shock and dies.

Pathology

Xxx

Philosophies

Xxx

As per d20 Knowledge (theology and philosophy), except each one is a separate skill relating to

Photography

Xxx

Physics

As per d20 Knowledge (physical sciences).

Pick locks

As per d20 Disable Device but only with regards to mechanical and archaic locking mechanisms.

- *Success:* You disable the device in one-half the normal time.
- *Failure:* You "jam" the device and take a -4 penalty to future attempt to disable it for the remainder of the encounter (or until repaired as applicable).

Pick Pockets

As per d20 Sleight of Hand with regards to stealing things from people.

Pilot Airplane

As per d20 Pilot.

- **Success:** You gain a +4 bonus on your next check, assuming it takes place as a part of this movement.
- **Failure:** You lose control of the vehicle.

Under most normal circumstances (with characters being able to take 10 on piloting skill checks), there is no need to make a skill check to land an aircraft. However, pilots conducting special operations rarely land at well-lit airports during the day.

ADVERSE LANDING DCs	
Landing in Adverse Conditions	DC
Carrier Deck	20
Improvised Runway	20
Short Runway	15
Normal Runway	10
Mildly Adverse Weather (Thunderstorm)	+5
Adverse Weather (High Winds, Fog, Extreme Cold)	+10
Seriously Adverse Weather (Hurricane, Blizzard)	+15
Mildly Crowded Airspace (Medium Airport)	+5
Crowded Airspace (Large Airport, Medium Airport at Peak)	+10

- **Success:** You gain a +4 bonus on your next check, assuming it takes place as a part of this movement.
- **Failure:** You lose control of the vehicle.

Pilot Helicopter

As per d20 Pilot.

- **Success:** You gain a +4 bonus on your next check, assuming it takes place as a part of this movement.
- **Failure:** You lose control of the vehicle.

Pilot Hovercraft

As per d20 Pilot.

- **Success:** You gain a +4 bonus on your next check, assuming it takes place as a part of this movement.
- **Failure:** You lose control of the vehicle.

Pilot Jet Aircraft

As per d20 Pilot.

- **Success:** You gain a +4 bonus on your next check, assuming it takes place as a part of this movement.
- **Failure:** You lose control of the vehicle.

Pilot Jet Fighter

As per d20 Pilot.

- **Success:** You gain a +4 bonus on your next check, assuming it takes place as a part of this movement.
- **Failure:** You lose control of the vehicle.

Pilot Jet Pack

As per d20 Pilot.

- **Success:** You gain a +4 bonus on your next check, assuming it takes place as a part of this movement.
- **Failure:** You lose control of the vehicle.

Pilot Ship

As per d20 Drive.

- **Success:** You gain a +4 bonus on your next check, assuming it takes place as a part of this movement.
- **Failure:** You lose control of the vehicle.

Pilot Tanks

As per d20 Drive.

- **Success:** You gain a +4 bonus on your next check, assuming it takes place as a part of this movement.
- **Failure:** You lose control of the vehicle.

Play Musical Instrument

As d20 Perform, with regards to musical instruments.

- **Great Performance:** A great performance provides you with a +1 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.
- **Memorable Performance:** A memorable performance provides you with a +2 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.
- **Masterpiece Performance:** A masterpiece performance provides you with a +3 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.

You may also use Perform to panhandle, earning a tiny income.

- **Amateur Performance:** You can earn enough in a day to buy maybe a cup of coffee or a donut.
- **Routine Performance:** You can earn enough in a day to buy a cup of coffee and a donut.
- **Great Performance:** You can earn enough in a day to buy a combo meal from McDonald's.
- **Memorable Performance:** You can earn enough in a day to buy a bottle of booze and a combo meal.
- **Masterpiece Performance:** Booze, combo meal, and maybe even a cheap hooker.

Poetry

As per d20 Craft (writing) specific to poetry. Includes haiku.

Poison Use

Xxx

Preserve food

Xxx

Profession

The Profession skill can represent an actual job, investment savvy, and a variety of other circumstances.

Mechanically speaking, you cannot spend XP in play to increase your Wealth bonus unless you have ranks in Profession.

Your Profession skill is a primary factor in determining your monthly income as well. Each setting will have an income determination based on Financial Condition. Your Profession skill ranks determines your base Financial Condition as follows (note that in some settings, things such as birthright may override this as your Base, or the point distribution may differ).

Profession ranks	Financial Condition
0	Impoverished/in debt
1 – 8	Struggling
9 – 20	Middle class
21 – 30	Affluent
31 – 40	Wealthy
41 – 60	Rich
61+	Very rich

Note that every month, you are required to make a DC 5 Profession check in order to maintain your income level.

In any given month, you can increase your profession by 1 rank at the normal cost. Each additional rank in the same month is double the cost of the previous rank (2 XP, 4 XP, 8 XP, 16 XP, etc.)

Prowl

As per d20 Hide, Move Silently.

Psychology

Xxx

Brainwashing. You can alter behavior through long-term techniques. You can perform this once you have 10 ranks in the skill.

By depriving a character under your control (your victim) of basic necessities (typically food and sleep), while at the same insisting your love and devotion to the victim's well-being (even if the victim is imprisoned and being forcefully denied food and sleep), you cause the victim to take 1 point of M.E. damage each day with a successful Psychology check with a DC equal to 15 + victim's Will save bonus. When the victim's M.E. reaches zero, you may remove one of his allegiances, and replace it with an allegiance of your choice. You may also alter his alignment by one step.

The removal of this condition involves a process known as "deprogramming" and requires a Psychology check with a DC of 20 + victim's Will save bonus. Once the initial roll is made, you may continue the process, adding +1 to your roll each day until the DC is reached. This process is likely to be resisted by the brainwashed individual and is considered by some as cruel as the initial brainwashing.

Public Speaking

Xxx

Radar/Sonar

Xxx

Sonar Operation: Sonar operators use what is known as passive sonar to detect enemy vessels on most occasions. Passive sonar gives the best of detecting your enemy without aiding his efforts to detect you. Sonar

operators have finely tuned senses of hearing capable of discerning minute differences in pressure and motion in the waters around their ship. These natural capabilities are backed up by computers sophisticated enough to identify submarines by name by the sound they make when moving through the water. This skill is opposed by the Drive skill of an enemy submarine in submarine warfare.

Active Sonar grants an operator a +10 to his skill check, but grants the same bonus to any enemy in the area to detect *him*. Thus, this method of sonar detection is often only used by surface vessels and aircraft that have a clear advantage over any submarine in terms of weaponry and speed.

Read Sensor Equipment

xxx

Repair

As per d20 except that, as this is a general repair skill, increase DC by +5.

- **Success:** You complete the repairs in one-half the normal time, or jury-rigged items last twice as long.
- **Failure:** You break the item in such a manner that future attempts to repair it take a -4 penalty, or jury-rigged items fail completely.

Research

As per d20.

- **Success:** You complete your research in one-half the normal time, or find additional related information.
- **Failure:** You fail to find anything and take a -4 penalty on future attempts to research that particular subject.

Running

Bonuses assume a regular routine. If interrupted, bonuses may be temporarily reduced.

- Rank 1:** +1d4 Spd.
- Rank 2:** +1 P.E.
- Rank 3:** +1d4 Spd.
- Rank 4:** +1d4 Spd.
- Rank 5:** +1d4 Spd.

Search

As per d20.

- **Success:** You find everything in the target square, as well as in the adjacent squares, or you find everything the target is attempting to conceal from you.
- **Failure:** If the square contains a trap, you trigger it. Otherwise, you disturb anything that could be found in such a way that other attempts to search for it take a -4 penalty, and you are completely convinced that there is nothing of interest in the square.

Sense Motive

As per d20 plus the following:

Determine Allegiance: With a successful DC 25 check, you can get a feeling for what motivates the character in terms of allegiances (if used). A successful check reveals the character's two most important allegiances (in general terms). For example, you might learn that law and love for nation are of uppermost importance to an individual. When dealing with a law enforcement officer, such a sense check may reveal the character's bribability.

Determine Alignment: With a successful DC 25 check, you can get a feeling for what motivates the character in terms of alignment (if used).

- **Success:** You intuit extremely accurate information.
- **Failure:** You utterly misinterpret the information.

Sewing

Repairing garments is a DC 15 check unless the damage is extensive. When creating a garment, the DC is based on the complexity of the garment (taking into account style and materials).

Try Again? When sewing, you can try again with new materials.

Time: Sewing checks take from 5 minutes (simple repairs) to days.

Take 10/20: Yes.

- **Success:** It is of masterwork quality.
- **Failure:** It is poor and will fall apart as the first opportunity.

Sexual Techniques

This skill encompasses an understanding of a wide array of sexual styles and techniques. Those lacking ranks in this skill are fully capable of engaging in satisfying sexual encounters; they simply lack knowledge of the finer points of the act.

Check: This is an open-ended check, with the result indicating the level of performance.

Try Again? Yes, if you have the stamina, you may attempt this skill check again after a 30-minute rest period, but each additional check in a 24-hour period suffers a -2 penalty, and increases the DC for sustaining the encounter to the next higher number.

Special: If you have 5 or more ranks in Perform (sexual techniques), you gain a +2 circumstance bonus on Diplomacy checks made to seduce an individual.

Time: The time required for this check is a function of both your desire, the partner or partners' desires, and the your P.E. score. To determine the maximum amount of time that you can sustain the activity, make a P.E. check.

SUSTAIN DC	
Length of Time	DC
20 minutes	10
30 minutes	12
40 minutes	14
50 minutes	16
1 hour	18
2 hours	25
3 hours	30
Per additional hour	+5

Apply the following modifiers to the P.E. check:

- +2 if your partner has 5 or more ranks in Perform (sexual techniques). You can receive this bonus from up to two partners.
- +2 synergy if you have 5 or more ranks in Endurance.

Sign Language

This follows the same rules as Language.

Signaling

xxx

Sing

As d20 Perform, with regards to singing.

- **Great Performance:** A great performance provides you with a +1 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.
- **Memorable Performance:** A memorable performance provides you with a +2 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.
- **Masterpiece Performance:** A masterpiece performance provides you with a +3 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.

You may also use Perform to panhandle, earning a tiny income.

- **Amateur Performance:** You can earn enough in a day to buy maybe a cup of coffee or a donut.
- **Routine Performance:** You can earn enough in a day to buy a cup of coffee and a donut.
- **Great Performance:** You can earn enough in a day to buy a combo meal from McDonald's.
- **Memorable Performance:** You can earn enough in a day to buy a bottle of booze and a combo meal.
- **Masterpiece Performance:** Booze, combo meal, and maybe even a cheap hooker.

Skin and Prepare Animal Hides

xxx

Sniper

Training in the art of sniping. This includes scouting for the best place from which to perform the attack and preparation of the area.

A successful skill check provides you with a +4 bonus to the sniping strike checks, as well as Prowl and other applicable skills.

Spelunking

xxx

Sports

Knowledge of the rules and skill in playing a variety of organized group sports.

Spot

As per d20 Spot plus the following:

Reconnaissance: Knowing where your enemy is, in what numbers, how he is defended, and where he is going are crucial to formation of a plan for attack or defense. Besides providing the information above, a successful reconnaissance skill check will grant the following bonus to Tactics checks if brought the attention of a friendly force within 24 hours.

- **Check 15 – 20:** +2
- **Check 21 – 25:** +3
- **Check 26+:** +3

Stand-Up

As d20 Perform, with regards to stand-up comedy.

- **Great Performance:** A great performance provides you with a +1 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.
- **Memorable Performance:** A memorable performance provides you with a +2 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.
- **Masterpiece Performance:** A masterpiece performance provides you with a +3 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.

You may also use Perform to panhandle, earning a tiny income.

- **Amateur Performance:** You can earn enough in a day to buy maybe a cup of coffee or a donut.
- **Routine Performance:** You can earn enough in a day to buy a cup of coffee and a donut.
- **Great Performance:** You can earn enough in a day to buy a combo meal from McDonald's.
- **Memorable Performance:** You can earn enough in a day to buy a bottle of booze and a combo meal.
- **Masterpiece Performance:** Booze, combo meal, and maybe even a cheap hooker.

Streetwise

Knowledge of the ways of the streets. Where to find illegal goods, illicit substances, who is in power, who is out of favor, etc.

Surveillance Systems

Requires: Electronics: Basic, or Electrical Engineer.

Covers systems such as motion detectors, alarm systems, video and audio surveillance devices, miniaturized eavesdropping devices, recording methods, and optical enhancement systems as related to cameras.

Survival

As per d20 modified as follows:

DC Modifications: When attempting to get along in the wild, you find enough food and water for one other person per 4 points by which you beat the DC – not per 2 points.

This is currently divided into sub-skills as follows:

- **Arctic:** You take a -10 penalty to checks to get along in the wild in arctic situations.
- **Desert:** You take a -6 penalty to checks to get along in the wild in desert situations.
- **Subterranean:** You take a -5 penalty to checks to get along in the wild in subterranean situations.
- **Swamp:** You take a -4 penalty to avoid natural hazards in swamp situations.
- **Temperate**
- **Tropical**
- **Urban:** See below for modifications for urban environments.

Survival skills for certain areas can be used in other areas as follows with penalties:

- **Arctic:** You can use Survival (arctic) in other situations by taking a -20 penalty.
- **Desert:** Survival (desert) can be used in swamp (-15), temperate (-5), and tropical (-5).
- **Swamp:** Survival (swamp) can be used in desert (-15), temperate (-5), and tropical (-5).
- **Temperate:** Survival (temperate) can be used in desert (-10), swamp (-5), and tropical (-5).
- **Tropical:** Survival (tropical) can be used in desert (-5), swamp (-5), and temperate (-5).

Urban Survival

- **DC 10:** Get along in an urban setting without paying for food and services. You can provide relatively clean food and water for one other person per 4 points by which you beat the DC.
- **DC 15:** Locate a relatively warm and dry place to stay for

24 hours.

- **DC 15:** Keep from getting lost in streets with which you are not familiar.

Special: If you have ranks in Lore: City, you gain a +1 synergy bonus to Survival (urban) checks for every 5 full ranks when making Survival (urban) checks in that city.

Cover Tracks

You can use Survival in the appropriate environment to cover your tracks when on foot or riding a mount (but not a vehicle). Covering your tracks reduces your movement rate by 50%. Make a Survival check for every mile travelled. The base DC is 15. For every person in your group, increase the DC by +1, and by +2 for every mount. If successful, attempts to track you have the DC increased by +5, with an additional +1 per points over the DC you made on your check.

Trail Blazing

Survival can also be used to blaze trails, making it easier for others to follow the same path. The difficulty of marking the trail is based on the terrain type as follows.

TRAILBLAZING DC	
Terrain	DC
Dense Forest	10
Scattered Forest	15
Sparse Forest	20
Plains, desert, etc.	25

Those attempting to follow you receive a bonus (typically to Tracking rolls) equal to the amount by which the trailblazing check beat the DC. For example, Mike is blazing a trail through the Rocky Pine forest, a scattered forest. He rolls a 19 on his Survival check, so attempts to follow his trail gain a +4 bonus.

A successful trailblazing attempts also increase the overland movement rate for you and your immediate allies by 20%.

Trail Signs

You can use Survival to leave trail signs – simple messages for those who follow. Made with marks in the ground or on trees, bent twigs, stone piles, etc. Very simple messages such as “Go this way”, “Danger”, “Go around”, are fairly easy to convey, requiring a DC 15 Survival check. More complex messages, such as “Walk three days west, turn left at bluff” are more difficult. Typically, up to 4 words is DC 15. Up to 10 words is DC 20, with a +4 DC for every additional 5 words. The GM rolls this check. If you fail, the signs simply fail to convey the message; on a critical failure, they convey false information.

Once the trail signs are in place, anyone passing them can find them with a DC 15 Spot or Survival check, assuming you didn't try to make them easier or more difficult to find. Making the signs big or setting them in an obvious place reduces the DC (-5 or -10). If you want the signs to be more difficult to find, simply use the result of your initial Survival check to set the DC.

Checks to find the signs take the following modifiers:

- **Every 24 hours since the signs were made:** -2
- **Every hour of rain since the signs were made:** -2
- **Fresh snow cover since the signs were made:** -10
- **Visibility:** Normal.

Once the signs are found, they must be read. This requires either a Survival check against the DC required to make the signs, or a Decipher Script against that DC +10. The GM will also make this check. A failed check doesn't comprehend the meaning; a critically failed check discerns an incorrect meaning.

Creating trail signs typically takes 1 round for simple messages, and 1d4+1 rounds for complex messages.

- **Success:** You don't need to make another general Survival check for a week – your result applies for the next 7 days.
- **Failure:** You take a -4 penalty to all Survival checks for the next 7 days.

Swimming

As per d20:

- **Success:** You move twice the normal swimming speed for the round.
- **Failure:** You become tangled in an obstruction or otherwise screwed and begin to drown – you cannot extricate yourself – someone else must save you.

Swimming: Advanced

Requires: Swimming 5 ranks.

This skill covers diving, competitive swimming, and S.C.U.B.A. Skills checks apply to diving and S.C.U.B.A. checks; base swimming checks still

use the Swimming skills.

Diving: Safely diving into water requires a Swimming: Advanced check. The DC is based on the dive height, as is the minimum depth of water for a safe dive, and the damage if the dive is executed incorrectly as follows:

DIVE INFORMATION			
Dive Height	Min. Depth	DC	Damage
10 ft.	10 ft.	15	0
20 ft.	"	15	0
30 ft.	"	15	1d3 subdual
40 ft.	20 ft.	15	1d6 subdual
50 ft.	"	20	1d6 subdual + falling
60 ft.	"	20	"
70 ft.	30 ft.	20	"
80 ft.	"	20	"
90 ft.	"	20	"
100 ft.	"	20	"
110 ft.	"	25	"
120 ft.	"	25	"
160 ft.	"	30	"
210 ft.	"	30	"
240 ft.	"	35	"

For regular falling damage (starting with a dive height of 50 ft.), subtract 40 ft. from the dive height to determine the effective normal distance falling for the purposes of calculating damage.

S.C.U.B.A.: Covers proper use and maintenance of S.C.U.B.A. gear and proper techniques.

Rank 1: +1 P.S.

Rank 2: +1 P.E.

Rank 3: +1d4 Spd (swimming only)

Rank 4: +1 dodge (underwater only)

Rank 5: +1d6 S.D.C.

Rank 6: +1d4 Spd (swimming only)

Rank 7: +1 dodge (underwater only)

Rank 8: +1d4 Spd (swimming only)

T.V./Video

Covers the techniques and understanding of video and audio filming, editing, special effects, transmission, and equipment. At 10 ranks, you can be considered to have a professional level of skill.

Tactics

As per d20 Knowledge (tactics) plus the following:

Combat Tactics: The Tactics skill provides a character with an advantage over his opponents in combat. Once per combat, as a standard action, one character on each side of a battle may roll a tactics skill check, skill vs. skill, against the skill roll of his opponent. The winner of this contest gains a bonus to either attack or Initiative equal to his I.Q. modifier.

If a bonus to Initiative is selected, the character may choose either to improve his Initiative by his I.Q. modifier, or roll again with an additional bonus equal to his I.Q. modifier. If the character chooses to roll again, he must take the new result even if it is worse than his previous Initiative. This bonus applies only to the character using the skill, unless the character has the Tactician feat, in which case he may apply these bonuses to his teammates as well.

NOTE: You do need to lay out some kind of tactical plan to the GM when using this.

Telephone Networks

Covers everything from wiring desktop phones, phone taps, wireless cellular interception and transmission, tracing calls, to international telephone switching methods.

Tracking

This uses P.O. as the related attribute, but in mechanics, treat it as per d20 using this skill in place of Survival, and as if having the Track feat. If used to track animals, you take a -6 penalty.

Track Animals

This uses P.O. as the related attribute, but in mechanics, treat it as per d20 using this skill in place of Survival, and as if having the Track feat. If used to track creatures other than animals, you take a -6 penalty.

Truck

As per d20 Drive.

- Success:** You gain a +4 bonus on your next check, assuming it takes place as a part of this movement.

- Failure:** You lose control of the vehicle.

Weapon Systems

Xxx

Weapons Engineer

Xxx

Weaponsmith

Xxx

Whitesmith

Xxx

Wrestling

Covers amateur wrestling techniques and training.

Rank 1: +1 P.S.

Rank 2: Pin on natural 20 in unarmed combat.

Rank 3: +1 P.E.

Rank 4: +2d6 S.D.C.

Rank 5: Can perform crush/squeeze maneuver.

Rank 6: +2 Roll with Blow

Rank 7: Pin on natural 19-20 in unarmed combat.

Rank 8: +2d6 S.D.C.

Rank 9: Pin on natural 18-20 in unarmed combat.

Writing

As per d20 Craft (writing).

Weapon Proficiencies (W.P.)

Firearms:

- Failure:** The weapon jams, or the round is a dud.

Melee:

- Failure:** You leave yourself open for an attack of opportunity by any opponents within range.

Projectile:

- Failure:** The string or mechanism breaks.

Thrown:

- Failure:** You fling the weapon in a random direction using the scatter rules.

Standard Progressions Melee

1st level: Critical hit on natural 20.

5th level: Critical hit on natural 19-20.

6th Level: +1 ApR.

7th level: Auto-parry.

8th level: Deathblow on natural 20.

10th level: Critical hit on natural 18-20.

12th Level: +1 ApR.

15th level: Critical hit on natural 17-20.

Standard Progressions Ranged

1st level: Critical hit on natural 20.

5th level: Critical hit on natural 19-20.

7th level: Deathblow on natural 20.

10th level: Critical hit on natural 18-20.

14th level: Deathblow on natural 19-20.

15th level: Critical hit on natural 17-20.

Standard Progressions Firearm

1st level: Critical hit on natural 20.

5th level: Critical hit on natural 19-20.

7th level: Deathblow on natural 20.

10th level: Critical hit on natural 18-20.

14th level: Deathblow on natural 19-20.

15th level: Critical hit on natural 17-20.

W.P. Archery

Aimed: +1 at 1st level; additional +1 at levels 2, 4, 7, 10, 13, and 15.

Burst:

RoF:

W.P. Artillery

Xxx

W.P. Assault Rifle

Aimed: +4 at 1st level; additional +1 at every level divisible by 3.
Burst: +1 at 1st level; additional +1 at every level divisible by 3.
Wild: -8 at 1st level; reduce by 1 point at levels 4, 8, 12, 16, and 20.

W.P. Axe

Strike: +1 at 1st level; additional +1 at levels 3, 6, 9, 12, and 15.
Parry: +1 at levels 4, 8, and 12.
Throw: +1 at levels 2, 5, 8, 10, and 13.
Damage: +1 at 1st level; additional +1 at levels 4, 7, 11, and 14.

W.P. Black Powder

Aimed: +4 at 1st level; additional +1 at every level divisible by 3.
Burst: +1 at 1st level; additional +1 at every level divisible by 3.
Wild: -8 at 1st level; reduce by 1 point at levels 4, 8, 12, 16, and 20.

W.P. Chain

Strike: +1 at 1st level; additional +1 at levels 3, 5, 8, 11, and 14.
Parry: +1 at levels 4, 7, 10, and 13.
Throw: +1 at levels 6 and 12.
Entangle: +1 at 1st level; additional +1 at levels 2, 5, 8, 11, and 14.
Disarm: +1 at 1st level; additional +1 at levels 2, 5, 8, 11, and 14.

W.P. Club

Strike: +1 at 1st level; additional +1 at levels 3, 5, 8, 11, and 14.
Parry: +1 at levels 2, 6, 9, 12, and 15.
Throw: +1 at levels 4, 7, 10, and 13.

W.P. Crossbow

Aimed: +1 at 1st level; additional +1 at levels 2, 4, 6, 8, 10, 12, and

14.

Burst:
RoF:

W.P. Energy Assault Rifle

Aimed: +4 at 1st level; additional +1 at every level divisible by 3.
Burst: +1 at 1st level; additional +1 at every level divisible by 3.
Wild: -8 at 1st level; reduce by 1 point at levels 4, 8, 12, 16, and 20.

W.P. Energy Handgun

Aimed: +4 at 1st level; additional +1 at every level divisible by 3.
Burst: +1 at 1st level; additional +1 at every level divisible by 3.
Wild: -8 at 1st level; reduce by 1 point at levels 4, 8, 12, 16, and 20.

W.P. Energy Heavy Weapon

Aimed:
Burst:
RoF:

W.P. Energy Machine Gun

Aimed: +4 at 1st level; additional +1 at every level divisible by 3.
Burst: +1 at 1st level; additional +1 at every level divisible by 3.
Wild: -8 at 1st level; reduce by 1 point at levels 4, 8, 12, 16, and 20.

W.P. Energy Rifle

Aimed: +4 at 1st level; additional +1 at every level divisible by 3.
Burst: +1 at 1st level; additional +1 at every level divisible by 3.
Wild: -8 at 1st level; reduce by 1 point at levels 4, 8, 12, 16, and 20.

W.P. Energy SMG

Aimed: +4 at 1st level; additional +1 at every level divisible by 3.
Burst: +1 at 1st level; additional +1 at every level divisible by 3.
Wild: -8 at 1st level; reduce by 1 point at levels 4, 8, 12, 16, and 20.

W.P. Flail

Strike: +1 at 1st level; additional +1 at levels 3, 5, 8, 11, and 14.
Parry: +1 at levels 4, 7, 10, and 13.
Throw: +1 at levels 6 and 12.
Entangle: +1 at 1st level; additional +1 at levels 2, 5, 8, 11, and 14.
Disarm: +1 at 1st level; additional +1 at levels 2, 5, 8, 11, and 14.

W.P. Flamethrower

Aimed:
Burst:
RoF:

W.P. Grenade

Xxx

W.P. Grenade Launcher

Aimed: +4 at 1st level; additional +1 at every level divisible by 3.
Burst: +1 at 1st level; additional +1 at every level divisible by 3.
Wild: -8 at 1st level; reduce by 1 point at levels 4, 8, 12, 16, and 20.

W.P. Gunnery

Xxx

W.P. Handgun

Aimed: +4 at 1st level; additional +1 at every level divisible by 3.
Burst: +1 at 1st level; additional +1 at every level divisible by 3.
Wild: -8 at 1st level; reduce by 1 point at levels 4, 8, 12, 16, and 20.

W.P. Heavy Weapon

Aimed:
Burst:
RoF:

W.P. Knife

Strike: +1 at 1st level; additional +1 at levels 2, 4, 7, 10, and 13.
Parry: +1 at levels 3, 5, 8, 11, and 14.
Throw: +1 at 1st level; additional +1 at levels 3, 6, 9, 12, and 15.

W.P. Large Sword

Strike: +1 at 1st level; additional +1 at levels 3, 6, 9, 12, and 15.
Parry: +1 at levels 4, 7, 11, and 15.
Throw: +1 at levels 5, 10, and 15.

W.P. Machine Gun

Aimed: +4 at 1st level; additional +1 at every level divisible by 3.
Burst: +1 at 1st level; additional +1 at every level divisible by 3.
Wild: -8 at 1st level; reduce by 1 point at levels 4, 8, 12, 16, and 20.

W.P. Mortar

Aimed:
Burst:
RoF:

W.P. Mouth Weapon

Aimed: +1 at 1st level; additional +1 at levels 4, 8, and 12.
Burst:
RoF:

W.P. Paired Weapons

You must take this W.P. separately for each pair of weapons you wish to learn to fight with (i.e., once for W.P. Large Sword & W.P. Small Sword, once for W.P. Axe & W.P.; Knife, etc). It allows you to make a free attack every round with your off-hand weapon. You apply only one-half (round down) of your P.S. damage bonus with the off-hand weapon.

You can use your off-hand attack to parry an attack instead, allowing you to make twice as many parries as normal.

Normal Paired Weapons Penalties: Primary -6, Off-hand -10

Off-hand weapon is light: Primary -4, Off-hand -8

Ambidexterity trait: reduce penalties by 2 points each.

1st level W.P. Paired Weapons: Primary -4, Off-hand -4

1st level W.P. Paired Weapons, off-hand is light: Primary -2, Off-hand -2.

3rd level: Reduce penalties by 1 point each.

6th level: Reduce penalties by 1 point each.

9th level: Off-hand weapon gains full P.S. damage bonus.

12th level: Can treat off-hand weapon as small shield (treat as W.P. Shield level 1).

15th level: Can make an off-hand attack in conjunction with every primary attack (basically 2 attacks per action).

W.P. Pick/Hammer

Strike: +1 at 1st level; additional +1 at levels 3, 6, 9, 12, and 15.
Parry: +1 at levels 4, 8, and 12.
Throw: +1 at levels 2, 5, 8, 10, and 13.
Damage: +1 at 1st level; additional +1 at levels 4, 7, 11, and 14.

W.P. Pike

Strike: +1 at 1st level; additional +1 at levels 5, 8, 11, and 14.

Parry: +1 at 1st level; additional +1 at levels 4, 6, 10, and 15.

Damage: +1 at levels 3, 7, 9, and 13.

W.P. Ray

Aimed:

Burst:

RoF:

W.P. Rifle

Aimed: +4 at 1st level; additional +1 at every level divisible by 3.

Burst: +1 at 1st level; additional +1 at every level divisible by 3.

Wild: -8 at 1st level; reduce by 1 point at levels 4, 8, 12, 16, and 20.

W.P. Shield

If you have at least level 1 in W.P. Shields, you can use a shield to intercept incoming attacks that you can see. Essentially, you can auto-parry with a shield. Also, even if the incoming attack is a critical hit, you can parry it with normal shield bonuses instead of a natural die roll. When you intercept a critical hit, the attacker rolls hit location as normal; if this would have struck your shield arm, you may still take damage if the attack beats the DR of the shield. The shield also takes the minimum damage from the attack.

You can also use a shield as a secondary weapon (as per W.P. Paired Weapons), but doing so voids your shield auto-parry for the melee round.

Parry: +1 at 1st level; additional +1 at levels 3, 6, 9, 12, and 15.

Strike: +1 at level 4, 8, and 12.

Bull Rush: +1 at levels 4, 8, and 12.

You can attempt to use a shield to parry incoming ranged attacks with the following penalties:

- **Thrown:** P.P. 12, -2 parry.
- **Launched:** P.P. 16, -4 parry.
- **Ballistic:** P.P. 32, -8 parry.
- **Energy:** P.P. 48, -12 parry.

W.P. Shotgun

Aimed: +4 at 1st level; additional +1 at every level divisible by 3.

Burst: +1 at 1st level; additional +1 at every level divisible by 3.

Wild: -8 at 1st level; reduce by 1 point at levels 4, 8, 12, 16, and 20.

W.P. Slings

Aimed: +1 at 1st level; additional +1 at levels 3, 6, 8, 12, and 15.

Burst:

RoF:

W.P. Small Sword

Strike: +1 at 1st level; additional +1 at levels 3, 6, 9, 12, and 15.

Parry: +1 at 1st level; additional +1 at levels 3, 6, 9, 12, and 15.

Throw: +1 at levels 5, 10, and 15.

W.P. SMG

Aimed: +4 at 1st level; additional +1 at every level divisible by 3.

Burst: +1 at 1st level; additional +1 at every level divisible by 3.

Wild: -8 at 1st level; reduce by 1 point at levels 4, 8, 12, 16, and 20.

W.P. Spear

Strike: +1 at 1st level; additional +1 at levels 4, 7, 10, and 13.

Parry: +1 at 1st level; additional +1 at levels 3, 6, 9, 12, and 15.

Throw: +1 at levels 2, 5, 8, 11, and 14.

W.P. Staff

Strike: +1 at 1st level; additional +1 at levels 4, 7, 10, and 14.

Parry: +1 at 1st level; additional +1 at levels 2, 4, 6, 8, 10, 12, and

14.

Throw: +1 at levels 7 and 15.

W.P. Thrown

Aimed: +1 at 1st level; additional +1 at levels 4, 7, 10, and 13.

Burst:

RoF:

W.P. Whip

You cannot parry with a whip.

Strike: +1 at 1st level; additional +1 at levels 3, 5, 7, 9, 11, and 13.

Entangle: +1 at levels 2, 6, 8, 10, and 14.

Damage: +1 at levels 4, 8, and 12.

Critical Effects

Computer Use:

Find File:

- **Success:** You find the file in one-half the normal time.
- **Failure:** You can't find the file, and take a -4 penalty on future attempts to find that info.

Defeat Security:

- **Success:** You gain a +4 bonus on attempts to defeat additional security on the same system for the duration of the encounter.
- **Failure:** Not only are you detected, you are locked down, taking a -4 penalty on all actions in that system for the remainder of the encounter.

Defend Security:

- **Success:** Not only do you end the intruder's session, you determine his physical location.
- **Failure:** You take a -4 penalty to defend your security against that intruder for the remainder of the encounter.

Degrade Programming:

- **Success:** The effect lasts for twice as long (or the penalty imposed doubles).
- **Failure:** You damage your computer, and take a -4 penalty to all Computer Use checks with the computer until you repair it (as if your programming was degraded).

Write Program:

- **Success:** The program provides a +4 bonus instead of +2, or you write the program in one-half the time.
- **Failure:** The program corrupts your data; repair as if your programming was degraded.

Operate Remote:

- **Success:** You gain a +2 bonus to checks involving the operation of the device.
- **Failure:** You fail, and take a -4 penalty on additional attempts to operate the device for the remainder of the counter.

EQUIPMENT

PURCHASE DCs TO CASH

TABLE 7-1: PURCHASE DCs CASH VALUES

PDC	Cash Value	PDC	Cash Value
2	\$5	42	\$1,200,000
3	\$12	43	\$1,500,000
4	\$20	44	\$2,000,000
5	\$30	45	\$2,750,000
6	\$40	46	\$3,500,000
7	\$55	47	\$5,000,000
8	\$70	48	\$6,500,000
9	\$90	49	\$9,000,000
10	\$120	50	\$12,000,000
11	\$150	51	\$15,000,000
12	\$200	52	\$20,000,000
13	\$275	53	\$27,500,000
14	\$350	54	\$35,000,000
15	\$500	55	\$50,000,000
16	\$650	56	\$65,000,000
17	\$900	57	\$90,000,000
18	\$1,200	58	\$120,000,000
19	\$1,500	59	\$150,000,000
20	\$2,000	60	\$200,000,000
21	\$2,750	61	\$275,000,000
22	\$3,500	62	\$350,000,000
23	\$5,000	63	\$500,000,000
24	\$6,500	64	\$650,000,000
25	\$9,000	65	\$900,000,000
26	\$12,000	66	\$1,200,000,000
27	\$15,000	67	\$1,500,000,000
28	\$20,000	68	\$2,000,000,000
29	\$27,500	69	\$2,750,000,000
30	\$35,000	70	\$3,500,000,000
31	\$50,000	71	\$5,000,000,000
32	\$65,000	72	\$6,500,000,000
33	\$90,000	73	\$9,000,000,000
34	\$120,000	74	\$12,000,000,000
35	\$150,000	75	\$15,000,000,000
36	\$200,000	76	\$20,000,000,000
37	\$275,000	77	\$27,500,000,000
38	\$350,000	78	\$35,000,000,000
39	\$500,000	79	\$50,000,000,000
40	\$650,000	80	\$65,000,000,000
41	\$900,000	81	\$90,000,000,000

WEALTH

Buying Goods and Services

If an item or service has a Purchase DC (PDC) that is equal to or less than your current Wealth bonus, you can acquire the item without making a roll (unless buying in bulk, which may change the PDC).

If the item or service has a PDC greater than your Wealth bonus, you make a Wealth check (1d20 + Wealth bonus). If successful, you purchase the item. If it fails, you cannot afford the item at the moment, and cannot try again for that PDC or greater that day.

You can make one Wealth check per week without penalty. For each additional successful Wealth check you make during the week, you take a cumulative -2 penalty to each check (one Wealth check per day for seven days results in a -12 penalty on the last check for example).

When making a Wealth check, you cannot attempt to purchase something with a PDC more than 20 points higher than your Wealth bonus (if your Wealth bonus is 10, the best you can try to buy is PDC 30). However, you can still make a critical success on the Wealth check; a critical success on a Wealth check means the check does not impose a penalty to additional Wealth checks during the week.

See below for the effects of a critical failure.

Buying in Bulk/Multiples

If, during one week, you wish to purchase multiples of an item, you will tally up the effective dollar values of all the items to determine the final PDC.

Buying Used

You can purchase used items. For every 2-point reduction in the PDC, the item imposes a -1 penalty to associated checks. If the item does not affect checks, it has 5% fewer hit points per -2 PDC. Otherwise, standard buying rules apply for used items.

Losing Wealth

When you have to make a Wealth check, you take an additional penalty to any other Wealth checks made during the week (cumulative with the penalty described above), based on the amount by which the PDC exceeds your Wealth bonus.

When you make a Wealth check, if you score a critical failure, some financial calamity strikes (bank error, mugging, etc), that causes you to actually lose Wealth bonus.

Purchase DC	Penalty	Wealth Loss
1 - 5	-2	1
6 - 10	-4	1d2
11 - 15	-6	1d4
16 - 20	-8	1d8

Your income level may cause a loss of Wealth as well. Your monthly income is determined by your Profession skill and other factors. At the end of each month, add 10 to your current Wealth bonus and compare the result to Table 7-1: Purchase DCs on page 204 of *d20 Modern Roleplaying Game*.

If your monthly income is greater than this amount, you do not lose any Wealth, but you do not gain any Wealth. If your monthly income is greater than the listed value *5, you may gain Wealth (see below). If your monthly income is less than this amount, you lose one point of Wealth.

For example, you have a current Wealth bonus of +5, and have a monthly income of \$2,000. When you add 5+10 and compare 15 to Table 7-1, you find a value of \$500. Your income is greater than this, so you do not lose Wealth, but it is not 5* higher, so you stand no chance of increasing Wealth.

Negative Wealth

Your Wealth bonus can drop below +0 into the negatives. When you buy something with a Negative Wealth bonus, you automatically lose Wealth at a rate of 1 point per purchase.

At +0 Wealth, you can't purchase anything with a PDC of 10+. For every 2 full points of negative Wealth, lower this cap by one point (for example, at -5 Wealth, you can't purchase anything with a PDC of 7+).

Additionally, there is a percentage chance per month equal to (negative bonus *5%) that bill collectors and other creditors will start harassing you.

Gaining Wealth

When you gain large sums of money or sell something, you might increase your Wealth bonus. To determine if you do so, use the following rules.

Add 20 to your Current Wealth bonus and compare the result to Table 7-1: Purchase DCs to find the cash value. If the cash you've received is equal to or less than this value, you gain no immediate Wealth, but note the money received as part of your monthly income for that month only (it may improve your chances of increasing Wealth by monthly income).

If the money you've received is greater than this value, you'll gain Wealth based on how much greater as follows:

Value	Wealth Gain
Up to *2	+1
Up to *3	+2
Up to *4	+3
Up to *5	+4
Each additional full multiple	+1

GENERAL EQUIPMENT

If you can find better prices for comparable equipment, show me, and I might let you slide with lower Purchase DCs. And there's always a chance of a sale.

Signal Ratings

Note that some of the equipment below has a range increment listed; these are devices capable of sending and receiving data through airwaves. Typically, a transmitter can send data to a receiver up to 10 range increments away. Assorted conditions and situations can affect the range increment however.

- A receiver automatically picks up transmissions from transmitters located up to 5 increments distance, assuming the receiver is tuned to the correct frequency.
- Within 6 - 10 increments, the signal is subject to signal degradation. At these distances, the operator of the receiver must make a Communications check to gain

usable transmission information. The DC for this check is 5, +5 per range increment beyond 5 between the devices.

- Beyond 10 increments, a signal is too degraded to be useful under normal conditions.

Otherwise, follow the normal rules for the Communications skill.

There are two ways to effectively reduce the distance between the transmitter and receiver – increased transmitter power and increased receiver efficiency. Both transmitters and receivers can have signal ratings (SR). Add the ratings of both the transmitter and receiver together and subtract this from the actual number of range increment between the devices to determine the effective number of increments.

Atmospheric and terrain factors, as well as ECM, can interfere with a transmission. This interference is assigned an ECM rating. This rating is added to the number of range increments between the devices, increasing the effective distance between them. Unless otherwise specified, all interference sources take effect when the source of the effect is located anywhere between the devices, or within one range increment of the transmitter. Following are some ECM rating examples.

