Hybrid[1] : Players Guide

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12.20.93

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Chapter 1

How to Play

Space Hybrid is a Role-Playing Game or RPG. A RPG is a improvisational theatre of the mind. In an RPG the main participants, or players, create alter egos called Player Characters (PCs), and interact as those characters with a world of someone elses making. That someone is called the Games-Master (GM). The GM creates the background of the world in which the PCs find themselves. He or she sets the stage for the PCs by describing what they see, hear, otherwise sense.

All the activity is verbal. A few playing aids, such as maps, can be used to aid in visualizing the story but they are not necessary.

The end result of play is the creation of a story that you, through your Player-Characters, have participated in.

1.1 Requirements for Play

All that is needed to play is the rule books, the GM's notes, a set of percentile dice, and imagination. There are a number of items that will make the player's and GM's lives a great deal easier: A hexmap, a calculator, Markers for the battlemap.

1.2 Rolling Dice

There is one type of die used in Space Hybrid(Space Hybrid). They are typically either actual ten-sided dice or twenty-sided dice numbered between 1-10. These dice are referred to as D10. Thus, if two ten-sided dice need to be rolled and added together the notation would be 2D10. If a number between one to one hundred needs to be generated simply roll two D10s and let one die stand for the tens position and one die be the ones position. This kind of roll is called a percentile roll. A roll of 00 is a one hundred.

1.3 Types of Rolls

There is one main type of roll in Space Hybrid . The roll is made with percentile dice against a Success Chance (SC). If the roll is under or equal to the Success Chance, then the roll is successful.

The Success Chance is the chance to perform a given task for a particular character. This SC is determined from the Base Chance (BC) of the action and modifiers based on the situation and the character. The most common modifier is called a Difficulty Factor (DF). This is a number that typically ranges from -10 to +10. The Success Chance for an action is the Base Chance plus the Difficulty Factor times 5%. Don't worry if you don't understand this right away. [1]

1.4 Open Ended Rolls

The range of die rolls is 1-100. A roll of 00 is 100 and automatically has another roll added on to it.

1.5 Evaluating Success and Failure

When percentile dice are rolled and the result is under the success chance, that is a normal success. When the rolled value is significantly lower than the needed value there is a chance the action may have a greater than normal success. This is called a "Critical" success. Table 1.1 describes the rolls needed.

[1] God knows I have no idea how to explain this in a clearer manner

Type of Success	Value	Subjective Value
One Half 1/2	1.25	Solid Success
One Quarter 1/4	1.5	Notable Success
One Tenth 1/10	2.0	Very Notable Success
1/100	3.0	Amazing Success

Table 1.1: Critical Success Table

In the case of very poor rolls there is a chance that the failed action may be Critically Failed. This is caused by a miss of 50 or more or by 1/2 the chance of the action, whichever is greater.

To determine the severity of the failure roll again against the amount missed by as a base chance and compare the result to table 1.2 on page 7.

Type of Failure	value	Subjective Value
One Half 1/2	-0.25	Solid Failure
One Quarter 1/4	-0.75	Notable Failure
One Tenth 1/10	-1.0	Very Notable Failure
1/100	-2.0	Amazing Failure

Table 1.2: Critical Failure Table

Chapter 2

Character Generation

A Player Character is an imaginary individual with physical and mental abilities, skills, and history. This chapter describes the way to generate player characters. The chapter includes all the tables needed and the information is presented in the order needed to generate the character.

The player starts with points for buying statistics and several other pools of points for the rest of charcter development. The three pools are Personal Development, Status, and Wealth. The player starts with 145 points for statistics and 10 points in the Personal Development Pool.

With these points the player buys what is needed for the initial character development. This includes the Race, Special Abilities, and Culture of the character.

Then the player generates the history of the character. The player picks the career path the character will follow and uses the results of that career to put points into the other pools.

- Initial Point Allocation
  - Pick Primary Statistics
- Buy Limitations and Enhancements
- Buy Racial Template
  - Pick a race
  - Pick a gender (if applicable)
  - Apply modifiers from the racial description
- Calculate remaining statistics
  - Calculate Statistics
- Buy Culture Template
  - Pick a culture

  - Apply modifiers from the cultural description
  - Pick base skills from the cultural description

- Career and History generation
  - Pick a career or a set of careers
  - Roll out the history
  - Rearrange Point Pool Gains
  - Pick the skills gained from those careers
  - Pick any Limitations or Enhancements gained from those careers
  - Pick any Status or Wealth gains from the careers

2.1 Primary Statistics

In Space Hybrid the physical and mental attributes of a character are described by a series of numbers called statistics or stats. Physical Strength is a typical statistic. The higher a statistic is, the better the character's chance to do actions using that statistic.

In generating the statistics of the character the player distributes 145 points among the 10 primary statistics. The minimum number of points that may be put into a statistic is 5. The maximum amount that may be placed into a statistic is 25.

The following gives the name and abbreviation of each primary statistic and describes what the statistic represents.

Physical Strength (PST) Physical Strength is the overall power of body. This represents the character's raw muscle power and is not tied to some particular set of limbs. Actions such as lifting are based on PST.

Physical Endurance (PEN) Physical Endurance is the physical resilience and stamina of body. This is a measure of the character's overall endurance and ability to resist hardship as well as the ability to bounce back from hardship.

Dexterity (DEX) Dexterity is the eye and hand coordination and speed of hand movement. This is specifically tied to the character's hands (or any alien equivalent).

Physical Agility (PAG) Physical Agility is the overall flexibity and responsiveness of body. This affects the whole body actions of the character. Dodging is an action based on PAG.

Physical Awareness (PAW) Physical Awareness is how sensitive the character is to the physical part of the environment. If you are using any of your physical senses, you are using PAW.

Mental Strength (MST) Mental Strength is raw mental power. It is a measure of the characters overall computational and reasoning strength. It is also associated with the character's strength of will. Using memory is an action based on MST.

Mental Endurance (MEN) Mental Endurance is resilience and stamina of mind. It is a measure of the mind's ability to recover from shock or disorientation.

Mental Agility (MAG) Mental Agility is the overall flexibility and responsiveness of mind. In another day and age this might be called "Cunning", "Canniness", or "Shrewdness".

Psi Potential (PSI) Psi Potential is a measure of how easily a character can gain access to their "supernatural" or psychic abilities. In fantasy campaigns this also governs the use of magery.

Mental Awareness (MAW) Mental Awareness is how sensitive the character is to the non-physical part of the environment.

The average and the ranges of the primary statistics are given in the table below.

Stat	Human Range	Human Average
PST	1-30	14
PEN	1-30	14
DEX	1-30	14
PAG	1-30	14
PAW	1-30	14
MST	1-30	14
MEN	1-30	14
MAG	1-30	14
PSI	1-30	14
MAW	1-30	14

Table 2.1: Primary Statistics

2.2 Race

Once the primary statistics have been chosen the race of the character must be selected. The racial template includes modifiers for primary statistics and other statistics as well as any special abilities of the race. The racial template includes Stat modifiers, Special Abilities and Limitations. Some races will have a cost that must be paid from the Personal Development pool.

