Hybrid Player's Guide

Jim Mochel

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Why

There were a number of reasons for the creation of Hybrid. The first and foremost was the need , as I saw it, for a Science Fiction Role Playing Game that could comfortably model a wide range of the science fiction works available. Whether attempting to run a campaign like that of E.E. Doc Smith's Lensman Series or the swashbuckling Star Wars movies the need for a consistent role playing system for all ...

The second was to produce a game system in which the consistency and clarity of the rules would allow the Games Master to react flexibly and smoothly to the ever changing requirements of the players without having to lay down abitrary barriers. As part of this process the discussion of the rules comes complete with designer's notes. These notes discuss why a specific rule has been enacted and what the rationale behind what they model.

The third goal was to produce rules that helped to cut bookkeeping down to reasonable levels. There is no way to avoid bookkeeping in a Role Playing Game but I have done my best to minimize the amount of bookkeeping necessary.

I hope that Hybrid will bring you hours of enjoyment and diversion.

Part I. Mechanics

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Chapter 1. General Game Concepts

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

General Play

Time Scale

Time is referred to by the units we are used to, Hours, minutes, and seconds and one that is new: counts. A count is 1/10th of a second. Counts are used in combat and other time critical activities where we need to determine who did what first.

Success or Failure

There is one main type of roll in 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.

Equation 1.1. How Success Chance is calculated

Success Chance = Skill Base Chance + (Action Difficulty Factor x 5)

To determine the chances of performing an action you take into account the base chance of using the skill [1] modified by how difficult the taks is.

The Success Chance 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 -20 to +20.

$ {Success Chance} = 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\% $

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.

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 \ref{Table:CriticalSuccess} on page on \index{Critical Success} page~\pageref{Table:CriticalSuccess} 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.

[1] How to get the Base Chance of the Skill will be described later in the Player's Guide but in practice it will simply be a number on your character sheet.

To determine the severity of the critical failure roll against the amount missed by as a success chance and compare the result to table \index{Critical Failure} \ref{Table:CriticalFailure} on page~ \pageref{Table:CriticalFailure}.

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

Peception

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 \ndx{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 counts. A \ndx{Passive Perception Roll} can be made \index{Perception!Passive} 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

T\begin{verbatim} Task: Active Physical Perception DF: 0 Time: 8 cts. Skills: General Perception, Combat Perception Notes: \end{verbatim}s

\begin{verbatim} Task: Passive Physical Perception DF: 0 Time: 0 cts. Skills: General Perception, Combat Perception Notes: Done at 1/4 the normal chance \end{verbatim}

Actions/Reactions

The model of tasks and actions in \SH\ 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 {\em \ndx{perception roll}}. Then they determine how quickly they can react {\em \ndx{initiative roll}}. The character will react faster when they know what \index{Initiative} is going on and slower when they don't. If a character is expecting something to happen they can prepare for that occurrence {\em preset reactions} and speed up their response

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

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 {Character's\ Speed } $

\index{Speed!Reaction} \[{Initiative} = 2d6 + 8 - Speed_{Reaction}\]

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 ~ \ref{Table:PerceptionModifiers}

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

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 \index{Speed!Gains from Skill Rank} given skill.

How to avoid the math

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

Preset Reactions

When a character is waiting for something specific to happen and intends to react a certain way when it does the charcetr 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.

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 count given by Initiative + The speed of the action.

Speeds of Actions

Most actions have a speed associated with them. All simple actions \index{Speed!of Actions} , unless otherwise noted, have a standard speed of 10 count.

% Speeds of Basic Actions \input{tgpm7}

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 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.

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 counts.

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 \index{Speed!of drawing a weapon} \index{Speed!of draw} \(Speed_{weapon} \).

