

D20

System

Universal Role-Playing System

Volume One: Player's Guidebook

Unlimited Adventures Await

Version 1.5



d20 system rules modified by Victor M. Gil de Rubio



The Universal Role Playing System

The Universal Role Playing System is an adaptation of the core rules created by Wizards of the Coast for the 3rd Edition Dungeons & Dragons game system. The reason for this adaptation was that I felt that the rule system as it stood had moved away from the Role Playing aspect of the game by reintroducing and depending on miniatures to visualize combat, among other aspects of the game which in my opinion took away a vital component of what had made Dungeons & Dragons great.

Over the course of several years I worked on adapting the D20 system and created a system that provided a great amount of flexibility, and offered players an incredible amount of options to create characters that were unique, while providing Dungeon Masters a system of rules that allowed for the level of customization equal to that of the players.

Once I had completed what I called Advanced Dungeons & Dragons in honor of the Game that had gotten me hooked on Role Playing Games I decided to use the core of the rules that I had adapted and apply them to a version of the Star Frontiers Science Fiction Role Playing game. While I worked on this adaptation I started to think that I could take the rules system I had created and sift out all the rules specific to a game world and put these rules into two books, A Player's guide, and an Administrator's guide. Thus an Administrator could take these core rules and by adding rules specific to a setting of his design a new game

The Universal Role Playing System will consist of a Player's Guide which you have in your hands an Administrator's guide, and a Bestiary that will provide stats for an assortment of real and fantastic creatures to jump start an Administrator's adventures.

So what are you waiting for?

Victor M Gil de Rubio

Table of Contents

Materials needed.....	5	Equipment (Cont.)-	
Die codes defined.....	5	Heavy weapon ammo.....	73
Core mechanics.....	5	Explosives.....	74
Glossary of terms.....	6	Timers.....	74
Section One: Character generation.....	7	Standard equipment.....	74
Character concept.....	7	Adventurers gear.....	74
Rolling Stats and racial modifiers.....	7	Containers.....	75
Ability score summery.....	9	Entertainment.....	75
Strength (STR).....	9	Explorers gear.....	76
Agility (AG).....	9	General equipment.....	77
Stamina (STA).....	9	Medical goods.....	79
Logic (LOG).....	9	Rogue's equipment.....	79
Intuition (INT).....	9	Specialized clothing.....	80
Personality (PER).....	9	Tack and Harness.....	80
Appearance (APP).....	9	Typical Hero.....	81
Changing ability scores.....	9	Section two: Game rules.....	83
Secondary traits.....	9	Basic task resolution.....	83
Endurance points.....	10	Breaking and bursting through objects... ..	83
Psyche.....	10	Healing rates.....	84
Reputation.....	10	Holding breath.....	84
Character points.....	13	Invisibility/darkness.....	84
Merits.....	14	Jumping/Jumping skill.....	85
Flaws.....	16	Light sources/.....	85
The Hero template.....	20	Movement rates (Jogging/running).....	85
Definitions.....	21	Overland movement.....	86
Sample professions.....	22	Reading/writing.....	86
Skills.....	23	Speak language skill.....	87
Sub skills list.....	24	Vision and spotting distance.....	87
Skill descriptions.....	25	Combat rules.....	88
Feats.....	47	Combat rounds.....	88
Starting funds.....	60	Surprise.....	88
Equipment lists.....	61	Initiative option.....	88
Equipment Endurance points.....	61	Actions in a round.....	88
Clothing.....	61	Holding actions.....	89
Equipment lists in modern settings... ..	62	Movement in a round.....	89
Protective attire/Armor.....	62	Making an attack.....	89
Armor descriptions.....	62	Combat advancement.....	90
Helmets/Shields.....	63	Critical hits/Critical fumbles.....	90
Melee Weapons.....	64	Combat options.....	90
Exotic weapons.....	65	Attacking objects/structures.....	90
Exotic missile weapons.....	65	Attacks of opportunity.....	91
Exotic ammunition.....	66	Bullrush.....	91
Improvised weapons.....	66	Called shots.....	91
Oriental weapons.....	66	Special called shots.....	91
Oriental missile weapons.....	67	Charging.....	92
Oriental ammunition.....	67	Disarm.....	93
Martial arts weapons.....	67	Fighting with two weapons.....	93
Ninja weapons.....	67	Fleeing combat.....	93
Ninja missile weapons.....	68	Non-proficiency penalty.....	93
Ranged weapons.....	68	Parrying.....	93
PGS weapons.....	68	Ranged attack of opportunity.....	93
Pistols/machine pistols.....	68	Suppressive fire.....	93
Rifles/Sub-machineguns/Assault rifles... ..	69	Trip.....	93
Other PGS weapons.....	70	Unarmed combat.....	94
Ammunition.....	71	Brawling.....	94
Weapon attachments.....	71	Grappling.....	95
Makeshift weapons.....	71	Wrestling.....	95
Grenades/Mines.....	72	Effects of unarmed combat.....	97
Missiles.....	72	Subdual combat.....	97
Vehicle mounted/Heavy PGS weapons....	73	Damage effects.....	98

Damage effects (cont.)			
Broken bones.....	98		
Falls and breaks.....	98		
Massive damage.....	98		
Severing.....	98		
Scars.....	98		
Subdual (temporary) damage.....	98		
Wielding a weapon two handed.....	99		
Resistance rolls.....	99		
Additional combat effects.....	99		
Ability damaged.....	99		
Ability drained.....	99		
Blown away.....	100		
Confused.....	100		
Cowering.....	100		
Dazed.....	100		
Dazzled.....	100		
Deafened.....	100		
Dying.....	100		
Energy drained.....	100		
Entangled.....	100		
Exhausted.....	100		
Fatigued.....	100		
Frightened.....	100		
Held.....	100		
Helpless/incapacitated.....	100		
Nauseated.....	100		
Panicked.....	101		
Paralyzed.....	101		
Petrified.....	101		
Shaken.....	101		
Stable.....	101		
Stunned.....	101		
Healing damage.....	101		
Experience and advancement.....	102		
Specialized equipment.....	104		
Computers.....	104		
Mainframe computers.....	104		
Programs.....	104		
Program complexity.....	105		
Computer functions.....	105		
Combining hardware and programs.....	105		
Computer stats.....	106		
Computer controlled attacks.....	106		
Computer skills.....	106		
Specialized computers.....	106		
PDA (Android phone, I-pad).....	106		
Remote Access Computer (RAC).....	106		
Computer card bypass kit.....	107		
Computer price list.....	107		
Common computer programs.....	107		
Specialized computer programs.....	108		
Specialized computer prices.....	109		
Security devices.....	110		
Locks.....	110		
Scanners.....	111		
Types of scanners.....	111		
Mounted security and defensive weapons..	112		
Vehicle rules.....	113		
Vehicle sizes.....	113		
Initiative.....	113		
Vehicle speed.....	113		
Acceleration/Deceleration.....	113		
Maneuvers and stunts.....	114		
Maneuver descriptions.....	114		
Ram.....	114		
Sideslip.....	114		
Avoiding hazards.....	114		
Bootleg turn.....	114		
Hard break.....	115		
Hard turn.....	115		
Jump.....	115		
Side swipe.....	115		
Vehicle stealth rating.....	115		
Vehicle sensor rating.....	115		
Collision and Damage.....	116		
Collision damage.....	116		
Damage to vehicle occupants.....	116		
Losing control.....	116		
Other hazards.....	117		
Swerve slightly.....	117		
Slide.....	117		
Skid.....	117		
Spin.....	117		
Feats and driving.....	117		
Other vehicle rules.....	117		
Losing pursuit.....	117		
Weapon vs. vehicle.....	117		
Damaged vehicle.....	118		
Repairing damage.....	118		
Critical damage.....	119		
Repairing critical damage.....	120		
Modifying a vehicle.....	120		
Aerial combat.....	121		
Stalling out.....	121		
Aerial maneuvers.....	121		
Barrel roll.....	121		
Dive.....	121		
Immelmann turn.....	121		
Landing.....	122		
Loop.....	123		
Steep climb.....	123		
Take off.....	123		
Aquatic combat.....	124		
Splash by attack.....	124		
Vehicle descriptions.....	124		

Materials needed for playing this game

This game has many similarities to most games produced using the D20 system, but the differences outweigh the similarities and will hopefully will be sufficiently detailed herein that you will not need to refer to any other rulebook but these to play the game.

The following materials are essential for playing this game:

- A set of dice that includes at least one d20, d12, two d10 (of different colors), d8, d4, and at least four d6.
- Paper, pencils, graph paper
- A group of friends and a good imagination.

Die roll shorthand

Throughout this game is found a shorthand way of listing the number and type of dice used in a specific situation. This is usually a number that represents how many dice are called for followed by a d and a number that represents the type of dice needed, so that a notation of 4d6 means that the roll requires the player to roll 4 six sided dice, the only exception to this is when the game calls for a d100 or percentile roll. In this case the player must roll two ten sided dice with one color representing the tens place and the other the number in the ones place. A roll of double 0 equals 100.

The different dice used in this game and their codes are as follows:

D20= one 20 sided die	d8=one 8 sided die
D12= one 12 sided die	d6= one six sided die
D10= one 10 sided die	d4= one 4 sided die

Occasionally there will be a + or – notation after a die code followed by a number. This is a number added or subtracted from the result of the die roll to determine the final outcome of a roll.

The Core mechanics

At certain times during a game session players will be called on to roll dice to determine the success of an action that the player's character (called the hero in this book) wants to accomplish, or the roll he must make to avoid some game effect like poisoning, or escaping from a deadly creatures clutches. The most common types of rolls that the players of this game should be familiar with are as follows:

Ability checks: These rolls are made using a d20 (20 sided die) and are modified by one of the heroes attributes (Strength, Agility, Stamina, Logic, Intuition, Personality, or appearance) against a difficulty assigned by the Administrator. This difficulty increases depending on how hard the Administrator chooses to make succeeding in the task is. Most tasks are accomplished on a roll of 15 or more on a d20.

Resistance rolls: Sometimes the heroes must resist the effects of some condition or effect that requires that the player roll against his hero's Fortitude, Reflex, or Will. The Resistance rolls will be discussed later in this guidebook, but when a Resistance roll is called for the player must roll a d20 and add a modifier based on his hero's level, and a relevant attribute (Stamina for Fortitude, Agility for Reflex, and Intuition for Will)

Skill checks: in order to succeed at a task requiring the hero use a particular skill, the player rolls one d20, and adds a modifier determined by the level he possesses in a skill and a modifier based on one of his attributes. Typically the chance to succeed is 15, but the difficulty can increase due to the difficulty of the task, as determined by the Administrator. The chance to succeed in a particular skill is often modified by a number of factors and can include racial modifiers, or bonuses or penalties due to the types of tools the hero is using to accomplish a task.

Combat rolls: Heroes are often called on to engage in combat in order to accomplish a mission, or just to survive against some hideous beast that wants to make them lunch. Combat is detailed in its own section, but it might be best to discuss the two basic rolls used in combat, the roll to hit, a target and how to roll damage.

Rolling to hit: In order to hit a target in combat the player must roll one d20 and add a modifier based on his character's level, his characters Strength (for melee weapons) or Agility (for ranged weapons) and possibly the weapon he is using against a difficulty determined by the type of armor or other form of protection that his opponent has, and his opponent's agility modifier. If this roll succeeds the hero has hit his target.

Rolling damage: Every attack in the game causes damage of some type. Usually damage is listed by a number

followed by a die code (such as 2d4) which means that two 4 sided dice are rolled to determine the actual damage that the attack does.

Sometimes there will be a notation after the damage such as a + or – followed by a number or a + sign followed by a word such as poison, or acid. In the case of a number this is a bonus or penalty that is applied to the result of the dice rolled to determine the actual damage done.

In the case of a + and a word this is usually some additional effect that a successful attack inflicts on the hero. These effects are usually detailed in the description of the creature, and may require the hero make other rolls to negate or reduce damage from a special effect. These too are detailed in the passage detailing the special attack of the creature in question.



Some important terms used in this game

Administrator: An administrator is the person who is running a gaming session. The administrator's job includes creating or presenting an adventure to his gaming group, interpreting rules, and overseeing the various rolls that the players make when overcoming the challenges that the player's heroes must face during the course of a gaming session. The administrator is also required to assume the rolls of any characters in a gaming session not controlled by a player.

Adventure: An adventure is an interactive story created by the games Administrator for his gaming group, which can be completed in one or more game sessions. A series of three or linked adventures are generally called a campaign adventure.

Attributes: every character in the game possesses a number of numerical statistics which represent the characters strength or weaknesses in one of seven characteristics (Strength, Agility, Stamina, logic, Intuition, Personality, and Appearance. Characters also possess certain secondary attributes which are generated using the character's primary attributes. These secondary stats change more frequently than the character's primary stats. These stats are Health, Psyche, and Reputation.

Campaign: A campaign is a series of linked adventures whose events alter the game setting in some significant way. Even if the campaign only affects a small group such as the players it is a campaign if by overcoming the adventure challenges the characters gain some measure of power (including wealth) that they can use to affect the world around them.

Campaign model: A campaign model is a set of rules, and information about a specific setting, including information about the races, cultures, geography and the types of threats that may challenge the heroes, that when applied to the Universal Role Playing System create a new game.

Combat roll: A combat roll is a d20 roll made during combat to determine if the character strikes his intended target.

Damage roll: A damage roll is a numeric representation of an affect that alters the health of the hero. Different things such as weapons or natural effects (such as fire, acid, or electricity) will have one or more damage dice that represent the severity of the attack.

Defensive rating: a character's defensive rating is a numeric representation of how difficult it is to damage him in combat. This score can be because of protective gear that the character is actively wearing or using, his reflexes, or the being's natural form.

Experience points: Experience points are a numeric representation of the difficulty of a challenge faced by a hero. As the character accumulates experience points, he may increase in levels, which grant him increased abilities allowing him to overcome greater challenges.

Game session: A game session usually consists of one or more linked encounters that occur during one or more hours of gaming. One or more linked game sessions comprise an adventure, and dozens of linked game sessions often comprise a campaign.

Hero: A character controlled by a player in the game is referred to as a Hero. The character does not have to be particularly heroic (he could be the vilest villain) but because he is controlled by the players he is called a hero. Heroes are also referred to as Player characters.

Level: As the characters overcome challenges they are awarded a number of points representing the difficulty of a challenge that they have defeated. When they acquire a certain number of experience points, the Hero increases in level, and gains benefits that make him more capable allowing him to overcome greater challenges.

Non player characters (NPC): any character that is controlled by the Administrator is called an NPC. These characters are not limited to beings of the same species as the player's heroes, and can include monsters, or robots. NPCs differ from creature encounters because NPC's have the ability to communicate with the players in a manner greater than on an instinctual level.

Resistance roll: A resistance roll is a d20 roll that is made by the hero to overcome some special effect that can affect him, physically or mentally.



Section One: Character Generation

At the Core of the Universal Role Playing System is the character, without which there would be no point in playing the game. The Universal Role Playing System (URS for short) allows for a variety of character arch-types each which grant the character certain abilities and are a way to measure the character's progress as he adventures in the various Campaign models created using this system as a base. The following is a summary of the steps that make up the process of creating a character for use in the game. It might be useful to keep a piece of scrap paper to jot down attribute modifiers and racial modifiers as you create your character.

Step One: Choose a concept and decide on an acceptable race.

Step Two: Roll initial stats

Step Three: Add racial modifiers

Step Four: Roll Character points (Page 13)*

Step Five: Choose Merits/Flaws (Page 14)*

Step Six: Apply all starting level bonuses from Hero Template (Page 20)

Step Seven: Choose a profession {to determine starting funds} (Page 22)

Step Eight: Choose starting skills (page 23), initial feat (page 47)

Step Nine: Finishing touches: Determine starting funds (Page 60) buy equipment. Choose psionics* etc.

*Optional

Step One: Character Concept

Before putting pen-to-paper or even rolling dice, the player should take a moment and consider what the role of the character he wishes to play in the game. The role the player assumes will greatly depend on the Campaign model being used in the game. In a fantasy setting he could be a Warrior, a noble Knight or a dashing Rogue. In a more modern setting, he could be a reporter, or a mercenary soldier, or maybe just a member of a street gang. Other more unique roles present themselves based on the Campaign setting created or being used by an Administrator.

The Player should also take a moment to consider the character he wishes to play's race. Many of the campaign models use humans of some sort as the mainstay but many campaign models allow the players to play characters from many unique races. In Fantasy campaign setting players may be elves, Dwarves or even more unique races, while in Post-apocalyptic setting mutant characters might be the mainstay, and normal humans the exception.

All these questions should be considered before the player starts the character creation process as they help shape the character in the player's mind so that the character becomes more than just stats on paper. An Administrator should be willing to help the player at this stage by suggesting the kind of characters that he feels appropriate for the adventure or campaign he is running, but ultimately it must be the Player's choice, as he will be the one playing the character and if the player is dissatisfied with the character, the game will suffer, not just for him but for everyone involved.

Step Two and Three: Rolling Stats and Racial Modifiers

There are two acceptable methods for rolling up characters for use in the URS. The first method is rolling 4d6 seven times and dropping the lowest die from each roll to give a range between 3 and 18. Once these rolls are made the player may put these scores as he sees fit among the character's seven attributes (Strength, Agility, Stamina, Logic, Intuition, Personality and Appearance).

The second method is generally used for creating quick characters with generally above normal attributes. To generate the seven attributes the player rolls 1d10 for a range of 0-9 to which he adds 9 to generate scores of 9-18.

Once the character's initial stats are generated locate the race of the character and modify the stats by the races' ability modifiers and record the character's final attributes (racial modifiers can raise initial scores past 18). Below is the table used to determine the bonuses granted to the character due to his attribute scores.

Sub table one: Attribute tables

Score	Modifier	Score	Modifier
1	-5	26-27	+8
2-3	-4	28-29	+9
4-5	-3	30-31	+10
6-7	-2	32-33	+11
8-9	-1	34-35	+12
10-11	+0	36-37	+13
12-13	+1	38-39	+14

14-15	+2	40-41	+15
16-17	+3	42-43	+16
18-19	+4	44-45	+17
20-21	+5	46-47	+18
22-23	+6	48-49	+18
24-25	+7	50+	+20

Ability Score Summery

The following is a quick summery of the character's main attributes:

Strength (Str): A character's Strength modifier applies to the attack and damage rolls in combat. A character can carry 5-pounds per point of Strength that he has before becoming encumbered. A character can lift 10-pounds per point of strength over his head without requiring a Strength check, and on a successful Strength check (DC 18) they can press up to 20-pounds/point of Strength. A character whose strength drops to 0 can't exert force, nor can they move.

