

Object Toughness

Object	Toughness	Damage Type
Door, Light	8	Blunt, Cutting
Door, Heavy	10	Blunt, Cutting
Handcuffs	12	Blunt, Cutting, Piercing
Knife/Sword	10	Blunt, Cutting
Lock	8	Blunt, Piercing
Rope	4	Cutting, Piercing
Shield, Small	8	Blunt, Cutting
Shield, Medium	10	Blunt, Cutting
Shield, Large	12	Blunt, Cutting

Obstacle Toughness

Obstacle	Armor
Glass, Leather	+1
Plate glass window, shield	+2
Modern interior wall, car door	+3
Oak door, thick metal sheet	+4
Cinder block	+6
Brick wall	+8
Stone wall, bulletproof glass	+10

Toughness Modifiers

Size Of A	Mod
Cat, fairy, pixie, rat, dog	-2
Large dog, bobcat, goblin	-1
Human	0
Orc	1
Bull, gorilla, bear, horse	2
Ogre, Kodiak bear	3
Rhino, great white shark	4
Small elephant	5
Drake, bull elephant	6
T-Rex, orca	7
Dragon	8
Blue whale	9

Personality Table

d20	Personality	d20	Personality
1	Young	11	Crude
2	Cruel	12	Agile
3	Old	13	Observant
4	Happy	14	Clueless
5	Experienced	15	Mysterious
6	Gung Ho	16	Creative
7	Lazy	17	Artistic
8	Sneaky	18	Fearless
9	Bright	19	Cowardly
10	Dumb	20	Heroic

Weird Science Malfunction Table

Clubs – Catastrophic	Device explodes for 2d6 in Large Burst.
Hearts – Major	Device breaks. Repair roll and 2d6 hours.
Diamonds – Minor	Minor hang-up. Repair roll at -2.
Spades – Glitch	Reverse intent. If no sense then consider Major.

Civilian Ground Vehicles

Vehicle	Acc/TS	Tough	Crew	Notes
Carriage	Horse Pace	10(2)	1+3	See horse in Bestiary
Early Car	5/16	8(2)	1+3	Model-T
Motorcycle	20/36	8(2)	1+1	Street bike
Dirt Bike	15/32	8(2)	1	+4 Tough jump, 4WD
Compact Car	10/36	10(3)	1+3	Neon
Mid-Size Car	20/40	11(3)	1+4	Air bags, luxury features
SUV	20/40	14(3)	1+7	Luxury features, 4WD
Sports Car	30/56	10(3)	1+3	Mustang
Semi Truck	5/30	16(4)	1+1	Trailer Tough 14(2)

Civilian Ground Vehicles

Vehicle	Acc/TS	Tough	Crew	Notes
Helicopter	20/50	11(2)	1+3	Climb -1
Cessna	20/48	12(2)	1+3	Climb 1
Biplane	10/30	11(1)	1	Climb 0
Learjet	25/200	14(2)	2+10	Climb 3

Modern Armor

Type	Armor	Weight	Notes
Flak Jacket	+2/+4	12	Torso.
Kevlar Vest	+2/+4	8	Torso, negates 4 AP.
Kevlar Vest w/ Ins	+4/+8	12	+8 vs bullets.
Bike Helmet	+3	5	50% vs head shots.
Mil Helmet	+4	5	50% vs head shots.

Modern Hand Weapons

Type	Dam	Wt	Notes
Bangstick	3d6	2	Must be reloaded after 1 shot.
Bayonet	Str+d4	1	
Bayonet w/ Rifle	Str+d6	1	Parry +1, Reach 1, 2 hands.
Billy Club	Str+d4	1	
Brass Knuckles	Str+d4	1	Considered Unarmed.
Chainsaw	2d6+4	20	On 1 on Fighting hits user.
Switchblade	Str+d4	1	-2 to Notice if hidden.
Survival Knife	Str+d4	3	+1 Survival rolls.

Modern Ranged Weapons - Pistols

Type	Range	Dam	RoF	Wt	Shots	Str	Notes
Derringer	5/10/20	2d6+1	1	2	2	-	AP 1
Colt Dragoon	12/24/48	2d6+1	1	4	6	-	Revolver
Colt M1911A	12/24/48	2d6+1	1	4	7	-	AP 1, SA
S&W .44	12/24/48	2d6+1	1	5	6	-	AP 1, Revolver
Desert Eagle	15/30/60	2d8	1	8	7	-	AP 2, SA
Glock 9mm	12/24/48	2d6	1	3	17	-	AP 1, SA
Peacemaker	12/24/48	2d6+1	1	3	6	-	AP 1, Revolver
Ruger .22	10/20/40	2d6-1	1	2	9	-	SA
S&W .357	12/24/48	2d6+1	1	4	6	-	AP 1, Revolver

Modern Ranged Weapons – Submachine Guns

Type	Range	Dam	RoF	Wt	Shots	Str	Notes
H&K MP5	12/24/48	2d6	3	10	30	-	AP 1, Auto
MP40	12/24/48	2d6	3	11	32	-	AP 1, Auto
Tommy Gun	12/24/48	2d6+1	3	13	50	-	AP 1, Auto
Uzi	12/24/48	2d6	3	9	32	-	AP 1, Auto

Modern Ranged Weapons – Shotguns

Type	Range	Dam	RoF	Wt	Shots	Str	Notes
Double Brl	12/24/48	1-3d6	1-2	11	2	-	See notes.
Pump	12/24/48	1-3d6	1	8	6	-	See notes.
Sawed-Off	5/10/20	1-3d6	1-2	6	2	-	See notes.
Streetsweeper	12/24/48	1-3d6	1	10	12	-	See notes.

