

Hybrid¹ : Players Guide

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Contents

1 Quick and Dirty Intro to the mechanics	3		
1.1 Rolling dice	3		
1.1.1 Open-ended Rolls . .	3		
1.1.2 Evaluating Success and Failure	3		
2 Tasks and Skills	5		
2.1 Tasks	5		
2.1.1 Description	5		
2.1.2 Difficulty Factors . .	6		
2.1.3 Stat Basis	9		
2.1.4 Time	9		
2.1.5 Applicable Skills . . .	9		
2.2 Skills	9		
2.2.1 Description	9		
2.2.2 Ranking	9		
2.2.3 Stat Basis	11		
2.2.4 Gaining Skills	11		
2.2.5 Raising Skills	11		
2.2.6 Training	15		
2.2.7 Costs of unlisted skills	15		
2.2.8 Relations Among Skills	15		
2.2.9 Unfamiliar Tools . . .	15		
2.3 Types of Skills	16		
2.3.1 General Skills	16		
2.3.2 Filter Skills	16		
2.3.3 Optional Rule:Skill Pools	16		
3 General Play	19		
3.1 Time Scale	19		
3.2 Perception	19		
3.3 Initiative (Who Goes First) .	20		
3.3.1 Speed Gains Due to Rank in a Skill	21		
		3.3.2 How to avoid the math	21
		3.3.3 Preset Reactions . . .	21
		3.4 Actions	22
		3.5 Speeds of Actions	22
		3.6 Drawing a Tool or Weapon .	22
		3.7 Resolving an Action	23
		3.7.1 Results	23
		3.8 Modifiers	23
		3.8.1 Unranked in the Skill	23
		3.8.2 Set-up	23
		3.8.3 Florentine	23
		3.8.4 Physically Injured or Tired	24
		3.8.5 Movement	24
		3.8.6 Environmental Conditions	25
		3.9 Fatigue and Exhaustion . .	25
		3.9.1 Losing Fatigue	25
		3.9.2 Losing Exhaustion . .	25
		3.9.3 Restoring Fatigue and Exhaustion . . .	26
		3.10 Physical Movement	26
		3.10.1 Acceleration	27
		3.11 Mental Movement	27
		3.12 Opposing Skill Rolls	28
		3.13 Stealth and Concealment . .	28
		3.14 Deception and Detection . .	28
	4 Combat		29
	4.1 Description		29
	4.2 First Action Determination .		29
	4.3 Attack		29
	4.3.1 Closing to Attack . .		29
	4.3.2 Calculating Chances to Hit		30
	4.3.3 All out attack		30
	4.3.4 Advance		30
	4.3.5 Called Shots		30
	4.3.6 Hit Location		31
	4.3.7 Indirect Fire		31
	4.4 Damage		31
	4.4.1 General Notes		31
	4.4.2 Critical Damage . . .		31
	4.4.3 Types of Damage . .		32
	4.4.4 Secondary effects . .		32
	4.5 Defenses		33
	4.5.1 Rolling with the blow		33
	4.5.2 Normal Defense . . .		33
	4.5.3 Retreating		33
	4.5.4 Evasion		34

4.5.5	Dodging	34	4.7	Close Conflict	36
4.5.6	Dropping Prone . . .	34	4.7.1	Overbear	36
4.5.7	Crouching	34	4.7.2	Throw	36
4.5.8	Parrying	34	4.7.3	Grapple	36
4.5.9	Block	35	4.7.4	Hold	36
4.5.10	Disarm	35	5	NPC-PC Interaction	37
4.6	Fancy Maneuvers	35	5.1	Outline	37
4.6.1	Spinning	35	5.2	Reaction Rolls	37
4.6.2	Jumping	35	5.3	Presence	37
4.6.3	Feint	35	5.4	Morale	38

Tables

1.1	Critical Success Table	4
1.2	Critical Failure Table	4
2.1	Subjective Difficulty Factors	7
2.2	Generic DFs for Actions	8
2.3	Skill Ranks: What they mean	10
2.4	Costs of Skill Components	12
2.5	Skill Cost	14
2.6	Skill Relations	15
3.1	Perception Modifiers	21
3.2	Speeds of Basic Actions	22
3.3	General Modifiers	24
3.4	Physical Condition Modifiers	24
3.5	Mental Condition Modifiers	24
3.6	Environmental Condition Modifiers	25
3.7	PFT and PEX costs for activity	26
3.8	MFT and MEX costs for activity	26
3.9	PFT and PEX gains for activity	26
3.10	Movement Types	27
3.11	Targeted Action Movement Modifiers	27
4.1	Called Shot Modifiers	30
4.2	Hit Location	31

Chapter 1

Quick and Dirty Intro to the mechanics

1.1 Rolling dice

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. If it is greater than the Success Chance then it is a failure.