2.2.1 Statistic Modifiers

The racial description may include modifiers to the character's statistics. Primary Statistic modifiers are applied right away. Modifiers to calculated stats are applied after generating the background of the character.

2.2.2 Enhancements/Limitations

If there are any Enhancements or Limitations to the character due to race then they should be applied at this time.

2.2.3 Gender

The player should note whether the character is male or female (if the character's race supports multiple genders). If there are any modifiers to statistics for a specific gender they should be applied. These modifiers will be listed in the racial description.

2.3 Calculated Statistics

With the race and gender selected all of the primary statistics are modified and the secondary statistics are determined. Secondary statistics are determined from the primary stats. Like the primary statistics they break down evenly into mental and physical categories.

Their description follows.

Physical Body (PBD) The amount of physical damage a character can absorb. Derived from PST and PEN.

$$(PST + PEN) \times Racial\ Modifier$$

Physical Fatigue (PFT) The amount of energy a character can expend, either in combat or in work. Derived from PEN and PAG.

$$(2 \times PEN) + PAG$$

Physical Exhaustion (PEX) The amount of energy reserve a character can expend as the result of damage or from work. Derived from PEN and PAG.

$$(4 \times PEN) + PAG$$

Physical Movement (PMV) A measure of the character's movement rate. Derived from PST and PEN and racial modifiers.

$$((PST + PAG)/5) \times Racial\ Modifier$$

Mental Body (MBD) The amount of mental damage a character can absorb. Derived from MEN and MST.

$$(MST + MEN) \times Racial\ Modifier$$

Mental Fatigue (MFT) The amount of mental energy a character can expend, either in damage or in work. Derived from MEN and MAG.

$$(2 \times MEN) + MAG$$

Mental Exhaustion (MEX) The amount of mental reserve energy a character can expend, either in combat or in work. Derived from MEN and MAG.

$$(4 \times MEN) + MAG$$

Mental Movement (MMV) A measure of the characters rate of movement in the purely mental realms of psionics, magery, and computer interfaces.

$$(MST + MAG)/5) \times Racial\ Modifier$$

Accuracy (ACC) A measure of the character's effectiveness with projectile or missile weapons. Derived from PST and DEX. Could also be called Physical Accuracy.

$$(PST + DEX)/2$$

Physical Combat Ability (PCA) A measure of a character's ability to inflict damage in hand-to-hand and melee combat. Derived from PST, PAG, DEX.

$$(PST + DEX + PAG)/3$$

Physical Defense (PDF) A measure of a character's ability to dodge or evade to avoid taking damage in hand-to-hand or melee combat. Derived from PAG, DEX.

$$(PAG + DEX)/2$$

Focus (FCS) A measure of the character's effectiveness with focused mental actions. Derived from MST and MAG. could also be called Mental Accuracy.

$$(MST + MAG)/2$$

Mental Combat Ability (MCA) A measure of a character's ability to inflict damage in Mind to Mind combat. Derived from MST, MAG, PSI

$$(MST + PSI + MAG)/3$$

Mental Defense (MDF) A measure of a character's ability to avoid taking damage in mental combat or highly stressful situations. Derived from MAG.

$$(MAG + PSI)/2$$

Stat	Formula	Typical Range	Human Average
PBD	$(PST + PEN) \times Racial\ Modifier$	02-60	30
PEX	$(4 \times PEN) + PAG$	20-150	75
PFT	$(2 \times PEN) + PAG$	09-90	45
PMV	$((PAG + PST)/5) \times Racial\ Modifier$	0.4-12	6
MBD	$(MST + MEN) \times Racial\ Modifier$	02-60	30
MEX	$(4 \times MEN) + MAG$	20-150	75
MFT	$(2 \times MEN) + MAG$	09-90	45
MMV	$((MAG + MST)/5) \times Racial\ Modifier$	0.4-12	6
ACC	$(PST + DEX)/2$	3-30	15
PCA	$(PST + DEX + PAG)/3$	3-30	15
PDF	$(PAG + DEX)/2$	3-30	15
FCS	$(MST + MAG)/2$	3-30	15
MCA	$(MST + PSI + MAG)/3$	3-30	15
MDF	$(MAG + PSI)/2$	3-30	15

Table 2.2: Secondary Statistics Table

2.4 Other Statistics

2.4.1 Height (HT)

Expressed in Centimeters. If the creature being described is quadrapedal, the height given is the height to the shoulder.

If the player has no preference regarding the height of the character the height may be randomly generated using the following formula.

$$Height = AverageHeight + (\frac{2d10 - 11}{10} \times HeightVariation)$$

The Average Height and Height Variation is given in the racial template.

2.4.2 Weight (WT)

Expressed in Kilograms. If the player has no preference regarding the weight of the character the weight may be randomly generated using the following formula.

$$Weight = AverageWeight + (\frac{2d10 - 11}{10} \times WeightVariation)$$

The Average Weight and Weight Variation is given in the racial description.

2.4.3 Appearence (APP)

A measure of how physically attractive a character is to others of their race.

2.4.4 Character Speeds

Speed of reaction in physical and mental actions is given by Physical Speed and Mental Speed. These are derived from the Physical Awareness and Mental Awareness, respectively. See table 4.2.

SB	Speed
1–2	0
3–3	1
4–5	1
6–8	2
9–11	3
12–15	4
16–19	5
20–24	6
25–29	7
30–34	8
35–35	9
36–39	9
40–45	10

Table 2.3: Reaction Speed Table

2.5 Cultural Modifiers

The player should determine the culture and the home environment the character is raised in. Both of these will have a major effect on the numbers and types of skills that a player character starts out with. Some cultural templates may have a cost that must be paid from the PD pool.

As a result of growing up in a given environment the character gains skill in how to maneuver in that environment. i.e. A character born and raised in an zero-gravity environment will have high skills in *Movement:0-g* and no skills in *Movement:1-g* .

The character will start out with a knowledge of how to use the technology common to their culture and what the social dos and and donts are.

These skills are listed in the table below. [1]

1. 20 points of education skills.
2. 20 points of skills in written and spoken language.
3. 20 points of skill in Cultural Lore. Both local and larger scale.
4. 20 points of skill in Lore:[Tech Index] of Culture.
5. 15 points of manuevering skills for the native environment

[1] !!!! Replace with an example Cultural Description

2.6 Careers

The next step is determining the career path the character took up until the start of play. This is where a majority of a character's skills and history will be developed. The process is fairly simple: the player selects the career they wish to enter and then they roll for the character to gain skills, wealth, and status during each year they are in that career.

During the rolling of a characters points are added or subtracted from three "pools". These three pools : Personal, Wealth, and Status are the basis of the final resolution of the character's skills, history, and station.