Agility (Ag): A character's Agility modifier applies to their Initiative modifier, Ranged attack modifier, Defense rating, Reflex saves, and is added to their base move to determine their actual movement rate. A character who has 0 Agility can't move.

Stamina (Sta): A character's Stamina modifier applies to their Fortitude saves. The character can go for 1 day/5 points of Stamina that he possesses without sleep. The character may also perform Strenuous activity for 1 hour +1 hour/point of Stamina modifier before needing to rest for 1/2 an hour. A character whose Stamina drops to 0 is dead.

Logic (Log): A character's Logic modifier grants a character a bonus number of starting skills points (4x their Logic modifier) and languages (equal to their Logic modifier). A character with 0 Logic can't think for himself, nor can they understand anything but the most simple ideas.

Intuition (Int): A character's Intuition modifier applies to the character's Will saves, and determines the bonus Psions for a Psionic user if psionics are used in the game. A character with 0 Intuition has no sensory perception, nor are they aware of the world around them.

Personality (Per): A character's Personality modifier applies to all NPC reactions, A character with 0 Personality also has no Intuition.

Appearance (Ap): A character's Appearance modifier is used to determine initial NPC reactions. A character with 0 Appearance is unbearably hideous.

It must be noted that all playable races have some sort of modifier to the base scores rolled for a character's attributes, and in addition every four levels the player may increase one of the character's attributes. Age, poisons, and many other circumstances may temporarily or permanently affect a character's attributes.

Changing Ability Scores

Ability scores can increase with no limit.

Poisons, diseases, and other effects can temporarily harm an ability (temporary ability damage). Ability points lost to damage return on their own, typically at a rate of 1 point per day. Some effects drain abilities, resulting in a permanent loss (permanent ability drain). Points lost this way don't return on their own.

As a character ages, some ability scores go up and others go down. Old age permanently reduces Strength, Agility and Stamina by 1 point, and Venerable characters suffer an additional point loss to these abilities as well.

When an Ability score changes, the modifier associated with that score also changes.

Secondary Attributes

Each character possesses three secondary traits which depend on the character's attributes. These secondary traits are Endurance, Psyche and Reputation. Endurance is a mandatory trait, but the other two attributes (Psyche and Reputation) are optional, though strongly recommended that you list them for your character. The first two traits fluctuate the most during an adventure, while the third trait is a gauge to determine how well known the character has

become, and can modify the reactions of NPC's for good or ill.

Endurance: A character's Endurance score determines how much damage he can sustain before the character either fall unconscious (At 0 Endurance) or dies (at -10 Endurance). The Endurance rating is not a physical representation of how much damage the character can take, it represents such variables as physical health, battle fatigue, and luck.

To determine a character's starting Endurance, add the character's Agility and Strength modifiers, (or subtract them in the case of a negative modifier) to his Stamina score. After determining this result add 10 + the character's starting level bonus (found on the Hero Template Page 20) to determine the character's starting Endurance. As the character advances in level, he increases in Endurance as detailed under the Hero template.

Endurance = Strength modifier + Agility modifier+ Stamina +10 + Level bonus

Endurance exception: Note that a normal human has a base Endurance of 20 unless he has exceptional attributes

Psyche: A character's Psyche determines how many Psionic points he has available to him if the Administrator is utilizing the Psionic rules in his Campaign. To determine the character's Psyche roll 1d4/point of Intuition modifier that he has.

Reputation: The exploits of the characters eventually become local folklore, and at the highest levels become the legends told throughout the land. This can be a blessing or a curse, because while fame can be wonderful, many disreputable individuals exist who want nothing better than to destroy a hero. A character's initial Reputation is equal to his Personality modifier. This gives a modifier that is applied when a character tries to get a loan, borrow that special piece of equipment or hire a few good men to join him in an expedition and can reduce a character's personality modifier or negate it in these circumstances. The following table gives a rough idea of what the Reputation rank actually means:

Reputation Rank	Modifier	Typical NPC Reaction
up to 1	-5	Open hostility
2-3	-4	Complete indifference (hostile tendency)
4-5	-3	Cool neutrality
6-7	-2	Mild disinterest
8-9	-1	False congeniality
10-11	+0	no reaction
12-13	+1	Positive reaction
14-15	+2	Positive reaction (out of awe/fear)
16-17	+3	Immediate reaction (fear/awe)
18-19	+4	Fawning over character (out of awe or fear)
20+	+5	Stunned silence (awe/fear)



Character Races

As has been stated before the number and types of races available for Players depends on the Campaign model being used by the Administrator in his game and even then he may add or restrict certain races from being used by players. A player should consult with his Administrator before choosing to put together a character for a game to be sure that a non-human race is allowed. The mainstay in most campaign models is humans, and below is a description of humans that should be general enough for use in most settings.

Starting languages: Unless otherwise stated all characters speak the most common local language in the game. This could be an actual language or a trade tongue (like Esperanto) created to make communication between different races easier.

Humans

Average size: 6' tall

Average Mass: 170lbs (male), 110lbs (female)

Average Life span: 70 Years

Body Temperature: 98.6° Fahrenheit

Reproduction: Heterosexual Viviparous

PHYSICAL DESCRIPTION AND STRUCTURE

Typical adult Humans are approximately 6' tall, and have two arms and two legs. They are warm-blooded omnivores with internal skeletons. Both hands have four fingers and one opposable thumb, which allows them to grip and use tools. Their arms are jointed at the shoulder, elbow and wrist. Their legs are similar, being jointed at the hip, knee and ankle. Humans walk upright.

Human skin color varies over a wide range, including pale white and pink, tan, pale yellow, red, brown and black. This color does not change as the Human matures. Most Humans have hair covering the top and back of the head, and males also have hair on their chins and throats. Hair color varies from white and yellow to red, brown and black, gradually changing to gray as the Human ages.

SENSES

Humans have color vision, sensing the spectrum between infrared and ultraviolet wavelengths. They have good depth and motion perception. Their hearing covers a range from 16 to 27,000 cycles per second, with good separation and direction-sensing qualities. Their skin is touch-sensitive. Their senses of taste and smell are not as highly developed as their sight.

SPEECH

Humans speak by forcing air from their lungs through a larynx or voice box and shaping sounds with their lips and tongue. They can create a wide range of sounds, and have no difficulty speaking the languages of any Human cultures.

SOCIETY AND ATTITUDES

Human society centers around the family. A family consists of two parents and often their offspring. Humans generally group together into communities for mutual support and protection. These community size varies widely; with several Human cities having populations above 5 million residents.

Humans are a very varied race of beings who are extremely adaptable, and they cannot easily be categorized. Humans are driven by their curiosity and for a race that lacks any special adaptations humans as a species are the most populous beings on Earth.

Humans value individuality and personal freedom more than anything else, but they do not hesitate to work together to reach a common goal or to protect themselves from attack. One of the most puzzling aspect of Human behavior is their curiosity and love of adventure. Many Humans are willing to put themselves in great danger simply to see something new or go somewhere no one has ever gone before. Some Humans (a very small percentage) seem to actually enjoy being in danger, thriving on the excitement of a life-or-death situation. This type of behavior has never been observed in normal members of the other species.

Many biologists have wondered how the Human race could have survived long enough to build a civilization compared to other species of creatures on Earth Humans are not especially strong or quick, but they are very inventive

and adaptable. They manage to survive and even flourish in areas that might be considered uninhabitable, by adapting themselves to the new conditions with surprising speed.

SPECIAL ABILITIES

Humans begin with a bonus of 4 additional Skills at first level, and for every level over 1st level they gain an additional Skill. This is due to humans thirst for knowledge.

ATTRIBUTE ADJUSTMENTS

All Humans start with two points which they can apply to their attributes as they see fit.



Character Points (This is an optional rule)

All characters begin play with 10 character points + 1d4/point of Logic modifier that the character has. Human characters gain a bonus of 4 Character points. These points can be used to buy Merits or Flaws that grant the character advantages and disadvantages. In addition Character points can be spent to increase other aspects of the character as shown below:

Increase skill= 1 character point/skill level increased to a maximum of level 4.

New skill= 3 character points

New Feat= 5 points

Raise Attribute 1 point (Maximum of 14) = 5 points

A character can increase the number of character points he has by taking Flaws. A character cannot have more than 3 Flaws to offset his Merits. The Flaws available are detailed after the descriptions for the various Merits available to characters in the Frontier.

Merits	Cost	Flaws	Bonus
Accuracy	3	Allergies	+1
Allure	2	Bad tempered	+2
Alertness	3	Bruise easily	+4
Ambidexterity	3	Clumsy	+2
Animal companion	4	Colorblind	+1
Animal empathy	3	Compulsive honesty	+3
Artistic understanding	2	Cowardice	+3
Battle rage	4	Curiosity	+3
Climate sense	2	Deep sleeper	+3
Craftsmanship	2	Easily distracted	+2
Dense flesh	3	Fanaticism	+4
Determine stability	2	Forbidden love	+2
Determine structural age	2	Gentle heart	+3
Diving	3	Greed	+3
Double Jointed	3	Ineptness	+4
Empathy	4	Irrational fear (specify)	+5
Enhanced Equilibrium	4	Irrational hatred (specify)	+4
Enhanced Intuition	5	Irritating personality	+1
Enhanced Logic	5	Lazy	+1
Enhanced Stamina	5	Light sensitive	+3
Fast healer	4	Longing for acceptance	+2
Fearlessness	3	Lucid dreaming	+3
Glibness	2	Melancholia	+3
Impersonation	3	Paranoia	+2
Indomitable will	5	Phobia: (specify)	+3
Inherent immunity: Poison	4	Powerful enemy	+5
Inherent immunity: Disease	4	Pride	+4
Inherent immunity: Cold	4	Size	+3
Inherent immunity: Heat	4	Social outcast	+2
Internal compass	2	Stubbornness	+3
Keen eyesight	3	Tongue tied	+2:
Keen hearing	3	Unlucky	+4:
Keen sense of smell	3		
Keen sense of taste	3		
Keen tactile sense	3		
Light sleeper	2		
Luck	5		
Mechanical aptitude	3		
Obscure knowledge	3		
Power	4		
Precise Memory	3		
Quickness	4		
Speed burst	2		
Stealth	3		
Weapon affinity	3		

Descriptions

Merits

Accuracy: Characters adept at this talent have an innate ability to hit targets with ranged weapons or objects. A character with this ability cuts his range penalties for using a range or thrown weapon or object by ½.

Allure: This trait allows the character to attract the romantic interest of NPC's. The character can conceal the trait at any time, but when in effect it can modify the reaction rolls of NPC's that might be affected by as much as +3. The trait is only effective if there is a reasonable chance of the PC drawing romantic attention from the NPC -at the very least the NPC must be of the opposite sex and be of at least young adult age.

Alertness: A character with this trait is blessed with a combination of peripheral vision, good hearing, and mental stamina that makes them very resistant to surprise. A character with this trait gains a +4 bonus to their spot checks to avoid surprise. The character gains a +2 to any Reflex saves that he makes.

Ambidexterity: This character is equally skilled with the use of either hand. This trait characteristic carries over into training, so that the Hero can use weapons, bear a shield, and perform acts of strength with a reduced penalty over non-ambidextrous characters. A character who is ambidextrous does not suffer the -2 penalty for using a weapon in his off-hand so long as the weapon used in the off-hand is small.

Animal companion: A character with this trait has an affinity to an animal that he chooses at the start of his career. This animal must be one that is common to his area (such as dogs, cats, or horses) and is domesticated. With the exception of a riding beast the animal must be of small size. The Administrator can help characters choose a suitable animal.

Animal empathy: A character with this trait possesses an inherent ability to relate to animals. The character will generally receive a positive reaction from domesticated animals and can sooth the fears of captive wild animals with remarkable consistency. The character can use his Personality based reaction adjustment on animals. A character cannot use this ability on exceptionally fierce or wild animals.

Artistic understanding: The character with this trait gains a +2 bonus to his skill rolls when using his performance skills due to his knack for artistic endeavors. In addition whenever he encounters an NPC that has some knowledge of the character's skill the Hero gains a +2 bonus to their reaction rolls.

Battle rage: The character with this ability is able to go berserk in combat. The character must sustain 1 Endurance point of damage which can either be inflicted on him or the character can inflict it on himself. After this the character gains a +2 bonus to his attack and damage rolls, but suffers a loss his Defensive bonus. This lasts 1 round +1 round/ point of Stamina modifier he has (minimum 1 round).

Climate sense: The character with this ability has an uncanny knack for knowing when the weather will change. The character may roll an Intuition check to determine if the weather will change in the next 12 hours (DC: 16). If he has the Knowledge: Nature skill the character can determine what the weather will actually change to, otherwise he can only determine if the weather will worsen or improve.

Craftsmanship: The character with this trait gains a +2 bonus to his skill rolls when using a Craft or Professional skill that he chooses at the start of his career. In addition whenever he encounters an NPC that has some knowledge of the character's skill the Hero gains a +2 bonus to his reaction rolls.

Dense flesh: A character with this trait reduces damage taken from attacks (including subdual damage) by -1 point including reducing damage taken to 0.

Determine stability: A character with this trait is able to determine the stability of any structure or area. The character may make a Logic check (DC: 16) to determine how much pressure or movement will be necessary to topple the object, or cause a shift in the area (as in starting a rockslide, or avalanche).

Determine structural age: The character with this ability is able to make a Logic check (DC: 16) to determine the exact age of a ruin, or structure.

Diving: A character must be able to fly (or glide) by his own ability to use this ability. If he possesses the required ability he can make a diving attack in combat. When diving the character gains a +4 bonus to Initiative and if he succeeds the character can make an attack against his opponent and if the attack succeeds the character does an

additional die of damage before any additions are made for Strength or skill.

Double jointed: The character has the unique ability to wriggle out of ropes, manacles, brackets, chains, or other bonds. The character can roll an unskilled Escape Artist roll with a +1 bonus or if he possesses the Escape artist skill he gains a +2 bonus for having this trait.

Empathy: A character with this trait has the innate ability to sense the general mood of individuals. The character may make an Intuition check (DC 16) upon entering a room or coming within 30' of a target, and if successful he can learn the general mood of the creature, or being.

Enhanced Equilibrium: A character with this ability can never dismally fail at a task involving Agility. The character always gains a bonus of +2 to any Skill or Feat rolls involving Agility but this does not increase his attack bonuses in ranged combat.

Enhanced Intuition: A character with this trait can never dismally fail at a task involving Intuition. The character always gains a bonus of +2 to any Skill or Feat rolls involving Intuition.

Enhanced Logic: A character with this trait can never dismally fail at a task involving Logic. The character always gains a bonus of +2 to any Skill or Feat rolls involving Logic.

Enhanced Stamina: A character with this trait can never dismally fail at a task involving Stamina. The character always gains a bonus of +2 to any Skill or Feat rolls involving Stamina. In addition the character begins with a bonus to his starting Endurance points equal to his Stamina modifier x2 (2 points minimum)

Fast healing: A character with this trait recovers from damage or from temporary ability losses at his normal healing rate (2 Endurance points/level + his Stamina modifier per day of rest, or regains 1 lost attribute point/day) but instead of needing a full day (24 hours) to recover, he does so in 12 hour periods if he is completely resting, otherwise he recovers as a normal character.

Fearlessness: A character with this ability gains a +2 to his Resistance rolls vs. fear effects. He gains a Resistance roll if the fear effect normally does not call for one, but in this case the Resistance roll's difficulty is determined as follows: Difficulty: 20+ the Endurance level of the being producing the effect.

Glibness: A character with this ability who can speak the same language as his listeners can shift the targets reactions by one place towards being friendly on a successful Personality check (DC: 16).

Impersonation: A character with this trait has a knack for acting. This gives him a +1 bonus to his skill rolls for any of the following skills: Bluff, Diplomacy, Disguise, Innuendo, and Performance

Indomitable Will: A character possessing this ability gains a bonus of +2 to his Will Saves.

Immunity: Poison: This trait enhances the character's natural resistance to poison, whether ingested, inhaled, or otherwise entering his system. The character gains a +2 bonus to his Fortitude saves against poisons. In addition the character can never die from poisoning. If the poison would kill the character, it will instead incapacitate him totally for 10 days minus his/Stamina modifier and at the end of that time he loses one permanent point of Stamina, as opposed to dying from the toxin.

Immunity: Disease: This trait enhances the character's natural resistance to disease. The character gains a +2 bonus to his Fortitude saves against disease. In addition the character can never die due to a disease. If the disease would kill the character, it will instead incapacitate him totally for 10 days minus his Stamina modifier and at the end of that time he loses one permanent point of Stamina, as opposed to dying from the disease.

Immunity to cold: A character who possesses this trait will feel comfortable in temperatures that other characters find cold. The character reduces damage from cold by -1 point/die even reducing damage to 0/die.

Immunity to heat: A character who possesses this trait will feel comfortable in temperatures that other characters find hot. The character reduces damage from heat by -1 point/die even reducing damage to 0/die.

Internal compass: A character with this trait has a general idea of where they are, and in what direction they are facing when outdoors. A character with this trait gains a +2 bonus to his intuit direction skill.

Keen eyesight: A character with this ability has "eagle eyes" and are thus able to perceive details at a range of twice

what a character with normal vision would have. This does not grant the character night vision if he does not already have it, but grants a +2 bonus to a character's spot checks. A character with this skill cuts the range penalties when using a missile weapon in half.

Keen hearing: A character with this ability has excellent aural acuity. The character gains a +2 bonus to his Will saves to avoid surprise and gains a +2 bonus to his Listen checks.

Keen olfactory sense: This valuable trait elevates the character's sense of smell to an uncanny level. The character gains a +2 bonus to any Spot checks where they are able to detect faint smells.

Keen sense of taste: This valuable trait elevates the character's sense of taste to an uncanny level. The character gains a +2 bonus to any Fortitude saves he may be forced to make from attempts to poison him by tainting food, or drinks.

Keen tactile Sense: This trait gives a character a +2 bonus to Search skill checks where tactile information must be gained.

Light sleeper: A character who possesses this trait will awaken at the slightest disturbance. The character is allowed to roll listen checks when asleep and if successful he will awaken with no penalties to his actions due to disorientation.

Luck: A character who has this advantage may once/adventure reroll one die roll and take whichever roll is more favorable.

Mechanical aptitude: The character with this trait gains a +2 bonus to his skill rolls when using any type of machine due to the characters innate ability to understand the complex workings of machines. In addition whenever he encounters an NPC that has some knowledge of the character's skill the hero gains a +2 bonus to his reaction rolls.

Obscure knowledge: A character with this ability has listened too long to old folktales, urban legends, and local gossip. The character can once/adventure roll an Intuition check (DC 20) to know some obscure fact about a person, place or object.