- **High tension wires:** 1
- **Urban area:** 2
- **Factory complex:** 3
- **Thunderstorm:** 2 – 4
- **Aurora borealis:** 3 – 5
- **Mountain:** 5
- **Radiation leak:** 5+
- **Nuclear detonation:** 20+

People can also use equipment to jam signals intentionally. Jamming equipment has both a range increment and an ECM rating. For every full jammer range increment between the jammer and a transmitter (or receiver), reduce the effective ECM rating by one point. The operator of the jammer must now make a ECM check with a bonus equal to the effective ECM rating of his equipment. If the transmitter operator does nothing, apply the effective ECM rating to the range increment as normal. However, he can try to penetrate the jamming by making a ECM check against a DC equal to the jammer's check result. If successful, reduce the effective ECM rating by an additional point for every 5 points by which the transmitter beat the jammer check.

If a piece of functioning jamming equipment is in direct line of sight between the transmitter and receiver, however, apply the full ECM rating – period.

Range Increments

Even non-data transmission devices have range increments listed. In such cases, skill checks using the equipment suffer a -2 penalty per range increment beyond the first.

Revised and New Equipment

Statistics

Size: This is the item's Size Category (different scale than creature Size Categories).

Weight: The item's weight in pounds.

PDC (Purchase DC): The normal retail purchase DC of the item. Restrictions are in parenthesis.

Range: The range increment of the item. Checks involving the item take a -2 penalty per range increment beyond the first.

PR (Power Rating): This number is applied as a modifier to all skill checks made with the device. In the case of Mastercraft items, this replaces the normal Mastercraft modifier.

SR (Signal Rating): This is the signal rating of the item.

Duration: How long the item typically functions.

Bags and Boxes

Camera Bag: Once used only by professional photographers, the advent of affordable digital still and video cameras has made the camera bag an item found in many households. Camera bags have compartments designed to snugly hold a camera, lenses, and other miscellaneous photographic equipment, and the entire bag is padded to prevent damage to delicate items. Each comes with an adjustable shoulder strap. (If dropped, crushed, or attacked with a melee weapon, the camera bag provides DR 2 to everything inside.) Camera bags come in different sizes for different types of cameras. The smallest bag holds up to 5 lbs. worth of items, but there are also models with 10 lb. and 15 lb. capacities.

Diving bag: Available in duffel, backpack, or belly style (like a front pack). Treat P.S. as +2 for encumbrance purposes, but take a -1 penalty to reflex dodge checks. Keeps up to 20 lbs. dry, even if completely submerged, in a 1 ft. x 1 ft. x 2 ft. space.

Duffel Bag: A cylindrical canvas sack that is open on one end, the duffel bag is a convenient way to carry clothing, bedding, and other non-fragile items. It cinches closed at the top and is secured by a clasp at the end of the strap. Made popular by military personnel who use the bag to carry their belongings overseas, duffel bags are still most commonly made of olive drab canvas. However, their popularity with students and campers means that other, more fashionable color schemes are available. A duffel bag can hold approximately 50 pounds of material, but offers no protection

from damage or wetness.

Fanny Pack: A small pouch attached to an adjustable belt, this item has become widely popular with travelers, campers, and anyone who needs to keep both hands free but must carry more than can reasonably be held in one's pockets. Despite its name, most people wear it with the pouch facing the front or to the side, and use it to carry passports, cell phones, PDAs, maps, note pads, wallets, and other relatively small items.

Money Belt: A thin, four-inch wide belt with several secure pockets meant to be worn across the lower abdomen underneath clothing, the money belt is a means to clandestinely carry cash or other printed materials. It can hold up to one-half-pound of paper, and provides a +2 equipment bonus on Sleight of Hand checks to conceal the belt.

Suitcase, Wheeled: The preferred carrying case of travelers the world over, this suitcase has an extendable handle on one end and wheels on the other so that it may be pulled rather than carried. It can be used to hold anything from clothing and personal items to professional equipment or bricks of gold. Anything that fits in the case and does not exceed its weight limit can be transported inconspicuously.

Wheeled suitcases generally come in three sizes. The smallest is suitable as an overnight bag (and is meant to fit in the overhead bin of a commercial airline), the middle holds a few days worth of clothing, and the largest is meant for use on extended trips.

Clothing

Clothing outfit – stealth: Worn by anyone who wants to go someplace without being seen. Includes long-sleeved shirt, cargo pants, tabi shoes, and ski mask. All these items are tight-fitting and matte black. In dark conditions, this provides a +2 equipment bonus to hide checks.

Clothing outfit – double-sided: Any type of clothing can be made double-sided, allowing quick-change artists to switch outfits by turning their clothes inside out. It takes one minute to swap clothing to the other side and grants a +2 equipment bonus on Disguise checks. Double-sided clothing adds +1 to the purchase DC of an outfit, but does not change the weight.

Combat boots: These provide a +1 bonus to Fortitude saves provoked by forced marches. These also provide a +1 bonus to Climb checks when foot traction is necessary.

Designer outfit: In some levels of society, the name of an outfit's designer can be more important than the name of its wearer. Sometimes simply having clothing made by Gucci, Wang, or Armani will open doors that no amount of money could. When you absolutely have to dress to impress, the high fashion designers will clothe you in style – for a price. (In certain situations, the GM may allow characters wearing designer outfits to benefit from a +2 equipment bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks.)

Gloves, insulated: Provides a +2 bonus to save versus applicable cold effects, but impose a -2 penalty to checks requiring fine manipulation.

Gloves, surgical: Provides a +2 bonus to saves against drugs, poisons and contagions transmitted by touch when applicable.

Gloves, work: Provides your hands with DR 1 versus slashing.

Ice boots: These negate 4 points of Balance penalty when walking on icy terrain, but when not on icy terrain, they reduce your speed by 5 ft.

Snow shoes: These negate 4 points of Balance penalty when walking on snowy terrain, but when not on snowy terrain, they reduce your speed by 5 ft.

Suits:

- **Asbestos:** Provides a +4 bonus to save versus heat, and DR 3 against fire and heat damage. Includes a pair of work gloves.
- **BDO: "Battle Dress Over garment".** This is an expendable camouflage two-piece suit consisting of one coat, one pair trousers, one pair gloves, one pair footwear covers, and a helmet cover, all worn over your usual clothing. When worn, this provides a +4 bonus to saving throws against liquid biological and chemical agents, as well as radioactivity. This suit is usually worn in conjunction with a gas mask. This suit can provide protection from the moment it is removed from its bag for up to 30 days, or until it comes into contact with an agent it protects against, whichever comes first. If it comes into contact with such an agent, the suit's protective capabilities last only for an additional 24 hours.
- **CPOG: "Chemical Protective Over garment".** This is similar to a BDO, but protects against gases and vapors instead of liquids.
- **Dry:** Cold-weather diving suit that combines the Gore-tex and SCUBA suits.
- **Gore-tex:** Provides a +4 bonus to save versus cold, and DR 3 against cold damage. Includes a pair of insulated gloves.
- **NBC:** Immune to the effects of disease and gases, and can operate in a NBC-contaminated area. The breathing filters must be replaced every 6 hours or the benefits are lost. The benefits are lost if the suit takes 3 points of

damage, or you take a critical hit that deals 3 points of damage (both cases assuming a proper damage type).

- **SCALP:** "*Suit – Contamination Avoidance and Liquid Protective*". This is an outer shell for an NBC suit, allowing the NBC suit to take an additional 3 points of damage before becoming useless. It may also be worn over a CPOG or BDO, providing an additional +4 bonus to the applicable saving throws. Regardless, when worn with another suit, the wearer takes a -1 penalty to his P.P.. In hot conditions, he takes a -2 penalty to P.E. (due to sweat-based water loss). A SCALP worn on its own provides a +2 save bonus against liquid chemical and biological agent and radioactivity. The duration this suit can protect the wearer is 14 days, calculated from the moment is removed from the bag, or until it comes into contact with an agent it defends against, whichever comes first. If it comes into contact with such an agent, the protective qualities remain only for an additional 6 hours.
- **SCUBA:** 2 hours of oxygen.
- **Space:** 4 hours of oxygen. The benefits are lost of the suit takes 3 points of damage, or you take a critical hit that deals 3 points of damage (both cases assuming a proper damage type).

Computers and Electronics

Audio/video feed: This digital camera and microphone are intended as part of a two-way communication system that may be used in conjunction with any linked computer with the same equipment. It may also be set to constantly record or transmit to another computer. 24 hour-duration with a standard hard drive, or 72 hours with an expanded hard drive.

Black box: This is connected directly to the computer's hard drive and power supply. It constantly updates its copy of the internal hard drive, and has a powerful surge protector. Hardness 10, hit points 20.

Computer suites:

- **Audio/video:** Video and sound cards are top of the line, upgraded speakers, 21-in. high resolution flat panel monitor. An a/v feed, expanded hard drive, flatbed scanner, and image processing software are included in the suite. When you use an action point to boost a Computer Use check involving a/v production or analysis, you roll a die of the next higher step.
- **Entertainment:** All of the computer's functions are optimized for running game software. Includes dual processors, wireless keyboard and wireless mouse. When you use an action point to boost a Computer Use check involving computer game play, you roll a die of the next higher step.
- **Hacking:** Primed to overwhelm the defenses of other computers, plus its own cookies are disabled and the OS streamlined to reduce the number of identifying electronic traces it leaves behind. A frag switch, broadband modem, firewall 3 and hacker mask are included. When you use an action point to boost a Computer Use check involving hacking another computer, you roll a die of the next higher step.
- **Programming:** Includes every software creation tool invented over the last several years. Includes a black box, refrigerated case, and code-cracking software. When you use an action point to boost a Computer Use check involving programming, you roll a die of the next higher step.

Dual processors: Allows you to perform two computer-based skill checks simultaneously with normal multitasking penalties.

Expanded hard drive: 500GB+ (note that this value is based on the capacities at the time of the original game's release).

FAX, portable: One round to enter, one round to send, one round to receive.

Film/tape (professional): Requires a DC 10 I.Q. check to load, provides a +1 bonus.

Frag switch: This is connected to your hard drive and power supply. Activating the frag switch is a standard action, and doing so sends a surge through your system, frying all the circuits and motherboard, as well as completely erasing the hard drive.

Laser Pointer: Pen-shaped devices that shine a bright, tightly focused beam of light (usually red, but sometimes green) that lecturers use to draw attention to a specific area of a display or projected image.

Modem, broadband: These are available in *Normal*, *Fast*, *Very Fast*, and *Ultra Fast*. A Fast allows the applicable checks in 66% of the normal time; a Very Fast allows the checks in 50% of the normal time, and an Ultra Fast allows the checks in 33% of the normal time.

Multi-Function PDA/cell phone: This item combines the functions of a PDA, cell phone, digital camera, digital audio recorder, and pager.

Pager: A cellular device capable of receiving short text messages (100 or fewer characters) only.

PDA: Contrary to the text, many of these will allow you to access the

internet and perform internet-based Research checks.

Projector: Resembles a small video camera and can cast a video image onto any surface with sound provided by the computer's speakers.

SATCOM terminal: Satellite Communications terminal. Utilizes satellites to allow real-time voice communication with another SATCOM unit anywhere on the planet. It can also act as a computer modem to send data (this requires both computers to have power ratings of +2 or better and be connected to a SATCOM terminal). If you have video cameras (and monitors for the receiver), it can also transmit video feeds. SATCOM units can be disrupted by inclement weather, causing signal loss. A SATCOM broadcasts and receives within a satellite's "line of sight". When used properly, its range increment is on the order of 5,000 miles, but when used for point-to-point ground communication, the increment drops to 1 mile.

Scanner, handheld: Can scan flat objects up to 5 inches wide; since it is handheld, you take a -2 penalty to Computer Use checks to accurately scan something.

Software: Various software programs.

- **Anti-virus software:** Each copy of this is tailored to a specific virus. Provides a +4 bonus to Computer Use checks to detect and remove the targeted virus (commercial software generally provides only a +1 bonus against most common viruses).
- **Auto-dialer:** Sets a modem or computerized telephone to dial a single number over and over again, and may be set to patch through to a real person, play a recorded message, or emit silence if someone answers. You can set it to simply keep dialing the number even if someone answers, effectively rendering that phone line useless.
- **CAD/CAM:** Computer-Aided Design/Computer-Aided Manufacturing software programs are used to create graphic representations of architectural, engineering, mechanical, and land development projects. You must decide the program's focus when you acquire it. If the software is broadly applicable to your current enterprise, it provides a +2 bonus to relevant skill checks. If the software is specifically applicable to the task at hand, the bonus is +4.
- **Code-cracker:** Provides a +2 bonus to computer-aided cryptography checks.
- **Firewall:** Available in levels 1, 2, and 3, when used to protect a system, attempts to penetrate the system take a -2, -4, or -6 penalty.
- **Global mapping:** With a DC 10 Computer Use check, you can connect the computer to a GPS receiver and display current coordinates, altitude, bearing, heading, speed over ground, velocity, distance to destination, waypoints, and GPS satellite data. A second DC 10 check allows you to up/download GPS system data such as waypoints and routes. During a storm, these checks take a -2 penalty (-4 in an electrical storm).
- **Hacker mask:** Determine the number of phone lines you are going to spoof your connection through and make a Computer Use check (DC 15 + 5 per line); if successful, each line imposes a -1 penalty on attempts to trace your computer connection and location.
- **Image processing:** This is essentially the fancy software you see on TV shows that allows you to enhance and manipulate images far beyond what you can actually do. It takes 5 minutes plus 1 round per photo or minute of video to input the images/video. Once in the system, you gain a +4 bonus on checks to analyze the images/footage.
- **Information database:** You can acquire a database about almost anything, excluding files for which you lack clearance. If you have an appropriate database, you gain a +2 bonus to applicable skill checks (most often Knowledge and Research).
- **Navigation (atmospheric/space):** Helps plot a course from point-to-point. Provides a +2 bonus to applicable Navigate checks. Space software requires a computer with a power rating of +5.
- **Translator:** This provides a +4 bonus to checks to recognize a language, and a +2 bonus to checks to translate a language. When dealing with alien text, the bonuses are +2/+1.
- **Virus, cookie sampler:** This periodically sends copies of the cookie folder on the computer over the target computer's internet connection to a pre-selected email address. This update includes a complete profile of the target computer system, software, and hard drive contents, providing a +5 bonus to Computer Use checks made to access or use the targeted computer. This update occurs only at certain times of the day, as determined by you. The user of the target computer makes Computer Use checks during the update if he's logged on, and once each time he logs on after one or more updates have

been sent. The DC for these checks is 20, but he receives a +1 bonus per update beyond the first.

- **Virus, infinite loop:** This dedicates part of the target computer's system to performing meaningless, endless tasks. When someone logs onto the target computer, they make a Computer Use check against a DC equal to the Computer Use check result that created the virus. Apply the target computer's power rating as bonus to this check. If this fails, the GM will roll 1d10 + target computer power rating against the same DC; if this fails, the target's computer's power rating is reduced by 1 point (2 on a critical failure). This can be repaired with a Computer Use check against a DC of 10 + one-half the check result that created the virus. This takes about 10 minutes.
- **Virus, lethal:** This functions as an infinite loop virus (except a critical failure reduces the rating by 1d4), except that the repairs require a DC 20 check, and take 1 hour per +1 power rating destroyed.
- **Virus, lockout:** Once delivered, this locks out all access to the target computer unless someone has the correct password (set by the virus operator). The virus operator may use the target computer normally if he has physical, internet, or network access. Bypassing this lockout requires 5 minutes and a Computer Use check with a DC of 10 + one-half the check result that created the virus.
- **Virus, Trojan Horse:** This functions as a lockout virus, except that it doesn't lock out the computer; in fact, it allows the target computer to be used normally. Operators of the target computer may detect the Trojan Horse in the same manner as a cookie sampler virus.
- **Virus, worm:** Each worm must be tailored to a specific type of software. Once delivered, the worm "burrows" into the software, waiting for the software to be used again. When the software is used, the operator must make a Computer Use check against a DC of 10 + one-half the check result that created the worm. If this fails, the worm kills the program, dealing irreparable damage to it.

Tape library: This is similar to a black box, but it is external, only updates when prompted (or scheduled), and can store somewhere along the lines of 100 terabytes of data.

Professional Equipment

Altimeter: Measures current height from sea level and may be set to measure relative range from a secondary altitude.

ARM (Atmospheric Radiation Monitor): Essentially a souped-up Geiger counter, this recognizes the presence and intensity of radiation within 2,000 ft. in all directions. This can also detect the presence of Naqahdah and Naqahdah deposits within 1,000 ft., the presence of Naqahdah and Naqahdah particles within 100 ft., and the presence or lack of electrical current within 2 ft.

Bolt Cutter: These provide a +10 equipment bonus to P.S. for applicable tasks.

Caltrops: One bag covers a single square. Each time a creature moves through a caltrop-laden square at more than one-half speed (one-quarter in darkened conditions), or is fighting in the square, he must make a DC 15 reflex dodge check to avoid stepping on a caltrop; if this fails, he takes 1 point of damage, and his speed is reduced by one-half as noted. Thick-soled footwear provides a +2 bonus to this save. The save DC is predicated on one bag of 25 caltrops per square. For every additional bag used in the square, increase the DC by +2, and the damage by one step (1 -> 1d2 -> 1d3, etc).

A creature moving at more than the listed maximum speed suffers a -5 penalty to his saving throw, and if it fails, must make a DC 10 Balance check (in addition to the normal effects) to remain standing. If this fails, he falls prone, and takes an additional 1d2 points of damage per bag of caltrops in the square.

For the purposes of piercing tires, treat caltrops as doing 1d3 points of damage per Size category of the vehicle above Small.

Cargo net: This 20 ft. x 20 ft. net has a break DC of 24, hardness 2, and 20 hit points.

Chain link fence: Break DC 20, hardness 6, 10 hit points.

Chemical analyzer: Provides a +2 bonus to Search checks to locate and identify toxins and gases.

Craftsman's kit: Must be designed for each specific Craft skill.

Crowbar: Provides a +4 bonus to applicable P.S. checks.

Demolitions kit: Each includes enough material to make one specific type of explosive in addition to the normal use.

Duct Tape: The P.S. DC listed assumes a typical "television" coverage of duct tape for restraint. Increasing the amount increases the DC.

Glasscutter, Circular: This special device allows a person to cut through glass panes without cracking or shattering them in the process. It fits onto the glass with a suction cup and has a rotating arm that cuts a hole from 3 to 12 inches in diameter. Once the hole is cut, the suction cup is tugged, pulling out the circle of glass. The user makes a P.P. check (DC

10) to create a hole without shattering the glass. If the check fails, the glass shatters with a loud crash.

Handcuffs: Zip ties can be beaten with a DC 50 Escape Artist check.

Headset, Microphone: This is a small, unobtrusive microphone and earphone headset, often hooked up to a professional walkie-talkie or cell phone (which must be purchased separately). It allows a person to keep their hands free while engaging in conversation. Better quality versions also include a small, powerful flashlight attachment or tiny video camera.

Hydraulic Compressor: A hydraulic compressor is used to provide power to tools like the jaws of life, jackhammers, pumps, and the like. Without a compressor, many of these items will not operate.

Jaws of Life: This rescue tool is used by firefighters and aid personnel to pry open the mangled doors of auto accidents. It requires a hydraulic compressor to work, but it opens doors, busts through gates, and the like with an effective P.S. of 45.

Lie detector, handheld: Provides a +2 bonus to Sense Motive checks made to determine falsehoods. If you possess at least 5 ranks in Knowledge (specific alien culture), you can spend 8 hours recalibrating the device to function on members of that species (during which time, it doesn't function on other species). This requires a DC 15 Craft (electronics) check.

Lie detector, polygraph: Provides a +6 bonus on Sense Motive checks to determine falsehoods. Modifying requires 8 ranks in the appropriate Knowledge skill and a DC 20 Craft check.

Manual: These books provide a +1 bonus to applicable skill checks.

Marbles (bag): About two dozen assorted glass spheres in a pouch. Commonly used as a toy, but also useful for checking slopes (just set one down and see which way it rolls) or as a non-damaging alternative to caltrops, one bag covers a 5-foot square. Creatures moving through or fighting in the area must make a Balance check (DC 15) every round they remain within that area or fall prone.

Portable decontamination device: This is similar to a handheld decontamination apparatus, except it feeds from a 5-gallon container of decontaminant, with a hose attached to the container at one end, with the other end having a five-foot rod ending in a scrub brush. This can decontaminate up to 1,200 square feet. The contents are not under pressure and must be pumped out using the rod and brush, but the chemicals are quiet flammable.

Portable ram: This modern ram is the perfect tool for battering down doors. Not only does it give you a +5 circumstance bonus on your P.S. check to break open a door, but it allows a second person to help you without having to make an aid another check, adding another +2 bonus to your check.

Portable safe: 15 in. x 15 in. x 18 in. Break DC 50, hardness 20, 50 hit points.

Science kit: Specific kits are required for specific science-based skills.

Shots:

- **Antibiotics:** Provides a +4 bonus to your next save versus disease.
- **Antidote:** Provides a +4 bonus to save against radiation, chemical, and biological agents for a number of hours equal to 1 + P.E. bonus.
- **Antivenin:** Provides a +4 bonus to your next save against a poison.
- **Anti-radiation:** Using these requires a DC 15 Treat Injury check; if successful, the subject gains a +4 bonus to saving throws made to prevent further radiation damage. If the check is a critical failure, the drug instead deals 1d6 points of P.E. damage.
- **Convulsive Antidote Nerve Agent:** This is a disposable auto-injector intramuscular delivery of diazepam to a character who is incapacitated by nerve agent poisoning. This must be used before secondary damage is applied.
- **Knockout:** DC 12 Fortitude save; primary onset 2d6 rounds/stunned; secondary onset 2d6 rounds/unconscious.
- **Nerve Agent Antidote Kit:** If administered before the primary damage of a nerve agent, this negates the effects of the nerve agent. Lasts for 12 hours after injection.
- **Stimulant:** Stabilizes a dying character.

Signal mirror: Can reflect up to 5 miles in full sunlight, 2 miles in overcast weather, and 1 mile at night.

Spike Strip: Follows the same rules as caltrops.

Stretcher, collapsible: Takes 5 rounds to assemble.

Tent, quarantine: Completely contains up to 10 Medium creatures; so long as the air seal is kept closed, viral and other contagious disease remain within. If the seal is broken (or the tent takes 3+ damage from an appropriate attack type), containment is broken.

Sports Equipment

Bicycle: This is a bicycle. The basic function is to allow you to move faster with the same energy as walking. These stats represent a typical single- or multi-gear road bike. Such a bike, on smooth surfaces (such as paved roads), allows you to move at three times your normal rate. You can take a

run action while riding a bike to increase your speed. When used off-road, a road bike only double your movement rate, and terrain penalties are 2 points worse. Getting on or off a bicycle is a standard action; you can get on or off with a free action and a DC 15 P.P. check. Attacks from a bicycle take a -2 penalty (assuming you use at least one hand to guide the bike). When biking, you take a -2 Defense penalty. When biking, you fatigue at roughly the same rate as when moving by foot.

- **Bicycle, BMX:** BMX bikes are available in mountain, road, and racing types. In general, a BMX bike follows the same rules, but reduces the speed multiplier by 0.5, and provides a +2 bonus to stunt Balance checks.
- **Bicycle, mountain:** These are designed for off-road use. When used in this manner, a mountain bike allows you to multiply your movement rate by *2.5, and you suffer normal terrain penalties. On smooth terrain (such as paved roads), a mountain bike still only multiplies your speed by *2.5, but it provides a +2 bonus to Balance checks to maintain stability.
- **Bicycle, racing:** A racing bike follows the same rules as a road bike, but multiplies your speed by *3.5. However, racing bikes are not built for stunting, and Balance checks made to do anything other than maintain stability and improve speed take a -2 penalty.

Roller skates: On smooth (paved roads and sidewalks), roller skates allow you to double your movement rate. You can take a run action while skating. Off-road, you can multiply your speed by *1.5, but terrain penalties are 2 points worse. When skating, you fatigue at roughly the same rate as when moving by foot.

Skateboard: On smooth (paved roads and sidewalks), skateboards allow you to multiply your movement rate by *1.5. You can take a run action while skating. Off-road, you can multiply your speed by *1.25, but terrain penalties are 2 points worse. When skateboarding, you fatigue at roughly the same rate as when moving by foot.

Skis (and pole): On level snow, these allow you to double your movement rate (*3 going down slope). However, they reduce your actual walking speed by 50%. When skiing, you fatigue at roughly the same rate as when moving by foot.

Snowboard: On level snow, these allow you to double your movement rate (*3 going down slope). When snowboarding, you fatigue at roughly the same rate as when moving by foot.

Surveillance Gear

Black Box: These are effectively obsolete. Sorry.

Bug Sweeper: A bug sweeper is a handheld device that measures radio frequency signals and looks for "suspicious" wavelengths. It gives a +5 equipment bonus on Search checks when trying to find micro-transmitters.

Concealable Camera: This tiny camera is about the size of a matchbox. It has a fixed focus, meaning that it can only photograph objects from a specific distance (specified when the camera is purchased). It requires special film, which comes in 24-exposure rolls (purchase DC 4).

Concealable Microphone: This tiny device is about the size of two stacked dimes. It picks up sounds up to 10 feet away and transmits them by radio with a range of 500 feet. A professional walkie-talkie programmed to its frequency can pick up the signal.

Concealable Video Camera: About 2 inches long and half that in diameter, this tiny camera can be used with or without a snake-eye lens (below). Unlike a portable video camera, this concealable unit does not have a viewfinder or any means of recording its images. Instead, it passes images on to whatever device it is connected to (a television monitor or recording unit). Connecting the concealable video camera to a recording or monitoring device requires a Craft (electronics) check (DC 10).

Explosives Detector: About the size of a large megaphone, this device sniffs out nitrogen compounds – the basis for all common explosives. It provides a +10 equipment bonus on all Search checks involving explosives.

Fiber Optic Camera: This tiny camera mounted on a flexible cable allows a person to peer into places without being spotted or getting in harm's way (such as slipping it under a door or through an air vent). It includes a small viewer and can be connected to a video camera or monitor. It requires a Computer Use check (DC 10) to use properly.

Fiberscope: Essentially a 10-ft. long flexible viewing tube.

Microphone, Contact: Originally designed for bomb-disposal applications, contact mikes allow the operator to hear through walls, packages, doors, and so on, merely by placing the suction-cup microphone in contact with the surface in question. It can listen through 6 inches of material.

Microphone, Laser: Trying to hear someone from a distance is fine, unless there is something in the way. A laser microphone bypasses this by measuring the vibrations on a glass surface (such as a window). The listener can hear past a glass window and 10 feet around that area. It does not work on any other type of surface. A laser microphone has a range of 100 feet.

Microphone, Micro-transmitter: Commonly called a "bug," this tiny microphone is the size of a nickel and sends a signal to a waiting

transmitter. Average quality bugs have a range of 100 feet, good quality bugs have a range of 300 feet, and amazing quality bugs can reach one mile. For +1 to the purchase DC, micro-transmitters can be built into pens, calculators, clocks, and other mundane items. Finding a micro-transmitter requires a Search check opposed by the Hide skill of the person who planted it. A good quality micro-transmitter grants a +2 equipment bonus on Hide checks. An amazing quality micro-transmitter provides a +4 equipment bonus on Hide checks.

Microphone, Parabolic: The specific function of this microphone is to pick up quiet sounds at a distance. Otherwise, it functions just like an ordinary pickup microphone. It has a range of 50 feet.

Microphone, Pick Up: The standard microphone, designed to pick up sounds within a few meters. A standard pick up microphone can hear all sounds within 10 feet, granting a +5 equipment bonus on Listen checks.

Microphone, Shotgun: A shotgun microphone can pick up sounds up to 100 feet away, but must be pointed directly at the target. It has a very narrow corridor, roughly three feet across, and cannot pick up anything beyond that range. A shotgun mike gives a +5 equipment bonus on Listen checks.

Night Vision Goggles: These are Generation 3/4 passive goggles. These do not provide darkvision, but instead reduce the penalties associated with low-light conditions.

Night-Vision Imager: This unique electro-optical device mounts easily on top of most cameras, portable video cameras, and standard scopes, directing its image into the device's existing lens. It gives the device the capabilities of night vision goggles.

Police Band Scanner: A police scanner allows a person to listen to emergency broadcast frequencies – fire, medical, animal control, and so forth.

Snake-Eye Lens: This device has a tiny lens – about a quarter-inch across – on the end of a flexible 10-inch-long wand. The other end adapts to a 35mm camera, digital camera, or portable video camera. The lens can be poked around corners, under doors, or through holes, or it can be hidden in a vent, emergency sprinkler, or similar innocuous architectural feature.

Transistor Detector: This device, about the size of a walkie-talkie, detects bugs and taps that contain radio transmitters, whether or not the transmitters are functioning at the time. It provides a +10 equipment bonus on all Search checks involving electronic transmitters. It does not work on wired microphones, cameras, or other devices that don't contain transmitters.

Video Shades: Incorporating a tiny pinhole camera and a micro-transmitter, these otherwise ordinary sunglasses see whatever the wearer sees. There are two models – one transmits in black and white and the other in color. They include a micro-transmitter with a range of 150 feet.

Survival Gear

Air conditioner, portable: Reduces the temperature in an enclosed 10 ft. x 10 ft. or smaller area by up to 40°.

Air conditioner, vehicular: Reduces the temperature in an enclosed 10 ft. x 10 ft. or smaller area by up to 40°, or in a 30 ft. x 30 ft. enclosed area by up to 40°.

Backpack: Treat P.S. as +2 for encumbrance purposes, but you take a -1 penalty to Reflex dodge checks. Stores up to 40 lbs. in 1 ft. x 1 ft. x 3 ft. space. Cumulative with a LBH.

Binoculars, standard: Binoculars allow you to make certain visual P.O.-based checks as if the object of view were "n" times closer ("n" being the magnification rating of the binoculars). Keep in mind, however, that the greater the magnification, the smaller the field of view. These are adjustable from 2x to 10x. Electro-optical binoculars act as night vision goggles.

Camelback: This is essentially a water skin worn on your back with a small tube that runs over your shoulder, allowing you to drink hands-free. It holds one gallon of water.

Camouflage netting: 30 ft. x 30 ft., break DC 18, hardness 1, hit points 10.

Canteen: A container for carrying drinking water. Canteens have airtight caps, are insulated, and feature either an adjustable shoulder strap or a belt clip. They come in several sizes.

Chemical body warmer: This squeeze pouch contains chemicals that heat up when released, providing you a +1 bonus to Fortitude saves made to resist the effects of cold weather.

Chemical agent detection paper: This is two types of paper; one is small and treated with an adhesive allowing it to attach to items. When exposed to certain chemical agents, it changes color. The second is a small group of papers that indicate which colors match which agents. This provides a +4 bonus to checks made to identify the exposed agents. This comes with 25 sheets of the detection paper.

Compass, inertial: Once you calibrate a starting point into this device, the readout displays and arrow to that spot along with your current distance from the spot. The compass can be calibrated for up to 5 locations and can calculate the distances and directions between any of them. This compass is not subject to normal compass-altering effects such as magnetic fields.

Dye marker: Small packets of extremely potent chemicals that

spread bright coloring throughout a large body of water (a 5-ft. radius that is easily visible from any altitude below cloud cover).

Face paint: When used in the appropriate terrain, this provides a +1 bonus to Hide checks (+2 if you also have 5+ ranks in Disguise).

Field protective mask: When worn with the accompanying hood, this provides respiratory, eye and head protection against biological and chemical agents, toxins, radioactive particles and battlefield contaminants (no save required). In conditions of low-oxygen content (such as tunnels and caves) or in high levels of smoke, the mask provides no protection. The mask imposes a -2 penalty to Listen checks made while in use. The filter canisters must be changed every 12 hours and cannot be changed in contaminated environments. The mask comes with five extra filters. Additional filters may be purchased at 10 filters per gear pick.

Fins: +10 ft. to swim speed.

Fishing Rod: Rather than a single item, purchasing this equipment provides a rod, reel, and 10 hooks suitable for freshwater fishing in a lake or river.

Flash goggles: Provides a +4 bonus to resist flare, glare, and non-direct damage light-based effects.

Flask: A small, thin metal case surrounding a glass container about the size of a paperback book. It is airtight, and generally used to hold some form of potable liquid.

Folding shovel: Allows an average character to move approximately 6 cubic feet of earth per hour.

Generator, portable: Can power an entire team's complement of "powered" quality gear for up to 12 hours on 5 gallons of fuel.

Generator, vehicular: Can power an entire team's complement of "power grid" quality gear for up to 4 hours on 5 gallons of fuel.

GPS Receiver: Due to a variety of factors, a GPS is accurate, at any given time, to distances of 12 inches to 50 ft. These provide a +1d8 bonus to Navigate checks outdoors, and +1d4 indoors. GPS systems are very subject to interference and jamming.

Handheld decontamination apparatus: This decontaminates small areas of biological and chemical agents. It resembles a small fire extinguisher and contains enough material to decontaminate 135 square feet, or 6 Medium creatures in standard MOPP4 gear. The contents are under pressure and very flammable.

Light source, emergency strobe: Emits a 90° cone of light that illuminates out to one mile (2 miles in dark conditions). If directed at a character, he must make a DC 10 Reflex dodge check or be blinded for a number of rounds equal to the difference between his save result and 10.

Light source, flare: Illuminates a 30-ft. radius for 5 minutes, then a 15-ft. radius for 5 minutes. Deals 1d4+4 damage on contact (per round if applied).

Light source, flashlight (tactical): Available in standard illumination, infrared, or ultraviolet. Illuminates a 90° cone out to 60 ft. and can be mounted on a barrel or under barrel mount.

Light source, glow stick: You can purchase high-intensity 30-minute sticks, or low-intensity 12-hour sticks.

Load-bearing harness: Consists of a belt pouch (capable of carrying binoculars, a handgun, etc), a load-bearing vest (capable of holding up to 8 magazines of ammunition, and either 2 grenades or 20 shotgun shells, with webbing loops on the side for up to 6 more grenades), and a rucksack that distributes weight equally and can hold up to 100 lbs. When using a LBH, treat your P.S. as +1 for encumbrance purposes, but you take a -1 penalty to Reflex dodge checks. These modifiers stack with those of a backpack.

Map, regional: Provides a +1 bonus to Navigate checks in the appropriate region.

Mesh Vest: Doesn't provide a bonus to P.S. for encumbrance. As noted, it can hold roughly 40 pounds of equipment, but you treat this as 30 pounds (75%) for encumbrance purposes.

Path tag: This is a small florescent marker attached to trees and other natural terrain to mark a path. With a minimum of 1 tag per mile used (assuming they aren't removed or damaged), you gain a +2 bonus to trace your path back.

Portable heater: Raises the ambient outdoor temperature by up to 20° in a 10 ft. x 10 ft. area, or by up to 40° in an enclosed area of up to 30 ft. x 30 ft.

Skin decontamination kit: This is a flexible outer pouch with six individual skin decontaminating packets. Each packet consists of a foil-packaged laminated fiber material containing a reactive resin with a strong anti-bacterial solution. These wipes neutralize most contact nerve and blister agents, as well as prevent infection. One wipe can decontaminate a single character's hands, face, ears, and neck once.

Solar panel: 2 ft. x 4 ft. panel that can power up to 4 devices that have the "battery operated" quality, or recharge 1 battery every 4 hours under direct sunlight. With a DC 15 Craft (electronics) check, you can link up to 5 panels together to power one device with the "powered" quality, or to recharge one battery bank per day.

Survival kit: Provides a +2 bonus to Survival checks.

Trap, bear: Requires a Spot check (or Search in some cases) against the Hide check result of the trap setter. If this fails, you must make a DC 18 Reflex dodge check to avoid getting caught. If caught, you take 1d5+5 damage to a random leg, and are pinned and grappled. Break DC 26,

Disable Device DC 15, hardness 10, hit points 10, P.S. 24.

Trap, cage: 5 ft. x 5 ft. x 5 ft, Break DC 22, hardness 10, hit points 10.

Water drum: Holds 75 gallons.

Water filtration tablets: One bottle can treat up to 10 gallons of water.

Water purifier: Purifies 1 days' water every 5 minutes.

Weather sensor: Provides a +4 bonus to Survival checks to predict the weather.

Winch: Can lift or drag up to 2,500 lbs., and includes 100 ft. of heavy cable (Break DC 20, hardness 8, 5 hit points).

Weapon Accessories

Custom stock: This is a custom-fitted stock for a rifle, assault rifle, shotgun, or SMG. It provides a +1 bonus to aimed attack rolls. Other users take a -1 penalty to aimed attack rolls.

Ear plugs: Provides a +4 bonus to saving throws against non-directed sonic effects.

Holster, shoulder: Increase Spot DC to visually detect the weapon by +3.

Holster, stealth: Increase Spot DC to visually detect the weapon by +6. Drawing this weapon requires a full-round (standard action if you have Quick Draw).

Holster, tactical: Anyone attempting to grab the weapon out of this holster (such as an opponent) takes a -4 penalty to the attempt.

Magazine clamp: This is, as the name implies, a clamp that attaches a second magazine to the primary magazine on assault rifles and SMGs. This allows you to perform one reload as a free action.

Shotgun side-saddle: Places the ammunition close at hand, reducing the time to reload by 50%. These generally hold 6 or 8 shells.

Sight, day/night: Acts as a 6x sight, or a starlight sight, with a standard action to switch.

Sight, laser: Provides a +1 bonus to attack rolls with appropriate weapons. In normal daylight conditions, these have an effective range of approximately 15 ft. For each increasing "step" of darkness, increase the effective range by 15 ft., to a maximum of roughly 150 ft. Note also that due to years of television and movies, many people will stand down or flee when the spot a moving red dot on their body.

Sight, red dot: Also known as a reflex sight, this non-telescopic sight projects an illusory red dot in your field of vision, providing you with visual assistance similar to that of a laser sight but without the telltale beam or dot. This provides a +1 bonus to attack rolls against targets within 50 ft. (not cumulative with other sights), if you are using the sight.

Sight, telescopic: Many of these scopes are variable. For this purpose, when using a scope, treat the target as one-half the actual distance to determine range increment modifiers. Acquiring a target with a telescopic sight takes 2 actions (see the Telescopic Shooter feat) plus an action to fire.

When using a scope and a called shot technique, if the scope brings the effective visual range between you and the target down to 10 ft. or less, you can ignore up to 6 points of called shot penalty. If it brings the distance down to what would effectively be adjacent, you can ignore up to 12 points of called shot penalty.

Sling, assault: Allows you to make a DC 10 P.P. check; if successful, you can draw a properly mounted weapon (typically a rifle, shotgun, or SMG) as a free action.

Housing and Lifestyles

So... you want a place to live, eh? Well, get ready for some work. To determine your lifestyle, go through the six categories below, note the ones you want and the point value. Compare the point value to the table below to find the Purchase DC. (Note that these rules are ~~stolen~~ inspired by *Shadowrun*).

Roommates: For convenience, if you have roommates, find the cash equivalent of the Purchase DC, divide the cash equivalent by the total number of equal contributors, and then find the Purchase DC for that amount of cash. *For example*, you and your pals Bob and Joe decide to share a Middle Class lifestyle (18 points, monthly DC 23). Purchase DC 23 equals \$5,000. Divide 5,000 by 3 (5,000/3 =) \$1,667 each per month, or Purchase DC 20 each. If any given roommate wants better accommodations (such as entertainment), to damn bad, this is an abstract system. Buy it separately (not a part of lifestyle costs in other words).

Dependents: If you have one or more dependents (people living with you but not contributing equally to living expenses), find the cash value of your current Purchase DC, and increase by +10% per child dependent, and by +15% per teen or adult dependent, then compare to Table 7-1. If the new total puts you into a new DC, that is your new monthly cost. *For example*, you have a middle class lifestyle (18 points, monthly DC 23), a wife, and 10-year old twins. Purchase DC 23 equals \$5,000. Two children (+20%) and one adult (+15%) increases your expenses by 35% (*1.35). Your new monthly lifestyle costs are (5,000*1.35) \$6,750. This puts you in the Purchase DC 25 range – an expensive family. You might look into moving into a poorer neighborhood.

Payments: You must make the appropriate Wealth check for every given period, be it every day (typically a hotel), the first day of every week,

or the first of every month. If this fails, roll 1d10. If the result is equal to or less than the number of missed payments, you will be evicted (unless you can convince the landlord otherwise; Diplomacy, with each additional missed payment imposing a -2 penalty). In this case, you cannot attempt to regain your lifestyle until the appropriate period has passed. A permanent lifestyle is nominally yours forever, unless something extraordinary happens.