Each of the available paths has its own advantages and disadvantages. Educational careers give one little chance to injure one's self but the possible monetary gains are low. Military careers are dangerous, but possibly fairly rewarding.

The three pools each have a different basic function. The Personal Development pool serves as the point pool for increasing a PC statistics, skills, or creating special abilities. The Wealth pool contains points to be spent in establishing the character's basic financial state. The Status pool contains points to be spent in gaining all the possible trappings of status: reputation, syncophants, or recognition.

Players do have a limited amount of lateral movement for these points. Each career is delineated by a simple set of numbers combined with a simple description. It has the following format:
[2]

Name Self explanatory

Personal Development How many PD points are normally recieved during a one year period in that career.

Financial Gain The base amount of stads(standards) gained in a one year period of a career. A stad can be replaced with the name of the standard unit of currency.

DF (Personal—Wealth—Status)

Personal The DF for a MAW or GAW roll to determine the number of personal points the character gained in a roll. A successful roll adds points into the Personal Stat Pool. A failed roll adds nothing and a critical failure usually involves the loss of points from the personal pool. [3]

Wealth The DF for a MAW or PAW roll to determine whether or not the character gained in the material or financial area. A successful roll adds Base Financial Gain to the Wealth Pool. This represents the character's gain in free wealth beyond their means of support. i.e. their savings.

[2] !!!! Add a typical career description sheet
[3] !!!! Add a description in the beginning of the PG for DF and rolls

Status The DF for a MAW or PAW roll to determine whether or not the character gained in Status. A succesful roll adds 1 to the Status Pool. Status is a rather subjective thing but typically, a military career leads to increases in rank and possible minor fame. A increase in status in a shadowy career would lead to the development of a "Rep". Most careers will have a status table that describes the cost of a specific rank or status gain. [4]

Typical Careers

Pick Pocket 4:4,000stads:(5/4/6)

Smuggler 5:10,000stads:(7/5/3)

Terran Space Navy 6:14,000stads:(7/3/3)

Grunt Mercenary 5:7,000stads:(7/3/5)

Scouts 6:4,000stads:(8/4/5)

Nurse 8:12,000stads:(7/5/3)

Traffic Controller 6:25,000stads:(6/3/2)

Advanced Education 8:2000stads:(7/3/3)

The example careers listed above would usually be fleshed out with additional detail such as a description of rank and status, etc... [5]

2.7 Buying Skills and Advantages

In the previous portion of the character generation process we added and subtracted points to three "pools". These three pools : Personal, , Wealth, and Status are the basis of the final resolution of the character's skills, history, etc ...

The three pools each have a different basic function.

The Personal pool serves as the point pool for increasing a PC statistics, Skills, or creating special abilities. The Wealth pool contains points to be spent in gaining an idea of basic financial state. The Status pool contains points to be spent in gaining all the possible trappings of status. Reputation, syncophants.

Players do have a limited amount of lateral movement for these points. [6] [7]

In addition a player can add and subtract to/from the pools by the usage of Advantages and Disadvantages.

[4] !!!! Add a reputation table

[5] An important question is that of when a character is allowed to drop out of military and so on careers.

[6] The Wealth and Status pool can exchange to a maximum of ???

[7] The Statistics and Skill pools can exchange a maximum of ??? points.

2.8 Skill Costs

When characters are first generated their skills are purchased using points from the personal pool. Typically all skills cost 1 point to purchase at the beginning and all skill packages cost more than one point. [8] Once characters have been generated all advancement and gain in skill ranks is purchased with experience points.

2.8.1 Upper Limit to Skill Rank

There is a limit to the highest rank in a skill a character can achieve during character generation. This limitation is based on the stat basis of the skill and is only applicable to to the basic education skills.

A summary of that limitation is presented in table ....

Stat Basis	Rank (Upper Limit)
03-05	0
06	2
07	3
08	4
09-10	5
11-12	6
13-19	7
20-34	8
35+	9

Table 2.4: Limit in Skill Ranks from Base Education

Don't worry if many of the skill names and costs don't make sense yet, they will be explained.

2.9 Skill Packages

What we have discussed up till now has been single skills. Quite often the character will be using a skill package. A skill package is a collection of related skills that have a bundled experience point cost. All skills in a skill package may be used normally.

A typical skill package would be :

```
Aikido (package)

 Dodging In    (SB=PAG)
 Dodging Away   (SB=PAG)
 Grapple    (SB=PCA)
 Balance Throw  (SB=PCA)
```

[8] !!!! How do I clearly describe what a skill pacakge is here

```
Joint Throw   (SB=PCA)

EEP Cost:  150
Generation Cost: 3

Skill PAckage SB: PAG|PCA
```

2.10 Enhancements and Limitations

After a character has some points in the three pools associated with character creation (personal, wealth, status) they may choose to use them to buy Enhancements that will add flavour to the character.

There are always the base enhancements allowed to the character. The points in the personal pool can be used to buy skills at the generation cost. The points in the personal pool can be used to buy stats at the costs listed in the stat cost tables.

Enhancements are gains in either background or special abilities that can be paid for with points from one of the pools. There are two main types. There are Character Enhancements and there are Environmental Enhancements.

Character Enhancements are natural aptitudes that are typically permanent and inherent to the character's makeup. Enhanced hearing or eidetic memory are examples of Character Enhancements.

Environmental Enhancements are typically advantages that depend on the character to maintain them. Such as inherited wealth and various components of status.

2.11 Character Enhancements

Character Enhancements have both Depth and Scope to help govern their cost. Depth refers to the numeric advantage given by the enhancemnet in a given area. The scope denotes the number of different areas that the spab may be applicable to. In the case of raising a character statistic the scope refers to the number of other stats affected.

A charcter enhancement that involves enhancing a statistic is different from raising the statistic. A raised statistic ends up increasing the SB of the character in that stat. The enhanced stat increases the Rank of the character for any direct rolls against that stat. Thus an Enhanced Stat affects Saving Throws and Concentration Checks.

2.11.1 Enhanced Stats

Character enhancements that involve stats have a cost identical to the cost of raising the stat with the following exceptions.

Physical Awareness (PAW) has a scope of 5, Hearing, Feeling, Tasting, Seeing, Smelling. This means that to get a SPAB: Enhanced Physical Awareness costs 5×2 or 10 points.

MAW has a scope of one. GAW has a scope of 6. 5 PAW and 1 MAW.

2.11.2 Ambidexterity

2.11.3 Eidectic Memory

2.11.4 Presence

2.11.5 Lightning Calculator

2.11.6 Mage Ability ?

2.11.7 Other SPAB Costs

Most other SPABs have effects that can be linked to one of the statistics.

2.12 Environmental Enhancements

Environmental Enhancements have both Depth and Scope to help govern their cost.

2.12.1 Wealth

The first and most commonly used is the wealth advantage. This differs from the basic wealth that can be gained by spending the points from the wealth pool in that the gain is approximately one third that of a pure monetary spend, but the gain so obtained is income that will continue to be generated for as long as the PC pays attention to the interests that generate the funds. The larger the income the more work involved in maintaining it.