Power: A character with this ability can never dismally fail at a task involving Strength. The character always gains a bonus of +2 to any Skill or Feat rolls involving Strength but this does not increase his attack or damage bonuses.

Precise memory: A character with this ability is able to remember things after a glance. They are allowed to roll a Logic check (DC: 16) to remember any facts that might be pertinent to a situation (if they ask).

Quickness: A character with this ability is naturally faster than other characters. The character gains a +2 bonus to his Initiative modifier and gains one additional Attack of opportunity in a round.

Speed burst A character with this ability can increase his running speed by +4' for one round/point of Strength modifier that the character possesses by making a Stamina check (DC: 18).

Stealth: A character with this ability reduces a target's chance to detect him, when he is alone and not wearing reflective or metal armor. The ability reduces the chance that the character is detected by -2 and is cumulative with the Move silently skill.

Weapon affinity: The character with this ability has a natural aptitude for a weapon. When using that type of weapon, which is chosen when this trait is taken, the character gains a +1 to his Attack and Damage rolls.

Flaws

Allergies: A character with this disadvantage is subject to sneezing outdoors during warm and hot weather due to severe hay fever. The character will suffer a -2 to his Ability and Combat rolls due to his allergies. At the beginning of any week the character must roll a Fortitude save (DC: 17) and if he fails at one point during that week lasting 1-3 days the character will suffer from this allergy.

Bad tempered: This character has extreme difficulty with social interaction. He is quick to become enraged when he feels slighted whether the insult was real or imagined. The character must roll a Will Resistance roll (DC: 18) whenever he is in a social situation where he is given some reason to believe he has been insulted. If the save fails the character will start swinging, insulting or otherwise ruining any opportunity to keep things friendly. A character cannot have a Personality over 12 if he possesses this trait and can never have more than three cohorts.

Bruise easily: A character with this trait suffers 1 extra point of damage/die up to the maximum damage allowed from any attack. The character also suffers an additional d4 of real damage resulting from non-lethal combat.

Clumsy: The character with this disadvantage has the misfortune of always tripping or dropping an item at the most inopportune time. Whenever the character fails a roll by 6 or more points the character must roll a Reflex Save (DC: 16) to avoid dropping whatever is in his hands.

Colorblind: At first this disadvantage seems not to be very great, but the character will suffer a -4 to any Logic checks or a -2 to his chance to Spot or Disarm a trap where color variations are a factor.

Compulsive honesty: The character with this disadvantage can never tell a lie, or behave in a deceitful manner. He tends to be blunt rather than tactful, and in a case where the character must tell a lie or partake in a deception he must make a Will save (DC: 18) or he will subconsciously sabotage the plan.

Cowardice: This is a hefty disadvantage for a character. The character may want to be brave or fight heroically, but when faced with danger he must roll a Will Save (DC: 18) to avoid freezing up. If he does freeze up the character loses his Initiative bonus for 1-4 rounds due to fear.

Curiosity: This character will always forgo his safety to satisfy his curiosity. The character must make a Will save (DC: 18) to avoid endangering himself and his companions for the chance of satisfying his curiosity.

Deep sleeper: A character with this disadvantage will always need prodding to be woken, and suffers 1-4 rounds where he will be at -2 to all Ability and Combat rolls due to sluggishness.

Easily distracted: A character with this disadvantage suffers a -2 to all his Skill checks where success takes time because of the character's inability to keep his mind on the task at hand. The character takes twice as long to perform any task that requires concentration or takes an extended period of time because he will procrastinate as long as they can. Characters that have this disadvantage may take ten to perform a task, but they can never take 20.

Fanaticism: A character with this failing has such a strong dedication to some person, or ideal that he must make a Will save (DC: 18) to do anything that does not in some way relate to his goal, or ideal. Also during the time that the character is performing a task that does not involve his goal or ideal he will be nearly unbearable, suffering a -4 to NPC reactions.

Forbidden love: The character with this disadvantage has fallen in love with a person who should he profess his love for will ruin their lives.

Gentle heart: The character with this failing is so soft hearted that he must make a Will save (DC: 18) whenever he is forced to fight or the character suffers a -4 to all his rolls for the next day as he falls into a deep depression. The character must likewise roll a Will save (DC: 18) to avoid helping a person regardless of the person's previous actions.

Greed: A character with this trait suffers from greed that cannot be defined. The character will put himself and everyone around him in danger for the chance at that extra few credits. The character must make a Will save (DC: 18) to avoid endangering himself and his companions for the chance of acquiring wealth, and is not above lying or stealing, even from those that are his friends to make a profit.

Ineptness: A character with this disadvantage permanently suffers a -2 to all Skill, Ability, and Combat rolls because the character is just not good at anything.

Irrational fear: This disadvantage is a greater fear than that produced by the "Phobia" disadvantage. Whenever the character is faced with the subject of his fear the character must roll a Will save (DC: 20) or freeze up. The character will do nothing but cower in fear as long as the subject of his fear is in view and for 1-3 rounds afterwards the character will be so distracted that they suffer a -2 to all Skill, Ability and Combat rolls.

Irrational hatred: A character with this disadvantage will refuse to parley, give quarter, or retreat from a fight with his hated foe. The character must make a Will save (DC: 18) in order to retreat from such an encounter regardless of the odds. The character will gain a +2 to his Attack rolls when facing his hated foes but will fight heedless of the character's own safety (losing his defensive bonus).

Irritating personality: A character with this failing must make a Will save (DC 18) whenever involved in crucial negotiations or suffer a -5 to all NPC reactions as the more annoying aspects of the character's personality become

incredibly pronounced.

Lazy: Characters with this disadvantage never do more than is absolutely necessary, relying on others to do the lion's share of the work, but expecting equal shares of the rewards. The character must make a Will Save (DC: 18) whenever the prospect of labor comes into mind or the task will take 2-3 times longer than it should as the character finds inventive ways to procrastinate.

Light sensitivity: The character with this failing suffers a -4 to all his Skill, Ability and Combat rolls when not in darkness. Even dim light causes a distraction but not as much as bright light (-2 to rolls)

Longing for acceptance: A character with this disadvantage is so immersed in his desire for acceptance that the character does not allow himself any joy. These characters often sabotage their own chance for acceptance. The character suffers a -2 to all NPC reactions who become frustrated by the character's attitude.

Lucid dreaming: A character who suffers this disadvantage will have such realistic dreams that the character suffers a -2 to all his skill, ability and combat rolls for 1-6 rounds when they wake-up due to disorientation.

Melancholia: A character with this disadvantage no longer knows any joy in his life and is so filled with longing for things long gone and the happiness that has long ago faded that they suffer a -2 to all NPC reactions who become frustrated by the character's attitude.

Paranoia: A character who suffers this affliction is always seeing schemes and motives in everything that goes on around him as some intricate plot against him. The character is so suspicious that he must make a Will Resistance roll (DC: 18) to accept any aid or anything given to him by another person.

Phobia (All): These disadvantages all share the following explanation. Whenever the character is faced with the subject of his fear the character must roll a Will Save (DC: 18) or freeze up. The character will be unable to do anything for the first round that he is in the presence of the thing that the character is afraid of, but he will defend himself if the need arises. On subsequent rounds the character will lose his Initiative bonus due to fear.

If the object of the character's fear is not combat related the character suffers a -4 to any Skill or Ability rolls that he must make while in the presence of the character's fear. In both cases the character gains only ½ experience for any encounter with his phobia.

Powerful enemy: A character with this disadvantage has made an enemy of some very powerful being or organization. This enemy will do anything in its power to make the character's life miserable. The enemy need not be powerful in level or ability, he could be a powerful crime boss, a bounty hunter, the local media, or even a Star Law officer who though not being high in character level has such an influence in the area the character calls home, that he or it makes the character's life unbearably difficult.

Pride: A character with this disadvantage will find himself in bad situations because his pride won't let the character back away from anything or take back anything he has said. The character must roll a Will Resistance roll (DC: 18) whenever he is in a social situation where the character is given some reason to believe that he have been slighted. If the character fails his save they will ruin any opportunity to keep things friendly. A character cannot have a Personality over 12 if he possesses this trait.

Size: Because of the character's large size he must pay +50% of the cost when purchasing clothing, armor and equipment for his size. Characters who possess this flaw suffer a -1 penalty to Defense, a -1 penalty on attack rolls, and a -4 penalty on Hide checks because of their size. They however gain a +4 bonus on grapple checks. Their lifting and carrying limits are twice those of a normal character. Large characters must use two hands to wield a huge weapon, and light weapons for them are medium-size.

Social outcast: A character with this disadvantage has fallen so out of favor within his social circle that he is the source of much rumor and the focus of many unflattering statements. The character suffers a -4 to all NPC reactions.

Stubbornness: A character with this disadvantage will find himself in bad situations because the character won't back away from anything. The character suffers a -2 to all NPC reactions after 1-4 rounds of conversation as the character's stubbornness becomes painfully evident. A character cannot have a Personality over 12 if he possesses this trait.

Tongue Tied: This disadvantage crops up when the character tries to discuss important topics with companions and NPC's. The character's inability to keep his facts straight causes him a -2 to NPC reactions.

Unlucky: A character with this horrid disadvantage begins to suffer bad luck from the moment he first fails miserably

at a task (rolls a one). From this point on until the character rolls an unmodified 20, he will suffer a -5 to all his Ability, Skill, Resistance and Combat rolls.





The Hero Template

The Hero Template is designed to detail all the basic traits possessed by all Heroic characters that increase as the character gains experience. All characters increase in Endurance points, gain bonuses to their Resistance rolls, and acquire new Skills and Feats as they increase in level which grant the character the ability to overcome greater challenges. Unless the Administrator is starting characters at higher levels, all starting characters begin play at level one, and gain all the benefits of that level. These benefits are as follows:

Level Information

Level	Bonus Endurance	Combat Modifier	Resistance Rolls			Skills	Feat
			Fort.	Ref.	Will.		
1	+5	+2	+2	+0	+0	15	1
2	+5	+2	+0	+1	+0	+1	
3	+5	+2	+1	+1	+1	+1	+1
4	+5	+2	+0	+0	+1	+1	
5	+5	+2	+0	+1	+0	+1	
6	+5	+2	+1	+0	+1	+1	+1
7	+5	+2	+0	+0	+0	+1	
8	+5	+2	+0	+1	+0	+1	
9	+5	+2	+0	+0	+1	+1	+1
10	+5	+2	+1	+0	+0	+1	
11	+5	+2	+0	+0	+0	+1	
12	+5	+2	+0	+1	+0	+1	+1
13	+5	+2	+0	+0	+1	+1	
14	+5	+2	+0	+0	+0	+1	
15	+5	+2	+0	+0	+0	+1	+1
16	+5	+1	+1	+0	+0	+1	
17	+5	+1	+0	+1	+0	+1	
18	+5	+1	+0	+0	+1	+1	+1
19	+5	+1	+0	+0	+0	+1	
20	+5	+1	+0	+0	+0	+1	

Definitions

Endurance bonus: The Endurance bonus grants a number of points that are added to the Endurance points determined when the player created the character's secondary attributes. These points are further modified by the character's Stamina modifier which is added (or subtracted) for each level that the character gains after 1st level.

Combat modifier: The Combat modifier lists a number of points that a character gains as he raises in level. These points are distributed among certain aspects of his combat attributes as detailed in the combat section of this book.

Resistance rolls: Resistance rolls grant a character a chance to avoid many harmful effects. To determine the character's actual bonus add the Attribute modifier from Stamina to Fortitude, Agility to Reflex, and Intuition to Will to the bonuses listed above up to his level.

Fortitude: These Resistance rolls measure the character's ability to stand up to physical punishment or attacks against the character's vitality and health.

Reflex: These Resistance rolls test the character's ability to dodge area attacks.

Will: These Resistance rolls reflect the character's resistance to mental influence, and effects that alter the character's perceptions.

Skills: To determine the actual number of Skill points a character possesses add the skill points gained due to his Logic Modifier (4x the character's Logic modifier) to the Skill points listed on the Hero template. Each level above one the character gains 1 additional skill point + the character's Logic modifier if positive.

Feats: Feats are special abilities that enable the character to perform maneuvers that enable them to do things that are beyond what normal people can do. Some feats give advantages in combat, while other feats grant the character abilities in other areas that affect their capabilities and can sometimes affect their chance to survive an adventure.

Level Advancement

Each character advances in level as he accumulates experience points, and with each level that he gains the character increases in ability, becoming more formidable. The table below contains the information relevant to level advancement.

Table one: Experience/Ability Increases

Experience Points	Level	Attribute Increase
0-999	1	
1,000-2,999	2	
3,000-5,999	3	
6,000-9,999	4	+1
10,000-14,999	5	
15,000-20,999	6	
21,000-27,999	7	
28,000-35,999	8	+1
36,000-44,999	9	
45,000-54,999	10	
55,000-65,999	11	
66,000-77,999	12	+1
78,000-90,999	13	
91,000-104,999	14	
105,000-119,999	15	
120,000-135,999	16	+1
136,000-152,999	17	
153,000-170,999	18	
171,000-189,999	19	
190,000+	20	+1

At every four levels the Character may increase one of his primary Attributes by +1 point.

Sample Professions

Unlike most role playing games that require players to choose an arch-typical class or profession which helps define the role that the hero will play in a campaign, the URS allows the player more freedom by using his choices in skills and feats to determine the role that the hero will play. Listed below are lists of modern day professions that a player may choose for his character based on having a high score in one or more of his Attributes.

Strength (STR)

Bodyguard
Bouncer
Construction worker
Dockyard worker
Lumberjack
Professional football player
Professional boxer
Professional hockey player
Professional wrestler
Soldier
Underworld enforcer

Agility (AG)

Cab driver
Cat burglar
Circus acrobat
Escape artist
Fighter pilot
Gymnast
Pick pocket
Professional dancer
Professional marksman
Professional stuntman
Race car driver

Stamina (STA)

Army ranger
Endurance runner
Fire fighter
Long distance swimmer
Navy seal
Pearl diver
Physical trainer

Logic(Log)

Architect
Astronomer
Computer expert
Doctor
Engineer
Forensics scientist
Nuclear physicist
Researcher
Scientist
Teacher

Intuition (INT)

Buddhist Monk
Detective
Fortune teller
Intelligence operative
Police officer
Private investigator
Psychiatrist
Reporter
Security guard
Wilderness guide

Personality (Per)

Actor
Celebrity
Con artist
Interrogator
Interviewer
Lawyer
Politician
Priest
Spy
Union boss

Appearance (APP)

Adult film star
Model



Skills

What follows is a list of common skills available to characters in the URS. Some campaign models may add skills or remove skills from this list so a character should always check the skill list in the campaign model that he is going to be creating a character for. A player chooses his character's skills and raises them one level per skill point spent though these initial skills cannot be raised by spending skill points above level 4 (but Attribute modifiers may push the initial ranks above 4), and with each additional level they can raise a skill an additional 2 ranks maximum.

Characters Skill Points

Each first level character starts with 15 Skill slots as listed on the Hero Template (P20) to which they add a number of Skill points equal to 4 x the character's Logic modifier (if positive). If the Character points option is used Players can buy additional skills or raise skill levels by expending character points at a cost of 3 points/new skill or 1 character point per skill level raised to a maximum starting level of 4.

Skill list

The skill lists below detail the following information beside what skills are available. The Major attribute notation lists the Attribute whose modifier is added to the skill rank to determine the modifier added to a D20 roll to determine if a skill succeeds.

Skill	Major Attribute	Skill	Major Attribute
Administration	Log	Jump	Str
Analyze**	Log	Jury rig	Int
Animal Empathy	Int	Kitbash	Log
Appraise	Log	Knowledge**	Log
Balance	Ag	Listen	Int
Barter/Haggling	Per	Modify	Log
Bluff	Per	Move Silently	Ag
Climb	Str	Open Locks	Ag
Computers	Log	Perform***	Varies
Craft**	Log	Pick Pocket	Ag
Crowd Working	Per	Pilot**	Ag
Decipher Script	Log	Profession**	Int
Demolitions	Ag	Read Lips	Int
Diplomacy	Per	Repair	Log
Disable Device	Ag	Ride	Ag
Disguise	Per	Search	Log
Drive**	Ag	Seduction	Per
Escape Artist	Ag	Sense Motive	Int
First Aid	Log	Signaling	Log
Forgery	Ag	Sound	Int
Gather Information	Per	Speak Languages	Special
Gaming	Per	Spot	Int
Handle Animal	Per	Swim	Str
Heal	Log	Tumble	Ag
Hide	Ag	Use Rope	Ag
Hypnosis	Log	Use Technology	Log
Innuendo	Per	Weapons**	Special
Intimidate	Per	Wilderness Lore	Int
Intuit Direction	Int		

** Sub-skills for each of these skills is listed below.

Optional Skills

Skill	Major Attribute	Skill	Major Attribute
Assassination	Ag	Manufacture poison	Log
Bribe	Per	Tunneling	Str
Leadership	Per		

Sub-skill Lists

The following lists give examples of the types of specific skills that are available to a character who chooses any of the following skills: Analyze, Craft, Drive, Knowledge, Pilot, Profession, or Weapons

Analyze

Animal Behavior
Artifacts
Cultures
Damage
Data
Eco-Systems
Medical (Diagnosis)
Samples: Mineral
Samples-Organic
Security
Technology

Craft

Craft: Acoustics
Craft: Calligraphy
Craft: Cartography
Craft: Chemical substances
Craft: Clothing manufacture
Craft: Computer
Craft: Entertainment equipment
Craft: Furniture making
Craft: Jeweler
Craft: Optics
Craft: Weaving

Drive

Aquatic Vehicles
Ground Cars
Ground Cycles
Ground Transports
Ground Trucks
Military-assault vehicles
Military-ground tanks

Pilot

Aero-craft
Aero-fighters
Glider
Shuttle
Space craft

Profession

Agriculturalist
Architect
Armorer
Bartender
Chef
Draftsman
Engineer: Alternate energy
Engineer: Civil
Engineer: Construction

Engineer: Hydraulic
Engineer: Mechanical
Engineer: Military
Engineer: Nuclear
Engineer: Space craft
Engineer: vehicle
Weapon Maker

Knowledges

Aeronautics
Ancient cultures
Ancient history
Ancient languages
Architecture
Art
Biology
Bionics
Chemistry
Computer science
Engineer: Alternate Energy
Engineer: Architecture
Engineer: Civil
Engineer: Hydraulic
Engineer: Mechanical
Engineer: Military
Engineer: Nuclear
Exobiology
Folklore
Forensics
Gemology
Genetics
Geneology
Geology
Geophysics

History
Local history
Local gossip
Local lore
Medical treatments
Medical science
Military history
Military science
Military tactics
Music history
Oceanography
Nano-technology
Philosophy
Psychology
Physics
Political science
Politics
Psychoanalysis
Psychopathology
Robotics
Security procedures
Theology
Theoretical science
Trade
Underworld lore

Repair

Architecture
Armor
Communications devices
Computers
Damage Control
Electronics
Machinery
Medical equipment
Scanners
Vehicles

Weapons

Archaic melee
Archaic Projectile
Grenade
Gunnery: Missiles
Gunnery: PGS
Man-portable missiles
Melee
PGS

Languages

American
Anglo-Saxon
Apache
Cherokee
Creol
Danish
Dutch
English

Finnish
French
German
Japanese
Korean
Mandarin
Russian
Spanish

Skill Descriptions

Administration (Log) Trained only

A character with this skill has the ability to supervise the daily activities of an organization such as a business, corporation, or noble's household. This skill includes the ability to utilize resources and to manage people.