Garages: The space required by vehicles is up to the GM, with Low Space being enough to park an average car with little room to spare, while Luxury-sized Space could be used as a garage for several trucks and trailers.

LIFESTYLE				
Points	Daily	Weekly	Monthly	Permanent
-1	0	0	0	0
0	0	0	1	0
1	1	1	2	15
2	1	1	2	15
3	1	2	3	18
4	1	2	3	18
5	2	2	4	20
6	2	3	5	22
7	2	4	7	24
8	2	5	9	25
9	2	6	11	27
10	3	9	14	30
11	5	13	17	33
12	6	14	18	34
13	7	15	19	35
14	8	15	20	36
15	10	17	21	37
16	10	17	21	37
17	10	17	22	38
18	12	19	23	39
19	12	19	23	39
20	13	20	24	40
21	13	20	24	40
22	14	21	25	41
23	14	21	25	41
24	15	22	26	42
25	15	23	27	43
26	17	23	28	44
27	18	25	29	45
28	18	25	30	46
29	20	27	31	47
30	22	29	33	49
31	23	30	34	50
32	23	31	35	51
33	25	31	36	52
34	26	33	37	53
35	26	33	38	54

Area

- **Z—Street-equivalent (-1 point):** The worst area possible, inhabited by the most desperate in society. You live among the homeless, squatters, junkies, and other societal castaways, metahuman or otherwise. Law enforcement never ever comes round, violence and crime are endemic and your security is entirely in your own hands. **Limitations:** You cannot choose higher than Middle lifestyle for the Space category.
- **E—Street-equivalent (0 points):** Not quite as bad as a Z-rated area, but still not a place where most people choose to live. The area is filled with transients, refugees, street gangs, criminals and others who live in abject poverty. The police presence is spotty at best; they don't involve themselves with what's going on unless they really have to, so for security you're better off looking to the local gang. **Limitations:** You cannot choose higher than Middle lifestyle for the Space category.
- **D—Squatter-equivalent (1 point):** Your neighborhood is a dirty, run-down business district, not a residential area. Though not home to many people because of this, those who do live here are typically lowlifes of all sorts.

Crime is common, so you need to be careful about guarding yourself and your possessions.

- **C—Low-equivalent (2 points):** A residential area that has seen better times is what you call home: dilapidated buildings, poor maintenance and petty crime are all part of daily life. The cops do sometimes show their faces, at least when something fairly bad happens. Just a typical part of the sprawl.
- **B—Middle-equivalent (3 points):** You live in one of the better parts of town. There's some crime, like everywhere else, but at least you can walk the streets at night without having to wear body armor and pack a pistol. Not often, anyway.
- **A—High-equivalent (4 points):** This is a very nice residential area with some fairly nice houses or (relatively) well-run apartment buildings around. The cops make an effort to respond to calls, and there is often a kind of neighborhood watch to keep crime down. **Limitations:** You cannot choose less than Low lifestyle for the Security and Space categories.
- **AA—Luxury-equivalent (5 points):** The neighborhood is among the best you're likely to find, with good housing, places to go and things to do. The security presence is solid; people that look like they don't belong are likely to be stopped. You're unlikely to become a victim of crime in this kind of neighborhood. **Limitations:** You cannot choose less than Middle lifestyle for the Security and Space categories and cannot choose Street for the Comforts category.
- **AAA—Luxury-equivalent (6 points):** You live in one of the most prestigious parts of town. Private security patrols the area (in addition to the city police), so crime is kept to a minimum. The neighborhood looks like a well-maintained park due to the small army of gardeners, janitors and handymen that keep it in perfect condition. **Limitations:** You cannot choose less than Middle lifestyle for the Security category and not less than High for Space. You also cannot choose Street for the Comforts category.

Comforts

- **Street (0 points):** Comfort is where you find it, because you don't have any to call your own. You frequently go hungry or cold simply because there isn't any food or shelter to be found. **Examples:** Public restrooms, soup kitchens, Salvation Army blankets, shoplifting.
- **Squatter (1 point):** You do have power, water and heating, though they come from portable sources. Your food is pretty bad, but at least it fills your stomach. **Examples:** Flashlight, propane burner, military-surplus sleeping bag, processed food, Laundromat.
- **Low (2 points):** You have electricity, water and other amenities in your apartment, though they might be obtained through an illegal tap and are prone to going out at times, so it pays to keep a backup source handy. Your food is edible, if not healthy. **Examples:** Running water, washing facilities, central heating.
- **Middle (3 points):** Water and power only go out during high-peak brownout seasons and droughts. Your food is moderate to good quality. Though you have to do most things yourself around the house, you might have some technological aids to ease the work. **Examples:** Well-stocked refrigerator, bathtub, dishwasher, centrally controlled or automated appliances, climate control.
- **High (4 points):** Water and power don't go out in your home unless something unusual happens. You get good and healthy food, and your refrigerator is filled with as much of it as you and your family require. To keep the house clean, you've got both high-tech appliances and one or two people to do the dirty work. **Examples:** Refrigerator-oven, housekeeper and/or nanny, dust-repellant walls, excellent air and water filtration systems, grocery delivery service.
- **Luxury (5 points):** You have just about everything that makes your life more comfortable. You never eat anything less than the best and your kitchen is state-of-the-art. Then again, why make that kitchen dirty when there are so many excellent (and expensive) restaurants in the city? A small staff maintains your house or apartment, and of course you have a chauffeur for your car as well. **Limitations:** Requires at least High Area and Middle Space. **Examples:** Chauffeur, housekeepers and handymen, pool with hot tub and sauna.

Entertainment

This category gives you something to do in your home. Entertainment can

take various forms, with the descriptions below giving typical examples; if you prefer to have a large library rather than electronic gadgets, for instance, you could decide it's equivalent to Middle-level entertainment and pay the 3 points for that

Limitations: As most modern entertainment requires electricity, you cannot choose more than one level higher in Entertainment than you took for Comforts. For example, if you took Middle Comforts, you cannot take more than High-level Entertainment.

- **Street (0 points):** You have no entertainment to speak of. **Examples:** Magazine from a garbage can, old newspaper.
- **Squatter (1 point):** For entertainment, you're dependent on some (usually elderly and/or malfunctioning) devices, drinking with your homies on the stoop or going to the seedy corner bar. **Examples:** Portable radio, hand-held video game, TV in a public place, library computer.
- **Low (2 points):** Your place is equipped with the basic necessities of modern living, but nothing outlandish or expensive. When you go out, it's usually to places that aren't very expensive, such as the movies or a local bar. **Examples:** Basic internet access, home stereo system, TV, telephone w/caller I.D., low-end console or computer.
- **Middle (3 points):** Your home is well equipped to entertain you. If that's not enough, you can go out to find a lot more at any number of places catering to the middle classes. **Examples:** High-speed access, concerts, computer, decent console, Timberwolves season tickets.
- **High (4 points):** You can get more entertainment in your own home than many people see in their entire lives; you don't have the absolute, top-of-the-line gear, but it comes close enough to impress your friends. **Examples:** High-speed internet access, high-end console, expensive computer, expensive restaurants, exclusive nightclub membership.
- **Luxury (5 points):** There is just about nothing you don't have, or can't go and do – your home has (very nearly) everything when it comes to entertainment, and what it doesn't have, other people are happy to provide to you when you want it. **Limitations:** Requires at least High Area and Middle Space. **Examples:** Private club membership, complete home entertainment center, hunting expeditions.

Furnishings

The size of your place is covered by the Space category; this one lets you pick how the place is decorated. Note that this is not related to the home's size at all: you could have priceless art and top-class furniture crammed everywhere in a one-bedroom apartment, or you might live in a big apartment with 7,500 square feet of totally empty floor space.

- **Street (0 points):** Furnishings? **Examples:** Coat, trousers, shoes, shirt.
- **Squatter (1 point):** You own a few bits and pieces that make your house semi-inhabitable, but if a lot of friends come over they'll have to sit on the floor. In any case, all your furniture is ancient and continually needs minor repairs. **Examples:** Mattress, mismatched chairs, upturned crates.
- **Low (2 points):** You own some cheap furniture, but at least you probably bought it new. You have enough of it to reasonably fill a small apartment. **Examples:** Sofa, pop-star posters, complete bed, matched chairs.
- **Middle (3 points):** Your apartment has decent furniture in a style of your taste and you have enough to suit your needs. It's not of any prestigious brand or designer, but it doesn't fall apart when someone sits down on it, either. **Examples:** Mass-production art, S-Kea furniture.
- **High (4 points):** You have all the furnishings your heart desires, enough to fill your apartment or house to capacity. What's more, it's of good quality and by designers who've already made a bit of a name for themselves. **Examples:** Real wood paneling, crystal glassware, original art.
- **Luxury (5 points):** LOTS of furniture, all created by prestigious designers that make use of exotic materials and avant-garde styling. Alternatively, you might own precious antiques or just a very large amount of comfortable—if somewhat bland—modern furniture. **Examples:** One-off designs, antique furniture, gold-plated faucets, works by famous artists.

Security

This category represents how difficult it is for others to gain access to your property. The specifics depend on what you and your GM have in mind, but can be anything from locks on the doors, on-site guards, payments to the

local gang, or even the fact that you benefit from the security of the “massage” parlor next-door.

The ratings given in the sections below are for tests made to circumvent the security, regardless of what you decide that security actually is. For passive security (locks, for example), the skill check DC is 1 – *Cheap* (DC 20), 2 – *Average* (DC 25), 3 – *High Quality* (DC 30), 4 – *High Security* (DC 40), and 5 – *Ultra-high Security* (DC 50). For active security (a guard watching), assume a skill bonus to Listen, Search, and Spot equal to the rating above and beyond the normal rating.

- **Street (0 points):** You have no security to speak of, except what you can create for yourself. That usually takes the form of scaring away would-be thieves by whatever means available, so you would do well to invest in a weapon of some kind. **Rating:** 0 **Examples:** Looking tough, tin can on a tripwire.
- **Squatter (1 point):** You have a place where you can store your valuables out of reach of common thieves, but the more resourceful ones will be able to get at it with a little trouble. **Rating:** 1 **Examples:** Simple mechanical lock, old safe, locker at the bus station.
- **Low (2 points):** Although your security isn't great, it is good enough to at least delay serious attempts at getting past it. You won't normally be bothered by opportunistic attempts to steal your stuff. **Rating:** 2 **Examples:** Average safe, payments to the local gang, big dog.
- **Middle (3 points):** Your apartment has security that will keep out casual thieves as well as the more determined ones, making it a relatively safe and secure place to live. **Rating:** 3 **Examples:** Decent padlocks, PANICBUTTON alarm, building with a guard.
- **High (4 points):** You have a good system of locks and alarms on your property, and very likely a contract with a security company. All this makes it difficult for even experienced and well-equipped thieves to get in. **Rating:** 4 **Examples:** Stout guards, security cameras, electrified fence.
- **Luxury (5 points):** Security is so good that sometimes it just gets in your way—but better security than someone else, right? **Rating:** 5 **Examples:** Animal patrols, automatic gun systems, n-site security mercenaries.

Space

This is an indicator of the size of your dwelling. Its interior decoration is not considered here, as that falls under Furnishings.

- **Street (0 points):** You don't live in a building at all, but sleep in the open air. **Examples:** Park bench, doorway, under a highway overpass. **Limitations:** You cannot choose higher than Squatter lifestyle for the Security category.
- **Squatter (1 point):** At least you've got a roof over your head to keep the rain out, but that's about all. There's just enough room for yourself and perhaps a guest (provided they don't want to stay for the night, or at least not in a separate bed) but there really is no room to do anything in-doors. **Examples:** Coffin hotel, cardboard box, shantytown hut, homeless shelter. **Limitations:** You cannot choose higher than Low lifestyle for the Security category.
- **Low (2 points):** You live in a tiny apartment or studio that is not intended to be inhabited by more than one or two people. On average, these apartments have about 1,000 square feet of floor space. Apartments like this are often part of a big block of flats with at least ten floors, each of dozen or more apartments. If you're lucky you've got a balcony, else you'll have to make do with a picture window. If you have a vehicle, you can park it in a communal parking garage underneath the building, or on a large lot out front. **Examples:** One-bedroom apartment, U-Stor-It™ space.
- **Middle (3 points):** You either have a decent-sized apartment in a large building or a small free-standing house with a garden, depending on what part of town you live in. On average, it is about 3,000 square feet (2,000 apartment) with a moderate-sized living room, enough bedrooms for your whole family to sleep and live in (as well as maybe one or two spares) and a well-equipped bathroom and kitchen. An apartment block will have a parking garage underneath the building, but unlike Low-class, it has reserved spaces for all the residents. If you have a house, you can park your vehicle on a driveway or in your front yard. **Examples:** Two- or three-bedroom apartment, condominium, small single-family house.
- **High (4 points):** Your apartment is large and airy, or maybe you live in a moderately-sized house with a garden around it. Either has a large living room and kitchen, a

study and/or dining room, at least one well-equipped bathroom and large bedrooms for your whole family and some guests. The typical size of an apartment is some 3,000 square feet, while a house has about 5,000 square feet of space. For parking your vehicle, you have a private space underneath the apartment building, or a garage next to your house. **Examples:** Typical single-family house or apartment, converted loft.

- **Luxury (5 points):** If you live in an apartment block, you've either got a multistory penthouse or most of a floor to yourself. Most luxury housing, though, consists of villas surrounded by large gardens. In either case, interior space is 10,000 square feet or more with more rooms than you'll ever really need, most of them as large as some low-class apartments. **Examples:** Villa, penthouse, large hotel suite.

Hotels and Motels

HOTELS AND MOTELS				
Category	Room Type			
	Hostel	Typical	Suite	Penthouse
Area	Varies +9	Varies +14	Varies +17	Varies +24
Comforts	Squat (1)	Middle (3)	High (4)	Luxury (5)
Entertainment	Low (2)	Middle (3)	High (4)	Luxury (5)
Furnishings	Low (2)	Middle (3)	Middle (3)	Luxury (5)
Security	Low (2)	Middle (3)	Middle (3)	Luxury (5)
Space	Low (2)	Low (2)	Middle (3)	High (4)

Add the listed point together and then modify for the Area to determine the final point value, then follow the normal procedure, typically paying by the day or week. These costs are for a single person. For multiple people, follow the normal rules for roommates and guests. For multiple rooms, find the cash value of a single room, multiply by the number of rooms, and re-compare to find the Purchase DC.

In a **hostel**, each room has bunk beds for four to twelve people, with complete strangers sharing rooms. It's relatively cheap, but you get what you pay for: communal toilets, having to find your own food and the No Privacy trait at level 2.

A **typical motel/hotel room** is a bedroom with a single, double, twin single or twin double bed and an attached bathroom. The price normally includes breakfast at the hotel restaurant.

A **suite** consists of a number of bedrooms (single or double) and a bathroom, all connected by a corridor or to a central living area. A **penthouse** or **bridal suite** is a much larger and more luxurious version, usually located at the top floor of the hotel. It often comes with the Motivated Service trait.

Recreational Vehicles

A character who lives in a recreational vehicle or on a boat has a few special considerations. Typical RVs and pleasure-craft have the following ratings: Low Space, Low Furnishings, Medium Comforts and Medium Entertainment. For Security, let's hope you have a car alarm. Large yachts will have higher ratings, while sleeper cabs on trucks have lower ones.

Because the character owns the vehicle, the Space, Furnishings and Security categories do not need to be paid for each month. The Area category is wherever the character parks the vehicle, so the GM will need to keep track of the number of days spent in a given area and charge one-thirtieth of the points cost per day.

Workshops/Facilities

A shop requires Middle-level Space, while a facility requires Luxury level. Tools need to be purchased separately if the character wants to own them. It is also possible to rent a workshop or facility complete with tools; divide the cost of the shop or facility by 100 to determine monthly tool/equipment rental.

When a workshop is attached to a garage, the GM will need to determine how many vehicles can be put into it.

Lifestyle Traits

Any given lifestyle can have no more than 5 Negative and 5 Positive Traits applied to it. Each trait has a modifier. Apply this directly to the Point Value of the Lifestyle.

Negative Lifestyle Traits

- **Ambush Friendly (-1):** The home was practically designed to be invaded. Anyone fighting indoors must succeed at a DC 20 Spot check to locate a way to gain cover. This trait is incompatible with the Defensive Setup trait.
- **Annoying Neighbors (-0.5):** Neighbors hate you or at least ignore the fact you exist. They make noise at odd hours of the night, disturb you with requests and generally make life troublesome, going so far as to leaf

through your mail if it's left to sit out. This trait can be taken in conjunction with other "Neighbors" traits, each time pertaining to a specific set of neighbors.

- **Bad Insulation (-0.5):** Due to shoddy construction and flimsy materials, the home's insulation is practically see-through. The elements therefore rule over the home, preventing sleep and generally making life difficult in the heat of summer as well as in the frost of winter. This Flaw is incompatible with the Good Insulation Edge.
- **Bad Reputation (-0.5):** The home is thought to be cursed, jinxed or renowned for having tenants who don't tip. Outside contractors and delivery services will be very wary of coming on-site to do any sort of work. Any negotiation with the aforementioned people is done with a -2 penalty. This trait is incompatible with the Good Reputation trait.
- **Cacophonous Neighborhood (-0.5):** The home is unfortunately placed near a highway, railway, motor factory, foghorn plant or other noisy feature of urban life. This causes you to have trouble sleeping (+2 hours required) and relaxing due to the constant audio bombardment, unless of course you happen to be deaf. Guests and visitors will mind all the same.
- **Crash Pad (-1):** This place is well known to the youthful members of a particular gang, subculture or social circle as a place to hang out, party and crash at. People you know, barely know or don't know at all are always showing up, looking to hang, get wasted or find a spot of floor to sleep on. Privacy and security are generally nonexistent, at least in the areas of the house not locked off.
- **Cursed Amenities (-1):** Hot water turns to cold, blackouts are commonplace and if it can go wrong, it usually has before the character wakes up. The home's basic services keep malfunctioning at the worst of times.
- **Difficult Access (-0.5):** Leaving or entering the home is excruciating and time-consuming due to faulty elevators, stairwells or time-released door locks. Going in or out, even in a hurry, takes at least two minutes. This trait is incompatible with the Hasty Access trait.
- **Disgruntled Service (-1):** Your non-security home services deeply resent you. They do their job when they want to and take their time, always making sure to "forget" little details or to leave little presents here and there to make your life a little more unpleasant. This trait is incompatible with the Motivated Service trait.
- **Disgusting Neighborhood (-0.5):** Be it a dump, toxic waste treatment plant, tannery or other nauseating enterprise, the home is right next to it. Acting not only as an eyesore but also as a detractor to daily life, it makes the home much less enjoyable and tends to drive off guests and visitors, be they wanted or not.
- **Gnomes (-1 or -2):** Keycards, credit cards, magazines, chips and many assortments of single socks; if it's small and perhaps shiny, you keep losing it. Whether the home is a breeding ground for trinket snatchers or greater forces are at work, small (and often important) things keep getting lost around the home. When Small (or smaller) items are left in the home, there's a 1 in 6 chance that it will be impossible to locate when you search for it later. At level 1, the item will eventually show up later (1d30 days); at level 2, it may be permanently lost.
- **Haunted (-1):** Apparitions, closets rumbling, cupboards shaking, doors slamming shut; something's going on at the home, but no official sources can confirm it, much less help alleviate it. The home will be very difficult to sleep and rest in as frightening events keep all but the most sound sleeping residents awake and shaking (+2 hours required).
- **Horrible View (-0.5):** The home offers a fantastic view of a wall, treatment plant or other vision-gouging sight. Nearly nothing can be gleamed from looking outside at that area at any given moment. Multiple "View" traits can be taken, each applying to a specific area of the home's surroundings.
- **Inattentive Security (-1.5):** Security is moderately aware of the home at best. The lifestyle's security rating is lowered by 1 only for the purposes of detection. This can be due to narcoleptic guards, inviting back door entrances or other characteristics. This trait is incompatible with the Vigilant Security trait.
- **Infestation (-1):** Local strays or small pests tend to gravitate towards and run amok inside the home, making life a living hell. They nibble power cords, eat food left on the counter and scurry around in the dark of night.

Exterminators can help solve the problem for a few days, but the critters always come back. This trait is incompatible with the Pest Repellent trait.

- **Intolerant Neighbors** (-0.5): Your neighbors have extremely short tempers and will gladly report you at the slightest noise late at night. They are also very leery of personal contact, neighborly help and other social interactions. This trait can be taken in conjunction with other "Neighbors" traits, each time pertaining to a specific set of neighbors.
- **Living by Commitment** (-1): You don't fully rent your home, taking part in a community housing project instead. This means you pay less, but shares the greater part of the lifestyle's particularities with others and has to regularly attend meetings to address housing issues. Chores must also be performed with a modicum of regularity. Failure in these duties can cause you to be evicted from the home.
- **Living with Parents** (-2.5): You pay a lot less for your space because you still live at home with your parents (or at least live with a relative who owns the building). In addition to being the butt of jokes by your friends, you also have to respect the rules of the house. This may mean a curfew ("You can go over to the arcology with your friends but be home by midnight!") or other restrictions ("I don't want your friends coming over again, they make too much noise!").
- **Mail Leftovers** (-0.5): The previous tenant left his legacy to you, who now receives mail, threats, pets and angry debtors all meant for the former occupant.
- **Middle of Nowhere** (-0.5): The home is as far from the local services as is humanly possible. Due to traffic and bad city planning, all travel between the home and specialty services is doubled in length. This trait is incompatible with the One Step from Everything trait.
- **No Hazard Alarm** (-0.5): Fire, electrical hazards and other unfortunate accidents are not reported to security nor to you, leaving you to discover them and take appropriate action.
- **No Privacy** (-0.5 per level): It's amazingly easy to spy on you, even when you are taking steps to hide from sight. All attempts to undergo spying or surveillance activities from outside the home receive a bonus of +2 per level. The No Privacy trait can be taken a maximum of three times and is incompatible with the Privacy Screen trait.
- **Patchwork Engineering** (-0.5): The home was build using shoddy methods and corner cutting, which means any renovation or modification task takes 50% longer. This trait is incompatible with the Masterful Engineering trait.
- **Roommate from Hell** (-0.5): You live with a nosy, lazy freeloader who disturbs your life more than anything else. "Roommate" traits can be taken more than once, cumulatively representing more people living with you. Roommates acquired through traits do not contribute to the rent.
- **Rough Neighborhood** (-1.5): Undesirables cluster around your living area. Security violations happen more often and it's more dangerous to be outside at night. Crimes happen twice as often as normal around (and sometimes in) the home. This trait is incompatible with the Quiet Neighborhood trait.
- **This isn't Pizza Hut** (-0.5): The home's phone number is constantly mis-associated with a popular service or business. Nothing you can do will alleviate the constant wrong numbers.
- **Trigger-Happy Landlord** (-0.5): The landlord despises you or has a very structured way of running things. Alternatively, he may be friends with the repo man. When you miss payments, roll 1d5 instead of 1d10. This trait is incompatible with the Easygoing Landlord trait.
- **Underpaid Security** (-1.5): In an effort to save money, a lot less of the lifestyle's money is going to security and they're not happy about it. Be they local cops, private security guards or the local gang, all security response times are doubled once the alarm is sounded. This trait is incompatible with the Bribe Security trait.
- **Unreliable Security** (-0.5 per level): The cavalry doesn't always come charging in. Whenever there's a call for security, the GM rolls 1d6. If the result is equal to or lower than the level of this trait, no help is on its way to come to the rescue of the home. This trait can be taken a maximum of five times.
- **Waterlogged** (-0.5): Even the slightest bit of rain drops in through the roof or rises up through the floor of the

home, causing water damage and grief. This trait is incompatible with the Waterproof trait.

Positive Lifestyle Traits

- **Bribe Security** (+1.5): The security providers for the home have been paid handsomely to offer more than adequate service. Be they local cops, private security guards or the local gang, all security response times are halved once the alarm is sounded. After all, security wants to please so it can keep its pockets lined. This trait is incompatible with the Underpaid Security trait.
- **Concerned Neighbors** (+1): Your neighbors take their neighborhood's safety to heart and will notice strange sounds and peculiar people (anyone to whom they haven't been introduced) moving in and out of the home. Whenever this happens, they will either check to see if the character's all right or call security. Treat them as having average abilities for purposes of noticing intruders. This trait can be taken in conjunction with other "Neighbors" traits, each time pertaining to a specific set of neighbors.
- **Defensive Setup** (+1): The home with this trait was either designed with architectural defense in mind or acquired that aspect by pure accident. It features corners and layout characteristics perfect for use as cover or advantageous positions in battle. When fighting indoors, characters familiar with the home (namely you and any regular visitors) can always move to find cover. This trait is incompatible with the Ambush Friendly trait.
- **Easy-going Landlord** (+0.5): The landlord isn't overly concerned with late payments or strict enforcement. Alternatively, he and you go back a long way. If you miss payments, roll 1d20 instead of 1d10. You can take this twice (+10%), allowing you to roll 1d30. This trait is incompatible with the Trigger-Happy Landlord trait.
- **Escape Tunnel** (+1.5): Whether by design or accident, the home features a concealed portal that can be used to secretly enter and exit without any external observers being the wiser. This might be a basement door leading to the sewers, a secret stairway hidden behind a bookshelf or easy access to the neighbor's roof and out-of-sight fire escape.
- **Good Insulation** (+0.5): Thanks to space-age materials and rugged architecture, the home is perfectly protected against the elements. No matter what extreme conditions might be going on outside, the home remains in tip top environmental shape (even during power outages). This trait is incompatible with the Bad Insulation trait.
- **Good Reputation** (+0.5): The home itself is known to be a great place. Outside contractors and services will be eager to go on-site to do the work, as will delivery services. This gives you a +2 bonus to all checks when negotiating with the aforementioned service providers. This trait is incompatible with the Bad Reputation trait.
- **Hasty Access** (+1): The home is configured to give quick entry and exit whenever you need it. For houses or flats it may mean a quick-access fire escape or back door, while for twentieth floor penthouses there may be some express elevators or bungee rigging involved. Barring unusual circumstances, it takes a standard action to enter or exit the home at any time, from any room. This trait is incompatible with the Difficult Access trait.
- **Helpful Neighbors** (+0.5): Your neighbors are both friendly and eager to please. Whenever you need a cup of coffee or a place to hide a large unidentified box, they'll be there to lend a hand. They always react favorably to you and whichever friends you introduce to them. This trait can be taken in conjunction with other "Neighbors" traits, each time pertaining to a specific set of neighbors.
- **Inconspicuous Housing** (+1): You live in a place that people just can't seem to find on the map or even easily on foot. It may be a nondescript warehouse with no address or that corner apartment that can't be seen from the street and isn't listed on the directory. This makes it harder for people to find you, both friendly and otherwise. Increase the DC of all tests made to find or acquire information about the tenants by +2.
- **Insurance** (+1): Unforeseen circumstances are prepared for as an insurance company protects the character's real estate assets. Whenever something bad happens to a home with this trait (be it due to burglars or cataclysms) and you decide to invoke Insurance, you gain a temporary lifestyle of value equal to the current lifestyle for as long as the replacements or repairs take. All this is done without any further expense. As soon as you are back to your former home, however, the Insurance trait's value

goes up by +5% and the lifestyle's cost is recalculated. Additionally, this rise in value is cumulative every time the trait is invoked; modifying the lifestyle or removing Insurance to purchase it again later will not reduce its new adjusted value.

- **Masterful Engineering** (+0.5): The home was crafted using SOTA methods that make any modifications much easier. The base time for renovations or any other form of home customization is one-half normal. This trait is incompatible with the Patchwork Engineering trait.
- **Motivated Service** (+1): Your non-security home services, both inside and outside, are very motivated and efficient. They finish the job in half the time when time is a factor and always react nicely to you and your visitors, companions and friends. This trait is incompatible with the Disgruntled Service trait.
- **No More Neighbors** (+1.5): Through luck or your exasperated actions, the homes next door (and above and below) are empty. While this means no immediate help, it also means no distractions and no one to disturb. This trait cannot be taken in conjunction with any other "Neighbors" traits.
- **One Step from Everything** (+0.5): The home is simply in the best possible emplacement it can be. Travel times to specialty outlets or services, such as the corner store or the hospital, are halved thanks to little or no traffic and judicious shortcuts. This trait is incompatible with the Middle of Nowhere trait.
- **Pest Repellent** (+0.5): Stray animals and pests know to stay away from this home. This may be due to the tanning shop next door or the pet cemetery in the basement; no matter the reason, any critter wanting to approach the home with this trait needs to succeed at a DC 20 Will save. This trait is incompatible with the Infestation trait.
- **Privacy Screen** (+1 per level): The home is designed for privacy, be it through thick soundproof walls, strategically placed windows or other features. External surveillance or spying is made all the more difficult, suffering a -2 penalty per level. These penalties do not affect any anti-privacy activities within the home proper. The Privacy Screen trait can be taken a maximum of three times (-6) and is incompatible with the No Privacy trait.

- **Quiet Neighborhood** (+1.5): You live in a quiet, peaceful area of town. It's (relatively) safe to walk at night and the incidence of security breaches is much lower. Crimes happen half as often as normal around (and sometimes in) the home. This trait is incompatible with the Rough Neighborhood trait.
- **Reliable Utilities** (+1): The building is kept in good condition and the owner has invested in technologies and services that ensure life can go on at even the worst of times. This may mean that there is a back-up generator on site or that the plumbing is of superior quality. Even in the most extreme circumstances, the basic services of electricity and hot/cold water usually still function (divide the chance of failure by 10).
- **Roommate from heaven** (+1): You live with a helpful, friendly soul who either offers a shoulder to cry on, a listening ear or a "don't ask, don't tell" policy. Additionally, the roommate also helps with the home's upkeep and takes care of things when the character is not home. "Roommate" traits can be taken more than once, cumulatively representing more people living with you. Roommates acquired through traits do not contribute to the rent (See *The Tick* and *Thrakkorzog* from Dimension 14-B).
- **Terrific View** (+0.5): The home offers an amazing view of a specific area, offering both pleasant feelings and spying opportunities for you. Multiple "View" traits can be taken, each applying to a specific area of the home's surroundings.
- **Vigilant Security** (+1.5): The home's security is especially hawk-eyed and alert. The lifestyle's security rating is increased by 1 only for the purposes detection. This can be due to motivated guards, a commanding position or other characteristics. This trait is incompatible with the Inattentive Security trait.
- **Watertight** (+0.5): No matter how much it rains or pours, the home remains dry. Even flash floods and acid rain don't faze it. This trait is incompatible with the Waterlogged trait.

BAGS AND BOXES							
Object	Size	Weight	PDC	Range	PR	SR	Duration
Aluminum travel case	-	-	-	-	-	-	-
10 lb. Capacity	Medium	5	10	-	-	-	-
40 lb. Capacity	Large	10	11	-	-	-	-
75 lb. capacity	"	15	12	-	-	-	-
Briefcase	Medium	2	7	-	-	-	-
Camera bag	-	-	-	-	-	-	-
5 lb. capacity	Small	0.5	4	-	-	-	-
10 lb. capacity	Medium	1	5	-	-	-	-
15 lb. capacity	"	1.5	5	-	-	-	-
Contractor's field bag	Medium	2	6	-	-	-	-
Day pack	Small	2	5	-	-	-	-
Diving bag	Small	2	11	-	-	-	-
Duffel bag	Medium	1	5	-	-	-	-
Handbag	Tiny	1	4	-	-	-	-
Fanny pack	Small	-	-	-	-	-	-
2 lb. capacity	"	0.5	4	-	-	-	-
5 lb. capacity	"	0.5	5	-	-	-	-
Money belt	Small	0.1	4	-	-	-	-
Range pack	-	-	-	-	-	-	-
Standard	Small	2	7	-	-	-	-
Oversized	Medium	3	9	-	-	-	-
Patrol box	Medium	4	9	-	-	-	-
Suitcase (wheeled)	Medium	-	-	-	-	-	-
25 lb. capacity	"	2	7	-	-	-	-
50 lb. capacity	"	3	8	-	-	-	-
75 lb. capacity	"	5	10	-	-	-	-

CLOTHING							
Object	Size	Wt	PDC	Range	PR	SR	Dur
Clothing outfit	Medium	-	-	-	-	-	-
Business	"	3	12	-	-	-	-

CLOTHING

Object	Size	Wt	PDC	Range	PR	SR	Dur
Casual	"	2	8	-	-	-	-
Double-sided	"	3	+1	-	-	-	-
Formal	"	3	15	-	-	-	-
Stealth	"	3	9	-	-	-	-
Combat boots	Tiny	3	8	-	-	-	-
Designer outfit	Medium	-	-	-	-	-	-
Business	"	3	15	-	-	-	-
Casual	"	2	12	-	-	-	-
Formal	"	3	19	-	-	-	-
Fatigues	Medium	3	5	-	-	-	-
Gloves, insulated	Diminutive	0.25	4	-	-	-	-
Gloves, surgical (per 100)	Diminutive	0.25	11	-	-	-	-
Gloves, work	Diminutive	0.5	3	-	-	-	-
Ice boots	Tiny	4	9	-	-	-	-
Outerwear	Medium	-	-	-	-	-	-
Coat	"	2	8	-	-	-	-
Fatigue jacket	"	2	7	-	-	-	-
Overcoat	"	3	9	-	-	-	-
Parka	"	3	9	-	-	-	-
Photojournalist's vest	"	1	9	-	-	-	-
Suits	Medium	-	-	-	-	-	-
Asbestos	"	15	10	-	-	-	-
BDO	"	5	10	-	-	-	Special
CPOG	"	5	12	-	-	-	Special
Dry	"	15	14	-	-	-	2 h
Gore-tex	"	4	13	-	-	-	-
Ghillie	"	6	12	-	-	-	-
NBC	"	20	7	-	-	-	6 h
SCALP	"	1.5	18	-	-	-	Special
SCUBA	"	18	10	-	-	-	2 h
Space	Large	25	44	-	-	-	4 h
Snow shoes	Tiny	3	9	-	-	-	-
Windbreaker	Medium	1	6	-	-	-	-
Tool belt	Small	2	9	-	-	-	-

COMPUTERS AND ELECTRONICS

Object	Size	Wt	PDC	Range	PR	SR	Dur
Camera	-	-	-	-	-	-	-
35mm	Small	2	12	30 ft.	-	-	Film
Professional	"	"	15	50 ft.	-	-	Film
Digital	Tiny	0.5	15	40 ft.	-	-	6 h
Professional	"	"	18	50 ft.	-	-	6 h
Disposable	Tiny	0.5	2	30 ft.	-	-	Film
Film/Tape	Diminutive	-	2	-	-	-	36 exp
Professional	"	-	6	-	-	-	2 h
Film developing (roll)	-	-	2	-	-	-	-
Lens, infrared	Tiny	1	14	-	-	-	-
Lens, telephoto	Tiny	1	15	*5	-	-	-
Miniature	Tiny	0.5	12	15 ft.	-	-	12 exp
Underwater	-	-	15	-	-	-	-
Video	Small	5	15	30 ft.	-	-	4h tape
Professional	"	10	18	50 ft.	-	-	4h tape
Cell phone	Diminutive	-	Varies	Special	-	+1	24 h
Computer	-	-	-	-	-	-	-
Audio/video feed	Tiny	2	7	5 ft.	-	-	Special
Black box	Tiny	1	11	-	-	-	-
Desktop	Large	10	17	-	+1	-	-
Mastercraft +1	"	"	18	-	+2	-	-
Mastercraft +2	"	"	19	-	+3	-	-
Mastercraft +3	"	"	20	-	+4	-	-
Dual processors	-	-	+0	-	-	-	-
Expanded hard drive	Tiny	1	+1	-	-	-	-
Flash drive	Fine	0.1	-	-	-	-	-
4 GB	"	"	4	-	-	-	-
8 GB	"	"	7	-	-	-	-
16 GB	"	"	11	-	-	-	-
Frag switch	Fine	-	10	-	-	-	-

COMPUTERS AND ELECTRONICS							
Object	Size	Wt	PDC	Range	PR	SR	Dur
Notebook/laptop	Medium	5	17	-	+1	-	4 h
Mastercraft +1	"	"	18	-	+2	-	4 h
Mastercraft +2	"	"	19	-	+3	-	4 h
Portable hard drive	Small	1.5	-	-	-	-	-
150 gigabytes	"	"	9	-	-	-	-
300 gigabytes	"	"	10	-	-	-	-
500 gigabytes	"	"	12	-	-	-	-
Suites	Small	-	-	-	-	-	-
Audio/video	"	10	15	-	-	-	-
Entertainment	"	"	15	-	-	-	-
Hacking	"	5	15	-	-	-	-
Programming	"	10	15	-	-	-	-
Digital audio recorder	Tiny	1	6	1 ft.	-	-	4 h
FAX, portable	Tiny	2	7	-	-	-	-
Laser pointer	Tiny	0.1	4	200 ft.	-	-	2 h
Modem	-	-	-	-	-	-	-
Broadband	Tiny	1	10	-	-	-	-
Fast	"	"	11	-	-	-	-
Very Fast	"	"	12	-	-	-	-
Ultra Fast	"	"	13	-	-	-	-
Cellular	Tiny	1	6	Special	-	+0	-
Multi-PDA/cell phone	Diminutive	0.5	17	Special	-	+1	24 h
Network hub	Small	8	13	-	-	-	-
Pager	Diminutive	0.1	8	-	-	-	-
PDA	Tiny	0.5	10	-	+1	-	12 h
Mastercraft +1	"	"	12	-	+2	-	12 h
Portable satellite phone	Small	2	18	500 ft.	-	+2	4 h
Printer	Medium	3	6	-	-	-	-
Projector	Small	6	18	-	-	-	-
Radio headset	Tiny	0.5	7	1000 ft.	-	+2	2 h
SATCOM terminal	Small	8	27	Special	-	+3	-
Scanner	-	-	-	-	-	-	-
Flatbed	Medium	3	8	-	-	-	-
Handheld	Tiny	0.5	12	-	-	-	-
Software	-	-	-	-	-	-	-
Anti-virus	-	-	5	-	-	-	-
Auto-dialer	-	-	10	-	-	-	-
CAD/CAM	-	-	13	-	-	-	-
Code-cracker	-	-	15	-	-	-	-
Firewall	-	-	5	-	-	-	-
Global mapping	-	-	7	-	-	-	-
Hacker mask	-	-	12	-	-	-	-
Image processing	-	-	15	-	-	-	-
Information database	-	-	15	-	-	-	-
Navigation, atmospheric	-	-	15	-	-	-	-
Navigation, space	-	-	20	-	-	-	-
Translator	-	-	15	-	-	-	-
Virus	-	-	-	-	-	-	-
Cookie sampler	-	-	7	-	-	-	-
Infinite loop	-	-	7	-	-	-	-
Lethal	-	-	7	-	-	-	-
Lockout	-	-	7	-	-	-	-
Trojan Horse	-	-	7	-	-	-	-
Worm	-	-	7	-	-	-	-
Tactical radio	Small	2	-	2000 ft.	-	+2	2 h
Tape library	Tiny	1	12	-	-	-	-
Tape recorder	Tiny	2	4	5 ft.	-	-	5 days
Walkie-talkie	Tiny	1	-	-	-	-	-
Basic	"	"	5	750 ft.	-	+1	2 h
Professional	"	"	10	1,500 ft.	-	+2	2 h

VEHICLE HIT POINTS							
Vehicle	Damage Condition						
	Operational	Lightly	Moderately	Heavily	Severely	Disabled	Destroyed
<i>Civilian Aircraft</i>							
Bell Jet Ranger	280 – 225	224 – 169	168 – 113	112 – 57	56 – 1	0	-57
Bell Model 212	360 – 289	288 – 217	216 – 145	144 – 73	72 – 1	0	-73

VEHICLE HIT POINTS

Vehicle	Damage Condition						
	Operational	Lightly	Moderately	Heavily	Severely	Disabled	Destroyed
Cessna 172 Skyhawk	300 – 241	240 – 181	180 – 121	120 – 61	60 – 1	0	-61
Learjet Model 45	440 – 353	352 – 265	264 – 177	176 – 89	88 – 1	0	-89
Civilian Cars							
Acura 3.2 TL	340 – 273	272 – 205	204 – 137	136 – 69	68 – 1	0	-69
Aston-Martin Vanquish	340 – 273	272 – 205	204 – 137	136 – 69	68 – 1	0	-69
BMW M3	320 – 257	256 – 193	192 – 129	128 – 65	64 – 1	0	-65
Chevrolet Cavalier	300 – 241	240 – 181	180 – 121	120 – 61	60 – 1	0	-61
Chevrolet Corvette	320 – 257	256 – 193	192 – 129	128 – 65	64 – 1	0	-65
Dodge Neon	300 – 241	240 – 181	180 – 121	120 – 61	60 – 1	0	-61
Ford Crown Victoria	340 – 273	272 – 205	204 – 137	136 – 69	68 – 1	0	-69
Jaguar XJS	340 – 273	272 – 205	204 – 137	136 – 69	68 – 1	0	-69
Lamborghini Diablo	340 – 273	272 – 205	204 – 137	136 – 69	68 – 1	0	-69
Mercedes E55 AMG	340 – 273	272 – 205	204 – 137	136 – 69	68 – 1	0	-69
Volkswagen Jetta	320 – 257	256 – 193	192 – 129	128 – 65	64 – 1	0	-65
Civilian Motorcycles							
Ducati 998R	180 – 145	144 – 109	108 – 73	72 – 37	36 – 1	0	-37
Harley Davidson FLSTF	220 – 177	176 – 133	132 – 89	88 – 45	44 – 1	0	-45
Yamaha YZ250F	180 – 145	144 – 109	108 – 73	72 – 37	36 – 1	0	-37
Civilian Trucks							
AM General Hummer	380 – 305	304 – 229	228 – 153	152 – 77	76 – 1	0	-77
Chevrolet Suburban	380 – 305	304 – 229	228 – 153	152 – 77	76 – 1	0	-77
Dodge Caravan	340 – 273	272 – 205	204 – 137	136 – 69	68 – 1	0	-69
Ford Escape XLT	320 – 257	256 – 193	192 – 129	128 – 65	64 – 1	0	-65
Ford F-150 XL	360 – 289	288 – 217	216 – 145	144 – 73	72 – 1	0	-73
Toyota Tacoma Xtracab	340 – 273	272 – 205	204 – 137	136 – 69	68 – 1	0	-69
Civilian Water Vehicles							
Bayliner 1802 Capri	280 – 225	224 – 169	168 – 113	112 – 57	56 – 1	0	-57
Fairline Targa 30	400 – 321	320 – 241	240 – 161	160 – 81	80 – 1	0	-81
Sea-Doo XP	220 – 177	176 – 133	132 – 89	88 – 45	44 – 1	0	-45
Other Civilian Vehicles							
Armored truck	360 – 289	288 – 217	216 – 145	144 – 73	72 – 1	0	-73
Honda TRX400FW	220 – 177	176 – 133	132 – 89	88 – 45	44 – 1	0	-45
Limousine	380 – 305	304 – 229	228 – 153	152 – 77	76 – 1	0	-77
Moving truck	440 – 353	352 – 265	264 – 177	176 – 89	88 – 1	0	-89
NABI Model 40LFW	480 – 385	384 – 289	288 – 193	192 – 97	96 – 1	0	-97
Military Vehicles							
BMP-2	520 – 417	416 – 312	312 – 209	208 – 105	104 – 1	0	-105
M1A2 Abrams	640 – 513	512 – 385	384 – 257	256 – 129	128 – 1	0	-129
M2A2 Bradley	580 – 465	464 – 349	348 – 233	232 – 117	116 – 1	0	-117
M113A1 Gavin	480 – 385	384 – 289	288 – 193	192 – 97	96 – 1	0	-97
UH-60 Black Hawk	460 – 369	368 – 277	276 – 185	184 – 93	92 – 1	0	-93

RULES

In general, if not noted in this section, assume the rules function as described in *d20 Modern Roleplaying Game*.

