Hybrid Player's Guide

Jim Mochel

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Abstract

No, no! The adventures first, explanations take such a dreadful time.

—Lewis Carroll, Alice's Adventures in Wonderland and Through the Looking-Glass

Time exists in order that everything doesn’t happen all at once…and space exists so that it doesn’t all happen to you.

—Susan Sontag, At the Same Time: Essays and Speeches

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Chapter 1. Basic Mechanics

> Time exists in order that everything doesn't happen all at once…and space exists so that it doesn't all happen to you.
>
> —Susan Sontag, At the Same Time: Essays and Speeches

When do things happen

Most gaming occurs in "Storytelling" Time. Time is referred to by the units we are used to, hours, minutes, and seconds. The GM typically tells the players how much time has passed and handles the sequencing and general "fairness". Sometimes, the story being told requires more detailed time keeping, we will slice time up into finer pieces.

How do things happen

Most actions that a character or non-player character takes in a game are resolved by determining how difficult the action is and rolling percentile dice to determine the success or failure of the action.

The difficulty of the action is referred to as the *Difficulty Factor or (DF)* and the chance to succeed is determined from the Success Table below. A Skill Roll is done by figuring out the Difficulty Factor of a task and looking at the row on the table that is under or equal to that Difficulty Factor. The player rolls percentile dice (1-100) and looks at the column to the right and determines the number that the die roll is under. If the die roll is under the number in the "Success" column then the character succeeded at what they attempted. If not, they failed. There are degrees of success that range from "Oh Wow!" (Amazing Success) to "Oh No!" (Amazing Failure).

Table 1.1. Success

DIFF	Amazing Failure	Very Notable Failure	Notable Failure	Failure	Success	Solid Success	Notable Success	Very Notable Success	Amazing Success
-2	125	100	75	50	0	0	0	0	0
-1	130	105	80	55	5	2	1	0	0
0	136	111	86	61	11	5	2	1	0
1	141	116	91	66	16	8	4	1	0
2	146	121	96	71	21	10	5	2	1
3	152	127	102	77	27	13	6	2	1
4	157	132	107	82	32	16	8	3	1
5	161	136	111	86	36	18	9	3	1
6	166	141	116	91	41	20	10	4	2
7	170	145	120	95	45	22	11	4	2
8	173	148	123	98	48	24	12	4	2
9	177	152	127	102	52	26	13	5	2
10	180	155	130	105	55	27	13	5	2
11	183	158	133	108	58	29	14	5	2

DIFF	Amazing Failure	Very Notable Failure	Notable Failure	Failure	Success	Solid Success	Notable Success	Very Notable Success	Amazing Success
12	185	160	135	110	60	30	15	6	3
13	188	163	138	113	63	31	15	6	3
14	190	165	140	115	65	32	16	6	3
15	192	167	142	117	67	33	16	6	3
16	194	169	144	119	69	34	17	6	3
17	195	170	145	120	70	35	17	7	3
18	197	172	147	122	72	36	18	7	3
19	198	173	148	123	73	36	18	7	3
20	200	175	150	125	75	37	18	7	3
21	201	176	151	126	76	38	19	7	3
22	202	177	152	127	77	38	19	7	3
23	203	178	153	128	78	39	19	7	3
24	204	179	154	129	79	39	19	7	3
25	205	180	155	130	80	40	20	8	4
26	206	181	156	131	81	40	20	8	4
27	207	182	157	132	82	41	20	8	4
29	208	183	158	133	83	41	20	8	4
30	209	184	159	134	84	42	21	8	4
32	210	185	160	135	85	42	21	8	4
33	211	186	161	136	86	43	21	8	4
35	212	187	162	137	87	43	21	8	4
37	213	188	163	138	88	44	22	8	4
40	214	189	164	139	89	44	22	8	4
42	215	190	165	140	90	45	22	9	4
45	216	191	166	141	91	45	22	9	4
49	217	192	167	142	92	46	23	9	4
53	218	193	168	143	93	46	23	9	4
58	219	194	169	144	94	47	23	9	4
63	220	195	170	145	95	47	23	9	4
70	221	196	171	146	96	48	24	9	4
78	222	197	172	147	97	48	24	9	4
88	223	198	173	148	98	49	24	9	4
102	224	199	174	149	99	49	24	9	4
120	225	200	175	150	100	50	25	10	5
147	226	201	176	151	101	50	25	10	5

DIFF	Amazing Failure	Very Notable Failure	Notable Failure	Failure	Success	Solid Success	Notable Success	Very Notable Success	Amazing Success
188	227	202	177	152	102	51	25	10	5
262	228	203	178	153	103	51	25	10	5

Determining the Difficulty Factor of an action

All the rest of gaming with Hybrid is determing the Difficulty Factor of the action and this is done through addition and subtraction using the basic equation:

Equation 1.1. Figuring out the Difficulty Factor

$$\text{Difficulty Factor} = \text{Stat}_{\text{Task}} + \text{Rank}_{\text{Skill}} + \text{Rank}_{\text{Skill Pool}} + \text{Difficulty}_{\text{Task}} +/- \text{Mods}_{\text{Other}}$$

As an example, if a character has a *Mental Strength* of 12 and a Rank 10 in the Memory skill the DF of the Memorize action would be :

Equation 1.2. Example Difficulty Factor

$$\text{Difficulty Factor} = 12 + 10 = 22$$

With a DF or 22, the player would have to roll a 77 or less on percentile dice to succeed in memorizing.