Modern Ranged Weapons – Rifles

Type	Range	Dam	RoF	Wt	Shots	Str	Notes
Barrett .50	50/100/200	2d10	1	35	11	d8	AP 4, Snapfire, HW
M1 .30	24/48/96	2d8	1	10	8	d6	AP 2, SA
Kar98 7.92	24/48/96	2d8	1	9	5	d6	AP 2
Sharps .50	30/60/120	2d10	1	11	1	d8	AP 2, Snapfire
Spencer Car	20/40/80	2d8	1	8	7	-	AP 2
Winchester	24/48/96	2d8	1	10	15	d6	AP 2

Modern Ranged Weapons – Assault Rifles

Type	Range	Dam	RoF	Wt	Shots	Str	Notes
AK47	24/48/96	2d8+1	3	10	30	d6	AP 2, Auto
H&K G3	24/48/96	2d8	3	10	20	d6	AP 2, Auto
M-16	24/48/96	2d8	3	8	30	-	AP 2, Auto, 3RB
Styr AUG	24/48/96	2d8	3	8	30	-	AP 2, Auto, 3RB

Modern Ranged Weapons – Machine Guns

Type	Range	Dam	RoF	Wt	Shots	Str	Notes
Gatling	24/48/96	2d8	3	40	100	-	AP 2, not move
M2 Brown	50/100/200	2d10	3	84	200	-	AP 4, Auto, not move, HW
M1919	24/48/96	2d8	3	32	250	-	AP 2, not move
M60	30/60/120	2d8+1	3	33	250	d8	AP 2, Snapfire
7.7 MG Jap	30/60/120	2d8	3	30	250	-	AP 2, Auto, Snapfire
MG34	30/60/120	2d8+1	3	26	200	d8	AP 2, Snapfire
MG42	30/60/120	2d8+1	4	26	200	d8	AP 2, Snapfire
SAW	30/60/120	2d8	4	20	200	d8	AP 2, Snapfire
Besa MG	40/80/160	2d8	3	54	50	-	AP 2, Auto, not move
DTMG	30/60/120	2d8+1	3	26	60	-	AP 2, Auto, not move
14.5mm MG	50/100/200	3d6	3	30	100	-	AP 2, Auto, not move

Medieval Armor

Type	Armor	Weight	Notes
Leather	+1	15	Torso, arms, legs.
Chain Coat	+2	25	Torso, arms, legs.
Plate Torso	+3	25	Torso.
Plate Arm	+3	10	Arms.
Plate Leg	+3	15	Legs.
Pot Helm	+3	4	50% vs head shots.
Steel Helm	+3	8	Head.
Plate Barding	+3	30	For horses.

Medieval Weapons – Axes & Mauls

Type	Dam	Wt	Notes
Axe	Str+d6	2	
Battle Axe	Str+d8	10	
Great Axe	Str+d10	15	AP 1, Parry -1, 2 hands
Maul	Str+d8	20	AP 2 vs rigid, Parry -1, 2 hands
Warhammer	Str+d6	8	AP 1 vs rigid

Medieval Weapons – Blades

Type	Dam	Wt	Notes
Dagger	Str+d4	1	
Great Sword	Str+d10	12	Parry -1, 2 hands
Flail	Str+d6	8	Ignore shield parry bonus
Katana	Str+d6+2	6	AP 2
Long Sword	Str+d8	8	Includes scimitar
Rapier	Str+d4	3	Parry +1
Short Sword	Str+d6	4	Includes cavalry sabres

Medieval Weapons – Pole Arms

Type	Dam	Wt	Notes
Halberd	Str+d8	15	Reach 1, 2 hands
Lance	Str+d8	10	AP 2 charge, Reach 2
Pike	Str+d8	25	Reach 2, 2 hands
Staff	Str+d4	8	Parry +1, Reach 1, 2 hands
Spear	Str+d6	5	Parry +1, Reach 1, 2 hands

Medieval Ranged Weapons

Type	Range	Dam	RoF	Wt	Shots	Str	Notes
Axe, Throw	3/6/12	Str+d6	1	2	-	-	
Bow	12/24/48	2d6	1	3	-	d6	
Crossbow	15/30/60	2d6	1	10	-	d6	AP 2, 1 action to reload
Long Bow	15/30/60	2d6	1	5	-	d8	
Dagger	3/6/12	Str+d4	1	1	-	-	
Sling	4/8/16	Str+d4	1	1	-	-	
Spear	3/6/12	Str+d6	1	5	-	d6	

Black Powder Ranged Weapons

Type	Range	Dam	RoF	Wt	Shots	Str	Notes
Brown Bess	10/20/40	2d8	1	15	-	d6	2 actions to reload
Blunderbuss	10/20/40	3-1d6	1	12	-	d6	2 actions to reload, Dam based on Range
Flintlock	5/10/20	2d6+1	1	3	-	-	2 actions to reload
Kentucky Rifle	15/30/60	2d8	1	8	-	d6	AP 2, 3 actions to reload
Springfield	15/30/60	2d8	1	11	-	d6	2 actions to reload