



controlling everything and everyone who is not a player character.

Initiative: A roll made at the start of a combat to decide what order events are resolved in.

NPC: A Non-Player Character, a character in the game controlled by the GM.

Offensive Bonus (OB): The total skill used when making an attack.

PC: A Player Character, a character in the game controlled by a player.

Potential Stat: Every 'stat' has the potential to reach 101. Stats tend to increase over time towards this potential cap.

Rank: A measure of training in a skill. No ranks equates to unskilled.

Stat: One of ten numbers that describe a character's strengths and weaknesses. Also called Attributes.

Temporary Stat: The current value of a character's Stat. These may go down through injury or may go up through training.

The Bare Metal Universe

These base rules do not contain any setting or genre information. You may develop and adapt these rules to any setting that you like.

Glossary

Action Point (AP): An action point represents about 25% of all the activity a character can perform in a combat round.

Ancestry: Each life form is considered a separate ancestry. These are also referred to as the characters Species.

Attribute: A number from 1 to 101 that reflects one of the ten physical or mental qualities of a character. High scores in attributes are better than low scores. Also called Stats.

Base Move (BM): A character has a base movement of 4m. All other movement rates are calculated from the Base Movement.

Blood Talent: A talent used to differentiate one species from another.

Critical: A specific wound description and its effects in game terms.

Defensive Bonus (DB): The total of Stat and special bonuses deducted from an attack.

Development Points [DP]: Points used to build characters, buy skills and talents.

Game Master [GM]: The referee, a player with the special role of setting up the adventure and

Credits

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Creating a Character

The first step in playing Bare Metal is to create a character. If you are going to be the GM, then you need to be au fait with creating characters to both be able to assist your players in creating their characters and so you can create the great number of Non-Player Characters [NPCs] that will populate your universe.

Characters are created by combining stats, that define the characters mental and physical characteristics; a species/ancestry that can confer a mix of advantages and disadvantages called talents and flaws. A culture confers skills common to people from that background and a profession. You can then customize the character by buying additional skills. The final stage is to add a description and background to your character; after that, you are ready to play. It typically takes 20 minutes to create a character from scratch.

Attributes/Stats

Each character has ten attributes that describe their physical and mental strengths and weaknesses. High attributes give a bonus to actions, and low attributes give a penalty.

For ease of use, these Attributes are shortened to 'stats', and the bonus or penalty is 'stat bonus'.

Every skill has three stats attached to it, and the total of all the stat bonuses are added to the skill total before making a roll.

Rolling Stats

When creating your character, you will make ten d100 rolls. Any result under 21 may be re-rolled once, but the new result must be kept.

These ten results are then assigned to the character's stats in any order that the player chooses.

If the character does not have any stats over 90 at this point, the two lowest stats can be elevated to 90. This rule only applies to Player Characters and important NPCs, not to normal people, who should be considered to be about average for most stats.

Stat Bonuses

The stat bonus is calculated as $(\text{Stat}-50)\div 3$. Any fractional part is discarded, so the number is always rounded toward zero. A stat of 100 will give a stat bonus of +16. A stat of 20 gives a stat bonus of -10. A truly average individual will have no bonuses at all, or they will tend to cancel out.

Temporary vs Potential

The stats you roll are your temporary stats. That is the value right now. Some things can reduce your temporary Stat, such as a serious wound or injury. You can always improve your temporary Stat and strive to achieve your true potential.

Every character can reach a potential of 101 in every Stat.

Stat increases are covered later under 16.2 on page 80.

Character Stats

There are ten Stats. There are four physical; Constitution [Co], Agility [Ag], Strength [St], Quickness [Qu]; and six mental; Self Discipline [Sd], Reasoning [Re], Memory [Me], Presence [Pr], Intuition [In], and Empathy [Em].

The convention on abbreviating the Stat names is to capitalize the first letter and lowercase second letter, so they become Co, Ag, St, Qu, Sd, Re, Me, Pr, In and Em.

You can now roll your characters stats and assign them in the order that best helps model the character you would like.

Character Creation Example

Stephen is going to create a new character. Making ten d100 rolls, he gets the following numbers.

24, 31, 43, 46, 69, 69, 82, 84, 86, 95

The best result is a 95, so the option to boost the two lowest rolls to 90 does not apply. Stephen assigns the rolls to this character's Stats like this. The Bonuses are added into the bonus column.

A character's Defensive Bonus [DB] is their Quickness bonus times three.

Resistance Modifiers

- Coordination/Reaction (Ag/Qu)
- Willpower/Determination (Sd/Re)
- Resilience/Toughness (St/Co)
- Resolve/Tranquility (Pr/Em)
- Wits/Knowledge (Me/In)

Character Creation Example

TBD.

Stat	Temp	Bonus	Species	Total
Constitution	31	-6		
Agility	43	-2		
Self Discipline	69	+6		
Reasoning	69	+6		
Memory	95	+15		
Strength	86	+12		
Quickness	46	-1		
Presence	24	-8		
Intuition	82	+10		
Empathy	84	+11		

Appearance

How a character looks has no impact on game mechanics. You may make a character any size, shape, gender or of any appearance as you see fit.

Derived Stats

Defensive Bonus

Resistances	Bonus
Coordination/Reaction	-3
Resilience/Toughness	+6
Willpower/Determination	+12
Wits/Knowledge	+25
Resolve/Tranquility	+3

Ancestry/Species

An ancestry (or species) is defined using Talents and Flaws. Each ancestry receives a net 15 points to spend on Talents; additional points may be gained and spent by taking a Flaw. Talents have a point cost, and Flaws have a negative point costs, they give you points back that you can spend on more talents. See chapter 4.0 for a list of Talents and Flaws.

Mixed Ancestry/Species

Most species have a dominant Talent where they have two tiers and a regressive Talent where they have a single tier. Some species will have genetic Flaws that confer a penalty, but these are balanced by having additional Talents. If you want to create mixed heritage species, you may mix the Talents and flaws from the two 'parents'. You may have no more tiers in a Talent than either parent possessed, you may only choose blood Talents that the parents possessed, and you may only take a net of 15 points in Talents in total.

Example Ancestry, the Brute

The Brute is a physically powerful alien race. They could be seven foot tall, furry and exceptionally angry or human-sized warrior insects. The actual physical description is either for the GM to decide or to be agreed between player and GM.

Brutes get the two tiers of the Toughness Blood Talent and one tier in Physique.

Total bonuses are +10 Co, +5 St.

Human

Humans receive one tier in Self Awareness, one tier in Toughness and one tier in Physique.

Total bonuses are +5 Co, +5 Em and +5 St.

Race Creation Example

Stephen wants to create a unique race for his character. The concept is that in the years before faster than light travel was discovered, humans first explored space using generation ships. The crews that left Earth knew they would never return, and it was the descendants of those crews that would eventually reach their destinations. This new race is a derivative of humans that were separated for thousands of years within a generation ship that eventually stumbled upon a star system that had been colonized millennia after the generation ship had left earth.

Stephen goes on to flesh out more details of what makes this species unique and different to standard humans. He calls the species 'First Wave Humans' as they consider themselves the first wave of human expansion.

This race of spaceship confined humans gains one tier in Enhanced Hearing +5 to Perception Skill Tests and +10 to Self Discipline.

Stat	Temp	Bonus	Species	Total
Constitution	31	-6		-6
Agility	43	-2		-2
Self Discipline	69	+6	+10	+16
Reasoning	69	+6		+6
Memory	95	+15		+15
Strength	86	+12		+12
Quickness	46	-1		-1
Presence	24	-8		-8
Intuition	82	+10		+10
Empathy	84	+11		+11

where acute hearing is an advantage.

Insect Eyes – 15DP/Tier This is an all or nothing blood talent, the species either has insectoid eyes or not so a single tier is all that is required. The species receives no penalties to Perception skill tests when the threat is to the flank or rear. Only half penalties apply when engaged with Invisible foes.

Latent Psionic – 15DP/Tier This talent gives a character the potential to unlock their psionic abilities. Without this talent a character may not develop their psionic power or learn any meditations. You may only buy this talent once.

Stat Talent – 5DP/Tier

- Physique – +5st Bonus/Tier
- Toughness – +5Co Bonus/Tier
- Discipline – +5Sd Bonus/Tier
- Self Awareness – +5Em Bonus/Tier
- Insightful – +5In Bonus/Tier
- Charismatic – +5Pr Bonus/Tier
- Logic – +5Re Bonus/Tier
- Knowledgeable – +5Me Bonus/Tier
- Celerity – +5Qu Bonus/Tier
- Suppleness – +5Ag Bonus/Tier

Blood Flaws

Weak Constitution – -5DP/Tier -5Co/Tier This species is relatively weak compared to the norm. Possibly due to coming from a low gravity world where they do not need to build up as much muscle mass.

Sluggishness – -5DP/Tier; -5Qu Bonus/Tier

Slow Healing/Recovery – -1DP/Tier: add +5% to Healing and Recovery times per Tier.

Talents and Flaws

Talents are split into two types. Blood Talents are used for creating species and Personal Talents are special abilities that the character may possess. These rules will give just the barest minimum of Blood Talents. As new species are introduced, new Blood Talents will be added.

All Talents are described as tiers. For example, the Toughness Talent gives +5 Co bonus per tier. A species with two tiers in Toughness will game a +10 Co bonus.

All species receive 15 points worth of blood talents and no talent may cost more than 15 points for a single tier.

Some Talents may be bought more than once, and every tier bought provides additional bonuses. Other talents are all or nothing. Latent Psionic is an example of an all or nothing talent. With it, a character may use Meditations and Gifts; without it they cannot.

Talents, even blood talents may be used to define a profession or species. If a talent is applied twice, such as a psionic species takes a psionic profession, the GM may reimburse the character with the DP that had been spent twice.

Flaws

Flaws are genetic weaknesses. These cost negative points.

Blood Talents

Enhanced Hearing – 5DP/Tier +5/Tier to Perception skill test that are dependent on the sense of hearing or

Culture

Each character has a culture that reflects the society where they spent their early life and formative years. This culture bestows 17 skill ranks on the character. These ranks may be recorded directly on to the character record.

Many of the cultural skills allow for specializations such as Music. In this case the player may either place all the ranks in a single specialism or spread the ranks over multiple skills. A character with three ranks in Performing Arts could take three ranks in Singing or a single rank in each of Singing, Dance and Playing the Guitar.

The example cultures are:

Cosmopolitan

Cosmopolitan: Characters from this culture come from worlds and cities that see all types of life and influence.

Driving 2 ranks Languages 5 ranks Local Knowledge 1 rank Music: Instrument 1 rank First Aid 2 ranks Scanners 2 ranks Science: General 2 ranks Swimming 1 rank Physique 1 rank

Harsh

Harsh: Harsh worlds breed tough inhabitants. These are either worlds with hostile environments or fringe worlds where modern technology is often just too expensive.

Climbing 2 rank Languages 5 ranks Local Knowledge 2 rank Music: Instrument 1 rank First Aid 2 ranks Scanners 1 rank Science: General 1 rank Swimming 1 ranks Physique 2 ranks

Marine

Marine: The marine culture is one where the inhabitants live mostly on water or under the oceans.

Pilot (marine) 1 rank Languages 5 ranks Local Knowledge 1 rank Music: Instrument 1 rank First Aid 2 ranks Scanners 1 rank Science: General 1 rank Swimming 3 ranks Physique 2 ranks

Star faring

Star faring: Star farers have no homeworld, they are born and bred on board ships or space stations, and for them, shipboard life is the norm.

Space Pilot 2 ranks Languages 5 ranks Music: Instrument 1 rank First Aid 2 ranks Scanners 2 ranks Science: General 2 ranks Space Navigation 1 rank Trickery 1 rank Physique 1 rank

Note, changing Space Pilot, Space Navigation and Scanners for their naval equivalent would create a seafaring culture, such as pirates.

Reaver

Reaver: Reaver culture is based on raiding and piracy. This is the most violent of cultures.

Climbing 2; Pilot 2; Languages 1; Local Knowledge 2; Music: Instrument 1; First Aid 2; Weapon#1 1; Weapon#2 1; Science: General 1; Swimming 2; Physique 2

Subterranean

Subterranean: Often, the conditions on the surface of a world are too hostile to support life, but below the surface, thriving cities spread out and grow around the richest resources.

Space Pilot 2 ranks Languages 5 ranks Music: Instrument 1 rank First Aid 2 rank Scanners 2 rank Science: General 2 rank Space Navigation 1 rank Trickery 1 rank Physique 1 rank

Provincial

Provincial: Provincial worlds and rural culture is often a simple life. The worlds are often young but not as hostile to life as they could be. Often the dividing line between a harsh world and a provincial world is that provincial worlds produce surpluses that they can export and they buy in luxuries they cannot produce themselves.

Climbing 1 rank Driving 1 rank Languages 4 ranks Local Knowledge 1 rank Music: Instrument 1 rank First Aid 1 rank Riding 1 rank Scanners 2 ranks

Science: General 1 rank Swimming 2 ranks Physique
2 ranks

Creating Your Own Cultures

Each culture contains 17 ranks of skills from across all the categories. Building your own cultures will add a level of detail to your game universe. You could have multiple cultures within a single nation where people are repressed and have less access to education but the ruling classes value sciences and the arts.

Character Creation Example

Stephen chooses the Star faring culture for his character and adds the following skills to his character sheet

Space Pilot 2 ranks Languages 5 ranks
Music: Instrument 1 rank First Aid 2
ranks Scanners 2 ranks Science: General
2 ranks Space Navigation 1 rank
Trickery 1 rank Physique 1 rank

Professions

Professions are represent using two features. The first is a unique set of Professional skills

Each profession has its own set of skill costs that reflect the profession's strengths and weaknesses.

Each character may select ten skills from across all categories in which to specialize. These allow a player to refine and personalize their character. These are the characters 'Preferred Skills'. For more on skills is chapter 7.0 Skills.

Skill Costs are listed in the format x/X with a lower and a higher cost. The first time the skill is bought, at each level, the lower cost is paid. Each time after the first time, the higher cost is used. Intensively training a skill is very expensive in development points. A skill with the same number on both sides of the oblique e.g. 3/3 means that every rank will cost 3 DP.

Example: If Riding: Horse cost 2/4, buying one rank would cost 2 DP. Buying two ranks would cost 6DP (2+4), buying three ranks would cost 10DP (2+4+4).

Secondary Skills

Secondary skills are potentially infinite and very much dependent on setting and character background. They can be as varied as Anthropology to Weaving.

Rather than buying a great many skills to try and describe a character's particular background, many secondary skills can be covered by a single skill called Vocation.

Vocation always has an attached specialism such as Vocation: Diplomat. In this instance, most day to day tasks relating to diplomacies such as knowing the correct forms of address or the way that embassy bureaucracy operates would all be tested using the single skill.

Skills that have a direct impact on core areas of the game such as Combat, Maneuvers or Psionics should not be rolled into Vocations but created as distinct secondary skills.

Example: A character has Vocation: Thief.

The vocation skill allows them to take an impression of a key so they can make a copy later but not to crack a safe as that would be a significant static maneuver.

The vocation skill costs 2/4 for all professions, and a character may have several different vocation skills to best reflect their prior history and learning. The GM will need to assign three stats to be used with vocations on a case by case basis.

All secondary skills cost 2/4 for all professions. As a GM you do not need to define all the possible secondary skills before play starts. If a player tells you they want to study to become a Computer Hacker, you could make them buy Technical: Computer or decide that Hacking is a definite skill in its own right. In that case, you add it to the list of available Secondary Skills. The cost will be 2/4 and the three stat bonuses will be the same as the closest core skill unless you decide that others will be more suitable. The skill will always have three stat bonuses.

Creating Your Own Professions

It is expected that you will create your own professions. All professions receive 50 development points of skill ranks or talents as basic training.

Each profession also has a unique set of skill costs.

- All skills that are absolutely core to the profession are costed at 1/3.
- Skills that are important to the profession are costed at 2/4.
- Skills that are outside the professions realm are costed at 5/7.
- Skills that are alien to the profession are costed at 7/10.
- Skills that are restricted to specific professions are costed at 12/15.

Although this skill has a cost, it cannot be bought without the GM's express permission.

Example Professions

Aristocrat

Aristocrats are the galactic senators, planetary nobles, military officers, and any other of thousands of beings that make their way in the galaxy through force of personality.

They can also be con-artists, gamblers or grifters. Whether genuine or ignoble, the Aristocrat specializes in using their silver tongue to help them survive. They inspire allies, intimidate enemies, and talk their way into, or out of, almost anything.

Because of their unique skill set, Aristocrats often play a support role in a party of galactic explorers. They are rarely frontline fighters, although in the case of Aristocrats with military backgrounds, they may often surround themselves with soldiers and Assistants who they command with deadly efficiency.

Professional Skills:

Weapon#1 2, Swimming 1, Riding 1, Perception 1, Driving 2, Scanners 1, Space Pilot 2, Physique 2, Vocation() 2, First Aid 1*

(*) You should choose a vocation specialism to fit your character concept such as Vocation: Politician or Vocation: Academic.*

Skill Cost Table, Aristocrat

Combat

Weapon 1	2/4	Move in Armor CE	5/7
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Weapon 2	3/5	Combat Expertise	3/5
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Weapon 3	7/10		
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General

Acrobatics/Tumbling	2/4	Climbing	3/5
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Swimming	3/5	Riding	2/4
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Pick Locks	3/5	Stalk/Hide	5/7
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Perception	3/5	Driving	2/4
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Ambush/Sniper	7/10	Languages	1/1
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Physique	2/4	Music	2/4
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Trickery	5/7		
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Mental

Mental Focus	2/4	Mental Focus Defense	12/15
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Forgery	5/7	Survival	7/10
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First Aid	3/5	Scanners	3/5
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Pilot

Skill Cost Table, Aristocrat

Combat Pilot	5/7	Space Pilot	5/7
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Hyperspace Pilot	5/7	Space Navigation	5/7
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Ship Sensors	7/10		
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Technical

Tech: Mechanical	3/5	Tech: Arms	3/5
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Tech: Computer	3/5	Tech: CSI	5/7
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Tech: Medical	3/5		
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Science

Sci: General	2/4	Sci: Xeno	2/4
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Engineering

Engineer: Mech	5/7	Engineer: Weapon	5/7
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Engineer: Software	5/7	Engineer: Hardware	5/7
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Psionics

Psionic Power	12/15	Meditation/Gifts	12/15
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Armsman

Call them bounty hunters, bodyguards, or soldiers of fortune — they all fall into the Armsman category. These are the men and women specializing in all types of combat. Clad in Heavy Armor and armed with the latest technology and weapons, they live (and die) by the laser and whatever else they can use to fight with.

More than any other class, the Armsman relies on her equipment as she explores the stars. With the latest technology, she's able to defend her companions from the deadliest threats from across the universe. Armsmen are capable of using any piece of military technology and they don't hesitate to do so. They're an asset to any party and are often the vanguard of battle, and that's just how they like it!

Professional Skills:

Move in Armor 2, Weapon#1 2, Weapon#2 2, Weapon#3 1, Combat Expertise 2, Ambush 2, Physique 2, Survival 2, First Aid 2, Tech: Arms 1, Engineer: Wpn 1, Science: General 1, Vocation: Armsman 2

An Armsman will need to choose a Combat Expertise specialization which should fit with their character background.

Skill Cost Table, Armsman

usually found in the galaxy at large. That is not to say that Mystics are pacifists. Many are trained in the ways of war, though it is not their first course of action. They would much prefer to rely on their exotic abilities than a laser pistol, but pragmatism demands adaptation.

Professional Skills:

Physique 1, Survival 1, First Aid 1, Psionic Power 2, Meditation #1 1, Meditation #2 2, Meditation #3 3, Meditation #4 4, Vocation: Mystic 2

Professional Talent:

Latent Psionic 1/Tier

Skill Cost Table, Mystic

Combat

Weapon 1	2/4	Move in Armor CE	5/7
Weapon 2	3/5	Combat Expertise	5/7
Weapon 3	7/10		

General

Acrobatics/Tumbling	5/7	Climbing	5/7
Swimming	5/7	Riding	5/7
Pick Locks	7/10	Stalk/Hide	5/7
Perception	2/4	Driving	3/5
Ambush/Sniper	7/10	Languages	2/2
Physique	3/5	Music	2/4
Trickery	5/7		

Mental

Mental Focus	2/4	Mental Focus Defense	12/15
Forgery	5/7	Survival	7/10
First Aid	3/5	Scanners	3/5

Pilot

Combat Pilot	7/10	Space Pilot	7/10
Hyperspace Pilot	7/10	Space Navigation	7/10
Ship Sensors	7/10		

Technical

Tech: Mechanical	5/7	Tech: Arms	5/7
Tech: Computer	7/10	Tech: CSI	3/5
Tech: Medical	3/5		

Science

Sci: General	3/5	Sci: Xeno	3/5
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Engineering

Engineer: Mech	5/7	Engineer: Weapon	7/10
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Skill Cost Table, Armsman

Combat

Weapon 1	1/3	Move in Armor CE	1/3
Weapon 2	2/4	Combat Expertise	1/3
Weapon 3	3/5		

General

Acrobatics/Tumbling	2/4	Climbing	2/4
Swimming	2/4	Riding	3/5
Pick Locks	7/10	Stalk/Hide	3/5
Perception	3/5	Driving	3/5
Ambush/Sniper	1/3	Languages	3/3
Physique	1/3	Music	3/5
Trickery	5/7		

Mental

Mental Focus	5/7	Mental Focus Defense	12/15
Forgery	5/7	Survival	1/3
First Aid	1/3	Scanners	2/4

Pilot

Combat Pilot	5/7	Space Pilot	7/10
Hyperspace Pilot	7/10	Space Navigation	7/10
Ship Sensors	7/10		

Technical

Tech: Mechanical	5/7	Tech: Arms	2/4
Tech: Computer	7/10	Tech: CSI	5/7
Tech: Medical	5/7		

Science

Sci: General	5/7	Sci: Xeno	5/7
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Engineering

Engineer: Mech	2/4	Engineer: Weapon	1/3
Engineer: Software	5/7	Engineer: Hardware	5/7

Psionics

Psionic Power	12/15	Meditation/Gifts	12/15
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Mystic

The Mystic is an exotic being who has tapped into mysterious power unfathomable by most others. Whether they're little green gnomes with powerful magic or human psychics, the Mystic reflects a more peaceful, introspective, and thoughtful being than is

Skill Cost Table, Mystic

Engineer: Software	7/10	Engineer: Hardware	5/7
<i>Psionics</i>			
Psionic Power	1/3	Meditation/Gifts	1/3

Character Creation Example

Stephen chooses to make his character an Aristocrat. He sees his character as a low ranking diplomat or envoy.

He adds these skills to his character sheet. His skills now look like this.

Weapon#1 2; Swimming 1; Riding 1; Perception 1; Driving 2; Scanners 3; Space Pilot 4; Physique 3; Vocation: Diplomat 2; First Aid 3; Languages 5; Music: Instrument 1; Science: General 2; Space Navigation 1; Trickery 1

Adding these to the character sheet Stephen can then add in the stat bonuses and special bonuses (in this case from his acute hearing talent.)

Skill	Rank	Bonus	Stat	Special	Total
Driving	2	10	+19		
First Aid	3	15	+27		
Languages	5	25	+32		
Music: Singing	1	5	+24		
Perception	1	5	+27		+5
Physique	3	15	+22		
Riding	1	5	+3		
Scanners	3	15	+31		
Sci: General	2	10	+31		
Space Nav	1	5	+32		
Space Pilot	4	20	+14		
Swimming	1	5	+26		
Trickery	1	5	+14		
Vocation: Diplomat	2	10			
Pistol	2	10	+8		

Skills

Skills are the core way in which characters differentiate themselves. Two Armsman may have wildly different skill sets with one preferring concealed weapons and training in observation as a bodyguard and another trained in the heavy armor and weapons of a space marine.

