Twilight: 2000/Merc: 2000 Referee's Screen

The following are items that should supersede the corresponding sections in GDW's **Twilight: 2000/Merc: 2000 Referee's Screen.** The charts section is presented so that you can cut out and paste down the corrected charts over the incorrect ones.

Corrections: Delete the paragraph headed "Additional Note Concerning NPCs."

The HS Derringer's recoil values are unchanged; delete its line from page 6.

Unskilled tests are clarified on the replacement charts below.

Under the paragraph headed "Radio Detonation of Explosives," replace the sentence "The task is Average: (Combat Engineering/Electronics) given proper equipment, Difficult (Combat Engineering/Electronics) given improvised equipment" with "The task is Difficult: (Combat Engineering+Electronics)+2 given proper equipment, Formidable: (Combat Engineering+Electronics) given improvised equipment."

In the next paragraph, replace the sentence "Improvising a radio detonation receiver or transmitter from a normal radio is an Average: (Combat Engineering/Electronics) task" with the sentence "Improvising a radio detonation receiver or transmitter from a normal radio is a Difficult: (Combat Engineering+Electronics)+2 task."

Under the bold, in-text heading "Radio-Detonation Receiver Unit," replace the phrase "(Average: Electronics)" with the phrase "(Difficult: Electronics)."

D20 Clarification: To convert old task difficulty levels to new ones, examine the old modification of the Skill Level and apply the same modification to the new system. For example, placing an explosive charge under the old system was an Easy task (roll versus 2×Combat Engineering skill). Under the D20 system, a 2× roll is an Average difficulty level, therefore placing a demolitions charge under the D20 system is an Average task.

Please note that combat-related tasks are a special case, and are discussed in the paragraph with the bold, in-text heading "Common Task Levels," which is under the "D20 System: Task Difficulty Levels" major heading.

Charts

The two charts below were designed to be cut out and pasted over the relevant page 5 charts.

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D20 SYSTEM: TASK DIFFICULTY LEVELS

Level	Roll (1D20)
Easy	≤ 4 × (Skill + Attribute)
Average	≤ 2 × (Skill + Attribute)
Difficult	≤ Skill + Attribute
Formidable	≤ 1/2* (Skill + Attribute)
Impossible	≤ 1/4* (Skill + Attribute)

Unskilled Defaults: Characters may attempt tasks for which they lack relevant skill, at one difficulty level higher, rolling against the Controlling Attribute alone. Unskilled attempts at Impossible tasks are rolled against one-eighth the Controlling Attribute of the missing skill (round fractions down). Referees should feel free to allow automatic success (no die roll required) for everyday tasks in which a character has any relevant skill. There is no such thing as automatic success in a task for which a PC has no relevant skill.

* Round fractions down.

Auto Success/Auto Failure: A 1D20 roll of 1 always succeeds, and a roll of 20 always fails, regardless of skill level (except in fire combat, where 17-20 always fails).

Outstanding Success/Outstanding Failure: A 1D20 roll of 10 points or more below the target number results in an Outstanding Success. A 1D20 roll of 10 points or more above the target number results is an Outstanding Failure. Effects of these are decided by the referee.

Paste the following table over the relevant chart under the "D20 System: Common Task Summary" section on page 5.

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Demolitions:

Task Type	Task Difficulty	Skill	Effect
Set Charge	Average	Combat Engineering	Charge Readied
Set Radio Charge	Difficult	(Combat Engineering+Electronics)÷2	Charge Readied
Improvise Radio Detonator	Difficult*	(Combat Engineering+Electronics)÷2	Detonator Improvised

Becomes Formidable without electronics tool set.