How well did it happen

Each of the named types of success or failure has sepcific numeric results.

Table 1.2. Success and Failure

Effectiveness	Subjective Name
3 x the effect	Amazing Success
2 x the effect	Very Notable Success
1.5 x the effect	Notable Success
1.25 x the effect	Solid Success
1 x the effect	Success
0 x the effect	Failure
-0.25 x the effect	Solid Failure
-0.75 x the effect	Notable Failure
-1.0 x the effect	Very Notable Failure
-2.0 x the effect	Amazing Failure

Particular tasks may have specific results associated with the the different levels of success and those tasks will have tables with the tasks. Those tables will have the name of the success type and a description of the results for each success or failure type.

Tasks

Perception

One Skill Roll that is done by every character is a Perception roll. How well a character does on a Perception Roll determines how alert a character is and how well they can react to a combat or non-combat situation.

Most of the time a situation is self evident to a character. A character automatically knows that there is a bar in the room and how many people are in it. In order to determine how much the character has "taken in" their environment the GamesMaster may ask the player to roll a Skill Check called the Perception Roll. It is just a standard percentile dice roll. As a result of the roll the GamesMaster will tell you how much the character takes in and understands. Typically , a character intentionally paying attention to the environment takes about a second to take it in. Players may also ask to make "Passive Perception" rolls to determine what their character is able to take in "in passing" rather then paying attention with intent.

See XXX for a detailed discussion of Perception and Initiative.

Chapter 2. Tasks

Describing Tasks

A task is an action or a set of actions to be performed. Each task has a difficulty associated with it.

Elements of a Task

Name	Self Explanatory
Stat Base, SB	The stat or combination of stats the tasks is based on.
Difficulty	The difficulty of the task. Typically expressed as a number in a range from -30 to +30
Time	The task will have time associated with it. This is the average time the task typically takes to perform.
Description	An optional description of the task if the name is insufficient.
Skills	This is a list of suggested skills that could be used to do the task. It is not exhaustive.

Table 2.1. Sample Task Description

Name	Stat Basis	Difficulty	Time
Pick Locks	Dexterity	-6	1 min
Manully picking locks. Requires Lockpicks.			

Multiple Tasks

If there are a series of actions (up to 10) that can be lumped together in a single task the difficulty for the tasks lumped together is the difficulty of the toughest task.

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 player to 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 Difficulty

Since this is all made up anyway we often need to be able to map subjective descriptions of how difficult something to a numeric difficulty for the task.

Table 2.2. Subjective Difficulty

Subjective	DF
Trivial	+2
Simple	0
Non-Trivial	-2
Tough	-5
Very Tough	-7
Damned Tough	-10

Subjective	DF
Nearly Impossible	-20

Common Tasks

Table 2.3. Common Tasks

Name	Difficulty	Stat Base	Time	Description	Skills	Side Effects
Judgement of Quality	+2	Stat Base of the appropriate perception or skill	30 secs		Perception, Evaluate Worth	
Common Action	0	Stat Base of the appropriate skill		Makes up 60\% or more of the actions made by someone using a given skill. Anyone of basic competence in a skill would know this action well.		

Chapter 3. Modifiers to using Tasks

Common Modifiers

Doing Multiple Things at the same time

AKA Florentine actions

Table 3.1. Common Modifiers

Name	Description	Physical DF	Mental DF	Side Effects
Mental Mental Florentine	Performing two mental actions at once.		DF -8/ DF -10	DF -2 Awareness
Physical Physical Florentine	Performing two physical actions at once.	DF -4/DF -6		DF -2 Awareness
Mental Physical Florentine	Performing a mental and physical actions at once.	DF -2	DF -4	DF -2 Awareness

Well Being, Injury and Exhaustion

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 3.2. Character Condition Modifiers

Name	Description	Physical DF	Mental DF	Side Effects
Physically Exhausted	PEX = 0	-6	-3	-4 Awareness
Slightly Physically Wounded	25% wounded in PBD	-2	-1	
Significantly Physically Wounded	50% Wounded in PBD	-4	-2	

Name	Description	Physical DF	Mental DF	Side Effects
Majorly Physically Wounded	75% Wounded in PBD	75% Wounded in MBD	-8	-4
Critically Physically Wounded	90% Wounded in PBD	-20	-20	
Mentally Exhausted	MEX = 0	-3	-6	-4 Awareness
Slightly Mentally Wounded	25% wounded in MBD	-1	-2	
Significantly Mentally Wounded	50% Wounded in MBD	-2	-4	
Majorly Mentally Wounded	-4	-8		
Critically Mentally Wounded	90% Wounded in MBD	-20	-30	

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.