There are four types of skills. Simple Skills, Combat Expertise Skills, Combat Skills and Psionic skills. Any skill marked with a CE is a Combat Expertise.

Simple skills may be used in two ways. The first is a straight test of skill where an open ended roll is made, the skill total is added to the roll and difficulty factors are subtracted. If the result is 100+ the skill test succeeds. Skills may also be used as subject knowledge. Having a skill in Music: flute would allow you to play the flute but it would also allow you to recognize a quality instrument and to make simple repairs and carry out maintenance.

Combat expertise skills can only be used to reduce penalties. The most common is Move in Armor. As armor may be restrictive and encumbering, this skill reflects the training in using armor effectively and reduces the encumbrance penalties associated with using armor. There could be an infinite number of combat expertise skills such as using two weapons at the same time, or fighting while blind using your other senses. These should be discussed between GM and player before buying the skill.

Combat Skills do not use the 101+ success or failure mechanic. Combat skills use an open ended roll, plus skill total and any other bonuses and any penalties are deducted. The final result is compared to a combat table and the result of the attack is read off the table. A better combat skill roll will do more damage than a poor skill roll even if both attacks hit their target.

Psionic skills use special rules that are explained in the chapter 10.0 Psionics, see page 42.

Skill Bonuses

Skills are designed to give diminishing returns. Simple Skills, Combat Expertise Skills, Combat Skills all use this tailing off of benefits.

- The first 10 ranks in a skill give a +5 skill bonus per rank.
- The second 10 ranks in the skill gives +2 bonus per rank.
- All ranks beyond the 20th rank give a +1 bonus per rank.

If you have no ranks in a skill you may still attempt it at your GM's discretion. Some things are simply not possible without some training. For example, without some basic knowledge developing a vaccine for an alien disease is simply not possible regardless of how well you roll. Such unskilled attempts are made with a skill bonus of -25 although you may still apply Stat bonuses which may reduce that penalty. If you have a related skill the GM may allow you to use some or all of your related skill bonus. If you are skilled in playing the flute and are confronted with an alien musical instrument that is still woodwind in principle then the GM may allow you to use your flute skill but apply a substantial difficulty factor. If the instrument was more like a guitar then this is much less similar but the principles of reading music or following a tune remain the same. The GM may allow you to use the number ranks you have in flute as your skill bonus plus your stats for playing such a different instrument.

Professional Skills

Each character may select 10 specific skills to be their professional skills. Some GMs may have already designated up to five of these for you. If you had Weapon1:Laser Pistol and Weapon2:Laser Rifle despite them both being lasers they would count as different skills. The same would apply to different musical instruments or regions of local knowledge.

Once a skill is chosen the character gains +2 skill bonus for every rank the character knows in that specific skill up a maximum of +40.

Adding New Skills

The skills presented here are only a tiny proportion of all the skills that GMs may want to use. If you want to run a game of futuristic espionage you may want to expand the number of skills for that genre. At the moment the skills are intended to cover multiple situations. For example the Climbing skill would also cover abseiling and rappelling as well as climbing.

These skills could easily be broken out to create new skills.

You may also want to create specialisms. For example there is at present only one Pick Locks skill but that could be easily turned into two or more skills such as Pick Locks: Mechanical and Pick Locks: Electronic.

For completely new skills the costs must be set for each profession in play. New Combat Expertise skills may be introduced to reflect special training.

Example: Combat Awareness CE could reduce the penalty for making perception skill tests using less than the normal number of Action Points.

There is a ladder of skill costs. You decide the relationship between the skill and the profession.

Std. Alt. Cost Level

1/2	1	
1/3	1	A core skill
2/2	2	
2/3	2	
2/4	3	A related skill
3/4	3	
3/5	4	The basic cost for all skills
4/6	5	
5/7	6	A skill that is unusual for the profession
6/8	7	
7/10	8	The skill is totally alien to the profession
9/12	9	
12/15	10	Restricted

Between each base cost (1/3, 2/4, 3/5 etc.) are unused costs. These are used for further differentiation. For example, if you created a Special Forces profession and wanted to differentiate it from the regular Armsman you could cost Survival and Ambush/Sniper skills one step cheaper than the Armsman while compensating by making Forgery and Pick Locks one step more expensive.

Not every skill has to have different costs for every rank. A skill could be listed as 1/1 which means that a character can buy an unlimited number of ranks for 1DP each

Stat Bonuses

the default

Stat bonuses are added together and then added to the total skill bonus. Most skills use three stats. The stat names have been abbreviated in the following form.

Constitution [Co], Agility [Ag], Strength [St], Quickness [Qu], Self Discipline [Sd], Reasoning [Re], Memory[Me], Presence [Pr], Intuition [In], and Empathy [Em].

Skill Descriptions

Combat

Move In Armor CE [St, Ag, Co]

This skill reduces the penalties incurred for using bulky and restricting armors and suits. It can never give a bonus, only reduce penalties to zero.

Combat Expertise (CE) [varies]

Combat Expertise skills are used to reduce penalties. Common CE skills are fighting with two weapons at the same time such as two swords, or sword and dagger or two pistols. Another option is to make an additional attack in the same round, popular with martial artists.

Weapon 1 [St, Ag, Ag] ranged/[St, St, Ag] melee

This is your primary weapon. The same skill cost applies to all weapons of the same form factor. All pistols would use the same price, although they would need to be developed independently. Once you know a weapon you know how to use it in all its configurations. If you know Knife you can stab and slash with it but also throw it. When thrown it incurs range penalties but uses your full skill.

Weapon 2 [St, Ag, Ag] ranged/[St, St, Ag] melee

This is a second weapon type. This is at a slightly higher price as it is not your core focus.

Weapon 3 [St, Ag, Ag] ranged/[St, St, Ag] melee

A tertiary weapon skill. All additional weapons pay this price. If you knew Blaster Pistol (Weapon 1), Auto Blaster [Weapon 2] and Heavy Blaster [Weapon 3] you could still learn RPG Launcher and it would cost the same as Weapon 3.

Note: Heavy Weapons: Starships use Heavy Weapons. Heavy Weapons may be taken as one of your weapon skills. There are several different types of heavy weapon, and each has to be developed as a separate skill. E.g. Heavy Laser, Ion Chargers and Proton Missiles

General

Acrobatics/Tumbling [Ag, Qu, Sd]

A successful skill roll can reduce the damage from falling by reducing the fall attack roll by -20. When a character is flying under a meditation or mystic gift, Acrobatics/Tumbling skill may be used with a -20 modifier for performing airborne maneuvers.

Climbing [St, Ag, Co]

This skill allows you to climb, with or without equipment, walls and rock faces. Extended climbs may require several climbing skill checks.

Music [In, Ag, Sd]

This skill is used for both composition and performance. Each instrument should be developed as a separate skill. If more than one musical skill is known, such as singing and guitar, the higher of the two skills is used for testing a performance.

Swimming [St, Ag, Sd]

A single rank in swimming is barely enough to keep you afloat and characters with no ranks in swimming simply cannot swim.

Riding [Ag, Co, Em]

Riding is used when riding an animal. It may be bought multiple times for use with different animals such as horse, camel, elephant. Similar animals may use the same skill but with increased difficulty such as horse, mule and donkey. Flying mounts still use this skill. For mounted combat a successful riding roll is required each combat round to have sufficient control to be able to fight.

Trickery [Ag, Re, In]

the default

This skill is used for slight of hand and misdirection. It can be used for performing card tricks or small acts of theft, typically pick pocketing.

Pick Locks [In, Ag, Sd]

This skill is used for both electronic and mechanical locks. The quality of the lock will affect the difficulty but also the amount of time and damage the lock picker is prepared to do to the lock. It is easier to pick a lock if you are not worried about leaving marks or even smashing the face-plate off to get to the innards.

Stalk/Hide [Ag, Sd, Em]

This skill is used for moving silently or hiding effectively when stationary. The conditions such as cover and lighting all affect the difficulty.

Perception [In, Re, Em]

Possibly one of the most important skills in the game! Perception is used to see if your characters sees, hears or feels anything significant. If the character is 'passive', i.e. not actively listening or searching, the GM rolls the characters perception skill tests and then works the result into the game narrative. If the player states that they are actively searching, listening or trying to detect something then the player may make the skill test.

Driving [In, Em, Ag]

This skill covers anything that has some sort of surface effect. That includes marine vehicles, hovercraft, wheeled or even grav-bikes or sleds. The skill should be developed separately for each type of vehicle such as marine or hovercraft. Different designs of vehicle with a type only impose difficulty factors if the character is unfamiliar with them e.g. a character familiar with grav-sleds suddenly finds herself on a grav-bike would suffer higher difficulties due to lack of familiarity with the handling and controls.

Ambush/Sniper [In, Re, Qu]

Ambush and sniper need to be developed separately and for each weapon. When attempting to ambush a foe the attacker must be unobserved or the foe unaware. The ambush roll skill check is made and on

a success the critical rolled may be adjusted up or down by the number of ranks in Ambush with that weapon. The result may not be adjusted to a '66' result. If the target is active, such as moving fast or is in combat then only half the number of ranks may be used to adjust the critical result. Ambush is only to be used with Melee weapons, Sniper is used with ranged weapons that use a direct line of sight. These skills can be used with meditations if they meet the criteria of a direct physical attack.

Languages [Me, Re, Em]

Languages are bought separately for spoken and written usage. A standard skill test is used to see if the listener or reader understands the communication. The number of ranks limits the sophistication of the vocabulary known. One rank gives just the barest basics. 6 ranks [+30 skill] gives a functioning vocabulary for everyday use. Most people are considered to have 10 ranks in their own language in both spoken and written, although academics may have many more.

Physique [Co, Sd, St]

Physique is to be considered one of the essential skills. Physique is literally strength and conditioning training and the skill confers additional hit points, to the character. Hit points are referred to a #Hits as a standard abbreviation in the combat tables, meaning number of hit points of damage the character has taken.

Forgery [Ag, Re, In]

This skill is used for creating forgeries of objects or documents. It is assumed that the correct tools are available and if not, this should be reflected in the difficulty factor of the skill test.

Survival [Re, Me, In]

This skill encompasses the knowledge and practical skills needed to survive in a hostile environment. It is normally developed once for each biome such as Survival: Desert or Arctic. Trying to survive in an unfamiliar environment incurs higher difficulty penalties. This skill includes foraging for food, building fires and rigging shelters.

First Aid [Em, Re, In]

the default

This skill can be used to stop bleeding and to stabilize an injured person or immobilize a broken limb.

Handheld Scanners [Re, Me, In]

This skill allows the correct use and interpretation of the output of scanners and other handheld complex devices.

Pilot

Combat Pilot [In, Qu, Ag]

This skill is used for determining the order of events in a space combat, and a character may use this skill divided by 2 to fire a ships weapons if the appropriate specific weapon skill is missing.

Space Pilot [In, Re, Ag]

Piloting is divided into three types, atmospheric is used for aircraft travelling through the atmosphere. Hyperspace piloting is for flying at faster than light speeds. Between those two extremes is normal space piloting. This skill is used for atmosphere piloting, achieving orbit to the point where a ship exceeds the speed of light and enters hyperspace. Most ship to ship combat takes place in this period of travel.

Hyperspace Pilot [Re, Me, Ag]

Hyperspace pilots control their ship through faster than light travel. This skill covers successfully entering and leaving hyperspace.

Space Navigation [Re, Me, In]

This skill covers the plotting of courses through space, identifying jump points where ships need to enter or leave hyperspace and entering these courses into the ships computers.

Ship Sensors [Re, Me, In]

This skill covers successfully scanning ships, objects or planets and interpreting the results. Many factors affect the difficulty of scanning from the size of the object, distance to atmospheric conditions.

Technical

Tech: Mechanical [Ag, In, Re]

Mechanical technician provides a working understanding of mechanical systems and the knowledge of how best to effect repairs or modifications. This skill is used frequently for diagnosing problems with mechanical systems. Mechanical technician can run diagnostic tests and use diagnostic software.

Tech: Arms [Ag, In, Re]

This skill gives a technical understanding of how weapon systems work and allows the diagnosis of weapons failures. This also covers the techniques for ballistic reports such as matching spent ammunition to specific weapons.

Tech: Computer [Ag, In, Re]

This skill is used for diagnosing and effecting repairs to computer systems. This skill can be used for removing viruses and malware.

Tech: CSI [In, Em, Re]

This skill confers a range of technical abilities such as analyzing blood splatter patterns, lifting fingerprints from surfaces and analyzing the residue from weapons being discharged.

Tech: Medical [Ag, Em, In]

This skill allows the character to carry out a range of medical tests such as blood tests, read and interpret the output of medical scanners and use medical test equipment.

Science

Sci: General [In, Re, Me]

This skill confers a basic scientific education on the character covering physics, biology and chemistry as these are understood on the characters' home world or culture.

Sci: Xeno [In, Re, Me]

This skill gives a broader understanding of the sciences incorporating an understanding of alien

the default

technologies, particularly alien biology.

Engineering

Engineer: Mech [In, Re, Me]

Mechanical engineering gives the physical skills and knowledge to repair, modify or manufacture mechanical systems. Mechanical Engineers would be people using welding gear, spanners and wrenches.

Engineer: Weapon [In, Re, Me]

Weapons engineering gives the physical skills and knowledge to repair, modify or manufacture weapon systems, both personal and mounted heavy weapons..

Engineer: Software [In, Re, Em]

Software engineers can design, programs and error check software. It covers both programming and hacking systems.

Engineer: Hardware [In, Re, Me]

Hardware engineers have the physical skills and knowledge to repair, modify or manufacture electronic systems including the physical parts of computers, robots and networks. Hardware Engineers would be the people using a soldering iron and voltage meters.

Psionics

Psionic Power [Pr,Re, Sd] or [Em, In, Pr]

This skill confers Power Points on the character. The number of power points is equal to the total skill bonus, which relates to how many Psionic Gifts/Meditations a character may cast each day (ie. between periods of rest).

Meditations/Gifts [Pr,Re, Sd] or [Em, In, Pr]

Each meditation has to be developed as a separate skill. The number of ranks in each meditation is the upper limit to the number of power points that may be applied to that meditation.

Character Creation

To round out your character you can now spend 20 Development Points on skills of your choice. A starting character may have no more ranks in a skill than double their level plus one, meaning that a first level character cannot have more than four ranks in a skill (1st level +1 is 2, two doubled is 4 ranks).

The exception to this cap on ranks is languages which may be learned at any speed.

Each profession has a unique set of costs per skill.

These 20 Development points are intended to allow you to customize your character and add in any skills that their back story suggests they should have. As your character progresses you will gain more Development Points that can be used to improve skills and add new skills.

Character Creation Example

Stephen wants his character to be a good all round pilot so wants to buy Combat Pilot (5DP), Hyperspace Pilot (5DP) and Ship Sensors (7DP). This leaves Stephen with 3DP to spend. The last 3DP are spent on an additional rank in Perception.

To complete the skills, Stephen selects ten of the character's skills to be his 'preferred skills'. These receive a bonus of +2 per rank for the first twenty ranks.

Stephen can now complete the skills, totaling all the rank, Stat and special bonuses.

All that is left is for Stephen to give his character a name, description and back story.

a result of over 100% would mean that the character has a chance of completing the climb in less than three rounds.

The player may also choose to use the excess to complete another task. For each 30% over the required 100% the character may use 1 action point for another task such as making a perception skill test.

Unskilled Rolls

Sometimes there will be no relevant skill to cover what a character wants to achieve. In these situations, a normal skill roll is made, but the entire Stat is used as if it was a skill bonus. An example may be using Memory [Me] to try and remember some fact from the character's background or using Self Discipline [Sd] to keep hold of a red hot poker in a rite of passage ceremony.

Combat Expertise Skills

These skills are never rolled. They are used to reduce penalties and regardless of the skill bonus total they can never give a positive bonus to a skill roll.

Negative Results

A result of -20 or lower will deliver an A critical to the character in the most appropriate way possible. If the character was climbing then a fall or at least a slide down the slope may be the cause. If the character was repairing some equipment then they could receive an electric shock if that is possible.

Sometimes this rule will make no sense. If the character was trying to negotiate a price with a high quality diamond dealer they are unlikely to try and punch the customer if it was out of character. If the result makes no sense, ignore it.

Results of -40 or lower will deliver a 'B' critical, -60 or lower gives a 'C' critical, -80 or lower gives a 'D' critical and all results at or below -100 give an 'E' critical.

Maneuver Results Table

Roll	Result
-100	E crit

Resolving Skills

Most skills require a final result of 101+. The player may add their skill bonus total and any situational modifiers such as superior equipment or additional time to complete the task. The GM then subtracts any difficulty factors to find the final result.

It is possible to get a result significantly over 100%. In these cases either the task took less time than anticipated, or for movement then character went faster, further or higher than anticipated. If there is a possible benefit for doing something exceptionally well, a very high roll can confer some or all of that benefit. In some situations how much 'more' is gained or learned from a very high skill roll will be a GM choice.

For simple skill tests, an open ended roll is made and adjustments made as directed. If the final result is below 119 the result is rounded down to the nearest 10 and this is the final result.

If the result is 120 or more then the first 100 is banked and the portion over 100 is halved and rounded down to the nearest 10 and added to the banked 100.

For results that are negative the result is rounded down to the nearest 20.

A result in the range of 0 to 90 represents a partial success, where that is possible. A zero tends to mean that the character failed to make any progress at all. Where a task is a definite pass or fail any result below 100 is a failure. If a character was trying to leap a chasm and only got a result of 90 then they failed to make the jump. If another character tried to grab them and save them they would receive a -10 difficulty penalty to the task as the character was at least 10% short of making the jump.

For tasks that can be partially completed then the final result is the amount of the task complete and another roll may be made in subsequent rounds to complete the task. If the result had been a 90% in the first round any result of 10% or higher would be sufficient to complete the task.

For results over 100 the character may decide to use the excess as additional progress. If a character was climbing a slippery bank and the GM thought it would take three rounds, a total of 300% to complete

The actual number of meters fallen is added to the critical rolls. All results over 100 are treated as 100.

Example: Jesse falls 10 m on to a hard surface. The fall results in an A Impact with +10 on the critical roll. The GM rolls 44 +10 for the falling distance. The result is 54 “Weak blow to victim’s head +10 hits, stunned for 1 rnd” Jesse takes a blow to the head and is stunned and hurt.

Poisons and Diseases

RR Effect Level Severity

1-4	Mild
5-7	Moderate
8-9	Serious
10+	Extreme

Types of Toxins

- Circulatory – feet, legs, hands, arms, abdomen, chest, neck, head.
- Conversion – kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
- Muscle – hands, arms, shoulders, feet, legs, hips, jaw, nose, ears, eyes, bowels, heart.
- Nerve – extremities, eyes, mouth, brain.
- Reduction – kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
- Respiratory – lungs, throat, brain.

Types of Diseases

- Bronchitis
- Bacterial Cholera
- Bacterial Infection
- Bacterial Pneumonia
- Bubonic Plague
- Influenza
- Mononucleosis
- Viral Pneumonia

TODO

What Skill When?

The lines between each skill can be blurred, This is intentional. You should use how your characters are

Roll Result

-80	D crit
-60	C crit
-40	B crit
-20	A crit
-19 to 09	Fail to act
10 to 19	10%
20-29	20%
30-39	30%
40-49	40%
50-59	50%
60-69	60%
70-79	70%
80-89	80%
90-99	90%
100-119	100%
120-139	110%
140-159	120%
160-179	130%

Resistance Tests

To make a Resistance Test the subject rolls d100 and adds the Resistance Modifier based on the nature of the Resistance. If their Resistance Test result is greater than the threshold then they have resisted the effect. If their Resistance Test result is lower then the difference in tens is taken as the Effect Level.

Hazards

Falling Damage

The further a character falls the more harm they will typically suffer. Damage is in the form of criticals rolled directly on the appropriate table. There is no falling attack table.

Distance Critical Type

01-04 m	A Krush
05-10 m	A Impact
11-15 m	B Impact
16-20 m	C Impact
21-25 m	D Impact
26 m+	E Impact

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trying to solve a problem to decide which skill applies. If there is an explicit skill, that takes precedence over Vocation. If there is no named skill then the character can fall back on their vocational skills.

It is part of the GM's role to listen to how the characters want to solve a challenge and then call for a skill roll, if a skill test is needed. If what the

the default

characters are doing will solve the challenge and it is within their ability to do it. The same is true for social interactions. It is better to role play out a negotiation than it is to roll a Vocation: Diplomacy test.

Action Points

Each round (*5 seconds*) a character receives 4 action points (*AP*). Every action a character performs has a cost in action points. A character may choose to spend less than the listed number of AP on a task. For every AP that is not used a -25 penalty is applied to the skill test. At the start of the round the player declares all four action points and the order in which they wish them to play out.

Example: A character is hiding beside an open door. The player declares that they want to use 1AP to move into the open doorway, 2AP to shoot into the room and 1 AP to move to the other side of the doorway back behind cover.

AP Costs Table

Action	AP	Action	AP
Cast Psion/Meditation/Gift	3	Concentration	2
Melee Attack	2-4	Ranged Attack	2-4
Reload Weapon	2	Perception Test	1
Swimming Test	2-4	Climbing Test	2-4
Stand up from seat/kneel/crouch	free	Stand from prone	1
Move more than base	1-4	Draw weapon	1
Change weapons	2	Mount Animal	2-4
First Aid test	4	Stalk/Hide Test	1

The costs are a selection of suggested minimum costs. To use any skill without penalty 4AP must be spent completing the test. Where a range is specified the lower figure is the absolute minimum number of AP that may be used. Where a single figure is stated these are fixed costs and cannot be avoided.

Fast Actions

You may use less than the required number of AP for skill tests. For each AP not spent completing the task a -25 penalty is applied to the skill test.

Ranged Attacks are listed as 2AP. To complete a ranged attack with no penalty still requires 4AP, but the shot may be made in 2AP at -50 penalty.

A character could fire twice using two 2AP attacks and both would be at -50.

Note: As GM you may allow a Multiple Attack CE skill to reduce the penalty for attacking twice in the same round.

Wrap Around Actions

A character may start an action in one combat round and complete it in another. For example they could spend 1AP moving into range and then declare a 4AP attack. As that requires 5AP the movement would take place at the start of the first combat round and the attack would not be resolved until the 1st AP of next round.

Unused AP

Any unused AP left at the end of a combat round and not applied to a wrap around action are lost.

Example: A character moves into position behind a door hoping to attack anyone who comes through. They declare 1AP of movement and a 3AP attack held until they can use it. In this round no one comes through the door and the player does not want to remain here so the three AP for the attack are lost.

burns. A result would look something like 20AS for 20 hits of damage and an A grade Slashing wound.

Krush is used in place of Crush to save confusion when the result would be a 'C' severity, CK not CC.

A second d100 roll is made on the matching critical table to find the actual effects of the attack.

There are different attack tables for different weapons to give them unique strengths and weaknesses.

Maneuvers in Combat

A character may make maneuvers in combat such as running or diving for cover. Each character may move their Base Move (BM) per round with no need to make any rolls unless the movement is opposed. You cannot just choose to move past an armed guard that you are fighting. The opposition is simply assumed and the move would fail.

To move more than your BM requires you to use AP. 1AP allows you to move your BM in the combat round at that point.

Example: You may spend 1AP on movement to close the distance with a target. Spending AP on movement in addition to the free move each round.

You may also make specific maneuvers in a round such as leaping off a balcony or trying to swing from a cable hanging from a gantry.

If your maneuver roll was successful then you have completed the maneuver. If the maneuver result was less than 100% the GM may decide on the outcome. Either the maneuver is not completed or the maneuver gives a penalty to your next action.