ROLLING THE DICE

When you make a skill check (including an attack roll), saving throw, ability check, or any other d20 roll, use the following rule:

Natural 20: If you roll a natural 20, add your modifiers to the result (20) as usual. Then roll 1d10 for a result of 0-9 and add (+) that to the final total as well.

Natural 1: If you roll a natural 1, add your modifiers to the result (1) as usual. Then roll 1d10 for a result of 0-9 and subtract (-) this from the result.

SAVING THROWS

This system uses Fortitude and Will saves. Reflex saves are replaced by reflex dodge checks or applicable skill checks.

GENERAL COMBAT RULES

A Note About Penalties

In many cases, a situation or maneuver indicates a penalty to dodge and/or parry checks. This penalty also applies to any similar defensive maneuver.

Attack an Object

When you attack an object, you don't necessarily have to reduce the S.D.C. to 0 to remove the object from your path.

Objects and Cover: When a target hides behind cover, you have to determine if the attack penetrates. Roll damage for the attack normally. Apply the AP to the hardness normally. Any damage over the hardness automatically penetrates. Apply 5% of the cover's S.D.C. against the non-penetrating damage as hardness (with AP); if any of this damage remains, count it with the original penetrating damage.

For example, you, with a 9mm (1d10, AP -3) are shooting at Bob, who is hiding behind a sand bag. You roll 6 damage. With the AP, the sand bag stops (5-3) 2 damage, while 4 points blows right through. The sand bag stops ((120/20)-3) 3 more points, so 1 point of the damage carries through.

Remember to account for Blowthrough, as per *Warfare* before applying these rules.

OBJECT DURABILITY I		
Substance	Hardness	S.D.C.
Leather	2	3/inch of thickness
Drywall	3	3/inch of thickness
Bone/Ivory	7	24/inch of thickness
Reinforced concrete	9	60/inch of thickness
Strong metal	15	100/inch of thickness
Super-strong metal	20	120/inch of thickness
Advanced composites/materials	30	150/inch of thickness

OBJECT DURABILITY II			
Object	Hardness	S.D.C.	Break DC
Drywall (1 in. thick)	3	3	10
Sandbags (1 ft. thick)	5	120	13
Cue ball	6	36	21
Concrete wall (2 ft. thick)	7	1,200	40
Blast door (2 ft. thick)	15	2,400	40

DOORS					
Door	Typical Thickness	Hardness	S.D.C.	Break DC	
				Stuck	Locked
Blast	2 ft.	15	2,400	40	40
Elevator	2 in.	10	140	15	15
Glass	1 in.	1	12	12	12
Iron	2 in.	10	140	28	28
Steel	2 in.	15	200	30	30
Stone	4 in.	8	200	28	28
Wood, simple	1 in.	5	10	13	15
Wood, good	1.5 in.	5	30	16	18
Wood, strong	2 in.	5	40	23	25
Lock	-	15	60	-	-
Hinge	-	15	30	-	-

Attacks per Round

Characters have 2 attacks per round to start with. Some skills and fighting styles may provide more ApR than you have in base ApR. In such cases, you can freely mix maneuvers with your base ApR, but the extra ApR afforded by a skill must be used only for a maneuver with that skill. For example, if you are fighting with a sword, and have a martial art that provides you with 3 ApR, you can use two actions for sword strikes or martial strikes or other action, but that third action must be a martial art action.

Attacks of Opportunity

You can make a number of attacks of opportunity each round that is equal to 1 + P.P. bonus. Unless specifically noted, attacks of opportunity can be made only with available melee attacks. An attack of opportunity suffers a -6 penalty (you can attempt some special maneuvers with an opportunity attack).

Called Shots

Under this system, you can attempt to call a shot against a specific hit location. If you succeed on a called shot, you deal damage to the hit location selected, bypassing S.D.C. (but not armor). If you miss, then you completely miss the target. The penalty incurred by a called shot depends on whether you are taking the called shot as a standard attack action, or if you are spending a full-round action to line up the shot and whether you are using a ranged or melee attack.

Hit Location	CALLED SHOTS			
	Melee		Ranged	
	Standard	Full-Round	Standard	Full-Round
Foot	-12	-8	-18	-12
Leg	-6	-4	-9	-6
<i>Knee</i>	-12	-8	-18	-12
Torso	-5	-3	-7	-5
<i>Groin</i>	-18	-12	-27	-18
Arm	-7	-5	-10	-7
<i>Elbow</i>	-12	-8	-18	-12
Hand	-12	-8	-18	-12
Neck	-12	-8	-18	-12
Head	-9	-6	-13	-9
<i>Ear</i>	-21	-14	-31	-21
<i>Eye</i>	-21	-14	-31	-21
<i>Nose</i>	-12	-8	-18	-12
Wing	-3	-2	-5	-3
Tail	-9	-6	-13	-9

You'll note that there are a few entries on the table above that aren't on the standard hit location table. These are available as special called shots. A successful hit against one of these areas deals damage to the hit location above it (i.e. a knee shot deals leg damage), plus has the following effects:

- **Ear:** In unarmed combat, you can attempt to box a target's ears. If successful, the victim must make a Fortitude save with the DC equal to 10 + damage or be deafened for 1d10 minutes (permanent on a critical failure), as well as a DC 20 Will save to avoid being stunned for 1d2 rounds.
- **Elbow:** A successful called shot to the elbow forces a Fortitude save with a DC equal to 10 + damage or be stunned for 1d3 rounds.
- **Eye:** A successful called shot to the eye deals damage. In addition to the damage, the victim must make a DC 20 Will save or be stunned for 1d4 rounds. He must make a Fortitude save with the DC equal to 10 + damage or be blinded for 1d10 minutes (permanent with a critical failure).
- **Groin:** A successful called shot to the groin against a male requires a Will save with a DC equal to 5 + damage or be stunned 1d6 rounds (1d3 round if female, with a +4 bonus to save; a critical failure knocks the victim prone for the duration). A cup reduces the damage (DR 5).
- **Knee:** A successful called shot to a knee forces a Fortitude save with a DC equal to 10 + damage, with failure resulting in being knocked to one knee for 1d4 rounds (*2 on a critical failure).
- **Nose:** A called shot to the nose forces a Will save with a DC equal to 5+ damage. If this fails, the victim is stunned

and blinded for 1d4 rounds (*2 on a critical failure).

finessing a Called Shot

When making a called shot, you can attempt to bypass the target's armor as well by "finessing" the shot. You take an additional penalty to your attack roll that is equal to the armor value of the location, but if successful, you bypass the armor.

Note that you won't always be able to finesse a called shot – some armor protection is entirely too total to penetrate in this manner.

Clobbered

If you take head or torso damage from a single attack (meaning damage that penetrates your protections) that exceeds your P.E. score (typically known as Massive Damage), you must make a DC (10 + damage) Fortitude save or be stunned for one round. An attack of the appropriate type that clobbers you will also bull rush you, using the damage (+ Size Grapple modifier if applicable) as P.S..

Cover and Concealment

When attacking a target with cover, roll on the hit location table. If this indicates a result protected by the cover, the attack must penetrate the cover before striking the target. See *Attack an Object* above.

Coup de Grace

Contrary to the core rules, you can attempt a coup de grace not only when the target is helpless, but also if the target is unaware of your presence – if you manage to sneak up him with a knife, if you are using a high-powered rifle at 1,000 yards, etc.

For a target to qualify as unaware, he must not know of your presence. For close-range attacks, this means that he must not have detected your approach at all.

- **Melee:** As noted, a full-round action that automatically hits and is a critical hit (if the target is helpless). When making a melee coup de grace, you can select the hit location instead of randomly rolling. The target must make a Fortitude save with a DC equal to 15 + penetrating damage (if no damage penetrates, there is no CDG). If this fails, he suffers the critical hit table effect of your choice for the selected hit location. If the target is unaware, you must make your attack roll normally, with a +6 bonus, and effects as previously described.
- **Ranged (close):** A close ranged attack (within 5 ft.) functions in the same manner as a melee attack (if the target is helpless). If the target is unaware, you must make your attack roll normally, with a +6 bonus, and effects as previously described.
- **Ranged (distant):** This requires an unaware or helpless target. Make your attack roll normally. If successful, follow the rules for a melee coup de grace.

Treat a subdual coup de grace as a subdual hit with an Extra Massive Damage effect.

Defensive fighting

When engaged in combat, you can choose to make yourself more difficult to hit by using the following options.

Fighting Defensively

On your turn each round, before you make any rolls, you can declare Fighting Defensively. For the remainder of the round, you gain a +2 bonus to dodge and parry, but all of your attack rolls suffer a -4 penalty.

With Tumbling: If you have 5+ ranks in Acrobatics or Gymnastics, you gain a +3 bonus instead of +2 when Fighting Defensively.

Total Defense

Instead of attacking, you may, on your turn and before making any rolls, declare that you are using Total Defense. When using Total Defense, you cannot make any attacks (although you can take non-attack actions, such as grabbing a clip or using a radio, etc), but you gain a +4 bonus to dodge and parry for the round.

With Tumbling: If you have 5+ ranks in Acrobatics or Gymnastics, you gain a +6 bonus instead of +4 when using Total Defense.

Drawing Weapons

Drawing a *holstered* or *normally sheathed* weapon is a standard action that provokes an attack of opportunity if the weapon is Small or larger.

Drawing a *slung* or *back-sheathed* weapon requires 2 actions and provokes attacks of opportunity.

Drawing an *at-ready* weapon (as if with a tactical sling) is a free action that *does not* provoke attacks of opportunity.

General Attack Roll Modifiers

GENERAL ATTACK ROLL MODIFIERS

Attacker is . . .	w/ Melee	w/ Ranged
Braced shot	-	+1 ¹
Dazzled	-1	-1
Entangled	-2 ²	-2 ²
In melee	-	-1 per opponent
Invisible	+2 ³	+2 ³
Kneeling/sitting	-1	+0
Moving	N/A	See Movement Modifiers
On higher ground	+1	+0
Prone	-4	N/A ⁴
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4
Visibility	See Visibility	
Wind speed	See Wind Speeds	

¹ A braced shot can be attempted with some ranged weapons. This provides a +1 bonus on the attack roll.

² An entangled character takes a -4 penalty to P.P. that may affect his attack roll as well.

³ The defender loses any P.P. bonus to defense. This bonus doesn't apply if the target is blinded.

⁴ Certain ranged weapons cannot be used while the attacker is prone, such as a bow, but crossbows, thrown weapons, and many firearms can be used while prone at no penalty (and as braced).

General Defense Modifiers

GENERAL DEFENSE MODIFIERS		
Defender is . . .	vs. Melee	vs. Ranged
Behind cover	See Cover	
Blinded	-2 ¹	-2 ¹
Concealed/invisible	Concealment	
Cowering	-2 ¹	-2 ¹
Entangled	+0 ²	+0 ²
Flat-footed	+0 ¹	+0 ¹
Grappling (attacker is not)	+0 ¹	+0 ¹³
Helpless	-4 ⁴	+0 ⁴
Kneeling/sitting	-2	+2
Moving	See Movement Modifiers	
Pinned	-4 ⁴	+0 ⁴
Prone	-4	+4
Squeezing through space	-4	-4
Stunned	-2 ¹	-2 ¹

¹ The defender loses dodge or parry bonuses.

² An entangled character takes a -4 penalty to P.P..

³ Roll randomly to see which grappling combatant you strike. That defender cannot dodge or parry.

⁴ Treat the defender's P.P. as 0 (-5 modifier).

Morale

War is hell, and even the best can break in the stress of battle. This is determined by the Morale check. A Morale check is a Will save. Bonuses to save versus fear also apply.

When you fail a Morale check, if you fail, you become shaken for the duration of the battle. If you fail by 10+, you retreat, but can still attack the enemy if you have the means (such as stopping to shoot an arrow and then moving away again). On a critical failure, you are panicked for 1d4 minutes, after which time, you are shaken, and take a -2 penalty (cumulative) on future Morale checks in this battle.

The GM reserves the right to make group Morale checks.

Creatures make Morale checks at the following times:

- **50% Allies killed, removed, fled:** DC 20
- **Critical hit:** DC 20
- **Critical hit, enhanced:** DC 25
- **Fear effect:** Save DC
- **First hit location damage:** DC 10
- **Helplessness Madness check:** Save DC
- **Leader falls:** DC 20
- **Violence Madness check:** Save DC

Apply the following modifiers to the Morale check:

- **Enemy force has special powers; unit force doesn't:** -5
- **Unit exhausted:** -5
- **Unit fatigued:** -2
- **Unit force has special powers; enemy doesn't:** +5
- **Unit outnumbered 2 to 1:** -2

- **Unit outnumbered 4 to 1:** -5
- **Unit outnumbered 10 to 1:** -10
- **Unit outnumbers enemy 2 to 1:** +2
- **Unit outnumbers enemy 4 to 1:** +5
- **Unit outnumbers enemy 10 to 1:** +10

Rallying

When troops break, as a full-round action, the unit or force commander can attempt to rally the troops (assuming his Morale hasn't failed). This requires a Bluff check. Troops can be rallied only if they are within line of sight and earshot of the commander when he makes the attempt. A creature can be subject to only one rally attempt per round.

The DC is based on both the current Morale effect of the troop, and the desired new Morale condition as follows:

RALLY CHECKS			
Current Morale	Desired Morale Condition		
	Routed	Shaken	Unshaken
Shaken	-	-	25
Routed	-	25	30
Panicked	25	30	35

Apply the following modifiers to the Rally check:

- **At least 1 failed rally check within the last minute:** -2
- **Rallying character critically wounded:** -2
- **Enemy troops in LoS are fleeing:** +2
- **No enemies within LoS:** +5

Movement

Characters can move up to their normal walking speed and still take an action. Additionally, you can use up to one available action to move your base speed as well (essentially a double-move). As usual, taking multiple actions is a full-round action.

- **5-foot Step:** In this rule set, the normal 5-ft. step doesn't exist. You can attempt a 5-ft. adjustment, which we will call a 5-ft. step for convenience. If you take a 5-ft. step in a creature's threatened space, you provoke an attack of opportunity as normal, however, the guarded nature of the movement imposes an additional -6 penalty to the attack roll. As normal, if you take a 5-ft. step, you cannot perform any other movement in the round.
- **Crawl:** While crawling, you are prone. You can crawl at one-quarter your base speed (round down). You can "run" while crawling, moving one-half your speed.
- **Duck walk:** While duck walking, you are kneeling. You can duck walk at one-third your base speed (round down). You can "run" while duck walking, moving at two-thirds your speed.
- **Serpentine:** If a defender is moving serpentine, he gains an additional +2 bonus to dodge. However, serpentine reduces his base movement by 10 ft.
- **Split Move-and-Fire:** When moving, you can make your attack (assuming only a single action, not a full-attack sequence) at any point during your movement, but such an moving attack incurs a penalty. At your normal movement, the penalty is -4. At double movement, the penalty is -8, and at a run, the penalty is -12.

Speed Modifiers: The speed of both the defender and attacker can have a dramatic effect on combat. The following modifiers apply to the attack roll if either the attacker or the defender takes more than a 5-foot step during the round. The modifiers are cumulative.

- **Ground speed:** This is used if the attacker or defender is on the ground.
- **Air speed:** This is used if the attacker or defender is airborne.

If the combatants are moving at the same speed, however, DO NOT apply the modifiers.

If the attacker is moving, he takes a penalty to his attack roll. If the defender is moving, he gains the normal Spd modifier.

MOVEMENT ATTACK PENALTIES		
Feet/Round	Attack Penalty	
	Ground	Air
5 – 50	-0	-1
55 – 100	-1	-2
105 – 300	-2	-3
25 – 50 mph	-3	-4
51 – 90 mph	-4	-5
91 – 115 mph	-5	-6
116 – 230 mph	-6	-7

MOVEMENT ATTACK PENALTIES		
Feet/Round	Attack Penalty	
	Ground	Air
231 – 460 mph	-7	-8
461 – 920 mph	-8	-9
921 – 1,840 mph	-9	-10
1,841 – 3,680 mph	-10	-12
3,681 – 7,360 mph	-12	-14
7,361 – 14,720 mph	-14	-16
14,721 – 29,440 mph	-16	-18
29,441 – 58,880 mph	-18	-20
58,881 – 117,760 mph	-20	-22
117,761 – 235,520 mph	-22	-24
235,521 – 471,040 mph	-24	-26
471,041 – 942,080 mph	-26	-28
942,081 – c (1,117,694 mph)	-28	-30

Visibility

Visibility modifiers to attack rolls are cumulative. Presented first are modifiers for the outdoors, at night.

OUTDOOR VISIBILITY MODIFIERS				
Normal Vision	MOON PHASE			
	New	¼	½	Full
Normal	-4	-3	-2	-1
Clouds				
Lt	-5	-4	-3	-2
Mod	-6	-5	-4	-3
Thick	-7	-6	-5	-4
Dense	-8	-7	-6	-5
Low-light Vision (50%)	MOON PHASE			
	New	¼	½	Full
Normal	-3	-0	-0	-0
Clouds				
Lt	-5	-3	-1	-0
Mod	-6	-4	-2	-0
Thick	-7	-5	-3	-1
Dense	-8	-6	-4	-2

Indoors, and other conditions provide the following modifiers to the attack roll.

OTHER VISIBILITY MODIFIERS			
Condition	Vision Type		
	Normal	Thermal (50%)	Low-Light (50%)
Full Darkness	-8	-0	-8
Magical Darkness	-16	-16	-16
Minimal Light	-6	-0	-2
Partial Light	-2	-0	-0
Glare	-2	-0	-1
Mist	-2	-0	-1
Light smoke/fog/rain	-3	-0	-2
Heavy smoke/fog/rain	-6	-0	-4
Thermal smoke	-4	-8	-4

Wind Speed

WIND SPEED MODIFIERS			
Wind Speed	Thrown/Projectile	Firearms	Energy
Strong (21-30 mph)	-2	0	0
Severe (31-50 mph)	-4	-2	0
Windstorm (51-74 mph)	-16	-4	-2
Hurricane (75-174 mph)	-24	-12	-4
Tornado (175-300 mph)	-32	-16	-12

Note that attacks in Severe or higher winds may require Spot checks to acquire the target.

MELEE COMBAT AND MARTIAL ARTS MOVES

Flanking [Boot Party!]

By core rules, when two allies flank an opponent, each gains a +2 bonus to his attack rolls against that opponent. In this rule set, the flanking rule is slightly different.

When a creature is engaged in melee with multiple opponents, each of the attackers gains an attack bonus equal to the total number of creatures attacking -1. For example, if Bob is fighting 5 skinheads, each skinhead gains a +4 bonus to attack.

This provides smaller creatures with a greater chance of successfully attacking a larger creature than the core rules allow – allowing swarm tactics to work more efficiently.

NOTE: This does not render the target flat-footed or otherwise denied his Dodge Defense bonuses for sneak attack purposes.

Special Maneuvers

For those skilled in melee combat, there are several maneuvers available.

Acc: Apply this modifier to the attack roll (macro entry WpnAtk).

Dmg: This is the damage of the attack. If the entry is 1d1, enter it in the macro as 1d-(P.S. Mod+1).

Rng: The minimum range at which you can use the attack. See Melee Range below for more information.

Hit Loc: Apply this to the hit location entry box.

Notes:

- Alternating:* If an attack has this entry, it means you cannot perform these in succession – a different strike must come in between two of these.

UNARMED STRIKE DAMAGE					
Attack	Acc	Dmg	Rng	Hit Loc	Notes
Hand Strikes					
Basic Punch	+0	1d3	Grapple	+0	
Backfist	+0	1d4	Melee	+0	
Claw hand	+0	1d4	Grapple	+0	
Double-fist punch	-1	1d6	Melee	-4	
Double-knuckle fist	+0	1d4	Grapple	+0	
Fingertip attack	-1	1d1	Melee	+0	
Fore-knuckle fist	+0	1d4	Grapple	+0	
Knife hand	+1	1d4	Grapple	+0	
Palm strike	+0	1d4	Melee	+0	
Power punch	(-4)	*2	*	*	
Foot Strikes					
Basic Kick	-2	1d6	Melee	-2	
Axe kick	-3	1d9	Grapple	+2	Alternating
Backward sweep	-2	1d1	Melee	-10	v. rear
Crescent kick	-1	1d7	Melee	+0	
Roundhouse kick	-2	1d8	Melee	-2	Alternating
Snap kick	+0	1d8	Grapple	+0	
Trip/leg hook	-2	1d1	Grapple	-10	
Wheel kick	-2	1d7	Melee	+0	Alternating
Power kick	(-4)	*2	*	*	
Jump kick	-2	1d8	Melee	-2	
Flying jump kick	-4	1d10	Long	+0	
Fly rev turn kick	-6	1d12	Long	+0	
Other Strikes					
Elbow	+0	1d4	Grapple	+0	
Forearm	+0	1d3	Grapple	+0	
Head butt	+0	1d4	Grapple	+4	
Knee	+0	1d6	Grapple	-4	
Body flip	+0	1d6	Grapple	*	Damage as a fall
Body block	-4/-8	1d6	Long	*	Torso attack
Crush/squeeze	+0	1d2	Grapple	*	Torso attack
Neck hold/choke	+0	1d4	Grapple	*	S.D.C. attack

Melee Range

Melee combat is divided into three ranges – long, melee and grapple.

- Long range** means there is at least 1 square between the combatants. This is rare, except for certain jumping or charging attacks.
- Melee range** is the typical range for melee combat – the combatants are in adjacent squares. No modifiers.
- Grapple range** indicates that the combatants are

occupying the same square. Moving into grapple range provokes an attack of opportunity. If you are in grapple range, but are not involved in a grapple, all attacks and defenses take a -4 penalty.

Area Attack

You use some means to attack an area instead of a single creature, like using a reach weapon to sweep several enemies, throwing a large object onto several foes, or managing to knock a wall down on a group.

Requirements: A way to attack the entire area, such as having reach into it.

Circumstance: Available actions and means.

Effect: Select as many 5-ft. squares as you can conceivably reach with your weapon (typically those adjacent to you). Make one attack roll; each target can attempt to dodge the attack but not parry; roll damage separately.

This requires an attack roll with a -5 penalty for each 5-ft. square of targeted area.

Back flip

Attack: A successful DC 25 Acrobatics or Gymnastics check (and an action) allows you to move to the square immediately behind an opponent adjacent to, but behind you. If you have a fighting style that provides back flip as an attack, you can combine this maneuver with an axe kick, snap kick, or backfist for +2 damage, using only P.P. + back flip bonuses.

Defense: As an action, you can use a back flip in place of a dodge attempt to void an attack. Roll a back flip check against the strike roll. If successful, you void the attack and place a square between you and the opponent. If this fails, you take the damage and have no chance to roll with blow.

Escape: You can back flip in place of a 5-ft. adjustment in order to move away from an opponent. This requires a DC 15 Acrobatics or Gymnastics check. If successful, any applicable AoO suffers an additional -4 penalty (in addition to the normal penalty and the 5-ft. adjustment penalty).

Blowhard

You can blow targets over with your breath.

Requirements: P.E. 21, Huge Size or larger.

Circumstance: Available action.

Effect: As an attack action, you can use your breath to affect all creatures in a cone (P.E. bonus * 5 ft.). Each creature in the area is affected as though struck by a wind effect. The strength of the wind effect depends on your size category.

- Huge** – Strong
- Gargantuan** – Severe
- Colossal+** – Windstorm

If you have a breath weapon, you cannot use this attack and your breath weapon at the same time.

Body flip/Throw

Uses an attack. Make a strike roll (strike or body flip bonuses). The victim can attempt to defend normally (dodge, parry, etc). If the attack is successful, roll a P.S. check (with a bonus as if one size category larger), opposed by the victim's P.S. check (bonuses against being moved apply).

If the victim fails to resist, he takes 1d6 +bonuses damage (less if smaller than Medium), and is knocked prone in an adjacent square. The victim can attempt to roll with blow or breakfall to reduce the damage, or negate it with a breakfall.

You can attempt to flip the victim into an adjacent something or someone. This requires a second strike roll, and the other target can attempt to defend normally. If you flip the victim into someone, both victims take damage, and are knocked prone.

Automatic Body Flip: Some fighting styles may provide you with an automatic body flip maneuver. This is used in place of a parry and uses no actions, but is made only with P.P. and Body Flip bonuses. Otherwise, this works like a regular body flip. Automatic body flips cannot be critical hits.

Breakfall

Uses an action. An advanced version of roll with blow. If successful, you take no damage, and only half if it fails. Against a knock down attack, this also allows you to return to your feet without using an action.

Bull's Charge

This is a low charge designed to get you in under your target's guard, but it leaves you vulnerable to a counterattack.

Requirements: P.S. 13.

Circumstance: You must be wielding a slashing or piercing weapon, charging and using the Power Attack maneuver.

Effect: Before you make the attack roll, you provoke an attack of opportunity from the opponent. Add +1d6 to your damage.

Bull Rush/Overrun/Body Block

These are related attempts to move through, past, and over an opponent.

Requirements: None.

Circumstance: Available actions.

Effect:

- **Bull Rush:** A bull rush is an attempt to use your size and strength to force an opponent back by ramming into him, like a football player. The body block is a bull rush designed to move the opponent and deal damage to him. To perform a bull rush, you must move into the opponent's space, and make an attack roll (unarmed). Contrary to core, you can attempt to bull rush an opponent of any size. If successful, make opposed P.S. checks as per core rules, except you gain an additional bonus equal to the amount by which your attack roll succeeded. Otherwise, follow the core rules. To perform a body block, follow the same procedure, but you take a -4 penalty to the attack roll (-8 if you want to deal lethal damage). Before making the opposed P.S. rolls, you deal subdual damage to the opponent as per vehicle collision damage. After this, follow the normal rules for a bull rush.
- **Overrun:** An overrun is an attempt to plow past an opponent, moving through his space (normally something that is disallowed). Contrary to core, you can attempt to overrun an opponent of any size. If the opponent chooses to block you, follow the procedure for a bull rush described above. If you win this attempt, you knock the opponent down (and most often to a square to the side) and continue with your movement.

In either case, the opponent can attempt a Maintain Balance maneuver check in place of the attribute check to oppose this, assuming he has that maneuver.

While performing this maneuver, you can take no automatic actions.

Cartwheel

Attack: If you have a fighting style that provides cartwheel as an attack, you can combine this maneuver with an axe kick, wheel kick, or knife hand for +2 damage, using only P.P. + cartwheel bonuses.

Defense: As an action, you can use a cartwheel in place of a dodge attempt to void an attack. Roll a cartwheel check against the strike roll. If successful, you void the attack and place a square between you and the opponent. If this fails, you take the damage and have no chance to roll with blow.

Escape: You can cartwheel in place of a 5-ft. adjustment in order to move away from an opponent. This requires a DC 15 Acrobatics or Gymnastics check. If successful, any applicable AoO suffers an additional -4 penalty (in addition to the normal penalty and the 5-ft. adjustment penalty).

Cat's Parry

You are able to turn a defense into an offense.

Requirements: P.P. 15.

Circumstance: You must be fighting defensively or using total defense.

Effect: Your opponent gains a +4 bonus to his attack roll, but if he misses, you gain an immediate attack of opportunity. You can exceed your normal attacks of opportunity when using this maneuver.

Charge

You rush up to an opponent in order to surprise him, increasing the chance of successful attack.

Requirements: Able to move.

Circumstance: Available attacks with room to move.

Effect: Charge follows the standard rules (+2 attack bonus, up to double speed), except that you also gain a +2 damage bonus, however, for the next round, you take a -4 penalty to dodge and parry.

Combination Maneuvers

Many fighting styles provide combination maneuvers, such as the following:

- **Combination grab/kick:** Uses one action, and both hands must be free. Roll a strike check to grab. If successful, roll a strike check for a knee, kick, or snap kick. Deals double damage.
- **Combination parry/attack:** Uses one action, no more than one per round. If you successfully parry an incoming attack, you can roll a strike with a backfist, knife hand, palm strike, or melee weapon, and the victim cannot use an automatic move to defend against this.
- **Drop kick:** Uses one action in place of a dodge. Roll a dodge check. If successful, roll a strike check for a kick, snap kick, or crescent kick at +2 damage, and end up prone.
- **Power block/parry:** Uses one action. Successfully parry an incoming attack, and roll a strike check for a hand strike. The victim cannot parry this strike.
- **Reverse turn kick:** Uses one action in place of a dodge. Roll a dodge check. If successful, roll a strike check for a kick, or a snap kick at +2 damage.

Crush

You can hurl your body onto opponents to deal tremendous damage.

Requirements: Huge Size or larger.

Circumstance: Engaged in melee.

Effect: As an attack action, you can jump or fall onto opponents, using your whole body to crush them. This attack is useful only against creatures at least three size categories smaller than yourself. The base damage for a crush attack depends on your size.

- **Huge** – 1d30+1d24*5
- **Gargantuan** – 1d30+1d24*10
- **Colossal** – 1d30+1d24*20
- **Colossal I** – 1d30+1d24*30
- **Colossal II** – 1d30+1d24*40
- **Colossal III** – 1d30+1d24*50
- **Colossal IV** – 1d30+1d24*60
- **Colossal V** – 1d30+1d24*70

A crush attack deals bludgeoning damage and affects as many creatures as can fit under your body. Each creature in the affected area must roll a DC (10 + your P.S. modifier + your size Grappling modifier) reflex dodge check. On a failed save, the victim is pinned and automatically suffers crush damage each round the pin is maintained.

Death Blow

Some fighting style allow for a potential death blow. A death blow strikes the torso. The victim can defend normally. A successful death blow deals damage direct to the torso, and duplicates the effect of the cardiac arrest condition. If the victim successfully roll with a death blow, he suffers only half damage to the torso with no other effects.

You can attempt to perform a death blow, but you must score a natural 20 on a called shot to the torso.

Decapitating Slash

You take advantage of an opponent's dropped defenses to take his head off.

Requirements: P.P. 17, I.Q. 11, Slashing Melee W.P. level 10.

Circumstance: Your opponent provokes an attack of opportunity from you.

Effect: If you score a critical hit on your attack of opportunity, the opponent must make a DC (5 + total damage suffered) Fortitude save, or have his head severed. Determine the results of this save before determining the hit location. You take a -4 penalty to dodge and parry for one round following the strike.

Desperate Stab

You make a desperate stab for the heart or throat in an attempt to kill your opponent before he realizes a fight has begun.

Requirements: P.P. 17, Piercing or Slashing Melee W.P. level 15.

Circumstance: You must have won Initiative, it must be the first round of combat, and the opponent must be denied his P.P. bonus to defenses.

Effect: As your first attack of the combat, you may attempt to slay your enemy outright. Make an attack as normal. If successful, the opponent must make a DC (total damage suffered) Fortitude save. If this fails, he dies. If he lives, he gains a +2 bonus to both attack and damage rolls against you for the remainder of the round.

Dirty Fighting

You are able to distract an opponent.

Requirements: I.Q. 13.

Circumstance: The target must be within 10 ft., have an I.Q. of 3 or better, and engaged in combat with you.

Effect: Spend a full-round action and make an I.Q. check. The opponent receives a dodge check against a DC equal to the result of your I.Q. check. If the save fails, you have forced the target into the dazed condition for a round (distraction, throwing dirt in his eye, etc). Dirty fighting can be used on a particular target once per encounter. After the first use in the encounter, the opponent is too wary to fall for it again.

Disarm

You attempt to remove a target's weapon from his hands.

Requirements: None.

Circumstance: Engaged in melee.

Effect: This provokes an attack of opportunity. Make opposing attack rolls using the normal Disarm modifiers (light weapons are -4, two-handed weapons are +4, -4 to disarm non-weapon items, and +/-4 per Size Category difference). If you attempt to disarm an edged weapon while you are unarmed, and you roll a critical failure, you take the weapon's base damage.

Contrary to core, if you fail to disarm, the target doesn't get a free attempt to disarm you.

If the target is using a ranged weapon, you follow the same procedure, but the target takes a -4 penalty to his attack roll for using an improvised weapon.

Otherwise, follow the normal rules for disarming.

Grabbing Items: You can use a disarm action to snatch an item worn by the target. If you want to have the item in your hand, the disarm must be made as an unarmed attack.

If the item is poorly secured or otherwise easy to snatch or cut away the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt doesn't allow the defender to attempt to disarm you. This otherwise functions identically to a disarm attempt, as noted above.

Dodge

Uses an action. When you declare a dodge, roll a dodge check. The results of the dodge check apply to all simultaneous attacks that you can see coming. If the strike rolls are less than your check, they do not hit. For example, if you roll to dodge a sword strike, and at the same time, someone tries to shoot you, both of those attacks are compared against your dodge.

On the moment you perform a dodge, you cannot use automatic defenses.

Automatic Dodge: Some fighting styles provide an automatic dodge. An automatic dodge follows the same rule as dodge, except it must be your first action of the round, and it applies to all attacks you are aware of that come during the round.

Multiple Dodge: Some fighting styles provide a multiple dodge. This works just like a dodge, except that it applies even to attacks you aren't aware of. You cannot use automatic dodge and multiple dodge at the same time.

Dust Cloud

You can sweep dust into the air to hide from an opponent.

Requirements: P.P. 19, I.O. 19, Huge size or larger, wings or a tail.

Circumstance: Engaged in melee.

Effect: As an attack action, you can sweep a limb across the ground and create a dust cloud. This hemispherical cloud has a radius in feet equal to your Reach *2. Creating the cloud has a 50% chance to snuff unprotected flames (candles, torches, small campfires) of non-magical origin in the area. The cloud obscures vision and creatures caught within are blinded while inside and for 1 round after emerging. Any creature caught in the cloud must succeed on a DC (10 + P.S. modifier + Size Grapple modifier) Concentration check to cast a spell. The cloud lasts a number of rounds equal to 1 + P.P. modifier.

Special: A flying creature with this feat must be within reach of the ground to create the effect, but need not actually be in contact with it.

Entangle

Uses an action, in place of a parry or dodge. Make an entangle check against the strike roll. If successful, you have trapped the attacking limb or weapon. Maintaining the trap requires an action and an entangle check every round. The victim must beat these checks with a dodge check to free himself or his weapon.

Fling Enemy

You can pick up an opponent and fling it.

Requirements: Target's weight must be less than your Light Load.

Circumstance: Holding your opponent while grappling him.

Effect: When grappling, you can attempt to throw your opponent.

You can throw the victim a distance of 5 ft. per multiple of Light Load you have above his weight. For example, if your victim weighs 120 pounds, and your Light Load is 266 pounds, you can throw the opponent 10 ft. horizontally or vertically.

If thrown vertically, the victim takes damage from falling the normal distance. If thrown horizontally, it takes damage as if it had fallen half the distance.

You can attempt to throw the victim at another creature – treat as an improvised weapon with an additional -2 penalty. If you hit, both creatures take the amount of damage that the thrown creature would have taken.

Grapple

This system uses less complicated rules for grappling. Essentially, grappling is broken down into several distinct maneuvers. To perform any of these maneuvers, you must be adjacent to the target, or already engaged in a grapple with him. Until you have successfully initiated a grapple, each attempt provokes an attack of opportunity.

To initiate a grapple, you have two options – you can attempt a basic grapple, or go directly to a maneuver attempt.

Basic Grapple

The basic grapple check is a strike roll with any applicable modifiers (such as the +2 bonus provided by the Wrestling skill and Size modifiers, plus your P.S. modifier). This is opposed by the target's grapple check – high roll wins. In the case of a tie, you're both considered to be tied up until one of you can take another action.

If you win, you've grappled the opponent. At this point, you can't do much, but you begin to attempt maneuvers, and you are both treated as grappled with a hold. Roll a hit location at a +2 bonus to determine the area you've initially grappled.

You can choose to maintain a hold on the hit location, taking a

penalty to your grapple checks to do so (this assumes that you are holding with only one limb; if you have more than 2 limbs capable of grappling, each additional limb used reduces the penalty below by 5 points). The penalty to maintain this hold is based on the hit location:

- **Leg:** -15
- **Torso:** -20
- **Arm:** -10
- **Head:** -15

As normal, once you've grappled the foe, you must move into his space, or pull him into yours. If you have reach, you can attempt to maintain the grapple at distance, but you take an additional -5 penalty to your grapple checks.

The effects of a **hold** are:

- **Leg:** If you have the opponent's leg grappled, you can attempt to trip him without provoking, and at a +4 bonus. If successful, you must make another grapple check to maintain your hold. If you do not trip, you both take a -8 penalty to defensive maneuvers and attack rolls against those not involved in the grapple. For either of you to move, you must be able to move the opponent (generally requiring P.S. checks; you take a -4 penalty).
- **Torso:** This is basically an arm wrapped around the torso. One-armed, this is not particularly effective. You and the opponent take a -12 penalty to defensive maneuvers and attack rolls against those not involved in the grapple. You can attempt to move each other (with P.S. checks if necessary; you take a -4 penalty).
- **Arm:** This can be as simple as simply having a firm grip on the foe's wrist, or something like locking his arm up with your arm. Either way, both your arm and his are effectively out of commission, and you both take a -8 penalty to defensive maneuvers and attack rolls against those not involved in the grapple.
- **Head:** This is something like a grip on his throat or a headlock (or a palming of the head or face if you are large enough). The opponent takes a -8 penalty to defensive maneuvers and attack rolls against those not involved, while your penalty is -4, and you can attempt to move him (and vice versa, with P.S. checks). This is required to move to a choke hold.