Check: Under normal circumstances a check is not required to use this skill, but one could be made if an important event, or unusual occurrence happens which would threaten the operation.

Retry: Only one Retry is allowed per day to correct any wrongness in an organization, but the effect will take place 1-4 hours from when the roll is made.

Untrained: This skill cannot be tried untrained unless the character has a very high Personality at the Administrator's option.

Special: Character's with the Leadership skill gain a +2 bonus when using this skill.

Analyze (Log) Trained only

A character possessing this skill can deduce facts about his chosen area of expertise using tools and techniques appropriate to the task. To use this skill the character must be able to physically examine the object in question, or must be able to review data, reports and other details if his skill deals with such things as businesses or trends.

Check: A check is always made whenever this skill is used and represents at least one hour of uninterrupted time spent by the character studying the item.

Retry: A character can only retry this skill after spending an additional hour/point below the required roll that he made.

Untrained: This skill cannot be tried by a character who doesn't possess this skill.

Special: Characters with a Knowledge skill that complements his Analysis skill gains a +2 bonus if the Knowledge skill possessed is at least 2 points higher than the character's rank in this skill.

Animal Empathy (Per) Trained only

The character can improve the attitude of an animal with a successful check.

Check: To use the skill, the character and the animal must be able to study each other, noting each other's body language, vocalizations, and general demeanor. This means that the character must be within 30 feet under normal conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. This skill works on animals, though the character can use it with a -4 penalty on beasts, vermin, and aberrations with at least 1 point of Logic.

Retry: Retries on the same animal generally don't work (or don't work any better), whether the character has succeeded or not.

Appraise (Log)

The character can use this skill to determine the relative value of common or well-known objects.

Check: To appraise an object within 10% of its value (DC 12). Failure means the character estimates the value at 10% point of success under or over the required difficulty as determined by the Administrator. Rare or exotic items require a successful check against DC 15, 20, or higher. Failure when attempting to give the value of a rare or exotic item means the character cannot estimate the item's value. Appraising an item takes 1 minute.

Retry: Not on the same object, regardless of success.

Special: If the character is making the check untrained, for common items, failure means no estimate, and for rare items, success means an estimate of 50% to 150% (2d6+3 times 10%) of the item's actual value.

Balance (Ag) Armor check penalty

The character can walk on a precarious surfaces by spending an action.

Check: A successful check lets the character move at half his speed along the surface for 1 round. A failure means that the character can't move for 1 round. A failure by 5 or more means that the character falls. The difficulty varies with the surface:

Surface	DC
7–12 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20
Uneven Floor	10
Surface Angled	+5*
Surface Slippery	+5*

*Cumulative; if both apply, use both.

Being attacked while balancing: Attacks against the character are made as if the character were off balance: They gain a +2 attack bonus, and the character loses any Agility bonus to his Defensive rating. If the character has 5 or more ranks in Balance, he retains the Agility bonus to his Defensive rating (if any) in the face of attacks. If the character takes damage, he must make a new check to remain balanced.

Accelerated Movement: The character can try to walk a precarious surface more quickly than normal. If the character accepts a –5 penalty, the character can move at his normal speed. Moving twice his speed in a round requires that he succeed in two consecutive Skill rolls.

Special: If the character has 5 or more ranks in the Tumble skill, he gains a +2 bonus on his Balance checks.

Barter/Haggling (Per)

A Character with this skill will be able to trade any type of goods and receive fair compensation on a successful skill roll.

Check: A Barter roll is made by the buyer which establishes a difficulty for the Merchant who either must make a Will save or use his own Barter skill to oppose the Buyer's roll. If the merchant fails this roll, the character may purchase the Item at half the listed cost.

Retry: This Skill cannot be tried more than once on an object as it assumes that negotiations and renegotiations have occurred over the course of the first roll.

Untrained: If used untrained the Bargain gained will only be 20% of the item's cost.

Special: Character's with any of the following skills (when appropriate) Appraisal, Craft, Bluff or a related Profession skill at 4th level or more gain a +2 bonus when using this skill.

Bluff (Per)

This skill allows the character to use his guile to cause one or more targets to react favorably to whatever he says, such as believing the character's lies.

Check: A Bluff check is opposed by the target's Sense motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against the character: Either the bluff is hard to believe, or the action that the target is to take goes against the target's self-interest, nature, personality, orders, etc.

If it's important, the Administrator can distinguish between a Bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less) or believes something that the character wants him to believe.

A Bluff requires interaction between the character and the target. Creatures unaware of the character cannot be bluffed. A Bluff always takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate.

Creating a Diversion to Hide: The character can use Bluff to help the character hide. A successful Bluff check can give the character the momentary diversion the character needs to attempt a Hide check while people are aware of the character.

Retry: Generally, a failed Bluff check makes the target too suspicious for the Character to try another one in the same circumstances. For feinting in combat, the character may retry freely.

Special: Having 5 or more ranks in Bluff gives the character a +2 bonus on Intimidate and Pick pocket checks and a +2 bonus on an Innuendo check to transmit a message. Also, if the character has 5 or more ranks of Bluff, the character gets a +2 bonus on Disguise checks when the character knows that the character is being observed and the character tries to remain in character.

Climb (STR) Armor check penalty

The character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds)

Check: With each successful Climb check, the character moves up, down, or across a slope or a wall at one-half his speed as a full-round action. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper. A failed Climb check means that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height the character has already attained.

A climber's kit gives a +2 bonus to Climb checks The DC of the check depends on the conditions of the climb, as shown below:

DC	Example of the wall or surface
0	A slope too steep to walk up. A knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or an old fashion ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree. An unknotted rope.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.
-10*	Climbing a chimney (artificial or natural) or other location where one can brace against two opposite walls (reduces DC by 10).
-5*	Climbing a corner where the character can brace against perpendicular walls (reduces DC by 5).
+5*	Surface is slippery (increases DC by 5).

*These modifiers are cumulative; use all that apply.

Since the character can't move to avoid a blow while climbing, enemies can attack him with a +2 bonus, and the character loses any Agility bonus he normally applies to his Defensive rating. The character cannot use a shield while climbing. Any time the character takes damage while climbing, he must make a Climb check against the DC of the slope or wall. Failure means the character falls from the character's current height and takes falling damage.

Accelerated climbing: The character tries to climb more quickly than normal. As a full-round action, the character can attempt to cover the character's full speed in climbing distance, but the character suffers a -5 penalty on his Climb checks and the character must make two checks each round. Each successful check allows the character to climb a distance equal to one-half his speed.

Making the character's own hand and footholds: The character can make his own hand and footholds by pounding pitons into a wall. Doing so takes 1 minute/piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a hand axe or similar implement can cut holds in an ice wall.

Catching one's self when falling: It's practically impossible to catch one's self on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. A slope is a lot easier to catch one's self on (DC = slope's DC + 10).

Special: A character with 5 or more ranks in Use Rope gets a +2 bonus on checks to climb a rope, a knotted rope, or a rope and wall combination.

Computers (Log) Trained only

Whether mainframe, specialized, or laptop, this skill allows the character to access and operate the particular type of computer he is working with. Once a character has accessed a computer successfully, he can operate that computer anytime, unless it is modified.

Check: A Skill roll is always required the first time a character is trying to access an unfamiliar computer, though if he succeeds the character may always access that computer as stated above. A check is also required if the character attempts to perform any of the following actions:

Bypass security: If a computer has a Security (computer) program, characters must bypass or break this security override before they can perform any other computer skill. A security override will sound an alarm if anyone tries to run, alter, or purge the program without first defeating or bypassing the security override.

A security override is the same level as the Security program. The Administrator should make the skill check to detect a security override secretly, since many programs have no overrides on them. A security override can be manually bypassed by rewiring the computer. This takes only 1d10 minutes, but has several disadvantages; there is a chance equal to the success rate every day that the wiring shorts out. Manually running a bypass requires a tech-kit, and failing the roll sets off every alarm the computer has.

Defeat security: Defeating a Security (computer) program in a computer involves a decoding procedure on the computer itself that can take a long time (1d10 hours). At the end of this time the skill check is made. If unsuccessful all the computer's alarms sound. If successful, the Security (computer) program is erased.

Display information: A character can use his skill to display any information accessed in a computer's memory in whatever form he wishes: alphabetical, chronological, order of security value, etc. It is especially useful for getting lists of files, personal records, and raw, unprocessed data that is recorded on a hard drive.

A character receives a bonus of +2 if he is trying to display information about a program he knows. He can automatically display information about programs he wrote in the computer. Once a character displays information successfully, he never needs to roll to display it again with that computer, unless it is altered.

Interface: A character tries to link two computers together, either by connecting their wiring or through some intermediary device. Once the two computers are linked, the character can perform all of his computers skills (except Bypass security) from either computer. The computer level used in the skill check is the highest level of the two computers. The speed of the computer communications would be that of the lower and slower level.

Program manipulation: A character has a chance to successfully run a program, alter it, or purge it from a computer. If the program is one that the character is familiar with, he gets an additional +2 bonus if the program is one he programmed into the computer itself, or if it is one he has successfully run before, the character can run it automatically.

A character may want to alter a program before running it. For example, a Maintenance (Life Support) program does not normally let someone shut down the life support system or release a poison gas into the air. The program could be altered, however, to allow the operator to do either of these things.

The Administrator should note that a character usually must run the program successfully after altering it before the changes have any effect. Purging a program means wiping the program out of the computer's hard drive, either to destroy it or make room for a new one. A character can purge any program he wrote.

Program writing: A character with the Computer skill learns to write his own programs into a computer. For every skill level gained, he learns how to write one computer program, and increases the level of the programs he can write by one level. The player can pick programs he knows from the listing of programs in the Computer section of this book.

A character who knows how to write a particular program can buy that program at half-price for his own computer, if he spends 12 hours upgrading it when he first purchases it. A character who has created a new program may sell it on the open market or to a corporation (or black market if he desires). The price should be set by the Administrator in comparison to other costs in his game. The character then gains an additional +4 when trying to manipulate that program or detect security on it in any computer.

Retry: Generally retries are only possible if the Character advances in his Computer skill level, if he is trying to bypass, defeat, interface two computers, otherwise it is left up to the Administrator.

Untrained: This skill cannot be used untrained.

Special: A character who possesses this Skill and the repair skill gains a +2 bonus to his attempts to physically Bypass,

or Defeat Security, or Interface two computers.

Craft (Log)

Craft is actually a number of separate skills. For instance, the character could have the skill Craft: Electronics. The character's ranks in that skill don't affect any checks the character happens to make for Visual Arts or Writing, for example. The character could have several Craft skills, each with its own ranks, each purchased as a separate skill.

Check: The character can practice a trade and make a decent living, earning about 10 times the check result in credits per day of dedicated work. The character knows how to use the tools of the trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 10 dollars/hour.)

However, the basic function of the Craft skill is to allow the character to make an item of the appropriate type. The DC depends on the difficulty of the item created. Below is general information for determining the difficulties and time required to make common items:

General description	DC	Average Base cost Time	for materials
Simple object, no movable parts	15	1 week	10% item cost
Moderately complex object	20	2 weeks	20% item cost
Complex object, many moving parts	25	3 weeks	30% of item cost
Hyper technological Object	35	4 weeks	40% of Item cost

All crafts require tools to give the best chance of success; if improvised tools are used instead, the check is made with a -2 penalty. On the other hand, masterwork tools provide a +2 bonus.

If the character's roll is 4 places over what he needed to roll the character has completed the task in one-half the time. If the character fails the check, the character makes no progress this week. If the character fails by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

Creating Masterwork Items: The character can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship, not through external enhancement). To create a masterwork version of an item the character adds a +10 to the Difficulty of the item.

Retry: Yes, but each time the character misses by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

Special: A character can choose to take ten, or 20 in creating an item. If the character takes 10 they must spend an additional week to create the item in question, while taking 20 requires that 2 weeks above the required time are being spent.

Crowd working (Per)

A character with this skill is able to influence a crowd to his advantage.

Check: If the character succeeds on a skill check he can alter the crowd's mood 2 places towards the feelings he was trying to convey, or can gain 1 dollar/point over his difficulty times the number of people affected.

Retry: This skill can only be used once an hour and only once/crowd.

Untrained: This skill can be tried untrained, but the reaction modifier is only one place, and only one dollar/2 people in the group can be coaxed.

Special: Characters with at least four levels in Bluff or any Performance skill gain a +2 bonus when using this skill.

Decipher script (Log) Trained Only

The character can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form.

Check: The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing. If the check succeeds, the character understands the general content of a piece of writing, reading about one single page of text (or its equivalent) in 1 minute. If the check fails, the Administrator makes an Intuition

check (DC 5) for the character to see if he avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)

The Administrator secretly makes both the skill check and (if necessary) the Intuition check so the character can't tell whether the conclusion the character draws is true or false.

Retry: No.

Diplomacy (Per)

The character can change others' attitudes with a successful check.

Check: In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases when two advocates or diplomats plead opposite cases in a hearing before a third party.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only be persuaded so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Special: Personality checks to influence NPCs are generally untrained Diplomacy checks. If the character has 5 or more ranks in Bluff or Sense Motive, the character gets a +2 bonus on Diplomacy checks. These bonuses stack.

Demolition (Ag) Trained only

This skill instructs the character on the uses of explosives such as dynamite, nitroglycerine or C4. The character also learns how to use the numerous detonators used for explosives, and how to use type I missile warheads (RPG weapon) as mines. He may use and throw an explosive damage pack. Only a character with demolitions skill can legally buy or use explosives or detonators.

Check: He can recognize and combine all of these items automatically. However, setting and defusing charges or mines requires a skill check. Only characters with this skill can set charges. The number of turns needed to set a charge is the character's skill level subtracted from 10 (Minimum 1 turn). Charges can be detonated by the various detonators described elsewhere. Some charges can also be set off with a weapon. If the expert hits the charge, it explodes.

A demolitions expert can try to defuse a charge that was set by another expert. Defusing a charge takes one turn, no matter what level the expert is. The expert's chance to succeed is his success rate plus or minus a modifier determined by comparing the defusing character's skill level to that of the character who set the charges. A character can defuse one of his own charges automatically.

Retry: A character who fails his demolition skill but does not blow himself up may attempt to reset his demolition charge.

Untrained: This skill cannot be used by the unskilled.

Special: A character with this skill and the Chemistry skill can easily manufacture small explosives one-tenth the strength of dynamite for around 12 dollars.

Disable device (Log) Trained only

The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, saw, file, etc.).

Check: Attempting a Disable device check without a set of proper tools carries a -2 penalty, even if a simple tool is employed. The use of masterwork tools enables the character to make the check with a +2 bonus. The Administrator makes the Disable device check so that the character doesn't necessarily know whether the character has succeeded. The amount of time needed to make a check and the DC for the check depend on how tricky the device is.

Disabling a simple device takes 1 round (and is at least a full-round action). Intricate or complex devices require 2d4 rounds. The character also can rig simple devices to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use). Disabling (or rigging or jamming) a fairly simple device has a DC of 10. More intricate and complex devices have a higher DC. The Administrator rolls the check. If the check succeeds, the character disables the device. If the check fails by up to 4, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

Device	Time	DC*	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a ground car's wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap

*If the character attempts to leave behind no trace of the tampering, add 5 to the DC.

Retry: Yes, though the character must be aware that he has failed in order to try again. A character who beats a trap's DC by 10 or more can generally study a trap, figure out how it works, and bypass it (along with his companions) without disarming it.

Disguise (Per)

The effort requires at least a few props, some makeup, and 1d3 X 10 minutes of work.

Check: The use of a disguise kit provides a +2 bonus to a Disguise check. A disguise can include an apparent change of height or weight of no more than one tenth the original. The character can also impersonate people, either individuals or types, so that, for example, the character might, with little or no actual disguise, make himself seem like a traveler even if he is a local.

The character's Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The Administrator makes the character's Disguise check secretly so that the character is not sure how good it is.

If the character doesn't draw any attention to himself, however, others do not get to make Spot checks. If the character comes to the attention of people who are suspicious (such as a Homeland security officer who is watching travelers walking through an airport), the Administrator can assume that such observers are taking 10 on their Spot checks. The effectiveness of the character's disguise depends in part on how much the character is attempting to change his appearance:

Disguise	Modifier
Minor details only	+5
Disguised as different sex	-2
Disguised as different race	-2
Disguised as different age category	-2*
Disguised as specific profession	-2

*Per step of difference between character's actual age category and disguised age category (young [younger than adulthood], adulthood, middle age, old, venerable).

If the character is impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks (and are automatically considered to be suspicious of the character, so opposed checks are always invoked).

Familiarity	Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a check for detection immediately upon meeting the character and each hour thereafter. If the character casually meet many different creatures, each for a short time, check once/day or hour, using an average Spot bonus for the group. For example, if a character is trying to pass for a merchant at a bazaar, the Administrator can make one Spot check/hour for the people he encounters using a +1 bonus on the check to represent the average of the crowd (most people with no Spot ranks and a few with good Spot skills).

Retry: A character may try to redo a failed disguise, but once others know that a disguise was attempted they'll be more suspicious.

Special: If the character has 5 or more ranks of Bluff, he gets a +2 bonus on Disguise checks when the character knows that the character is being observed and the character tries to act in character.

Drive (Ag) Trained only

A character who possesses this skill is able to Drive a specific type of vehicle that he specifies when taking this skill. The character also learns how to perform simple maintenance on the vehicle.

Check: Under normal circumstances no check is needed to operate a vehicle the character is familiar with. A check though is required if the character must deal with some unusual circumstance (Inclement weather, or icy surface for example), or during some dramatic action (such as during a car chase). A check is also required by the driver when he attempts to perform a vehicle stunt, or maneuver.

