

Combat Modifiers	
Condition	Mod
In evading vehicle	-2
In moving vehicle	-1
Position advantage (cover)	-1 or -2
Running	-1
Shield - Small	+1 HTH
Shield - Medium	+1
Shield - Large	+2
Standing to aim	+1
Target immobile	+1

**Aim Body Part:** Good or Great & -1 Trait.

**All-out Offense:** +1 Combat & +1 Dam but +2 Dam if result is failure.

**All-out Defense:** +2 Combat but only harms opponent on a Critical result. If add Perception can apply -1 Mod to foe next round.

HTH Weapon Statistics	
Strength	
Attribute Level	ODF
Terrible	-3
Poor	-2
Mediocre	-1
Fair	+0
Good	+1
Great	+2
Superb	+3
Weapon or Attack	ODF
Punch, kick, head butt	-1
Blackjack, martial arts	+0
Knife, billyclub, rock	+1
Cutlass, hatchet, javelin	+2
Sword, axe, spear	+3
Great sword, halberd	+4

Range		
Difficulty	Range	Estimate
Terrible	Point Blank	In contact
Poor	Very Short	Across table
Mediocre	Short	Across room
Fair	Medium	Down block
Good	Long	Football field
Great	Very Long	Blocks
Superb	Extreme	As far as see

Ranged Weapon Statistics		
Weapon	ODF	Max Range
Derringer	+1	Short
Small Pistol	+2	Medium
Medium Pistol	+3	Long
Submachine Gun	+4	Short
Large Pistol	+5	Long
Shotgun	+6	Short
Small Rifle	+6	Very Long
Large Rifle	+7	Very Long
Bazooka	+10	Extreme
Blowgun	+0	Short
Sling	+1	Short
Bow	+2	Short
Longbow	+3	Medium
Compound Bow	+3	Medium
Hand Crossbow	+2	Short
Medium Crossbow	+3	Medium
Large Crossbow	+4	Long
Shuriken	+0	Very Short
Bolas	+1	Very Short
Boomerang	+1	Good
Knife, Thrown	+1	Very Short
Hatchet, Thrown	+2	Very Short
Javelin	+3	Short
Spear	+3	Very Short

Defense Statistics	
Vigor	
Attribute Level	DDF
Terrible	-3
Poor	-2
Mediocre	-1
Fair	+0
Good	+1
Great	+2
Superb	+3
Gift or Fault	DDF
Damage Resistance	+1
Damage Prone	-1
Armor	DDF
Robes	+0
Leather jacket	+1
Chain mail	+2
Bullet-proof vest	+3
Riot gear, suit armor	+4
Nag tech armor	+5

Wound Chart			
Dam	Name	Boxes	Effect
1,2	Scratch	□□□	
3,4	Hurt	□	-1 Traits
5,6	Very Hurt	□	-2 Traits
7,8	Incapacitated	□	Gasping
9+	Near Death	□	Unconscious and will die if not helped.

Critical Failure	
Roll	Effect
2	Ouch!: Inflict wound on self
3	Blind: No defense/offense next round
4	Fall down: Skills at -2 next round
5	Weapon jam/catch: 1 round to free
6	Off balance: Skills at -1 next round
7	Drop Weapon: Within reach
8	Weapon breaks: Still useful (-1 Dam)
9	Slip: Skills at -1 next round
10	Knocked knee: Skills at -1 next round
11	Disarmed: Weapon out of reach
12	Weapon breaks: Now useless

Critical Success	
Roll	Effect
2	Smash!: Inflict double damage
3	Blind: No defense/offense next round
4	Knock down: Skills at +2 next round
5	Opp weapon jam/catch: 1 round to free
6	Knock balance: Skills at -1 next round
7	Opp drops weapon: Within reach
8	Break weapon: Still useful (-1 Dam)
9	Cause opp slip: Skills at +1 next round
10	Knocked knee: Skills at +1 next round
11	Disarm opp: Weapon out of reach
12	Opp weapon breaks: Now useless

Scale Target Numbers	
Target is:	Min Result Required
3+ Scale > attacker	Terrible
Roughly same Scale	Poor
3-4 Scale < attacker	Mediocre
5-6 Scale < attacker	Good
7-8 Scale < attacker	Great
9+ Scale < attacker	Superb