On your next action, you can make another grapple check in an attempt to perform a grappling maneuver.

Choke

You can attempt to perform either an air choke, or a blood choke on a victim. Attempting to initiate a choke hold on an aware, ungrappled victim requires a called shot to the neck. If you already have the victim grappled, it requires winning an opposed grapple check.

While applying a choke hold, you can continue to attack with leg strikes, and the victim can attempt hand, body, and leg strikes. All attack and defensive moves against those not involved in the grapple are at -8.

Air choke: An air choke is slower and less efficient than a blood choke, but deals more actual damage to the target and is more psychologically unpleasant. An air choke follows the same rules as suffocation, except the victim takes a point of damage to the head every 1d3 rounds the choke is maintained.

Blood choke: You take a -4 penalty to properly apply a blood choke. After 1 round of being choked, the victim must make a DC 15 Fortitude save or fall unconscious (1d6+2 rounds). If successful, he must continue to save every round, with the DC increasing by +1 per round.

Crush/Squeeze

Attempting to initiate a crush on an aware, ungrappled victim requires a called shot to the torso. If you already have the victim grappled, it requires winning an opposed grapple check. If you want to include an arm in the hug, each arm imposes a -4 penalty to your roll, otherwise, you grapple the torso but the victim's arms remain free.

While maintaining a crush, you deal 1d2+P.S. bonus damage per round to the victim's torso, or if his arms are captured, half to each arm.

While maintaining a crush, you cannot defend against attack from anyone, unless you're simply strong enough to move the victim like a child. The only attacks you can make are against the victim, and those are limited to head butts and knees.

The victim, if his arms are free, can defend as normal, with a -4 penalty. He can also attempt to attack you at no penalty. If his arms are grappled, he can still attempt to parry attacks at a -8, and his own attack selection is reduced.

Joint Lock

Joint locks are similar to holds, except that escaping them usually results in taking damage.

Elbow lock: Requires both hands; while maintaining this, you can dodge, but not parry, and can use your legs for attacks (dodge and attacks are -4). The victim can attempt to dodge attacks, parry, and even attack with his free limbs but does so at a -6 penalty. Escaping from an elbow lock

requires the victim to beat you in an opposed grapple check (due to lack of leverage the victim suffers a -4 penalty to the check), and even if successful, the victim takes 1d4 damage directly to that arm and must make a DC 15 Will save or be dazed for 1d5-1 rounds.

Finger lock: Requires one hand; while maintaining this, you can dodge, parry, and attack with your free hand (dodge and attacks are -2). The victim can attempt to dodge attacks, parry, and even attack with his free limbs but does so at a -4 penalty. Escaping from a finger lock requires the victim to beat you in an opposed grapple check (due to lack of leverage the victim suffers a -4 penalty to the check), and even if successful, the victim takes 1 point damage directly to that arm, has a broken finger and must make a DC 15 Will save or be dazed for 1d2-1 rounds. A critical failure results in a failure to escape and a broken finger.

Wrist lock: Requires two hands; while maintaining this, you can dodge, but not parry, and can use your legs for attacks (dodge and attacks are -4). The victim can attempt to dodge attacks, parry, and even attack with his free limbs but does so at a -6 penalty. Escaping from a wrist lock requires the victim to beat you in an opposed grapple check (due to lack of leverage the victim suffers a -4 penalty to the check), and even if successful, the victim takes 1d4 damage directly to that arm, and must make a DC 15 Will save or be dazed for 1d5-1 rounds. A critical failure results in a failure to escape and a broken wrist.

Automatic Joint Lock: Some fighting styles may provide you with an automatic joint lock maneuver. This is used in place of a parry and uses no actions, but is made only with P.P. and Joint Lock bonuses. Otherwise, this works like a regular joint lock.

Neck Hold/Choke

This functions as a head hold, except you deal 1d4 damage (no P.S. bonus) per round to the victim's S.D.C.

If You're Grappling

When you are grappling (regardless of who started the grapple), you can perform any of the following actions. Some of these actions take the place of an attack (rather than being a standard action or a move action).

- **Draw a Light Weapon:** You can draw a light weapon as an action with a successful grapple check, assuming a free hand.
- **Escape from Grapple:** You can escape a grapple by winning an opposed grapple check in place of making an attack. You can make an Escape Artist check in place of your grapple check if you so desire, but this requires a standard action. If more than one opponent is grappling you, your grapple check result has to beat all their individual check results to escape. (Opponents don't have to try to hold you if they don't want to.) If you escape, you finish the action by moving into any space adjacent to your opponent(s).
- **Move:** You can move half your speed (bringing all others engaged in the grapple with you) by winning an opposed grapple check and making a successful P.S. check (apply size grapple modifiers to this check). This requires an action, and you must beat all the other individual check results to move the grapple.
- **Use Opponent's Weapon:** If your opponent is holding a light weapon, you can use it to attack him, assuming you have a free hand. Make an opposed grapple check (in place of an attack). If you win, make an attack roll with the weapon with a -4 penalty (doing this doesn't require another action). You don't gain possession of the weapon by performing this action.

If You're Pinning an Opponent

At your option, you can prevent a pinned opponent from speaking.

You can use a disarm action to remove or grab away a well secured object worn by a pinned opponent, but he gets a +4 bonus on his roll to resist your attempt (see Disarm).

You may voluntarily release a pinned character as a free action; if you do so, you are no longer considered to be grappling that character (and vice versa).

You can't draw or use a weapon (against the pinned character or any other character), escape another's grapple, retrieve a spell component, pin another character, or break another's pin while you are pinning an opponent.

If You're Pinned by an Opponent

When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. While you're pinned, you take a -12 penalty to your defenses and attacks against opponents other than the one pinning you (in addition to the other penalties). At your opponent's option, you may also be unable to speak. On your turn, you can try to escape the pin by making an opposed grapple check in place of an attack. You can make an Escape Artist check in place of your grapple check if you want, but this requires a standard action. If you win, you escape the pin, but you're still grappling.

Joining a Grapple

If your target is already grappling someone else, you can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against you, and takes the normal penalty to resist.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures two or more size categories larger count quadruple.

When you are grappling with multiple opponents, you choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the check results of each opponent.

Attacking Grappling Creatures

When you attempt to attack a creature that is involved in a grapple, you must randomly determine the creature you actually.

If you are adjacent to the grapplers and making a melee attack, then determine the target percentages normally, but treat your actual target as one size category larger to determine his percentage.

If you are making a ranged attack, or a reach melee attack, determine the percentages normally.

Human Shield

You swing a distracted enemy around in order to block an incoming attack.

Requirements: P.S. 13, P.P. 13, grappled target.

Circumstance: Earlier this round you have dealt damage to your opponent while grappling him and are now being attacked by another character while still grappling the first.

Effect: Roll a grapple check - if successful, the incoming attack takes a -2 penalty. If the attack misses due to this penalty, the person you have grappled takes the damage from the attack.

Jump/flying Jump Kicks

There are three types of jumping kicks. Each must be your first action, and each uses up all of your attacks for the round. These kicks are automatically critical hits.

- **Jump kick:** 1d8 damage, -2 strike.
- **Flying jump kick:** 1d10 damage, -4 strike, must be at least 5 ft. between you and target.
- **Flying reverse turn kick:** 1d12 damage, -6 strike, must be at least 5 ft. between you and target.

Knockout/Stun

Many fighting styles provide a knockout on a certain natural roll. On a knockout attack, the victim must make a Fortitude save with a DC equal to 10 + damage. If this fails, the victim is dazed for 1d6 rounds. Such an attack hits the head.

You can attempt a knockout blow intentionally. You must declare this attempt before rolling the dice. This requires a successful called shot to the head; if successful, roll as above.

Leap Attack

Must be first action, and uses all actions for the round. Requires a DC 15 Jump check. Can be used with a kick attack, hand attack, or melee weapon against a single opponent, unless two opponents are adjacent (roll a strike roll for each). Leap attacks are critical hits. Automatic parry may be used during a leap attack, but dodge may not.

Maintain Balance

No actions, uses P.P. + Maintain Balance bonuses. This is a defense against being knocked down or moved. Roll a check against the strike roll. If successful, you immediately regain your balance and suffer no loss of actions or penalties. If you use Maintain Balance, you cannot attempt to roll with blow or use Breakfall.

Paralysis Attack

Requires a critical hit or called shot. If successful, the victim must make a Fortitude save with a DC of 15 + damage or be dazed for 1d4 rounds.

Parry

Uses an action. Note that having at least level 1 in a W.P. or one of the 4 common HT forms will allow you to parry with that weapon, up to a number of times per round equal to your P.P. bonus+ W.P. level. Roll a parry check against the incoming strike roll, high roll wins. You must be able to see an attack coming in order to attempt to parry it. Ranged attacks can be parried, but doing so has certain requirements and suffers a penalty.

- **Thrown:** P.P. 12, -4 parry.
- **Launched:** P.P. 16, -8 parry.
- **Ballistic:** P.P. 32, -12 parry.
- **Energy:** P.P. 48, -16 parry.

When parrying a ranged attack, a strike roll with the same modifiers will allow you to snatch the projectile.

Automatic Parry: Most fighting styles teach an automatic parry. This functions as a regular parry, except it uses no actions, and you can perform as many in a round as necessary.

Circular Parry: Uses an attack, but allows you to attempt to parry attacks from the rear; i.e., those you cannot necessarily see coming.

Pin/Incapacitate

Provided by the Wrestling skill and some unarmed forms. Declare before attempting strike roll. On a natural 18-20, you grapple the character. Otherwise similar to a body hold (see Grapple).

Power Attack

You are able to trade accuracy for damage with a melee attack.

Requirements: P.S. 13, Melee W.P. level 3

Circumstance: Engaged in melee combat.

Effect: You can trade your accuracy for a bonus to your damage. For each point of strike bonus you sacrifice, you gain a +1 damage bonus if the attack hits.

Power Dive

You can fall upon an opponent from the sky.

Requirements: P.S. 15, fly speed (average maneuverability).

Circumstance: Flying.

Effect: When flying, you can dive and land on an opponent to deal additional damage. Using this maneuver is an attack action and it can affect only creatures one or more size categories smaller than you. To use this maneuver, make an overrun attempt, but the opponent cannot choose to avoid you. If you knock down the target, you may make an additional slam attack (at the usual +4 bonus against prone opponents). This attack deals damage based on your size. Add $1\frac{1}{2} * \text{your P.S. bonus}$ to the damage.

- **Fine** – 1d2
- **Diminutive** – 1d3
- **Tiny** – 1d4
- **Small** – 1d6
- **Medium** – 1d6
- **Large** – 1d8
- **Huge** – 1d12
- **Gargantuan** – 1d16
- **Colossal** – 1d24
- **Colossal I** – 1d30
- **Colossal II** – 1d30 + 1d20
- **Colossal III** – 1d30 + 1d24
- **Colossal IV** – 1d30 + 1d30
- **Colossal V** – 2d30 + 1d24

Power Throw

You are able to trade accuracy for damage with thrown weapons.

Requirements: P.S. 13, W.P. Thrown level 3.

Circumstance: Throwing a weapon.

Effect: You can trade your accuracy for a bonus to your damage. For each point of strike bonus that you sacrifice, you gain a +1 damage bonus.

Press the Attack

You improve your melee accuracy at the expense of your defense.

Requirements: P.P. 13.

Circumstance: Engaged in melee.

Effect: You gain a +2 bonus to hit with melee attacks for the round, but your opponents receive a +2 bonus to hit you as well.

Pull Punch

An attempt to reduce the damage you deal with an attack. Must be declared before the strike roll is made. Roll a second strike roll with DC of 15. If successful, you can reduce your damage by 25%, 50%, 75%, or even to only a single point, or no damage at all.

Roll with Blow

Once per round. This is a maneuver designed to reduce the damage from blunt attacks, concussive explosions, and falling. Roll against the strike roll (or if falling, the listed Skill DC). If successful, reduce the damage by 50%.

Automatic Roll: Some fighting styles may provide an automatic roll maneuver. This works the same way, but can be used an unlimited number of times per round.

Simultaneous Attack

Instead of defending, if you have an action available, you can choose to deal with an incoming melee attack by making a simultaneous attack. This follows the normal rules for an attack. The other person cannot make a defensive maneuver against your attack, so in all likelihood, both of you will take damage.

If one of you is wielding paired weapons, or a weapon and a shield, you *can* attempt to parry the incoming attack with the off-hand weapon or shield, or you can, in the case of paired weapons, strike with both weapons.

Sneak Attack

The opponent must not be able to see you for you to make a sneak attack. A successful sneak attack cannot be parried, dodged, or rolled with and is a critical hit.

Somersault

You can somersault in place of a 5-ft. adjustment in order to move away from an opponent. This requires a DC 15 Acrobatics or Gymnastics check. If successful, any applicable AoO suffers an additional -4 penalty (in addition to the normal penalty and the 5-ft. adjustment penalty).

Stamp

You can stamp the ground to crush and disrupt opponents.

Requirements: Huge Size or larger, feet, trample attack; alternatively, P.S. of 31+.

Circumstance: Engaged in melee.

Effect: You may, as a full-round action, strike the ground with one of your feet and create a shock wave that radiates out from your position and continues for a number of feet equal to $10 * \text{P.S. bonus}$. Make a single unarmed attack roll. Every creature in the affected area must roll a Gymnastics check with a DC equal to your attack roll. Those who fail fall prone.

Special: Each structure and unattended object that is at least partially in the affected area suffers damage equal to $1d6 + \text{P.S. bonus} + \text{object's hardness}$ (maximum of 5).

Sunder

You attempt to damage or break an object.

Requirements: None.

Circumstance: Available actions.

Effect: Make an attack roll modified by the target size. If the object is attended, the holding character can attempt his normal defenses to negate the attack.

If successful, roll damage against the object. Contrary to core, you can attempt to sunder worn armor.

Swing Strike

You attempt to pick up an ally or enemy and use them much like a club.

Requirements: Swingee's weight must be under your Medium Load.

Circumstance: Willing ally and a free full-round, or grappling.

Effect: You pick up an ally (or use a grappled opponent – this requires an additional grapple attack roll) and swing them in a circle, attempting to strike all foes within reach. Make a P.S. check. The DC for this check is target's weight divided by 10. If successful, make an attack roll (treat as an improvised weapon). All of the opponents within reach must make reflex dodge checks with a DC equal to your attack roll. If they fail, they take your normal unarmed damage (subdual), and are knocked prone.

Thunderclap

You create a cone of deafening sound by clapping two limbs together.

Requirements: P.S. 31+.

Circumstance: Available full-round action.

Effect: You may, as a full-round action, clap two limbs together and create a cone of sound that starts at your position and continues out for a number of feet equal to $10 * \text{P.S. bonus}$. Creatures in the cone get a DC ($15 + \text{P.S. modifier}$) Fortitude save. Those who fail to save are deafened for 3d6 rounds. Creature must roll a second Fortitude save, modified by their size grapple modifier, with failure resulting in being knocked prone.

Special: This automatically extinguishes unprotected non-magical flames in the area.

Trip

You attempt to knock a target prone.

Requirements: None.

Circumstance: Engaged in melee.

Effect: Make an unarmed melee touch attack against your target.

This provokes an attack of opportunity from your target as normal for unarmed attacks.

If your attack succeeds, make a P.S. check opposed by the defender's P.P. or P.S. check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a -4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender.

You can attempt to trip an opponent of any Size Category – simply apply the +/-4 Size Modifier as normal.

Tripping a Mounted Opponent: You may make a trip attack against a mounted opponent. The defender may make a Horsemanship check in place of his P.P. or P.S. check. If you succeed, you pull the rider from his mount.

Tripping with a Weapon: Some weapons can be used to make trip attacks. In this case, you make a melee attack with the weapon instead of an unarmed attack, and you don't provoke an attack of opportunity.

Windmill of Doom

You flail about in melee in order to increase your chance of hitting.

Circumstance: Engaged in melee.

Effect: You gain a +2 bonus to hit with melee attacks for the round, but take a -4 penalty to your damage.

Wingstorm

You can flatten targets with blasts of air from your wings.

Requirements: P.S. 13, fly speed, Large size, Hover.

Circumstance: Available full-round action.

Effect: As a full-attack action, you can hover in place and use your wings to create a blast of air in a cylinder with a radius, maximum height, and wind P.S. based on your size.

Because the blast of air lasts for only your turn, creatures in the area ignore the checked effect unless they are airborne, in which case, they are blown back 1d6 *5 feet.

WINGSTORM EFFECTS			
Size	Wind Effect	Radius	Max Height
Large	Severe	10 feet	40 feet
Huge	Windstorm	20 feet	80 feet
Gargantuan	Hurricane	30 feet	100 feet
Colossal	Tornado	40 feet	120 feet

Wuxia Attack

You make a crazy Wuxia-like jumping attack.

Requirements: P.P. 13, Jump 1 rank.

Circumstance: Room to move, able to make a melee attack.

Effect: When you make a charge attack, you can make a leap to add extra power. Make a DC 20 Jump check; if successful, you deal +2 damage (+4 if your check result is 30 or better). However, when making a Wuxia Attack, you lose the normal attack bonus provided by a charge. You still take the defensive penalty however.

RANGED WEAPONS

Improvised Thrown Weapons

If you want to throw something that wasn't meant to be thrown, you can try to do so. To hit a target or target area requires a W.P. Thrown attack roll, most likely with the non-proficient penalty. The range increment is a function of your P.S. score and Heavy Load. Multiply your maximum heavy load by the numbers below. Compare the object's weight to the resulting number, and use that to determine the maximum range and the range increment.

Object Weight	Max Range	Inc (ft.)
Hvy *0.01 – 0.02	Str *10 ft.	Str *2
Hvy *0.03 – 0.04	Str *9 ft.	Str *2
Hvy *0.05 – 0.06	Str *8 ft.	Str *2
Hvy *0.07 – 0.08	Str *7 ft.	Str *1.5
Hvy *0.09 – 0.1	Str *6 ft.	Str *1
Hvy *0.11 – 0.25	Str *5 ft.	Str *1
Hvy *0.26 – 0.5	Str *4 ft.	Str *1
Hvy *0.51 – 0.75	Str *2 ft.	Str *0.5
Hvy *0.76 – 0.99	Str *1 ft.	Str *0.1
Hvy *1	Str *0.5	Adjacent

For example, a person with a 10 P.S. can throw the following weights the listed distances and increments:

Hvy*	Wt.	Max	Inc
*0.01 – 0.02	1 – 2 lb.	100 ft.	20 ft.
*0.03 – 0.04	3 – 4 lb.	90 ft.	20 ft.
*0.05 – 0.06	5 – 6 lb.	80 ft.	20 ft.
*0.07 – 0.08	7 – 8 lb.	70 ft.	15 ft.
*0.09 – 0.1	9 – 10 lb.	60 ft.	10 ft.
*0.11 – 0.25	11 – 25 lb.	50 ft.	10 ft.
*0.26 – 0.5	26 – 50 lb.	40 ft.	10 ft.
*0.51 – 0.75	51 – 75 lb.	20 ft.	5 ft.
*0.76 – 0.99	76 – 99 lb.	10 ft.	Adj
*1	100 lb.	5 ft.	Adj

If the object weighs more than your light load, you must first make a P.S. check to lift it. Throwing an object that is bigger than a one-handed weapon is a full-round action. For items this large, you also have the choice of making a standing or running throw.

If you make a running throw, moving at least 10 ft. towards the target, you can increase your range by +50% (unless it's Adjacent).

Large objects that miss may deviate as with thrown explosives.

Damage from an improvised thrown weapon or a larger thrown item is equal to the thrower's unarmed strike damage or 1d6 points per 200 pounds of weight, whichever is higher.

NOTE: The GM may apply situational modifiers to range and accuracy

(such as if the object is particularly aerodynamic or non-aerodynamic).

Indirect fire

In warfare, many weapons are used that don't actually require you to see the enemy, such as mortars and artillery pieces. These indirect-fire weapons, for our purposes, are covered by W.P. Artillery, Heavy Weapon, and Mortar.

Weapons such as mortar and artillery have many unique advantages, but require a special set of skills to use correctly. Indirect Fire ignores all cover bonuses less than Full or 90% cover. Since the rounds come from above, cover such as sandbags, foxholes, walls etc. provide no protection. Indirect Fire attacks also suffer no range penalties, allowing these weapons to be used at extremely great distance with little loss in accuracy.

Range finding

Indirect Fire attacks start at -10 to hit. Every round that is fired decreases this penalty by one, until after 10 attacks, the operator is able to attack with no such penalty. Many factors can help the operator negate this penalty more quickly (note that this type of range finding does NOT apply to indirect fire from small weapons such as grenade launchers):

Equipment: Modern artillery pieces, even those as small as the mortar have very sophisticated sights and range finders, granting a bonus to hit (which of course negates some of the initial penalty). Use of an artillery sight requires an attack action.

Reconnaissance: Scouting can greatly increase artillery accuracy. Either by land (forward observation), air, or satellite (requiring a recent satellite pass). See the Navigation skill for more information of forward observation.

Computer Targeting: Very sophisticated artillery pieces (such as the Paladin self-propelled howitzer) grant an even greater reduction in Indirect Fire to hit penalties.

Artillery Crews

Equally vital to success of an artillery attack is the crew loading the weapon. The base firing rate of artillery pieces is several rounds, but each character on the artillery crew reduces this loading time by one round to a minimum of one round per attack.

Counter Artillery

If an area struck by indirect weapons fire has indirect weapons of its own, a DC 15 Spot check will allow those forces to return fire at +2 to hit. This allows the initial attacker to make his own Spot skill check to gain a +2 to hit, which in turn allows further Spot checks for bonuses to hit from the other side. This process is known as the artillery duel, and is generally considered a *very bad idea* for the artillery crews involved. Immunity from counter artillery (through firing from a different position each time) is one of the key advantages of mortar and self-propelled artillery (such as the Paladin) over stationary Howitzers.

Minimum Range

Indirect fire weapons can only be used against targets at or beyond a minimum range.

Misses

Indirect fire that misses scatters in the same manner as grenades and other thrown weapons, with a scatter distance of 1d6 squares per range increment to the target.

Non-Provoking Ranged Attacks

Unlike the normal rules, characters do not provoke attacks of opportunity when using Medium or smaller ranged weapons, unless the character is currently subject to a Boot Party situation. Using a Large or bigger ranged weapon provokes attacks of opportunity normally.

Shooting into a Melee

If you shoot or throw a ranged weapon at a target that is engaged in melee with an ally, you risk striking your ally. Roll your attack as normal. The GM will determine the number of potential targets, and assign each a number. Roll a corresponding die to determine which potential target is the actual target. Creature size affects this – a Large creature is worth 2, a Huge creature 3, a Gargantuan creature 4, and a Colossal creature 5. Creatures smaller than Small are worth ½.

For example, Geoff is shooting into a melee composed of his ally Robert (1) and 3 thugs (numbers 2, 3, 4). Geoff rolls a 19 on his attack roll, and 1d4, getting a 1 – Robert. Geoff's 19 attack roll is compared to Robert's 15 Defense; Geoff has accidentally shot his ally.

You can negate this random determination by taking a -10 penalty to the strike roll. Also, you do not have to check if part of the target is 10 feet or farther from your ally.

Special Maneuvers

Cover fire

Requirements: Firearm.

Circumstance: Available actions.

Effect: You are able to lay down cover fire for an ally, improving his defense. When you lay down cover fire, select an ally within your line of sight. That ally gains a +2 bonus to his dodge for the round against any opponents who are also within your line of sight. Each additional ally who is laying down cover fire improves the bonus by +1 (but only against opponents within their line of sight).

You cannot provide cover fire for an ally who is engaged in melee.

Cover fire uses a normal attack action and 5 bullets.

Pin Target

You can use certain ranged weapons to pin targets to nearby objects.

Requirements: P.P. 17, W.P. Archery, W.P. Crossbow, or W.P. Thrown level 6.

Circumstance: Available actions.

Effect: You can use a bow, crossbow, or thrown weapon to attempt to pin a target to a nearby object, typically by pinning his clothing or armor to the object, like a tree or building. The target must be adjacent to a proper surface.

Make an attack roll with a -4 penalty; if successful, the attack deals no damage to the target, but if it deals enough damage to penetrate the adjacent surface, the target is pinned. The target must use a move action to free himself.

Ranged Disarm

You are able to disarm opponents with ranged attacks.

Requirements: P.P. 17, Ranged W.P. level 9

Circumstance: Available actions.

Effect: You may use a ranged weapon to attempt a disarm against a target within 30 feet.

RANGED WEAPONS — FIREARMS

Crossfire

This rule is designed to make combat a little more dangerous. This rule is based on an unfortunate reality of modern combat: modern firearms have so much power, that even when they hit, they pass through targets, ricochet off objects, pass through walls, and so forth.

Any person within one range increment of a firefight (based on the shortest range of any weapon being used) has to make a dodge check every round to avoid taking 1d12 Crossfire damage (this damage represents that bullets can lose velocity, strike at odd angles, or that the character is being hit by a shell casing or chunk of debris; this is general hit point damage). The DC of this save is determined by the conditions of the battle, as shown on the table below.

CROSSFIRE DC	
Battle Conditions	Save DC
Two sides involved in firefight	10
Three sides involved in firefight	15
Four or more sides involved in firefight	20
Each attack that misses its target this round	+1
Each attack that is a Natural 1 this round	+5

Rate of fire

Automatic Weapons

Automatic weapons have two basic functions – to increase the chance of striking a single target, and suppressing an area.

Automatic Fire – Single Target: When firing an automatic weapon at a single target, you gain a bonus to hit the target. You can gain a greater bonus by firing a larger burst. Determine the maximum number of rounds the weapon can spit out in 6 seconds (divide the cyclic rate of the weapon by 10). This tells you the maximum number of bullets you can fire in the burst. For every 10 full rounds in the burst, you gain a +1 bonus to the attack roll (to a maximum of +10).

For every 5 points of P.S. above the minimum, you gain an additional +1 bonus per 10 rounds fired. For every Size Category above Medium, you gain a +1 bonus per 10 rounds.

For every Size Category below Medium, you must add 5 rounds to the burst size to gain the +1 bonus.

To determine how many of the bullets hit the target, subtract the target's Defense from your attack roll result and divide the remainder by 5 (round down), with a minimum of 1 hit, and a maximum equal to the number of rounds used.

For example, you are firing a 30-round burst at a target with a Defense of 15. You roll a 26 to hit. $26-15=11/5=2.2$, rounded down to 2 bullets that hit. For convenience, divide the bullets that hit between the hit location rolled and an adjacent location (determined randomly). Excess rounds go to the first hit location.

Automatic fire is a full-round action.

- **Lack of proficiency:** If a non-proficient character attempts automatic fire, determine the number of rounds the weapon can spit out in 6 seconds, and roll a corresponding die to determine the size of the burst. The character gains a bonus to hit equal to +1 per 20 full rounds in the burst. Determine the number of rounds that strike normally. If the character has a skill in a different automatic weapon, use the normal rules (although normal non-proficiency penalty applies).
- **Recoil:** Automatic weapons suffer from recoil. This is normally controllable, but sustained unsupported fire becomes wild quickly. When using automatic fire, every round beyond the first in which you continue to use automatic fire imposes a cumulative -6 attack roll penalty. Halting fire for an action resets this penalty to 0. This doesn't apply if the weapon is properly mounted, or if you are using a bipod or tripod. If you have a P.S. bonus, apply the one-half the inverse to the total penalty. For example if you have an 18 P.S. (+4), you reduce the total recoil penalty by 2 points. If you have a P.S. penalty, apply the penalty to the modifier. For example, if you have a 6 P.S. (-2), the recoil penalty is 2 points worse. Additionally, for every 5 points of P.S. over the minimum, reduce the penalty by 1 point. For every Size Category smaller than Medium, apply an additional -4 penalty to the recoil. For every Size Category above Medium, reduce the penalty by 4 points.
- **Walking Fire:** If you miss the target with automatic fire, but continue to fire on auto with no break, you are walking the fire to the target. This provides you with a +1 bonus (+2 if using tracer rounds) to hit per missed attack until you finally hit the target, or the target moves from the spot.

Automatic Fire – Spray 'n' Pray: This interestingly named technique is similar to suppression fire, but has a different goal. While suppression fire is used to force an enemy to keep his head down, spray 'n' pray is designed to hit a bunch of enemies in an area. When using spray 'n' pray, you determine the maximum number of bullets the weapon can fire in 6 seconds (you will be firing the maximum), and then you determine your firing arc – a cone that has a minimum width of 3 squares, to a maximum of 180°. Divide the number of bullets fired between the number of squares across the front line of your arc. Potential victims must roll Reflex dodge checks to avoid getting hit. The DC for these saving throws is 10 + the number of rounds affecting that square. For every 5 points by which the target fails this save, he gets hit by one bullet, to the maximum for that square (Save DC - Save result/5, round down).

Bullets that the target avoids may affect targets behind him, with the same procedure.

This is a full-round action.

Automatic Fire – Suppression Fire: You can use an automatic weapon to suppress an area for a round. Suppression fire uses 20 rounds (if you are using a weapon with an ammo capacity of 100+, you can choose to suppress the area with a number of rounds up to one-half the ammo capacity). Select an area 3 to 5 squares across (2 deep). Any creature in that area that does anything other than hit the dirt is subject to getting hit (make a normal attack roll with a +1 bonus) – determine the number of rounds hitting as with normal auto fire – maximum equals the number of rounds used divided by the width of the suppressed area).

Burst Fire: Burst fire is automatic fire, but in short, controlled burst instead of simply going rock 'n' roll with the weapon. Burst fire (for our purposes) uses 5 bullets (note that some weapons have regulators limiting the number of rounds in the burst – these typically use fewer than 5 rounds, but follow the same rules).

Unlike automatic fire, which is a full-round action, burst fire is available with the same frequency as semi-automatic fire (1 + P.P. bonus shots per attack action). When you use burst fire, you gain a +1 bonus to the attack roll. To determine how many rounds actually strike the target, use the procedure described under automatic fire above.

- **Lack of proficiency:** If a non-proficient character attempts to use burst fire, roll 1d6+2 to determine the number of rounds in the burst (unless the burst size is regulated). The character gains no bonus to hit. Determine the number of rounds that strike normally. If the character has a skill in a different automatic weapon, use the normal rules (although normal non-proficiency penalty applies).

Exceptions – Automatic Grenade Launchers:

- **Single Target:** As per normal automatic weapons, except that you target a single square. Divide your attack roll result by 5 to determine how many grenades hit the target square. The other grenades in the burst scatter normally. You do not gain walking fire bonuses with these weapons.
- **Spray 'n' Pray/Suppression Fire:** With these weapons,

these maneuvers are essentially the same. Select a firing arc (3 squares, to a max of 180°). Make an attack roll against the target square Defense. Divide the result of the attack roll by 5 to determine how many rounds strike the designated squares, and divide those rounds between the squares. Excess rounds scatter normally.

- **Burst Fire:** As per the rules above combined with the single target rules.

Exceptions – Automatic Shotguns: Automatic shotguns use the Shotguns skill; however, if you do not have an equal Assault Rifles skill, you take a -2 penalty to the attack roll.

Exceptions – High Rate-of-Fire Weapons: Some weapons are designated as “High RoF” weapons (generally any weapon exceeding 1,500 rpm). These follow the same rules as other automatic weapons; however, when determining how many rounds strike a target, double the actual number. The maximum attack bonus from HROF weapons is +20. If unsupported, these weapons impose a -12 recoil penalty.

Manual Cock Weapons

For our purposes, “manual cock” weapons (no, this is not a technical term) refers to weapons like pump-action weapons, lever-action weapons, and bolt-action weapons that utilize ammo storage (as opposed to a bolt-action rifle that requires you to manually load each round – see Single-Shot Weapons below).

When using such a weapon, you can fire a number of shots per attack action equal to the better of 1 + (P.P. bonus -1) or 1 per 5 levels in the appropriate W.P.

Each shot fired in the round takes a cumulative -1 attack roll penalty after the first shot – not firing for an attack resets the penalty to 0.

These rules assume you are attempting to maintain at least some measure of control over your fire. If you are simply firing wild, you double the number of bullets you fire, determine a random target in the area, and roll an unmodified die to determine hits.

Semi-Automatic Weapons

When using a semi-automatic weapon, you can fire a number of shots per attack action equal to the better of 1+ your P.P. bonus or 1 per 4 levels in the appropriate W.P. For example, if you have a P.P. of 16 (+3), you can fire four shots per attack (which means, if you have by some method, 3 attacks per round, you could conceivably fire 12 shots).

Each shot fired in the round takes a cumulative -1 attack roll penalty after the first shot – not firing for an attack resets the penalty to 0.

These rules assume you are attempting to maintain at least some measure of control over your fire. If you are simply firing wild, you double the number of bullets you fire, and you use the *area fire* rules above.

Exceptions: Even if you do not have a P.P. bonus, you can attempt to fire multiple shots with an attack using techniques known as the *Double Tap* and *Triple Tap*. When you perform a double-, or triple-tap, you cannot move more than 5 ft. Make two (or three) attacks. When double tapping, the second shot is at a -1 penalty. When triple tapping, the first shot is without penalty, the second shot is at a -1 penalty, and the third is at a -2 penalty.

Yes, you can attempt multiple double- and triple taps if you are able to fire multiple shots in the round. When doing so, the penalties from the tapping method and the normal multiple shot penalties stack.

Single-Shot Weapons

Single-shot allow you to make, at best, one shot per attack that you have. I say at best, because in most cases, with a single shot weapon, you will have to take a certain amount of time to reload the weapon between shots.

INJURY AND DEATH

Characters have three types of damage measurement – S.D.C., Subdual Damage, and Hit Points.

S.D.C. are like hit points found in the core rules. Subdual hit points measure the non-lethal damage you suffer. Hit points represent the amount of damage a hit location can suffer before being destroyed.

S.D.C.

Beginning S.D.C. is determined by O.C.C. and/or species. At each additional level, you gain +1d6 S.D.C.

Disabled

Once your S.D.C. hits 0, you may be disabled.

While Disabled: As soon as you hit Disabled, make an open Will save. Compare the result to the following:

Save	Effect
1	Unconscious 1d6 hours
2 – 5	Stunned 2d10 rounds, then exhausted
6 – 10	Exhausted
11 – 15	Fatigued
16+	-1 penalty to checks for 1d6 hours

Any further S.D.C. damage suffered is automatically applied as hit point damage.

Subdual Hit Points

Characters have a number of subdual hit points equal to their S.D.C. Subdual damage follows the same rules for being Disabled as S.D.C., and penalties are cumulative. When you are Disabled from subdual damage, make a DC 15 Will save (each additional incident of subdual damage forces another save with a cumulative +1 DC). If this fails, you are knocked unconscious; roll a Fortitude save and compare to the following to determine how long you are unconscious:

Save	Unconscious
1	1d24 hours
2 – 3	1d12 hours
4 – 5	1d6 hours
6 – 10	1d20 minutes
11 – 15	1d100 rounds
16 – 20	1d10 rounds
21 – 25	1d6 rounds
26 – 30	1d3 rounds
31+	1 round

If you continue to take subdual damage while unconscious, you make an additional Fortitude save at each incident with a penalty equal to the just-dealt damage. Times are cumulative.

If you are reduced to 0 in subdual damage, additional damage is treated as lethal (at one-half the actual damage) and applied to hit points.

At 0 subdual hit points, you automatically take a -1 penalty to all checks until healed to a positive number.

Hit Locations

A creature's hit points (with the base noted on the table below) are modified by the creature's size as follows:

Size	Multiplier
Fine	*0.1
Diminutive	*0.25
Tiny	*0.5
Small	*0.75
Medium	*1
Large	*1.5
Huge	*2
Gargantuan	*3
Colossal	*4

When you score a critical hit, roll 1d30 on the following table to determine the hit location struck (assuming a bipedal target):

1d30	Location (hit points)
1 – 4	Right leg (P.E. *2)
5 – 8	Left leg (P.E. *2)
9 – 25	Torso (P.E. *3)
26 – 27	Right arm (P.E. *1)
28 – 29	Left arm (P.E. *1)
30	Head (P.E. *1)
31+	Your choice

If you have a *tail*, a frontal attack that hits the lower leg will hit the tail 5% of the time; a rear attack that hits a leg will hit the tail 10% of the time.

If you have *wings*, a frontal attack that hits the arms or torso will hit a wing 5% of the time; a rear attack will hit the wings 15% of the time.

Modifiers:

- **Height Advantage:** In melee, for every Size Category larger than the target, you add +4 to the roll. If you have superior height in ranged combat, add +4 to the roll.
- **Height Disadvantage:** In melee, for every Size Category smaller than the target, you subtract -4 from the roll. If you have the altitude disadvantage in ranged combat, you subtract -4 from the roll.
- **Piercing Attacks:** Subtract -2 from the roll (minimum of +0).
- **Ballistic Attacks:** Subtract -2 from the roll (minimum of +0).

Effects of Hit Location Wounds: Hit points suffer different penalties based on the damage (wounded, 0 hit points, negative hit points, negative P.E. +1). Effects are noted as cumulative – this doesn't mean per each wound category, but rather, but limb.

Leg:

- **Wounded:** -10% movement (cumulative with each leg), -1 penalty to melee attack rolls, and -1 P.P. (cumulative with each leg).
- **0 HP:** -33% movement (cumulative with each leg; run is *3), -2 penalty to melee attack rolls, and -2 P.P. (cumulative with each leg). These penalties supersede lesser penalties from other parts of the same leg.

- **Negative HP:** -50% movement (cumulative with each leg; run is *2), -3 penalty to melee attack rolls, and -3 P.P. (cumulative with each leg). These penalties supersede lesser penalties from other parts of the same leg.
- **Negative P.E. +1:** Roll on the enhanced critical hit table.

Torso:

- **Wounded:** -10% movement (cumulative), -1 penalty to melee attack rolls, and -1 P.S. and P.P. (cumulative).
- **0 HP:** -25% movement (cumulative), -1 penalty to melee attack rolls, and -2 P.S. and P.P. (cumulative).
- **Negative HP:** -33% movement (cumulative), -2 penalty to melee attack rolls, and -4 P.S. and P.P. (cumulative). Additionally, you are automatically Disabled and must make a Fortitude save to determine how long until you die (see below).
- **Negative P.E. +1:** Roll on the enhanced critical hit table.

Arm:

- **Wounded:** -1 penalty to attack rolls, Climbing and Swim checks, and P.S. checks (cumulative with effects each part of the arm, and effects using both arms).
- **0 HP:** -2 penalty to attack rolls, Climbing and Swim checks, and P.S. checks (cumulative with effects using both arms, but not with other parts of the same arm – this supersedes other arm damage).
- **Negative HP:** -4 penalty to attack rolls, Climbing and Swim checks, and P.S. checks (cumulative with effects using both arms, but not with other parts of the same arm – this supersedes other arm damage).
- **Negative P.E. +1:** Roll on the enhanced critical hit table.

Head:

- **Wounded:** -2 penalty to all attack rolls, skill and ability score checks, Initiative checks, and defensive checks. 1% chance for blindness or deafness. There is a damage *5% chance you will develop a concussion.
- **0 HP:** -4 penalty to all attack rolls, skill and ability score checks, Initiative checks, and defensive checks. 10% chance for blindness or deafness. Additionally, you are automatically Disabled.
- **Negative HP:** -6 penalty to all attack rolls, skill and ability score checks, Initiative checks, and defensive checks. 10% chance for blindness or deafness. Additionally, you are automatically Disabled, and must make a Fortitude save to determine how long until you die, with a -4 penalty.
- **Negative P.E. +1:** Roll on the enhanced critical hit table.

Dead/Dying

If your torso or head is reduced to negative P.E. +1 or worse, roll a Fortitude save and compare to the following:

Save	Dead In...
1	1 round
2 – 3	1d3 rounds
4 – 5	1d6 rounds
6 – 10	1d10 rounds
11 – 15	1d100 rounds
16 – 20	1d20 minutes
21 – 25	1d6 hours
26 – 30	1d12 hours
31+	1d24 hours

When you are dying, you must make another save against being Disabled, with a -5 penalty.

This assumes that you do not take any further damage while dying.

If you do take further damage, you will die when the above time is up, or the hit location is reduced to negative hit points exceeding your P.E. +1d20 (determined at the immediate time, i.e., this is not a fixed number).