2.12.2 Friends,Allies, and Contacts

Another important Environmental Enhancement is that of Friends. Friends have a depth associated with them dependent on how much they can be counted upon. The scope is dependent on how easily the PC can access that Friend.

2.12.3 Reputation

Continued Careers

A continued career as a Law Enforcement Officer or soldier is a balanced ad and disad situation.

2.12.4 Variations

[OPTION1] Shortform generation [OPTION2] Allow moving points between pools [OPTION3] Allow moving DF between pools [OPTION4] Wealth as a function of status

Chapter 3

Tasks and Skills

A task is an action or a group of actions. To do a task the character determines the difficulty *Difficulty Factor* of the task and what skill(s) may be used to do the task. A base chance to *Base Chance* is determined and modified by the difficulty factor of the task.

Forcing a locked door is a task that has some difficulty. If the character has no skill in forcing doors then they are forcing the door based on using just physical strength. Their chance to force the door is based on their physical strength and how difficult the door is to force. The sum total chance to force the door is called the *Success Chance*.

If the character has a skill in forcing doors then they will have knowledge about how best to apply their physical strength to get the door open *Skills*.

3.1 Tasks

3.1.1 Description

Name Self Explanatory

DF The difficulty of the task

SB The stat basis of the task

Time How long the task typically takes

Applicable Skills Any skills that may be applied to the task

3.1.2 Difficulty Factors

The difficulty of a task is described by a number referred to as an "Difficulty Factor" or DF. Difficulty Factors for tasks typically range from -10 to +4. Throughout Space Hybrid it is assumed that the base DF of an action is 0 **unless otherwise stated**.

The modifier for a task is simply 5% times the Difficulty Factor or:

$$Modifier = 5 \times Difficulty\ Factor$$

If there are a series of simple actions (DF 0) that can be lumped together in a single task the DF for the task is given by

$$DF_{Task} = -(1 \times Number\ of\ Actions)$$

Jogging across the street and leaping a small fence are actions that are best lumped together into one task. There is no reason to ask the character to roll a task roll for each action. But if the character stands the chance of being exposed to someone looking for him then a roll should be made for the entire set of actions.

Subjective	DF
Trivial	0
Non-Trivial	-1
Difficult	-3
Very Difficult	-5
Damned Difficult	-7
Nearly Impossible	-10

Table 3.1: Generic Difficulty Factors

3.1.3 Stat Basis

The task has a stat basis that describes what stat or combination of stats can be used to do the task. This is only used if the character has none of the skills in the Applicable Skills entry.

The Base Chance for someone who has no skill is

$$\frac{(3 \times SB_{skill})}{2}$$

.

3.1.4 Time

The task will have time associated with it. This is the average time the task typically takes to perform.

3.1.5 Applicable Skills

This is a list of suggested skills that could be used to do the task. It is not exhaustive.

3.2 Skills

3.2.1 Description

Name Self Explanatory

Stat Basis The stat, or combination of stats, that is used by the skill.

Difficulty Factor The modifier for doing any action with this skill.

Generation Cost The character generation cost of a skill or skill package. Skills only cost 1 point. Skill packages typically vary from 1 to 10 points in cost.

EP Cost The experience point cost is the amount of experience points it takes to buy a roll in a skill.

3.2.2 Ranking

Proficiency in a skill is described by a number with a range of 0-20. The higher the number, the greater the character's expertise. Someone is completely unfamiliar with a skill is considered to be unranked. Someone who is familiar with the basics of the skill is rank 0. A dedicated amateur is has a rank 4-6. A solid workaday craftsman has a rank 7-9. A dedicated professional is rank 10-13. An expert in a skill has a rank 14-16. A true master of a skill has a rank 14-20 in a skill.

3.2.3 Stat Basis

Each skill has a stat or a combination of stats that is called the stat basis and is used to calculate the base chance of using the skill.

To use a skill the GM determines what the Base Chance of the skill is and adds in the modifiers for the task being performed. The Base Chance of using a skill is three times the Stat Basis of the skill or

$$3 \times SB_{skill}$$

For each rank the character has in the skill add 4%. The modifiers for the task vary for each situation.

> A character with rank:0 in Rock Throwing is throwing a rock across the street. The character has a Accuracy (ACC) of 12. Their Base Chance to hit is $2 \times 12 = 24\%$.

3.2.4 Generation Cost

When generating the character the player spends points from a personal development pool to buy skills. The generation cost is the cost in personal development points for the skill. The first rank of a skill (rank 0) costs twice the generation cost and each rank thereafter costs the generation cost.

3.2.5 Experience Point Cost

Once a character has been generated skills are gained or increased by spending experience points. The first rank of a skill (rank 0) costs twice the EP cost and each rank thereafter costs the EP cost.

3.2.6 Gaining Skills

A character can gain experience points for roleplaying and use those experience points to buy a learning roll for that skill. The experience point cost to buy a learning roll is listed with the skill. Once the character spends those experience points they roll to see if their rank in that skill goes up.

The Success Chance for a learning roll is the Success Chance of the skill with the DF being:

$$DF_{Learning\ Roll} = (-Rank) + (Training\ Mods)$$

to put it into a task description:

```
Task: Increase the skill level
DF: \[ (-{Skill\ Rank}) + ({Training\ Mods}) \]
SB: The stat basis of the skill
Time: Instantaneous
   Applicable Skills: None
Notes: DF +2 for each previously failed roll on this skill.
```

If the character fails to make the learning roll they gain a Df +2 to the next learning roll in that skill. The failure modifier is culmulative. A character that has failed four times will get a DF +8 modifier to their next earning roll in that skill.

3.2.7 Training in Skills

Training in a skill directly modifies the EF of the Learning roll in that skill. Training Alone adds

$$+1DF/20hours$$

Training under a Teacher adds

$$+(1 \times \Delta Teachers\ Rank)/20hours$$

Training with notes or study aids adds

$$\frac{+(1 \times TeachersRank/2)}{20\ hours}$$

3.2.8 Relations Among Skills

In situations where the character does not have a skill that is directly applicable to the task being performed the character may choose to use a related skill.

A typical example would be in using two different types of handguns. The character has rank 10 in Slug Pistol but is using a Stun Weapon. The stun weapon is fairly different from the Slug Pistol so the character can only apply 1/5 of his expertise in Slug Pistol to using this pistol. So he has an effective rank 2 in the weapon.

As a rule the following relations apply.

Similiar in many respects	2/5
Dissimiliar in many respects	1/5
Really Stretching it	1/10

Table 3.2: Skill Relations

3.2.9 Unfamiliar Tools

If the skill requires the use of tools and the tool that the character is utilizing is unfamiliar, then the action occurs at a DF -2. This usually only happens if the differences between the version of the tool the character normally uses and the current one actual effect how it is used. A gun with a different mass than the entity is used to is unfamiliar, whereas a gun of the same model and same manufacturer is not. To eliminate this unfamiliarity modifier requires that the entity familiarize himself with the tool with a DF -3 roll against the SB of the skill with a gain of 1 DF per roll.