Example 1: You are trying to chase an escaping villain. You want to get to a door first and slam it shut. The GM gives you a difficulty penalty to out run the fleeing figure. You make your roll and the result is only 80%. The GM decides you did not make it to the door in time.

Example 2: You want to leap off a cargo container on to two security guards below. You make a maneuver to jump

Combat

Personal Combat is defined as any battle between two or more characters (player and/or non-player) that takes place using Melee or Missile Attacks as well as Maneuvers, Meditations and Gifts.

When a combat starts Initiative is rolled for each combatant, or group of combatants. Initiative decides the order in which the characters act.

Each action has a cost in Action Points (See 9.1) and each character has 4AP to spend each round.

The group with the lowest Initiative declares their actions first, and then the next lowest until all actions have been declared.

Actions are resolved from Highest initiative to the lowest. A character may choose to act later in the initiative order but they cannot move before their turn.

Once all the characters in the combat have acted a new combat round starts.

Initiative is rolled once per combat, not per round.

When a character has their turn they may choose to make any combination of actions and attacks. Once an attack is made it is resolved and any effects are applied immediately.

Rolling Initiative

Each PC rolls their own initiative by rolling d100 and adding their total Quickness [Qu] bonus to the roll. A higher initiative is better than a low initiative.

Making an Attack

To make an attack the player makes a d100 roll and adds their characters weapon skill to the roll plus any situational modifiers. The GM deducts any penalties such as the defenders Defensive Bonus and any cover. The final result is compared to an attack table cross referencing the defenders armor and the total roll. The result gives a number of points of damage and a possible letter that describes a specific wound. The wounds are called Criticals and are graded A to E and a type such as S for slashing wounds or B for

down gaining surprise on the guards. You make the roll and get 80%. The GM decides your attack on the guard will be at -20 due to you being slightly off balance from your landing.

Example 3: You want to try and make it behind some cover as the security forces open fire on you. Your attempt to sprint for cover results in a roll of 80%. Rather than having your still out in the open until the following round the GM gives one of the security forces a single shot at you at +20 but if you survive you will start the round behind cover.

Parrying

Parrying refers to any decision to favor defense over offence. It does not require you to have a weapon or to make physical contact with your attacker. Examples of parrying could be a blade on blade sword fight, martial artists blocking blows, ducking and diving behind furniture or throwing dust into your attackers eyes. Any form of dodging or evading counts as parrying.

Obviously you cannot dodge something moving at the speed of light, but you can evade the shooters aim.

You can only parry attacks you can see being aimed at you.

To parry you deduct a proportion of your Offensive Bonus and add it to your Defensive Bonus.

Parry is assigned specific foes. If you are fighting two security guards you could attack with half your Offensive Bonus [OB] and divide the other half equally between your two assailants.

Example: You have a +80 OB. You can add +20 to your DB against both assailants and still attack with +40OB.

Parrying hand to hand weapons and attacks 1 point of Offensive Bonus [OB] becomes 1 point of Defensive Bonus [DB].

Parrying missile and projectile weapons 2 points of OB becomes 1 point of DB.

the default

Parrying energy weapons 4 points of OB becomes 1 point of DB.

You cannot parry if you are constrained and cannot move.

Resolving Attacks

When a character makes an attack, as stated above you make an open-ended roll (upwards only), add in any Offensive Bonuses and deduct any Defensive Bonuses. You then cross reference the result on the correct weapon table.

A result will look something like 38ES.

The 38 is the number of #hits that the target receives.

The E is the severity of the critical. Normal criticals fall in the A to E range with A being less severe and E being much more lethal.

The S in this case means Slash. This is the type of critical. There are many different types of critical. Each has a single letter abbreviation.

Code Critical Table

F	Fire/Burn
I	Impact
K	Krush
P	Puncture
S	Slash
U	Unbalance

Once you know the critical type and severity a second d100 roll is made and cross referenced with the correct critical table.

Criticals have a wound description and additional damage. The additional damage could be bleeding or burning described as #hits/round. A one off addition to the damage delivered. A character may be stunned for a number of rounds or may suffer a specific injury. The most severe wounds can kill a character instantly.

The UM66 row on the criticals tables is only used if the unmodified critical roll is a 66.

Results over 150

If the total attack roll is greater than 150, for every 10 points over the 150 you add 1 to the critical roll.

#Hits of Damage

A character has hit points or #hits equal to their total Physique skill. When they have 0 #hits remaining they will fall unconscious unless they can make a Self Discipline Resistance Test. Roll d100 and add your SD stat to the roll. Deduct the number of #hits they are below zero. If the total roll is 101 or greater they have remained conscious for the current combat round. A SD Resistance Test is required every round. One failure will leave a character unconscious.

Bleeding and Burning

A character that is bleeding or burning will take a number of #hits of damage every round until they either apply a medical kit, bandage, staunch or tourniquet the wound or in the case of burning, they smother or drop and roll. Staunching a wound or applying pressure will halve the amount of damage being taken each round.

A tourniquet will stop all bleeding from a wound. A bandage will stop up to 5#hits/round of bleeding.

Stunned

A character that is stunned only gets half their normal number of AP per round. They may not use any concentration based maneuvers or maintain any concentration gifts or meditations.

Stun normally lasts for a number of rounds. Once the stun has passed the character has no lasting effects.

Stun does accumulate. If you are stunned for 3 rounds and then hit again stunning you for a further 3 rounds you are now stunned for 6 rounds.

If the total number of rounds of stun exceeds the number or ranks in Physique you have you will black out until you are completely unstunned.

Death and Dying

If a critical says that you will die you are assumed to be down and incapacitated until death occurs. You may take no action beyond speaking, shouting or screaming until death takes you. Your companions may attempt to save you and prevent your death.

Healing and Recovery

Healing

In addition to the various technological and special power means of restoring Hit Points, a character will recover 1 #hit per hour of uninterrupted rest. Four weeks of rest will return a character to maximum #hits regardless of how many #hits the character has lost.

Recovery

For wounds that cause injuries and penalties this will heal by reducing the penalty by -5 per day. When the penalty is completely removed the wound is healed. Wounds heal starting with the lowest penalty and progressing to more serious injuries last. Penalties are healed sequentially and one must be completely healed before another starts.

Example: Joe has picked up two wounds. The first gives a penalty of -10 and the other a -15. After two days the first wound has recovered by Jo still has the -15 penalty. A further 3 days are required for Jo to be completely recovered.

Weapon Attack
Tables

One Handed Blades

Armor					
Result	No	Lt	Md	Hvy	
149 - 150	30ES	25ES	20ES	13ES	
147 - 148	30ES	25ES	20ES	13ES	
146 - 146	29ES	24ES	20ES	13ES	
145 - 145	29ES	24ES	20ES	13ES	
144 - 144	28ES	24ES	19DS	13DS	
142 - 143	28ES	24ES	19DS	13DS	
141 - 141	27ES	23ES	19DS	12DS	
139 - 140	27ES	23ES	19DS	12DS	
138 - 138	26ES	22ES	18DS	12CS	
136 - 137	25ES	22ES	18DS	12CS	
134 - 135	25ES	21ES	18DS	12CS	
132 - 133	24ES	21DS	17CS	12BS	
130 - 131	23ES	20DS	17CS	11BS	
128 - 129	22ES	20DS	17CS	11BS	
126 - 127	22ES	19DS	16CS	11BS	
124 - 125	21ES	18DS	16CS	11BS	
122 - 123	20ES	18DS	15CS	10AS	
119 - 121	19ES	17DS	15CS	10AS	
117 - 118	18DS	16DS	14BS	10AS	
114 - 116	17DS	16DS	14BS	10AS	
112 - 113	16DS	15CS	13BS	9AS	
109 - 111	15DS	14CS	13BS	9AS	
106 - 108	14DS	14CS	13AS	9	
103 - 105	13DS	13CS	12AS	8	
100 - 102	12CS	12CS	11AS	8	
97 - 99	11CS	11BS	11	8	
94 - 96	10CS	10BS	10	7	
91 - 93	8BS	9BS	10	7	
88 - 90	7BS	9BS	9	7	
85 - 87	6AS	8BS	9	6	
81 - 84	5AS	7AS	8	6	
78 - 80	3AS	6AS	7	5	
74 - 77	2	5AS	7	5	
71 - 73	-	4	6	5	
67 - 70	-	3	5	4	
63 - 66	-	2	5	4	
59 - 62	-	-	4	3	
55 - 58	-	-	3	3	
51 - 54	-	-	2	3	
47 - 50	-	-	1	2	
43 - 46	-	-	-	2	
1 - F	F	F	F	F	

One Handed Blunt

Armor					
Result	No	Lt	Md	Hvy	
149 - 150	25EK	21EK	23EK	17EK	
147 - 148	25EK	20EK	22EK	17EK	
146 - 146	24EK	20EK	22EK	17EK	
145 - 145	24EK	19EK	21EK	17EK	
144 - 144	23EK	19EK	21EK	17DK	
142 - 143	23EK	19EK	21EK	16DK	
141 - 141	22EK	18EK	20EK	16DK	
139 - 140	22EK	18EK	20EK	16DK	
138 - 138	21EK	18EK	20DK	16DK	
136 - 137	21EK	18EK	19DK	16DK	
134 - 135	20EK	17EK	19DK	15DK	
132 - 133	20EK	17DK	19DK	15CK	
130 - 131	19EK	16DK	18DK	15CK	
128 - 129	18EK	16DK	18CK	14CK	
126 - 127	18EK	15DK	17CK	14CK	
124 - 125	17EK	15DK	17CK	14CK	
122 - 123	16DK	14CK	16CK	13BK	
119 - 121	16DK	14CK	16CK	13BK	
117 - 118	15DK	13CK	15CK	13BK	
114 - 116	14DK	13CK	15CK	12BK	
112 - 113	13DK	12CK	14BK	12AK	
109 - 111	12DK	12CK	13BK	12AK	
106 - 108	11CK	11BK	13BK	11AK	
103 - 105	10CK	10BK	12BK	11AK	
100 - 102	9CK	10BK	11BK	10	
97 - 99	8BK	9BK	11AK	10	
94 - 96	7BK	8BK	10AK	9	
91 - 93	6AK	8AK	9AK	9	
88 - 90	5AK	7AK	8AK	8	
85 - 87	4	6AK	8	8	
81 - 84	3	6AK	7	7	
78 - 80	1	5AK	6	7	
74 - 77	-	4	5	6	
71 - 73	-	3	5	6	
67 - 70	-	3	4	5	
63 - 66	-	2	3	5	
59 - 62	-	-	2	4	
55 - 58	-	-	-	3	
51 - 54	-	-	-	3	
47 - 50	-	-	-	2	
43 - 46	-	-	-	2	
1 - F	F	F	F	F	

One Handed Hafted

Armor					
Result	No	Lt	Md	Hvy	
149 - 150	50EK	35EK	28ES	15ES	
147 - 148	48EK	35ES	27ES	15ES	
146 - 146	47ES	34ES	26ES	15ES	
145 - 145	46ES	33ES	26ES	15EK	
144 - 144	46ES	33EK	26DS	15DS	
142 - 143	45ES	33EK	26DS	15DK	
141 - 141	44ES	32EK	25DS	14DS	
139 - 140	43ES	31ES	25DS	14DS	
138 - 138	42ES	31DS	24DK	14DS	
136 - 137	41ES	30DS	24DS	14DS	
134 - 135	40EK	29DS	23CS	13CK	
132 - 133	38ES	29DS	23CS	13CS	
130 - 131	37ES	28DK	22CK	13CK	
128 - 129	36EK	27DK	22CS	13BS	
126 - 127	34EK	26DS	21CK	12BS	
124 - 125	33DS	25DK	21BS	12BK	
122 - 123	32DK	25CS	20BS	12BS	
119 - 121	30DS	24CS	20BK	12BS	
117 - 118	28DS	23CS	19BK	11BS	
114 - 116	27DK	22CS	18AS	11AS	
112 - 113	25DK	21CK	17AS	11AS	
109 - 111	24DS	20CS	17AK	10AS	
106 - 108	22CS	19BS	16AS	10AK	
103 - 105	20CK	17BS	15AS	9	
100 - 102	18CS	16BS	14	9	
97 - 99	16CS	15BS	14	9	
94 - 96	14BS	14BS	13	8	
91 - 93	12BK	13BK	12	8	
88 - 90	10AS	11BS	11	7	
85 - 87	8AS	10AS	10	7	
81 - 84	6AK	9AK	9	7	
78 - 80	3AS	7AS	8	6	
74 - 77	1AK	6AK	8	6	
71 - 73	-	5	6	5	
67 - 70	-	3	6	5	
63 - 66	-	2	5	4	
59 - 62	-	-	3	4	
55 - 58	-	-	2	3	
51 - 54	-	-	-	3	
47 - 50	-	-	-	2	
43 - 46	-	-	-	2	
1 - F	F	F	F	F	

Dagger

Result	No	Armor			
		Lt	Md	Hvy	
149 - 150	22EP	17CS	8BP	5AP	
147 - 148	22ES	17CS	8BP	5AP	
146 - 146	21DP	17CS	8BP	5AP	
145 - 145	21DP	16CP	8BP	5AP	
144 - 144	20DS	16CP	8BP	5AP	
142 - 143	20DS	16CP	8BP	5AP	
141 - 141	19DS	16CP	8AP	5AP	
139 - 140	19DP	15CP	8AP	5AP	
138 - 138	18DP	15BP	7AP	5	
136 - 137	18DS	15BP	7AP	5	
134 - 135	17DS	14BP	7AS	5	
132 - 133	17CP	14BS	7AP	5	
130 - 131	16CS	13BS	7AP	5	
128 - 129	15CP	13BP	7	5	
126 - 127	15CS	13AS	6	5	
124 - 125	14CP	12AP	6	5	
122 - 123	13CS	12AP	6	4	
119 - 121	13BS	11AS	6	4	
117 - 118	12BS	11AP	6	4	
114 - 116	11BS	10AP	6	4	
112 - 113	10BP	10AS	5	4	
109 - 111	9BS	9AP	5	4	
106 - 108	8AP	9	5	4	
103 - 105	7AS	8	5	4	
100 - 102	6AS	7	4	4	
97 - 99	5AS	7	4	4	
94 - 96	4AS	6	4	3	
91 - 93	3AS	5	4	3	
88 - 90	2AS	5	3	3	
85 - 87	1AS	4	3	3	
81 - 84	-	3	3	3	
78 - 80	-	3	2	3	
74 - 77	-	2	2	3	
71 - 73	-	-	2	3	
67 - 70	-	-	1	2	
63 - 66	-	-	-	2	
59 - 62	-	-	-	2	
55 - 58	-	-	-	2	
51 - 54	-	-	-	2	
47 - 50	-	-	-	2	
43 - 46	-	-	-	-	
1 - F	F	F	F	F	

Main Gauche

Result	No	Armor			
		Lt	Md	Hvy	
149 - 150	25ES	20DK	11CP	7BP	
147 - 148	25ES	19DS	11CP	7BP	
146 - 146	24ES	19DS	11CP	7BP	
145 - 145	24ES	18DK	11CP	7BP	
144 - 144	24ES	18DS	11BP	7BP	
142 - 143	23ES	18DS	11BP	7BP	
141 - 141	23ES	18CS	10BP	7BP	
139 - 140	22ES	17CK	10BP	7AP	
138 - 138	22ES	17CK	10BP	7AP	
136 - 137	21ES	17CS	10BP	7AP	
134 - 135	21DS	16CS	10BP	7AP	
132 - 133	20DS	16CS	10BP	7AP	
130 - 131	19DS	15CS	9AP	6AP	
128 - 129	19DS	15CK	9AS	6AP	
126 - 127	18DS	15BS	9AP	6	
124 - 125	17DS	14BS	9AS	6	
122 - 123	17CS	14BK	8AS	6	
119 - 121	16CS	13BS	8AP	6	
117 - 118	15CS	13AK	8	6	
114 - 116	14CS	12AK	8	6	
112 - 113	13CS	12AS	7	6	
109 - 111	13BS	11AK	7	5	
106 - 108	12BS	11AS	7	5	
103 - 105	11BS	10AS	6	5	
100 - 102	10BS	9AS	6	5	
97 - 99	9AS	9	6	5	
94 - 96	8AS	8	5	5	
91 - 93	7AS	7	5	4	
88 - 90	6AS	7	5	4	
85 - 87	5AS	6	4	4	
81 - 84	4AS	6	4	4	
78 - 80	2AS	5	4	4	
74 - 77	1AS	4	3	4	
71 - 73	-	3	3	3	
67 - 70	-	3	3	3	
63 - 66	-	2	2	3	
59 - 62	-	-	2	3	
55 - 58	-	-	-	3	
51 - 54	-	-	-	2	
47 - 50	-	-	-	2	
43 - 46	-	-	-	2	
1 - F	F	F	F	F	

Javelin

Result	No	Armor			
		Lt	Md	Hvy	
149 - 150	30CP	23BP	3AP	9	
147 - 148	28BP	22BP	3AP	9	
146 - 146	27BP	21BP	3AP	9	
145 - 145	26BP	20BP	3AP	9	
144 - 144	26BP	20AP	3	9	
142 - 143	25BP	19AP	3	9	
141 - 141	24BP	18AP	3	9	
139 - 140	23BP	18AP	3	8	
138 - 138	22BP	17AP	3	8	
136 - 137	21BP	16AP	3	8	
134 - 135	20AP	16AP	3	8	
132 - 133	19AP	15AP	3	8	
130 - 131	17AP	14	3	7	
128 - 129	16AP	13	3	7	
126 - 127	15AP	12	3	7	
124 - 125	14AP	11	3	7	
122 - 123	12AP	10	3	7	
119 - 121	11AP	9	3	6	
117 - 118	9	8	2	6	
114 - 116	8	7	2	6	
112 - 113	6	5	2	5	
109 - 111	5	4	2	5	
106 - 108	-	3	2	5	
103 - 105	-	1	2	5	
100 - 102	-	-	2	4	
97 - 99	-	-	2	4	
94 - 96	-	-	2	4	
91 - 93	-	-	2	3	
88 - 90	-	-	2	3	
85 - 87	-	-	1	3	
81 - 84	-	-	-	2	
78 - 80	-	-	-	2	
74 - 77	-	-	-	1	
71 - 73	-	-	-	-	
67 - 70	-	-	-	-	
63 - 66	-	-	-	-	
59 - 62	-	-	-	-	
55 - 58	-	-	-	-	
51 - 54	-	-	-	-	
47 - 50	-	-	-	-	
43 - 46	-	-	-	-	
1 - F	F	F	F	F	

Spear

Result	No	Armor			
		Lt	Md	Hvy	
149 - 150	30CP	22CS	3BP	9AP	
147 - 148	28CS	22CS	3BP	9AP	
146 - 146	27CP	21BS	3AP	9AP	
145 - 145	27CP	21BP	3AP	9AP	
144 - 144	26CS	20BP	3AP	9AP	
142 - 143	26CS	20BP	3AP	9AP	
141 - 141	25CS	19BP	3AP	9	
139 - 140	24CS	19BS	3AP	9	
138 - 138	23BS	18BS	3AS	8	
136 - 137	23BP	18BP	3AP	8	
134 - 135	22BP	17BP	3AP	8	
132 - 133	21BP	16AP	3	8	
130 - 131	20BP	15AP	3	8	
128 - 129	19BS	14AP	3	7	
126 - 127	18BS	14AP	3	7	
124 - 125	17AP	13AP	3	7	
122 - 123	16AS	12AP	3	7	
119 - 121	15AP	11	3	7	
117 - 118	13AP	10	3	6	
114 - 116	12AP	10	3	6	
112 - 113	11AP	8	2	6	
109 - 111	10AS	8	2	6	
106 - 108	8	6	2	5	
103 - 105	7	5	2	5	
100 - 102	5	4	2	5	
97 - 99	3	3	2	5	
94 - 96	-	2	2	4	
91 - 93	-	-	2	4	
88 - 90	-	-	2	4	
85 - 87	-	-	2	3	
81 - 84	-	-	2	3	
78 - 80	-	-	2	3	
74 - 77	-	-	1	2	
71 - 73	-	-	-	2	
67 - 70	-	-	-	2	
63 - 66	-	-	-	-	
59 - 62	-	-	-	-	
55 - 58	-	-	-	-	
51 - 54	-	-	-	-	
47 - 50	-	-	-	-	
43 - 46	-	-	-	-	
1 - F	F	F	F	F	

Lance, Mounted

Result	No	Armor			
		Lt	Md	Hvy	
149 - 150	50EP	45ES	32EP	28DP	
147 - 148	49ES	44ES	32EP	27DP	
146 - 146	48EP	43ES	31EP	27DP	
145 - 145	48EP	42EP	31EP	26DP	
144 - 144	47ES	42EP	31EP	26DP	
142 - 143	47ES	41EP	31EP	26DP	
141 - 141	46ES	40EP	30DP	26DP	
139 - 140	45EP	40EP	30DP	25DP	
138 - 138	44EP	39EP	29DP	25CP	
136 - 137	44EP	38ES	29DP	25CP	
134 - 135	43EP	37EP	29DP	24CP	
132 - 133	42ES	36EP	28DP	24CP	
130 - 131	41ES	36EP	28DP	23CP	
128 - 129	40ES	35EP	27CS	23CP	
126 - 127	39EP	34EP	27CP	23CP	
124 - 125	38ES	33DP	26CS	22BP	
122 - 123	37EP	32DP	26CP	22BP	
119 - 121	36DS	31DS	25CP	21BP	
117 - 118	34DP	29DP	24BP	21BP	
114 - 116	33DP	28DP	24BS	20BP	
112 - 113	31DP	27CP	23BP	20AP	
109 - 111	30DP	26CP	23BP	19AP	
106 - 108	29CP	25CS	22BS	19AP	
103 - 105	27CP	23CP	21AP	18AP	
100 - 102	26CP	22BS	20AS	17	
97 - 99	24CS	20BS	20AP	17	
94 - 96	23BS	19BS	19AS	16	
91 - 93	21BP	18BP	18	15	
88 - 90	20BP	16AS	17	15	
85 - 87	18BS	15AP	17	14	
81 - 84	16AP	13AP	16	14	
78 - 80	14AS	11AP	15	13	
74 - 77	13AP	10	14	12	
71 - 73	11AP	8	13	11	
67 - 70	9	7	12	11	
63 - 66	7	5	11	10	
59 - 62	5	3	10	9	
55 - 58	-	-	9	8	
51 - 54	-	-	8	7	
47 - 50	-	-	7	6	
43 - 46	-	-	6	6	
1 - F	F	F	F	F	