When dying, stabilization requires medical attention. This requires a skill check. To determine the DC for this check, determine the difference between your negative P.E. and your current negative hit points, and add the result to 10. This check takes 3d6 rounds to perform. For example, if your P.E. score is 10, and you are at -18 hit points, the DC is ((18-10)+10) 18.

Successful stabilization allows you to roll another Fortitude save with a bonus equal to the treating character's rank in the applicable skill. Add the time generated from this save to the time generated by your initial saving throw to determine how long until you die. If sufficient, then further medical attention may save your life.

Once stable, any quick, violent, or strenuous action on your part carries a 50% chance of dealing an additional point of damage to the hit location, and if this happens, you lose the extra time you gained from being

stabilized. Others can attempt to re-stabilize you, but each such successive attempt incurs a -2 penalty to the skill checks.

Self-Stabilization

When you are dying, there is a slim chance your body may stabilize on its own. Every minute in which you perform no strenuous actions, roll 1d100. If this is equal to or less than your P.E. score, you have stabilized – roll another Fortitude save and add the result to the previous result to determine how long until you die.

Jump-Starting the Dead

With the proper tools and skills, it is sometimes possible to bring the dead back to life with quick action.

Roll a skill check. This takes a -8 penalty without the appropriate medical tools. The DC for the check is 40 – the victim's P.E. score +1 per 5 rounds dead. If the check fails, you can try again, with a -1 penalty (cumulative). Each such check takes one minute.

If the skill check is successful, the deceased rolls a Fortitude save (DC 20). Apply the following modifiers to the save:

- Every minute of death -2
- Doctor has the Surgery feat +2
- Field conditions -1
- Clinic +0
- Hospital +1
- Quality hospital +2
- Negative hit points: For every fraction of your P.E. score that your hit points are negative in the head and/or torso, apply a -2 penalty.

If the saving throw is successful, the subject is restored to his death's door, but he must be stabilized, naturally, either with a skill, magic, psionics, or with some other method. There is a chance that the subject will suffer I.Q. (1-45) or M.E. (46-90) or both (91-100) ability drain. The base chance of suffering ability drain and the amount suffered is based on the time spent dead as follows:

JUMP STARTING THE DEAD – BRAIN DAMAGE		
Time Dead (in rounds)	Chance	Amount
1 – 10	10% (1-10/1d%)	1
11 – 20	15%	1d2
21 – 30	20%	1d2
31 – 40	25%	1d3
41 – 50	30%	1d3
51 – 60	40%	1d4
61 – 70	50%	1d6
71 – 80	60%	1d8
81 – 90	70%	1d10
91 – 100	80%	1d12
101 – 110	90%	2d8
111+	99%	3d6

Critical Hits

Lethal Damage

You score a critical hit on a target when you roll a natural 20, or as noted by the weapon or fighting skill you are using. When you score a critical hit, roll again. If you roll another critical hit, treat it as an enhanced critical hit.

NOTE: You do not deal any critical effects or damage if you don't penetrate the target's armor!

What If You Do Not Have S.D.C.?

If you do not have any S.D.C. remaining, then all lethal hits automatically strike a hit location and deal normal damage. In these cases, if you are hit with a critical hit, the attacker will roll damage twice. Enhanced critical hits function normally.

Subdual Damage

Most unarmed attacks deal subdual damage – damage that heals quickly, and typically does not cause lasting injuries. Unlike S.D.C., Subdual damage ALWAYS strikes a hit location, and thus, DR in any given location can block the damage.

When you score a *critical hit* with a subdual damage attack, you deal your maximum subdual damage, plus a regular damage roll of lethal damage to the hit location. If you wish, you can attempt to pull your punch (DC 10) to negate the lethal damage portion of the attack.

When you score an *enhanced critical hit* with subdual damage, you deal maximum subdual damage, plus a normal roll of subdual damage, plus a normal roll of lethal damage to that hit location (DC 20 to negate the lethal aspect). Additionally, depending on the hit location, you have the following effects:

- **Head:** The target must make a Fortitude save with a DC equal to 15 + penetrating damage, with failure resulting in unconsciousness for 1d10 rounds (minutes on a critical

failure).

- **Neck:** The target must make a Fortitude save with a DC of 10 + penetrating damage, with failure resulting in being stunned for 1d10 rounds (unconscious for 1d6 rounds on a critical failure).
- **Torso:** The target must make a Fortitude save with a DC 10 + penetrating damage or be stunned 1d6 rounds (1d12 on a critical failure).

What If You Do Not Have Subdual Hit Points?

If you do not have any subdual hit points remaining, then subdual attacks that hit deal lethal damage at one-half value to the hit location rolled. For critical hits, roll damage twice. For an enhanced critical hit, roll damage twice, and increase the DC of special location hits by +5.

Massive Damage (Lethal)

If a lethal hit location hit deals damage in excess of the target's P.E. score (modified by the Diehard trait) +5, the victim must make a Fortitude save with a DC equal to the damage; if this fails, he takes an effect from the applicable critical hit table. If an enhanced critical hit deals massive damage, the victim takes the normal result and must save to resist a second critical table roll.

If the saving throw is a critical failure, the hit location is automatically destroyed or severed as applicable.

Extra Massive Damage

If a lethal hit location hit deals damage in excess of the target's P.E. score +5 that also reduces the hit location to negative hit points exceeding his P.E. score +10, the hit location is automatically destroyed or severed as applicable.

For example, if the target has a P.E. score of 10, and takes a lethal hit to the head that reduces him, in a single blow, to (10+5+10+1) -26 hit points, his head is severed or otherwise destroyed.

Massive Damage (Subdual)

If a subdual attack deals damage in excess of the target's P.E. score (modified by the Diehard trait) +5, the victim must make a Fortitude save with a DC equal to the damage; if this fails, he is stunned for 1d10 rounds (2d10 on a critical failure).

Extra Massive Damage

If a subdual hit deals damage in excess of the target's P.E. score +5 that also reduces the hit location to negative hit points exceeding his P.E. score +10, the victim is automatically knocked out for a length of time as determined by comparing a Fortitude save with a penalty equal to the damage on the Subdual Disabled table above.

Enhanced Critical Hit Tables

Entries marked with an ^S require surgery in order to endure proper healing. The other wounds can generally get by with non-surgical medical treatment.

Penalties from these effects stack with the normal penalties for damaged hit locations. In some cases, an effect may not be appropriate for the attack, in which case, the effect will shift up the table to the first appropriate entry. The penalties from these effects remain until the area is healed to 1+ hit points or better.

KO: When a creature takes this critical hit effect, he must make a Will save against the listed DC or fall unconscious for 1d10 minutes (1d6 hours on a critical failure). Even if the save is successful, the creature must save again every minute until unconscious or the pain of the wound is treated.

Physical Checks: Penalties to physical checks apply to any roll based on P.S., P.P., P.E., or Spd, except Fortitude saves.

Defense: Penalties to Defense apply to defensive maneuvers such as parry and dodge.

ENHANCED CRITICAL HIT – LEG			
1d30	Result	KO	Effects
1	Leg severed ^S	20	-10 physical checks, -90% movement (no run), bleeding (1/5 th blood every 1d3 minutes)
2	Lower leg severed ^S	15	-8 physical checks, -75% movement (no run), bleeding (1/5 th blood every 1d4 minutes)
3	Foot severed ^S	15	-6 physical checks, -50% movement (no run), bleeding (1/5 th blood every 1d6 minutes)
4	Calf artery hit ^S	5	-4 Defense, bleeding (1/5 th blood every 1d8 minutes)
5	Femoral artery hit ^S	5	-4 Defense, bleeding (1/5 th blood every 1d8 minutes)
6	Foot shattered ^S	10	-4 physical checks, -25% movement (no run), 5%/round of movement of +1 damage
7	Shin bone shattered ^S	10	-6 physical checks, -50% movement (no run), 10%/round of movement of +1 damage
8	Knee shattered ^S	10	-6 physical checks, -50% movement (no run), 10%/round of movement of +1 damage; 1 P.P. drain
9	Femur shattered ^S	10	-6 physical checks, -50% movement (no run), 25%/round of movement of +1 damage
10	Hip shattered ^S	10	-6 physical checks, -50% movement (no run), 10%/round of movement of +1 damage
11 – 13	Foot broken	5	-2 physical checks, -25% movement (no run), 2%/round of movement of +1 damage
14 – 16	Clean calf wound	5	-1 physical checks, -25% movement (no run), 1%/round of movement of +1 damage
17 – 19	Shin broken	5	-3 physical checks, -50% movement (no run), 5%/round of movement of +1 damage
20 – 24	Clean thigh wound	5	-1 physical checks, -25% movement (no run), 1%/round of movement of +1 damage
25 – 26	Femur broken	5	-3 physical checks, -50% movement (no run), 10%/round of movement of +1 damage
27 – 28	Hip chipped	5	-2 physical checks, -50% movement (no run), 5%/round of movement of +1 damage
29 – 30	Hip broken ^S	5	-3 physical checks, -50% movement (no run), 5%/round of movement of +1 damage

ENHANCED CRITICAL HIT – TORSO			
1D30	Result	KO	Effects
1	Heart destroyed	n/a	Dead
2	Spine severed	n/a	Dead
3	Upper spine hit ^S	25	Paralyzed (50% permanent) neck down until healed (positive), -10 physical checks
4	Lower spine hit ^S	25	Paralyzed (50% permanent) waist down until healed (positive), -10 physical checks
5	Groin removed ^S	20	-15 physical checks, -90% movement (no run), 50%/round of movement of +1 damage
6	Heart hit ^S	40	-15 physical checks, -90% movement (no run), 75%/round of movement of +1d4 damage, bleeding (1/5 th blood every 5d6 rounds), 8 P.E. damage
7 – 8	Lung punctured ^S	27	-15 physical checks, -90% movement (no run), 75%/round of movement of +1d4 damage, drowning, 8 P.E. damage
9	Ribs shattered	21	-10 physical checks, -80% movement (no run), 50%/round of movement of +1 damage, 50%/round of movement of puncturing lung
10	Multiple organs hit ^S	33	-15 physical checks, -90% movement (no run), 75%/round of movement of +1d4 damage, bleeding (1/5 th blood every 1d2 minutes), death in 1d6 minutes (DC 20 Paramedic to prevent, takes 1d6 minutes)
11	Liver ruptured ^S	10	-4 physical checks, -25% movement, 50%/round of movement of +1 damage (+1d6 if run), bleeding (1/5 th blood every 1d3 minutes)
12	Stomach ruptured 1 ^S	20	-8 physical checks, -25% movement, 25%/round of movement of +1 damage (+1d6 if run), DC 20 Fortitude save or poisoned (1d4 P.E. / 1d4 P.E.), bleeding (1/5 th blood every 1d10 minutes)
13	Stomach ruptured 2 ^S	20	-8 physical checks, -25% movement, 25%/round of movement of +1 damage (+1d6 if run), DC 20 Fortitude save or poisoned (1d8 P.E. / 1d8 P.E.), bleeding (1/5 th blood every 1d10 minutes)
14	Intestinal hit ^S	20	-8 physical checks, -25% movement, 25%/round of movement of +1 damage (+1d6 if run), DC 20 Fortitude save or

ENHANCED CRITICAL HIT – TORSO			
1D30	Result	KO	Effects
			poisoned (1d4 P.E. / 1d4 P.E.), bleeding (1/5 th blood every 1d10 minutes)
15	Liver hit ^s	10	-2 physical checks, -25% movement, 25%/round of movement of +1 damage (+1d6 if run), bleeding (1/5 th blood every 1d8 minutes)
16 – 19	Clean groin hit ^s	20	-8 physical checks, -75% movement (no run), 25%/round of movement of +1 damage, bleeding (1/5 th blood every 1d8 minutes)
20 – 25	Clean abdominal hit ^s	12	-4 physical checks, -25% movement, 25%/round of movement of +1 damage (+1d6 if run), bleeding (1/5 th blood every 3d10 minutes)
26 – 29	Ribs hit	10	-4 physical checks, -25% movement, 10%/round of +1 damage (+1d6 if run)
30	Collarbone broken	5	-2 physical checks, 5%/round of +1 damage (+1d6 if used intensely)

ENHANCED CRITICAL HIT – ARM			
1D30	Result	KO	Effects
1	Arm severed ^s	20	-6 physical checks, bleeding (1/5 th blood every 1d4 minutes)
2	Lower arm severed ^s	15	-5 physical checks, bleeding (1/5 th blood every 1d6 minutes)
3	Hand severed ^s	15	-2 physical checks, bleeding (1/5 th blood every 1d8 minutes)
4	Upper arm shattered ^s	15	-4 physical checks, 5%/round of movement of +1 damage
5	Elbow shattered ^s	15	-4 physical checks, 5%/round of movement of +1 damage
6	Forearm shattered ^s	15	-4 physical checks, 5%/round of movement of +1 damage
7	Hand shattered ^s	10	-2 physical checks, 5%/round of movement of +1 damage
8 – 9	Hand broken	5	-1 Defense, 2%/round of movement of +1 damage
10 – 13	Clean lower arm hit	5	-1 Defense, 1%/round of movement of +1 damage
14 – 16	Lower arm broken	5	-1 Defense, 2%/round of movement of +1 damage
17 – 20	Clean upper arm hit	5	-1 Defense, 1%/round of movement of +1 damage
21 – 23	Upper arm broken	5	-1 Defense, 2%/round of movement of +1 damage
24 – 27	Clean shoulder hit	5	-1 Defense, 1%/round of movement of +1 damage
28 – 30	Shoulder broken	5	-1 Defense, 2%/round of movement of +1 damage

ENHANCED CRITICAL HIT – HEAD			
1D30	Result	KO	Effects
1	Decapitation	n/a	Dead
2	Top of head removed	40	Dead in 1d5 rounds
3	Eye ruined ^s	15	-1 physical checks, blinded (permanent)
4	Ear removed ^s	15	-1 physical checks, deafened (permanent)
5	Massive neck hit ^s	15	-2 physical checks, impaired breathing (1/4 P.E. for endurance), slashing/piercing = bleeding (1/5 th blood every 1d4 minutes)
6	Larynx ruined ^s	5	-2 physical checks, impaired breathing (1/4 P.E. for endurance), permanently mute
7	Massive face hit ^s	25	4 physical checks, -1d6 P.B. permanent, bleeding (1/5 th blood every 1d10 minutes)
8	Nose removed ^s	20	-2 physical checks, blinded 1d10 rounds, bleeding (1/5 th blood every 1d10 minutes)
9 – 10	Eye damaged	10	-1 physical checks, blinded
11 – 12	Ear damaged	10	-1 physical checks, deafened
13	Temple hit	30	Stunned 1d10 minutes, damage *10% concussion
14 – 16	Jaw shattered ^s	15	Stunned 1d10 rounds
17 – 18	Larynx hit	5	-2 physical checks, impaired breathing (1/4 P.E. for endurance), mute
19 – 21	Neck hit	5	-1 physical checks, impaired breathing (1/4 P.E. for endurance), slashing/piercing = bleeding (1/5 th blood every 3d6 minutes)
22 – 24	Mouth hit	10	Stunned 1d10 rounds, mute
25 – 27	Forehead hit	15	Stunned 1d4 minutes, damage *5% concussion
28 – 30	Nose hit	5	Stunned 1d10 rounds, blinded 1d4 rounds

RECOVERY AND HEALING

S.D.C.: You recover a number of S.D.C. per hour of rest or light activity that is equal to your P.E. score.

Subdual Hit Points: Subdual hit points recover at a rate of P.E. score per day of rest or light activity. Successful first aid provides a bonus to this number equal to the skill check result -15.

Hit Points: The following rules rely heavily on Fortitude saving throws. When applicable, complete bed rest provides a +2 bonus to these saving throws.

If the hit location is wounded, but with 0+ hit points, you heal 1 + P.E. bonus hit points per location per day.

A hit location at 0 or fewer hit points takes much longer to recover. Every week (in some settings, every day, or other block of time), you must roll a DC 20 Fortitude save. If successful, you heal a number of hit points equal to 1 + P.E. bonus in all hit areas. Several factors can affect this saving throw:

- **Field conditions** -2
- **Clinic** +0
- **Hospital** +1
- **Quality hospital** +2
- **Long-Term Care:** If you are being tended to with long-

term care, the doctor rolls a DC 15 Medical Doctor check. If successful, you add a bonus to your Fortitude save equal to the amount by which the doctor beat the DC, to a maximum equal to his Medical Doctor ranks. The doctor must tend to you for at least 4 hours every day.

If the saving throw is a critical failure, roll 1d100. If the roll is 01 – 25, your wounds have become infected.

* Some critical damage requires surgery to begin proper healing. If you haven't had surgery, you still roll the saving throw (versus DC 25) and if successful, will heal normally.

If you do not receive surgical attention and begin healing, and have bone damage, then once the affected area reaches the positive hit points, it is assumed your bones have mended. Unfortunately, there is a 90% chance they mended improperly, and you will permanently suffer the penalties associated with being wounded in that location.

At a future time, the bones can be re-broken medically (DC 15 Medical Doctor, reduces to negative hit points – the halfway mark), and surgically re-set, so that healing removes the penalties.

Ability Damage: Recovering from ability damage (unless the rate is specifically noted) follows the same procedure for healing hit points, except the Fortitude DC is 25 (apply the same modifiers), and a point is healed in all ability scores.

If the saving throw is a critical failure, roll 1d100. On a 01 – 10, one

point of the ability damage becomes ability drain.

GENERAL MISC RULES

Breathing

Suffocation and Drowning

A character that has no air to breathe can hold her breath for 1 round per point of P.E.. After this, the character must make a DC 10 Endurance check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Endurance checks, she begins to suffocate. For the next round, she acts as if fatigued.

On the second round, she falls unconscious.

1d3 rounds later, she dies (although complete brain death may not occur for 5 or 6 minutes).

This assumes a near-complete lack of O₂ and reduced movement. Activity will reduce the amount of safe time. This also assumes the victim has time to take a proper breath. If the victim is surprised when confronted with a lack of oxygen, roll a die equal to P.E. to determine the initial amount of time the victim can hold her breath.

Slow Suffocation

A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of subdual damage every 15 minutes. A character takes twice as much air for each size category larger than Medium, or half as much air for each size category it is below Medium. A sleeping or unconscious character consumes air at one-half this rate. A torch or similarly sized fire is counted as a Medium character.

Conditions

The following conditions are currently in use:

A Note: Many of the entries below state a condition lasts "until healed". If that entry is marked with a Dagger (†), then "until healed" doesn't mean until the hit point damage is healed, it means until the additional physical stress is healed, which, even with early 21st Century science may be impossible, rendering many conditions permanent in many situations.

Agitation: Angry, fidgety, jumpy, unfocused; [-3 skill check penalty, -2 M.A..]

Albinism: Severe paleness, pinkish hue to eyes; [treat as Mild Allergy (sunlight).]

Anti-Coagulation: Severe, non-stop bleeding; [at the end of every round after taking hit location damage, roll a DC 15 Fortitude save, with a -1 penalty per hit location wound. If this fails, take an additional point of damage in that area (*2 on a critical failure). For the duration, only a DC 30 Medical Doctor check or other means of healing will stop the blood loss.]

Anxiety: Fear, apprehension; [-2 morale penalty to skill checks, Will saves, -1 M.A..]

Bleeding: The character is suffering from blood loss, either bleeding out, or suffering internal bleeding. The average adult human male has approximately 5 quarts of blood. Use the following as a guideline for the effects of blood loss:

- **10%** -1 to skill checks for 1d4 days, -1 P.E. for endurance purposes for 2d4 weeks.
- **20%:** -2 to skill checks for 1d4 days, -2 P.E. for endurance purposes for 4d4 weeks.
- **30%:** -2 to skill checks for 1d5 days, -2 P.E. for endurance purposes for 8d4 weeks. Note that at this point, medical attention is necessary (including blood transfusions). Otherwise, you will die in 10d10 minutes. Initial recovery takes 3d4 days.
- **40 - 99%:** Shock. Death in 10d10 minutes barring aggressive life-saving measures and massive blood transfusions. Initial recovery takes 3d10+10 days.
- **100%:** Dead. You've been exsanguinated.

Actual bleeding rates vary.

Blindness†: Negated functioning of the eyes or other visual organs; [You cannot see. You take a -8 penalty to defensive maneuvers, move at half speed, and take a -4 penalty on Search checks and on most P.S.- and P.P.-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail.

All opponents are considered to have total concealment (50% miss chance) against you. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.]

Blister: Blisters. If covered (at least 40%), take; [-2 skill checks, -1 P.B..]

Blown Away: Moved away by intense winds; [Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls

1d4 *10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 *10 feet and takes 2d6 points of subdual damage due to battering and buffering.]

Blurred Vision: Difficulty focusing vision; [targets are 50% concealed, -4 penalty to defensive maneuvers, reduce safe speed by 25%, -1 to P.S.- and P.P.-based checks, attackers gains +1 attack bonus.]

Body Aches: Dull, steady, cramping pain in muscles and joints; [-1 P.P., -2 penalty to P.S.- and P.P.-based checks.]

Brain Damage†: Physical damage to the tissues of the brain;

- **Mild brain damage** imposes a -1 I.Q. until healed.
- **Brain damage** impose a -2 I.Q. and -1 M.E., and the victim suffers Memory Loss until healed.
- **Severe brain damage** imposes a -1d4+1 I.Q. and -2 M.E., and the victim is Confused until healed.
- **Extreme brain damage** imposes a -1d6+2 I.Q. and -1d4+1 M.E., plus the victim is Confused and suffers Vertigo until healed.

Cardiac Arrest: Impaired functioning of the heart; [When you suffer from cardiac arrest, you make a DC 15 Fortitude save. If successful, you remain conscious but can take only minor actions (such as trying to crawl or grab a phone). If the save fails, you fall unconscious (critical failure means immediate death).]

After 1d10 minutes, make a DC 15 Fortitude save every minute. If this fails, you stop breathing (critical failure means death). Successful CPR (DC 15 Paramedic) can restart your breathing, giving you another 1d10 minutes before saving again. Defibrillation within the first 10 minutes can provide you with another 1d10 minutes. Each of these methods can only be used successfully once or twice. After this, you'll need serious medical attention (DC 20 Medical Doctor, 95% chance of requiring surgery) that takes 1d20 minutes. Afterwards, assuming you survive, you'll be incapacitated for 3d4 days (longer if surgery was required).

During the first 24 hours after the attack, make a DC 15 Fortitude save again every hour or suffer another attack. Three consecutive successful saves negates this chance. A myocardial infarction often precedes true cardiac arrest. 75% of the time, this cause pain in the chest and arm, along with fatigue (and DC 15 Fortitude save or nausea) for 1d10 minutes. Similar treatment is required. If you've suffered a cardiac arrest, make a note of it. Every time you've suffered such an attack, you take a cumulative -1 penalty on future saving throws to resist the attack.]

Checked: Prevented from achieving forward motion by an applied force, such as wind; [Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.]

Chills: Sensation of being cold, along with shivering; [-1 penalty to P.P.-based checks.]

Coma†: State of severe unconsciousness, with a total lack of awareness; [treat as Helpless until the victim comes out of the coma.]

Concussion: An injury to the brain; [This condition persists for 2d24 days, after which it will heal naturally. A character with a concussion will often appear perfectly fine, but will occasionally suffer Dizziness, see spots, and in rare cases may even believe he is somewhere else (Hallucinations), or become extremely confused (Confused).]

A character with this condition can only use half his ranks in any skill. A character that succeeds at a DC 20 Will save may make a skill check with his full number of skill ranks, but the character must make this save again each time he makes a skill check as long as this condition persists.]

Confusion: Random, unpredictable behavior and speech; [A confused character's actions are determined by rolling d% at the beginning of his turn:

- **01 - 10:** attack nearest being with melee or ranged weapons (or close with nearest being if attacking is not possible)
- **11 - 20:** act normally
- **21 - 50:** do nothing but babble incoherently
- **51 - 70:** flee away from nearest being at top possible speed
- **71 - 100:** attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).]

Convulsions/Seizures: Uncontrolled fit of involuntary muscular contractions; [treat as Helpless.]

Cough: Severe smoker-like cough; [-4 penalty to checks requiring stealth or speech, no abilities requiring verbal ability.]

Cowering: Intense fear; [*The character is frozen in fear and can take no actions. A cowering character cannot dodge, and takes a -2 parry penalty.*]

Cramps: Sudden, involuntary, painful muscular contraction; [*each cramp typically lasts 1d6 rounds, treat as Checked.*]

Dazed: Momentarily stunned; [*The creature is unable to act normally. A dazed creature can take only automatic defensive actions, and those at -2. A dazed condition typically lasts 1 round.*]

Dazzled: Overstimulation of the eyes; [*A dazzled creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.*]

Deafness: Impaired functioning of the hearing organs; [*She takes a -4 penalty on Initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.*]

Dehydration: Excessive loss of fluids from the body; [*standard dehydration effects.*]

Diarrhea: Excessive and frequent evacuation of watery feces; [*when it strikes, you have 1d4 rounds to get to the toilet.*]

Discoloration: A common symptom causing a change in skin color; [*no mechanical effects.*]

Difficulty Speaking: Terrible difficulty getting words to properly form; [*no skills or abilities requiring verbal skills.*]

Dizziness: Whirring or spinning sensation with a tendency to fall down; [*treat as Staggered, plus if attempting any physical task more difficult than walking, make a DC 18 Gymnastics check or fall prone.*]

Drooling: Excessive saliva production and run-off; [*-1 M.A., -2 P.B.*]

Drowsiness: Dull, sluggish behavior, difficulty focusing; [*-1 penalty to P.S.- and P.P.-based checks, prolonged activity causes Fatigued condition, anything causing the Fatigued condition instead causes Exhaustion.*]

Entangled: Ensnared or otherwise having movement impeded; [*Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to P.P.. An entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell level) or lose the spell.*]

Euphoria: Feeling of great happiness or well-being, rarely hostile even in situations of danger; [*treat as Confused, except if attacked, simply wanders away.*]

Exhaustion: Loss of endurance; [*An exhausted character moves at half speed and takes a -6 penalty to P.S. and P.P.. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.*]

Fainting: Abrupt and brief loss of consciousness; [*each fainting spell lasts 1d8+2 rounds, on the 1st round, treat as Staggered, on the 2nd round, Unconscious, on the last round, awakens but treated as Staggered.*]

Fascinated: Entranced by a supernatural, spell, or other effect; [*The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks.*]

Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigue: Loss of endurance; [*A fatigued character can neither run nor charge and takes a -2 penalty to P.S. and P.P.. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.*]

Fever: Abnormal body temperature; [*no mechanical effects.*]

Flat-Footed: Unable to react to situations normally; [*A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character cannot dodge, parry, or similar, nor can he make attacks of opportunity.*]

Flatulence: Frequent and noisy expulsion of intestinal gases; [*-4 penalty to stealth-based skill checks, -2 M.A. in certain situations.*]

Frightened: Intense fear; [*A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, defensive maneuvers, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.*]

Frothing: Churning saliva-based mouth foam; [*-1 M.A., -2 P.B.*]

Grappling: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers; [*See Grapple.*]

Hair Loss: Visible loss of clumps of hair; [*-2 P.B..*]

Hallucinations: False sensory impressions; [*roll on the following to determine the effects. The penalties are for relatively mild hallucinatory effects. More powerful effects may increase the relevant penalties, or even act as full-blown illusions.*]

- **01 - 15:** Visual hallucinations, imposing a -2 penalty to Concentration, Search, Spot, and other visual checks, and a -1 penalty to all other skill checks.
- **16 - 30:** Aural hallucinations, imposing a -2 penalty to Concentration, Listen, and other hearing-based checks, and a -1 penalty to all other skill checks.
- **31 - 35:** Tactile hallucinations, imposing a -4 penalty to Concentration, and a -2 penalty to checks involving your sense of touch, and a -1 penalty to all other skill checks.
- **36 - 65:** Visual and aural hallucinations, combining penalties.
- **66 - 70:** Visual and tactile hallucinations, combining penalties.
- **71 - 75:** Aural and tactile hallucinations, combining penalties.
- **76 - 100:** Visual, aural, and tactile hallucinations, combining penalties.

Hasted: Speed increased; [*A hasted creature gains a +4 bonus to dodge checks, +1 action per round, and doubles his Spd.*]

Headache: Localized pain in the head; [*-4 penalty to checks requiring concentration.*]

Helpless: A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy; [*A helpless target is treated as having a P.P. of 0 (-5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpless targets.*]

Incoordination: Lack of control over normal muscular movement; [*-4 P.P., -4 to P.S.-based checks.*]

Incorporeal: Having no physical body; [*Incorporeal creatures are immune to all non-magical attack forms. They can be harmed only by other incorporeal creatures, magic weapons, spells, spell-like effects, or supernatural effects.*]

Inflammation: Area of redness, minor swelling, and typically, light pain; [*-1 penalty with checks requiring the affected area.*]

Insomnia: Inability to sleep properly; [*when going to sleep, roll a DC 20 Fortitude save. If successful, you gain a night's sleep by adding an hour to your requirement. Failure means you did not get enough sleep, and are treated as Fatigued until you do. Severe insomnia has a greater DC, and success causes Fatigue after sleeping, with failure resulting in an inability to sleep.*]

Intoxication: Drunk, or drunken-like condition; [*effects vary with level of intoxication.*]

- **Mild intoxication** imposes a -1 penalty to P.P.-based checks, but provides a +1 bonus to M.A.-based checks.
- **Moderate intoxication** imposes a -2 penalty to P.P.-based checks, and a -1 penalty to I.Q.- and M.E.-based checks. Your aggression may increase slightly.
- **Heavy intoxication** imposes a -4 penalty to P.P.-based checks, and a -2 penalty to I.Q.- and M.E.-based checks. Your aggression may increase.
- **Severe intoxication** imposes a -8 penalty to P.P.-based checks, and a -4 penalty to I.Q.- and M.E.-based checks. Your aggression may increase.
- **Dangerous intoxication** imposes a -12 penalty to P.P.-based checks, and a -8 penalty to I.Q.- and M.E.-based checks. Your aggression may increase. Additionally, every hour, make a DC 20 Fortitude save or black out for 1d12 hours. Make a second DC 10 Fortitude save. If this fails, you will suffer alcohol poisoning (-1d4 P.E., -1d6 P.E. spread over a period of 30 minutes).

Invisible: Visually undetectable; [*An invisible creature gains a +2 bonus on attack rolls against opponents, and opponents cannot parry. An opponent who uses his actions to dodge, may still avoid attacks by an invisible creature however. You cannot roll with blow against an invisible creature's attack unless you know its location.*]

Irritation: Sensation of soreness or tenderness of the skin or other tissues; [*no mechanical effects.*]

Itchiness: Constant itching sensation, making concentration difficult; [*-1 penalty to checks requiring concentration.*]

Jaundice: Yellowish coloration of the skin and whites of the eyes caused by buildup of bile salts; [*no mechanical effects.*]

Kidney Damage: Impaired functioning of the kidneys;

- **Mild kidney damage** imposes a -2 P.E. until healed.
- **Kidney damage** imposes a -1 P.S. and -3 P.E. damage and the victim is Shaken until healed.
- **Severe kidney damage** imposes a -2 P.S. and -1d6+1 P.E., and the victim is Fatigued until healed.
- **Extreme kidney damage** imposes a -1d6+1 P.S. and

-2d4+2 P.E. and the victim is Disabled until healed.

Knocked Down: Made prone; [Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 *10 feet.]

Labored Breathing: Difficulty breathing, loudly sucking air with great effort; [treat as Staggered, -4 penalty to stealth-based skills and abilities requiring verbal ability.]

Laryngitis: Inability to speak; [no skills or abilities requiring vocals.]

Liver Damage†: Impaired functioning of the liver;

- **Mild liver damage** imposes a -2 P.E. until healed.
- **Liver damage** imposes a -2 P.E. and the victim suffers nausea until healed.
- **Severe liver damage** imposes a -3 P.E., and the victim suffers Fatigue and Nausea until healed.
- **Extreme liver damage** imposes a -1 P.S., -4 P.E., and the victim suffers Exhaustion and Nausea until healed.

Localized Pain: Sharp and steady pain limited to a specific body part; [make a DC 15 Fortitude save (every 1d6 rounds) or act as if Entangled until the pain subsides.]

Lung Damage†: Impaired functioning of the lungs;

- **Mild lung damage** imposes a -1 P.E., and the victim is Fatigued until healed.
- **Lung damage** imposes a -2 P.E. and the victim is Fatigued until healed.
- **Severe lung damage** imposes a -4 P.E. and the victim is Exhausted until healed.
- **Extreme lung damage** imposes a -8 P.E. and the victim is Exhausted until healed.

Memory Loss: Partial or total loss of memory; [performing a mental task requires a DC 15 Will save per task until memory returns.]

Mental Exhaustion: Emotionally and mentally exhausted; [The character suffers a -6 penalty to P.S. and P.P., moves at half speed, and cannot charge or run. What makes this condition different from normal exhaustion is that is caused by mental and emotional stress, rather than physical exertion.]

One hour of rest, free from stress or combat, will "heal" mental exhaustion, leaving a character mentally fatigued. If a character suffering from mental exhaustion performs another activity that causes mental fatigue, the character may suffer mental paralysis, become panicked, or even suffer a mental breakdown.]

Mental Fatigue: Emotionally or mentally drained; [The character suffers a -2 penalty to P.S. and P.P. as normal for Fatigue. What makes this condition different is that is caused by stress, rather than physical exertion. One hour of rest, free from stress or combat, will "heal" mental fatigue. If a character suffering from mental fatigue performs another activity that causes mental fatigue, the character may suffer mental exhaustion.]

Mental Paralysis: Inability to move stemming from a non-physiological cause; [A character suffering from mental paralysis either stands stock still, staring around him, or simply sits down on the ground, ignoring what is going on around him. If attacked, the character may make a DC 15 Will Save to become mentally exhausted again. If the character fails this save, the character will suffer a Mental Breakdown. A character suffering from mental paralysis has an effective P.S. and P.P. of 0, and is helpless.]

One day of rest, free from stress or combat will "heal" mental paralysis, leaving the character mentally exhausted. What makes this condition different from normal Paralysis is that this condition is caused by extreme stress and mental duress.]

Nausea/Vomiting: Sick feeling accompanied by an urge to vomit; [Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single movement. If, while nauseous, a Fortitude save critically fails (the save can be forced by any number of actions), you vomit for 1d4 rounds, acting as Stunned, plus adjacent intelligent creatures must make DC 12 Fortitude saves or vomit.]

Nerve Damage†: Impaired functioning of the nervous system;

- **Mild nerve damage** imposes a -1 P.P. until healed.
- **Nerve damage** imposes a -2 P.P., and the victim is Shaken until healed.
- **Severe nerve damage** imposes a -4 P.P. and the victim is treated as Entangled until healed.
- **Extreme nerve damage** imposes a -1 P.S., -1d6+2 P.P., and the victim is Stunned until healed.

Nosebleed: Bleeding from the nose; [treat as Shaken unless you succeed on a DC 10 Will save.]

Numbness: Inability to feel physical sensations; [-2 penalty to all P.S.- and P.P.-based checks.]

Pain: Unpleasant physical sensation; [penalty ranging from -1 to -8 to all skill checks and dodge checks.]

Panicked: Body-freezing fear; [A panicked creature must drop

anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws, skill checks, defensive maneuvers, and ability checks.]

If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Panicked is a more extreme state of fear than shaken or frightened.]

Paralyzed: Physiologically unable to move part or all of the body; [A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective P.P. and P.S. scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.]

Petrified: A petrified character has been turned to stone and is considered unconscious; [If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.]

Pinned: Held immobile (but not helpless) in a grapple.

Post-Traumatic Stress: PTS is an illness that affects those who have been exposed to extreme stress, especially those who have suffered extreme stress over a long period of time, such as war veterans, prisoners of war, or concentration camp survivors; [Characters with this illness may suffer nightmares (rendering the character fatigued), or even flashbacks. These conditions cause a 5% chance that the character is Fatigued on any given day. Should a character suffering this condition be placed under extreme stress again, the character must make a DC 20 Will Save or immediately suffer mental exhaustion.]

Prone: The character is on the ground; [An attacker who is prone has a -4 penalty on melee attack rolls and can use only some ranged weapons. A defender who is prone gains a +4 bonus to dodge against ranged attacks, but takes a -4 penalty to dodge and parry against melee attacks. Standing up is an action that provokes an attack of opportunity; however, you can stand up as a full-round action in such a way that doesn't provoke.]

Rapid Pulse: Abnormally fast heart beat; [no mechanical effects.]

Rash: Large, ugly patches of dermal inflammation; [if visible, -1 P.B.]

Reduced Healing: Impaired functioning of the body's ability to repair itself; [reduce healing rates by 25%.]

Shaken: Frightened; [A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, defensive maneuvers, and ability checks.]

Shock: Typically hypovolemic due to blood loss; [victims act as if suffering Nausea, and are Stunned. Blood loss of more than 40% also causes cardiogenic shock. In addition to the penalties of hypovolemic shock, you are treated as Fatigued and Shaken. In all cases, one of the first treatments should be the use of oxygen. Treating shock is a DC 20 Paramedic check that takes 3d6 minutes at least. This still results in incapacitation for 2d8 days. If the condition is not treated, it can become fatal, leading to a cardiac arrest.]

Sickened: Ill; [The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, defensive maneuvers, and ability checks.]

Slowed: Movement and speed impaired; [A slowed creature takes a -4 penalty to dodge and parry checks, has his base speed halved, and can take either a single action or a single movement per round.]

Sore Throat: Inflamed, raw red throat; [-4 penalty to checks requiring speech, no abilities requiring verbal ability.]

Spine Damage†: Impaired functioning of the spinal column;

- **Mild spine damage** imposes a -2 P.P. plus Localized Pain until healed.
- **Spine damage** imposes a -1 P.S. and -4 P.P., plus the victim is Staggered until healed.
- **Severe spine damage** imposes a -3 P.S. and -8 P.P. plus the creature is paralyzed below the point of injury until healed.
- **Extreme spine damage** imposes a -4 P.S. and a -10 P.P. until healed, plus permanent paralysis below the point of injury.

Stroke†: Blockage or rupture of blood vessel in the brain; [victims suffer a -8 penalty to tasks requiring the use of one side of the body (determined randomly when the stroke occurs). Additionally, there is a 50% chance you will have an additional area affected (roll 1d3):]

- **Brainstem:** -8 penalty to Acrobatics, Gymnastics, -2 Endurance, Listen, Search, and Spot checks.
- **Cerebral cortex:** -2 penalty to P.P. and P.S., -2 penalty to Acrobatics, Concentration, Gymnastics, and I.Q.- and M.E.-based checks, with a 50% chance

for the inability to speak.

- **Cerebellum:** -6 penalty to P.P., movement greater than half speed requires a DC 15 Gymnastics check to avoid falling down.

Stunned: Rendered incapable of action; [A stunned creature drops everything held, can take only automatic actions, and those at a -4 penalty.]

Sweating: Excessive sweating, regardless of temperature; [no mechanical effects.]

Swelling: Hard, painful lump in a particular area; [effects can be none, or a -1 penalty to P.S.- and P.P.-based checks, depending on location.]

Thirst: Excessive need for drink; [requires at least 8 oz. water per hour or suffer dehydration.]

Thousand-Yard Stare: This mental illness has rendered the character so numb that he is actually *better* suited to stressful situations, including combat; [The character gains +2 to attack and damage rolls in combat; however, out of combat, the character suffers a -4 to all skill checks except Spot and Listen. This mental illness can only be removed through long-term therapy as described under the Mental Breakdown new condition.]

Unconscious: Knocked out and helpless.

Vertigo: Negated or skewed sense of balance; [-4 P.P., -8 penalty to physical skill checks, DC 15 Gymnastics check per round of any movement or fall prone.]

Vessel Damage: Damage to the body's ability to deliver blood; [any physical exertion, especially anything requiring an Endurance check, forces a DC 20 Fortitude save or the victim passes out for 1d6 rounds.]

Watery Eyes: Excessive production of tears; [targets are 50% concealed, , reduce safe peed by 25%, -1 to P.S.- and P.P.-based checks, attackers gains +1 attack bonus.]

Weakness: Inability to perform physical actions to due muscular weakness; [treat as Exhausted.]

Wheezing: Loud, raspy, whistling difficult breathing; [treat as Staggered, -4 penalty to stealth-based skills and abilities requiring verbal ability.]

