Derived Stats

Carry Weight: 150+(10*STR)lbs.

  Overencumbered: -1 Init, +1 Diff on

STR/AGI tests, no sprint

  +50 lbs.: +1 Diff on STR/AGI tests/50

  x2: No move, Fail STR/AGI tests, Init 0

Initiative: PER+AGI

Defense: AGI 1-8=1, 9+=2

Damage Resistance: Sub from Dam

  Location Dependent: Ph, En, Rad

  Whole Body: Po

Health: END+LCK

Melee Bonus: STR 7-8=1, 9-10=2, 11+=3

Action Points

Shared Pool: Maximum of 6

Purchase d20s: 1=1,3=2,6=3

Obtain Info: 1=1 question

Reduce Time: 2=.5 time to complete

+1 Minor Action: 1 (1 max)

+1 Major Action: 2 (1 max)

+1 Combat Die: 1=1 die (3 max)

d20s bought by giving GM AP (pool=0)

Luck

Start each quest with LCK luck points

1+: Introduce useful detail (GM appr.)

1: Take next turn immediately

1+: Reroll 1d20 or 3 combat/point

1+: +LCK junk

Milestone or New Quest refreshes all

Trinket: ponder once per quest for +1

Healing

Stabilize: INT+Med(#Inj(+1 self))

  Max HP > 0, HP 1+(1/AP)

Treated Inj: Effect Die=Reopened

Stimpak: +4HP, +2HP/AP with First Aid

Robots: INT+Repair(2), use Repair Kits

Rest: 6hrs=Max HP, 8hrs+Safe=+2 Max HP

  END+Surv(1+#Inj) recover 1Inj+1/2AP

  Sm Trvl=+1,Trvl=+2,Trvl/Combat=+3

Food/Drink: Irr=1d6, +1 Rad Dam/effect

Med Attn: #patient/Med, INT+Med assist

Terrain, Obstacles, Cover

Terrain/Obstacles: AP to scale

  Mud/Sand/Stairs,Waist-High/Jump: 1AP

  Swamp/Rubble,Chest-High/Run+Jump: 2AP

  Steep/Fast Water,>Head/Long Jump: 3AP

Cover: DR=Dam of Combat (every attack)

  Wood=1, Stone/Metal=2, Concrete/Steel=3

Skill Tests

Attribute+Skill: Target# (2+d20)

Difficulty: # successes to pass (0-5)

  Format: ATR+Skill(Diff)

Roll d20s: val<=Target#=success

Crit:1 OR <=Tag skill rank=2 successes

Complicaiton: 20 or range to 20

Excess Successes become AP

GM describes result

AP spent to improve result

GM introduces complicaitons

Opposed Test: Opposing Successes=Diff

  Opposing char spends AP, rolls d20s

  Active char spends AP, rolls d20s

Assistance: char describes how helping

  GM picks Attr+Skill, Char rolls 1d20

  Active player must have 1+ success

Group Tests: Pick primary, roll normal

  All others assist (1d20)

Complications: additional to test

  Risky:19+, Perilous:18+,

    Precarious:17+, Treacherous:20+

  Succeed at Cost: If fail, GM offers

    success for 1+ complications

Junk

2d20=Quantity,2c/2lbs each

Salvage: 10min, INT+Repair(0), 1combat

per item, Com material1/"Dam"

  Com: wood, steel, plastic, rubber,

    cloth, concrete, bone, ceramic

  Uncom: Cu, Al, Pb, Ag, cork, glass,

    fertilizer, fiberglass, gears,

    screws, springs

  Rare: asbestos, balistic fiber, PCBs,

    fiber optics, chemicals, nuclear mats

  C=1c/1lb.,U=3c/1lb.,R=5c/1lb

Equipment Qualities

Accurate: Aim +1d6/AP (Inaccurate=no aim)

Blast: Target=zone, Diff=2, Hit=All in

  zone, miss=.5*d6, no effects

Close Quarters: No penalty from Reach

Concealed: PER+Surv(2) to find

Debilitating: Treat Inj +1 Diff

Gatling: 1ammo=10rds,+2d6/ammo

Mine: Activates within Reach range

Night Vision: Aim negates darkness Diff

Parry: 1AP=+1 Def against melee attacks

Recon: Aim=Mark, next attack reroll 1d20

Reliable: -1 Comp(Unreliable=+1 Comp rng)

Suppressed: PER+Surv(2) to hear

Two-Handed: One Hand=+2 Diff

Combat

Player that initiates takes free turn

Determine Init order (GM breaks ties)

1 Minor action/turn

  Aim: reroll 1d20 on attack

  Draw: pickup/draw/put away

  Interact: equipment or environment

  Move: one zone or to/from prone

  Take Chem: must be in hand (Draw)

1 Major action/turn

  Assist: Pick player and test

  Attack: Melee or Ranged

  Command NPC: choose Major action,

    CHA+Speech/CHA+Surv/INT+Sci

  Defend: AGI+Ath(Def), +1 Def, +1/AP

  First Aid: INT+Med(#Inj(+1 self))

    Heal, Treat Inj, Stabilize

  Rally: Prepare self or others

  Ready: Describe situation & action

  Sprint: Two zones

  Test: Any skill test

Attacks: Visible, Reach for Melee

  Called shot: +1 Def (d20 if not)

  Melee: STR+Melee(Def)

  Range: AGI+SG/END+BG/PER+EW(Def+Rng)

  Throw: PER+Expl/AGI+Throw(Def+Rng)

  Unarm: STR+Unarmed(Def)

  Dam: #WeapDice+Stat/AP/Ammo-DR

    1=1,2=2,5/6/Face=1+WeapEffect

  Subtract Ammo spent

  Rng: Reach, Close, Med, Long, Extr

    Rng Mod = +1/step

    Ranged within Reach = +2 Def

  Sneak Attack: Vicious, or +2, Def-1

  Ammo:+1d6/ammo (max fire rate)

Damage Effects

  Burst: +1 target/effect die, +1 ammo

  Break: Permanent-1d6/DR per effect die

  Persist: Dam 1turn/effect die;Maj ends

  Pierce X: Ignore X DR/effect die

  Rad: 1 Rad Dam/effect die

  Spread: .5*Dam/effect die (1d20 loc.)

  Stun: No normal actions next turn (AP)

  Vicious: +1 Dam/effect die

Radiation: Lowers max HP

Crit: 5+ Dam in single hit, adds Inj

  Arm: Drop held, broken, can't use

  Leg: Prone, no sprint, move=major

  Torso: 2d6/turn bleeding (no DR)

  Head: Stun, tests using vision Diff +2

Dying: END+Surv(#Inj)

  Risky (19-20), Fail=Death, Dam=+1 Inj