3.3 Types of Skills

The section on skills describes the basic way that skills are handled but there are a variety of special types of skills that are used for special circumstances.

3.3.1 Specialization

Skills that are described as general skills cover a wide range of tasks with very little depth. A person who has learned a general skill such as Throw Object is able to throw just about anything they can get their hands on (knives, spoons, rocks, chairs) with a lesser success chance than someone who has a specific skill in throwing a particular object.

In addition, there are skills known as support skills that are solely designed to increase the success chance when doing one type of action with a skill. Someone who uses their sword to parry weapon attacks may wish to train specifically in parrying with a sword. So they would have a “Long Sword’ skill and a “Long Sword : Parry” skill.

General skills only give 1%/rank to the success chance. Specific skills (the Space Hybrid norm), give 4%/rank. Support Skills add 2%/rank.

3.3.2 Filter Skills

There is a category of skills which affects the use of other skills in an environment they were not designed to be used in. These skills are called filter skills. A Filter skill is any skill that can allow for the full expression of other skills in an environment other than that for which those skills were designed for.

Typical filter skills include the following: 0-g maneuver, Tech Level Lore, Culture Lore, Mounted Combat and other vehicular combat skills, Armor Wearing, and Computer operations.

For situations in which the character is attempting to apply a skill in a environment he is not familiar with and that skill *must* interact with that environment, then the rank in the filter skill becomes the upper limit on the effective rank of the skill being used.

As an example, if someone has a mounted combat skill at rank 5, he or she may use their archery skill up to rank 5 without making any rolls against their mounted combat. If the character has a higher archery skill and wants to bring it all to bear on a shot, they must roll against their mounted combat first in order to get the full use of the archery skill.

Chapter 4

General Playing Mechanics

This chapter discusses various pieces of the game system that effect every character. These rules are not specific to either combat or non-combat situations.

The model of tasks and actions in Space Hybrid is based on a series of reactions and actions. When a character first enters a scene they determine how much they see and understand of the situation *perception roll*. Then they determine how quickly they can react *initiative roll*. The character will react faster when they know what is going on and slower when they don't. If a character is expecting something to happen they can prepare for that occurrence *preset reactions* and speed up their response.

Once the character has reacted they determine what they will do and then do the action.

There are a variety of things that can modify the chance of doing an action successfully. The character can mentally prepare for the action *set-up* to increase their chances. The action can be sped up by decreasing the chance of success *rushing an action*. Actions can be performed simultaneously *floretine*. There are additional modifiers for doing something while moving or while tired and so on...

4.1 Time Scale

Time is referred to by the units we are used to, Hours, minutes, and seconds and one that is new: Pulses. A pulse is 1/10th of a second. Pulses are used in combat and other time critical activities.

4.2 Perception

Most of the time a situation is self evident. A character automatically knows that there is a bar in the room and how many people are in it. But if something could go unnoticed by the character, such as a suprise attack or something hidden, the player should make a perception roll. A perception roll is typically

Situation	DF
Blinded	-5
Deafened	-3
Drunk/Stoned	-5
h Asleep	-4
Poor Lighting	-3
Not Alert	-3
Alert	0
Actively Watching	+3

Table 4.1: Perception Modifiers

SB = PAW, DF=0, with modifiers for how alert the character is trying to be. A perception roll takes 8 pulses. A Passive Perception Roll can be made during any action at 1/4 the success chance of a normal perception roll. A passive perception roll takes no time and takes no modifiers for simultaneous actions.

The critical success and failure effects are fairly straight forward.

```
Amazing Success - Total Understanding, 300% Detail, +-0% Timing
Very Notable Success - Total Identification, 200% Detail, +-5% Timing
   Notable Success - Total Identification, 150% Detail, +-10% Timing
Solid Success - Able to Identify exactly what is happening, 125% Detail, +-25% Timing
Success - Basic Identification, 100% Detail, +-50% timing
Failure - Vague Identification, 25% Detail, +-75% timing
Solid Failure - No real clue, 0 Detail, 0 Timing
Notable Failure - Inaccurate Identification, +-125% Detail, +-175% Timing
Very Notable Failure - Inaccurate Identification, +-150% Detail, +-200% Timing
Amazing Failure - Wildly Inaccurate Identification, +-250% Detail, +-300% Timing
```

```
Task: Active Physical Perception
DF: 0
Time: 8 cts.
Skills: General Perception, Combat Perception
Notes:
```

```
Task: Passive Physical Perception
DF: 0
Time: 0 cts.
Skills: General Perception, Combat Perception
Notes: Done at 1/4 the normal chance
```

4.3 Initiative

When a character first becomes involved in a conflict they roll a perception roll. Then the PC rolls an Initiative roll. The Initiative roll is simply 2D8 added together. There are modifiers

$$Initiative = 2d8 - Characters\ Speed$$

If the perception roll is unsuccessful, the character adds a modifier to the roll.

$$Initiative = 2d8 - Characters\ Speed + 6$$

All initiative rolls after the first are made using the character's Speed and any speed points.

$$Initiative = 2d8 - Characters\ Speed - Speed\ Points$$

There are, of course, modifiers to the perception roll as detailed in table 4.1

If the initiative roll is lower than 0 the excess speed goes toward speed points and can be applied to a number of seperate tasks.

4.3.1 Speed Gains Due to Rank in a Skill

The character may add $Rank/2$ points to their speed points when using a skill. This may only be done once the character has decided to use a given skill.

4.3.2 Preset Reactions

If a character is waiting for a signal or action that triggers his own actions then they have "preset" an action. A gunfighter waiting for someone else to start drawing their weapon is a preset action. Declaring an action to be preset allows an DF +2 to a perception roll. If the perception roll is successful, the character gets to apply their full speed points roll without having . Gunfighters waiting on someone else's draw of a weapon would preset a reaction.

A Preset reaction may only be held for MST in the time scale that the players are working in before a cost of 1 MFT must be expended.

4.4 Actions

Actions normally begin at the count given by the initiative roll. The must be made at this point. The speed of the action is determined and the character takes this action on a pulse given by Initiative + Action Speed.

4.5 Speeds of Actions

Most actions have a speed associated with them. All simple actions , unless otherwise noted, have a standard speed of 10 counts.

Actions can be performed faster. Speeding up an action lowers the chance of success. For each percentage of time units the action is sped up a corresponding percentage is removed from the success chance. Thus an action performed in 1/4 the time has 1/4 the success chance.