Contacts

Contacts are people and organizations you know who can help you with information, materials, and other aid. Contacts have two ratings – Connection and Loyalty (and the ratings are always in this order). Each rating has from 1 to 20 levels.

Are You There?

Contrary to popular belief, in the game world, contacts are people with lives and businesses and such – they do not sit by the phone, anxiously awaiting the next call from you demanding something from them.

To determine if a contact is available, one of the things you decide when you select the contact is Day or Night? Then, when you actually go to reach him, roll 1d20 + Loyalty rating. The DC for this check is 10 + Connection rating. If the contact is a Day contact and you call at night, you take a -4 penalty, and vice versa.

These numbers assume the contact is local, dwelling in the same city. If the contact lives in the same state/province, but not in your city, you take a -2 penalty.

If he lives in the same country, but outside your state, you take a -4 penalty.

If he lives on the same continent, but outside your country, you take a -6 penalty.

If he lives on a different continent, you take a -8 penalty.

Contacts and Reputation

When dealing with a contact, you may make a normal DC 25 Reputation check to gain the appropriate skill bonuses.

Groups as Contacts

In addition to selecting an individual as a contact, you can select a group as a contact. When you take a group as a contact, you calculate the Loyalty cost normally. However, the Connection rating is modified. First, determine the base Connection rating and note it. Then apply the following modifiers to the cost:

Membership	Cost
2 – 20	+2
21 – 100	+4
101 – 1,000	+8
1,001+	+12

Area of Influence	Cost
Neighborhood/district	+2
Citywide	+4
National	+8
Global	+12

Once you've determined the modified cost, you note the Connection rating as Base (Modified).

For example, let's say you're taking a local police precinct as a contact with a base Connection of 6, 21 – 100 members (+4), and Neighborhood wide influence (+2), and a Loyalty of 5. You'll note the contact as 6 (12)/5.

Group contacts provide a greater range on information and resource gathering, but, as always, the more people in the know, the more likely word is to leak.

General Information

When you go to contact for information, the first thing that must be determined is if the contact already knows the information. This is covered by the contact's skill rolls. If the contact knows the information, proceed to the next step. If the contact doesn't know the information, he must ask around. Make the appropriate skill checks for the contact, with a bonus equal to his Connection rating. This typically takes 60 minutes. For every 5 points by which the contact beats the required DC, reduce the time by 10 minutes.

If the information falls under the contact's field, he gains a +2 bonus. If the contact is a Fixer or Mr. Johnson, he receives a +2 bonus.

Once the contact has the information, you must convince him to provide it. This requires an open-ended Diplomacy check. You receive a bonus to this check equal to the contact's Loyalty rating.

CONTACT INFORMATION TABLE		
Result	Information	Sample question
1-5	General information	Did you hear that Dunkelzahn died?
6-10	More details	What do your sources say about Big D's remains?
11-20	Even more details	What's the connection between the Yaks and the security on Inauguration night?
21-30	Specific items	Can you get me the name of Nadja Daviar's personal shopper?
31-35	Info not on streets	What is "Project Ragnarok"?
36+	Info beyond street	What does the phrase 'techno-magical elf cabal' bring to mind in reference to our late president?

Ear to the Ground

You may ask a contact to keep his ear to the ground and report any information concerning your inquiry. This requires a Diplomacy skill check with a -2 penalty (+ Loyalty rating). If successful, the contact will generally report in 2d6 hours.

Rushing a Contact

If you wish to rush a meeting with a contact, roll a separate DC 15 Diplomacy skill check (again, add the contact's Loyalty rating as a bonus). If the contact has been rushed, the Diplomacy skill check to get information from him suffers a -2 penalty.

Payment

Many contacts expect to be reimbursed for aid provided. A rough guideline for this is ((contact's I.Q. modifier x contact's M.A. modifier) – (Loyalty rating x 5) x 50). Subtract 10% per 5 points over the Diplomacy DC that you rolled. Compare this result to Table 7-1: Purchase DCs on p. 204 of *d20 Modern Roleplaying Game*.

Networking

You can use a contact to arrange meetings with other characters. This is networking. When you ask a contact to network you, first, the GM must determine if the attempt will pose a risk to the contact. Risky networking may require you to make a Diplomacy check (add Loyalty as a bonus) with the DC based on how dangerous the contact perceives the attempt to be.

If the contact agrees, he must make the appropriate skill checks, with a bonus equal to his Connection rating. His DCs are based on the importance of the individual to be met, and the relationship between that individual, the contact, and you. If successful, the contact has arranged a meeting. This will typically occur in 4d6 hours.

If the contact cannot arrange a meeting with the desired individual, he may still be able to arrange contact with an intermediary.

fencing

This is similar to networking, except instead of arranging a meeting, the contact is working to find a buyer for goods or information you possess. The procedure is essentially the same as with networking, except you may aid the contact's chances of success by lowering your asking price. You must let him know this before he makes his checks. In addition, contacts typically charge a "finder's fee" in such situations (typically 10% to 30% of the selling price).

favours

Favors come in two basic types – *business services* and *personal assistance*.

Business services covers things you can go to complete strangers for, such as vehicle repair, or doctor services. Typically, you use a contact for these only when you want the deal to remain under the table. Typically, such services have the standard costs, although you may receive a Loyalty discount.

Personal assistance covers things that aren't normally available though cash alone. Use the Favor Rating Table as a rough guide. A contact will usually provide a favor that has a rating less than his Loyalty rating. For greater favors, you may be required to make Diplomacy checks (as per General Information), and will owe the contact equal favors for the future.

Maintaining Contacts

Contacts do not exist in a void until you call on them. Contacts must be kept happy. This is called *Contact Upkeep*. This consists of two parts.

1. **Role-playing:** Generally, you must maintain some level of contact with the contact. Occasionally buy him a cup of soykaf or slide him a loan.
2. **Payment:** In addition to general good treatment, you must also pay for your contacts. This includes money spent on dinners, tips, hard info, etc. This cost is paid every year. The Purchase DC for this upkeep is equal to 20 – Loyalty rating + Connection rating.

Should you fail to pay the upkeep cost, or, in the opinion of the Game Master, fail to live up to the role-playing aspect, you suffer a -4 circumstance penalty to all rolls dealing with the contact for every time you fail to maintain upkeep or contact.

CONNECTION RATING TABLE	
Rating	Description
1 – 5	Knows very few people and has practically no social influence. Many are useful only for their Knowledge skills. Examples: squatter, manual laborer, academic graduate assistant.
6 – 10	Knows some people but doesn't have a lot of personal pull. Examples: gang member, bartender, mechanic, mob soldier, corner hustler, corporate wageslave.
11 – 14	Meets people on a regular basis and has some personal pull. Examples: beat cop, private investigator, street doc, corporate secretary, club owner, street-level fixer or fence.
15 – 17	Knows many people or may be in a leadership position. Examples: gang boss, mob lieutenant, police detective or sergeant, corporate middle manager, low-level Mr. Johnson, fixer or fence with regional ties.
18 – 19	Knows lots of people over a larger area, or holds a senior leadership position: police captain, corporate division manager, high-level Mr. Johnson, fixer or fence with national ties.
20	Well-connected individual who knows people all over the world, or holds a key executive position. Examples: mob boss, corporate executive, Mr. Johnson or fixer or fence with international ties.

LOYALTY RATING TABLE	
Rating	Description
1 – 5	Just Biz. You and contact have a purely mercenary relationship. Interactions are based solely on economics. You may not even like each other, and will not offer any sort of preferential treatment.
6 – 10	Regular. The relationship is still all business, but contact at least treats you with a modicum of respect, like regulars or favored clients.
11 – 14	Acquaintance. A friendly relationship exists between you and the contact, though it would be a stretch to call it a friendship. The contact is willing to be inconvenienced in small ways for you, but will not take a fall for you.
15 – 17	Buddy. A friendship or solid level of mutual respect exists. The contact would be willing to go out of his way for you if necessary.
18 – 19	Got Your Back. You and the contact have an established relationship and level of trust. The contact will back you even in risky situations.
20	Friend For Life. The contact will do whatever he can for you, even if it means putting his own life on the line.

FAVOR RATING TABLE	
Rating	Description
1 – 5	Minor. Deliver a message to someone. Provide access to a low-level restricted security area (airport boarding area, police station).
6 – 10	Low Risk. Loan use of specialized equipment (up to Purchase DC 23 in value). Corporate action requiring the signature of a first-line supervisor.
11 – 14	Medium. Provide access to a mid-level restricted security area (standard corporate research lab).
15 – 17	Moderate Risk. Loan use of specialized equipment (up to Purchase DC 31 in value). Corporate requisition requiring the signature of a middle manager.
18 – 19	Serious. Provide access to a high-level security area (FBI offices, AA megacorporate headquarters, AAA regional headquarters).
20	Major Risk. Loan use of specialized equipment (up to Purchase DC 39 in value). Corporate requisition requiring the signature of a senior manager or junior executive.

Environment

Darkness and Light

Darkvision allows many characters and monsters to see perfectly well without any light at all, but characters with normal vision (or low-light vision, for that matter) can be rendered completely blind by putting out the lights. Torches or lanterns can be blown out by sudden gusts of subterranean wind, batteries might die, etc.

In many cases, some characters or monsters might be able to see, while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

- Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, a sneak attack).
- Blinded creatures are hampered in their movement, and pay 2 squares of movement per square moved into (double normal cost). Blinded creatures can't run or charge.
- All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe, it attacks a random square within its reach. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which adjacent

square the blinded creature is facing; its attack is directed at the closest target that lies in that direction.

- A blinded creature takes a -8 penalty to defensive maneuvers.
- A blinded creature takes a -4 penalty on Search checks and most P.S.- and P.P.-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.
- Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.

A creature blinded by darkness can make a Listen check as a free action each round in order to locate foes (DC equal to opponents' Prowl checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the location of an unseen creature. A Listen check that beats the DC by 20 reveals the unseen creature's square (but the unseen creature still has total concealment from the blinded creature).

- A blinded creature can grope about to find unseen creatures. A character can make a touch attack with his hands or a weapon into two adjacent squares using a standard action. If an unseen target is in the designated square, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has pinpointed the unseen creature's current location. (If the unseen creature moves, its location is once again

unknown.)

- If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not his location).
- A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

Replace **Table 7-9: Light Sources** with the following.

LIGHT SOURCES			
Object	Bright	Shadowy	Duration
Campfire			
Small	15 ft.	30 ft.	3 hours
Normal	30 ft.	60 ft.	8 hours
Large	45 ft.	90 ft.	12 hours
Candle	n/a	5 ft.	12 hours
Torch	20 ft.	40 ft.	1 hour
Halogen lantern	40 ft.	80 ft.	24 hours
Flashlight			
Penlight	10 ft.	20 ft.	4 hours
Standard	30 ft.	60 ft.	6 hours
Battery flood	100 ft.	200 ft.	12 hours

Flashlights create beams of light. The radius of light around the flashlight is roughly 5 feet of shadowy illumination. A penlight creates a beam the listed length and 5 feet wide at the end.

A standard flashlight beam is 15 feet across at the end.

A battery flood light beam is 50 feet across at the end.

In areas of shadowy illumination, characters can see dimly. Creatures within the area have concealment and can make Hide checks to conceal themselves.

Vision and the Outdoors

In the daytime, under normal conditions, the distance at which characters can see things varies according to the terrain. At night, however, the level of darkness is very important.

Nighttime lighting is affected primarily by the moon and the cloudiness. In towns and cities, the lighting level will typically be greater due to government lighting, although "bad" parts of town may be as poorly lit as the outdoors, or even more so.

The distance at which a character can see is also determined by his visual type. Creatures with low-light vision can see much further at night.

The table below details the distances at which a character can see a Medium size figure with relative ease. The distances are divided into bright/shadowy.

VISION AND THE OUTDOORS I				
Normal Vision	MOON PHASE			
	New	¼	½	Full
Normal	5 ft./5 ft.	10 ft./30 ft.	15 ft./60 ft.	30 ft./120 ft.
Clouds				
Lt	5 ft./5 ft.	5 ft./20 ft.	10 ft./45 ft.	20 ft./90 ft.
Mod	5 ft./0 ft.	5 ft./15 ft.	10 ft./30 ft.	15 ft./60 ft.
Thick	5 ft./0 ft.	5 ft./10 ft.	5 ft./15 ft.	10 ft./30 ft.
Dense	1 ft./0 ft.	5 ft./0 ft.	5 ft./0 ft.	5 ft./5 ft.

VISION AND THE OUTDOORS II				
Low-light Vision (50%)	MOON PHASE			
	New	¼	½	Full
Normal	10 ft./20 ft.	20 ft./60 ft.	30 ft./120 ft.	60 ft./240 ft.
Clouds				
Lt	5 ft./15 ft.	15 ft./45 ft.	20 ft./90 ft.	45 ft./180 ft.
Mod	5 ft./10 ft.	10 ft./30 ft.	15 ft./60 ft.	30 ft./120 ft.
Thick	1 ft./5 ft.	5 ft./15 ft.	5 ft./30 ft.	15 ft./60 ft.
Dense	1 ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.	5 ft./10 ft.

Disease

Diseases have the following statistics:

Type: This indicates the method by which the disease is transmitted.

DC: This is the Fortitude DC used to resist the initial onslaught and

secondary effects.

Incubation: If the victim fails the initial saving throw, this is the amount of time that elapses before the primary effect occurs.

Primary Effect: If the victim fails his initial saving throw, when the incubation time elapses, he suffers this effect.

Secondary Effect: The effects the victim suffers if he fails both the initial saving throw and the recovery saving throws.

Recovery: This is the number of consecutive successful Fortitude saves required to fight off the disease and begin healing from it. It includes in parenthesis how frequently these saving throws are allowed. Each time this saving throw is failed, the victim takes the secondary effects of the disease.

Heat and Cold

Cold Dangers

Cold and exposure deal subdual damage to the victim. This subdual damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of subdual damage, the cold and exposure begins to deal lethal damage at the same rate. At this point, the cold deals damage to hit locations – apply the damage in the same manner as an explosive.

An unprotected character in very cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of subdual damage. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well.

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of subdual damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any subdual damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the subdual damage she took from the cold and exposure.

Extreme cold (below –20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of subdual damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell.

Ice effects

Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Acrobatics and Gymnastics checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold (see above).

Heat Dangers

Heat deals subdual damage that cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, and so forth). Once rendered unconscious through the accumulation of subdual damage, the character begins to deal lethal damage at the same rate. At this point, the heat begins to take damage to hit locations. Apply damage in the same manner as an explosive.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of subdual damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of subdual damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any subdual damage from heat exposure now suffers from heatstroke and is fatigued.

These penalties end when the character recovers the subdual damage she took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of subdual damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure, applied to hit locations as an explosive.

Lava Effects

Lava or magma deals 1d16 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round applied to hit locations as an explosive.

Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava (see Drowning, below).

Smoke Effects

A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of subdual damage. If the subdual damage continues until the character loses all Subdual points, then each 1d6 points of subdual damage thereafter is actually 1 point of P.E. damage.

Smoke obscures vision, giving concealment to characters within it.

High Altitude/Low Oxygen

Characters exerting themselves in low-oxygen conditions must make a Fortitude save every hour (DC 15 + 1 for each previous check) or take 1d4 points of subdual damage from exhaustion. Characters who have taken subdual damage from lack of oxygen are fatigued. Once knocked unconscious, the character automatically succeeds at his Fortitude save every hour until conscious.

Radiation

Radiation causes bad things to happen to your body. Not good things, like super powers, but bad things like disease, pain, and death. For this rule set, radiation exposure is measured in REMs. As you accumulate REMs, you risk suffering ever-worsening effects.

The number of REMs you accumulate is based on the length of your exposure and the intensity of the radioactive source as follows (these do not include the intensities delivered instantaneously via nuclear weapons and the like):

Intensity	REMs Gained
Light radioactivity	1 / day
Moderate radioactivity	1d6 / hour
High radioactivity	1d10 / 10 minutes
Severe radioactivity	1d100 / minute
Massive radioactivity	1d100+100 / round

Unlike diseases, which hit and then run their course, radiation sickness tends to hit for a while, then slack off for a period, and then hit again with the real dangers. Because of this, the Incubation Period is listed as Initial incubation period (and the duration of the effects) / Grace Period in several cases. The Grace Period is the time between when the initial symptoms (primary effect) wear off and the secondary effects kick in.

Even if you reduce your REM to a lower level, you must still make the recovery checks to begin recuperation. Reducing your REM simply reduces the chance of worsening your condition.

As long as you are not further contaminated, you naturally lose REM at a rate of 1d6 per day as long as your REM count doesn't exceed 200. Once it does, you lose REM at 1d10 per week.

0 – 20 REM

No discernible effect. 50% chance for a +5% chance to develop cancer later in life.

21 – 50 REM

Type: Contact.

DC: 10 every 2 hours until REM reduced.

Incubation: 1 hour.

Primary Effect: -1 P.E. for endurance purposes until REM drops to 20 or less.

Secondary Effect: None.

Recovery: 1 (daily).

51 – 100 REM

Type: Contact.

DC: 20 every 2 hours until REM reduced.

Incubation: 1 hour.

Primary Effect: Fatigue.

Secondary Effect: Headache (-1 to all checks), -2 saving throw penalty against disease, and other biological agents.

Recovery: 1 (weekly).

101 – 200 REM

Type: Contact.

DC: 20 every hour until REM reduced.

Incubation: 1d4+2 hours (24 hours) / 1d4+10 days

Primary Effect: Nausea.

Secondary Effect: Ability damage (1d3 P.E.), fatigue, male sterility (temporary), sickened, spontaneous abortion.

Recovery: 2 (every 2 weeks).

Special: This is the first level of radiation poisoning that carries a significant chance of death. As soon as you fail a primary effect save against this level of radiation poisoning, make a DC 3 Fortitude save. If this fails, you will die in 1d10+25 days, regardless of the result of other saves required by this radiation.

201 – 300 REM

Type: Contact.

DC: 20 every hour until REM reduced.

Incubation: 1d6 hours (1d2 days) / 1d8+6 days

Primary Effect: Nausea.

Secondary Effect: Ability damage (1d6 P.E.), fatigue, hair loss (50%), sickened, spontaneous abortion, sterility (50% permanent).

Recovery: 4 (monthly).

Special: As soon as you fail a primary effect save against this level of radiation poisoning, make a DC 8 Fortitude save. If this fails, you will die in 1d10+25 days, regardless of the result of other saves required by this radiation.

301 – 400 REM

Type: Contact.

DC: 25 every hour until REM reduced.

Incubation: 1d6 hours (1d2 days) / 1d8+6 days

Primary Effect: Nausea.

Secondary Effect: Ability damage (1d6 P.E.), fatigue, hair loss (50%), sickened, spontaneous abortion, sterility (50% permanent).

Recovery: 4 (monthly).

Special: As soon as you fail a primary effect save against this level of radiation poisoning, make a DC 11 Fortitude save. If this fails, you will die in 1d10+25 days, regardless of the result of other saves required by this radiation.

401 – 600 REM

Type: Contact.

DC: 30 every hour until REM reduced.

Incubation: 1d6 *30 minutes (1d2 days) / 1d8+6 days

Primary Effect: Nausea.

Secondary Effect: Ability damage (1d8 P.E.), fatigue, hair loss (50%), sickened, spontaneous abortion, sterility (90% permanent).

Recovery: 6 (monthly).

Special: As soon as you fail a primary effect save against this level of radiation poisoning, make a DC 15 Fortitude save. If this fails, you will die in 1d10+25 days, regardless of the result of other saves required by this radiation.

601 – 1,000 REM

Type: Contact.

DC: 30 every 30 minutes until REM reduced.

Incubation: 1d16+15 minutes (1d2 days) / 1d4+6 days.

Primary Effect: Ability damage (1d8 P.S., P.E.).

Secondary Effect: Exhaustion, hair loss, internal bleeding (1/5th blood every 1d6 days), nausea, reduced healing (1/20th normal rate, requires bone marrow transplant), spontaneous abortion, sterility.

Recovery: 12 (every 6 months).

Special: As soon as you fail a primary effect save against this level of radiation poisoning, make a DC 20 Fortitude save. If this fails, you will die in 1d6+8 days, regardless of the result of other saves required by this radiation.

1,001 – 5,000 REM

Type: Contact.

DC: 30 every 10 minutes until REM reduced.

Incubation: 5d6 minutes (1d2 days) / 1d4+3 days (during which time, you suffer no ill effects).

Primary Effect: Fatigue, nausea.

Secondary Effect: Ability damage (1d16 P.S., P.E.), coma (after additional 1d6+2 days), exhaustion, hair loss, internal bleeding (1/5th blood every 1d100 hours), massive diarrhea (with severe dehydration), nausea, reduced healing (non-existent), spontaneous abortion, sterility.

Recovery: 12 (yearly).

Special: As soon as you fail a primary effect save against this level of radiation poisoning, make a DC 25 Fortitude save. If this fails, you will die in 2d4-1 days, regardless of the result of other saves required by this radiation.

Special: At this point, attempts to treat the sickness medically take a -20 penalty – normally, the best that can be offered is pain management.

5,001+ REM

Make a DC 40 Fortitude save every 10 minutes until your REM are reduced to a lower level. If the save fails, you will suffer the effects of 1,001 – 5,000 REM exposure, plus incapacitation, and death in 1d30+50 hours.

Treating Radiation Sickness

Radiation sickness can be treated in the same manner as diseases, but increase all Medical Doctor DCs by +5.

Water Dangers

Any character can wade in relatively calm water that isn't over his head, no check required. Similarly, swimming in calm water only requires skill checks with a DC of 5. Trained swimmers can just take 10. (Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult. See the Swim skill description.)

By contrast, fast-moving water is much more dangerous. On a successful DC 15 Swim check or a DC 15 P.S. check, it deals 1d3 points of subdual damage per round (1d6 points of lethal damage if flowing over rocks and cascades; when applicable, this hits random hit locations). On a failed check, the character must make another check that round to avoid going under.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage. Generally, at depths of 100 to 133 feet or so (3 to 4 atmospheres), humans are safe from water pressure.

At 5 atmospheres, the diver must make a Fortitude save with a DC of 15 +1 per previous save every minute or take 1d6 points of damage (normal; if against hit locations, treat as an explosion for division).

Each additional atmosphere increases the damage by 1d6, and the base save DC by +2.

Armor applies normally to this damage, which counts as low impact. Remember, if the water is cold, it can deal cold damage as well.

The Bends

A diver who remains underwater for more than one hour and dives more than 100 ft. must surface slowly, a process that takes 5 minutes per 50 ft. of depth. Failure to do so causes the bends, which causes extreme pain as nitrogen in the blood begins to bubble. This leaves the victim unable to take any actions and deals 1 point of P.E. damage to him every minute until he is placed in a pressure tank and slowly decompressed. Even after being decompressed, the diver remains unable to take any actions for a full day (which also restores his P.E.).

Euphoria (Nitrogen Narcosis)

A diver that remains underwater for more than one hour and dives more than 50 ft. is susceptible to euphoria caused by the way nitrogen acts in the blood at that depth. The diver suffers a -4 penalty to all I.Q. and M.E.-based checks until he has resurfaced and rested 10 minutes or succeeds at a DC 25 Fortitude save each hour.

Falling Damage

The base amount of damage you take is based on the speed and time of the fall as follows:

FALLING				
Second	Speed	Distance Fallen	Damage	Skill DC
½	16 f/s (11 mph)	1 – 4 ft.	1d3	10
1 st	32 f/s (22 mph)	5 – 16 ft.	1d12	12
2 nd	64 f/s (44 mph)	17 – 64 ft.	2d12	14
3 rd	96 f/s (66 mph)	65 – 144 ft.	3d12	16
4 th	128 f/s (88 mph)	145 – 256 ft.	4d12	18
5 th	160 f/s (110 mph)	257 – 400 ft.	5d12	20
6 th	192 f/s (132 mph)	401 – 576 ft.	6d12	22
7 th	224 f/s (154 mph)	577 – 784 ft.	7d12	24
8 th	256 f/s (176 mph)	785 – 1,024 ft.	8d12	26
9 th	288 f/s (198 mph)	1,025 – 1,296 ft.	9d12	28
10 th	320 f/s (220 mph)	1,297 – 1,600 ft.	10d12	30
11 th	352 f/s (242 mph)	1,601 – 1,936 ft.	11d12	32
12 th	384 f/s (264 mph)	1,937 – 2,304 ft.	12d12	34
13 th	416 f/s (286 mph)	2,305 – 2,704 ft.	13d12	36
14 th	448 f/s (308 mph)	2,705 – 3,136 ft.	14d12	38
15 th	480 f/s (330 mph)	3,137 – 3,600 ft.	15d12	40
16 th	512 f/s (352 mph)	3,601 – 4,096 ft.	16d12	42
17 th	544 f/s (374 mph)	4,097 – 4,624 ft.	17d12	44
18 th	576 f/s (396 mph)	4,625 – 5,184 ft.	18d12	46
19 th	608 f/s (418 mph)	5,185 – 5,776 ft.	19d12	48
20 th	640 f/s (440 mph)	5,777 – 6,400 ft.	20d12	50

The 6th second (one round of falling) represents not only a full round, but also the common terminal velocity for an average creature in an uncontrolled fall. In other words, barring unusual circumstances (falling in a dive for example), this is the maximum damage you will suffer from the fall alone. Terrain has an impact as normal.

When you fall, you are allowed an Acrobatics or Gymnastics check against the listed DC. If successful, treat your falling speed as 1 second less (2 seconds on a critical success). For example, if you fall 50 ft. (2 seconds), and you make your check, you take damage as if you had fallen 1 second.

When falling, you can attempt an Acrobatics or Gymnastics check. The DC for this check is 25 – number of seconds fallen. If successful, treat your falling speed as 1 second less (2 seconds on a critical success).

If you intentionally Jump down, treat the first 6 points of damage as Subdual.

If you intentionally jump down, you can make a DC 25 Jump check; if successful, treat your falling time as 1 second less (2 seconds on a critical success).

Size

To determine the damage a creature of differing sizes takes from a fall, multiply the normal speed in feet per second by the Speed Multiplier listed below and find the damage for the new speed. Multiply the normal time for the fall by the Time Multiplier to determine how long it actually takes the creature to fall that distance.

FALLING MODIFIERS FOR SIZE		
Size	Speed Multiplier	Time Multiplier
Fine	*0.1	*2
Diminutive	*0.25	*1.75
Tiny	*0.5	*1.5
Small	*0.75	*1.25
Medium	*1	*1
Large	*2	*0.75
Huge	*3	*0.5
Gargantuan	*4	*0.25
Colossal	*5	*0.1

For example, a Larger creature falling 50 feet at 64 feet per second (2d12 damage) is treated as falling at 128 ft. per second (4d12 damage), but it takes him (2 seconds * 0.75) 1.5 seconds to do so.

Conversely, a Diminutive creature falling 50 feet at 64 feet per second (2d12 damage) is treated as falling at 16 feet per second (1d3 damage) and it takes him (2 seconds * 1.75) 3.5 seconds to do so.

Applying Falling Damage

How to apply this falling damage with a system that uses hit locations?

Well, first, take one-third of the damage. You take this as S.D.C. damage, with excess going to hit locations with the remainder of the damage. Yes, this means you might take more damage than was rolled.

Next, determine the hit locations that are taking the damage as follows.

Roll percentile and compare to the following to determine what takes the damage.

1d100	Where
01 – 05	Bottom
06 – 20	Right side
21 – 35	Left side
36 – 90	Front/Back
91 – 100	Top

- **Bottom:** You land on your feet, taking the full damage to your legs, and one-quarter damage to your torso.
- **Right/Left side:** You land on your right or left side (50/50). You take the full damage to your arm, one-half that to your leg and torso, and one-fifth that to your head.
- **Front/back:** You land sprawling on your front or back (50/50). Take the full damage to your torso, one-half to the head, arms and legs. If you land on your front, there is a damage *1% chance (99% max) you will break your back even if the damage doesn't do it.
- **Top:** You land on your head. Take the full damage to your head, and one-half that to the torso. If you land on your head, there is a damage *0.5% chance (99% max) you will break your neck even if the damage doesn't do it.

Any time you take falling damage, you risk being stunned. Make a Will save with the same DC as the skill check above. If this fails, you are stunned for the duration listed below.

- **Bottom:** Stunned 1d2 rounds, double on a critical failure.
- **Right/left side:** Stunned 1d10 rounds, double on a critical failure.

- **Front/back:** Stunned 1d20 rounds, double on a critical failure.
- **Top:** If you succeed, you are stunned 1d30 rounds; if you fail, you are knocked unconscious for 1d30 minutes, double on a critical failure.

You can attempt an Acrobatics or Gymnastics check to make a breakfall using the DC listed above -2. If successful, you can distribute the damage over your entire body with the following percentages:

- **Legs:** *0.8
- **Torso:** *0.8
- **Arms:** *0.6
- **Head:** *0.8

In either case, if you roll a critical failure, you land poorly and take +50% damage.

Natural Armor

If you have natural armor of some kind, apply one-half (round down) of the Blunt protection against the falling damage.

Worn Armor

If you are wearing armor, apply one-fifth of the Blunt protection against the falling damage.

Food and Drink

Food

For our purposes, a character needs about 2,500 calories per day to maintain normal activity and functioning. A lethargic (i.e., lazy) character can get by on less. Active characters (like those who walk across wastelands) require more. An M.R.E. has about 1,200 calories. For general amounts, go to <http://www.howmanycaloriesin.com>.

If you are getting about one-half this amount, you can go for about 14 days + your P.E. modifier before making the saving throw described below.

If you are getting about a quarter of this amount or less, you can go for 7 days + P.E. modifier before making the saves.

You can go without food for 3 days + P.E. modifier, in growing discomfort.

Saving Throws

After this time, you must make an Endurance check each day (DC 10, +2 for each previous check) or take 1d4-1 points of subdual damage.

Characters who have taken subdual damage from lack of food are fatigued. Subdual damage from starvation cannot be recovered until the character gets food – not even magic that restores hit points heals this damage.

Once you no longer have Subdual hit points because of this damage, each 1d4-1 result that returns a 1 or better instead deals 1 point of P.E. damage.

Water

Generally, a Medium-size character needs about 1 cup of water per 20 pounds of body weight per day for normal activity and functioning (1 cup = 8 ounces; 16 cups = 1 gallon). These amounts assume a temperate, moderately humid climate. In high-temperature environments, double the requirements for each step of temperature (as described above under Heat Dangers). Lethargic (i.e., lazy) characters can get by with less water.

If you are getting about one-half this amount or so, you can go for a number of days equal to 1 + P.E. modifier before making Fortitude save as detailed below.

If you are getting one-quarter or less, you can go for 24 hours plus a number of hours equal to your P.E. score *2 before making the saving throws.

You can go without water for 24 hours plus a number of hours equal to your P.E. score.

Saving Throws

After this time, you must make an Endurance check each hour (DC 10, +2 for each previous check) or take 1d6-1 points of subdual damage.

Characters who have taken subdual damage from lack of water are fatigued. Subdual damage from thirst cannot be recovered until the character gets water – not even magic that restores hit points heals this damage.

Once you no longer have Subdual hit points because of this damage, each 1d6-1 result that returns a 1 or better instead deals 1 point of P.E. damage.

Rationing

When you ration – reduce your consumption to prolong your supplies – you end up making Will saves to resist. You can ration without saving until you make your first Fortitude save to negate ill effects. The DC for the Will save is equal to the Fortitude save DC. If you fail the save, you will attempt to acquire about a day's worth of the food or water.

If you fail the save by more than 5 points, then you will either go for a large portion of the substance, or attempt an alternate (dirt, leaves, grass, etc).

If you fail the save by more than 10 points, then you will attempt to consume all of the resource available, and may have to make Will saves (DC 15-20) checks to avoid harming anyone who attempts to stop you.

Size

A creature's size affects its food and water requirements (we're ignoring other factors for now).

FOOD, WATER, AND SIZE		
Size	Calories/day	Cups/day
Fine	300	1 / 80 lbs.
Diminutive	600	1 / 60 lbs.
Tiny	1,200	1 / 40 lbs.
Small	1,900	1 / 30 lbs.
Medium	2,500	1 / 20 lbs.
Large	5,000	1 / 10 lbs.
Huge	10,000	1 / 5 lb
Gargantuan	20,000	1 / 2 lbs.
Colossal	40,000	1 / 1 lb.

Madness

A character's sanity is measured with four gauges – Violence, The Unnatural, Self, and Helplessness.

- **Violence (M.E.):** This gauge dictates how you handle violence; whether inflicting or suffering from it.
- **The Unnatural (I.Q.):** This gauge deals with things that fall outside of the status quo – supernatural events beyond the normal human range of experience.
- **Self (M.A.):** This gauge deals with internal conflict, especially guilt. Commit a crime, injure someone you love, lie to your best friend, this is all covered by the Self gauge.
- **Helplessness (M.E.):** This measures your reaction to traumatic events that you can't control.

When you are confronted by a shocking event that falls under a particular gauge, you must make an ability check (the DC is based on the source of the check). If you fail the check, you gain a Failed Notch in the appropriate column. On a critical failure, you gain 1d4 Failed Notches.

If you succeed, you gain a Hardened Notch in the appropriate column. On a critical success, you gain 1d4 Hardened Notches.

If you have Hardened Notches in a number greater than the DC, then you do not need to make the check.

When you gain a Failed Notch, roll 1d100 to determine your reaction:

1d100 Reaction

01 – 33 Flight

34 – 66 Fight

67 – 99 Freeze

100 Temporary insanity as per *Call of Cthulhu* d20 rules

Flight (Panicked): You run away at top speed from the terrifying stimulus. If you're carrying anything that weighs more than a couple pounds, you drop it. If there's a choice of direction, you move away from what terrified you—if there are multiple paths that go straight away, you take the closest, safest or most familiar route. You run until you can no longer hear, smell, see, scent or feel the threat, or until you collapse.

Fight: You attack with primal, berserk fury until you either obliterate the stimulus, fall exhausted, or are destroyed (or just knocked out). You cannot voluntarily stop fighting until the offending object, creature or person is clearly destroyed. Anyone who tries to stop you must also be attacked.

Freeze: You either hide and don't come out until you're sure the danger's passed, or you simply freeze like a deer in headlights. Freezing may mean perfect paralysis, or weeping in the fetal position. Characters who freeze in response to an unresponsive situation (for example, someone who freezes after coming upon the mangled remains of his beloved greyhound) can snap out of it if the situation does not change for an hour.

In addition, every 5th Failed Notch in any combination of Meters means you develop a serious mental condition. The effects last until you lose a Failed Notch. If you regain this Notch, the problem comes back. If you get another 5 Failures, you develop an additional problem.

The conditions you develop can range from phobias to depression to chemical dependency to fugues and more.

Example DCs

Note that the general setting may modify these intensities.

As a rough guideline, you can use a creature's Sanity value to determine the DC by dividing the maximum Sanity loss by 2. Alternately, you can use Horror Factor -10 to determine the DC.

Violence

- The sight of blood: DC 2.
- Being shot at (or shooting at somebody): DC 3.

- Seeing a dead body: DC 4.
- Seeing a mutilated corpse: DC 10.
- Being shelled by artillery: DC 15.
- Being attacked by the undead: DC 20.
- Suffering the effects of a Rend Flesh spell: DC 25.
- Being consumed by a Shoggoth: DC 40.
- Being impregnated by a Great Old One: DC 100.

The Unnatural

- Hearing disembodied voices: DC 2.
- Seeing an unattended object move: DC 4.
- Being struck by an invisible attacker: DC 6.
- Watching a vampire rise from the grave: DC 10.

Self

- Lying to your best friend: DC 2.
- Stealing: DC 3.
- Stealing from your family: DC 5.
- Cheating on your wife with her best friend: DC 8.
- Defrauding everyone you know: DC 15.
- Murdering a loved one: DC 25.
- Killing a child: DC 30.
- Mass murder: DC 40.
- Betraying humanity itself: DC 75.

Helplessness

- Getting locked in a pay toilet overnight: DC 2.
- Getting mugged: DC 4.
- Being locked up for long periods: DC 5.
- Being violently kidnapped and held for ransom: DC 10.
- Finding out you're suffering from a fatal illness: DC 15.
- Realizing you only have hours to live if you don't accomplish a specific task: DC 20.
- Waiting on Death Row for your sentence to be carried out: DC 30.
- Being herded to your death: DC 40.
- Confirming the world of the Elder Mysteries behind the everyday after years of study: DC 75.

Meter Effects

Violence

Failed Violence Notches

1 – 5: You're superficially fine. Perhaps you're a little edgy whenever a knife in the room happens to be pointing your direction.

6 – 10: You are very aware of violence, both as it exists and as it is depicted. It strikes you as odd that so many people don't realize that movie violence is very different from real violence; you take a -1 penalty to Intimidate checks.

11 – 15: You get alert or uneasy every time you see blood, even badly faked blood or when someone cuts a rare steak. Sometimes you have nightmares about the violence you've witnessed; your Intimidate penalty increases to -2.

16 – 20: You instinctively take a defensive posture whenever there's a loud noise or raised voice nearby. Your nightmares are frequent, and you have a hard time looking at anyone without imagining (if briefly) what you would do at that moment if they attacked you; your Intimidate penalty increases to -3.

21+: You live your life in a state of fear, maintaining a defensive, cowering posture almost all the time. Your nightmares are continual, and you think everybody is on the verge of striking you; your Intimidate penalty increases to -6.

Hardened Violence Notches

1 – 5: Superficially you're much like everyone else.

6 – 10: Your attitude toward violence shows on your face when the subject comes up in conversation, unless you work to keep it hidden. It might be intensity, or nervousness, or just a grim silence, depending on how you cope; you gain a +1 bonus to Intimidate checks, but take a -1 penalty to M.E.-based checks (except saving throws and Madness checks).

11 – 15: Violence is a common feature of your mental landscape. You show very little reaction when it is discussed or depicted in fiction; your Intimidate bonuses increase to +2, and your M.E.-based penalty increases to -2.

16 – 20: Your callousness shows in every word and expression unless you make a conscious effort to suppress it. Again, the exact tone is up to you: It could be bitter and harsh, feverish and vehement, or icy cold; your Intimidate bonuses increase to +3, and your M.E.-based penalty increases to -3.

21+: It's easy for others to see that the deepest horrors of torture and brutality have become commonplace to you, unless you work very, very hard to keep it hidden – which means you come off as tense and guarded all the time. Death has no intrinsic significance. You might prefer to stay alive, but only as a matter of personal taste. Life, in the abstract, means nothing; your Intimidate bonuses increase to +6, but your M.E.-based

penalty increases to -6.

The Unnatural

Failed The Unnatural Notches

1 – 5: It's pretty hard to tell. Perhaps you become a little superstitious – reading your horoscope daily, watching for “lucky” numbers, avoiding cracks in the sidewalk, etc.

6 – 10: You have a few nightmares, and you are suspicious of and/or fascinated by occult and religious books, places, paraphernalia and people; you develop mild paranoia, taking a -1 penalty to all skill checks and attack rolls.

11 – 15: You frequently feel like you're being watched, even when there's no one around. Sometimes it seems like you hear voices in “white noise” – sounds like the wind in the trees, the sloshing of a washing machine or the noises of traffic; your paranoia worsens, increasing the penalty to -2.

16 – 20: The nightmares are frequent, and often you don't know you're dreaming until you jerk awake. Sometimes you feel like there's someone – or something – watching you and you can almost see it out of the corner of your eye. When you whip your head around, there's nothing there, the paranoid is intense, increasing the penalty to -3.

21+: Your nightmares are continual, and you have some difficulty distinguishing between what is real and what is dream. You are constantly under observation; your penalty increases to -6, and you suffer from delusional episodes.

Hardened The Unnatural Notches

1 – 5: There's little to distinguish you from the average person, except perhaps a tendency to snort derisively when someone mentions their “intuitions.”

6 – 10: You tend to listen intently when people discuss the paranormal or supernatural, trying to figure out if they really know something about it; you gain a +1 bonus to Lore: Magic and Lore: Mythology checks, but you take a -1 penalty to other I.Q.-based checks (except for Madness checks).

11 – 15: You know and accept that there are vast, incomprehensible forces governing the universe. It strikes you as odd when people act as if they're in control of their lives; you know better; your skill check bonuses increase to +2, but your I.Q.-based penalty increases to -2.

16 – 20: Things that average people consider “meaningless coincidences” strike you as deeply, intensely funny because you see the connections that they do not. You may develop a reputation for laughing inappropriately; your skill check bonuses increase to +3, but your I.Q.-based penalty also increases to -3.