Determining Scale		
Scale	Mass (US)	Example
-6	13 lb	House cat
-5	20 lb	Fox
-4	30 lb	Badger
-3	45 lb	Coyote
-2	68 lb	Dog
-1	100 lb	Cheetah
+0	150 lb	Human
+1	225 lb	Leopard
+2	333 lb	Black Bear
+3	500 lb	Utahraptor
+4	750 lb	Grizzly Bear
+5	1125 lb	Alligator
+6	1687 lb	Bison
+7	1.25 tn	Large Shark
+8	2 tn	Killer Whale

FP Expenditures	
Proposed Action	FP Cost
Success in unopposed action	1
Alter die roll 1 level	1
Abstinence from Fault	1-2
Lower wound by 1 level	1
Reduce any wound to Scratch	2
Roll an automatic +4	2
Ensure favorable coincidence	1-4

FP Advancement		
From	To	FP Cost
Terrible	Poor	1
Poor	Mediocre	1
Mediocre	Fair	1
Fair	Good	2
Good	Great	4
Great	Superb	8
Superb	Legendary	16+GM ok
Legendary	Legendary 2	30+GM ok
Each add'l level of Leg		50+GM ok
Add a Gift		6+GM ok

**Attribute:** Triple cost of skills same level.

Attributes
Perception
Reasoning
Resolve
Strength
Dexterity
Vigor

Vehicle Speed			
Level	Mods	Speed	Example
Terrible	-3	1	Walk
Poor	-2	2	Horse, Bike
Mediocre	-1	3	Ship
Fair	+0	4	Auto
Good	+1	5	Train
Great	+2	6	Dirigible, Sub
Superb	+3	7	Airplane

Vehicle Maneuverability			
Level	180°	90°	Example
Terrible	7	4	Train
Poor	6	3	Ship
Mediocre	5	3 *	Boat
Fair	4	2	Auto
Good	3	2 *	Motorcycle
Great	2	1	Bicycle
Superb	1	1 *	Jet Pack

\* = Vehicle can turn 90° and act in the same

Vehicle Range		
Level	Miles	Power Source
Terrible	50	Human
Poor	75	Animal, draft
Mediocre	100	Animal, ridden
Fair	250	Internal combustion
Good	500	Electricity
Great	750	Steam
Superb	1000	Solar, Wind

Vehicle Combat Modifiers	
Vehicle Size	Mod
Superb (entire train, liner)	+3
Great (train car, ship)	+2
Good (airplane, boat)	+1
Fair (auto, helicopter)	+0
Mediocre (cart, wagon)	-1
Poor (bicycle)	-2
Terribly small (jet pack)	-3
Maneuvers	Mod
Stops aim, immobile target	+1
Shooter moving or evading	-1

Vehicle Weapons	
Weapon	ODF
Harpoon	+6
Machinegun	+8
Cannon	+10
Beam weapon	+12
Torpedo, Missile	+15

Vehicle Attributes
Quality
Speed
Maneuver
Range

Vehicle Defenses	
Vigor	
Vehicle Quality	DDF
Terrible	-3
Poor	-2
Mediocre	-1
Fair	+0
Good	+1
Great	+2
Superb	+3
Gift or Fault	DDF
Damage Resistance	+1
Damage Prone	-1
Material	DDF
Fabric, paper	-3
Cane, reeds	-2
Thin wood, metal tubes	-1
Wood	+0
Metal, smooth	+1
Metal, reinforced plates	+2
Nag tech defense	+3

Glitch Table			
Roll	Poor	Terrible	Below Terrible
-4	Lmtd Success	Temp Failure	Explodes
-3	Lmtd Success	Unexpected	Perm Failure
-2	No Glitch	Unexpected	Temp Failure
-1	No Glitch	Partial Failure	Unexpected
+0	No Glitch	Partial Failure	Unexpected
+1	No Glitch	Partial Failure	Unexpected
+2	No Glitch	Unexpected	Func 1d6 times
+3	Lmtd Success	Unexpected	Continuous Func
+4	Lmtd Success	Sparks & Beeps	Transmogrifies