Whip

Result	No	Armor			
		Lt	Md	Hvy	
149 - 150	21EP	17ES	7CP	4BP	
147 - 148	21ES	17ES	7CP	4BP	
146 - 146	21EP	17ES	7CP	4BP	
145 - 145	20EP	17EP	7CP	4BP	
144 - 144	20ES	16EP	7CP	4BP	
142 - 143	20ES	16EP	7CP	4BP	
141 - 141	19ES	16DP	7BP	4BP	
139 - 140	19EP	16DP	7BP	4BP	
138 - 138	19EP	15DP	7BP	4AP	
136 - 137	18EP	15DS	7BP	4AP	
134 - 135	18EP	15DP	7BP	4AP	
132 - 133	17DS	14DP	6BP	4AP	
130 - 131	17DS	14DP	6BP	4AP	
128 - 129	16DS	14CP	6AS	4AP	
126 - 127	16DP	13CP	6AP	4AP	
124 - 125	15DS	13CP	6AS	4	
122 - 123	15DS	12CP	6AP	4	
119 - 121	15CS	12CP	6AP	4	
117 - 118	14CS	11BS	6	4	
114 - 116	13CS	11BS	5	4	
112 - 113	13CP	11BS	5	3	
109 - 111	12CS	10BP	5	3	
106 - 108	11BP	10BS	5	3	
103 - 105	11BP	9AP	5	3	
100 - 102	10BP	8AS	5	3	
97 - 99	9BP	8AS	4	3	
94 - 96	9AP	7AP	4	3	
91 - 93	8AS	7AS	4	3	
88 - 90	7AS	6	4	3	
85 - 87	6AS	6	4	3	
81 - 84	6AS	5	3	3	
78 - 80	5	4	3	2	
74 - 77	4	4	3	2	
71 - 73	-	3	3	2	
67 - 70	-	2	3	2	
63 - 66	-	2	2	2	
59 - 62	-	-	2	2	
55 - 58	-	-	2	2	
51 - 54	-	-	2	2	
47 - 50	-	-	-	2	
43 - 46	-	-	-	2	
1 - F	F	F	F	F	

btw ... what is on my todo list is
 finish to include all weapon
 attack tables ... for the time
 being i think it makes sense only
 to do the “most wanted” list:

- ☒ Dagger
- ☐ Flail
- ☐ Gauntlet

- | | |
|--------------------------------------------------------------------------|-----------------------------------------------|
| <input type="checkbox"/> Great Weapon (2h Swords/Hafted/Blunt) | <input checked="" type="checkbox"/> Javelin |
| <input type="checkbox"/> Halberd | <input type="checkbox"/> Lasso |
| <input checked="" type="checkbox"/> Hand Weapon (1h Swords/Hafted/Blunt) | <input type="checkbox"/> Longbow |
| <input checked="" type="checkbox"/> Lance (mounted) | <input type="checkbox"/> Net |
| <input checked="" type="checkbox"/> Main Gauche | <input type="checkbox"/> Shortbow |
| <input type="checkbox"/> Morning Star | <input type="checkbox"/> Sling |
| <input type="checkbox"/> Quarter Staff | <input type="checkbox"/> Staff Sling |
| <input type="checkbox"/> Rapier | <input type="checkbox"/> Throwing Axe/Hammer |
| <input checked="" type="checkbox"/> Spear | <input type="checkbox"/> Throwing Dagger/Star |
| <input type="checkbox"/> Sabre | <input checked="" type="checkbox"/> Whip |
| <input type="checkbox"/> Crossbow | |

Natural Attacks

Natural, Bite

Armor					
Result	No	Lt	Md	Hvy	
149 - 150	30ES	21EK	15EK	10EP	
147 - 148	30ES	20EK	15ES	10EK	
146 - 146	29EK	20EK	15EP	10EP	
145 - 145	29ES	19ES	15DS	10DK	
144 - 144	28EK	19EP	15DK	10DK	
142 - 143	28ES	19EP	14DP	10DS	
141 - 141	27ES	18EK	14DK	10DS	
139 - 140	27ES	18ES	14DS	9DK	
138 - 138	26ES	18ES	14DK	9DP	
136 - 137	25EK	17EK	13DS	9DP	
134 - 135	25EP	17EK	13DP	9DK	
132 - 133	24EP	16DS	13CP	9DS	
130 - 131	23EP	16DS	12CK	9DK	
128 - 129	22ES	16DP	12CK	8CK	
126 - 127	22ES	15DS	12CK	8CS	
124 - 125	21ES	15CS	11CP	8CK	
122 - 123	20ES	14CS	11CS	8CK	
119 - 121	19DS	14CS	11BK	8BK	
117 - 118	18DP	13CP	10BK	7AK	
114 - 116	17DS	12CK	10BK	7AK	
112 - 113	16CP	12BK	9BK	7AK	
109 - 111	15CS	11BS	9AK	7AK	
106 - 108	14CS	11BS	9AK	6AK	
103 - 105	13BP	10AP	8AK	6AK	
100 - 102	12BP	9AS	8AP	6	
97 - 99	11BS	8AK	7	5	
94 - 96	10AK	8	7	5	
91 - 93	8AP	7	6	5	
88 - 90	7AS	6	6	4	
85 - 87	6	6	5	4	
81 - 84	5	5	5	4	
78 - 80	3	4	4	3	
74 - 77	2	3	3	3	
71 - 73	–	2	3	3	
67 - 70	–	1	2	2	
63 - 66	–	–	2	2	
59 - 62	–	–	–	2	
55 - 58	–	–	–	–	
51 - 54	–	–	–	–	
47 - 50	–	–	–	–	
43 - 46	–	–	–	–	
1 - F	F	F	F	F	

Natural, Claw

Armor					
Result	No	Lt	Md	Hvy	
149 - 150	20ES	15EK	10EK	7EK	
147 - 148	20ES	15ES	10EK	7EK	
146 - 146	19ES	15ES	10ES	7EK	
145 - 145	19ES	15EK	10DS	7DK	
144 - 144	19ES	14ES	10DK	7DS	
142 - 143	19ES	14ES	10DK	7DK	
141 - 141	18ES	14ES	10DS	7DK	
139 - 140	18ES	14EK	9DS	7DS	
138 - 138	17ES	13EK	9DS	7DS	
136 - 137	17ES	13ES	9DS	7DK	
134 - 135	17ES	13ES	9DS	6DK	
132 - 133	16ES	13DS	9CS	6DS	
130 - 131	16ES	12DS	8CS	6DS	
128 - 129	15ES	12DK	8CK	6CS	
126 - 127	15ES	11DS	8CS	6CK	
124 - 125	14ES	11CS	8CK	6CS	
122 - 123	14ES	11CS	8CS	6CK	
119 - 121	13DS	10CS	7BS	6BK	
117 - 118	12DS	10CS	7BS	5AK	
114 - 116	12DS	10CS	7BK	5AK	
112 - 113	11CS	9BS	7BS	5AK	
109 - 111	11CS	9BS	6AK	5AK	
106 - 108	10CS	8BK	6AK	5AK	
103 - 105	9BS	8AS	6AS	4AS	
100 - 102	8BS	7AS	5AK	4	
97 - 99	8BS	7AS	5	4	
94 - 96	7AS	6	5	4	
91 - 93	6AS	6	4	4	
88 - 90	5AS	5	4	3	
85 - 87	5	4	4	3	
81 - 84	4	4	4	3	
78 - 80	3	3	3	3	
74 - 77	2	3	3	3	
71 - 73	–	2	2	2	
67 - 70	–	1	2	2	
63 - 66	–	–	2	2	
59 - 62	–	–	–	2	
55 - 58	–	–	–	–	
51 - 54	–	–	–	–	
47 - 50	–	–	–	–	
43 - 46	–	–	–	–	
1 - F	F	F	F	F	

Natural, Gore

Armor					
Result	No	Lt	Md	Hvy	
149 - 150	30EP	21EP	15EP	10EP	
147 - 148	30EP	20EP	15EP	10EP	
146 - 146	29EP	20EP	15EP	10EP	
145 - 145	29EP	19EP	15DP	10DP	
144 - 144	28EP	19EP	15DP	10DP	
142 - 143	28EP	19EP	14DP	10DP	
141 - 141	27EP	18EP	14DP	10DP	
139 - 140	27EP	18EP	14DP	9DP	
138 - 138	26EP	18EP	14DP	9DP	
136 - 137	25EP	17EP	13DP	9DP	
134 - 135	25EP	17EP	13DP	9DP	
132 - 133	24EP	16DP	13CP	9DP	
130 - 131	23EP	16DP	12CP	9DP	
128 - 129	22EP	16DP	12CP	8CP	
126 - 127	22EP	15DP	12CP	8CP	
124 - 125	21EP	15CP	11CP	8CP	
122 - 123	20EP	14CP	11CP	8CP	
119 - 121	19DP	14CP	11BP	8BP	
117 - 118	18DP	13CP	10BP	7AP	
114 - 116	17DP	12CP	10BP	7AP	
112 - 113	16CP	12BP	9BP	7AP	
109 - 111	15CP	11BP	9AP	7AP	
106 - 108	14CP	11BP	9AP	6AP	
103 - 105	13BP	10AP	8AP	6AP	
100 - 102	12BP	9AP	8AP	6	
97 - 99	11BP	8AP	7	5	
94 - 96	10AP	8	7	5	
91 - 93	8AP	7	6	5	
88 - 90	7AP	6	6	4	
85 - 87	6	6	5	4	
81 - 84	5	5	5	4	
78 - 80	3	4	4	3	
74 - 77	2	3	3	3	
71 - 73	–	2	3	3	
67 - 70	–	1	2	2	
63 - 66	–	–	2	2	
59 - 62	–	–	–	2	
55 - 58	–	–	–	–	
51 - 54	–	–	–	–	
47 - 50	–	–	–	–	
43 - 46	–	–	–	–	
1 - F	F	F	F	F	

Natural, Slam/Bash/Ram

Armor					
Result	No	Lt	Md	Hvy	
149 - 150	20EI	15EI	10EI	5EI	
147 - 148	20EI	15EI	10EI	5EI	
146 - 146	19EI	15EI	10EI	5EI	
145 - 145	19EI	15EI	10DI	5DI	
144 - 144	19EI	14EI	10DI	5DI	
142 - 143	19EI	14EI	10DI	5DI	
141 - 141	18EI	14EI	10DI	5DI	
139 - 140	18EI	14EI	9DI	5DI	
138 - 138	17EI	13EI	9DI	5DI	
136 - 137	17EI	13EI	9DI	5DI	
134 - 135	17EI	13EI	9DI	5DI	
132 - 133	16EI	13DI	9CI	5DI	
130 - 131	16EI	12DI	8CI	5DI	
128 - 129	15EI	12DI	8CI	5CI	
126 - 127	15EI	11DI	8CI	4CI	
124 - 125	14EI	11CI	8CI	4CI	
122 - 123	14EI	11CI	8CI	4CI	
119 - 121	13DI	10CI	7BI	4BI	
117 - 118	12DI	10CI	7BI	4AI	
114 - 116	12DI	10CI	7BI	4AI	
112 - 113	11CI	9BI	7BI	4AI	
109 - 111	11CI	9BI	6AI	4AI	
106 - 108	10CI	8BI	6AI	4AI	
103 - 105	9BI	8AI	6AI	3AI	
100 - 102	8BI	7AI	5AI	3	
97 - 99	8BI	7AI	5	3	
94 - 96	7AI	6	5	3	
91 - 93	6AI	6	4	3	
88 - 90	5AI	5	4	3	
85 - 87	5	4	4	3	
81 - 84	4	4	4	3	
78 - 80	3	3	3	2	
74 - 77	2	3	3	2	
71 - 73	–	2	2	2	
67 - 70	–	1	2	2	
63 - 66	–	–	2	2	
59 - 62	–	–	–	2	
55 - 58	–	–	–	–	
51 - 54	–	–	–	–	
47 - 50	–	–	–	–	
43 - 46	–	–	–	–	
1 - F	F	F	F	F	

Hoof/Tentacle/Wing

Armor					
Result	No	Lt	Md	Hvy	
149 - 150	20EK	15EK	10EK	5EK	
147 - 148	20EK	15EK	10EK	5EK	
146 - 146	19EK	15EK	10EK	5EK	
145 - 145	19EK	15EK	10DK	5DK	
144 - 144	19EK	14EK	10DK	5DK	
142 - 143	19EK	14EK	10DK	5DK	
141 - 141	18EK	14EK	10DK	5DK	
139 - 140	18EK	14EK	9DK	5DK	
138 - 138	17EK	13EK	9DK	5DK	
136 - 137	17EK	13EK	9DK	5DK	
134 - 135	17EK	13EK	9DK	5DK	
132 - 133	16EK	13DK	9CK	5DK	
130 - 131	16EK	12DK	8CK	5DK	
128 - 129	15EK	12DK	8CK	5CK	
126 - 127	15EK	11DK	8CK	4CK	
124 - 125	14EK	11CK	8CK	4CK	
122 - 123	14EK	11CK	8CK	4CK	
119 - 121	13DK	10CK	7BK	4BK	
117 - 118	12DK	10CK	7BK	4AK	
114 - 116	12DK	10CK	7BK	4AK	
112 - 113	11CK	9BK	7BK	4AK	
109 - 111	11CK	9BK	6AK	4AK	
106 - 108	10CK	8BK	6AK	4AK	
103 - 105	9BK	8AK	6AK	3AK	
100 - 102	8BK	7AK	5AK	3	
97 - 99	8BK	7AK	5	3	
94 - 96	7AK	6	5	3	
91 - 93	6AK	6	4	3	
88 - 90	5AK	5	4	3	
85 - 87	5	4	4	3	
81 - 84	4	4	4	3	
78 - 80	3	3	3	2	
74 - 77	2	3	3	2	
71 - 73	–	2	2	2	
67 - 70	–	1	2	2	
63 - 66	–	–	2	2	
59 - 62	–	–	–	2	
55 - 58	–	–	–	–	
51 - 54	–	–	–	–	
47 - 50	–	–	–	–	
43 - 46	–	–	–	–	
1 - F	F	F	F	F	

Pincers/Tail Slap

Armor					
Result	No	Lt	Md	Hvy	
149 - 150	30EK	21EK	15EK	10EK	
147 - 148	30EK	20EK	15EK	10EK	
146 - 146	29EK	20EK	15EK	10EK	
145 - 145	29EK	19EK	15DK	10DK	
144 - 144	28EK	19EK	15DK	10DK	
142 - 143	28EK	19EK	14DK	10DK	
141 - 141	27EK	18EK	14DK	10DK	
139 - 140	27EK	18EK	14DK	9DK	
138 - 138	26EK	18EK	14DK	9DK	
136 - 137	25EK	17EK	13DK	9DK	
134 - 135	25EK	17EK	13DK	9DK	
132 - 133	24EK	16DK	13CK	9DK	
130 - 131	23EK	16DK	12CK	9DK	
128 - 129	22EK	16DK	12CK	8CK	
126 - 127	22EK	15DK	12CK	8CK	
124 - 125	21EK	15CK	11CK	8CK	
122 - 123	20EK	14CK	11CK	8CK	
119 - 121	19DK	14CK	11BK	8BK	
117 - 118	18DK	13CK	10BK	7AK	
114 - 116	17DK	12CK	10BK	7AK	
112 - 113	16CK	12BK	9BK	7AK	
109 - 111	15CK	11BK	9AK	7AK	
106 - 108	14CK	11BK	9AK	6AK	
103 - 105	13BK	10AK	8AK	6AK	
100 - 102	12BK	9AK	8AK	6	
97 - 99	11BK	8AK	7	5	
94 - 96	10AK	8	7	5	
91 - 93	8AK	7	6	5	
88 - 90	7AK	6	6	4	
85 - 87	6	6	5	4	
81 - 84	5	5	5	4	
78 - 80	3	4	4	3	
74 - 77	2	3	3	3	
71 - 73	–	2	3	3	
67 - 70	–	1	2	2	
63 - 66	–	–	2	2	
59 - 62	–	–	–	2	
55 - 58	–	–	–	–	
51 - 54	–	–	–	–	
47 - 50	–	–	–	–	
43 - 46	–	–	–	–	
1 - F	F	F	F	F	

Natural, Other

Armor					
Result	No	Lt	Md	Hvy	
149 - 150	20E?	15E?	10E?	6E?	
147 - 148	20E?	15E?	10E?	6E?	
146 - 146	19E?	15E?	10E?	6E?	
145 - 145	19E?	15E?	10D?	6D?	
144 - 144	19E?	14E?	10D?	6D?	
142 - 143	19E?	14E?	10D?	6D?	
141 - 141	18E?	14E?	10D?	6D?	
139 - 140	18E?	14E?	9D?	6D?	
138 - 138	17E?	13E?	9D?	6D?	
136 - 137	17E?	13E?	9D?	6D?	
134 - 135	17E?	13E?	9D?	6D?	
132 - 133	16E?	13D?	9C?	6D?	
130 - 131	16E?	12D?	8C?	5D?	
128 - 129	15E?	12D?	8C?	5C?	
126 - 127	15E?	11D?	8C?	5C?	
124 - 125	14E?	11C?	8C?	5C?	
122 - 123	14E?	11C?	8C?	5C?	
119 - 121	13D?	10C?	7B?	5B?	
117 - 118	12D?	10C?	7B?	5A?	
114 - 116	12D?	10C?	7B?	5A?	
112 - 113	11C?	9B?	7B?	4A?	
109 - 111	11C?	9B?	6A?	4A?	
106 - 108	10C?	8B?	6A?	4A?	
103 - 105	9B?	8A?	6A?	4A?	
100 - 102	8B?	7A?	5A?	4	
97 - 99	8B?	7A?	5	4	
94 - 96	7A?	6	5	3	
91 - 93	6A?	6	4	3	
88 - 90	5A?	5	4	3	
85 - 87	5	4	4	3	
81 - 84	4	4	4	3	
78 - 80	3	3	3	3	
74 - 77	2	3	3	2	
71 - 73	–	2	2	2	
67 - 70	–	1	2	2	
63 - 66	–	–	2	2	
59 - 62	–	–	–	2	
55 - 58	–	–	–	–	
51 - 54	–	–	–	–	
47 - 50	–	–	–	–	
43 - 46	–	–	–	–	
1 - F	F	F	F	F	

Sting/Horns/Tusks/Spikes

Armor					
Result	No	Lt	Md	Hvy	
149 - 150	30EP	21ES	15EP	10EP	
147 - 148	30ES	20ES	15EP	10EP	
146 - 146	29EP	20ES	15EP	10EP	
145 - 145	29EP	19EP	15DP	10DP	
144 - 144	28ES	19EP	15DP	10DP	
142 - 143	28ES	19EP	14DP	10DP	
141 - 141	27ES	18EP	14DP	10DP	
139 - 140	27EP	18EP	14DP	9DP	
138 - 138	26EP	18EP	14DP	9DP	
136 - 137	25EP	17ES	13DP	9DP	
134 - 135	25EP	17EP	13DP	9DP	
132 - 133	24ES	16DP	13CP	9DP	
130 - 131	23ES	16DP	12CP	9DP	
128 - 129	22ES	16DP	12CS	8CP	
126 - 127	22EP	15DP	12CP	8CP	
124 - 125	21ES	15CP	11CS	8CP	
122 - 123	20EP	14CP	11CP	8CP	
119 - 121	19DS	14CS	11BP	8BP	
117 - 118	18DP	13CP	10BP	7AP	
114 - 116	17DP	12CP	10BS	7AP	
112 - 113	16CP	12BP	9BP	7AP	
109 - 111	15CP	11BP	9AP	7AP	
106 - 108	14CP	11BS	9AS	6AP	
103 - 105	13BP	10AP	8AP	6AP	
100 - 102	12BP	9AS	8AS	6	
97 - 99	11BS	8AS	7	5	
94 - 96	10AS	8	7	5	
91 - 93	8AP	7	6	5	
88 - 90	7AP	6	6	4	
85 - 87	6	6	5	4	
81 - 84	5	5	5	4	
78 - 80	3	4	4	3	
74 - 77	2	3	3	3	
71 - 73	–	2	3	3	
67 - 70	–	1	2	2	
63 - 66	–	–	2	2	
59 - 62	–	–	–	2	
55 - 58	–	–	–	–	
51 - 54	–	–	–	–	
47 - 50	–	–	–	–	
43 - 46	–	–	–	–	
1 - F	F	F	F	F	

Natural, Talon

Armor					
Result	No	Lt	Md	Hvy	
149 - 150	20ES	15ES	10ES	7ES	
147 - 148	20ES	15ES	10ES	7ES	
146 - 146	19ES	15ES	10ES	7ES	
145 - 145	19ES	15ES	10DS	7DS	
144 - 144	19ES	14ES	10DS	7DS	
142 - 143	19ES	14ES	10DS	7DS	
141 - 141	18ES	14ES	10DS	7DS	
139 - 140	18ES	14ES	9DS	7DS	
138 - 138	17ES	13ES	9DS	7DS	
136 - 137	17ES	13ES	9DS	7DS	
134 - 135	17ES	13ES	9DS	6DS	
132 - 133	16ES	13DS	9CS	6DS	
130 - 131	16ES	12DS	8CS	6DS	
128 - 129	15ES	12DS	8CS	6CS	
126 - 127	15ES	11DS	8CS	6CS	
124 - 125	14ES	11CS	8CS	6CS	
122 - 123	14ES	11CS	8CS	6CS	
119 - 121	13DS	10CS	7BS	6BS	
117 - 118	12DS	10CS	7BS	5AS	
114 - 116	12DS	10CS	7BS	5AS	
112 - 113	11CS	9BS	7BS	5AS	
109 - 111	11CS	9BS	6AS	5AS	
106 - 108	10CS	8BS	6AS	5AS	
103 - 105	9BS	8AS	6AS	4AS	
100 - 102	8BS	7AS	5AS	4	
97 - 99	8BS	7AS	5	4	
94 - 96	7AS	6	5	4	
91 - 93	6AS	6	4	4	
88 - 90	5AS	5	4	3	
85 - 87	5	4	4	3	
81 - 84	4	4	4	3	
78 - 80	3	3	3	3	
74 - 77	2	3	3	3	
71 - 73	–	2	2	2	
67 - 70	–	1	2	2	
63 - 66	–	–	2	2	
59 - 62	–	–	–	2	
55 - 58	–	–	–	–	
51 - 54	–	–	–	–	
47 - 50	–	–	–	–	
43 - 46	–	–	–	–	
1 - F	F	F	F	F	

NavRPG Attack Tables

Battle Axe

Result	No	Armor		
		Lt	Md	Hvy
149 - 150	46EK	36EK	30ES	25ES
147 - 148	44EK	35ES	30ES	25ES
146 - 146	43ES	34ES	29ES	24ES
145 - 145	43ES	33ES	29DS	24DK
144 - 144	42ES	33EK	28DS	24DS
142 - 143	41ES	32EK	28DS	23DK
141 - 141	40ES	31EK	27DS	23DS
139 - 140	40ES	31ES	27DS	22DS
138 - 138	38ES	30ES	26DK	22DS
136 - 137	38ES	30ES	25DS	21DS
134 - 135	37EK	29ES	25DS	21DK
132 - 133	36ES	28DS	24CS	20DS
130 - 131	34ES	27DK	23CK	19DK
128 - 129	33EK	26DK	22CS	19CS
126 - 127	32EK	25DS	22CK	18CS
124 - 125	31ES	24CK	21CS	18CK
122 - 123	30EK	23CS	20CS	17CS
119 - 121	28DS	22CS	19BK	16BS
117 - 118	27DS	21CS	18BK	15AS
114 - 116	26DK	20CS	17BS	15AS
112 - 113	24CK	19BK	16BS	14AS
109 - 111	23CS	18BS	15AK	13AS
106 - 108	21CS	16BS	14AS	12AK
103 - 105	19BK	15AS	13AS	11AS
100 - 102	17BK	14AS	12AK	10
97 - 99	16BS	12AK	11	9
94 - 96	14AS	11	10	8
91 - 93	12AK	10	8	7
88 - 90	10AS	8	7	7
85 - 87	9	7	6	6
81 - 84	7	6	5	5
78 - 80	4	4	3	3
74 - 77	3	2	2	2
71 - 73	–	–	–	–
67 - 70	–	–	–	–
63 - 66	–	–	–	–
59 - 62	–	–	–	–
55 - 58	–	–	–	–
51 - 54	–	–	–	–
47 - 50	–	–	–	–
43 - 46	–	–	–	–
1 - F	F	F	F	F