Action	Speed
Sitting	15
Standing	20
Kneeling(1 Knee)	10
Arising(1 Knee)	12
Kneeling(2 Knee)	26
Arising(2 Knee)	28
Lift Light object	10
Lift Heavy Object	40
Any Simple Physical Action	10
Turning	10
Perception	8

Table 4.2: Speeds of Basic Actions

4.6 Drawing a Tool or Weapon

This most often applies to drawing a weapon but can also apply to other tools. In general, when a weapon is in hand, all normal weapon speeds apply. In order to get a weapon into ones hand it takes $2 \times Speed_{weapon}$ in pulses.

In order to get a weapon in hand faster than $2 \times Speed_{weapon}$ requires a fast draw or ready roll against the weapon's skill. A successful ready roll brings the tool or weapon to bear at $Speed_{weapon}$.

4.7 Resolving an Action

Actions usually require only a skill roll to be made.

4.7.1 Results

The end result of a roll is either a numeric value or a simple subjective result. See the table 1.1

4.8 Modifiers

This section describes the common Difficulty Factors for various situations. All these modifiers are culmulative.

4.8.1 Unranked in the Skill

A character who has training or experience in an action is unranked in the required skill. Any character performing an action using a skill they have no rank in has 1/2 the normal base chance.

4.8.2 Set-up

The term Set-up means to wait and prepare for a given action. Setting Up for an action takes as long as it takes to perform the action. The end effect is a bonus to the Success Chance of

$$20\% + 2\%/rank$$

.

4.8.3 Florentine

Performing two actions at the same time is called Florentining.

One of the two actions is the primary action and it recieves a DF -3. The secondary action recieves a DF -6. This is only true if the two actions are both physical or both mental. If one action is a mental action and the other is a physical one the modifiers go down to DF -2 and DF -4.

Situation	DF Modifier	Other Modifier
No rank in skill Florentine Action		$1/2BC$
Mental Mental	-3/-6	DF -2 Awareness
Physical Physical	-3/-6	DF -2 Awareness
Mental Physical	-2/-4	DF -2 Awareness
Setup		$20\% + 2\% \times Rank$

Table 4.3: General Modifiers

4.8.4 Physically Injured or Tired

A character that is injured or fatigued has DF modifiers to their actions. Physical fatigue has the greatest effect on physical actions and Mental fatigue has the greatest effect on Mental actions.

Situation	DF Modifier
Out of PEX	-6 physical
Out of PEX	-3 mental
25% wounded in PBD	-2 Physical
25% Wounded in PBD	-1 Mental
50% Wounded in PBD	-4 Physical
50% Wounded in PBD	-2 Mental

Table 4.4: Physical Condition Modifiers

Situation	DF Modifier
Out of MEX	-6 mental
Out of MEX	-3 physical
25% wounded in MBD	-2 Mental
25% wounded in MBD	-1 Physical
50% wounded in MBD	-4 Mental
50% wounded in MBD	-2 Physical

Table 4.5: Mental Condition Modifiers

4.8.5 Movement

When performing an action the character may be affected by his rate of movement. If the character is moving faster than a walk the DF due to movement applys to any physical action they are attempting. ANy mental action they perform is subject to 1/2 the listed DFs.

Double Move: jog	DF -2
Triple Move: Run	DF -4
Fast move: Dash	DF -6
Vehicular Movement	DF -10

Table 4.6: Movement Modifiers

4.8.6 Environmental Conditions

This is a catchall area. Characters generally are at their best performance in conditions similiar to the environment in which they were raised. Any drastic modifications from that environment in terms of light, gravity, humidity, etc... can lower the character's performance.

Situation	DF Modifier
Lighting 50% off	-3
Lighting 75% off	-4
Gravity 50% off	-3
Gravity 100% off	-4

Table 4.7: Environmental Condition Modifiers

4.9 Fatigue and Exhaustion

A character using energy to perform actions draws from two different types of reservoirs: Fatigue and Exhaustion. For physical actions the stats are Physical Fatigue and Physical Exhaustion (PFT and PEX). For mental actions the stats are Mental Fatigue and Mental Exhaustion (MFT and MEX).

PFT and PEX costs for activity

Activity	PFT	PEX
Crawling		
Walking	1/min	6/hr
Jogging		1/min
Running		6/min
Dash		2/sec
Chopping Wood	3/min	18/hr

Table 4.8: PFT and PEX costs for activity

Activity	MFT	MEX
Studying	1/min	6/hr
Spell Research	3/min	18/hr

Table 4.9: MFT and MEX costs for activity

Fatigue is the quick access pool of energy a character can use. Exhaustion is the reserve pool of energy a character can use.

4.9.1 Losing Fatigue

A character loses fatigue as the result of physical activity or combat. A character that has lost all their fatigue has no modifiers to their actions. Fatigue will come back quickly. For each 10 points of fatigue used the character also loses 1 point of exhaustion.

4.9.2 Losing Exhaustion

A character loses Exhaustion by performing strenous activity or by losing fatigue. There are modifiers for being low in Exhaustion.

Characters lose MFT and MEX in the same manner.

4.9.3 Restoring Fatigue and Exhaustion

The restoration of Fatigue is usually very quick. Exhaustion and Fatigue restore themselves independently of each other.

Activity	PFT	PEX
Sitting/Talking	1/sec	2/hr
Resting(prone)	1/sec	5/hr
Sleeping	1/sec	10/hr
Eating (Large Pasta like meal)	1/sec	6

Table 4.10: PFT and PEX gains for activity

Movement Type	Rate of Movement (meter/second)
No Move	$0 * Movement$
crawls, slow walks	$0.50 * Walk$
Walking	$0.50 * Jog$
Jog	$0.50 * Run$
Run	$0.50 * Dash$
Dash	$1.00 * Movement$

Table 4.11: Movement Types

4.10 Physical Movement

Each character has a statistic named Physical Movement. This is the character's movement in meters/second at a dash. There are a total of five different types of movement that a character may utilize. Each type of movement has its own movement rate which is derived from the character's movement statistic. Ideally the player will have the full range of movements listed on his character's sheet.

If the movement is being resolved during a time scale of greater than every pulse one can get the distance traveled by simply multiplying the movement of the individual times the time spent moving. The time spent accelerating is ignored as being negligible.

> Let us say that Joe Daring spends 15 seconds running down a deserted street. If he doesn't run out of street he will have covered 4 * 15 = 60 meters. If this seems a bit short, keep in mind that a run is not a full dash. At a full dash Joe would have covered twice the distance and would be slowing down pretty drastically due to losing wind.

4.10.1 Acceleration

It is important to remember that the accelleration rules should only be used when the distance travelled by the characters over a **short period** of time is important

In dealing with movement on a pulse by pulse scale we need to actually deal with acceleration. The sequence is quite simple. Whatever the final movement rate is that the character intends to use is considered the target movement rate. When the character first starts moving he makes an skill roll in order to start moving at the movement rate just below the target movement rate. Once the roll is made the character is now moving at that lower rate. On his next initiative the character may attempt to accelerate to the target movement. Note that the gain number is the movement rate. If an acceleration roll is failed the end result is that the character drops to the next lowest available movement rate.