The Success Chance is the percentage chance to perform a given task This SC is determined from the statistics and skill of the character and modified based on the difficulty of the task. The most common modifier is called a Difficulty Factor (DF). This is a number that typically ranges from -10 to +10.

$$SuccessChance = 3 \times The Stat + Rank \times 4 + Difficulty of Task \times 5$$

As an example if the player character has a Physical Strength (PST) of 15, a rank in weight lifting of 4 and is trying to lift half his weight in mass (a Difficulty Factor or DF of -5). This means the Success Chance (SC) is $SC = 3 \times PST + Rank \times 4 + DF \times 5$ In the case of the weightlifting this means $SC = 3 \times 15 + 4 \times 4 + -5 \times 5 = 36\%$

1.1.1 Open-ended Rolls

The range of die rolls is 1-100. If you roll 00 (a 100) you roll again add the second roll to the first to get our total.

1.1.2 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 number is significantly lower than the needed roll there is a chance the action may have a greater than normal success.

This is called a “Critical” success. Table ?? on page ?? describes the rolls needed.

As an example. If a character needed to roll a 40 or under to hit a target with a rock and they rolled under 1/2 of 40 then they will do 1.25 times the damage they would normally do.

In the case of very poor rolls there is a chance that the roll may be a critical failure This is caused by rolling 50 above your success chance or rolling above by 1/2 the success chance of the action, whichever is greater.

So someone with a success chance of 90 needs to roll a 140 or higher to critically miss while someone with a success chance of 120 needs to roll a 180 or higher to critically miss.

To determine the severity of the critical failure roll against the amount missed by as a success chance and compare the result to table ?? on page ??.

Table 1.1 Critical Success Table

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 1.2 Critical Failure Table

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

Chapter 2

Tasks and Skills

A task is an action or a group of actions to be performed. Each task has a difficulty associated with it. That combined with the knowledge of the character's rank in the skill and their stats allows us to determine the percentile roll needed to succeed.

To do a task the character determines the Difficulty Factor *DF* of the task and what skill(s) may be used to do the task. A base chance to *BC* 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 *SC*.

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.

Most players will not see a task description such as this. The GM may use it.

2.1 Tasks

2.1.1 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

2.1.2 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:

$$\text{Modifier} = 5 \times \text{Difficulty Factor}$$

If there are a series of actions that can be lumped together in a single task the DF for the task is the average of the DFs for all the tasks.

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.

There are some common actions and ways of describing actions that have standard DFs.

Table 2.1 Subjective Difficulty Factors

Subjective	DF
Trivial	+2
Simple	0
Non-Trivial	-2
Difficult	-5
Very Difficult	-7
Damned Difficult	-10
Nearly Impossible	-20

Table 2.2 Generic DFs for Actions

Basic Identification of Actions Needed for a task	+3
Judgement of Quality	+2
Basic Perception Roll w /in area of Skill	+1
Basic Action (makes up 60% or more of the actions made by someone using this skill)	0
Anyone of basic competence would know this action well.	

2.1.3 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

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

2.1.4 Time

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

2.1.5 Applicable Skills

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

2.2 Skills

2.2.1 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.

2.2.2 Ranking

Proficiency in a skill is described by a number with a range of 0-30. 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. Other rankings are described in table ??.

Table 2.3 Skill Ranks: What they mean

Rank	Expertise
0	Familiar with the skill
1-3	Beginner
4-6	Dedicated Amateur
7-10	Solid Workaday Craftsman
11-14	Professional
15-18	Expert
19-25	Mastery
25+	Mystical Mastery

2.2.3 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 $3 \times 12 = 36\%$.

2.2.4 Gaining Skills

2.2.5 Raising Skills

A character can gain experience points for roleplaying and use those experience points to buy that skill.

Table 2.4 Costs of Skill Components

BasicType	Cost	DF
Mental Disciplines	3	-4
Art	3	-2
Science	7	0
Engineering	5	0
Crafts	4	-1
Technical Study	4	0
Physical Disciplines	2	0
Interaction	Cost	DF
Unassisted	0	0
Single Assisted	1	-1
Multiple Assisted	2	-2
Tool Use	Cost	DF
Non-Tool Based	0	0
Simple Tool Based	1	-1
Complex Tool Based	2	-2

Each skill has a base cost associated with it. This base cost is listed with the skill or it can be gotten from table ?? Included below is a list of some typical types of skills and their costs.