Club

Result	No	Armor		
		Lt	Md	Hvy
149 - 150	36EK	26EK	21EK	10EK
147 - 148	35EK	25EK	20EK	10EK
146 - 146	34EK	24EK	20EK	10EK
145 - 145	33EK	24EK	19DK	10DK
144 - 144	33EK	24EK	19DK	10DK
142 - 143	32EK	23EK	19DK	10DK
141 - 141	31EK	23EK	18DK	10DK
139 - 140	31EK	23EK	18DK	9DK
138 - 138	30EK	22EK	18DK	9DK
136 - 137	30EK	22EK	18DK	9DK
134 - 135	29EK	21EK	17DK	9DK
132 - 133	28EK	20DK	17CK	9DK
130 - 131	27EK	20DK	16CK	9DK
128 - 129	26EK	19DK	16CK	8CK
126 - 127	25EK	19DK	15CK	8CK
124 - 125	24EK	18CK	15CK	8CK
122 - 123	23EK	17CK	14CK	8CK
119 - 121	22DK	17CK	14BK	8BK
117 - 118	21DK	16CK	13BK	7AK
114 - 116	20DK	15CK	13BK	7AK
112 - 113	19CK	14BK	12BK	7AK
109 - 111	18CK	14BK	12AK	7AK
106 - 108	16CK	13BK	11AK	6AK
103 - 105	15BK	12AK	10AK	6AK
100 - 102	14BK	11AK	10AK	6
97 - 99	12BK	10AK	9	5
94 - 96	11AK	9	8	5
91 - 93	10AK	8	8	5
88 - 90	8AK	8	7	4
85 - 87	7	7	6	4
81 - 84	6	6	6	4
78 - 80	4	4	5	3
74 - 77	2	4	4	3
71 - 73	–	2	3	3
67 - 70	–	1	3	2
63 - 66	–	–	2	2
59 - 62	–	–	–	2
55 - 58	–	–	–	–
51 - 54	–	–	–	–
47 - 50	–	–	–	–
43 - 46	–	–	–	–
1 - F	F	F	F	F

Dagger

Result	No	Armor		
		Lt	Md	Hvy
149 - 150	40EP	26ES	15EP	10EP
147 - 148	39ES	25ES	15EP	10EP
146 - 146	38EP	24ES	15EP	10EP
145 - 145	38EP	24EP	15DP	10DP
144 - 144	37ES	24EP	15DP	10DP
142 - 143	37ES	23EP	14DP	10DP
141 - 141	36ES	23EP	14DP	10DP
139 - 140	35EP	23EP	14DP	9DP
138 - 138	34EP	22EP	14DP	9DP
136 - 137	34EP	22ES	13DP	9DP
134 - 135	33EP	21EP	13DP	9DP
132 - 133	32ES	20DP	13CP	9DP
130 - 131	31ES	20DP	12CP	9DP
128 - 129	30ES	19DP	12CS	8CP
126 - 127	29EP	19DP	12CP	8CP
124 - 125	27ES	18CP	11CS	8CP
122 - 123	26EP	17CP	11CP	8CP
119 - 121	25DS	17CS	11BP	8BP
117 - 118	24DP	16CP	10BP	7AP
114 - 116	23DP	15CP	10BS	7AP
112 - 113	21CP	14BP	9BP	7AP
109 - 111	20CP	14BP	9AP	7AP
106 - 108	19CP	13BS	9AS	6AP
103 - 105	17BP	12AP	8AP	6AP
100 - 102	16BP	11AS	8AS	6
97 - 99	14BS	10AS	7	5
94 - 96	12AS	9	7	5
91 - 93	11AP	8	6	5
88 - 90	9AP	8	6	4
85 - 87	8	7	5	4
81 - 84	6	6	5	4
78 - 80	4	4	4	3
74 - 77	3	4	3	3
71 - 73	–	2	3	3
67 - 70	–	1	2	2
63 - 66	–	–	2	2
59 - 62	–	–	–	2
55 - 58	–	–	–	–
51 - 54	–	–	–	–
47 - 50	–	–	–	–
43 - 46	–	–	–	–
1 - F	F	F	F	F

Mono Dagger

Result	No	Armor			
		Lt	Md	Hvy	
149 - 150	46EP	31ES	21EP	16EP	
147 - 148	44ES	30ES	20EP	15EP	
146 - 146	43EP	29ES	20EP	15EP	
145 - 145	43EP	29EP	19DP	15DP	
144 - 144	42ES	28EP	19DP	15DP	
142 - 143	41ES	28EP	19DP	14DP	
141 - 141	40ES	27EP	18DP	14DP	
139 - 140	40EP	27EP	18DP	14DP	
138 - 138	38EP	26EP	18DP	14DP	
136 - 137	38EP	26ES	18DP	13DP	
134 - 135	37EP	25EP	17DP	13DP	
132 - 133	36ES	24DP	17CP	13DP	
130 - 131	34ES	24DP	16CP	13DP	
128 - 129	33ES	23DP	16CS	12CP	
126 - 127	32EP	22DP	15CP	12CP	
124 - 125	31ES	21CP	15CS	12CP	
122 - 123	30EP	21CP	14CP	11CP	
119 - 121	28DS	20CS	14BP	11BP	
117 - 118	27DP	19CP	13BP	11AP	
114 - 116	26DP	18CP	13BS	10AP	
112 - 113	24CP	17BP	12BP	10AP	
109 - 111	23CP	16BP	12AP	9AP	
106 - 108	21CP	15BS	11AS	9AP	
103 - 105	19BP	14AP	10AP	8AP	
100 - 102	17BP	13AS	10AS	8	
97 - 99	16BS	12AS	9	8	
94 - 96	14AS	11	8	7	
91 - 93	12AP	10	8	7	
88 - 90	10AP	9	7	6	
85 - 87	9	8	6	6	
81 - 84	7	7	6	5	
78 - 80	4	5	5	5	
74 - 77	3	4	4	4	
71 - 73	–	3	3	4	
67 - 70	–	1	3	3	
63 - 66	–	–	2	2	
59 - 62	–	–	–	2	
55 - 58	–	–	–	–	
51 - 54	–	–	–	–	
47 - 50	–	–	–	–	
43 - 46	–	–	–	–	
1 - F	F	F	F	F	

Mono Sword

Result	No	Armor			
		Lt	Md	Hvy	
149 - 150	46EP	41ES	35EP	25EK	
147 - 148	44ES	40ES	35EP	25EK	
146 - 146	43EP	39ES	34EP	24EK	
145 - 145	43EP	38EP	33DP	24DK	
144 - 144	42ES	38EP	33DP	24DS	
142 - 143	41ES	37EP	33DP	24DK	
141 - 141	40ES	36EP	32DP	23DK	
139 - 140	40EP	36EP	31DP	23DS	
138 - 138	38EP	35EP	31DP	22DS	
136 - 137	38EP	34ES	30DP	22DK	
134 - 135	37EP	33EP	29DP	21DK	
132 - 133	36ES	32DP	29CP	21DS	
130 - 131	34ES	31DP	28CP	20DS	
128 - 129	33ES	30DP	27CS	20CS	
126 - 127	32EP	29DP	26CP	19CK	
124 - 125	31ES	28CP	25CS	19CS	
122 - 123	30EP	27CP	25CP	18CK	
119 - 121	28DS	26CS	24BP	18BK	
117 - 118	27DP	25CP	23BP	17AK	
114 - 116	26DP	24CP	22BS	16AK	
112 - 113	24CP	22BP	21BP	16AK	
109 - 111	23CP	21BP	20AP	15AK	
106 - 108	21CP	20BS	19AS	14AK	
103 - 105	19BP	19AP	17AP	13AS	
100 - 102	17BP	17AS	16AS	13	
97 - 99	16BS	16AS	15	12	
94 - 96	14AS	14	14	11	
91 - 93	12AP	13	13	10	
88 - 90	10AP	11	11	9	
85 - 87	9	10	10	9	
81 - 84	7	8	9	8	
78 - 80	4	6	7	7	
74 - 77	3	5	6	6	
71 - 73	–	3	5	5	
67 - 70	–	1	3	4	
63 - 66	–	–	2	3	
59 - 62	–	–	–	2	
55 - 58	–	–	–	–	
51 - 54	–	–	–	–	
47 - 50	–	–	–	–	
43 - 46	–	–	–	–	
1 - F	F	F	F	F	

Mono Axe

Result	No	Armor			
		Lt	Md	Hvy	
149 - 150	50ES	41ES	35EK	31EK	
147 - 148	49ES	40ES	35EK	30EK	
146 - 146	48ES	39ES	34ES	29EK	
145 - 145	47ES	38ES	33DS	29DK	
144 - 144	47ES	38ES	33DK	29DS	
142 - 143	46ES	37ES	33DK	28DK	
141 - 141	45ES	36ES	32DS	28DK	
139 - 140	44ES	36ES	31DS	27DS	
138 - 138	43ES	35ES	31DS	27DS	
136 - 137	42ES	34ES	30DS	26DK	
134 - 135	41ES	33ES	29DS	26DK	
132 - 133	39ES	32DS	29CS	25DS	
130 - 131	38ES	31DS	28CS	24DS	
128 - 129	37ES	30DS	27CK	24CS	
126 - 127	35ES	29DS	26CS	23CK	
124 - 125	34ES	28CS	25CK	22CS	
122 - 123	33ES	27CS	25CS	22CK	
119 - 121	32DS	26CS	24BS	21BK	
117 - 118	30DS	25CS	23BS	20AK	
114 - 116	28DS	24CS	22BK	20AK	
112 - 113	26CS	22BS	21BS	19AK	
109 - 111	25CS	21BS	20AK	18AK	
106 - 108	23CS	20BS	19AK	17AK	
103 - 105	21BS	19AS	17AS	16AS	
100 - 102	19BS	17AS	16AK	15	
97 - 99	17BS	16AS	15	14	
94 - 96	15AS	14	14	13	
91 - 93	13AS	13	13	12	
88 - 90	11AS	11	11	11	
85 - 87	9	10	10	10	
81 - 84	7	8	9	9	
78 - 80	5	6	7	8	
74 - 77	3	5	6	7	
71 - 73	–	3	5	6	
67 - 70	–	1	3	5	
63 - 66	–	–	2	3	
59 - 62	–	–	–	2	
55 - 58	–	–	–	–	
51 - 54	–	–	–	–	
47 - 50	–	–	–	–	
43 - 46	–	–	–	–	
1 - F	F	F	F	F	

Spear						Staff						Star Sword					
		Armor						Armor						Armor			
Result	No	Lt	Md	Hvy		Result	No	Lt	Md	Hvy		Result	No	Lt	Md	Hvy	
149 - 150	30EP	26ES	21EP	10EP		149 - 150	40EK	31EK	21EK	10EK		149 - 150	55ES	56EK	56EK	50EK	
147 - 148	30ES	25ES	20EP	10EP		147 - 148	39EK	30EK	20EK	10EK		147 - 148	54ES	54ES	54EK	49EK	
146 - 146	29EP	24ES	20EP	10EP		146 - 146	38EK	29EK	20EK	10EK		146 - 146	53ES	53ES	53ES	48EK	
145 - 145	29EP	24EP	19DP	10DP		145 - 145	38EK	29EK	19DK	10DK		145 - 145	52ES	52EK	52DS	48DK	
144 - 144	28ES	24EP	19DP	10DP		144 - 144	37EK	28EK	19DK	10DK		144 - 144	51ES	51ES	52DK	47DS	
142 - 143	28ES	23EP	19DP	10DP		142 - 143	37EK	28EK	19DK	10DK		142 - 143	50ES	51ES	51DK	47DK	
141 - 141	27ES	23EP	18DP	10DP		141 - 141	36EK	27EK	18DK	10DK		141 - 141	49ES	49ES	50DS	46DK	
139 - 140	27EP	23EP	18DP	9DP		139 - 140	35EK	27EK	18DK	9DK		139 - 140	48ES	49EK	49DS	45DS	
138 - 138	26EP	22EP	18DP	9DP		138 - 138	34EK	26EK	18DK	9DK		138 - 138	47ES	47EK	48DS	44DS	
136 - 137	25EP	22ES	18DP	9DP		136 - 137	34EK	26EK	18DK	9DK		136 - 137	46ES	47ES	47DS	43DK	
134 - 135	25EP	21EP	17DP	9DP		134 - 135	33EK	25EK	17DK	9DK		134 - 135	45ES	45ES	46DS	42DK	
132 - 133	24ES	20DP	17CP	9DP		132 - 133	32EK	24DK	17CK	9DK		132 - 133	43ES	44DS	45CS	41DS	
130 - 131	23ES	20DP	16CP	9DP		130 - 131	31EK	24DK	16CK	9DK		130 - 131	42ES	43DS	43CS	40DS	
128 - 129	22ES	19DP	16CS	8CP		128 - 129	30EK	23DK	16CK	8CK		128 - 129	40ES	41DK	42CK	39CS	
126 - 127	22EP	19DP	15CP	8CP		126 - 127	29EK	22DK	15CK	8CK		126 - 127	39ES	40DS	41CS	38CK	
124 - 125	21ES	18CP	15CS	8CP		124 - 125	27EK	21CK	15CK	8CK		124 - 125	37ES	39CS	40CK	37CS	
122 - 123	20EP	17CP	14CP	8CP		122 - 123	26EK	21CK	14CK	8CK		122 - 123	36ES	37CS	38CS	36CK	
119 - 121	19DS	17CS	14BP	8BP		119 - 121	25DK	20CK	14BK	8BK		119 - 121	35DS	36CS	37BS	35BK	
117 - 118	18DP	16CP	13BP	7AP		117 - 118	24DK	19CK	13BK	7AK		117 - 118	32DS	34CS	35BS	33AK	
114 - 116	17DP	15CP	13BS	7AP		114 - 116	23DK	18CK	13BK	7AK		114 - 116	31DS	33CS	34BK	32AK	
112 - 113	16CP	14BP	12BP	7AP		112 - 113	21CK	17BK	12BK	7AK		112 - 113	29CS	31BS	32BS	30AK	
109 - 111	15CP	14BP	12AP	7AP		109 - 111	20CK	16BK	12AK	7AK		109 - 111	27CS	29BS	31AK	29AK	
106 - 108	14CP	13BS	11AS	6AP		106 - 108	19CK	15BK	11AK	6AK		106 - 108	25CS	27BK	29AK	28AK	
103 - 105	13BP	12AP	10AP	6AP		103 - 105	17BK	14AK	10AK	6AK		103 - 105	23BS	25AS	27AS	26AS	
100 - 102	12BP	11AS	10AS	6		100 - 102	16BK	13AK	10AK	6		100 - 102	21BS	23AS	25AK	24	
97 - 99	11BS	10AS	9	5		97 - 99	14BK	12AK	9	5		97 - 99	19BS	21AS	23	23	
94 - 96	10AS	9	8	5		94 - 96	12AK	11	8	5		94 - 96	17AS	19	21	21	
91 - 93	8AP	8	8	5		91 - 93	11AK	10	8	5		91 - 93	14AS	17	19	19	
88 - 90	7AP	8	7	4		88 - 90	9AK	9	7	4		88 - 90	12AS	15	17	18	
85 - 87	6	7	6	4		85 - 87	8	8	6	4		85 - 87	10	13	15	16	
81 - 84	5	6	6	4		81 - 84	6	7	6	4		81 - 84	8	11	14	15	
78 - 80	3	4	5	3		78 - 80	4	5	5	3		78 - 80	5	8	11	12	
74 - 77	2	4	4	3		74 - 77	3	4	4	3		74 - 77	3	6	9	11	
71 - 73	–	2	3	3		71 - 73	–	3	3	3		71 - 73	–	4	7	9	
67 - 70	–	1	3	2		67 - 70	–	1	3	2		67 - 70	–	1	5	7	
63 - 66	–	–	2	2		63 - 66	–	–	2	2		63 - 66	–	–	2	5	
59 - 62	–	–	–	2		59 - 62	–	–	–	2		59 - 62	–	–	–	3	
55 - 58	–	–	–	–		55 - 58	–	–	–	–		55 - 58	–	–	–	–	
51 - 54	–	–	–	–		51 - 54	–	–	–	–		51 - 54	–	–	–	–	
47 - 50	–	–	–	–		47 - 50	–	–	–	–		47 - 50	–	–	–	–	
43 - 46	–	–	–	–		43 - 46	–	–	–	–		43 - 46	–	–	–	–	
1 - F	F	F	F	F		1 - F	F	F	F	F		1 - F	F	F	F	F	

Sword

Result	No	Armor		
		Lt	Md	Hvy
149 - 150	30ES	26EK	15EK	10EK
147 - 148	30ES	25ES	15EK	10EK
146 - 146	29ES	24ES	15ES	10EK
145 - 145	29ES	24EK	15DS	10DK
144 - 144	28ES	24ES	15DK	10DS
142 - 143	28ES	23ES	14DK	10DK
141 - 141	27ES	23ES	14DS	10DK
139 - 140	27ES	23EK	14DS	9DS
138 - 138	26ES	22EK	14DS	9DS
136 - 137	25ES	22ES	13DS	9DK
134 - 135	25ES	21ES	13DS	9DK
132 - 133	24ES	20DS	13CS	9DS
130 - 131	23ES	20DS	12CS	9DS
128 - 129	22ES	19DK	12CK	8CS
126 - 127	22ES	19DS	12CS	8CK
124 - 125	21ES	18CS	11CK	8CS
122 - 123	20ES	17CS	11CS	8CK
119 - 121	19DS	17CS	11BS	8BK
117 - 118	18DS	16CS	10BS	7AK
114 - 116	17DS	15CS	10BK	7AK
112 - 113	16CS	14BS	9BS	7AK
109 - 111	15CS	14BS	9AK	7AK
106 - 108	14CS	13BK	9AK	6AK
103 - 105	13BS	12AS	8AS	6AS
100 - 102	12BS	11AS	8AK	6
97 - 99	11BS	10AS	7	5
94 - 96	10AS	9	7	5
91 - 93	8AS	8	6	5
88 - 90	7AS	8	6	4
85 - 87	6	7	5	4
81 - 84	5	6	5	4
78 - 80	3	4	4	3
74 - 77	2	4	3	3
71 - 73	–	2	3	3
67 - 70	–	1	2	2
63 - 66	–	–	2	2
59 - 62	–	–	–	2
55 - 58	–	–	–	–
51 - 54	–	–	–	–
47 - 50	–	–	–	–
43 - 46	–	–	–	–
1 - F	F	F	F	F

Long Bow

Result	No	Armor		
		Lt	Md	Hvy
149 - 150	30EP	31EP	25EP	16EP
147 - 148	30EP	30EP	25EP	15EP
146 - 146	29EP	29EP	24EP	15EP
145 - 145	29EP	29EP	24DP	15DP
144 - 144	28EP	28EP	24DP	15DP
142 - 143	28EP	28EP	24DP	14DP
141 - 141	27EP	27EP	23DP	14DP
139 - 140	27EP	27EP	23DP	14DP
138 - 138	26EP	26EP	22DP	14DP
136 - 137	25EP	26EP	22DP	13DP
134 - 135	25EP	25EP	21DP	13DP
132 - 133	24EP	24DP	21CP	13DP
130 - 131	23EP	24DP	20CP	13DP
128 - 129	22EP	23DP	20CP	12CP
126 - 127	22EP	22DP	19CP	12CP
124 - 125	21EP	21CP	18CP	12CP
122 - 123	20EP	21CP	18CP	11CP
119 - 121	19DP	20CP	17BP	11BP
117 - 118	18DP	19CP	16BP	11AP
114 - 116	17DP	18CP	16BP	10AP
112 - 113	16CP	17BP	15BP	10AP
109 - 111	15CP	16BP	14AP	9AP
106 - 108	14CP	15BP	14AP	9AP
103 - 105	13BP	14AP	13AP	8AP
100 - 102	12BP	13AP	12AP	8
97 - 99	11BP	12AP	11	8
94 - 96	10AP	11	10	7
91 - 93	8AP	10	9	7
88 - 90	7AP	9	9	6
85 - 87	6	8	8	6
81 - 84	5	7	7	5
78 - 80	3	5	6	5
74 - 77	2	4	5	4
71 - 73	–	3	4	4
67 - 70	–	1	3	3
63 - 66	–	–	2	2
59 - 62	–	–	–	2
55 - 58	–	–	–	–
51 - 54	–	–	–	–
47 - 50	–	–	–	–
43 - 46	–	–	–	–
1 - F	F	F	F	F

Short Bow

Result	No	Armor		
		Lt	Md	Hvy
149 - 150	20EP	21EP	21EP	10EP
147 - 148	20EP	20EP	20EP	10EP
146 - 146	19EP	20EP	20EP	10EP
145 - 145	19EP	19EP	19DP	10DP
144 - 144	19EP	19EP	19DP	10DP
142 - 143	19EP	19EP	19DP	10DP
141 - 141	18EP	18EP	18DP	10DP
139 - 140	18EP	18EP	18DP	9DP
138 - 138	17EP	18EP	18DP	9DP
136 - 137	17EP	17EP	18DP	9DP
134 - 135	17EP	17EP	17DP	9DP
132 - 133	16EP	16DP	17CP	9DP
130 - 131	16EP	16DP	16CP	9DP
128 - 129	15EP	16DP	16CP	8CP
126 - 127	15EP	15DP	15CP	8CP
124 - 125	14EP	15CP	15CP	8CP
122 - 123	14EP	14CP	14CP	8CP
119 - 121	13DP	14CP	14BP	8BP
117 - 118	12DP	13CP	13BP	7AP
114 - 116	12DP	12CP	13BP	7AP
112 - 113	11CP	12BP	12BP	7AP
109 - 111	11CP	11BP	12AP	7AP
106 - 108	10CP	11BP	11AP	6AP
103 - 105	9BP	10AP	10AP	6AP
100 - 102	8BP	9AP	10AP	6
97 - 99	8BP	8AP	9	5
94 - 96	7AP	8	8	5
91 - 93	6AP	7	8	5
88 - 90	5AP	6	7	4
85 - 87	5	6	6	4
81 - 84	4	5	6	4
78 - 80	3	4	5	3
74 - 77	2	3	4	3
71 - 73	–	2	3	3
67 - 70	–	1	3	2
63 - 66	–	–	2	2
59 - 62	–	–	–	2
55 - 58	–	–	–	–
51 - 54	–	–	–	–
47 - 50	–	–	–	–
43 - 46	–	–	–	–
1 - F	F	F	F	F

Heavy Crossbow

Result	No	Armor			
		Lt	Md	Hvy	
149 - 150	30EP	31EP	25EP	21EP	
147 - 148	30EP	30EP	25EP	20EP	
146 - 146	29EP	29EP	24EP	20EP	
145 - 145	29EP	29EP	24DP	19DP	
144 - 144	28EP	28EP	24DP	19DP	
142 - 143	28EP	28EP	24DP	19DP	
141 - 141	27EP	27EP	23DP	19DP	
139 - 140	27EP	27EP	23DP	18DP	
138 - 138	26EP	26EP	22DP	18DP	
136 - 137	25EP	26EP	22DP	18DP	
134 - 135	25EP	25EP	21DP	17DP	
132 - 133	24EP	24DP	21CP	17DP	
130 - 131	23EP	24DP	20CP	16DP	
128 - 129	22EP	23DP	20CP	16CP	
126 - 127	22EP	22DP	19CP	16CP	
124 - 125	21EP	21CP	18CP	15CP	
122 - 123	20EP	21CP	18CP	15CP	
119 - 121	19DP	20CP	17BP	14BP	
117 - 118	18DP	19CP	16BP	14AP	
114 - 116	17DP	18CP	16BP	13AP	
112 - 113	16CP	17BP	15BP	13AP	
109 - 111	15CP	16BP	14AP	12AP	
106 - 108	14CP	15BP	14AP	12AP	
103 - 105	13BP	14AP	13AP	11AP	
100 - 102	12BP	13AP	12AP	10	
97 - 99	11BP	12AP	11	10	
94 - 96	10AP	11	10	9	
91 - 93	8AP	10	9	8	
88 - 90	7AP	9	9	8	
85 - 87	6	8	8	7	
81 - 84	5	7	7	7	
78 - 80	3	5	6	6	
74 - 77	2	4	5	5	
71 - 73	–	3	4	4	
67 - 70	–	1	3	4	
63 - 66	–	–	2	3	
59 - 62	–	–	–	2	
55 - 58	–	–	–	–	
51 - 54	–	–	–	–	
47 - 50	–	–	–	–	
43 - 46	–	–	–	–	
1 - F	F	F	F	F	