Retry: Most Driving checks have consequences that make trying again impossible.

Untrained: An untrained character can attempt to drive a vehicle, but automatically fails any driving checks that may be required.

Special: A character can take 10 when driving, but cannot take 20.

Escape artist (Ag) Armor check penalties

With this skill the character can attempt to escape from ropes, manacles, or other restraints (except a grappler).

Check: Making a check requires 1 minute of work. Escaping a net is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

Restraint	DC
Ropes Binder's Use Rope check	+10
Net	20
Manacles	30
Tight space	30
Masterwork manacles	35

Ropes: The character's Escape artist check is opposed by the binder's Use rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a special +10 bonus on his check.

Manacles and masterwork manacles: Manacles have a DC set by their construction.

Net: Escaping from a net is a full-round action.

Tight space: This is the DC for getting through a space where one's head fits but one's shoulders don't. If the space is long, such as in a chimney, the Administrator may call for multiple checks. The character can't fit through a space that the character's head does not fit through.

Retry: The character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks or even take 20 as long as the character is not being actively opposed.

Special: A character with 5 or more ranks of Use rope gets a +2 bonus on Escape artist checks when escaping from rope bonds.

First Aid (Int)

A character with this skill is able to staunch a wound, apply bandages, compresses or make a wounded person more comfortable. Though no actual healing can be performed with this skill, a person treated will not lose Stamina, or additional Endurance points from continual bleeding and will not suffer infection or get worse while he is being cared for.

Check: A check is required each time this skill is used and failing the check will not aggravate the condition unless the failure results in a botch in which case the victim is allowed a Fortitude Save (DC 15) or they lose a temporary Stamina point.

Retry: The character may only retry one time if he fails the initial First aid check. If the character fails the retry attempt he may not try again for 24 hours.

Untrained: This skill can be tried by someone with little knowledge of first aid but any failure will require the victim roll a Fortitude save (DC 15) or suffer temporary Stamina loss.

Special: A character who possesses the Heal skill gains a +4 bonus regardless of the level that they possess in the Heal skill.

Forgery (Ag)

Forgery requires materials appropriate to the document being forged.

Check: Forging a very short and simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), the character needs only to have seen a similar document before and gains a +8 bonus on the roll. To forge a signature, an autograph of that person to copy is needed, and the character gains a +4 bonus on the roll. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The Administrator makes the check secretly so the character is not sure how good the forgery is. As with Disguise, the character doesn't need to make a check until someone examines the work. This Forgery check is opposed by the person who examines the document to check its authenticity. That person makes a Forgery check opposed to the forger's. The reader gains bonuses or penalties to his check as described in the table below.

Reader's Condition	Check Modifier
Type of document unknown to reader	-2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	-2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	-2

As with Bluff, a document that contradicts procedure, orders, or previous knowledge or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

Retry: Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document.

Special: To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.).

Gaming (Per)

The character knows most common games of chance and skill including dice, cards, draughts, and chess. A character can make a moderate living as a gambler.

Check: Characters roll opposed skill rolls with the highest success roll winning. The character who spends an evening gambling states how much he is betting over the course of an evening and then rolls his skill roll against a difficulty of 18. If the character fails the roll by 5 points or less the character loses ½ his bet. If the roll fails by 6 or more points the character loses all his bet.

If the character succeeds on his roll by up to 5 points the character earns double his bet. If the character succeeds over 5 points he earns 3 times his bet. Note that if the character botches on his skill roll the character will be accused of cheating whether he was or not.

Retry: This skill represents one hour's worth of playing and thus can only be rolled once/hour.

Untrained: This skill can be attempted by an untrained character.

Special: Characters with Bluff can add 1/2 his Bluff skill ranks to gaming if attempting to cheat. Characters with Sense motive can add 1/2 his level to their roll if attempting to ferret out a cheat.

Gather information (Per)

By use of this skill a character can get a general idea of what the major news items are in a city, assuming no obvious reasons exist why the information would be withheld.

Check: By succeeding at a Skill check (DC 10), given an evening with a few dollars to use for making friends by buying drinks and such, the character can get a general idea of what the major news items are in a city, assuming no obvious reasons exist why the information would be withheld. The higher the check result, the better the information. If the character wants to find out about a specific rumor, specific item, obtain a map, or do something else along those lines, the DC is 15 to 25 or higher.

Retry: Yes, but it takes an evening or so for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Handle animal (Per) Trained only

This skill enables a character to handle domesticated animals bred to serve as pack animals, or to draw a vehicle, but does not cover riding mounts (that being a separate skill).

Check: The time required to get an effect and the DC depend on what the character is trying to do.

Task	Time	DC
Handle a domestic animal	Varies	10
"Push" a domestic animal	Varies	15
Teach an animal tasks	2 months	15
Teach an animal unusual tasks	2 months	20
Rear a wild animal	1 year	15 + EL of animal
Rear a beast	1 year	20 + EL of beast
Train a wild animal	2 months	20 + EL of animal
Train a beast	2 months	25 + EL of beast

Time: For a task with a specific time frame, the character must spend half this time (at the rate of 3 hours/day per animal being handled) working toward completion of the task before the character makes the skill check. If the check fails, the character can't teach, rear, or train that animal. If the check succeeds, the character must invest the remainder of the time before the teaching, rearing, or training is complete. If the time is interrupted or the task is not followed through to completion, any further attempts to teach, rear, or train the same animal automatically fail.

Handle a domestic animal: This means to command a trained dog, to drive beasts of labor, to tend to tired horses, and so forth.

"Push" a domestic animal: To push a domestic animal means to get more out of it than it usually gives, such as commanding a poorly trained dog or driving draft animals for extra effort.

Teach an animal tasks: This means to teach a domestic animal some tricks. The character can train one type of animal per rank (chosen when the ranks are purchased) to obey commands and perform simple tricks. The character can work with up to three animals at one time, and the character can teach them general tasks. An animal can be trained for one general purpose only.

Teach an animal unusual tasks: This is similar to teaching an animal tasks, except that the tasks can be something unusual for that breed of animal, such as training a dog to be a riding animal. Alternatively, the character can use this aspect of Handle Animal to train an animal to perform specialized tricks, such as teaching a horse to rear on command or come when whistled for or teaching a falcon to pluck objects from someone's grasp.

Rear a wild animal or a beast: To rear an animal or beast means to raise a wild creature from infancy so that it is domesticated. A handler can rear up to three creatures of the same type at once. A successfully domesticated animal or beast can be taught tricks at the same time that it's being raised, or can be taught as a domesticated animal later.

Train a wild animal and train a beast: This ability mean to train a wild creature to do certain tricks, but only at the character's command. The creature is still wild, though usually controllable.

Retry: For handling and pushing domestic animals, yes. For training and rearing, no.

Special: A character with 5 or more ranks of Animal empathy gets a +2 bonus on Handle animal checks with animals. A character must have 9 or more ranks of Animal empathy to get the same +2 bonus on Handle animal checks with beasts. A character with 5 or more ranks of Handle animal gets a +2 bonus on Ride checks. An untrained character can use a Personality check to handle and push animals.

Heal (Log)

A character with this skill is able to treat injuries, and perform long term care including diagnosing ailments and creating medicines (healing balms, poultices, and remedies) to help cure the sick.

Check: The DC and effect depend on the task the character attempts.

Task	DC
First aid	15
Long-term care	15
Treat caltrop wound	15
Treat poison	Poison's DC
Treat disease	Disease's DC

First Aid: First aid usually means saving a dying character. If a character has negative Endurance and is losing Endurance points (at 1 per round, 1 per hour, or 1 per day), the healing character can make him stable. The injured character regains no EP's, but he does stop losing them. The check is a standard action.

Long-term Care: Providing long-term care means treating a wounded person for a day or more. If successful, the character lets the patient recover EP's or ability score points (lost to temporary damage) at twice the normal rate: 2 EP's per level + his Stamina modifier for each day of light activity, 3 EP's per level + his Stamina modifier for each day of complete rest, and 1 Ability score point per day. The character can tend up to six patients at a time. The character needs a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands.

Giving long-term care counts as light activity for the medic. The character cannot give long-term care to himself. A Med-kit gives a +2 bonus to Heal checks.

Treat wound that reduces base speed: A creature that has its speed reduced can be treated by the Heal skill. A successful Heal check removes this movement penalty. Treating such a wound is a standard action.

Treat poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a Resistance roll against the poison, the Medic makes a Heal check. The poisoned character uses the Medic's result in place of his Resistance roll if the character's Heal result is higher.

Treat disease: To treat a disease means to tend a diseased character. Every time the diseased character makes a Resistance roll against disease effects, the Medic makes a Heal check. The diseased character uses the character's result in place of his Resistance roll if the character's Heal result is higher.

Special: If the character has 5 or more ranks in Knowledge: Medical treatment, the character gets a +2 bonus on Heal checks.

Hide (Ag) Armor check penalties

A character with this skill is able to use shadows, and available cover to hide.

Check: The character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to one-half normal speed and hide at no penalty. At more than one-half and up to the full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to hide while running or charging. Larger and smaller creatures get size bonuses and size penalties on Hide checks:

Creature's Size	Modifier
Fine	+16
Diminutive	+12
Tiny	+8
Small	+4

Large	−4
Huge	−8
Gargantuan	−12
Colossal	−16

If people are observing the character, even casually, the character can't hide. The character can run around a corner or something so that the character is out of sight and then hide, but the others then know at least where the character went. If the character's observers are momentarily distracted (as by a Bluff check; see below), though, the character can attempt to hide.

While the others turn their attention from the character, the character can attempt a Hide check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot/rank the character has in Hide.) This check, however, is at −10 because the character has to move fast.

Creating a diversion to hide: The character can use Bluff to help the character hide. A successful Bluff check can give the character the momentary diversion the character needs to attempt a Hide check while people are aware of the character.

Hypnosis (Per) Trained only

With this skill a character can hypnotize another person. This places the character in a very relaxed state which makes them very susceptible to suggestion.

Check: The hypnotist must succeed on an opposed roll with the target rolling a Will save against the Hypnotist's success score to resist the effect. The hypnotized character cannot be made to do anything that goes against his morals, but is more easily deceived into doing things while hypnotized. A hypnotized target can be made to remember forgotten events even with clarity, made calm, or can be cured of a minor bad habit.

Retry: Each attempt takes 2-12 minutes. If the Hypnosis attempt fails the character must wait at least an hour to try again.

Untrained: This skill cannot be tried by an untrained character.

Special: Note that it is not possible to hypnotize an unwilling subject.

Innuendo (Int) Trained only

A character who possesses this skill can use body language to get a message across to another character.

Check: For getting simple messages through the DC for a basic message is 10. The DC is 15 or 20 for complex messages, especially those that rely on getting across new information. Also, the character can try to discern the hidden message in a conversation between two other characters who are using this skill. The DC is the skill check of the character using Innuendo, and for each piece of information that the eavesdropper is missing, that character suffers a −2 penalty on the check. For example, if a character eavesdrops on people planning to assassinate a visiting diplomat, the eavesdropper suffers a −2 penalty if he doesn't know about the diplomat.

Whether trying to send or intercept a message, a failure by 5 or more points means that some false information has been implied or inferred. The Administrator makes the character's Innuendo check secretly so that the character doesn't necessarily know whether the character was successful.

Retry: Generally, retries are allowed when trying to send a message, but not when receiving or intercepting one. Each retry carries the chance of miscommunication.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 bonus on the check to transmit (but not receive) a message. If the character has 5 or more ranks in Sense motive, the character gets a +2 bonus on the check to receive or intercept (but not transmit) a message.

Intimidate (Per)

A character with this skill is able to use threats, both implied or spoken aloud to cause a victim to change his actions to benefit the character.

Check: The character can change others' behavior with a successful check. The DC is typically 10 + the target's Endurance level. Any bonuses that a target may have on Resistance roll against fear increase the DC.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only be intimidated so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: If the character has 5 or more ranks in Bluff the character gets a +2 bonus on Intimidate checks.

Intuit direction (Int) Trained only

The character can determine where true north lies in relation to the character

Check: By concentrating for 1 minute, the character can determine where true north lies in relation to him (DC 15). If the check fails, the character cannot determine direction. On a natural roll of 1, the character errs and mistakenly identify a random direction as true north. The Administrator makes the character's check secretly so that the character doesn't know whether the character rolled a successful result or a 1.

Retry: The character can use Intuit Direction more than once per day. The roll represents how sensitive to direction the character is at that point in the day. Use the most recently rolled number for all other checks in the same day.

Special: Untrained characters can't use an innate sense of direction, but they could determine direction by finding clues.

Jump (Str) Armor check penalty

A character possessing the jumping skill roll a jumping skill check and if successful add one foot/point scored over the required difficulty to the distance they can jump. The difficulties for jumping are:

Running broad jump	DC: 15
Standing broad jump	DC: 17
Running high jump	DC: 16
Standing high jump	DC: 18

If armored increase the difficulty by the armor penalty (treat as if the minus is a positive number added to the difficulty above). Characters who are jumping down may jump an additional foot/skill level.

Jury rig (Int) Trained only

A character with this Skill has the ability to hot wire a piece of equipment, bypass a locked ignition switch to start a vehicle, or otherwise turn on a piece of equipment. Utilizing the equipment however may require a separate skill.

Check: A character must make a skill check every time that they are using this skill. Each attempt takes 2-5 rounds. Though tools are not necessary if the character has a tech kit he gains a +2 to his roll when using this skill. If the character botches on his roll to jury rig an object he actually breaks it.

Retry: A character can make one attempt to retry jury rigging a piece of equipment, and if that fails he cannot try again until the character raises his skill level.

Untrained: This skill cannot be tried untrained.

Special: A character with at least 4 levels in use technology, or repair gains a +2 bonus when using this skill.

Kitbash (Log) Trained only

A character who possesses this talent is able to use existing materials to create a piece of equipment. kitbashing requires that the character has a tech kit, and ample time to perform the require task. Kitbashing only allows for the creation of existing technology, and cannot be used to invent things.

Check: Kitbashing takes at least one hour, so long as the character has the proper tools and enough material on hand to create his desired object. A Skill check is required every time this skill is attempted.

Retry: A character can retry this skill so long as he has parts and time to do so, but each subsequent attempt doubles the amount of time required. If the Kitbash roll fails by more than 10 points the character cannot try to create the object

again until he gains another rank in this skill.

Untrained: Untrained characters cannot use this skill.

Special: A character with a knowledge skill that would give him an advantage in creating a desired object, like Knowledge Electronics when Kitbashing a calculator, gains a +2 bonus when this skill is used.

Knowledge (Log) Trained only

A character with this skill has extensive knowledge regarding a specific subject.

Check: Answering a question within the character's field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions)

Retry: No. The check represents what the character knows, and thinking about a topic a second time doesn't let the character know something the character never learned in the first place.

Special: An untrained Knowledge check is simply a Logic check. Without actual training, a character only knows common knowledge.

Listen (Int)

A character utilizes this skill to audile information.

Check: Make a Listen check against a DC that reflects how quiet the noise is that the character might hear or against an opposed Move Silently check. The Administrator may make the Listen check so that the character doesn't know whether not hearing anything means that nothing is there, or that the character rolled low.

DC	Sound
0	People talking
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level character using Move Silently within 10 ft. of the listener
19	A cat stalking
30	An owl gliding in for a kill
+1	Per 10 ft. from the listener
+5	Through a door
+15	Through a stone wall

In the case of people trying to be quiet, the listed DCs could be replaced by Move Silently checks, in which case the listed DC would be the average result (or close to it).

Retry: The character can make a Listen check every time the character has a chance to hear something in a reactive manner. As a full-round action, the character may try to hear something the character failed to hear previously.

Special: When several characters are listening to the same thing, the Administrator can make a single 1d20 roll and use it for all the listeners' skill checks.

Modify (Log) Trained only

A character possessing this skill is able to improve existing technology so long as he has the appropriate Craft, Profession, or Knowledge skills. Thus a character who has the Craft: power tools skill can purchase this skill, which then allows him to modify a chainsaw for instance. This skill only needs to be purchased once however and applies to all the skills that he has which allow him the ability to create objects. Note that the character must have access to a fully stocked laboratory, medical lab or technical facility to utilize this skill and must spend several weeks of time to work on the object.

Check: To use this skill the character must have access to a fully stocked facility appropriate to the task and the materials he will need to perform the modification. The character must then spend the required amount of time, before he makes his skill check. These details are summarized below:

General description	DC	Average Time	Base cost for materials
Simple object, no movable parts	15	1 week	10% item cost
Moderately complex object	20	4 weeks	20% item cost
Complex object, many moving parts	25	8 weeks	50% of item cost
Hyper technological object	35	12 weeks	100% of Item cost

If the character's roll is 4 places over what he needed to roll the character has completed the task in one-half the time. If the character fails the check, the character makes no progress this week. If the character fails by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again. Once successful the object will be improved by 10% per level he has in this skill.

Retry: Yes, but each time the character misses by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

Special: A character can choose to take ten, or 20 in creating an item. If the character takes 10 they must spend an additional week to create the item in question, while taking 20 requires 4 weeks above the required time are being spent.

Move Silently (Ag) Armor check penalty

A character with this skill is able to move without making discernable noise.

Check: The character's Move Silently check is opposed by the Listen check of anyone who might hear the character. The character can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

Open lock (Ag) Trained only

A character who wishes to attempt this skill must have at least a simple tool of the appropriate sort (a pick, pry bar, blank key, wire, etc.) to pick a lock.

Check: Attempting an Open lock check without a set of lock picks carries a -2 penalty, even if a simple tool is employed. The use of masterwork lock picks enables the character to make the check with a +2 bonus. Opening a lock entails 1 round of work and a successful check. (It is a full-round action.)

Lock	DC
Very simple lock	20
Average lock	25
Good lock	30
Amazing Lock	40

Perform (varies)

A character with this skill must designate a type of entertainment skill he has mastered, and unlike other skills the type of skill mastered determined the ability score this skill is tied to.

Check: The character can impress audiences with his talent and skill.

DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. The character earns 1d10 dollars/hour.
15	Enjoyable performance. In a prosperous city, the character can earn 10-50 dollars/day.
20	Great performance. In a prosperous city, the character can earn 1-2 hundred dollars/day. With time, the character may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, the character can earn 2-5 hundred dollars/day. With time, the character may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, the character can earn 5+1d4 hundred dollars/day. With time, the character may draw attention from distant potential patrons from around the country.

A masterwork musical instrument gives a +2 bonus to Perform checks that involve the use of the instrument.

Retry: Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is going to be prejudiced against future performances (Increase the DC by 2 for each previous failure). In addition to using the Perform skill, a character could entertain people with tumbling, tightrope walking, etc.