- Lore Skills (Mental Discipline, No Assist, No Tools) Cost is 3
- Spoken Language Skills (Mental Discipline, No Assist, No Tools) Cost is 3
- Written Language Skills (Mental Discipline, No Assist, Simple Tools) Cost is 4
- Unarmed Weapon Skills (Physical Discipline, No Assist, No Tools) Cost is 2
- Primitive Weapon Skills (Physical Discipline, No Assist, Simple Tools) Cost is 3
- Complex Weapon Skills (Physical Discipline, No Assist, Complex Tools) Cost is 4
- Basic Science Skills (Science, No Assist, No Tools) Cost is 7
- Basic Engineering Skills (Engineering, No Assist, Complex Tools) Cost is 7
- Basic Technical Skills (Technical, No Assist, Complex Tools) Cost is 6

Table 2.5 Skill Cost

Rank	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
B a s e	2	4	4	4	4	6	6	6	8	8	10	10	12	12	14	14	16	16	18
	3	6	6	6	6	9	9	9	12	12	15	15	18	18	21	21	24	24	27
	4	8	8	8	8	12	12	12	16	16	20	20	24	24	28	28	32	32	36
	5	10	10	10	10	15	15	15	20	20	25	25	30	30	35	35	40	40	45
	6	12	12	12	12	18	18	18	24	24	30	30	36	36	42	42	48	48	54
	7	14	14	14	14	21	21	21	28	28	35	35	42	42	49	49	56	56	63
	8	16	16	16	16	24	24	24	32	32	40	40	48	48	56	56	64	64	72

To determine the cost of raising a skill from one rank to the next rank up find the row in table ?? that has the base cost of the skill. Find the column with your current rank in that skill. The cost in each column to the right is the cost it takes to raise a skill from the current rank. To go up in Weapon:Fist (base cost 2) from rank 0 to rank 1 costs 4 EEPs. To go from rank 1 to rank 2 is another 4 EEPs and so on.

2.2.6 Training

For each 10 hours of training with a teacher the character gets 1 EEP. For each 20 hours of training with a partner the character gets 1 EEP. For each 30 hours of self-training with a the character gets 1 EEP.

There are all sorts of modifiers so ask....

2.2.7 Costs of unlisted skills

When figuring out the cost of previously unlisted skill use table ?? simply add together all of the costs that appear to apply.

2.2.8 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.

Table 2.6 Skill Relations

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

2.2.9 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.

2.3 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.

2.3.1 General Skills

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.

There is no limit on the number of support skills that may be applied to a single task.

2.3.2 Filter Skills

There is a category of skills which affects the use of other skills in an environment different from the one they were learned 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, Vehicular Combat skills, Armor Wearing, and Computer operations.

For situations in which the character is attempting to apply a skill in an 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.

2.3.3 Optional Rule:Skill Pools

$Pool\ Bonus = Rank_{Highest\ Skill}/2 + \sum Rank_{All\ Other\ Skills}/10$ with a maximum of $Rank_{Highest\ Rank} \cdot 2$ Pools may be grouped according to training style, SB, or

character preference.

Chapter 3

General Play

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...

3.1 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.

3.2 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 surprise attack or something

hidden, the player should make a perception roll. A perception roll is typically $SB = PAW$, $DF=0$, 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

Very Notable Success Total Identification, 200

Notable Success Total Identification, 150

Solid Success Able to Identify exactly what is happening, 125

Success Basic Identification, 100

Failure Vague Identification, 25

Solid Failure No real clue, 0 Detail, 0 Timing

Notable Failure Inaccurate Identification, +-125

Very Notable Failure Inaccurate Identification, +-150

Amazing Failure Wildly Inaccurate Identification, +-250

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

3.3 Initiative (Who Goes First)

When a character first enters a situation where action may be required they must determine how much they know and how quickly they react.

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 $2d6 + 8 - Speed_{Reaction}$ added together. There are modifiers

$$Speed_{Reaction} = 1/2 \text{Character's Speed}$$

Table 3.1 Perception Modifiers

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

$$Initiative = 2d6 + 8 - Speed_{Reaction}$$

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

$$Initiative = 2d6 + 8 - Speed_{Reaction} + 5$$

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

If the initiative roll is lower than 1 the excess speed goes toward speed points and can be applied to a number of separate tasks.

3.3.1 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.

3.3.2 How to avoid the math

There is a set of tables that the GM can provide that can be used to simplify this.

3.3.3 Preset Reactions

When a character is waiting for something specific to happen and intends to react a certain way when it does the character is presetting an action. A gunfighter waiting for someone else to start drawing their weapon is a preset action. Having a preset action allows the character to increase the chance of detecting the triggering action and speeds up the preset action. Holding a preset action can be fatiguing over long periods of time.

Declaring an action to be preset allows an DF +4 to a perception roll. If the perception roll is successful, the character gets to apply their $2 \times Speed_{Reaction}$. 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.