Light Crossbow

Result	No	Armor			
		Lt	Md	Hvy	
149 - 150	25EP	26EP	25EP	16EP	
147 - 148	25EP	25EP	25EP	15EP	
146 - 146	24EP	24EP	24EP	15EP	
145 - 145	24EP	24EP	24DP	15DP	
144 - 144	24EP	24EP	24DP	15DP	
142 - 143	23EP	23EP	24DP	14DP	
141 - 141	23EP	23EP	23DP	14DP	
139 - 140	22EP	23EP	23DP	14DP	
138 - 138	22EP	22EP	22DP	14DP	
136 - 137	21EP	22EP	22DP	13DP	
134 - 135	21EP	21EP	21DP	13DP	
132 - 133	20EP	20DP	21CP	13DP	
130 - 131	19EP	20DP	20CP	13DP	
128 - 129	19EP	19DP	20CP	12CP	
126 - 127	18EP	19DP	19CP	12CP	
124 - 125	17EP	18CP	18CP	12CP	
122 - 123	17EP	17CP	18CP	11CP	
119 - 121	16DP	17CP	17BP	11BP	
117 - 118	15DP	16CP	16BP	11AP	
114 - 116	15DP	15CP	16BP	10AP	
112 - 113	14CP	14BP	15BP	10AP	
109 - 111	13CP	14BP	14AP	9AP	
106 - 108	12CP	13BP	14AP	9AP	
103 - 105	11BP	12AP	13AP	8AP	
100 - 102	10BP	11AP	12AP	8	
97 - 99	9BP	10AP	11	8	
94 - 96	8AP	9	10	7	
91 - 93	7AP	8	9	7	
88 - 90	6AP	8	9	6	
85 - 87	5	7	8	6	
81 - 84	4	6	7	5	
78 - 80	3	4	6	5	
74 - 77	2	4	5	4	
71 - 73	–	2	4	4	
67 - 70	–	1	3	3	
63 - 66	–	–	2	2	
59 - 62	–	–	–	2	
55 - 58	–	–	–	–	
51 - 54	–	–	–	–	
47 - 50	–	–	–	–	
43 - 46	–	–	–	–	
1 - F	F	F	F	F	

Firearm, Pistol

Result	No	Armor			
		Lt	Md	Hvy	
149 - 150	25EP	26EP	15EP	16EP	
147 - 148	25EP	25EP	15EP	15EP	
146 - 146	24EP	24EP	15EP	15EP	
145 - 145	24EP	24EP	15DP	15DP	
144 - 144	24EP	24EP	15DP	15DP	
142 - 143	23EP	23EP	14DP	14DP	
141 - 141	23EP	23EP	14DP	14DP	
139 - 140	22EP	23EP	14DP	14DP	
138 - 138	22EP	22EP	14DP	14DP	
136 - 137	21EP	22EP	13DP	13DP	
134 - 135	21EP	21EP	13DP	13DP	
132 - 133	20EP	20DP	13CP	13DP	
130 - 131	19EP	20DP	12CP	13DP	
128 - 129	19EP	19DP	12CP	12CP	
126 - 127	18EP	19DP	12CP	12CP	
124 - 125	17EP	18CP	11CP	12CP	
122 - 123	17EP	17CP	11CP	11CP	
119 - 121	16DP	17CP	11BP	11BP	
117 - 118	15DP	16CP	10BP	11AP	
114 - 116	15DP	15CP	10BP	10AP	
112 - 113	14CP	14BP	9BP	10AP	
109 - 111	13CP	14BP	9AP	9AP	
106 - 108	12CP	13BP	9AP	9AP	
103 - 105	11BP	12AP	8AP	8AP	
100 - 102	10BP	11AP	8AP	8	
97 - 99	9BP	10AP	7	8	
94 - 96	8AP	9	7	7	
91 - 93	7AP	8	6	7	
88 - 90	6AP	8	6	6	
85 - 87	5	7	5	6	
81 - 84	4	6	5	5	
78 - 80	3	4	4	5	
74 - 77	2	4	3	4	
71 - 73	–	2	3	4	
67 - 70	–	1	2	3	
63 - 66	–	–	2	2	
59 - 62	–	–	–	2	
55 - 58	–	–	–	–	
51 - 54	–	–	–	–	
47 - 50	–	–	–	–	
43 - 46	–	–	–	–	
1 - F	F	F	F	F	

Firearm, Rifle

Result	No	Armor		
		Lt	Md	Hvy
149 - 150	40EP	41EP	30EP	25EP
147 - 148	39EP	40EP	30EP	25EP
146 - 146	38EP	39EP	29EP	24EP
145 - 145	38EP	38EP	29DP	24DP
144 - 144	37EP	38EP	28DP	24DP
142 - 143	37EP	37EP	28DP	24DP
141 - 141	36EP	36EP	27DP	23DP
139 - 140	35EP	36EP	27DP	23DP
138 - 138	34EP	35EP	26DP	22DP
136 - 137	34EP	34EP	26DP	22DP
134 - 135	33EP	33EP	25DP	21DP
132 - 133	32EP	32DP	25CP	21DP
130 - 131	31EP	31DP	24CP	20DP
128 - 129	30EP	30DP	23CP	20CP
126 - 127	29EP	29DP	23CP	19CP
124 - 125	27EP	28CP	22CP	19CP
122 - 123	26EP	27CP	21CP	18CP
119 - 121	25DP	26CP	21BP	18BP
117 - 118	24DP	25CP	20BP	17AP
114 - 116	23DP	24CP	19BP	16AP
112 - 113	21CP	22BP	18BP	16AP
109 - 111	20CP	21BP	17AP	15AP
106 - 108	19CP	20BP	16AP	14AP
103 - 105	17BP	19AP	15AP	13AP
100 - 102	16BP	17AP	14AP	13
97 - 99	14BP	16AP	13	12
94 - 96	12AP	14	12	11
91 - 93	11AP	13	11	10
88 - 90	9AP	11	10	9
85 - 87	8	10	9	9
81 - 84	6	8	8	8
78 - 80	4	6	7	7
74 - 77	3	5	6	6
71 - 73	–	3	4	5
67 - 70	–	1	3	4
63 - 66	–	–	2	3
59 - 62	–	–	–	2
55 - 58	–	–	–	–
51 - 54	–	–	–	–
47 - 50	–	–	–	–
43 - 46	–	–	–	–
1 - F	F	F	F	F

Grenades

Result	No	Armor		
		Lt	Md	Hvy
149 - 150	60EI	51EI	25EI	16EI
147 - 148	59EI	49EI	25EI	15EI
146 - 146	57EI	48EI	24EI	15EI
145 - 145	57EI	47EI	24DI	15DI
144 - 144	56EI	47EI	24DI	15DI
142 - 143	55EI	46EI	24DI	14DI
141 - 141	53EI	45EI	23DI	14DI
139 - 140	53EI	44EI	23DI	14DI
138 - 138	51EI	43EI	22DI	14DI
136 - 137	50EI	43EI	22DI	13DI
134 - 135	49EI	41EI	21DI	13DI
132 - 133	47EI	40DI	21CI	13DI
130 - 131	46EI	39DI	20CI	13DI
128 - 129	44EI	38DI	20CI	12CI
126 - 127	42EI	36DI	19CI	12CI
124 - 125	41EI	35CI	18CI	12CI
122 - 123	39EI	34CI	18CI	11CI
119 - 121	38DI	33CI	17BI	11BI
117 - 118	35DI	31CI	16BI	11AI
114 - 116	34DI	30CI	16BI	10AI
112 - 113	31CI	28BI	15BI	10AI
109 - 111	30CI	27BI	14AI	9AI
106 - 108	27CI	25BI	14AI	9AI
103 - 105	25BI	23AI	13AI	8AI
100 - 102	23BI	21AI	12AI	8
97 - 99	20BI	19AI	11	8
94 - 96	18AI	17	10	7
91 - 93	16AI	16	9	7
88 - 90	13AI	14	9	6
85 - 87	11	12	8	6
81 - 84	9	10	7	5
78 - 80	5	8	6	5
74 - 77	3	6	5	4
71 - 73	–	3	4	4
67 - 70	–	1	3	3
63 - 66	–	–	2	2
59 - 62	–	–	–	2
55 - 58	–	–	–	–
51 - 54	–	–	–	–
47 - 50	–	–	–	–
43 - 46	–	–	–	–
1 - F	F	F	F	F

Laser, Pistol

Result	No	Armor		
		Lt	Md	Hvy
149 - 150	25EF	21EF	21EF	16EF
147 - 148	25EP	20EF	20EF	15EF
146 - 146	24EF	20EF	20EF	15EF
145 - 145	24EF	19EF	19DF	15DF
144 - 144	24EP	19EF	19DP	15DF
142 - 143	23EP	19EF	19DP	14DP
141 - 141	23EP	18EF	18DF	14DF
139 - 140	22EF	18EF	18DF	14DF
138 - 138	22EF	18EF	18DF	14DF
136 - 137	21EF	17EF	18DP	13DF
134 - 135	21EF	17EF	17DF	13DF
132 - 133	20EP	16DF	17CF	13DF
130 - 131	19EP	16DP	16CF	13DF
128 - 129	19EP	16DP	16CF	12CF
126 - 127	18EF	15DF	15CF	12CF
124 - 125	17EP	15CP	15CP	12CF
122 - 123	17EF	14CF	14CF	11CP
119 - 121	16DP	14CF	14BP	11BP
117 - 118	15DF	13CF	13BF	11AF
114 - 116	15DF	12CP	13BF	10AF
112 - 113	14CF	12BF	12BF	10AF
109 - 111	13CF	11BF	12AF	9AP
106 - 108	12CF	11BF	11AF	9AF
103 - 105	11BF	10AF	10AF	8AF
100 - 102	10BF	9AF	10AF	8
97 - 99	9BP	8AF	9	8
94 - 96	8AP	8	8	7
91 - 93	7AF	7	8	7
88 - 90	6AF	6	7	6
85 - 87	5	6	6	6
81 - 84	4	5	6	5
78 - 80	3	4	5	5
74 - 77	2	3	4	4
71 - 73	–	2	3	4
67 - 70	–	1	3	3
63 - 66	–	–	2	2
59 - 62	–	–	–	2
55 - 58	–	–	–	–
51 - 54	–	–	–	–
47 - 50	–	–	–	–
43 - 46	–	–	–	–
1 - F	F	F	F	F

Laser, Rifle

Armor					
Result	No	Lt	Md	Hvy	
149 - 150	46EF	31EF	30EF	21EF	
147 - 148	44EP	30EF	30EF	20EF	
146 - 146	43EF	29EF	29EF	20EF	
145 - 145	43EF	29EF	29DF	19DF	
144 - 144	42EP	28EF	28DP	19DF	
142 - 143	41EP	28EF	28DP	19DP	
141 - 141	40EP	27EF	27DF	19DF	
139 - 140	40EF	27EF	27DF	18DF	
138 - 138	38EF	26EF	26DF	18DF	
136 - 137	38EF	26EF	26DP	18DF	
134 - 135	37EF	25EF	25DF	17DF	
132 - 133	36EP	24DF	25CF	17DF	
130 - 131	34EP	24DP	24CF	16DF	
128 - 129	33EP	23DP	23CF	16CF	
126 - 127	32EF	22DF	23CF	16CF	
124 - 125	31EP	21CP	22CP	15CF	
122 - 123	30EF	21CF	21CF	15CP	
119 - 121	28DP	20CF	21BP	14BP	

Armor

Result	No	Lt	Md	Hvy
117 - 118	27DF	19CF	20BF	14AF
114 - 116	26DF	18CP	19BF	13AF
112 - 113	24CF	17BF	18BF	13AF
109 - 111	23CF	16BF	17AF	12AP
106 - 108	21CF	15BF	16AF	12AF
103 - 105	19BF	14AF	15AF	11AF
100 - 102	17BF	13AF	14AF	10
97 - 99	16BP	12AF	13	10
94 - 96	14AP	11	12	9
91 - 93	12AF	10	11	8
88 - 90	10AF	9	10	8
85 - 87	9	8	9	7
81 - 84	7	7	8	7
78 - 80	4	5	7	6
74 - 77	3	4	6	5
71 - 73	—	3	4	4
67 - 70	—	1	3	4
63 - 66	—	—	2	3
59 - 62	—	—	—	2
55 - 58	—	—	—	—

Armor

Result	No	Lt	Md	Hvy
51 - 54	—	—	—	—
47 - 50	—	—	—	—
43 - 46	—	—	—	—
1 - F	F	F	F	F

Critical Result Tables

Slash Critical Table

Roll A	B	C	D	E	
01-05	Blow cuts victims chest +1 hits	Strike slices poor fools chest +3 hits	blast impales poor fools chest +1 hits	Slash impales victims chest +1 hits	Slash slices poor fools chest +1 hits
06-10	Slash slices poor fools hip +1 hits	Slash stabs victims hip +2 hits	Strike impales targets hip +4 hits	strike impales poor fools hip +1 hits	blast slices victims hip +2 hits
11-15	Slash slices victims hand +1 hits	Slash slices foes hand +1 hits	Slash cuts foes hand +4 hits	blast impales victims hand +2 hits	blast stabs poor fools hand +3 hits
16-25	Slash cuts victims neck +1 hits	strike cuts poor fools neck +2 hits	Slash impales poor fools neck +5 hits	Slash cuts targets neck +2 hits	Slash stabs foes neck +4 hits
26-30	Slash impales poor fools Groin +1 hits	strike slices targets Groin +3 hits	Slash impales poor fools Groin +5 hits, bleeding 1/rnd	strike cuts targets Groin +3 hits, stunned for 1 rnd	Slash stabs foes Groin +5 hits, stunned for 1 rnd, bleeding 1/rnd
31-35	Strike stabs poor fools side +1 hits	blast slices victims side +3 hits, stunned for 1 rnd	Slash stabs victims side +5 hits, stunned for 1 rnd	Slash cuts foes side +3 hits, stunned for 1 rnd, bleeding 1/rnd, -5 to actions	blast impales foes side +6 hits, stunned for 1 rnd, bleeding 1/rnd, -10 to actions
36-40	Slash cuts victims arm +2 hits	Slash stabs foes arm +2 hits, bleeding 1 hit/rnd	blast cuts foes arm +5 hits, -5 to actions	Slash cuts targets arm +4 hits, bleeding 1 hit/rnd, -5 to actions	strike cuts victims arm +7 hits, -15 to actions
41-45	Slash impales victims chest +2 hits, stunned for 1 rnd	Slash slices poor fools chest +3 hits, stunned for 1 rnd, bleeding 1 hit/rnd	Slash impales victims chest +4 hits, stunned for 1 rnd, bleeding 1 hit/rnd	Slash stabs victims chest +4 hits, stunned for 1 rnd, bleeding 1 hit/rnd, -5 to actions	strike impales foes chest +8 hits, stunned for 1 rnd, -15 to actions
46-50	Strike impales targets hand +2 hits, stunned for 1 rnd, bleeding 1 hit/rnd	strike cuts poor fools hand +3 hits, stunned for 1 rnd, bleeding 1 hits/rnd	Slash stabs poor fools hand +5 hits, stunned for 2 rnd, bleeding 1 hits/rnd	Strike stabs foes hand +5 hits, stunned for 2 rnds	blast cuts targets hand +9 hits, stunned for 2 rnds, bleeding 1 hits/rnd
51-55	Strike impales poor fools hip +2 hits, bleeding 1 hit/rnd	Slash cuts poor fools hip +4 hits, stunned for 1 rnd, bleeding 1 hits/rnd	Slash slices foes hip +4 hits, stunned for 2 rnd, bleeding 1 hits/rnd	Slash stabs victims hip +5 hits, stunned for 2 rnds, -10 to actions	Strike stabs poor fools hip +10 hits, stunned for 2 rnds, bleeding 1 hits/rnd, -20 to actions
56-60	Slash impales targets back +2 hits, stunned for 1 rnd	strike slices poor fools back +4 hits, stunned for 1 rnd, bleeding 1 hits/rnd	Strike slices targets back +7 hits, stunned for 2 rnds, -5 to actions	Slash stabs victims back +6 hits, stunned for 2 rnds, bleeding 1 hits/rnd	Slash cuts poor fools back +11 hits, stunned for 2 rnds, bleeding 1 hits/rnd

Roll A	B	C	D	E	
61-65	blast cuts foes neck +2 hits, stunned for 1 rnd, bleeding 1 hit/rnd	Slash cuts foes neck +2 hits, stunned for 1 rnds, bleeding 1 hits/rnd	Strike stabs foes neck +7 hits, stunned for 2 rnds, bleeding 1 hits/rnd, -5 to actions	Slash slices foes neck +6 hits, stunned for 2 rnds	Slash impales targets neck +12 hits, stunned for 2 rnds, -25 to actions
UM 66	Cut removes foes hand. Bleeding 6hits/rnd	Cut removes arm, Bleeding 12/rnd.	Cuts off foes jaw, bleeding 15/rnd	Slash cuts foes throat, bleeding 20/rnd	Slash hacks into foe's skull killing foe instantly.
66-70	Blow cuts poor fools thigh +3 hits	strike slices victims thigh +4 hits, -5 to actions	Slash stabs foes thigh +6 hits, bleeding 4 hits/rnd	Slash slices poor fools thigh +7 hits	Blow impales foes thigh +13 hits
71-75	Strike cuts foes Groin +3 hits, bleeding 4 hits/rnd	Slash stabs foes Groin +5 hits, -5 to actions	Strike slices poor fools Groin +6 hits	Strike stabs foes Groin +7 hits	strike impales victims Groin +14 hits
76-80	Strike cuts poor fools neck +3 hits	strike slices foes neck +4 hits, bleeding 4 hits/rnd, -5 to actions	Blast cuts foes neck +7 hits	Blast cuts foes neck +8 hits	Slash slices poor fools neck +15 hits
81-85	blast slices foes lower leg +3 hits, stunned for 2 rnds, bleeding 4 hits/rnd	Slash cuts targets lower leg +4 hits, stunned for 2 rnds, -5 to actions	Slash cuts targets lower leg +8 hits, stunned for 3 rnds	Slash impales victims lower leg +8 hits, stunned for 3 rnds, -15 to actions	Slash cuts victims lower leg +16 hits, stunned for 3 rnds, bleeding 4 hits/rnd
86-90	Slash stabs victims lower leg +3 hits, stunned for 2 rnds	Slash cuts targets lower leg +7 hits, stunned for 2 rnds, bleeding 4 hits/rnd	Slash impales foes lower leg +7 hits, stunned for 4 rnds	Slash cuts foes lower leg +9 hits, stunned for 4 rnds, bleeding 4 hits/rnd	Slash slices poor fools lower leg +17 hits, stunned for 4 rnds. Foe dies in 5 rounds.
91-95	Slash slices victims spine +3 hits	Slash slices targets spine +6 hits, bleeding 4 hits/ rnd. Drops items carried in that hand.	Slash slices poor fools spine +7 hits. Drops items carried in that hand.	Strike impales foes spine +9 hits. Drops items carried in that hand.	Slash across vertebrae, paralyzing legs. +18 hits, -40 to actions. Drops items carried in that hand.
96-99	Slash stabs poor fools forearm +4 hits, bleeding 9 hits/rnd	Slash cuts victims forearm +5 hits, bleeding 9 hits/rnd	Slash slices poor fools forearm +8 hits	Slash cuts victims forearm +10 hits, bleeding 9 hits/ rnd, -20 to actions	Slash stabs targets forearm +19 hits, -45 to actions. Foe dies in 1 rounds.
00	Slash severs jugular vein. Foe does in 6 rounds.	Slash severs carotid artery, foe dies in 4 rounds.	Slash removes foes head. Dead!	Slash opens foe's abdomen spilling out intestines. Dies in 2 rounds.	Foe cut in half. Dead.

