



<b>Knockback</b> KB = Body - 2d6 in inches. If total is zero, target is knocked down. Damage is 1d6/1" if knocked into structure or character, 1d6/2" if along ground. If HTH or above, can knock down into earth - target takes 1d6/2". Breakfall roll at -1/2" prevents damage & loss of 1/2 phase to get up. Size modifiers affect distance but not damage.		<b>Skill Circumstance Modifier</b> Routine +3 to +5 Easy +1 to +3 Difficult -1 to -3 Extremely Difficult -3 to -5 Sheer Folly -5 or more Extra Time +1/level Knows Object Very Well +1 to +3 Roleplays Skill Well +1 to +3 Using Good Equipment +1 to +3 Excellent Conditions +1 to +3 Poor Conditions -1 to -5 Strange or Weird Object -1 to -5 Lack of Equip (if app) -1 to -5 Noncombat Skill in Combat -1 to -3		<b>Falling Table</b> For falls of less than 10", take 1d6 damage per 1" fallen. For longer falls, take 1d6 damage per 1" of velocity.		<b>Fire Damage</b> <b>Attack Type Heat Damage Other Damage</b> Wood or house fire 0-2d6k 0-2d6nnd smoke Oil or chemical fire 0-3d6k 0-3d6nnd smoke Superheated steam 2-3d6k 10d6 physical in blast Molten metal 4d6k 14d6 physical Blast furnace 6d6k 12d6 physical in furnace Rocket exhaust 6-8d6k 18d6 physical Acetylene torch 2d6k AP Thermite blob 2d6k AP sticky, -1 DC/seg, no H2O White phosphorus 1.5d6k AP sticky, -1 DC/seg, no H2O Napalm 1d6k 1 DC per segment				
<b>Circumstance Modifier</b> Target in air -1d6 Target rolled w/punch -1d6 Underwater +1d6 Killing attack +1d6 Martial attack +1d6 Target has clinging +1d6		<b>PRE Attack Modifiers Situation</b> -1d6 Repeated attack (cumulative) -1d6 Inappropriate setting -2d6 Very inappropriate setting -1d6 In combat -1d6 At a disadvantage -1d6 Reputation weak -1d6 to -3d6 PRE attack runs against existing moods +1d6 Reputation strong +1d6 Surprise +1d6 Exhibiting power or superior technology +1d6 Violent action +2d6 Extremely violent action +3d6 Incredibly violent action +1d6 Good soliloquy +2d6 Excellent soliloquy +3d6 Incredible soliloquy +1d6 Appropriate setting +2d6 Very appropriate setting +2d6 Targets in partial retreat +4d6 Targets in full retreat +1d6 Appropriate skill roll		<b>Damage Class</b> <b>Killing Nml Act.</b> <b>DC dmg dmg pts.</b> 1 1 pip 1d6 5 2 1/2d6 2d6 10 3 1d6 3d6 15 4 1d6+1 4d6 20 5 1.5d6 5d6 25 6 2d6 6d6 30 7 2d6+1 7d6 35 8 2.5d6 8d6 40 9 3d6 9d6 45 10 3d6+1 10d6 50 11 3.5d6 11d6 55 12 4d6 12d6 60 13 4d6+1 13d6 65 14 4.5d6 14d6 70 15 5d6 15d6 75 16 5d6+1 16d6 80 17 5.5d6 17d6 85 18 6d6 18d6 90		<b>Electrical Damage</b> <b>Attack Type Insulated Poor Good Time Chart</b> Household plug 1d6s 2d6 1d6k 1 Phase Heavy household 3d6s 5d6 2d6k 1 Turn Light industrial 5d6s 8d6 3d6k 1 Minute Heavy industrial 7d6 11d6 4d6k 5 Minutes High tension line 9d6 14d6 5d6k 1 Hour Auto sparkplug 2d6s 5d6 2d6k 5 Hours Lightning bolt 5d6s 10d6 4d6k 1 Day				
<b>Material or Object Def Bdy</b> Bushes 2 3 Rock 5 3 Boulder 5 13 Dirt (per hex) 0 16 Telephone pole (wood) 5 4 Flagpole (breakaway) 5 3 Lamp post (breakaway) 5 3 Spacesuit 2 3 Control Console (hex) 4 4 <b>Doors:</b> Interior wood door 2 3 Exterior wood door 4 3 Interior spaceship door 6 4 Metal fire door 7 5 Airlock door 8 7 Safe door 10 9 Large vault door 16 9 <b>Furniture:</b> Glass 1 1 Plastic furniture 2 3 Light wood furniture 3 3 Heavy wood furniture 4 5 Steel reinforced furniture 5 5 <b>Locks:</b> House door lock 3 2 Padlock 4 3 Magnetic lock 5 3 <b>Machinery:</b> Light machinery 5 4 Medium machinery 7 6 Heavy machinery 9 8 <b>Trees:</b> Small tree (less than 1") 4 5 Med. tree (less than 5") 5 8 Large tree (5" or more) 5 11 <b>Vehicles:</b> Armored car 10 15 Truck or bus 4 17 Automobile 3 14 Motorcycle 3 11 Bicycle 3 2 Helicopter 4 15 Hovercraft 5 14 Jetpack 4 4 Light plane 3 13 Twin-engine plane 3 15 Multi-engine plane 3 19 Submarine 10 20 Tank (20 front Def) 16 19 <b>Walls:</b> Home inside wall 3 3 Home outside wall 4 3 Brick wall 5 3 Concrete