Difficulty of Actions

Most actions have a difficulty associated with them. The Difficulty Factor is expressed as a positive or negative modifier. For example DF 0 is the typical average dificulty of an action. DF -5 is a more difficult action and DF +5 is an easier action

Table 1.1. Subjective Difficulty of Actions

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

There are many circumstances or conditions that can affect how difficult something is. But the following table should give you an idea of what the baselines are:

Table 1.2. How to figure out how difficult an action should be

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) Anyone of basic competence would know this action well.	0

Table 1.3. General Skill Difficulties

Situation	DF Modifier	Other Modifier
No rank in skill		\(1/2 BC \)
Mental Mental	-4/-6	DF -2 Awareness
Physical Physical	-4/-6	DF -2 Awareness

Mental Physical	-2/-4	DF -2 Awareness

Unranked in the Skill

A character who does not have 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 counts to their initiative.

Setting Up, Focusing, or Preparing

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 counts 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 \(1/4 \times Speed_{Action} \).

Doing two things simultaneously, 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.

Physically Injured or Tired

\subsection{} 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 1.4. Difficulty of Actions while Physically Exhausted or Injured

Situation	Difficulty (DF)
Out of PEX	Physical Actions DF -6, Mental Actions DF -3
25% wounded in PBD	Physical Actions DF -2, Mental Actions DF -1
50% Wounded in PBD	Physical Actions DF -4, Mental Actions DF -2
75% Wounded in PBD	Physical Actions DF -8, Mental Actions DF -4

Table 1.5. Difficulty of Actions while Mentally Exhausted or Injured

Situation	Difficulty (DF)
Out of MEX	Physical Actions DF -3, Mental Actions DF -6
25\% wounded in MBD	Physical Actions DF -1, Mental Actions DF -2
50\% Wounded in MBD	Physical Actions DF -2, Mental Actions DF -4
75\% Wounded in MBD	Physical Actions DF -4, Mental Actions DF -8

Actions while moving

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.

Table 1.6. Performing Actions while Moving

Physical Movement at a Jog	Physical Actions DF -3, Mental Actions DF -1
Physical Movement at a Run	Physical Actions DF -5, Mental Actions DF -2
Physical Movement at a Dash	Physical Actions DF -7, Mental Actions DF -4
Vehicular Movement	Physical Actions DF -10, Mental Actions DF -3

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\dots can lower the character's performance.

Table 1.7. Environmental Conditions

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

Using Energy: 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.

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.

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

Table 1.8. Energy Used at different activities

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

Characters lose MFT and MEX in the same manner.

Table 1.9. Energy used in Mental Activities

Activity	MFT	MEX

Studying	1/min	6/hr
Spell Research	3/min	18/hr

Restoring Energy

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

Table 1.10. Restoring Energy

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

How fast can you move?

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.

Table 1.11. Movement Rates

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	\(0.50 * Dash \)

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.

Example 1.1. Example

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.

Accelleration

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.

Example 1.2. Example

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

How fast can your mind move?

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

Competing

When the charcater is testing skill versus skill the chatacter makes an Opposing Skill Roll. 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.

Attempting to conceal yourself when others are looking for you is an example.

Chapter 2. Combat Mechanics

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.

General Play

Combat normally occurs on a pulse by pulse basis. The process is fairly simple as detailed in the chapter on General Play mechanics. Perception is rolled, initiative is determined and actions are chosen. 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.

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.

Did I hit him?

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.

Special Actions that modify the chance to hit

All out attack

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

Advance

A character may choose to press in on an opponent. In doing so \index{Attacking!Advance} \index{Attacking!Press} 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.

Indirect Fire

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

Called Shots

In any physical targeted action there is the potential to specify the \index{Attacks!Called Shots} \index{Called Shots} location of the strike. That of course entails DF modifiers to the action. \index{}

Table 2.1.

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

Disarm

\index{Defense!Disarml} DF = -4, Skill opposition roll., Speed as per weapon speed.

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.

Jumping

Any action performed while Jumping has a DF -4, a damage modifier of \(1.5 \times Normal\ Damage \), and is 1.5 times slower than a normal attack.

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.

Close Combat

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

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.

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.

Grapple

\index{Combat!Grapple} \index{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.

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.

Where did I hit them?

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. \index{Attacks!Hit Location} \index{Hit Location} All hits are checked against the hit location table.

Table 2.2.

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

How much did it hurt?

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.

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.