> Reed Johnson has a movement of Dash 10, Run 5, Jog 2.5, Walk 1.3, Crawl .6

Slow move: crawls, slow walks (combat)	DF -2
Normal move: Walking	DF -4
Double Move: jog	DF -6
Triple Move: Run	DF -8
Fast move: Dash	DF -10
Vehicular Movement	DF -14

Table 4.12: Targeted Action Movement Modifiers

4.11 Mental Movement

This is a measure of the character's speed of mental travel. It is usually only used in Psionics and Computer usage.

4.12 Opposing Skill Rolls

An opposing skill roll in a roll in which the character attempts to undo an action done previously by another character. Typically the SN of the original action is taken as a negative modifier to the current skill roll.

4.13 Stealth and Concealment

Opposing Skill Rolls

4.14 Deception and Detection

Opposing Skill rolls

Chapter 5

Combat Mechanics

The combat section details the types of actions that may be taken while in combat. The chapter on General Play Mechanics must be understood before working with the combat details.

5.1 Description

Combat normally occurs on a pulse by pulse basis. The process is fairly simple: Determine First Reaction. For each of those reactions in order determine the action or attack, the damage from the attack (if any), the secondary effects of that damage (if any). Take a breath. Continue.

5.2 First Action Determination

As detailed in the chapter on General Play mechanics. Perception is rolled, initiative is determined and actions are chosen.

5.3 Attack

5.3.1 Closing to Attack

When attacking someone with a weapon of greater reach than their own an attacker must close to get in range to strike. If the defender is aware of the attack and has a usable initiative the may actively resist the closing action. To do so they must make an skill roll using a weapon to fend the attacker off. Fending does not require a re-roll of initiative, the time taken for the fend (same as block and parry) is simply added to the defender's current initiative.

A fend is treated as any other attack form and all active defenses can be performed against it. If the fend is successful and the attacker chooses to ignore it the fend does 1/2 normal damage for the weapon.

Target	Size	DF
Eye	1 sq”	-18
Hand		-15
Head	1 sq’	-12
Leg/Arm		-9
Chest		-6

Table 5.1: Called Shot Modifiers

If a character that has closed with their opponent is unarmed they may proceed to grapple, to throw, or to overbear.

If the defender wishes to simply retreat they may do so. They may do so by rolling to fend off the closing action at a DF +6. Of course, they do end up moving backwards.

If an attacker has been closed upon they may choose to drop their current weapon and use a shorter one, they may choose to use their current weapon as if it were a club, or they may attempt to retreat.

5.3.2 Calculating Chances to Hit

The attack has a chance to hit that comes from the SC of the weapon and is modified by the DF of the environment and also the defense of the person being attacked. Melee weapons base all their attacks on PCA. Missile and thrown weapons base all their attacks on ACC.

Mental actions performed against inanimate objects is based on FCS and mental attacks against an entity are based on MCA.

5.3.3 All out attack

A character may choose to perform an all out attack and thus gain DF +4 to their attacks and lose his MDF or PDF. This is simply an extension to the concept of applying Total Concentration as detailed in the General Play Mechanics chapter.

5.3.4 Advance

A character may choose to press in on an opponent. In doing so they gain DF +4 to all offensive actions and DF -4 to all defensive actions. This is only possible if the attacker has a weapon of greater or equal length to the defender.

5.3.5 Called Shots

In any physical targeted action there is the potential to specify the location of the strike. That of course entails DF modifiers to the action.

Roll	Location
01-06	Head [1]
07-30	Chest
31-48	Abdomen
49-56	Groin [2]
57-72	Upper Leg
73-84	Lower Leg
85-86	Foot
87-92	Upper Arm
93-98	Lower Arm
99-100	Hand

Table 5.2: Hit Location

5.3.6 Hit Location

The target number is calculated, the roll is made. If the attack is a success then the damage is applied against the armour and then the target.

All hits are checked against the hit location table.

If any result on the Hit Location table indicates a target for which there is a right and a left, the one's value of the die roll determines the side. If the die is odd, the hit was against the left. If the die is even, the hit was against the right.

5.3.7 Indirect Fire

Indirect fire (i.e. a Lob) requires an additional DF -2. Range is the PST in meters.

5.4 Damage

5.4.1 General Notes

All damage is calculated and then applied to the location specified by the hit location table. If that area is armored the damage is first applied to that armour. If the damage is great enough to get past the armour, the damage is then applied against the appropriate type of Fatigue such as PFT or MFT and then against the PBD or MBD of the entity.

If the weapon has any secondary effects such as knockback or radiation they are applied and calculated.

5.4.2 Critical Damage

Any attacks that cause critical damage apply the additional damage to the PBD or MBD after armour.

5.4.3 Types of Damage

There are several types of damage. There is Crushing, Cutting, Piercing, Projectile, Laser, Energy, and explosive damage. Each one is typically associated with a specific weapon type.

Crushing Damage Crushing damage is damage caused by low speed blunt weapons such as a club, a staff, a fist, or a chair.

Cutting Damage Cutting damage is caused by the use of slicing or chopping motions with an edge weapon.

Piercing Damage Piercing damage is caused by low speed pointed objects entering the body along the axis of the point.

Projectile Damage Projectile damage is caused by objects moving at high speeds. The only real difference between piercing or crushing and projectile damage is that the weapon moves at a high speed and imparts a high amount of kinetic energy to the target.

Laser Damage Laser damage is caused by optical lasers. Damage caused by non-optical lasing devices such as Masers and X–lasers is classified as Energy damage.

Energy Damage Energy damage (abbrev. NRG) is typically associated with non-optical electromagnetic weapons.

Explosive Damage Explosive damage is, quite logically, caused by explosions. It is the result of a expanding wave front of gasses or minute particles.

5.4.4 Secondary effects

There are several types of secondary effects. There is knockback, bleeding, and Shock.

Knockback

When a character has been hit by a something with large amount of kinetic energy they can fall down or lose their balance. This is called Knock-Back. It happens when more than 1/2 of the entities PFT or 1/4 of their PBD is taken away in a single crushing or projectile strike. It can also happen with *any* explosive attack. The Knockback resistance roll is DF -2. If successful the character is unaffected. If failed the entity has fallen to the ground. The stat basis is typically PST or PAG whichever is greater.

Bleeding

Bleeding is the result of a cutting or piercing attack that has done actual PBD damage. The Bleeding resistance roll is DF -3. If failed the end result is 1 point of PFT loss to bleeding per 20 pulses. The stat basis is PEN.

Roll	Effect	DF
Normal Failure	Jolted/Startled	-2
Failed by 25+	Stunned	-4
Failed by 50+	Badly Stunned	-6
Failed by 75+	Unconscious	-

Table 5.3: System Shock Effects

Shock

Shock is the state brought on by massive disruption of the senses or nervous system of the character. Shock effects range from the minor (startled) to the major (being unconscious).