wall 6 5 Reinforced concrete wall 8 5 Spaceship interior wall 8 6 Armored wall 13 7 <b>Weapons:</b> Pistol 4 3 Rifle 4 6 Heavy weapon 6 9 Very large hvy weapon 6 12		<b>Broken Machinery</b> <b>Damage Activation</b> < 1/4 Body dmg 14- 1/4 - 1/2 Body 11- > 1/2 Body 8- All Body gone broken		<b>Martial Arts: OCV DCV</b> Basic Strike +1 +0 Choke Hold -2 +0 Crush +0 +0 Defensive Block +1 +3 Defensive Strike +1 +3 Fast Strike +2 +0 Flying Tackle +0 -1 Grappling Throw +0 +2 Killing Strike -2 +0 Killing Throw -2 +0 Legsweep +2 -1 Martial Block +2 +2 Martial Disarm -1 +1 Martial Dodge - +5 Martial Escape +0 +0 Martial Grab -1 -1 Martial Strike +0 +2 Martial Throw +0 +1 Nerve Strike -1 +1 Offensive Strike -2 +1 Passing Strike +1 +0 Reversal -1 -2 Root +0 +0 Sacrifice Disarm +2 -2 Sacrifice Lunge +2 -2 Sacrifice Strike +1 -2 Sacrifice Throw +2 +1 Shove +0 +0 Shove Takeaway +0 +0 Takedown +1 +1 Weapon Bind +1 +0		<b>Notes</b> STR +2d6 Grab, 2d6 NND STR + 4d6 Crush aft Grb Block, Abort STR STR +2d6 STR +V/5, you fall target falls, full move STR +2d6, target falls must follow Grab 1/2d6 HKA (2 DC) 1/2d6 HKA (2 DC)tgt falls STR +1d6, target falls Block, Abort +10 STR to Disarm Dodge, vs. all, Abort +15 STR vs. Grabs +10 STR for holding STR +2d6 STR +V/5, target falls 2d6 NND STR +4d6 STR + V/5, full move STR +15 to Esc & Grab +15 STR to resist Shove; Block, Abort +10 STR to Disarm STR + V/5, full move STR +4d6 STR, you fall, tgt falls +15 STR to Shove Grab Wpn @ +10 STR STR, target falls STR +10, Bind			<b>Chemical Damage</b> Damage is NND Stun & Body per segment. <b>Chemical Type Damage</b> Weak, dilute substance 1/2 d6 Weak, concentrated substance 1d6 Strong, dilute substance 2d6 Strong, concentrated substance 4d6 <b>Other Attack Type Possible Use</b> Stun only Small shocks Stun AP Hits to pressure points Stun NND Gasses Normal Attacks spread over an area Normal AP Attacks concentrated at a point Normal NND Corrosive or deadly gasses Killing Sharp objects Killing AP Ultrasharp Hypervelocity objects Killing NND Intense Radiation	
				<b>Roll %</b> 18 100 17 99.5 16 98.2 15 95.4 14 90.7 13 83.8 12 74.1 11 62.5 10 50.0 9 37.5 8 25.9 7 16.2 6 9.3 5 4.6 4 1.9 3 0.5						
				<b>Luck Points Possible Effects</b> 1 Find a clue, gain info, opponent distracted, momentary advantage 2 Find important clue or contact, opponent's equipment malfunctions 3 Miraculous - find Mr. Big, enemy a friend, death avoided by coincidence 4 As with 3, but can affect allies.						
				<b>Unluck Points Possible Effects</b> 1 Momentary combat disadvantage, computer malfunctions, lose a vital clue, stranger picks a fight 2 Bystanders in the way, friends unwilling or unable to help, weapon breaks, fumble injures friend 3 Stunned by falling debris, another enemy arrives, downed enemy revived by coincidence, jetpack fails in flight, airlock opens accidentally. Incredibly bad coincidence possible. 4 As with 3, but can affect allies.						
				<b>Velocity Conversion Formulas</b> <b>Velocity = "/seg "/turn KPH MPH</b> 1"/seg — 12 7.2 4.5 1"/turn 0.083 — 0.6 0.37 1 kph 0.139 1.67 — 0.62 1 mph 0.22 2.7 1.61 — Ex: 65mph = (65)(0.22) = 14.3"/segment						
				<b>Character's Speed</b> <b>Seg 1 2 3 4 5 6 7 8 9 10 11 12</b> 1 — — — — — — — — — — X 2 — — — — — X X X X X X X 3 — — — X X — — X X X X X 4 — — X — — X X — X X X X 5 — — — — — X — X X X X 6 — X — — — X X X X X X X 7 X — — — — X — X — X X 8 — — X — — X X — X X X X 9 — — — X — — X X — X X X 10 — — — — — X X — — X X X 11 — — — — — — — — — X X X 12 — X X X X X X X X X X X X						
		<b>Wall Body Thickness in millimeters</b> <b>Material 4 8 16 32 64 125 250 500 1m 2m</b> Wood — 1 2 3 4 5 6 7 8 9 Stone — — — 1 3 5 7 9 11 13 Metal 1 3 5 7 9 11 13 15 17 19 Plastic 1 3 4 6 7 9 10 12 13 15		<b>Teleporting Into Object</b> <b>2d6 Roll Effect</b> 2-7 3-18 d6 STUN Dmg 8-11 2-12 d6 Normal Dmg 12 1-6 d6 Killing Dmg +2 if safe hex out of range						