Table 3.3. Common Modifiers

Name	Description	Physical DF	Mental DF	Side Effects
Physical Movement at a Jog		DF -3	DF -1	
Physical Movement at a Run		DF -5	DF -2	
Physical Movement at a Dash		DF -7	DF -4	
Vehicular Movement		DF -10	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 3.4. Common Modifiers

Name	Description	Physical DF	Mental DF	Side Effects
Visibility reduced 50%		-3		
Visibility reduced 75%		-4		
Gravity 50% off		-3		
Gravity 100% off		-4		

Competing

When the character 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 4. Skills

Descriptions

Elements of a Skill

Name	Self Explanatory
Stat Basis	The statistic or combination of statistics the skill is based on. This applies to all tasks and actions done using this skill.
Gen	The character generation cost of a skill.
EP	The experience point cost is the amount of experience points it takes to buy a roll in a skill.
Description	Self explanatory.

Table 4.1. Sample Skill Description

Name	Stat Basis	Gen	EP
Lock Picking	Dexterity	1	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 XXX

Table 4.2. Ranks and Expertise

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

Types of Skills

Art	An activity that has as its aim an affect upon the aesthetic senses of its audience.
Craft	An activity that is intended to mix Art with the production of some utilitarian object or effect.

Science	A series of disciplines intended to increase a codified body of knowledge..
Engineering	Any area of endeavour that attempts to apply a codified body of knowledge to the production of a desired physical effect.
Technical Study	AAn area of endeavour that is focused upon creating and maintaining the end result of the corresponding engineering discipline
Physical Discipline	Any area of endeavour based on muscle memory training.
Mental Discipline	Any area of endeavour based on purely mental manipulations without reference.

Working with Skills

Figuring out the cost of new Skills

Tip

Not neeeded by most programmers.

Each skill has a cost that is based on the components of the skill.

Table 4.3. 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
BasicType	**Cost**	**DF**
Interaction Type	Cost	DF
Unassisted	0	0
Single Assisted	1	-1
Tool Use	**Cost**	**DF**
Non-Tool Based	0	0
Simple Tool Based	1	-1

Table 4.4. Common Skill types and their costs

Name	**Type**	**Interaction**	**Tool Use**	**Cost**
Lore Skills	Mental Discipline	No Assist	No Tools	3
Spoken Language Skills	Mental Discipline	No Assist	No Tools	3
Written Language Skills	Mental Discipline	No Assist	Simple Tools	4

Name	Type	Interaction	Tool Use	Cost
Unarmed Weapon Skills	Physical Discipline	No Assist	No Tools	2
Primitive Weapon Skills	Physical Discipline	No Assist	Simple Tools	3
Complex Weapon Skills	Physical Discipline	No Assist	Complex Tools	4
Basic Science Skills	Science	No Assist	No Tools	7
Basic Engineering Skills	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 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. There are all sorts of modifiers so ask....

Costs of unlisted 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 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.

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..

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 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 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 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

Pool Bonus = $\text{Rank}_{\text{Highest Skill}}/2 + \text{sum}\ (\ \text{Rank}_{\text{All Other Skills}}/10\ )$

with a maximum of Highest Rank. Pools may be grouped according to training style, SB, or character preference.

Chapter 5. Perception and Initiative

Perception

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 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 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

Table 5.1. Success and Failure

Type	Effect
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

Chapter 6. Using and Restoring Energy

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 6.1. 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 6.2. 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 6.3. 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

Chapter 7. Movement

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 7.1. 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 7.1. 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.

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.

Example 7.2. 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.

Chapter 8. Actions and Reactions

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

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 given skill.

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, unless otherwise noted, have a standard speed of 10 count.

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

$Speed_{weapon}$

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

$1/4 \times Speed_{Action}$

Chapter 9. Combat

The combat section details the types of actions that may be taken while in combat.

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 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 location of the strike. That of course entails DF modifiers to the action.

Table 9.1.

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

Disarm

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 x $\text{Normal}_{\text{Damage}}$

, 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 x $\text{Normal}_{\text{Damage}}$

, 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 x 2

DF -5.

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. All hits are checked against the hit location table.

Table 9.2.

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 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..

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.

Table 9.3. 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

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 Run away

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. For as long as a PC is evading an attack or series of attacks their defense is

2 x 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

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 x PDF

during the first part of the dodge,

3 x 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 x PDF

Once down the character has 1/2 the normal PDF. 30 pulses are required to get back up.

Crouching

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 x PDF

against the attack. This is in lieu of full evasion.

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:

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

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

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.