Krush Critical Table

Roll A	B	C	D	E	
01-05	Bruising blow to target's calf +1 hits	Weak bash to poor fool's calf +2 hits	Major blow to foe's calf +2 hits	Hard bash to target's calf +1 hits	Mild blow to poor fool's calf +1 hits

Roll A	B	C	D	E	
06-10	Shattering bash to target's shoulder +1 hits	Strong bash to enemy's shoulder +1 hits	Glancing blow to foe's shoulder +5 hits	Glancing strike to foe's shoulder +2 hits	Major strike to poor fool's shoulder +2 hits
11-15	Major impact on target's back +2 hits	Strong impact on target's back +2 hits	Glancing blow to foe's back +4 hits, -5 to actions. Bones fractured	Mild impact on victim's back +3 hits	Weak strike to poor fool's back +3 hits
16-25	Bruising impact on victim's knee +3 hits	Hard impact on enemy's knee +4 hits	Strong blow to enemy's knee +7 hits, -5 to actions. Bones fractured	Hard blow to foe's knee +4 hits	Major strike to target's knee +5 hits, stunned for 1 rnd
26-30	Strong impact on target's hip +3 hits	Major impact on enemy's hip +3 hits	Bruising blow to target's hip +7 hits, -10 to actions	Glancing blow to poor fool's hip +5 hits, -10 to actions. Bones fractured	Shattering bash to poor fool's hip +6 hits, -10 to actions
31-35	Smath crushes the nasal cavity, permanently disfiguring.+4 hits	Weak blow to enemy's back +6 hits, stunned for 1 rnd	Mild bash to enemy's back +8 hits, stunned for 1 rnd	Glancing strike to enemy's back +6 hits, stunned for 1 rnd	Shattering blow to poor fool's back +7 hits, stunned for 1 rnd
36-40	Glancing strike to enemy's chest +4 hits, stunned for 1 rnd	Shattering bash to victim's chest +5 hits, stunned for 1 rnd	Hard strike to victim's chest +6 hits, stunned for 1 rnd	Hard impact on victim's chest +7 hits, stunned for 1 rnd, -15 to actions. Bones fractured	Major strike to poor fool's chest +8 hits, stunned for 2 rnds
41-45	Strong bash to enemy's thigh +5 hits, stunned for 1 rnd	Bruising blow to enemy's thigh +6 hits, stunned for 1 rnd, -5 to actions. Bones fractured	Mild strike to enemy's thigh +11 hits, stunned for 1 rnd, -15 to actions. Bones fractured	Major bash to enemy's thigh +8 hits, stunned for 1 rnd	Strong bash to victim's thigh +10 hits, stunned for 2 rnds
46-50	Shattering bash to enemy's arm +6 hits, stunned for 1 rnd	Glancing blow to target's arm +5 hits, stunned for 1 rnd, -5 to actions	Strong strike to enemy's arm +8 hits, stunned for 2 rnds, -20 to actions	Hard strike to target's arm +9 hits, stunned for 2 rnds, -20 to actions	Mild bash to foe's arm +11 hits, stunned for 2 rnds
51-55	Glancing blow to foe's chest +6 hits, stunned for 1 rnd, -5 to actions	Glancing impact on target's chest +8 hits, stunned for 1 rnd	Hard blow to enemy's chest +9 hits, stunned for 2 rnds	Bruising impact on victim's chest +10 hits, stunned for 2 rnds	Hard impact on victim's chest +12 hits, stunned for 3 rnds
56-60	Weak blow to target's ribs +7 hits, stunned for 1 rnd, -5 to actions	Hard blow to victim's ribs +9 hits, stunned for 2 rnds, -5 to actions. Bones fractured	Shattering bash to target's ribs +10 hits, stunned for 2 rnds, -25 to actions. Bones fractured	Major bash to poor fool's ribs +11 hits, stunned for 2 rnds, -25 to actions. Bones fractured	Strong blow to victim's ribs +13 hits, stunned for 3 rnds
61-65	Shattering blow to poor fool's forearm +8 hits, stunned for 1 rnd, -5 to actions	Shattering strike to foe's forearm +10 hits, stunned for 2 rnds, -5 to actions	Bruising impact on foe's forearm +13 hits, stunned for 2 rnds, -25 to actions	Strong strike to enemy's forearm +12 hits, stunned for 2 rnds, -25 to actions	Glancing impact on poor fool's forearm +15 hits, stunned for 3 rnds, -25 to actions

Roll A	B	C	D	E	
UM 66	Strike to foe's knee shatters the bone. Foe at -90.	Blow to side of foe's head. Foe out cold for 24hrs	Impact to the head breaks foe's neck. Foe paralysed from the neck down.	Blow to chest drives ribs into lungs. +25 hits, stunned 12 rounds and -75 to all actions.	Strike to the neck crushes arteries. Foe stunned for 12 rounds then dies of massive internal bleeding.
66- 70	Strong blow to poor fool's skull +8 hits, stunned for 2 rnds	Shattering bash to enemy's skull +10 hits, stunned for 2 rnds, -10 to actions	Major blow to poor fool's skull +14 hits, stunned for 3 rnds, -30 to actions	Major bash to enemy's skull +13 hits, stunned for 3 rnds, -30 to actions	Major strike to victim's skull +16 hits, stunned for 4 rnds
71- 75	Weak bash to victim's arm +9 hits, stunned for 2 rnds, -5 to actions	Hard blow to poor fool's arm +12 hits, stunned for 2 rnds, -10 to actions	Hard strike to foe's arm +14 hits, stunned for 3 rnds, -30 to actions	Shattering bash to foe's arm +14 hits, stunned for 3 rnds	Strong blow to target's arm +17 hits, stunned for 4 rnds
76- 80	Shattering strike to target's ribs +9 hits, stunned for 2 rnds	Mild blow to foe's ribs +11 hits, stunned for 2 rnds	Strong blow to target's ribs +12 hits, stunned for 3 rnds	Shattering bash to victim's ribs +15 hits, stunned for 3 rnds	Hard impact on target's ribs +18 hits, stunned for 4 rnds, -35 to actions
81- 85	Major impact on target's thigh +10 hits, stunned for 2 rnds, -5 to actions	Shattering blow to poor fool's thigh +12 hits, stunned for 3 rnds, -10 to actions	Shattering impact on poor fool's thigh +14 hits, stunned for 3 rnds, -35 to actions	Weak strike to foe's thigh +16 hits, stunned for 3 rnds, -35 to actions	Hard impact on poor fool's thigh +20 hits, stunned for 5 rnds
86- 90	Glancing strike to target's chest +11 hits, stunned for 2 rnds	Bruising impact on target's chest +11 hits, stunned for 3 rnds, -10 to actions	Shattering impact on foe's chest +15 hits, stunned for 4 rnds	Bruising bash to victim's chest +17 hits, stunned for 4 rnds	Strong impact on foe's chest +21 hits, stunned for 5 rnds
91- 95	Shattering impact on foe's neck +11 hits	Strong strike to poor fool's neck +12 hits, -10 to actions	Bruising bash to target's neck +17 hits	Strong impact on poor fool's neck +18 hits. Foe dies in 1 rounds.	Bruising impact on poor fool's neck +22 hits. Foe dies in 4 rounds.
96- 99	Major impact on poor fool's forehead +12 hits, stunned for 3 rnds	Mild strike to enemy's forehead +14 hits, stunned for 3 rnds, -15 to actions	Weak bash to victim's forehead +17 hits, stunned for 4 rnds, -45 to actions	Glancing bash to foe's forehead +19 hits, stunned for 4 rnds. Foe dies in 1 rounds.	Weak bash to victim's forehead +23 hits, stunned for 6 rnds. Foe dies in 4 rounds.
00	Strike to jaw drives bone into brain, Dead.	Block to back of the neck kills foe.	Blow drives a shattered rib into foe's heart. Dead.	Blow to chest bursts foe's hear. Dies instantly.	Stove in foe's face and destroy brain. Legs dance for 4 rounds despite being dead.

Puncture Critical Table

Roll A	B	C	D	E	
01- 05	Blow through poor fool's kidneys	Blow to victim's kidneys +3 hits	Strike to target's kidneys	Blow to enemy's kidneys +4 hits	Blow to poor fool's kidneys +5 hits
06- 10	Wound to target's eye +1 hits	Wound through poor fool's eye +3 hits	Wound through poor fool's eye +3 hits	Blow to foe's eye +5 hits	Wound through enemy's eye +4 hits

Roll A		B	C	D	E
11-15	Wound to foe's chest	Blow through target's chest +4 hits	Wound to enemy's chest +3 hits	Strike to foe's chest +3 hits	Blow to victim's chest +4 hits
16-25	Wound through victim's chest +1 hits	Wound to victim's chest +3 hits	Blow to target's chest +1 hits	Wound through victim's chest +3 hits	Wound to enemy's chest +4 hits, -0 to actions. Bones broken
26-30	Strike to enemy's shoulder +1 hits	Blow through target's shoulder +2 hits0/rnd	Strike through enemy's shoulder +4 hits	Wound to target's shoulder +4 hits	Blow to victim's shoulder +6 hits
31-35	Blow through enemy's shoulder +1 hits	Wound to target's shoulder +5 hits	Strike to enemy's shoulder +4 hits0/rnd	Wound through poor fool's shoulder +7 hits	Strike through victim's shoulder +8 hits
36-40	Wound through target's lung +2 hits	Blow to poor fool's lung +5 hits, stunned for 1 rnd	Wound through enemy's lung +2 hits, stunned for 0 rnds	Wound through target's lung +7 hits	Wound through poor fool's lung +5 hits, -25 to actions
41-45	Wound to victim's arm +2 hits	Wound to foe's arm +3 hits	Wound to victim's arm +6 hits	Blow through foe's arm +8 hits	Blow to foe's arm +5 hits, -25 to actions
46-50	Wound through target's back +2 hits	Strike through target's back +4 hits	Blow through target's back +2 hits	Wound to foe's back +7 hits	Wound to target's back +8 hits
51-55	Wound to enemy's chest +2 hits	Strike through target's chest +6 hits, stunned for 1 rnd	Wound through target's chest +6 hits, stunned for 1 rnd, bleeding 1 hits/rnd	Wound through poor fool's chest +7 hits, stunned for 1 rnd	Strike to foe's chest +10 hits, stunned for 1 rnd
56-60	Blow through victim's neck +2 hits, bleeding 1 hit/rnd	Strike through foe's neck +3 hits, stunned for 1 rnd	Blow through target's neck +4 hits, stunned for 1 rnd, bleeding 1 hits/rnd, -0 to actions	Strike to poor fool's neck +8 hits, stunned for 1 rnd	Wound through foe's neck +10 hits, stunned for 1 rnd
61-65	Blow to target's neck +2 hits, bleeding 1 hit/rnd	Wound through foe's neck +5 hits, stunned for 1 rnd, bleeding 1 hits/rnd	Strike through victim's neck +7 hits, stunned for 1 rnd, bleeding 1 hits/rnd, -0 to actions	Blow to enemy's neck +8 hits, stunned for 1 rnd	Wound through foe's neck +8 hits, stunned for 1 rnd, -50 to actions
UM 66	Strike to foe's head, foe is knocked out for 6hrs.	Hit to femoral artery, gouts of blood bleeding 10hits/ rnd.	Shot to lung, foe drops and does in 12 rounds.	Shot through both lungs, foe drops and dies in 6 rounds.	Shot to chest severs vein. Dies in 2 rounds from internal bleeding.
66-70	Wound through target's elbow +4 hits, bleeding 4 hits/rnd, -20 to actions	Blow through target's elbow +6 hits, bleeding 4 hits/rnd	Strike to victim's elbow +5 hits, bleeding 4 hits/rnd, -10 to actions	Wound to poor fool's elbow +10 hits	Strike through victim's elbow +11 hits, -50 to actions
71-75	Wound to foe's side +4 hits, bleeding 4 hits/rnd, -25 to actions. Bones broken	Blow through enemy's side +6 hits, -10 to actions	Wound to foe's side +6 hits, bleeding 4 hits/rnd, -10 to actions	Blow through poor fool's side +10 hits	Strike through target's side +11 hits

Roll A	B	C	D	E
76-80 Wound to target's side +4 hits	Blow through victim's side +6 hits, -20 to actions	Wound to foe's side +6 hits, bleeding 4 hits/rnd, -20 to actions	Strike through enemy's side +8 hits	Strike to target's side +11 hits
81-85 Blow to target's thigh +3 hits, stunned for 1 rnd, bleeding 4 hits/rnd, -30 to actions	Blow to foe's thigh +6 hits, stunned for 2 rnds	Blow to target's thigh +8 hits, stunned for 1 rnd, bleeding 4 hits/rnd	Blow through enemy's thigh +12 hits, stunned for 1 rnd	Wound through victim's thigh +12 hits, stunned for 1 rnd, -75 to actions
86-90 Strike through poor fool's hip +5 hits, -30 to actions	Blow to victim's hip +5 hits, bleeding 4 hits/rnd, -30 to actions	Wound to victim's hip +9 hits, bleeding 4 hits/rnd, -30 to actions	Blow through poor fool's hip +9 hits, -75 to actions. Foe dies in 4 rounds.	Wound through victim's hip +13 hits
91-95 Blow to target's side +5 hits, stunned for 1 rnd, -30 to actions	Blow to target's side +7 hits, stunned for 2 rnds	Strike to foe's side +6 hits, stunned for 1 rnd, bleeding 4 hits/rnd	Strike to poor fool's side +12 hits, stunned for 1 rnd. Foe dies in 8 rounds.	Strike to poor fool's side +13 hits, stunned for 1 rnd, -75 to actions
96-99 Blow through target's eye +4 hits, stunned for 1 rnd, bleeding 9 hits/rnd, -35 to actions	Blow to victim's eye +7 hits, stunned for 2 rnds	A well-placed lunge enters the ear and destroys the brain with a sickening sound.	Wound through poor fool's eye +12 hits, stunned for 1 rnd. Foe dies in 5 rounds.	Wound through target's eye +15 hits, stunned for 1 rnd. Foe dies in 3 rounds.
00 Shot through the neck. Dies of a heart attack.	Shot in the eye. Dies instantly.	Shot in the mouth and out the back of the head. Dead	Strike enters the temple and destroys brain.	Shot to the heart kills foe.

Impact Critical Table

Roll A	B	C	D	E
01-05 Mild impact on poor fool's knee +1 hits	Strong impact on target's knee +1 hits	Major blow to poor fool's knee +3 hits	Major strike to enemy's knee +1 hits	Glancing impact on foe's knee +1 hits
06-10 Shattering blow to victim's collar bone +2 hits	Hard strike to victim's collar bone +2 hits	Major blow to foe's collar bone +3 hits	Bruising bash to enemy's collar bone +3 hits	Strong bash to enemy's collar bone +3 hits
11-15 Glancing blow to target's head +2 hits	Strong blow to foe's head +3 hits	Mild strike to enemy's head +4 hits, stunned for 1 rnd	Glancing bash to enemy's head +4 hits, stunned for 0 rnds	Shattering impact on poor fool's head +4 hits, stunned for 1 rnd
16-25 Hard bash to target's skull +3 hits, -0 to actions	Strong blow to enemy's skull +4 hits, stunned for 1 rnd	Shattering strike to poor fool's skull +6 hits, stunned for 1 rnd	Strong blow to foe's skull +6 hits, stunned for 1 rnd	Glancing blow to victim's skull +6 hits, stunned for 1 rnd
26-30 Bruising blow to target's abdomen +4 hits	Bruising bash to target's abdomen +5 hits, stunned for 1 rnd	Strong impact on enemy's abdomen +7 hits, stunned for 1 rnd, -0 to actions. Bones fractured	Major blow to poor fool's abdomen +8 hits, stunned for 1 rnd	Strong blow to enemy's abdomen +8 hits, stunned for 1 rnd

Roll A	B	C	D	E
31-35 Mild bash to victim's spine +5 hits	Glancing bash to foe's spine +6 hits, stunned for 1 rnd	Bruising strike to victim's spine +10 hits, stunned for 1 rnd	Glancing blow to foe's spine +9 hits, stunned for 1 rnd	Hard impact on target's spine +9 hits, stunned for 1 rnd
36-40 Strong impact on foe's head +6 hits	Mild impact on poor fool's head +7 hits, stunned for 1 rnd	Major impact on victim's head +11 hits, stunned for 1 rnd	Major strike to foe's head +11 hits, stunned for 1 rnd	Bruising blow to foe's head +11 hits, stunned for 1 rnd
41-45 Glancing blow to foe's hip +7 hits	Mild blow to enemy's hip +8 hits, stunned for 1 rnd	Weak impact on poor fool's hip +11 hits, stunned for 1 rnd	Mild strike to victim's hip +13 hits, stunned for 1 rnd	Shattering bash to poor fool's hip +13 hits, stunned for 1 rnd
46-50 Weak bash to enemy's head +7 hits	Glancing strike to enemy's head +9 hits, stunned for 1 rnd	Shattering strike to foe's head +15 hits, stunned for 1 rnd	Hard impact on poor fool's head +14 hits, stunned for 1 rnd	Shattering impact on foe's head +14 hits, stunned for 1 rnd
51-55 Strong bash to poor fool's head +8 hits	Weak blow to victim's head +10 hits, stunned for 1 rnd	Strong impact on foe's head +16 hits, stunned for 2 rnds	Mild bash to poor fool's head +16 hits, stunned for 2 rnds	Hard strike to enemy's head +16 hits, stunned for 2 rnds
56-60 Glancing impact on enemy's hip +9 hits, stunned for 1 rnd	Strong bash to poor fool's hip +11 hits, stunned for 1 rnd	Shattering blow to poor fool's hip +15 hits, stunned for 2 rnds	Shattering blow to poor fool's hip +18 hits, stunned for 2 rnds	Bruising bash to poor fool's hip +18 hits, stunned for 2 rnds
61-65 Glancing strike to victim's back +10 hits	Hard impact on target's back +12 hits, stunned for 1 rnd, -50 to actions	Strong strike to foe's back +17 hits, stunned for 2 rnds	Major impact on enemy's back +19 hits, stunned for 2 rnds	Bruising impact on enemy's back +19 hits, stunned for 2 rnds
UM 66 Impact breaks both foe's arms. They are at -90 and stunned 4 rnds	Blast shatters skull killing foe.	Blast crushes chest and lungs, foe does after 6 rounds of inactivity	Blash smashes pelvis and both thighs. Foe at -90 and paralysed from the waist down.	Blast crushes head. Foes dies instantly.
66-70 Shattering strike to foe's spine +11 hits	Mild blow to victim's spine +13 hits, stunned for 1 rnd	Hard bash to foe's spine +17 hits, stunned for 2 rnds	Shattering strike to enemy's spine +21 hits, stunned for 2 rnds	Glancing bash to target's spine +21 hits, stunned for 2 rnds
71-75 Strong strike to target's spine +12 hits, stunned for 1 rnd	Strong impact on poor fool's spine +14 hits, stunned for 1 rnd	Glancing bash to foe's spine +19 hits, stunned for 2 rnds	Mild impact on target's spine +23 hits, stunned for 2 rnds	Shattering blow to victim's spine +23 hits, stunned for 2 rnds
76-80 Weak impact on victim's collar bone +12 hits, stunned for 1 rnd	Major blow to victim's collar bone +15 hits, stunned for 1 rnd	Major blow to enemy's collar bone +21 hits, stunned for 2 rnds	Hard strike to victim's collar bone +24 hits, stunned for 2 rnds	Bruising impact on foe's collar bone +24 hits, stunned for 2 rounds
81-85 Weak blow to poor fool's arm +13 hits, stunned for 1 rnd	Strong bash to poor fool's arm +16 hits, stunned for 1 rnd, -75 to actions	Mild impact on enemy's arm +20 hits, stunned for 3 rnds	Hard bash to foe's arm +26 hits, stunned for 3 rnds	Hard bash to foe's arm +26 hits, stunned for 3 rnds

Roll A	B	C	D	E
86-90 Major blow to target's shoulder +14 hits	Shattering bash to target's shoulder +17 hits, stunned for 1 rnd	Glancing strike to foe's shoulder +25 hits, stunned for 3 rnds	Mild bash to victim's shoulder +28 hits, stunned for 3 rnds	Glancing impact on foe's shoulder +28 hits, stunned for 3 rnds
91-95 Glancing strike to target's shoulder +15 hits, -75 to actions	Mild impact on target's shoulder +18 hits, stunned for 2 rnds	Major blow to poor fool's shoulder +26 hits, stunned for 3 rnds	Major strike to victim's shoulder +29 hits, stunned for 3 rnds	Mild bash to victim's shoulder +29 hits, stunned for 3 rnds
96-99 Mild impact on target's neck +16 hits	Strong bash to poor fool's neck +19 hits. Foe dies in 8 rounds.	Major impact on poor fool's neck +25 hits	Mild bash to victim's neck +31 hits	Weak bash to target's neck +31 hits, -75 to actions. Foe dies in 8 rounds.
00 Foe dies of fractured skull after 3 rnds of stun.	Blast snacks neck and kills foe.	Foe's lungs and heart explode. Dead.	Impact drives bone through foe's lungs. Foe drops and dies after 6 rnds	Blast crushes skull. Foe dies immediately.

Fire/Burn Critical Table

Roll A	B	C	D	E
01-05 Burst impacts victims right arm.	Blast burns foes right arm.+2 hits	Fire hits targets right arm.+5 hits	Strike hits victims right arm.+1 hits	Burst impacts targets right arm.+1 hits
06-10 Burst impacts foes left arm.+1 hits	Burst impacts targets left arm.+2 hits	Blast impacts poor fools left arm.+3 hits	Strike burns poor fools left arm.+2 hits	Blast wounds poor fools left arm.+3 hits
11-15 Burst impacts poor fools side.+1 hits	Burst burns victims side.+2 hits	Blast hits victims side.+3 hits	Blast wounds victims side.+3 hits	Fire impacts poor fools side.+4 hits
16-25 Burst burns targets neck.+2 hits	Strike burns victims neck.+4 hits	Blast impacts targets neck.+5 hits, -5 to actions	Burst impacts foes neck.+5 hits	Burst burns targets neck.+6 hits
26-30 Blast burns foes back.+3 hits	Blast impacts foes back.+6 hits1/rnd	Burst impacts poor fools back.+7 hits, stunned for 1 rnd	Strike hits foes back.+6 hits, stunned for 1 rnd, -5 to actions	Burst burns poor fools back.+8 hits, stunned for 1 rnd, -5 to actions
31-35 Fire impacts victims chest.+4 hits	Blast hits poor fools chest.+7 hits, -5 to actions	Strike hits targets chest.+9 hits, stunned for 1 rnd	Strike wounds victims chest.+7 hits1/rnd	Strike burns poor fools chest.+9 hits1/rnd, -5 to actions
36-40 Blast impacts victims side.+5 hits, -5 to actions	Blast wounds foes side.+8 hits, stunned for 1 rnd	Burst hits victims side.+7 hits	Burst impacts poor fools side.+8 hits, stunned for 1 rnd, burning 1 hit/rnd	Blast impacts targets side.+11 hits, burning 1 hit/rnd, -10 to actions

Roll A	B	C	D	E
41-45	Burst hits targets back.+6 hits	Fire burns victims back.+9 hits, burning 1 hit/rnd	Strike wounds poor fools back.+10 hits, -10 to actions	Fire wounds foes back.+10 hits, stunned for 1 rnd, burning 1 hit/rnd
46-50	Blast wounds victims left arm.+6 hits, burning 1 hit/rnd	Burst impacts targets left arm.+7 hits, stunned for 1 rnd	Strike impacts victims left arm.+8 hits	Burst wounds foes left arm.+11 hits, burning 1 hits/rnd
51-55	Strike impacts victims leg.+7 hits, stunned for 1 rnd, burning 1 hit/rnd	Blast impacts targets leg.+8 hits, stunned for 1 rnd	Burst hits victims leg.+11 hits, stunned for 2 rnds, -15 to actions	Fire impacts victims leg.+12 hits, stunned for 2 rnds, burning 1 hits/rnd, -15 to actions
56-60	Fire impacts targets chest.+8 hits, stunned for 1 rnd	Burst wounds victims chest.+9 hits, stunned for 1 rnd, -10 to actions	Fire impacts victims chest.+13 hits	Burst hits foes chest.+13 hits, burning 1 hits/rnd
61-65	Blast wounds victims leg.+9 hits, stunned for 1 rnd, -5 to actions	Burst wounds targets leg.+12 hits	Fire burns poor fools leg.+11 hits, stunned for 2 rnds, burning 1 hits/rnd	Strike impacts foes leg.+15 hits, burning 1 hits/rnd
UM 66	Searing blast to foe's face, they are knocked out.	Foe's hand reduced to cauterized stump. Stunned 12 rounds	If foe has chest armor it is destroyed, else foe has a hole blasted through them. Dead	Foe's head is but a charred stump. Dead
66-70	Fire burns targets back.+10 hits, burning 4 hits/rnd	Strike hits poor fools back.+10 hits, stunned for 2 rnds, -15 to actions	Blast wounds poor fools back.+13 hits, burning 4 hits/rnd	Fire hits victims back.+16 hits
71-75	Fire hits targets side.+11 hits, stunned for 2 rnds, burning 4 hits/rnd	Burst impacts foes side.+14 hits, burning 4 hits/rnd	Burst impacts foes side.+14 hits, -20 to actions	Fire burns victims side.+17 hits, burning 4 hits/rnd
76-80	Strike burns poor fools right arm.+11 hits	Burst burns foes right arm.+13 hits, stunned for 2 rnds, burning 4 hits/rnd, -15 to actions	Strike impacts foes right arm.+15 hits, burning 4 hits/rnd	Strike burns foes right arm.+18 hits
81-85	Fire wounds victims side.+12 hits, stunned for 2 rnds	Blast burns poor fools side.+13 hits, stunned for 2 rnds, burning 4 hits/rnd	Fire impacts foes side.+14 hits, stunned for 3 rnds	Fire burns victims side.+20 hits

Roll A	B	C	D	E
86-90 Burst burns victims back.+13 hits	Burst burns foes back.+15 hits, stunned for 2 rnds, burning 4 hits/rnd	Blast wounds targets back.+16 hits, -25 to actions	Burst burns targets back.+21 hits	Blast wounds victims back.+28 hits, stunned for 4 rnds, -25 to actions
91-95 Burst burns victims right arm.+14 hits, stunned for 2 rnds	Blast wounds victims right arm.+15 hits, stunned for 2 rnds. Drops items carried in that hand.	Blast hits poor fools right arm.+19 hits, stunned for 4 rnds, burning 4 hits/rnd. Drops items carried in that hand.	Fire impacts foes right arm.+22 hits, burning 4 hits/rnd. Drops items carried in that hand.	Burst impacts targets right arm.+29 hits. Drops items carried in that hand.
96-99 Strike impacts foes back.+15 hits, stunned for 3 rnds, -15 to actions	Fire burns poor fools back.+16 hits, -20 to actions. Drops items carried in that hand.	Blast wounds foes back.+19 hits. Drops items carried in that hand.	Blast wounds poor fools back.+23 hits, burning 9 hits/rnd, -30 to actions. Drops any items carried.	Burst impacts poor fools back.+31 hits, -30 to actions. Drops items carried in that hand.
00 Foe is engulfed by flames. +50hits	Blast to face, eyes boil and burst. Blinded, +20hits stunned 12 rounds.	Strike burns through chest nd where their heart used to be. Foe is stunned for 2 rounds then dies.	Foe is cut in half by blast. Bottom half twitching, top half stunned 2 rounds then dies.	All that remains is a charred corpse.