Pick pocket (Ag) Trained only; Armor check penalties

A character with this skill has the ability to lift small objects unnoticed.

Check: A check against DC 10 lets the character palm a coin-sized, unattended object. Minor feats of legerdemain, such as making a coin disappear, are also DC 10 unless an observer is determined to note where the item went. When performing this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.

If the character tries to take something from another creature, the character must make a skill check against DC 20. The opponent makes a Spot check to detect the attempt. The opponent detects the attempt if his check result beats the character's check result, regardless of whether the character got the item.

DC	Task
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

Retry: A second Pick pocket attempt against the same target, or when being watched by the same observer, has a DC +10 higher than the first skill check if the first check failed or if the attempt was noticed.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 bonus on Pick pocket checks.

Pilot (Ag) Trained only

A character who possesses this skill is able to pilot a specific type of vehicle that he specifies when taking this skill. The character also learns how to perform simple maintenance on the vehicle.

Check: Under normal circumstances no check is needed to operate a vehicle the character is familiar with. A check though is required if the character must deal with some unusual circumstance (flying through a storm, or flying in tight formation), or during some dramatic action (Such as during a dog fight). A check is also required by the pilot when he attempts to perform a stunt, or special maneuver.

Retry: Most Piloting checks have consequences that make trying again impossible.

Untrained: An untrained character can attempt to pilot a vehicle, but automatically fails any Piloting checks that may be required.

Special: A character can take 10 when piloting a craft, but cannot take 20.

Profession (Int) Trained only

The character is trained in a livelihood or a professional role which involves many related skills as opposed to a craft which is more specialized.

Check: Like Craft, Profession is actually a number of separate skills. The character could have several Profession skills, each with its own ranks, each purchased as a separate skill. The character can practice a trade and make a decent living, earning about half the check result in hundreds of dollars per month of dedicated work. The character knows how to use the tools of the trade, how to perform the profession's daily tasks, how to supervise untrained helpers, and how to handle common problems.

Creating Masterwork Items: The character can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship, not through external enhancements). To create a masterwork version of an item the character adds a +10 to the Difficulty of the item.

Retry: Yes, but each time the character misses by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

Special: A character can choose to take ten, or 20 in creating an item. If the character takes 10 he must spend an additional week to create the item in question, while taking 20 requires that 2 weeks above the required time are being spent.

Read lips (Log) Trained only

A character with this skill is able to understand what someone is saying by studying their mouth movements and must have an unobstructed view of the target.

Check: The character must be within 30 feet of the speaker and be able to see him speak. The character must be able to understand the speaker's language. (Use of this skill is language-dependent.) The base DC is 15, and it is higher for complex speech or an inarticulate speaker. The character has to concentrate on reading lips for a full minute before making the skill check, and the character can't perform some other action during this minute. The character can move at half speed but not any faster, and he must maintain a line of sight to the lips being read.

If the check succeeds, he can understand the general content of a minute's worth of speaking, but the character usually still misses certain details. If the check fails however, the character can't read the speaker's lips. The Administrator rolls the character's check so the character don't know whether the character succeeded or missed and if the roll failed by 5 or more points the character draws the wrong conclusions from what he understood.

Retry: The skill can be used once per minute.

Repair (Log) Trained only

A character with this skill can repair damaged machinery or electronic devices so long as he has the appropriate Craft, Profession, or Knowledge skills. Thus a character who has the Craft: electronics skill can purchase this skill, which then allows him to repair a damaged portable radio. This skill only needs to be purchased once however and applies to all the skills that he has which allow him the ability to create objects.

Check: Most repair checks are made to fix complex electronic or mechanical devices such as shortwave radios, vehicles, computers or even machines. The DC is set by the Administrator. In general simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repairs have a DC of 20 or higher and can require an hour or more to complete. Repairs also involve a monetary cost when spare parts, or new components are needed.

General description	DC	Average Time	Base cost for materials
Simple object, no movable parts	10-15	1 hour	10% item cost
Moderately complex object	20	1 hour	20% item cost
Complex object, many moving parts	25	2-5 hours	50% of item cost
Hyper technological object	35	5-20 hours	100% of Item cost

Retry: Yes, but each retry raises the difficulty of the repair by 2 and costs 10% of the item's value in additional parts.

Untrained: No

Special: a character with 4 ranks or more in a related skill gains a +2 bonus when using this skill.

Ride (Ag)

When the character selects this skill, choose the type of mount the character is familiar with. For this purpose, "horses" includes mules, donkeys, and ponies. If the character uses the skill with a different mount (such as riding a camel when the character is used to riding horses), the character's rank is reduced by 2 (but not below 0). If the character uses this skill with a very different mount (such as riding a whale when the character is used to riding horses), the character's rank is reduced by 5 (but not below 0).

Check: Typical riding actions don't require checks. The character can saddle, mount, ride, and dismount from a steed without a problem. Mounting or dismounting uses up one action. Some tasks require checks:

Riding Task	DC
Guide with knees	5
Stay in saddle	5
Fight with a battle trained steed	10

Leap	15
Control mount in battle	20
Fast mount or dismount	20*
Cover	15
Soft fall	15

*Armor check penalty applies.

Guide with knees: The character can react instantly to guide the character's steed with his knees so that the character can use both hands in combat. Make the check at the start of round before initiative is rolled, and if the roll fails, the character can only use one hand this round because he needs to use the other to control the mount.

Stay in saddle: The character can react instantly to try to avoid falling when the character's mount rears or bolts unexpectedly or when the character takes damage.

Fight with battle mount: If the character directs a war-trained steed to attack in battle, the character can still make the character's own attack or attacks normally.

Cover: The character can react instantly to drop down and hang alongside the mount, using it as one-half cover. The character can't attack while using the character's mount as cover. If the character fails, the character doesn't get the cover benefit.

Soft fall: The character reacts instantly to try to take no damage when the character falls off a mount, such as when it is killed or when it falls. If the character fails, the character takes 1d6 points of falling damage.

Leap: The character can get a mount to leap obstacles as part of its movement. Use the character's Ride skill modifier or the mount's Jump skill modifier (whichever is lower) to see how far the mount can jump. The DC (15) is what the character needs to roll to stay on the mount when it leaps.

Control mount in battle: By expending an action, the character can attempt to control a mount while in combat. If the character fails, the character can do nothing else that round. The character does not need to roll for beasts trained specifically for battle.

Fast mount or dismount: The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting expends an action. (The character can't attempt a fast mount or dismount unless the character can perform the mount or dismount by expending an action.)

Special: If the character is riding bareback, the character suffers a -5 penalty on Ride checks. If the character has 5 or more ranks in Handle animal, the character gets a +2 bonus to Ride checks. If the character's mount has a military saddle, it gives a +2 bonus to Ride checks related to staying in the saddle.

Search (Log)

A character with this skill is trained in observation so that they are better able to locate things that would otherwise go unfound.

Check: The character generally must be within 10 feet of the object or surface to be searched. It takes 1 round to search a 5' x 5' area or a volume of goods 5' on a side; doing so is a full-round action.

Task	DC
Ransack a crate full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult trap not of stone	21+
Find a high tech trap	25+ Skill level used to create
Notice a well-hidden secret door	30

Special: A character who does not have the Track feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less

Seduction (Per)

This skill allows a character the ability to use his charm, appearance, gestures and body language to entice, tease and

possibly grant sexual pleasure.

Check: A check is always required when using this skill to determine the difficulty score that is required for a victim to resist this skill. The victim may roll Sense motive against the success score to resist the seduction.

Retry: Under ordinary circumstances this skill cannot be retried.

Untrained: This skill can be tried by the untrained.

Special: Characters with at least four levels in Bluff gain a +2 bonus when using this skill, and if the character has 4 or more levels in this skill may gain a +2 bonus to his Bluff, or Gather information rolls.

Sense motive (Int)

A character with this skill is able to intuitively determine the reasons behind someone's actions or words.

Check: A successful check allows the character to avoid being bluffed. The character can also use the skill to tell when something is up (something odd is going on that the character were unaware of) or to assess someone's trustworthiness. Trying to gain information with this skill takes at least 1 minute, and the character could spend a whole evening trying to get a sense of the people around the character.

Sense motive task	DC
Hunch	20
Sense external influence	25

Hunch: This use of the skill essentially means making a gut assessment of the social situation. The character can get the feeling from another's behavior that something is wrong, such as when the character is talking to an impostor. Alternatively, the character can get the feeling that someone is trustworthy.

Sense External influence: The character can tell that someone's behavior is being influenced by an outside force (by definition, a mind-affecting effect), even if that person isn't aware of it himself.

Retry: No, though the character may make a Sense motive check for each bluff made on the character.

Signaling (Log)

The character is capable of sending long distance signals using some method. Characters begin with one choice of signaling and every three ranks can choose a new form. The most common are drumming, smoke, mirrors, and bird calls.

Check: Characters must roll a skill check against a difficulty determined by the Administrator, depending on how complex the message is, weather conditions or other factors. These messages can only be understood by others with this skill, and may end up attracting the attention of unwanted creatures, curious to find out who or what is behind them.

Retry: Messages can be resent.

Untrained: Untrained characters can only send simple messages like, help, danger or here I am.

Sound (Int)

The character with this skill is able to identify sounds and can pick out specific sounds even if the sounds are hidden among other noises. The character also gains the ability to imitate sounds such as bird calls or the noises that creatures make, but cannot imitate languages.

Check: The character is required to make a skill check against a difficulty determined by the Administrator when using either aspect of this ability.

Retry: The Administrator is the final arbitrator in determining if this skill can be retried due to the circumstances involved when the skill is being used.

Untrained: Untrained characters may use this ability but the difficulty is always 18+.

Special: Characters with Knowledge: nature gain a +2 bonus when using this skill to imitate real world animal noises.

Speak language (None) Trained only

The Speak language skill doesn't work like a standard skill. The character starts at 1st level knowing one language + his Logic bonus in languages and each time a new level is purchased the character may speak an additional language + his Logic modifier. In both cases at least one language is gained when taking this skill.

Retry: Not applicable. (There are no Speak language checks to fail.)

Spot (Int)

The Spot skill is used primarily to detect characters or creatures who are hiding.

Check: To detect characters or creatures who are hiding, the spot check is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it. A Spot check result of greater than 20 can generally let the character become aware of an invisible creature near the character (though the character can't actually see it). Spot is also used to detect someone in disguise, and to avoid surprise.

Condition	Penalty
Per 10 feet of distance	-1
Spotter distracted	-5

Retry: the character can make a Spot check every time the character has the opportunity to notice something in a reactive manner. As a full-round action, the character may attempt to spot something that the character failed to spot previously.

Swim (Str)

A character with this skill is able to swim though they may be hampered by the equipment or armor they are wearing or carrying.

Check: A successful Swim check allows the character to swim one-quarter of the character's speed or one-half the character's speed as a full-round action. Roll once per round. If the character fails, the character makes no progress through the water. If the character fails by 5 or more, the character goes underwater and starts to drown.

If the character is underwater (whether drowning or swimming underwater intentionally), the character suffers a cumulative -1 penalty to the character's Swim check for each consecutive round the character has been underwater. The DC for the Swim check depends on the water:

Water Conditions	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20 or take 1d6 points of subdual damage from fatigue.

Special: Instead of an armor check penalty, the character suffers a penalty of -1 for each 5 pounds of gear the character is carrying or wearing.

Tumble (Ag) Trained only; Armor check penalty

A character with this skill has learned to perform such acrobatic feats as cartwheels, back-flips or front-flips.

Check: The character can't use this skill if the character's speed has been reduced by armor, excess equipment, or loot. The character can land softly when the character falls or tumbles past opponents. The character can also tumble to entertain an audience (as with the Perform skill).

DC	Task
15	Treat a fall as if it were 10 feet shorter when determining damage.
15	Tumble up to 30' (as part of normal movement), suffering no attacks of opportunity while doing so. Failure

means the character tumbles 30' but suffers attacks of opportunity normally.

25 Tumble up to 30' (as part of normal movement), suffering no attacks of opportunity while doing so and moving through areas occupied by enemies (over, under, or around them). Failure means the character tumbles 30' and can move through enemy-occupied areas but suffers attacks of opportunity normally.

Retry: An audience, once it has judged a tumbler as uninteresting, is not receptive to repeat performances. The character can try to reduce damage from a fall as an instant reaction once per fall. The character can attempt to tumble as part of movement once per round.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge Defense bonus when executing the fight defensively standard or full-round action instead of a +2 dodge bonus. A character with 5 or more ranks in Tumble gains a +6 dodge bonus when executing the total defense standard action instead of a +4 dodge bonus. If the character has 5 or more ranks in Jump, the character gets a +2 bonus on Tumble checks. If the character has 5 or more ranks in Tumble, the character gets a +2 bonus on Balance checks.

Use rope (Ag)

A character with this skill has learned all manner of knots, and can use a rope in any way that a rope is intended to be used for.

Check: Most tasks with a rope are relatively simple.

DC	Task
10	Tie a firm knot
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around oneself one-handed
15	Splice two ropes together (takes 5 minutes)

When the character binds another character with a rope, any Escape artist check that the bound character makes is opposed by the character's Use rope check. The character gets a special +10 bonus on the check because it is easier to bind someone than to escape from being tied up. The character doesn't make the character's Use rope check until someone tries to escape.

Special: A silk rope gives a +2 bonus on Use rope checks. If the character has 5 or more ranks in Escape artist, the character gets a +2 bonus on checks to bind someone.

Use technology (Log) Trained only

This is a catch all skill allowing a character to use any technological item not covered by any other Skill.

Check: A check is required the first time an unfamiliar piece of equipment is used, but thereafter no check is required unless the item has been modified.

Retry: Generally a retry is not allowed until the character advances his skill rank

Untrained: An unskilled character may use Technology on a Logic check.

Special: A character with a related knowledge skill of at least rank 4 gains a +2 bonus when using this skill.

Weapons (Ag) Trained only

A character choosing this skill must choose a sub-skill to determine what types of weapons he can use. These Sub-skills are as follows:

Archaic melee: The character can use all manner of hand held archaic weapons like, swords, maces, Pole arms, or axes.

Archaic projectile: This skill includes all manner of bows or crossbows, and even throwing weapons such as throwing knives, or throwing axes

Grenades: This is self-explanatory

Gunnery: P.G.S (Projectile/Gyrojet/Sprayer): This skill covers all manner of vehicle mounted machine gun, grenade or mortar launcher, acid sprayer, flamethrower, or micro-missile launcher.

Man portable missiles: Characters with this skill can use all types I through III missiles and missile launchers

Melee: This skill allows the character to use all manner of knives, swords, and other melee weapon available.

P.G.S: This skill covers the use of all manner of auto-pistol or rifle, grenade rifle or mortar, acid sprayer, flamethrower, or other projectile weapon

Check: Like the Speak languages skill this skill does not require that the character make a skill roll when using weapons that are covered under the sub-skill that the character chooses when he purchases this skill. This skill allows the character to use weapons covered by the sub-skill without suffering a penalty to his combat rolls for using an unfamiliar weapon.

Characters combat rolls when using weapons are determined as follows:

Melee or hand to hand attacks: $d20 + \text{Combat modifier to hit} + \text{his Strength modifier} + \text{Misc bonuses (Expertise, masterwork weapon bonuses etc.)}$

Ranged weapons: $D20 + \text{combat modifier to hit} + \text{his Agility modifier} + \text{Misc bonuses (Expertise, masterwork weapon bonuses etc.)}$

Retry: As each use of a weapon is a separate action there is no retry with this skill.

Untrained: Characters can attempt to use a weapon they are unfamiliar with, but do so at a -4 to hit.

Special: Certain characters can specialize in the use of a particular weapon, as detailed under the Expertise feat.

Wilderness lore (Int)

A character with this skill is versed in the lore of the wilds. He can survive and provide food and water for himself and potentially his companions, as well as start fires and identify edible plants, and fresh water.

Check: The character can keep himself and others safe and fed in the wild.

DC	Task
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10	Get along in the wild. Move up to one-half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.
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15	Gain +2 on all Fortitude saves against severe weather while moving up to one-half the character's overland speed, or gain +4 if stationary. The character may grant the same bonus to one other character for every 1 point by which the check result exceeds 15.
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15	Avoid getting lost or avoid natural hazards, such as quicksand.
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Retry: For getting along in the wild or for gaining the Fortitude save bonus, the character makes a check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, the character makes a check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed.

Special: If the character has 5 or more ranks of Intuit direction, the character gets a +2 bonus on Wilderness Lore checks to avoid getting lost.

Feats

Feats grant a character special abilities allowing them to perform heroic acts. What follows are a list of all the available feats in the Frontier and a notation as to whether they require the expenditure of an action to use them or not, followed by descriptions of the feats. Certain feats have been eliminated as the new combat system makes them obsolete and some are now Merits or Flaws.

Combat	Cost
Blind fight	None
Blinding strike	One action
Cleave	One action
Combat mind	None
Combat reflexes	None
Dodge	One action
Expertise	None
Far shot	One action
Great cleave	One action
Improved bullrush	One action
Improved critical	None
Improved disarm	One action
Improved initiative	None
Improved trip	One action
Improved two weapon fighting	None
Improved unarmed strike	One action
Mounted Combat	none
Mounted Ranged Combat	One Action
Power attack	One action
Precise shot	One action
Quick draw	special
Rapid shot	special
Ride by attack	One action
Shot on the run	One action
Spirited charge	One action
Spring attack	One action
Sunder	One action
Trample	One action
Two weapon fighting	None
Weapon finesse	None
Weapon Focus	One action
Weapon specialization	None
Weapon mastery	None
Zero gravity combat	None
General	
All around sight	None
Endurance	None
Great fortitude	None
Increased carrying capacity	None
Iron will	None
Lightning reflexes	None
Mobility	None
Run	None
Silent step	None
Skill focus	None
Skill mastery	None
Toughness	None
Martial Arts	
Backward Kick	One action
Chi Strike	One action

Circle Kick	One action
Combat Adaptability	None
Concentrated Push	One action
Delay Damage	One action
Dim Mak	One action
Eagle's Claw	One action
Flying Kick	One action
Great Throw	One action
Hurl	One action
Immovability	One action
Incapacitating Strike	One action
Iron Fist	One action
Iron Skin	none
Missile Deflection	One action
Pain Touch	One action
Prone Fighting	One action
Sticking Touch	One action
Weapon Break	One action
Weapon Catch	One action
Special	
Tracking	Special

Feat Descriptions

What follows are descriptions for all the Feats available to Characters in the Frontier.

Combat Feats

Blind fighting

Prerequisites: Alertness (5th Level)

Effects: The Character with this ability is no longer penalized when attacking invisible creatures or when fighting in the dark or blindfolded.