Types of Damage

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

Knockback

When a character has been hit by a something with large amount of kinetic \index{Damage! Knockback} 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 {\em 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..

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). \index{Damage! Shock}

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.

Table 2.3. What happens if you fail a system shock roll

Roll	Effect	DF

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

What if i don't want it to hurt?

Defense

You do have some options...

Normal Defense

\index{Defense!Normal} 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 !

Retreating

AKA Runaway

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

Evasion

Weaving back and forth and trying to actively avoid attacks is called evading. \index{Defense! 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.

Dodging

\index{Defense!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 dodg

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.

Crouching

\index{Defense!Crouching Down} 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.

Parrying

\index{Defense!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.

Side =effects of parrying:

\index{Defense!Binding} 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

\index{Defense!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.

Block

\index{Defense!Blocking} 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.

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 alloted 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.

Chapter 3. Non Combat Mechanics

General Play

Text

Chapter 4. Skills and Tasks

Tasks

A \ndx{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 \ndx{Difficulty Factor} {\em DF} of the task and what skill(s) may be used to do the task. A base chance to {\em \ndx{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 {\em 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.

Elements of a Task

Name	Self Explanatory
Difficulty Factor, DF	The difficulty of the task
Stat basis, 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

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 \SH\ it is assumed that the base DF of an action is 0 {\bf 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 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.

Stat Basis

The task has a \ndx{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 \[(3 \times SB_{skill}) \over {2} \].

Time

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

Applicable Skills

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

Skills

Description

Elements of a Skill

Name	Self Explanatory
Difficulty Factor, DF	The difficulty of the task
Stat basis, SB	The stat basis of the task
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.

Ranking

Proficiency in a skill is described by a number with a range of 0-30. \index{Skills!Ranking} \index{Skills!Ranks} \index{Skills!Ranks!Range} \index{Skills!Unranked} The higher the number, the greater the character's expertise. Someone is completely unfamiliar with a skill is considered to be \ndx{unranked}. Someone who is familiar with the basics of the skill is rank 0. Other rankings are described in table \ref{Table:SkillRanks}.

Stat Basis

Each skill has a stat or a combination of stats that is called the \index{Skills!Stat Basis} 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.

Working with Skills

Raising Skills

A character can gain experience points for roleplaying and use those \index{Skills!Raising} experience points to buy that skill.

Each skill has a base cost associated with it. This base cost is listed with the skill or it can be gotten from table \index{Skills!Base Cost} \index{Skills!Raising} \ref{Table:SkillComponentCosts} Included below is a list of some typical types of skills and their costs.

Table 4.1. 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
Tool Use	Cost	DF
Non-Tool Based	0	0
Simple Tool Based	1	-1

Table 4.2. Typical Skills and their costs

BasicType	Cost	DF
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	l (Engineering,No Assist, Complex Tools)}	Cost is 7
Basic Technical Skills	(Technical, No Assist, Complex Tools)}	Cost is 6

To determine the cost of raising a skill from one rank to the next rank up find the row in table \ref{Table:SkillEEPs} 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.

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. \index{Skills!Training} There are all sorts of modifiers so ask....

Costs of unisted skills

When figuring out the cost of previously unlisted skill use table \ref{Table:SkillComponentCosts} simply add together all of the costs that appear to apply.

Relations Among Skills

In situations where the character does not have a skill that \index{Skills!Related} 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 4.3. Typical Skills and their costs

BasicType	Cost	DF
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	l (Engineering,No Assist, Complex Tools)}	Cost is 7
Basic Technical Skills	(Technical, No Assist, Complex Tools)}	Cost is 6

Unfamiliar Tools

If the skill requires the use of tools and the tool that the character is \index{Skills!Unfamiliar Tools} 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..

General Skills

Skills that are described as general skills cover a wide range of \index{Skills!General} \index{Skills! Specific} 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 \index{Skills!Support} 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 \SH\ 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.

Filter Skills

SThere 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 \index{Skills!Filter} 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 a environment he is not familiar with and that skill {\em 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.

Skill Pools

\subsection{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$ \index{Skills!Pools} Pools may be grouped according to training style, SB, or character preference.