ᚪTTᚪᚲK		Skill	Conceal	Range	Rate of Fire	Clip	Damage

Stabbing/Slashing weapons = *Double Damage* after piercing Armor   *2 Handed Use* = +1 effective Strength

Hollow Point Rounds = *Double* any Armor Value encountered, but *Double* any damage obtained

Kick = 1D4 x (Strength + 1) damage (Endurance)   *Punch* = 1D4 x Strength damage (Endurane)

ᚪRᛗᚮR	Armor Value	Encumbrance

Light = -1Speed, stealth   *Medium* = -2   *Heavy* = -3   *Extra Heavy* = -5

Life Loss	Endurance	Essence

\# Wounds:

Life Points = *less than 5 left* = -1 to -5 penalty to most Tasks;
  0 points & lower = down, stunned, Willpower & Constitution Test to stand, penalty equals the amount of Life below zero.
  Survival Test = @ negative 10 pts; WILL & CON, -1 for every 10 pts below zero; for *every minute* without medical help = new Survival Test @ -1 cumulative penalty.
  Regain 1 per success level of a First Aid + INT Task; done on self = -2 penalty, one Task per wound. Recover 1 per CON lvl/day rest until reach 0, then 2 pts per day recovered
  Heal below 0, no med care = WILL & CON Test, regain 1 per level of success (max 1 per CON Lvl); fail = lose 1 Life

Endurance Pts = 1D4(2) per minute hard labor *or* Turn Hand to Hand every 4 points non-lethal Endurance damage = 1 Life Point.
  5 or less left = dizzy, -2 all actions. *Zero & less* = CON & Willpower Test to remain standing @ -1 penalty per 5 pts below zero; this Test must be repeated every turn standing.
  Sleep = lose 1 END pt per hour missed sleep after 5 hours.
  Quick Invocations = 1D8(4) after 5th, -1 to cast per 6 lost.
  Regain 1 per CON lvl per ½ hr of sleep *or* hour of rest (can only regain Endurance from sleep deprivation via sleep).

Essence Points = *Half or less* = numb, -1 penalty to mental Tasks.
  @ 1 or 0 points = depressed, -3 all Tasks & Tests.
  Below 0 = pass Difficult Willpower Test, -1 per 5 below 0; if failed, lose 1 level in a mental Att. or get a 2 pt. mental Drawback.
  -30 & below = Survival Test, -1 per 10 pts below -30.
  Regain 1 per hour for each Willpower Level (&Ess Channel)

Initiative = D10 + Dexterity, higher first   *Turn* = 1 to 5 seconds
Keep Cool = D10 + (2 x Willpower) or hesitate when fired upon
Defensive Posture = no attack, +3 bonus defensive tasks
Aggressive Posture = no defense, +2 bonus attack tasks
Feinting = Resisted INT+ wpn vs PER + wpn; +1 bonus/lvl of success
Multiple Actions, Hand to Hand = penalty to all tasks that round equal to number of extra actions taken
Firing Multiple Shots, Semi-Auto = each succesive shot -1 penalty;
          Heavy Recoil = -2 cumulative penalty instead
Firing Bursts = 3 to 5 bullets, each success level = one hit
          Multiple Bursts = -3 cumulative penalty
Suppressive Fire = sweep doorway sized area, all hit by 1D4 shots
Full Autofire = empty in 1 turn; strike task for each group of 10 shots; each success level = one shot hits; -4 each group after first
Parry = only Hand to Hand, & only if you have a weapon or Martial Arts
Dodge = Dex + Dodge vs Hand to Hand or bullets, only action taken
Aim = Perception + ranged weapon; each success level = +1 to strike
Weapon Scopes = telescopic scope adds +1 to +5 to *Aiming* Tasks
Point-Blank (ranged) = +1 Strike Tasks, add 1 to Damage Multiplier
Short Range = no modifier   *Medium Range* = -1 Strike Tasks
Long Range = -3 Strike Tasks, -1 to the Damage Multiplier
Extreme Range = -6 Strike Tasks, reduce Damage Multiplier by 2
Poor Lighting (dark alley, candle or moonlight) = -1 to Strike Tasks
Bad Lighting (moonless night) = -4 to Strike Tasks (Hand to Hand too)
Total Darkness = D10, no modifiers; natural 9 or more to strike
          Difficult Perception Test made, add each success lvl to D10

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