Blinding strike

Prerequisites: none

Effects: The character must state that he is using this feat before making an attack roll, and he must succeed on a called shot with a penalty of -6. If this succeeds the victim must make a Reflex save against a difficulty equal to the attacker's success roll to avoid this effect, otherwise he will be temporarily blinded.

A character temporarily blinded makes all his attacks as if he were fighting invisible targets (+10 to the opponent's Defensive rating) and attacks against him are made at +4 to hit and the blind character loses his Agility based defensive bonus. This blindness lasts 1 round/level of the attacker.

Cleave

Prerequisites: None

Effect: This maneuver is only available to characters using a cleaving or slashing weapon, and costs one combat action. The player must state that they are using this maneuver and rolls to hit as normal, but if the attack roll succeeds the character double's the weapon's damage die and then adds any additional modifiers he has to damage due to Strength, Specialization, etc.

Combat mind

Prerequisites: Logic or Intuition 14+

Effect: A character with this ability is not only unshaken by combat but has developed a sort of combat sense allowing

him to add 1/2 his Logic or Intuition modifier to either his Initiative, Attack rolls or Damage rolls, determined when this feat is taken.

Combat reflexes

Prerequisites: Agility 12+

Effect: A character who possesses this feat is able to make one additional attack of opportunity in a round equal to his Agility modifier.

Dodge

Prerequisites: None

Effect: By expending an action stated at the beginning of the combat round before Initiative is rolled the character gains a +2 bonus to his Defensive rating for the round including his Defensive rating against traps, and increases his Reflex saves by +2.

Expertise

Prerequisites: None

Effect: This is a form of specialization which grants a character a +2 bonus to Initiative, and to Hit in combat with a chosen weapon or a natural attack.

Far shot

Prerequisites: Expertise (Ranged weapon)

Effect: A character who has this ability must state its use before rolling to hit and costs one action which is spent taking aim. The character with far shot doubles his extreme weapon range for that shot and gains a +2 bonus to hit.

Great cleave

Prerequisites: Cleave

Effect: This maneuver is only available to characters using a cleaving/slashing weapon, and costs one combat action. The player must state that they are using this maneuver and rolls to hit as normal, but if the attack roll succeeds the character triples the weapon's damage die and then adds any additional modifiers he has to damage due to Strength, Specialization, etc. In addition the victim must roll a Fortitude Resistance roll against the damage taken or they lose a limb.

A character who loses a limb permanently loses 2 Endurance points/level. If the lost limb was an arm the character suffers a -2 to any Strength checks. If the lost limb was a leg, the character can move at a maximum speed of 15'/round and all Agility checks are made with a -2 penalty.

Improved bullrush

Prerequisites: None

Effect: A character who uses this special maneuver charges forward and slams his opponent with his shoulder driving them back 5'/point of Strength modifier that the character has. The attacker does not suffer an attack of opportunity when using this maneuver as he does with a regular bullrush. The attacker rolls a standard to hit roll against the victim and if he succeeds the victim must roll a Reflex save with a difficulty equal to the attacker's Strength score +2 or they are knocked prone. A prone character loses his defensive bonus and allowing for attacks of opportunity against him. It takes one action to get back up, and allows for attacks of opportunity while the character gets up.

Improved critical

Prerequisites: Expertise

Effect: A character who chooses this feat gains the following special ability. On a natural 20 (unmodified roll of 20) the character doubles the damage die for the weapon and adds his damage modifiers (Strength, Specialization etc.), and

in addition he gains an immediate Attack of opportunity against his opponent who is not allowed his Agility based defensive bonus. This Attack of opportunity does not count against the number of Attacks of opportunity that the attacker can make in a round.

Improved disarm

Prerequisites: None

Effect: A character with this special ability can attempt to disarm an opponent. Use of this special ability costs one action and requires that the character make a called shot (-4 to hit) against a Defensive rating of 10 + the opponent's level + the opponent's Defensive bonus. If this attack succeeds the opponent must roll a Reflex save with a difficulty equal to the success score of the attacker. If the Reflex save is failed whatever the opponent held in his hand is sent 5' +2' per point of Strength modifier in a random direction.

Improved initiative

Prerequisites: None

Effect: A character with this special ability gains a +2 bonus to their initiative rolls.

Improved trip

Prerequisites: None

Effect: A character who uses this special maneuver must use one action to perform this attack. He rolls a standard to hit roll against the victim and if he succeeds the victim must roll a Reflex save with a difficulty equal to the success scored by the attacker or they are knocked prone. A prone character loses their defensive bonus and allowing for attacks of opportunity against them. It takes one action to get back up, and allows for attacks of opportunity while the character gets up.

Improved two weapon fighting

Prerequisites: Two weapon fighting

Effect: A character with this Feat may use two weapons of equal length without incurring any penalty for using two weapons. When using dual weapons the attacker may make an attack with his off hand weapon at any point in the round by dividing the attack bonus for that strike between the two strikes (any remainders are applied to the primary strike).

Improved unarmed strike

Prerequisites: Expertise (Unarmed combat)

Effect: A character who uses this special maneuver must use one action to perform this attack. He rolls a called shot against the opponent and if he succeeds, in addition to taking damage from the attack the victim must roll a Fortitude save with a difficulty equal to the success scored by the attacker or they are stunned. A stunned character loses his Agility based Defensive bonus for the remainder of the round and loses his Initiative modifier for the following round.

Mounted combat

Prerequisites: Ride skill 4+ levels

Effect: A character possessing this feat can fight while on horseback without the chance of falling off his steed's back under normal circumstances. The character suffers no penalty to his attack or damage rolls while on the back of a steed, and can make a charge attack while mounted, but in this case the character must roll a Ride check with a difficulty equal to 10+ the damage the character dealt in the charge and if this roll fails the character falls off his steed taking 1-3 points of damage from the fall and is subject to Attacks of opportunity from the fall. The character must spend an action to get back on his feet and is subject to Attacks of opportunity while getting up.

Mounted ranged combat

Prerequisites: Ride

Effect: A character with this feat has trained to use a ranged weapon while mounted and moving. A character does not suffer a penalty when moving at 1/2 the mount's standard movement rate. If the mount is moving at its standard movement speed the character may attack but he suffers a -2 to hit. If the steed is moving at double its speed the penalty is -4.

Power attack

Prerequisites: None

Effect: A character must state that he is using a power attack and must inform the Administrator how many points that he is reducing his chance to hit to increase the damage the character inflicts if the attack succeeds on a point for point basis.

Precise shot

Prerequisite: Expertise (ranged weapon)

Effect: A character who has mastered this feat can make a called shot against a target's body with a -2 to hit and against an opponent's face at -4 to hit as opposed to the standard called shot penalties (-4 to the body, or -6 to a target's face), so long as the target is within short range.

Quick draw

Prerequisites: Expertise

Effect: A character with this special ability can draw and use his weapon with amazing speed by succeeding in a Reflex save with a difficulty equal to the opponent's initiative roll. If he succeeds the character may make a single attack before anyone moves in combat due to initiative but the character does so at a -4 to hit.

Rapid shot

Prerequisites: Expertise

Effect: A character who possesses this special ability can draw and use his ranged weapon with amazing speed by succeeding in a Reflex Save with a difficulty equal to the opponent's initiative roll. If he succeeds the character may make a single attack before anyone moves in combat due to initiative but suffers a -4 to hit.

Ride by attack

Prerequisites: Ride +4 or better

Effect: A character who possesses this ability can make an attack against an opponent while his mount is moving without falling off his steed. The character makes an attack against his opponent with a penalty equal to how fast the steed is moving as follows:

Moving at 1/2 the mount's standard movement rate	No penalty
Moving at the mount's standard movement rate	-2 to hit
Moving at double the Mount's movement rate	-4 to hit

If the attack succeeds the opponent must roll a Reflex save with a difficulty equal to the success score of the attacker or he is knocked prone. Regardless of whether the opponent was mounted or not, if he fails his Reflex save the victim suffers 1-3 points of damage (or if falling off a horse or similar creature the damage is 1d3 + 1d4/10' of movement over 30'/round that the steed was moving). In addition to the damage taken from the fall the character suffers one additional die of damage from the weapon before any bonuses are added to Strength or skill are applied, and he loses his Agility based Defensive bonus and allowing for attacks of opportunity against him for being in a prone position. It takes one action to get back up, and allows for attacks of opportunity while the character gets up.

Shot on the run

Prerequisites: Expertise (Ranged weapon)

Effect: A character who possesses this special ability use his thrown weapon or bow without suffering any penalty

while moving at double his movement rate (Jog or charge speed). If he is moving at a run (3x his movement rate) he suffers a -4 to hit.

Spirited charge

Prerequisites: Ride +4 or better

Effect: A character with this ability is able to spur his mount an additional 10'/round faster than charging speed (double movement speed) allowing him to attack in a charge first regardless of the opponent's weapon length, and gaining an additional die of weapon damage above the additional die gained for a charge, due to his steed's speed.

Spring attack

Prerequisites: Jump

Effects: A character with this ability is able to leap through the air and deliver an attack at the end of the jump. The character adds his Jump skill's level to the distance he can normally broad jump (standing or running), and then rolls a Called shot to hit his target. If this succeeds the character causes an additional die of damage + his Strength modifier.

Sunder

Prerequisites: Str 16+

Effect: A character who has developed this ability may make a devastating attack. The character makes an attack roll with only his Strength modifier but if he succeeds the character gains 2 additional damage dice before adding his standard damage modifiers. As a secondary effect the character may use his weapons on structures without reducing the damage die (standard weapons do 1/2 damage to structures).

Trample

Prerequisites: Mounted combat

Effect: A character with this ability can by using up one action during a charge cause his mount to run over an opponent. The opponent is only able to attack either the character or the mount in the charge, but will suffer both an attack from the rider and must make a Reflex save (Dif 10+ either the mount's Strength or the rider's Ride skill rank whichever is higher) or suffer 2d8 points of damage from being run over by the mount. In addition the victim of this attack is knocked prone. A prone character loses their Agility based Defensive bonus allowing for attacks of opportunity against him. It takes one action to get back up, and allows for Attacks of opportunity while the character gets up.

Two weapon fighting

Prerequisites: None

Effect: A character with this Feat may use two weapons without incurring any penalty for using two weapons so long as the second weapon is no larger or bulkier than a short sword. When using dual weapons the attacker may make an attack with his off-hand weapon at any point in the round by dividing the attack bonus for that strike between the two strikes (any remainders are applied to the primary strike).

Weapon finesse

Prerequisites: Agility 14+

Effect: A character who possesses this ability adds 1/2 his Agility modifier to his Strength modifier to determine his attack modifier, before adding any other combat modifiers due to skill, etc.

Weapon focus

Prerequisites: Expertise

Effect: A character who has this special ability must declare its use at the beginning of a combat round before initiative is rolled. The character may take points away from his initiative modifier and add them to either his bonus to hit or

weapon damage for the combat round.

Weapon Specialization

Prerequisites: Expertise

Effect: A character who possesses this feat gains a +1 bonus to his initiative, and chance to hit, and increases his Damage modifier by +2 when using his chosen weapon.

Weapon Mastery

Prerequisites: Expertise, Weapon specialization

Effect: A character who possesses Weapon Mastery gains a +1 bonus to his Initiative modifier, and a +2 bonus to his chance to hit, and damage when using his chosen weapon.

Zero gravity combat

Prerequisite: Zero gravity movement +4

Effect: The character with this ability has special training, enabling him to fight in zero gravity. The character doesn't suffer any penalties when fighting in zero gravity.

General

All around sight

Prerequisites: Intuition 12+

Effect: A character possessing this ability has been trained to be more aware of his immediate surroundings. The character is able to detect opponents on all sides of him unless they are invisible. The character with this ability can not be back stabbed, flanked or blindsided. This feat is always in effect.

Endurance

Prerequisites: Stamina 12+

Effect: A character who possesses this ability can go for an additional day/Stamina modifier without sleep so long as he has food and water. A normal character can go for 1 day/5 points of Stamina that he possesses. The character may also perform Strenuous activity for 1 hour/3 points of Stamina without resting for 1/2 an hour where a normal character can go for 1 hour + 1 hour/ point of Stamina modifier.

Great fortitude

Prerequisites: None

Effect: A character who possesses this feat Doubles his Stamina modifier and adds this to his bonus Endurance Points/level.

Increased carrying capacity

Prerequisites: None

Effect: A character who possesses this feat treats his Strength as if it were 3 points higher to determine how much the character can carry before he is encumbered. Under normal circumstances the character can carry 5 pounds/point of Strength before being encumbered.

Iron will

Prerequisites: Strength 15+

Effect: A character who possesses this feat adds 1/2 his Strength modifier to his Will Resistance rolls due to his indomitable will to avoid mind influencing effects (except illusions).

Lightning reflexes

Prerequisites: Intuition, and Agility of 15+

Effect: A character who possesses this ability doesn't suffer a loss of defensive bonus when surprised or when he is attacked by an invisible opponent (unless he is immobilized). The character gains a +1 Reflex Resistance roll bonus against traps as well.

Long distance movement

Prerequisites: Endurance

Effect: A character who possesses this skill is able to move great distances at a fast pace alternating from jogging to running. This character can add a number of miles to his daily move equal to double their Stamina modifier/day.

Mobility

Prerequisites: Agility 12+

Effect: A character who possesses this ability gains an additional +2' round to his movement rate, and when wearing armor the character is able to move as if the armor was of one weight class lighter than it actually is.

Run

Prerequisites: Strength 12+

Effect: A character with this ability adds his Strength modifier to his running movement rate (3x normal move). The character also doubles the amount of time he can run before needing to rest for 10 minutes -his Stamina modifier (minimum 1 minute). Running is treated as strenuous activity to determine how long a character can run before needing to rest.

Silent step

Prerequisites: Agility 15+

Effect: A character who possesses this ability moves so silently that opponents trying to listen to him suffer a +2 to the difficulty required.

Skill focus

Prerequisites: Logic 12+

Effect: A character who possesses this feat gains a +2 to his skill checks when using a number of skills equal to his Logic modifier.

Skill mastery

Prerequisites: Skill level 6+

Effect: A character who possesses this ability may "Take 10" with a number of skills equal to the character's Logic modifier regardless of whether they are in distress or in a situation where they are distracted by external circumstances (like in the middle of combat).

Toughness

Prerequisites: Stamina 15+

Effect: A Character who is reduced to zero Endurance points must roll a Will Resistance roll with a difficulty of 20 to avoid unconsciousness. If the roll succeeds the character can remain awake but suffers a -8 to all skill, ability, and

combat rolls and loses his defensive bonus due to sluggishness. While in this state the character can not move faster than at 1/2 speed. If the character is struck again he succumbs to unconsciousness. Note that at -10 Endurance points the character succumbs to death.

Martial Arts Feats

Backward kick

Prerequisites: Blind fighting

Effects: The character with this Feat can attack any creature directly behind him either kicking his foot over and behind his own head or lashing out straight behind him. The character does not have to turn around to use this ability and does not suffer any penalties for making the attack.

Chi strike

Prerequisites: Stamina 15+

Effects: A character possessing this ability is able to strike opponents at a distance by focusing his Chi (or Ki). This is a full round effect, and allows the character to strike an opponent up to 10' away +2'/level over one causing 1d4 points of damage + 1d4 points of damage every odd level (2d4 at 3rd level, 3d4 at 5th level etc.). to use this ability the character must roll a standard to hit roll using his Agility adjustment instead of his Strength adjustment, and if he succeeds the opponent is entitled to a Reflex save (DC 10+ the attacker's level) to take half damage from the attack.

Circle kick

Prerequisites: None

Effects: The attacker uses the momentum of pivoting his body while lashing out with his back leg to deliver a devastating kick. On a successful hit the victim suffers double damage from the attack and must make a Reflex save with a difficulty equal to the attacker's Strength +2 or they are knocked back 5' and fall prone, losing their agility based defensive bonus and allowing for attacks of opportunity against them. It takes one action to get back up, and allows for attacks of opportunity while the character gets up.

Combat adaptability

Prerequisite: Knowledge: Nature, Zero gravity movement, and Swimming

Effect: The character with this ability has special training, enabling him to fight in unusual environments. A character with this ability reduces the penalties he suffers in adverse conditions by 1/2 what is listed.

Concentrated push

Prerequisites: Chi strike

Effects: By means of this feat the character is able to channel his Chi through his body and into his hands which enables the character to by lightly pushing an opponent send him back as if the attacker had thrown him. On a successful hit made against the attacker as if he were not wearing armor (Only his natural armor and Agility based defensive bonus apply to his Defensive rating) the victim suffers normal damage from the attack and must make a Reflex save with a difficulty equal to the attacker's Strength +2 or they are knocked back 5' +1'/point of Psyche that the character has and falls prone.

A prone character loses his Agility based defensive bonus and allowing for Attacks of opportunity against him. It takes one action to get back up, and allows for Attacks of opportunity while the character gets up.

Delay Damage

Prerequisites: Chi Strike

Effects: A character with this Feat is able to strike an opponent and cause the damage to take effect after a specific delay. The attacker can delay the damage for one round/point of Intuition modifier that he has and then at the beginning

of that round, before initiative is rolled the damage is done. Damage must be from an unarmed strike however.

Effects: A character with this Feat is able to strike an opponent and cause the damage to take effect after a specific delay. The attacker can delay the damage for one round/point of Psyche that he has and then at the beginning of that round, before initiative is rolled the damage is done. Damage must be from an unarmed strike however.

Dim Mak

Prerequisites: Chi strike, Delay damage

Effects: An attacker who has mastered this art has mastered Chi Kong to the point where he can strike an opponent in such a manner as to disrupt the victim's Chi, and after a specific time the attacker may cause their death with a single spoken word. To utilize this power the character must roll a 1d20 +his Psyche against a DC of 20 which is a full round action, and on the following round if he succeeds on a called shot against the defender he sets this ability into motion.

Once successful, at any time within one day/point of Psyche that the attacker possesses he may whisper a secret word if he is within 10' of the victim which forces the victim to roll a Fortitude save against a difficulty of 10 + the attacker's Psyche. If the victim fails the save he takes 1d4 points of damage/level of the attacker +1pt/point of Psyche that the attacker has. If the save is made the damage is cut in 1/2.

Eagle's claw

Prerequisites: None

Effects: This devastating attack has the potential of breaking bones. On a successful strike the character causes 1d4 points of damage/point of Strength modifier that he possesses and the victim must roll a successful Fortitude save against a difficulty equal to the damage inflicted or suffer a broken bone. The effects of a break are covered in the Combat section.