Unbalance Criticals

Roll A	B	C	D	E
01-05 Hit to enemy's back +1 hits	Strike to victim's back +3 hits	Hit to target's back +1 hits	Strike enemy's back +2 hits	Hit to target's back +2 hits
06-10 Hit to target's side	Hit poor fool's side +1 hits	Strike to enemy's side +2 hits	Strike enemy's side +2 hits	Hit to target's side +4 hits
11-15 Strike poor fool's side +2 hits	Hit to foe's side +4 hits	Hit to enemy's side +4 hits	Strike to poor fool's side +3 hits, -0 to actions. Bones fractured. Bones shattered	Strike target's side +5 hits
16-25 Strike target's side +3 hits	Hit to victim's side +3 hits	Strike to victim's side +5 hits	Strike to poor fool's side +4 hits, -0 to actions. Bones broken	Strike target's side +8 hits, -0 to actions. Bones fractured. Bones shattered
26-30 Strike to victim's side +5 hits	Hit target's side +5 hits	Strike to poor fool's side +3 hits	Hit to enemy's side +5 hits	Strike to foe's side +7 hits, -0 to actions
31-35 Strike foe's side +2 hits	Hit to poor fool's side +4 hits	Strike to poor fool's side +5 hits	Strike to poor fool's side +5 hits, -25 to actions	Hit to victim's side +7 hits
36-40 Hit foe's back +4 hits	Strike to foe's back +5 hits	Hit to enemy's back +5 hits	Strike to foe's back +4 hits, -25 to actions	Hit target's back +9 hits
41-45 Hit target's thigh +5 hits	Strike victim's thigh +5 hits, stunned for 1 rnd	Strike enemy's thigh +5 hits	Strike target's thigh +6 hits, -25 to actions	Hit enemy's thigh +12 hits

Roll A	B	C	D	E
46- Hit target's 50 chest +6 hits	Strike to victim's chest +6 hits	Strike to target's chest +4 hits	Hit poor fool's chest +7 hits	Hit victim's chest +11 hits, -25 to actions
51- Hit to foe's 55 elbow +7 hits	Hit to enemy's elbow +7 hits, stunned for 1 rnd	Hit target's elbow +5 hits, stunned for 1 rnd	Strike target's elbow +7 hits	Hit foe's elbow +11 hits
56- Strike victim's 60 back +6 hits	Hit to victim's back +8 hits, stunned for 1 rnd	Hit target's back +9 hits, stunned for 1 rnd, -0 to actions. Bones fractured. Bones shattered	Strike poor fool's back +8 hits, -50 to actions. Bones broken	Strike foe's back +14 hits
61- Strike to 65 target's forearm +8 hits	Hit to target's forearm +7 hits	Hit to enemy's forearm +6 hits	Strike foe's forearm +9 hits	Strike target's forearm +14 hits
UM 66 Strike to chest sends foe reeling back 5 m. Stunned 3 rnds.	Blow breaks foe's knee and knocks them down. -80 and stunned for 3 rnds.	Foe is knocked out cold.	Foe is knocked flat. Stunned 4 rounds -50 to all actions from bruising.	Foe is knocked prone, hits head and is out cold.
66- Strike to 70 target's forearm +8 hits	Hit target's forearm +8 hits, stunned for 1 rnd	Strike to poor fool's forearm +8 hits, -10 to actions	Strike enemy's forearm +9 hits, -50 to actions	Hit to victim's forearm +14 hits
71- Strike 75 enemy's calf +8 hits	Strike foe's calf +8 hits, -10 to actions	Hit to enemy's calf +7 hits, -10 to actions	Hit foe's calf +9 hits	Hit to foe's calf +18 hits, -50 to actions. Bones fractured. Bones shattered
76- Hit to poor 80 fool's chest +9 hits	Strike to foe's chest +11 hits	Hit to enemy's chest +9 hits, -20 to actions. Bones broken	Hit foe's chest +9 hits	Strike to victim's chest +16 hits
81- Strike to foe's 85 chest +9 hits	Strike foe's chest +10 hits	Strike target's chest +10 hits	Hit to target's chest +10 hits	Strike poor fool's chest +17 hits
86- Strike victim's 90 thigh +11 hits, stunned for 1 rnd	Hit to victim's thigh +9 hits, stunned for 2 rnds, -30 to actions	Strike target's thigh +10 hits, stunned for 1 rnd	Hit to enemy's thigh +12 hits, stunned for 2 rnds, -75 to actions. Bones fractured.	Strike to foe's thigh +22 hits, stunned for 2 rnds. Foe dies in 4 rounds.
91- Strike poor 95 fool's arm +8 hits, stunned for 1 rnd	Hit to poor fool's arm +11 hits, stunned for 2 rnds. Drops items carried in that hand.	Hit foe's arm +11 hits, stunned for 1 rnd, -30 to actions. Drops items carried in that hand.	Strike to foe's arm +13 hits, -75 to actions. Drops items carried in that hand.	Hit enemy's arm +22 hits, -75 to actions. Drops items carried in that hand.
96- Strike to foe's 99 knee +12 hits, stunned for 1 rnd	Hit to poor fool's knee +12 hits, stunned for 2 rnds	Hit to foe's knee +10 hits, stunned for 2 rnds	Hit to target's knee +14 hits, stunned for 2 rnds, -75 to actions. Foe dies in 10 rounds.	Hit to foe's knee +22 hits, stunned for 2 rnds, -75 to actions. Bones shattered. Foe dies in 2 rounds.

Roll	A	B	C	D	E
00	Blow to pelvis dislocates both hips. For unable to walk. -90	Blow breaks spine, paralysed from the waist down.	Blow breaks several ribs. -70, bleeding internally 5 hits/rnd	Massive blow to head knocks foe out cold for 24hrs.	Blow breaks neck and kills foe instantly.

The Magic System

The basic magic system of BME is based on the following principles:

- any would-be magic-user has to have at least one tier in the Magic Gift Talent
- has developed (or defaults) the Mana Point Development Skill.
- has developed at least the minimum skill-ranks in the spell intended to cast.

Areas of Effect

Arcane

- Abjuration
- Beguilemant
- Conjuraton
- Divination
- Evocation
- Illusion
- Necromancy
- Transmutation

Divine

- Beneficium (Blessings)
- Maleficium (Curses)
- Officium (Rites)
- Communium (Asking)
- Supplicium (Manifest)
- Exorcism (Banishing)
- Convocarium (Calling)
- Vigilium (Warding)

The Magic Gift Talent

The magic gift talent costs 5DP per tier and can only be bought at character creation. Please note some Ancestries, Cultures and/or Archetypes may provide bonus tiers to the talent.

Magic Gift Tier MP Dev Spells

Tier #0 - None	-	-
Tier #1 - Initiate	8/8	7/10
Tier #2 - Student	6/6	5/7
Tier #3 - Scholar	4/4	3/5
Tier #4 - Master	3/3	2/4

Magic Gift Tier MP Dev Spells

Tier #5 - Savant	2/2	1/3
Tier #6 - Oracle*	1/1	1/1

Aspects

There are two aspects to magic. The first is mana points. These are bought as a skill.

A character with 5 ranks in Magic Power and a +10 stat bonus would have a total of 35 Mana Points [MP].

You may not develop the Magic Power skill unless you have at least one tier in the Magic Gift talent.

The second element is the actual spells and rituals known and have a base cost in MP and additional options that can scale the effects in different ways. You may not use a spell until you have sufficient ranks in that spell to meet the base cost and you may not put more MP into a spell than you have ranks in that spell.

Every spell and ritual is usually developed individually!

NOTE: A GM may allow multiple spells to be developed at the same time.

NOTE2: For certain settings th GM may allow certain realms, groups, domains, categories or schools to be developed instead of singular spells.

Some effects are dependent or limited based on the number of ranks developed in the spell or ritual.

Durations listed as rounds/rank will last for that many rounds for a single expenditure of MP.

If the duration has a number of rounds and a (C), the duration is the number of rounds or until concentration is broken/stopped.

Some spells and rituals can be reversed to produce an opposite effect. If this is possible it is listed in the description. The reversed version must be learned independently of the original. You cannot just decide in the moment which version you want.

Using Spells and Rituals

Using magic is called Casting. To cast a spell or a ritual the caster makes a d100 roll only adding their Stat Bonuses to the Casting Roll (CR).

A caster declares the spell to be cast and the action takes up to 3AP. At the end of the action the CR is made.

Note: The roll is open ended both up and down.

If the final result is greater than zero the effect is successfully cast and takes effect.

If the spell can be resisted and the target is unwilling they may resist. To resist they make a Resistance Test rolled d100 and adding their Resistance. If their Resistance Test result is greater than the casting roll then they have resisted the effect.

If a magic has been resisted it has no effect. Resistance Tests are not compulsory. You do not need to resist a magic that you consent to. If you withdraw consent at any time before the magic is complete a resistance test is allowed.

This rule exists explicitly to prevent someone being told that the magic is healing when in reality it is an attempt to control or harm.

Rituals vs Spells

Rituals differ from Spells in a few points.

- have a casting time of 1 hour per 5MP (or fraction thereof) expended

- the minimal number of ranks needed to cast a ritual is half the MP cost (rounded up).

A ritual with a cost of 17MP can be cast by having 9 ranks in the skill and would require 4 hours to cast.

NOTE: some magics can be cast as either a spell or a ritual for established changes in magnitude,

Resolving Magic Effects

Attacks are resolved by summing: the result of the casting roll, the spells bonus, minus the defensive bonus of the target and determining the result on the appropriate attack table.

Most other spells are subject to resistance rolls. The failure level is either used as a modifier for rolls or to establish the magnitude of the effect.

Spells that emulate the usage of skills are resolved exactly in the same way.

Mana Point Recovery

A full complement of Mana Points [MP] is recovered after a period of rest (as determined by the GM).

The GM may rule on recovery for short periods of rest to recover about one MP per hour per Rank in the Magical Power Skill.

Cantrips

Acid Splash

- *Type:* Cantrip
- *Realm:* Conjuration
- *Action:* Damage
- *Object:* Elements, Other
- *Power:* 20
- *Range:* 50ft
- *Target/Area:* 1 target
- *Duration:* Instant/No Duration
- *MP Cost:* 2

You hurl a bubble of acid. Choose one creature within range for the target of attack. The attack is resolved with +20 OB to the spell-casting roll on the Elemental Attack Table using Acid Criticals.

Blade Ward

- *Type:* Cantrip
- *Realm:* Abjuration
- *Action:* Protect
- *Object:* Living, Body
- *Power:* 20

- *Range:* Personal/Self
- *Target/Area:* Individual/Self
- *Duration:* Concentration Only
- *MP Cost:* 2

+20 DB against melee attacks until concentration is broken

Shillelagh

- *Type:* Cantrip
- *Realm:* Transmutation
- *Action:* Manipulate
- *Object:* Inanimate, Physical
- *Power:* 20
- *Range:* Touch
- *Target/Area:* 1 target (weapon)
- *Duration:* 1 minute
- *MP Cost:* 2

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use at +20 OB for melee attacks using that weapon, and the weapon's damage is determined as it were a Broadsword. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again.

#Super Powers

Super powers are bought using a pool of 15 development points. These can only be bought at character creation. See below for developing and improving super powers.

##Physical Powers

Physical super powers, such as godlike strength or lightning fast reactions are bought using 1DP per +5 bonus.

Physical powers can include bonuses to a characters stats or specific skills.

##Projected Powers

Projected powers have effects outside of the characters normal physical form. These are bought using the magic/spell creation rules. One development point is equal to one Mana point for power creation purposes.

Once a power has been defined it does not require mana to be spent to use the power.

##Special Effects

Special effects have no direct impact on the game beyond narrative effects. If you buy the power of flight you can decide if you have wings or jet boots or a hovering surfboard. In the game fiction using a firey energy blast on someone holding a million dollars may send the cash up in smoke, just as your Atlantian water blast could turn the bills into a soggy mash. Special effects confer no mechanical advantage without GM consent, and even then the GM may confer a balancing disadvantage.

##Improving Powers

When a character gains a level the player can spend DPs on improving powers. 1DP confers +1 to a physical attribute or skill power or 1Mana to be used to develop projected powers.

Existing physical powers may be developed and improved and new attributes developed each level at the 1DP/+1 rate.

Existing projected powers can be improved incrementally. New projected powers need to be paid for in full in a single level. DPs cannot be carried over from multiple levels to buy more expensive powers.

Creature Types

- **Aberration** – An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.
- **Beast** – Beasts are nonhumanoid creatures that are a natural part of the ecology. Most are unintelligent and lack any society or language.
- **Construct** – A construct is an animated object or artificially created creature.
- **Dragon** – A dragon is a reptile-like creature, usually winged, with magical or unusual abilities.
- **Fey** – A fey is a creature with supernatural abilities and connections to nature or to some other force or place.
- **Humanoid** – A humanoid usually has a human-like shape, most can speak and usually have well-developed societies.
- **Monstrosity** – Monstrosities are monsters in the strictest sense—frightening creatures that are not ordinary, not truly natural, and almost never benign.
- **Ooze** – An ooze is an amorphous or mutable creature, usually mindless.
- **Outsider (Celestial, Elemental, Fiend)** – An outsider is at least partially composed of the essence of (or native to) some other non-material plane.
- **Plant** – This type comprises vegetable creatures; even though plants are alive, they are objects, not creatures.
- **Undead** – Undead are once-living creatures animated by spiritual or supernatural forces.
- **Vermin** – This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Creature Roles

- **Artillery** – A creature which does area damage from a distance, such as a grenadier or a ranged heavy robot.
- **Brute** – A creature focuses on raw melee power, smashing its foes to the ground, such as a great ferocious beast or a mighty robot.
- **Expert** – A creature whose focus is not combat, such as a medic, engineer, or pilot.
- **Ninja** – A fast, mobile melee creature, able to attack quickly and accurately and dance around its opponents.
- **Skirmisher** – A fast, mobile, ranged creature, weak in melee, but able to keep its distance and pick off its targets from afar. Many gun-toting bandits are skirmishers.
- **Support** – A creature which heals or buffs other creatures, or alters the battlefield; this could be a specialist support robot, or an adept commander.
- **Trickster** – A frustrating opponent such as a teleporter, or psychic foe, able to inflict a range of conditions.

Creatures

Angel Archon Basilisk Beholder Bulette Carrion
 Crawler Cyclops Death Knight Demon Devil
 Displacer Beast Doppelganger Dragon Drake
 Duergar Dwarf Efreet Elemental Elf Ettin Gargoyle
 Ghoul Giant Gnoll Gnome Goblin Golem Halfling
 Human Hydra Kobold Lich Lizardfolk Lycanthrope
 Manticore Minotaur Mummy Ogre Ooze Orc
 Owlbear Rakshasa Roper Rust Monster Skeleton
 Stirge Troglodyte Troll Umber Hulk Vampire Wraith
 Zombie

TODO

rework old adrenal/mental focus to work more like spell skills

NOTICE

[11:13 AM] Terefang: @Peter R is it possible to discuss that BME will drop the adrenal/mental focus skills and replace that with an appendix called “augmentation powers” ?

[11:15 AM] Terefang: ... the reason behind that is that those skills are a real oddball in the system and have multiple very opinionated resolution mechanics.

[11:20 AM] Terefang: ... it may make sense to drop the opinionated mechanics and make them work more like spell-skills but powered by expending body development (ie. hit points)

[11:22 AM] Terefang: ... this could also form the basis for extensions like chi-powers which may run of a chi-power development skill.

[11:31 AM] Peter R: Yes, all in favour

[11:31 AM] Terefang: example (from the top of my head):

Augmentation: Speed – the character may expend 1 hit-point per rank each round to choose among the following benefits for that round:

- get 1 additional AP
- get +5 to initiative

[11:32 AM] Peter R: I think that they are verging on super powers

[11:32 AM] Peter R: I would like them to work in Tiers if possible, rather like talents, but in a super powers appendix that a GM can implement or not.

[11:32 AM] Terefang: something adrenaline based — you should not be

able to break physical laws

[11:34 AM] Terefang: super-powers will break physical laws – basic augmentation should not

[11:35 AM] Terefang: and having augmentation to rely on the spending of hit-points makes it a mundane thing

[11:37 AM] Terefang: an extension to augmentation could be chi-powers that have their own power-development skill and could bend physical laws

[11:37 AM] Peter R: But, yes, I am happy to cut them out of skills.

[11:39 AM] Terefang: so there is the distinction:

- augmentation will never break nor bend physical laws ... (think Captain America)
- chi-powers should be able to bend but never break physical laws
- super-power can do whatever they want

[11:40 AM] Peter R: OK, that looks coherent and organised

[11:41 AM] Terefang: it also opens up the path for monk-style archetypes

[11:43 AM] Terefang: like – warrior monk (only augmentation), monk (not mentalist but chi), fantastic monk (super-powered)

[11:45 AM] Terefang: since the implied system already is like spell-skills, a “magic monk” or “clerical monk” is not bound to use different resolution techniques but only another power-source

[11:53 AM] Peter R: I like the logic

OLD RULES FART

Mental

Mental Focus [Sd, Pr,Em]

There are several Mental Focus skills and they all need developing separately. Mental Focus skills require a combat round, or 5 seconds to prepare before they are used. In some cases to a combat round is required to recover from using a mental focus skill. During the preparation or recover round the character takes a -20 penalty to all actions. Before initiative is rolled in the following round the character rolls their Mental Focus skill to see if they succeeded. Once a Mental Focus state has been achieved it may be maintained for additional rounds but the skill must be retested each subsequent round at a cumulative -10 per round.

Mental Focus: Speed gives the character an additional 4 Action Points per round and in addition the number of ranks in Mental Focus: Speed may be added to their initiative roll.

Mental Focus: Strength gives the character an additional +15 strength bonus, which would be added to any skill tests using strength for the duration. Skills that have strength listed more than once as a stat bonus will benefit from multiple +15 bonuses.

Example: Melee attacks use St+St+Ag as their stat bonus. In this case the bonus

from Mental Focus: Strength would be +30.

Mental Focus: Calm gives a character a +15 bonus that may be applied once per round to either Agility bonus or Self Discipline bonus, but not both in the same round. Where the bonus is to be applied is declared before the roll is made but can be moved with every successful skill test.

Mental Focus: Defense [Sd, Pr,Qu]

Mental Focus: Defense allows a character to focus their mind on sensing and avoiding attacks. The character cannot be encumbered, they must not have any net maneuver penalty from either armor, excessive equipment or injury. A successful Mental Focus: Defense skill test is made before initiative is rolled and on success the number of ranks in Mental Focus: Defense is added to the characters Defensive Bonus for the entire round. As with all Mental Focus skills one combat round is required to prepare and during that round the character has -20 on all actions. Mental Focus: Defense can be maintained for multiple rounds but each subsequent round incurs a cumulative -10 penalty to the skill roll.

Optional and Alternative Rules

Alternative Stat Generations

2d10 Method

3d10 Method

Alternative Stat Layouts

The Classic Old-Skool Stats

Brawn (BRA) – Strength and Endurance
Dexterity (DEX) – Agility and Quickness
Stamina (STA) – Constitution and Resilience
Intelligence (INT) – Memory and Reason
Insight (INS) – Intuition and Self Discipline
Fellowship (FEL) – Empathy and Presence

Alternative Skill Rules

Skill Groups

Weapon Skills as Groups

Old Skool Weapon Skill Groups (Option)

- One-Handed bladed weapons [St/St/Ag]
- One-Handed blunt & hafted [St/St/Ag]
- Two-Handed weapons [St/St/Ag]
- Missile (Bows & Crossbows) [St/Ag/Ag]
- Thrown weapons [St/Ag/Ag]
- Pole Arms [St/St/Ag]

Tight Weapon Groups (Option)

- Bows [St/Ag/Ag]
- Blades, Fencing [St/St/Ag]
- Blades, Long [St/St/Ag]
- Blades, Medium [St/St/Ag]
- Blades, Short [St/St/Ag]
- Blunt Weapons [St/St/Ag]
- Crossbows [St/Ag/Ag]
- Flails [St/St/Ag]
- Hafted [St/St/Ag]
- Lances [St/St/Ag]
- Picks [St/St/Ag]
- Polearms [St/St/Ag]
- Sickles [St/St/Ag]
- Slings [St/Ag/Ag]
- Spears [St/Ag/Ag]
- Whips [St/Ag/Ag]

Broad Weapon Groups (Option)

- Blades [St/St/Ag]
- Blunt & Hafted [St/St/Ag]
- Missile (Bows & Crossbows) [St/Ag/Ag]
- Pole Arms [St/St/Ag]
- Thrown weapons [St/Ag/Ag]

Skills as Groups

Old Skool Skill Groups (Option)

- Maneuvering in Armor(**)
- Acrobatics
- Ambush
- Athletics
- Etiquette
- Healing
- Larceny
- Nature
- Perception
- Performance
- Riding
- Scholarship
- Stealth
- Streetwise
- Survival
- Linguistics(*)
- Body Development(**)

(*) The Linguistics skill is not a group skill and must be separately developed for each Language.

(**) These skills are not group skills and are subject to special rules given in the core ruleset.

Optional Resolution Systems

Difficulties

Some GMs may find it hard to establish modifiers for skill rolls and fresh GMs in particular may struggle with the OSR nature of the core ruleset. For those we present here a pre-established table of modifiers which should only be taken as a generic guideline.

Type	Modifier Threshold		Partial Success
Very Easy	+30	70+	50+
Easy	+15	85+	65+
Normal	+0	100+	75+
Hard	-15	115+	90+
Very Hard	-30	130+	100+
Near Impossible	-50	150+	115+

Partial Success (Option)

If it is possible for an action to have a partial success, the GM may rule that the PC achieved up to 50% of the intended action and may try again after some time of reorientation.

More Detailed Difficulties (Option)

Type	Modifier Threshold		Partial Success
Casual	+70	30+	25+
Simple	+50	50+	40+
Routine	+30	70+	50+

Type	Modifier Threshold		Partial Success
Easy	+20	80+	60+
Light	+10	90+	65+
Medium	+0	100+	75+
Hard	-10	110+	85+
Very Hard	-20	120+	90+
Extremely Hard	-30	130+	100+
Sheer Folly	-50	150+	115+
Absurd	-70	170+	130+
Legendary	-100	200+	150+
Mythic	-150	250+	190+

Take 50

When the PCs are not in immediate danger or distracted – instead of rolling the dice – they can take 50 and add all the usual modifiers for a final result.

Passive Checks (Option)

Whenever the PCs are not actively using a skill, they are assumed to “Take 50” and the GM can quickly rule on a result.

Take 100

When the PCs have plenty of time, and qualify for a “Take 50”, they can opt to take 100. That means they are trying until they get it right, and it takes around 10 times the usual time to succeed.

- 1DP / Season or 4DP per Year of normal life ?
- 2DP / Season or 1DP per Month of normal life ?
- 1 Level per 50DP ?

Experience Systems

Time based Development

TODO

Pregenerated Characters

Tario Anselmi, Medieval Man-at-Arms

Stat Temp Bonus Species Total			
Co	31	-6	
Ag	43	-2	
SD	69	+6	
Re	69	+6	
Me	95	+15	

Stat Temp Bonus Species Total			
St	86	+12	
Qu	46	-1	
Pr	24	-8	
In	82	+10	
Em	84	+11	

Misc Resources