21+: You are no longer surprised by violations of logic. Everything is “normal” – talking foliage, spontaneous combustion and stigmata are as ordinary and reasonable as cars, dogs and rain; your skill check bonuses increase to +6, but your I.Q.-based penalty increases to -6.

Helplessness

Failed Helplessness Notches

1 – 5: You're fairly normal. Perhaps you're a little finicky or meticulous, trying to eliminate the possibility of something going wrong.

6 – 10: You have a tendency to get unreasonably nervous and pessimistic when small things go wrong. You may be irritated if a bus is just a few minutes late or if your computer freezes up; you take a -1 penalty to resist fear-based effects.

11 – 15: You have an intense dislike for surprises, even good ones. They remind you of the essentially unpredictable nature of reality, and that scares and annoys you; your penalty increases to -2.

16 – 20: You find it very difficult to trust anything. Your friends, your own abilities, even your memories could be false, waiting to betray you. You have a tendency toward obsessive-compulsive behaviors such as checking the door to your house multiple times every time you leave to make absolutely certain it's locked. You attempt to be prepared for every eventuality; your fear-based penalty increases to -3.

21+: You are constantly on the lookout – you can't trust anything or anyone; your fear-based penalty increases to -6, and you develop a -3 penalty to attack rolls and skill checks from your complete lack of concentration.

Hardened Helplessness Notches

1 – 5: You don't have any major behavior or attitude shifts yet, just minor things. You tend to be pessimistic and fatalistic, perhaps.

6 – 10: Your fatalism has increased. When things go wrong in a big, bad way, or when trouble comes from a completely unexpected or unlikely source, you handle it with a remarkable lack of affect. (This is not necessarily incongruent with the behaviors of two or more failed notches; it's perfectly possible to be freakishly calm about big things and freakishly upset about little things.); you gain a +1 dodge bonus, but you suffer a -1 penalty to M.A.-based checks (except saving throws and Madness checks).

11 – 15: You have a boundless faith in the ability of chaos to screw you over. You can easily believe that even the most suspicious of mishaps is simple random chance. (“So my brake cable snapped and my gas pedal got stuck down to the floor. What makes you think someone tinkered with

my car? Shit happens."); your dodge bonus increases to +2, but your M.A.-based penalty increases to -2.

16 – 20: The distinction between "intentional" and "accidental" is pretty much lost on you. Maybe you believe that everything is completely predestined, or maybe you believe that everything in the world happens due to chance. The one thing you find hard to swallow is the idea that we are the captains of our fates; your dodge bonus increases to +3, but your M.A.-based penalty increases to -3.

21+: your dodge bonus increases to +6, but your M.A.-based penalty increases to -6.

Self

Failed Self Notches

1 – 5: You don't have any real kinks yet, but every now and again you feel a sense of dissociation, an eerie moment when you feel alienated from your own character and motivations. "Sure, I know I'm Greg Stolze," you might think, "but who's Greg Stolze?"

6 – 10: The "Who am I?" moments come more frequently. You tend to become introspective whenever someone mentions "truth" or "lies" or "promises."; you take a -1 penalty to M.A.-based checks (except saving throws and Madness checks).

11 – 15: Half the time your words and actions feel oddly forced, fake or rehearsed to you – as if, rather than yourself, you were an actor playing the role of you; your M.A.-based penalty increases to -2.

16 – 20: You frequently feel like you're watching your every action from the outside. You have little or no sense of will or volition; it's as if you're a passive observer, along for the ride while your body goes through the motions; your M.A.-based penalty increases to -3.

21+: You are essentially a non-entity, with no control over anything; your M.A.-based penalty increases to -6.

Hardened Self Notches

1 – 5: There are few external signs of your interior struggle. People may sometimes find you a little brittle or "phony"-seeming.

6 – 10: Even when you're telling the truth, people often think you're lying, unless you make a particular effort to act "natural."; you gain a +1 bonus to Bluff and Diplomacy checks, but take a -1 penalty to other M.E.-based checks (except saving throws and Madness checks).

11 – 15: You've lost a sense of connection to those who were previously close to you. You can predict the actions of your friends, relatives or lovers, but you no longer know exactly what you feel about them; your Bluff and Diplomacy bonuses increase to +2, but your M.E.-based penalty increases to -2.

16 – 20: Half the time, you only know you're telling the truth if you take a minute to think about it. Truth and lies aren't nearly as important as they used to be – back before you quit lying to yourself. . . ; your Bluff and Diplomacy bonus increases to +3, but your M.E.-based penalty increases to -3.

21+: Life has been pared down to the essentials for you: You no longer have opinions about music, food, or fashion. You've lost the ability to enjoy or dislike things, because there's so little "you" there to interact; your Bluff and Diplomacy bonus increases to +6, but your M.E.-based penalty increases to -6.

Getting Better

Getting better is the province of the Psychology skill. Someone with this skill can approach this in different ways. Note that if a Meter has 21 notches, all applicable DCs are increased by +15.

Counseling

The Psychology skill lets a character talk down someone who's just emerged from a trauma, providing immediate psychological triage. The counselor rolls (behavioral sciences) against an DC equal to the character's current Failed or Hardened notches (whichever the counselor's addressing) +10.

With a success, a Failed or Hardened notch is erased (this can only be attempted once per traumatic event). However, the counselor has to be able to talk with the patient, hear the patient's answers, and have a meaningful exchange of ideas (or, at the minimum, comforting platitudes). This takes at least a half-hour. It also requires a setting that is, if not perfectly safe, at least not immediately dangerous. Characters holed up in a WWI foxhole can do this between artillery barrages, but not during one.

Furthermore, Counseling can, with any success, snap someone out of a trauma reaction. This only takes a few minutes of conversation, but it can't be done in the middle of a fight or a chase or any other violent distraction. (This means that getting someone to give up a Fight reaction is pretty tough, unless someone's holding him down.)

The final limit on Counseling is that its immediate, empathetic nature makes it useless after a reaction has become ingrained. Thus, once a day has passed since the trauma Counseling can't alter the Hardened or Failed notch. After that, you need long-term treatment.

Psychiatry

This use of the Psychology skill is the dry and intellectual science of reshaping the thoughts of others. With a successful check the psychiatrist

can remove Failed and Hardened notches – or add them. It is not easy, however, and it is not quick.

To apply Psychiatry, the patient has to spend time in therapy. The more extreme his attitude, the more time is required to dig it out and restore him to a normal range of function. Fixing Failed notches takes longer than erasing Hardened notches.

Patients in residential therapy – isolated from the cares and stresses of everyday life and doing nothing but concentrating on getting well – have to spend a number of weeks there equal to their Failed notches in the Meter they're trying to fix. If they're trying to get rid of a Hardened notch, they have to spend that number of days in intensive recovery.

If the patient is only coming for an hour-long session once or twice a week, it takes a number of weeks of therapy equal to the patient's Hardened notches before the psychiatrist can attempt a roll. A character getting gradual treatment for Failed notches needs to spend months of weekly sessions before the roll gets made.

Once the time has been put in, the psychiatrist rolls Psychology. If the character being treated has done good role-playing indicating someone who is really struggling with her issues and trying to get well, the psychiatrist may receive a +1 or +2 bonus (GM's discretion). If the character has resisted therapy, the roll is at a -2 penalty. Passive patients neither add nor subtract from the pool.

The roll is against DC 15. Any success alters the gauge as planned.

All this assumes the psychiatrist is trying help the patient get well, pushing her towards the mainstream middle of the chart. The system works just as well for an unscrupulous psychiatrist who, for whatever reason, wants a patient to get sicker. In that case, the psychiatrist has to invest time appropriate to the Failed notch he's attempting to inflict. Similarly, training designed to inure people against trauma require days or weeks equal to the Hardened notch desired.

Psychology

Where psychiatry is a methodical and scientific approach to altering the minds of others, psychology is more akin to an art. True, it relies on many of the same techniques, theories and approaches as psychiatry, but it's more responsive, more personal and less clinical. (In most western clinics, that means it's less pharmacological.)

Psychology often depends on the therapist's strength of character and force of personality. It is therefore a M.A.-based skill check rather than I.Q.-based. Forming a tight and intense bond with a therapist can allow rapid progress – but unlike the repeatable methods of psychiatry, it depends on the patient as much as the therapist. Psychology does not make people better, but it can help them get better.

A successful Psychology check does not change the patient's attitude. It allows a new Madness check, of the same type that was failed (or successful) before, only now the DC is the number of Hardened or Failed notches in the Meter you're trying to affect +5.

MADNESS METERS								
#	Violence		The Unnatural		Self		Helplessness	
	Hard	Fail	Hard	Fail	Hard	Fail	Hard	Fail
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
16								
17								
18								
19								
20								
21+								

Sleep

Generally, an average person needs about 7 – 9 hours of sleep (we'll use 8 as an actual average) per night in order to maintain normal functionality.

You can miss a number of day's worth of sleep without penalty equal to 0 + M.E. bonus. After this, you must make a Will save every 8 hours.

The DC for the save is 5 + 1 per previous save.

The first failed save leaves you fatigued until you get good sleep equal to half that which you missed (not all at once though – doing so actually results in poor sleep).

The second failed save results in continuing fatigue, with the penalty increased to -3.

The third failed save increases the penalty to -4. At this point, you also take a -2 penalty to I.Q., M.E., and M.A.

After the fourth failed save, you become exhausted, again, until you sleep for one-half the missed sleep. In addition, the I.Q., M.E., and M.A. penalties increase to -4, and you take a -2 P.E. penalty. Any task that takes more than one round to accomplish requires a Concentration check to perform (made every 10 minutes if necessary) with a DC equal to 10 + total number of missed sleep periods.

Every failed save after this imposes a -2 penalty to all skill checks (in addition to penalties imposed by the ability score reductions).

If you miss any of these saving throws by more than 10 points, you fall asleep within a round or two.

WHAT CAN YOU DO WITH ACTION POINTS?

Following is a list of many of the things you can use action points for.

Activate limited use ability: If you have an ability that has a limited number of uses per day, you can spend an action point to gain an immediate additional use of the ability.

Add to a roll: You can spend an action point to add to a d20 roll. You can declare this expenditure after the roll, but only before the GM announces the result. When you do this, roll the appropriate die and add the result to the d20 roll.

Extra attack: If you spend an action point when making a full-attack action, you gain an additional attack at your normal bonuses.

Healing Surge: You can spend an action point to instantly recover 1d10+10 S.D.C.

Increase DC: Anytime you use an ability, feat, maneuver, power or whatever that requires the target to make a check against a fixed DC, you can spend an action point and add that amount to the DC for that use of the ability.

Negate fatigue: If you are suffering from the fatigued condition, you can spend an action point to negate it. You can spend an action point to reduce exhaustion to fatigued.

Stabilize: If you are dying, you can spend an action point to delay death for 1d10 hours.

Sudden action: You can spend an action point to change your place in the Initiative order of combat. You can move up or down in the order by the amount rolled on the action point die.

Void massive damage: You can spend an action point to negate the effect of an enhanced critical hit table result.

STAT BLOCK

Size Type

Hit Dice (hp / Sub /):

Initiative:

Speed:

Defense [*]: , flat-footed ; Critical (enhanced) / flat-footed

Armor:

Base ApR/AoO:

Attacks:

Space/Reach:

Special Attacks:

Special Qualities:

Saves: Fort [*] +, Ref [*] +, Will [*] +

Action Points:

Abilities: Fht , Str , Dex , Con , Per , Int , Wis , Cha , Agg , App , Fai

Skills:

Feats:

Traits:

Occupation:

Allegiances:

Reputation:

Wealth:

Treasure:

Madness:

Activity:

Numbers:

COMBAT

PALLADIUM MARTIAL ARTS UPDATES

The notation (MC) indicates the original power is found in *Mystic China*.

ARTS OF INVISIBILITY

Art of Stealth

Enhanced Prowl skill.

As long as you are concealed and your presence is unsuspected, you gain a +30 bonus to your Prowl check.

If the area you occupy is subjected to intense scrutiny (such as a bright spotlight), your bonus drops to +20.

These both assume movement no more rapid than one-half walking speed. At walking speed, reduce the bonuses by 10 points. At running speed, reduce the bonuses by 15 points.

This also negates Prowl penalties for moving in water.

Art of Hiding

Enhanced Prowl (hiding) skill.

As long as you remain effectively motionless and fairly concealed, and the area you occupy is not heavily scrutinized, you gain a +50 bonus to Prowl check to remain hidden (this does not apply to silent movement).

If you move at no more than a crawl, reduce the bonus by 15 points.

If you move faster than a crawl, you cannot use the art of hiding.

In addition, this trains you to remain motionless for long periods. You can maintain this state for a number of hours equal to your M.E. score + base Will save modifier with no effort. Each additional hour requires a successful Will save, with an initial DC of 15, +1 per each additional hour or you will have to get up and stretch.

Art of Evasion

Enhanced Prowl skill.

If your target is unaware of your presence, you can remain behind him, undetected, with a simple DC 2 (yes, two) Prowl check.

If the enemy suspects your presence, you must roll a Prowl check as normal, but with a +15 bonus.

However, if the victim backs up to a wall, or someone who can see you (everyone not your victim) provides a warning, you lose the effect, and things proceed normally. If, at any point, the victim sees you, you lose the effect.

Note that you can attack the victim while using this, and such an attack does not negate the effect. A successful attack does force a new Prowl v. Spot/Search check however.

Art of Vanishing

Enhanced Prowl skill.

To execute this ability, use an action and make a Prowl check opposed by viewer Spot checks. Modify your check as follows:

- **Great cover:** +12
- **Moderate cover:** +6
- **Limited cover:** +4
- **No cover:** -10
- **Dark:** +8
- **Moderate light:** -2
- **Average light:** -4
- **Bright light:** -5
- **Limited direction of movement:** -5

A successful check allows you to essentially vanish for a moment (an action's worth of time), so you can attempt a normal Prowl check, Art of Invisibility, or some other hiding technique.

Art of Disguise

Enhanced Disguise skill.

Roll a Disguise check.

In a crowd of 100 or more people, you can blend in and you gain a +40 bonus (unless, however, you very clearly stand out).

For every -10 people, reduce the bonus by 4 points.

If directly searched or interrogated, you take an additional -8 penalty to the check.

Art of Escape

Enhanced Escape Artist skill.

This essentially provides you with a +20 bonus to Escape Artist checks. You can escape from restraints with a DC of 20 or less with no roll. Additionally, you can escape restraints in only 1d5 rounds (grapples as a n action).

Art of Mystic Invisibility

This allows you to become effectively invisible to one or more people, even those viewing you through artificial means. However, it does so at the cost of Chi.

Motionless: 1 Chi per viewer per round.

Moving or Attacking: 2 Chi per viewer per round.

Potential viewers are allowed a DC 35 Will save every round to void the effect. Bonuses to save versus mind-affecting effects apply to this save.

Attacked victims are entitled to a save with every attack.

This applies to characters with Chi Awareness as well.

An ability to see or perceive invisible creatures does not work against this power.

ATEMI ABILITIES

Healing Atemi

Executing a healing atemi attempt requires a simple DC 10 unarmed strike.

Neural Atemi

This requires a successful called shot.

Victims are allowed a Fortitude save with a DC equal to the non-penalized attack roll to resist the effect.

A failed save results in the body part affected being paralyzed for 1d20 minutes.

To paralyze the entire body, you must succeed on 2 neural atemi strikes against the head and/or torso.

Blood flow Atemi

This requires a called shot to the neck. If successful, it deals normal damage, plus the victim must make a DC 10 Fortitude save or fall unconscious (1d6+2 rounds) in a result similar to that of a blood choke.

Grasping Hand Atemi

This requires that you have an appropriate hold or joint lock maneuver.

On the round after you establish the lock, you can deal +1 damage. Damage increases each round to +3, +6, +10, +15, +21, etc.

Open Hand Atemi

These are all grappling range attacks, with each using 2 actions and a regular strike roll. Victims can attempt to parry (blocking your hands), but cannot dodge or roll with blow.

- **Deafen:** The victim must make a Fortitude save with a DC equal to the strike roll. If this fails, he is deafened for 1d12 rounds.
- **Stun:** The victim must make a Fortitude save with a DC equal to the strike roll. If this fails, he is dazed for 1d12 rounds.
- **Knock down:** This requires the victim to make a Fortitude save with a DC equal to the strike roll. If the fails, the victim's balance is disrupted, knocking him prone.
- **Sonic wave:** This requires 3 actions. This deals 1d6 damage to a hit location, and the victim must make a Fortitude save with a DC equal to the strike roll. If this fails, he is deafened for 1d12 rounds.

Withering flesh Atemi

This uses all of your attacks for the round. A successful strike reduces the victim's S.D.C. by 50%. A second successful strike reduces the remaining S.D.C. to 1. Victims are allowed DC 25 Fortitude saves to negate the effect.

Dim Mak

This attack takes a -6 penalty.

If the victim successfully rolls with a dim mak attack, he takes attack damage to a hit location.

If the victim does not defend against this, he takes normal attack damage. Additionally, he takes 1 point of Chi damage. He does not regain Chi normally. In fact, in addition to not regaining Chi, he loses Chi at a rate of 1 point per day.

Enlightenment Strike (MC)

Requires a DC 10 strike roll, otherwise functions as described.

Blindness (MC)

Requires a called shot to the eye.

If successful, the victim is blinded for 1d6 hours. If the victim rolls with the strike, he is still blinded, but only for 1d20 rounds.

Chi Block (MC)

You must spend time observing the target before using this strike. The GM will determine the hit location that must be targeted. Against a victim engaged in combat, Chi control, or otherwise strenuous physical activity, like gymnastics and such, you must observe him for 1 round. Otherwise, you must observe him for at least 10 minutes

This requires a successful called shot against that location.

If the victim successfully rolls with the strike, he simply loses 1d18 Chi

(positive or negative, depending on what he is charged with at the moment).

If the victim fails to defend against the strike, he loses the ability to perform any action that requires Chi. Regaining this ability requires either

- 1d6+6 minutes of nothing but concentration followed by a DC 20 Concentration check or
- 1d6 minutes of meditation followed by a DC 15 Meditation check.

Tien Hsueh Amnesia (MC)

Requires a DC 15 strike roll.

- **Short-term amnesia:** As described.
- **Alignment amnesia:** As described.
- **Full amnesia:** Lasts for 1 hour, plus 1 hour per point over the strike roll DC.

Finger Snap Tien Hsueh (MC)

This is a grapple range attack and is made with a -6 penalty.

If successful, the victim must make a Fortitude save with a DC equal to the strike roll. If this fails, he falls prone. For 1d20 minutes, he cannot stand or walk, and any sudden movements will make him prone again.

Puppet Dance Tien Hsueh

This requires you to get your hand on the victim's neck, via whatever methods you have available. Otherwise this functions much as described, except that the victim's body is limited to one action per round, and all d20-based checks are at a -12 penalty.

Long Distance Dim Mak

This has Dim Mak as a prerequisite.

Executing this requires a full-round action and a DC 30 Concentration check.

Characters without Chi Mastery or Psionics or similar can sense a change with a DC 30 M.E. check.

BODY HARDENING EXERCISES

Stone Ox

- +4 P.E.
- +25 S.D.C.

Winter Training

- +2 P.E.
- +1d5+10 S.D.C.

Treat temperature extremes as one condition better.

Iron Hand

- Gives the hands a DR of 5.
- Increase hand strike damage by +1 step.

Chi Gung

- +10 S.D.C.

Chi Gung: Costs 1 Chi per round. At 1st level, this provides an entire body DR of 5. At every 3rd level (total character levels), increase the DR by +1.

Dam Sum Sing

- +1 P.S.
- +2 P.E.
- +10 S.D.C.

Wrist Hardening

- +1 P.S.
- +2 damage with holds and locks.
- +5 bonus to escape from arm holds
- Escape wrist locks without injury.

Kick Practice

- +1 P.S.
- +1 P.P.
- +2 Spd.
- +5 S.D.C.

Increase kick damage by +1 step.

Ao Dah Jong (MC)

- +2 P.E.
- +15 S.D.C.

+4 bonus to save versus pain (increase by +1 at every 7th total character level).

Control Revulsion (MC)

+4 bonus to save against Violence and Unnatural Madness checks
Not prone to normal reactions in revolting situations, such as vomiting.

Demon Wrestling (MC)

This provides the same bonuses as Wrestling plus the following:

+2 dirty fighting bonus

Feign injury: can feign a severe injury with a Bluff check (+6).

Eternal Clarity (MC)

+1 save bonus versus poisons

Treat P.E. score as *2 when determining the effects of alcohol consumption, and even then, reduce penalties by one-half.

Feign Death (MC)

- +1 P.E.
- +1 M.E.

+1 bonus to save against Violence Madness checks.

Can play dead with a successful Bluff check (+4).

Laugh at Pain (MC)

- +1 M.E.

+4 save versus pain

When used in conjunction with Intimidation, can provide a bonus of +1 to +6, depending on the victim of the intimidation.

Resist Chi Influence (MC)

Allows you to make a saving throw against Chi attacks. Roll 1d20. The DC for the save is 15 + Chi being expended.

At levels 4, 8, 12, 16, etc, you gain a +1 bonus to the save.

CHI MASTERY

Unless specifically noted otherwise, using a Chi ability described below requires you to *focus your Chi*.

Focusing your Chi requires an action and a DC 15 Concentration check. When you focus your Chi, you do so in order to use one specific Chi ability. To change to a different ability, you must refocus your Chi.

Core Abilities

Chi Awareness

As described, 20 ft. radius.

Chi Relaxation

Temporarily negates fear effects, failed Madness check effects, and so forth. Requires an action and a DC 15 Concentration check.

An hour of meditation and a successful DC 15 Meditation check will allow you to regain your lost Chi (unless suffering from Dim Mak or infected with Negative Chi).

Chi Combat

Functions as described.

Positive Chi Skills

Chi Healing

Requires touching the target.

- **Dispel Negative Chi:** Each point of Positive Chi used destroys 2 points of Negative Chi in the target.
- **Healing:** Each point of Positive Chi heals 2 S.D.C. and 2 Subdual damage, heals 1 hit point in the most severely damaged hit location, and if the victim is dying, gives them another stabilization roll.

Dragon Chi

Functions as described.

Body Chi

Each point of Chi used provides a total of +2 that can be distributed between your M.E., M.A., P.O., P.S., P.P., and Spd for one round. Otherwise as described.

Radiate Positive Chi (MC)

The light created by this forces creatures that take damage from sunlight to make DC 15 Will saves or be dazed for one round.

- **Radiant Eyes:** 2 Chi per round; provides light equal to Flashlight, acts as actual sunlight against vulnerable and allergic beings.
- **Radiant Flesh:** 4 Chi per round; provides light equal to a torch, acts as actual sunlight against vulnerable and allergic beings.
- **Tide of Radiance:** Functions as described.

Heal the mind (MC)

When used, the target makes a Will save with a DC equal to 15 + Chi spent on the attempt. If successful, the victim resists the ability.

Otherwise, this functions as described.

Chi Weight Control (MC)

Functions as described.

Neutral Chi Skills

Hardened Chi

When you focus for this ability, you must focus for either offense or defense.

- **Defense:** Each point of Chi used essentially provides you with a DR of 5 against incoming damage. Blocking damage with this requires an action each time. You can maintain this for one round before expending more Chi.
- **Offense:** Each point of Chi used provides you with a +5 damage bonus to an unarmed strike. You can maintain this for one round before expending more Chi.

Soft Chi

When you focus for this ability, you must focus for either body flip or parry.

- **Body Flip:** Each point of Chi used provides you with a +2 bonus to all Body Flips you make during the round, including automatic body flips.
- **Parry:** Each point of Chi used provides you with a +2 parry bonus to every parry you make in the round with your martial art form (i.e., not to weapon parries).

Find Weakness

Functions as described.

Chi Overcharge (MC)

Functions as described.

Fill Object with Chi (MC)

Functions as described, except that in areas of Negative Chi, the object loses Chi at a rate equal to the Negative Chi rate of the area.

Divert Incoming Chi (MC)

Functions as described.

Negative Chi Skills

Core Abilities

Negative Chi Control

Functions as described, keeping in mind we're using 6-second combat rounds.

Negative Chi Attacks

Functions as described.

One Finger Chi

The strike roll for this is 1d20 + M.E. bonus. Range increment is 5 ft. (5 increments).

Each point of Chi used gives the attack a damage max of 3, so, for example, if you use 2 points, you deal 1d6 damage. If you use 5 points, you deal 1d15 damage. Victims can roll with blow, but not dodge or parry.

Fist Gesture

Functions as described.

Dark Chi

Functions as described.

Control Negative Chi (MC)

Activating this requires a DC 10 M.E. check.

Activate Negative Chi: Before using this, you must determine how much of the Negative Chi in the victim you are going to burn. This deals 1 point of damage to every hit location per point of Negative Chi used, but it also purges that Negative Chi from the victim's body.

Enslave/Control: The victim is allowed to resist this with a Will save with a DC equal to 10 + current amount of Negative Chi. Conditioning a victim with this requires a number of successful uses equal to the victim's M.E. score + base Will save bonus +1, with no more than one attempt per day counting toward this total.

Insanity: The victim is allowed a Will save with a DC equal to 10 + current Negative Chi amount to resist. If this fails, he develops a randomly determined form of insanity.

Negative Chi Polarity (MC)

Functions as described.

Inflct Chi illness (MC)

Victims are allowed Fortitude saves with a DC equal to 10 + current Negative Chi amount to resist.

- **Chi Anemia:** Fortitude save DC 20.
- **Demon Chi Possession:** Treat as Sickened. DC 20 Fortitude save to remove.
- **Rising Chi Cough:** Fortitude save DC 20.

MARTIAL ART TECHNIQUES

Falling Technique

Functions as described.

Kajjutsu

At best, a kajjutsu attack affects a cone 40 feet in length.

- **Stun Yell:** Full cone, DC 15 Fortitude save (pain resistance applies) or dazed 1d4 rounds.
- **Force Yell:** Full cone, DC 15 Fortitude save (pain resistance applies) or knocked back 1 square and prone.
- **Shock Yell:** Full cone, deals 1d6 damage, DC 10 Roll with Blow negates.
- **Death Yell:** Single target within 20 ft., deals 1d24 damage, DC 15 Fortitude save negates (pain resistance applies).

One Life One Shot. . .

Functions as described, except you can in fact perform this with unarmed strikes.

Breaking

This uses all of your actions for the round.

Against an object with hardness, if your strike roll exceeds the Hardness, you deal normal damage, plus have broken a fist or foot size part of the target.

If you hit, but do not exceed the Hardness, you deal normal damage, and suffer half to the striking limb.

A successful strike against a creature hits a location and deals double damage (natural armor applies normally). If the creature is wearing armor, and you strike an armored location, you may break a hole in it as above, in which case, it does not provide protection against the attack, and you deal damage to the target without reduction.

Awareness

This prevents you from being surprised by anyone within your radius (5 ft., +2.5 ft. per level). However, someone with Chi Zoshiki active does not register.

Sword Drawing

Functions as described.

Eight Horse Stomp (MC)

This uses all of your actions and movement for the round.

Area Affected: level * 5-ft. radius.

Everyone in the area (except for you) must resist being knocked prone by rolling a DC 15 Acrobatics, Gymnastics, Roll with Blow, Maintain Balance, P.P., P.S., or whatever else you can convince the GM may negate the effect.

Light Body Climbing (MC)

Essentially, this provides you with a +40 bonus to Climbing, and you can take 10 and move at your normal walking speed. As noted, this requires full concentration or you lose the bonus.

Sword Chi Technique (MC)

Functions as described, but is not limited to swords. Pretty much any melee weapon designed as a weapon is applicable – as long as it is Masterwork quality.

Sung Chi (MC)

As long as you have at least 1 Positive Chi, you gain a +5 bonus to save versus Unnatural, Violence, and Helplessness Madness checks, and all fear effects.

Shift Internal Organs (MC)

Functions as described.

Vital Harmony (MC)

Functions as described.

SPECIAL KATAS

As noted, katas must be performed for an entire round.

Fortress Penetration

Functions as described.

One Mind

Functions as described.

Warrior Spirit

Basically, this provides you with a +6 bonus for duels of will.

Five Principles

Functions as described.

Windmill

Functions as described.

Weapon Kata

Functions as described.

Blind Man's Kata (MC)

Functions as described, except that against an opponent with active Chi Zoshiki, the user of the kata is effectively blind.

Chi Ball Kata (MC)

Functions as described.

Chi Defense Kata (MC)

Functions as described.

Dragon Line Kata (MC)

Functions as described.

Mending Chi Kata (MC)

Functions as described.

Ying-Yang Kata (MC)

Functions as described.

ZENJORIKE

Calm Minds

Will save with a DC of 15 + level + M.A. mod to resist, otherwise functions as described.

Karumi-Jutsu

Functions as described.

Mind Walk

Functions as described, or as per the astral travel rules of the campaign.

Vibrating Palm

Functions as described.

Discorporate (MC)

Functions as described, except when used more than once per day – each use beyond the first requires a Will save with a DC of 20 + per additional use. Failure means you've given into the temptation and poof, you're gone.

Spirit Burst (MC)

Functions as described.

Two Minds (MC)

Functions as described.

MARTIAL ART FORM REVISIONS (NSS)

Aikido

- **Knife Hand Knock-Out:** Requires a successful shot to the head (called or lucky critical). If successful, the victim must roll a Fortitude save with a DC of 15 + strike bonus. Failure results in being knocked out for 1d12 rounds.

Choy-Li-fut Kung fu

- **Overhead Fore-knuckle Fist:** -4 strike roll, damage 1d8.
- **Uppercut:** Must occupy target's square, damage 1d6.
- **Roundhouse Strikes:** As noted, you cannot parry while

making this strike, damage 1d8.

Drunken Style of Kung fu

- **Stagger:** When using this maneuver, you can combine it with a basic punch or basic kick. You must also make a Bluff check (Sense Motive opposes). If successful, the target is -2 to defend and the target continues to think the attack was an accident. Whether or not you can use this multiple times depends on the Bluff checks, and your actions after the first use.

Fong Ngan Kung fu

- **One-Hand Choke:** This works like a regular air choke, except it's maintained with one hand (-4 penalty) and deals damage every round.
- **Combination Grab/Kick:** This works like a regular combination grab/kick, except if completely successful, the victim must make a Fortitude save (DC 15 + damage) or be dazed for 1d3 rounds.

Fu-Chiao Pai Kung fu

- **Power Block/Parry/Claw:** This is a regular Power Block/Parry, combined with a simultaneous Claw Hand strike.
- **Duo-Claw Strike:** As noted, you cannot auto parry during the round when you use this, damage 1d10.

Kyokushinkai Karate

- **Tamashiwara:** This refers to 5th level Tamashiwara. I can only assume this is some sort of editor-missed reference that refers to rules changed before the final printing. Ignore it.

Lee Kwon Choo

Attacks in this deal NO DAMAGE. However, every successful strike requires the victim to make a Fortitude save with a DC of 10 + Lee Kwon Choo level or be dazed for 1d3 rounds.

Monkey Style Kung fu

- **Drunken Monkey:** Automatic Dodge, +2 Parry, +2 strike bonus (hand strikes).
- **Lost Monkey:** Multiple Dodge, +3 strike bonus (kicks, trips/sweeps).

Ninjitsu

- **Roll/Knock-Down:** The victim can use any available method to avoid being knocked down, or make a P.S. check (size modifiers apply). The DC for any such check is the strike roll.

Weapon Katas/Skills

Use the following skills for the weapon kata/skill bonuses:

- **W.P. Shuriken** = W.P. Thrown
- **W.P. Fukiya** = W.P. Mouth Weapon
- **W.P. Fukimi-bari** = W.P. Mouth Weapon
- **W.P. Kawanga** = W.P. Chain
- **W.P. Kusari-Gama** = W.P. Chain (chain section), W.P. Picks (kama section)
- **W.P. Kyoketsu-shogi** = W.P. Chain (rope section), W.P. Knife (blade section)
- **W.P. Manriki-Gusari** = W.P. Chain
- **W.P. Nekode** = IGNORE
- **W.P. Shikomi-Zue** = W.P. Spear, W.P. Staff.

Snake Style Kung fu

- **One-Finger-Tip Attack:** This strike must hit the body. Before rolling to strike, you must decide how much Negative Chi you will channel into the victim. Each point deals up to 2 points of damage direct to the location (1 point = 1d2, 4 points = 1d8, etc).

Tae Kwon Do

- **Butjappo Chagi:** Grab damage 1d4, kick damage 1d10.

Tai-Chi Ch'uan

- **Push Open Hand:** Deals 1d4 damage, if successful, the victim must roll a P.S. check (or other movement-resisting check) with a DC equal to 15 + damage. If this fails, he is knocked back 1 square per 5 full points of your Positive Chi.

Taido

Contrary to the text, your P.P. bonus DOES apply to the turns and spins of the style.

- **Forward Spin:** Roll a Spin check. If successful, the target loses one action that melee round.
- **Backward Turn:** If executed successfully, this puts a square between you and your attacker.
- **Spinning Evasion:** Roll one roll. This applies as your dodge and parry check for the entire round.
- **Rotary Palm Strike:** Deals palm strike damage, if successful, the victim must roll a P.S. check (or other movement-resisting check) with a DC equal to 15 + damage. If this fails, he is knocked prone.
- **Flying Reverse Spinning Kick:** Damage 1d10.
- **Spinning Leap Attack:** You can direct the attacks at two adjacent targets.

Tang-Su Karate

- **Combination Grab/Head Bash:** Damage 1d6 to the head.

Te

Select only 1 Weapon Kata and 1 Weapon Skill.

Thai Kick Boxing

- **Shin Kick:** Damage 1d4, Treat as an automatic critical hit, but it suffers a -4 hit location modifier.
- **Lightning Form Kata:** Since, for convenience, every gets to deliver their attacks on their initiative, this kata instead allows you to make an additional 3 attacks per round. As noted, you lose your dodge for the round, as well as your parry bonus.

Wui Wing Chun

Contrary to the text, this IS NOT available only to women.

- **Combination Hand Hold/Strike:** Functions as described, except that the victim must use an action to parry the incoming strike.
- **Weapon Katas:** Add W.P. Naginata.

Xing Chiao Eagle Claw Kung Fu

- **Eagle Claw Hand:** Damage 1d10.

Zanji Shinjinken Ryu

- **Combination Grab/Slash:** Roll a strike to grab, and then a strike with your weapon. The victim must spend an action to attempt to parry the slash.

MARTIAL ART FORM REVISIONS (MC)

Ba Gua

- **Rotary Palm Strike:** Deals palm strike damage, if successful, the victim must roll a P.S. check (or other movement-resisting check) with a DC equal to 15 + damage. If this fails, he is knocked prone.
- **Sweep Kick:** Damage 1d3, hit location modifier -8.

Bak Mei Kung Fu

- **Chum:** Roll as a parry, but not as an automatic parry.
- **Chuk:** Requires a hit to the body, damage 1d10.

Chao Ta Kung Fu

- **Impact Sponge:** For rolling, use P.P. mod and "Fake" bonuses.
- **Greased Lightning Kata:** Allows you to make an additional 3 attacks per round, but all attacks are at -4 strike, and deal one-half damage.
- **Kung Sao Kata:** Requires you to delay your initiative to the end of the round, ignore the reference to a knockdown bonus.
- **Ni Huei Kata:** +4 Roll with Blow, plus roll a Bluff check. If successful, you're enemy takes a -1 penalty on his next attack against you.
- **Screen Acting:** This provide 1 rank in Acting.

Hsien Hsia Kung Fu

- **Two-Palm Push:** The opponent must make a Fortitude save with a DC of 10 + skill level. If this fails, he is dazed for 2 rounds.

Hsing-I Kung Fu

- **Hua Chin:** This must strike the body to have an effect.

Liang Hsiung Kung Fu

Demon Armor:

Damages are modified by the armor stats as described above, not as per the descriptions in the form.

Shan Tung Black Tiger Kung Fu

- **Black Tiger Claw Strike:** Voids auto parry for remainder of round, damage 1d3+4.

Shih Ba Ban Wu Yi

- **Weapon Tap:** A successful use provides a +2 bonus to Intimidate.

Tong Lun Kung Fu

- **Gou Strike:** -3 strike penalty, damage 1d12.
- **Negative Gou:** -3 strike penalty, damage 1d12.
- **Lau:** To parry, the defender must spend an action, damage 1d3.
- **Gou Combination:** Requires a successful Gou Grip strike, damage 1d16.
- **Gou Grip:** Requires a hit to the body, damage 1d3.
- **Tsai Grip:** Provides a +1 bonus to strike to establish a direct hold instead of a general grapple.

Triad Assassin Training

Xxx

NEW MARTIAL ART POWERS

Body Hardening Techniques

Martial Art Techniques

Circle fighter

You have been trained in a form of combat that focuses on precision and control.

You may choose to focus on a single opponent in melee combat. Against that opponent, you gain an additional +1 bonus to strike and parry, but you take a -2 penalty to defend against other opponents.

Large and In Charge

Prerequisites: P.S. 17, Large size.

When you make a successful attack of opportunity against an opponent that is moving in your threatened area, you can force him back to the space he occupied before provoking the attack. After you hit with the attack of opportunity, roll an opposed P.S. check. You gain a +4 bonus for each size category larger than your opponent you are (or -4 per category if he is larger), and an additional +1 bonus per 5 points of damage dealt by the attack of opportunity. If you win the opposed check, the opponent is pushed back 5 feet into the space he occupied.

Monkey Grip

You are skilled at using larger weapons.

When wielding a two-handed melee weapon made for your size, or a one-handed weapon made for a greater size (such as a Large arming sword), you suffer only one-half the normal penalty.

Normal: (Assumes Medium creature; adjust as necessary) When wielding a weapon with a size greater than yours, or a two-handed weapon made for your size, with one hand, you take a -6 attack roll penalty per size category difference. For example, a Medium creature wielding a greatsword in one hand takes a -6 penalty. As does a Medium creature wielding a Large arming sword.

Special: You can select this feat multiple times; each time, it applies to a new weapon or you can take it twice for a single weapon, reducing the penalty to -1 per size category difference.

Organic Body Armor

You are adept at using others as shields against attack.

Benefit: If you hold an opponent helpless or sufficiently retrained in

your grasp, you may use him as a shield against attacks. A qualifying creature is helpless, or bound, or pinned via grapple, or held with a weapon at his head/throat, etc.

When someone targets you with an effect that requires an attack roll, you gain a cover bonus based on the size difference between you and the captive.

If the captive is the same size as you, there is a 20% chance to strike the captive.

For every size category smaller, reduce the chance by 5%.

For every size category larger, increase the chance by 10%.

If you are subjected to an effect that requires a reflex dodge check, the captive uses the result of your check as well.

Predict Action

You are skilled at predicting the most likely action an opponent will take.

Prerequisites: M.E. 13, P.O. 13, Sense Motive 5 ranks.

As a standard action, you can make a Sense Motive check against a creature within line of sight and 30 ft. The opponent can oppose this with a Bluff check. If you are successful, the GM will give you an indication of what the target is planning (make a melee attack, make a ranged attack, movement, use a special ability to item, etc). You do not learn the exact action, but you have a good guess as to the target. Note however, that if you take an action, you may change the target's actions.

Quick Kill

You are skilled at quickly dispatching downed opponents.

You may perform a coup-de-grace as a standard action.

Sticking Hands

With a light, constant touch, you are able to anticipate an opponent's movement and follow him.

Prerequisites: P.P. 17, M.E. 17, Sense Motive 12 ranks.

Benefit: You cannot use this if your movement is impaired due to armor or encumbrance, and you must have one hand free. Make a melee touch attack against the opponent. If successful, both you and the opponent roll opposing P.P. checks. A combatant gains a +4 bonus for each size category larger than Medium that he is, or -4 for each size category smaller than Medium.

If you win the check, you succeed on initiating the sticking hands. As long as you maintain the sticking hands, you gain a +2 bonus on strike rolls and defense against the "stuck" opponent. Maintaining sticking hands requires an action every round. If the opponent moves, you may move with him, up to the normal limits of your movement. If the opponent moves in a manner that you cannot duplicate, the sticking touch ends. If you move in a manner other than to move with the opponent, the sticking touch ends. If the opponent inflicts damage on you, you must roll a DC (15 + damage suffered) Concentration check to maintain the sticking touch. You may end the sticking touch voluntarily.

While maintaining a sticking touch, you do not threaten any areas, but you can make attacks of opportunity against the opponent if he provokes them.