3.4 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 + The speed of the action.

3.5 Speeds of Actions

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

Table 3.2 Speeds of Basic Actions

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

Actions can be performed faster. Speeding up an action lowers the chance of success. Generally half the time to act means you have half the chance to succeed.

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.

Actions can be sped up using speed points.

3.6 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 roll against the weapon's skill. A successful ready roll brings the tool or weapon to bear at $Speed_{weapon}$.

3.7 Resolving an Action

Actions usually require only a skill roll to be made.

3.7.1 Results

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

3.8 Modifiers

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

3.8.1 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 and adds 2 pulses to their initiative.

3.8.2 Set-up

Waiting and prepping oneself for a task is called Setting-Up. It will generally increase the chance to do something at a cost of increased time to get it done.

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

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

To set-up an action with a time scale of pulses or seconds (and sometime minutes) the total time taken is $1 \times Speed_{Action}$. To set-up an action with a time scale of many minutes, hours, days, or weeks the total time taken is $1/4 \times Speed_{Action}$.

3.8.3 Florentine

Performing two actions at the same time is called Florentining.

One of the two actions is the primary action and it receives a DF -3. The secondary action receives 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.

Table 3.3 General Modifiers

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

3.8.4 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.

Table 3.4 Physical Condition Modifiers

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 3.5 Mental 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

3.8.5 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 applies 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 3.1: Movement Modifiers

3.8.6 Environmental Conditions

This is a catchall area. Characters generally are at their best performance in conditions similar 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.

Table 3.6 Environmental Condition Modifiers

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

3.9 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).

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

3.9.1 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.

3.9.2 Losing Exhaustion

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

Characters lose MFT and MEX in the same manner.

Table 3.7 PFT and PEX costs for activity

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

Table 3.8 MFT and MEX costs for activity

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

3.9.3 Restoring Fatigue and Exhaustion

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

Table 3.9 PFT and PEX gains for activity

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

3.10 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

Table 3.10 Movement Types

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	$1.00 * Movement$

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.

3.10.1 Acceleration

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.

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

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

Table 3.11 Targeted Action Movement Modifiers

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

3.11 Mental Movement

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

3.12 Opposing Skill Rolls

An opposing skill roll is 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.

3.13 Stealth and Concealment

Opposing Skill Rolls

3.14 Deception and Detection

Opposing Skill rolls

Chapter 4

Combat

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

4.1 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.

4.2 First Action Determination

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

4.3 Attack

4.3.1 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 normal damage for the weapon.

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.

4.3.2 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.

4.3.3 All out attack

An all out attack means that the character is attacking without any attempt to defend themselves.

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

4.3.4 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.

4.3.5 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.

Table 4.1 Called Shot Modifiers

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

4.3.6 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.

Table 4.2 Hit Location

Roll	Location
01-06	Head (DF -6 to System Shock)
07-30	Chest
31-48	Abdomen
49-56	Groin (DF -4 to System Shock)
57-72	Upper Leg
73-84	Lower Leg
85-86	Foot
87-92	Upper Arm
93-98	Lower Arm
99-100	Hand

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.

4.3.7 Indirect Fire

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

4.4 Damage

4.4.1 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.

4.4.2 Critical Damage

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

4.4.3 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 an expanding wave front of gasses or minute particles.

4.4.4 Secondary effects

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

Knockback

When a character has been hit by something with a 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 4.1: 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.

Recovering from being stunned or shocked means rolling every initiative roll pulses at not speed $2d6 + 45$.

4.5 Defenses**4.5.1 Rolling with the blow**

OK, you know you are going to get hit, you have no time for any other defense then to try and roll with the blow and thus avoid being stunned or knocked out.

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.

4.5.2 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 !

4.5.3 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.

4.5.4 Evasion

Weaving back and forth and trying to actively avoid attacks is called evading.

For as long as a PC is evading 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.

4.5.5 Dodging

OK, just moving out of the way is not enough, you want to be out of the area ! Dodging is one way to achieve that. It gives you a better defense then evading but it does require you to pick yourself up afterwards.

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.

4.5.6 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.

4.5.7 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.

4.5.8 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 -30 against Projectile, DF -40 against NRG. This is simply a skill opposition roll.

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

Table 4.2: Melee Combat modifiers

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.

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.

4.5.9 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.

4.5.10 Disarm

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

4.6 Fancy Maneuvers**4.6.1 Spinning**

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

4.6.2 Jumping

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

4.6.3 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.

4.7 Close Conflict

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

4.7.1 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 .

4.7.2 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.

4.7.3 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.

4.7.4 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 5

NPC-PC Interaction

5.1 Outline

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

5.2 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.

5.3 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.

5.4 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.