A System Shock roll is necessary when an attack does either PBD or MBD damage or when a successful attack is made with energy weapons such as Charged particle or TASER weapons. A System Shock roll is made against PEN or MEN.

5.5 Defenses

5.5.1 Rolling with the blow

The act of rolling with the blow involves an attempt to take the allotted damage but absorb it in such a way that the normal secondary effects such as stun or knockback do not take effect. The action requires no time but does require that the defender be aware of the attack and declare that he wishes to roll with the attack. The base roll goes against PAG for physical attacks and MAG for mental attacks. It adds DF +5 to the System Shock roll if any is made. The act of rolling with the blow causes a reroll of initiative.

5.5.2 Normal Defense

There are a number of forms of active defense. All entities, if they are aware of an attack, may apply their normal defense against that attack. This does not count as an action !

5.5.3 Retreating

A character may choose to retreat any time they have the initiative to do so. A retreat may be performed simultaneously with any other action at no mods. Retreat will add DF +6 to any defensive action and DF -6 to any offensive action.

5.5.4 Evasion

Evasion involves the active avoidance of incoming attacks. For as long as a PC is avoiding an attack or series of attacks their defense is $2 \times PDF or MDF$. The character need only declare that they are evading and it takes effect at their first action point. Of course the character can perform other actions at the same time but they will be considered as florentine actions. The character is at a DF +3 when performing a dodge from an evading state.

5.5.5 Dodging

Dodging is an extension of the normal defensive technique of getting out of the way. Dodging implies that the PC is actively throwing himself out of the path of an attack. Dodging takes 5 pulses to start, 10 pulses of movement, and 5 pulses of deceleration. A Dodge leaves the character in the act of a controlled fall. A skilled individual may roll to acrobatically recover. A dodging character has $2 \times PDF$ during the first part of the dodge, $3 \times PDF$ during the second part of the dodge and normal PDF for the recovery portion of the dodge.

5.5.6 Dropping Prone

A specialized form of Dodge that only works within a strong gravity field. It is a 5 pulse action that leaves the character in a prone position. During the action the character has a defense of $3 \times PDF$ Once down the character has 1/2 the normal PDF. 30 pulses are required to get back up.

5.5.7 Crouching

Crouching down can be used as a one time evasive maneuver against an incoming attack. It is a five pulse action that gives $2 \times PDF$ against the attack. This is in lieu of full evasion.

5.5.8 Parrying

Parrying an attack involves redirecting an attacker's weapon with the character's own. A parry is done with a shield or weapon. DF -3, SB = Wpn SB, Speed as per 1/2 weapon speed. DF -5 against Thrown, DF -10 against Projectile, DF -20 against NRG. This is simply a skill opposition roll.

Binding Weapons

If a defender succeeds in a parry by less than 5% the two weapons are assumed to have become "Bound" and the attacker has advanced on the defender. See rules on advance. The defender may roll at their next initiative to release the weapon. This is a skill opposition roll.

Spinning	DF -2 DAM 1.5* SPD 1.5*
Jumping	DF -3 DAM 1.5* SPD 1.5*

Table 5.4: Melee Combat modifiers

Overrunning

If the attacker fails to avoid a parry by more than 25% then the attacker is effectively off balance and is subject to DFs just as if they had failed a system shock roll.

5.5.9 Block

A block is an attempt to use a weapon or a shield to provide addition armor against damage. DF -2. If the block is successful the defender rolls damage with the weapon and can apply that damage as armor. Speed as per 1/2 weapon speed.

5.5.10 Disarm

DF = -4, Skill opposition roll., Speed as per weapon speed.

5.6 Fancy Maneuvers

5.6.1 Spinning

Any action performed while spinning has a DF -2, a damage modifier of $1.5 \times$ *Normal Damage*, and is 1.5 times slower than a normal attack.

5.6.2 Jumping

A jumping attack is as per spinning with a DF -3.

5.6.3 Feint

A feint is used to distract an opponent or to trigger an opponents preset actions.

The main thing to remember that a feint is, in effect, a deception roll. It involves a weapon skill roll to convince the other individual that an attack is being made. The feint roll takes a DF -6. All who are within range may roll to save against being fooled by the feint.

This is considered an opposing skill roll so the amount the feinted makes their roll by is subtracted from the feintee's perception roll.

5.7 Close Conflict

Once someone has closed to within arms reach they may choose to do any of the following.

5.7.1 Overbear

An overbear is simply performed by closing with an opponent and then making a normal attack using SB=PCA. Like any other attack it may be repulsed or actively countered.

The gain for such an attack is to have the opponent on the ground. Damage for an overbear attack is simply equal to the attackers PSE.

5.7.2 Throw

A throw is simply performed by closing with an opponent and then making a normal attack using SB=PCA. Like any other attack it may be repulsed or actively countered.

The gain for such an attack is to have the opponent on the ground. Damage for a throw attack is simply equal to the attackers $PSE \times 2$. DF -5.

5.7.3 Grapple

A grapple is simply an attempt to get a hand hold on the opponent. It is like any other attack in that it may be countered normally.

A successful grapple gives a DF +5 modifier to any other close combat attack such as throw, overbear, and any attempts to increase the hold.

5.7.4 Hold

A hold is initiated by a grapple action and the initial strength of a hold is given by the SN of the grapple. If the attempt to hold or immobilize someone is the sole aim of the attack then the attacker may choose to improve the hold by rolling again. For each attempt to improve the hold the attacker may only add 1/2 of the SN of the roll. No hold may be greater in strength than 5 * PST of the holder. The opponent may reduce the strength of a hold by the SN of any grapple skill rolls he makes.

Chapter 6

NPC-PC Interaction

6.1 Outline

This chapter discusses the rules for the various ways that the player characters may interact with non-player characters.

6.2 Reaction Rolls

A reaction roll is a roll made to determine a Non player character's reaction to some action on the part of a PC or NPC. It should never be rolled by a PC.

A Reaction Roll upon encountering a PC for the first time has horrendous numbers of variables attached to it but as a rule of thumb the roll is DF 0, SB=GAW with a gain of getting the NPCs basic respect.

6.3 Presence

Presence is the outward reflection of an person's awareness of his environment. It is also known as Aura and Charisma. Presence is usually the end result of the player's role playing but it can be enhanced by the intentional decision to "make an entrance" or "make an impression".

To do so the character must decide whether he wishes to make a general attempt at establishing a presence or whether he wants to establish himself as a physical or mental personality of note. Remember that Albert Schwietzer had as much of a presence as Darth Vader.

The actual presence roll is made at an DF-3, SB = GAW or PAW or MAW or any other statistic depending on the type of presence the character wishes to establish.

6.4 Morale

Morale rolls are typically made when an NPC realizes that a conflict (physical, Mental, or verbal) is not going as planned. At that point, usually after a perception roll, the NPC has to make a morale roll. Morale rolls are SB = GAW, MAW, PAW.