Flying kick

Prerequisites: Jump

Effects: A character with this ability is able to leap through the air and deliver a devastating kick at the end of the jump. The character adds his Jump skill's level to the distance he can normally broad jump (standing or running), and he then rolls a Called shot to hit his target. If this succeeds he causes 1d4 points of damage + 1d4 points of damage/point of Strength modifier that he possesses.

Great throw

Prerequisites: Hurl

Effects: By means of this feat the Martial Artist is able to throw his opponent a great distance. On a successful hit the victim must make a Reflex save with a difficulty equal to the attacker's Strength +2 or they are knocked back 5' + 5'/point of Strength modifier that the Martial artist has and falls prone, losing his defensive bonus and allowing for attacks of opportunity against him. It takes one action to get back up, and allows for attacks of opportunity while the character gets up. The throw causes 1d4 points of damage per 5' thrown.

Hurl

Prerequisites: None

Effects: By means of this feat the character is able to knock his opponent prone. On a successful hit the victim must make a Reflex save with a difficulty equal to 10 + the attacker's level or they are knocked prone. If knocked down the victim loses his defensive bonus and suffers attacks of opportunity against him. It takes one action to get back up, and allows for attacks of opportunity while the character gets up. The attack causes 1d4 points of damage + the attacker's damage modifier.

Immovability

Prerequisites: Strength 15+

Effects: A character with this feat may make a Strength check (DC 15) at the beginning of a round to employ this

power. If successful the character can not be thrown or pushed back. Any attempt to push or throw the character automatically fails, but use of this ability costs the Martial artist one action, and negates his initiative bonus for the round as he must concentrate to utilize this power.

Incapacitating strike

Prerequisites: None

Effect: A character with this ability can incapacitate an opponent with a well placed blow. The Martial Artist rolls a called shot against his opponent and if he succeeds instead of rolling damage the victim must make a Fortitude save with a difficulty equal to the success scored by the attacker. If he fails the save the victim lose any actions that they have in the present round, and lose their defensive bonus, and initiative bonus from excruciating pain. This effect lasts for 1 round+ 1round/point of Strength bonus possessed by the Martial Artist.

Iron fist

Prerequisites: None

Effects: A Martial Artist who has developed this ability has hardened his fists (or feet) by hitting large iron pots filled with hot sand for hours over the course of his training. The character's bare hand or foot attacks as he chooses do an additional 2 points of damage, and he can even do damage to structures without reducing his damage to 1/2 as is normal for bare fist attacks on structures.

Iron Skin

Prerequisites: Iron Fist

Effects: Through training and the ingestion of secret herbal potions the character who has gained this ability reduces damage from blunt attacks including unarmed combat damage by -2 points/die even reducing damage to 0/die. Furthermore the character gains a +2 bonus to any Resistance rolls to avoid touch effects.

Missile deflection

Prerequisites: Agility, and Intuition of 15+

Effects: A Character with this feat gains the ability to deflect missile weapon attacks with his hands, arms and legs. This is a full round action and the character must declare it before initiative is rolled. The character using this feat forgoes rolling initiative and may make a Reflex save against a number of missiles in the round as he has actions in the round. The difficulty of his save is equal to the success scored by the attacker against him, and if he succeeds in the roll he negates the attack roll against him.

Pain touch

Prerequisites: Incapacitating strike

Effect: A Martial Artist with this ability can cause a victim excruciating pain with a touch. The Attacker rolls a called shot against his opponent and if he succeeds the victim must make a Fortitude save with a difficulty equal to 10 + the attacker's level . If he fails the save they lose any actions that they have in the present round, and lose their defensive bonus, and initiative bonus from excruciating pain. This effect lasts for 1 round+ 1 round/point of Strength bonus possessed by the Martial Artist.

Prone fighting

Prerequisites: None

Effects: A Martial Artist who has mastered this skill does not lose his Agility based defensive bonus if he is knocked to the ground and does not suffer any penalties from fighting when lying on the ground.

Sticking touch

Prerequisites: Intuition of 15+

Effects: A Martial Artist with this feat has the ability to follow his opponent's movements with such skill that it seems as if his fingers were glued to his opponent. A Martial Artist with this ability must declare that they are using the feat and lose one action/round that they wish to use this art. While using Sticking touch the Attacker negates his opponent's agility based defensive bonus and gains a +2 bonus to any touch attacks he uses on his opponent.

Weapon break

Prerequisites: Eagle's claw, Weapon catch

Effects: A Character who has mastered this art must declare the use of this Feat and give up an action. When a weapon attack is made against him the Character rolls a Reflex save against the success score by his opponent and if this succeeds he causes 1-4 points of damage/point of Strength modifier he has to the weapon often breaking it.

Weapon catch

Prerequisites: Agility, and Intuition of 15+

Effects: A Character with this feat gains the ability to catch weapons with his hands, arms and legs and not be damaged by the attack. The Martial Artist must declare the use of this Feat and give up an action and when a weapon attack is made against him the character rolls a Reflex save against the success score by his opponent. If he succeeds in the roll the character negates the attack roll against him and forces the opponent to succeed in a Strength roll against a difficulty equal to the Strength of the Martial Artist +2 to free his weapon. Each attempt to free his weapon takes up an action.

Special

Tracking

Prerequisites: Wilderness lore

Effect: A character who possesses this feat is able to find, interpret and follow tracks. In order to use this ability the tracks must be made by a corporeal creature and the surface must be one which can retain an impression. If both these conditions are met the character rolls 1d20 + his wilderness lore skill level + his Intuition bonus against a difficulty determined below:

Very soft terrain (snow, mud, sand))	Dif: 5
Soft Terrain (wilderness terrain after rain)	Dif: 10
Firm Terrain (standard wilderness terrain)	Dif: 15
Interpret tracks	Dif 16+
Hard terrain (Rocky, gravel covered areas, typical dungeon setting)	Dif: 20+

In addition certain circumstances may increase or decrease the chance of the character successfully tracking as shown below:

Circumstance	Modifier
Every 3 creatures in a group being tracked	-1 to difficulty
Largest creature being tracked:	
Tiny	+8 to difficulty
Small	+4 to difficulty
Medium	no adjustment
Large	-2 to difficulty
Huge	-4 to difficulty
Gargantuan	-8 to difficulty
Colossal	-10 to difficulty
Tracking character moving:	
Half speed	no adjustment
Normal speed	+2 to difficulty
Jog	+4 to difficulty
Run	+8 to difficulty

Tracked creatures trying to hide tracks
Every 24 hours since trail was made
Every hour of rain or snowfall since the tracks were made
Poor visibility (overcast, evening, or dawn, foggy conditions)
Very poor visibility (night, or darkness)

-highest Intelligence modifier
+4 to difficulty
+4 to difficulty
+4 to difficulty
+10 to difficulty

Starting Funds

A character's starting funds depend on the type of Campaign model being used. There are four Core Campaign models in the Universal Role Playing system and every other Campaign model are based on those four systems. These core Campaign Models are the Sword & Sorcery rules supplement which provides rules for medieval style fantasy role playing, The Universal Rules System rulebooks which provide rules for Modern Role Playing, the Gamma World Role Playing Game for Post-Apocalyptic adventures and the Star Frontiers role Playing game for Futuristic adventures.

Each of these systems has its own monetary system and extensive equipment lists that are fully compatible with other rule sets in this series. The information in this book however provides a framework for modern adventures, and so the Starting money rules and equipment lists are geared towards Modern times.

Modern campaign starting money

Characters begin play with 15,000 dollars which represent the character's pre-campaign savings. An Administrator's Campaign model may modify the starting funds that a character receives, and could base this on professions available in the campaign, the monetary system that has been created for the game or any other factors that he has incorporated in creating the Campaign model.

Starting Money Modifiers

It perhaps seems unusual that characters always start with the same amount of money regardless of their skill level or how they've managed their money before the campaign begins. These rules have been presented to cover these facts.

The character may add 10% per point of Logic modifier to his starting resources to show his better reason in financial matters, and then there is luck. The table below determines if the character has during his pre-campaign career fallen on bad times, won the lottery or perhaps inherited money. This would affect the character's starting resources as follows:

Resources at the beginning of the character's career.

Die Roll	Results
01	Begin with no starting money and 45% chance of being in debt.
02-03	Begin with 10% of starting money
04-07	Begin with 50% of starting money
08-09	Begin with 75% of starting money
10-14	No modifier to starting funds
15-16	Begin with +10% of starting money.
17-18	Begin with +50% of starting money
19	Begin with double starting money
20	Begin with 4x starting money

Characters can start out in debt by choice or as a result of the table above. The Player and Administrator should work together to create a plausible reason for the debt to exist, and to whom is the character indebted to. The Character is expected to repay the debt before he can begin saving money and may be constantly hounded for it or worse. Roll on the table below to determine how much money was loaned to the character. This money is added to his starting funds, and may be used as the player sees fit within reason.

Die Roll	Results
01	Debt Equals +10% of Starting funds (Add 10% of starting funds to character's money)
02	Debt Equals +50% of Starting funds (Add 50% of starting funds to character's money)
03	Debt Equals 100% of Starting funds (Double Character's Starting Funds)
04	Debt Equals 150% of Starting Funds (Add 1.5 times the characters Starting funds to his money)
05	Debt Equals 200% of Starting Funds (Double Character's Starting Funds)
06	Debt Equals 300% of Character's Starting funds (Add 3x character's Starting Funds)
07	Debt Equals 400% of Characters Starting Funds (Add 4x Character's Starting Funds)
08	Debt Equals 5x Starting funds (Add 5x Character's Starting Funds)
09	Debt Equals 10x Starting Funds
10	Debt Equals 20x Starting Funds

Equipment Listings

On the pages that follow can be found a wide variety of equipment that is available to characters in a Modern world type setting. This is by no means an exhaustive list of the kinds of equipment available, nor does it take into account where the item in question was manufactured. Other Campaign models will offer equipment for characters that is appropriate to that setting.

Equipment Endurance points

As a simple way to determine the Endurance points of any piece of equipment or any object whose Endurance points are not known the Administrator can use the table below. Simply cross reference the size of the object in question with how fragile or sturdy it is and the resulting number is the endurance points for the object in question.

Object's size	Fragile	Standard	Durable	Dense (lt)	Dense (med)	Dense (hvy)	Dense (ex)
Fine	1	1	1	2	4	8	16
Diminutive	1	1	1	2	4	8	16
Tiny	1	1	1	2	4	8	16
Small	1	1	2	4	8	16	32
Medium	1	2	4	8	16	32	64
Large	2	3	6	12	24	48	96
Huge	3	4	8	16	32	64	128
Gargantuan	4	5	10	20	40	80	160
Colossal	5	6	12	24	48	96	192

Fragile objects include glass and ceramics

Standard objects include most plastics, or wood

Durable objects include most high impact plastics, and light metals

Dense (light) objects include most composite metals, or light construction materials

Dense (medium) objects include most light armored structures, and or hard stone

Dense (heavy) objects include most medium armored structures, diamonds and objects able to handle the stresses of interstellar travel.

Dense (extreme) objects are made of super dense materials that are often Ultra-tech (such as adamantium, or federanium)

Clothing

Characters begin play with a standard wardrobe which generally includes common attire for the character and any uniform that he may be required to wear as part of his profession. Generally characters belonging to a corporation, the military or working for an agency have a distinct uniform. Below however is a listing for common types of wardrobe that the character may wish to purchase, this list is by no means complete and does not detail the hundreds of thousands of variations or styles of clothing found in the world.

Type	Cost
Casual clothing	200
Corporate attire	300
Military/paramilitary attire	300
Service wardrobe	300
Scientific/Technicians gear	400
High fashion wardrobe	500
Environmental wear	300

Casual clothing consists of clothing that would be appropriate for normal daily wear.

Corporate attire consists of clothing that is typically worn in a business setting, and often includes some type of corporate identifier (such as patches, or badges).

Military/Paramilitary attire includes both clothing worn daily by military personnel, combat fatigues, and dress uniforms, and usually have patches and other identifiers that identify the wearer as a member of a particular group. This also includes uniforms for members of police.

Service wardrobes cover clothing used by characters not covered elsewhere and includes such things as medical scrubs, laboratory uniforms.

Scientific/Technician gear consists of clothing that is made to either be durable and resistant to wear and tear or is designed to help characters spend extended periods of time in non-standard environments.

High fashion wardrobe includes all types of gowns or suits that can be worn in high society events.

Environmental wear is usually clothing that is designed to provide characters with some measure of protection from the extremes of temperature.

Equipment lists in modern settings

Protective apparel/armor

The world is a dangerous place, and protective gear is a lucrative business. Protective wear and armor have been developed to counter the advances in weapon technology, and to provide people with protection against other hazards. Below are listed the various forms of protective gear available for characters.

Defensive Rating:

A Character has a Defense rating is 10 + his protective apparel, or armor modifier + his Agility modifier unless the character loses his Agility based Defensive adjustment due to surprise, being stunned or being affected by several other effects. A Character can increase his Defensive rating by expending points from his Combat modifier as detailed in the combat section, or by wearing better protective gear.

Protective apparel/Armor

There are a few notes regarding the types of defensive equipment listed below that should be noted. There are two costs listed for many types of protective apparel or armor, the first being the average price for standard quality protective apparel/armor, while the higher price is for masterwork protective apparel armor. When purchasing masterwork protective apparel/armor roll on the table below for the exact benefit conferred by the item.

High Quality (masterwork) Protective apparel/Armor

Die Roll	Result
01-02	Movement rate one class better (or +2' to move), weight 25% less than listed
03-04	Movement rate one class better, (or +2' to move) Armor value +1
05-06	Armor value +1, weight 35% less than listed
07-08	Armor value +1
09	Weight 25% less than listed
10	Movement rate one class better (or +2' to move)

Protective Apparel/Armor

Type	DR	Max. Agility	Skill Penalty	Weight	Cost	Cost
Leather jacket	+2	+8	-0	4lbs	250	500
Light undercover shirt	+2	+7	-0	2lbs	220	440
Pull-up pouch vest	+2	+6	-1	2lbs	120	n/a
Undercover vest	+3	+5	-2	3lbs	300	600
Concealable vest	+4	+4	-3	4lbs	300	800
Light duty vest	+5	+3	-4	8lbs	350	700
Tactical vest	+6	+2	-5	10lbs	450	900
Special response vest	+7	+1	-6	15lbs	1,200	2,400
Forced entry unit	+9	+0	-8	20lbs	2,500	5,000

Armor descriptions

Leather jacket: This armor is represented by a heavy leather biker's jacket, though other impromptu armors such as football pads, baseball catcher's pads and such offer the similar protection.

Light undercover shirt: Designed for deep cover work in which it's critical that the wearer not appear armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

Pull-Up pouch vest: This garment consists of a torso apron of light protective material held up by a loop around the neck, and can be stored in an innocuous fanny pack. Pulling the vest out and putting it uses up one action.

Undercover vest: Covering up a larger area of the torso, this vest provides better protection than the light undercover

shirt, but it's also more easily noticed. It's best used when the armor should remain unseen, but the wearer doesn't expect much scrutiny, granting a +2 bonus to spot checks to notice the armor.

Concealable vest: Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance it is usually visible to anyone looking closely for it, granting a +4 bonus on Spot checks to notice the armor.

Light-duty vest: A light weight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort, at least compared to other tactical body armors.

Tactical vest: The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

Special response vest: Built like a tactical belt, but incorporating groin and neck protection as well a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

Forced entry unit: The most powerful protection available is built into this suit. It consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers headed into a dangerous assault.

Armor Weight Classes and Movement Rates

Movement rates are determined on the table below:

Light Armor: Leather jacket, Light undercover shirt, Pull up pouch vest, Undercover vest, Concealable vest

Medium Armor: Light duty vest, tactical vest

Heavy Armor: Special response vest, Forced entry unit

Movement Base

Armor weight class	Movement rate	
	30'/round	20'/round
Light weight	30'/round	20'/round
Medium weight	20'/round	20'/round
Heavy weight	20'/round	15'/round
Extremely heavy	15'/round	15'/round

Helmets/shields

Helmets are often ignored but their importance comes to play in combat because wearing a helmet gives a +2 bonus to any Fortitude saves that are required to reduce the effects of a called shot which aims at any part of the character's head.

Shields can be used to defend against a number of attacks in a round determined by their size, and if a character chooses to expend an action he may add his Agility modifier to the number of attacks in a round he can defend against. A buckler provides protection from one attack in a round, as does a small shield. A medium shield can defend against two attacks in a round. Large shields provide protection against three attacks in a round.

Body shields differ from these shields because they protect against all attacks in a round, but are so bulky that it costs an action just to use one. All Helmets and shields are made of a composite of impact resistant ceramics and high density plastics as opposed to metal.

Helmet	Effect	Cost
Helmet		
Open faced		100
Full w/visor		150
Sonic guard unit	+4 to saves vs. sonics	+100

Shield Type	Defensive Adjustment	Weight	Cost
Buckler	+1	5lbs	100
Medium	+1	10lbs	200
Large	+2	15lbs	400
Body	+4	40lbs	800

Melee Weapons

The weapons listed below are available in one form or another in most Campaign models. Each weapon has two costs, the first cost is for average quality weapons while the second cost are for masterwork weapons. To determine the exact benefits of a masterwork weapon, roll on the table below:

Masterwork weapons

Die roll Result

01-02	+1 to initiative/+1 to hit/+1 to damage
03-05	+1 initiative/+1 to hit
06-07	+1 initiative/+1 damage
07-08	+1 to hit/+1 damage
09	+1 hit
10	+1 initiative

Standard

Weapon	Size	Type	Damage	Range	Weight	Cost	Cost
Axe-							
Hatchet	S	(S)	1d4	2x Str	4lbs	40	80
Hand	S	(S)	1d6		4lbs	50	100
Two Handed	M	(S)	1d10		12lbs	100	200
Baton/Club	M	(B)	1d6		3.5lbs	20	40
Brass Knuckles	T	(B)	+1 punch		.1lbs	12	n/a
Caltrop (per 12)	T	(P)	1-2***		.5lbs	10	n/a
Chain (per 10')	L	(B)	1d4+1**	10'	3lbs	15	n/a
Chainsaw	L	(S)	3d6		10lbs	350	n/a
Cleaver	S	(S)	1d6		2lbs	15	30
Combat Gloves	S	(B)	+2 punch		2.2lbs	20	40
Dagger	T	(P)	1d4		1lb	15	30
Punching	T	(P)	1-3		1lb	20	40
Stiletto	T	(P)	1d4		1lb	15	30
Garrote*	S	(S)	1d6		.01lbs	5	n/a
Hammer-							
Light	S	(B)	1d4		2lbs	5	n/a
Mallet	S	(B)	1d6		8lbs	10	n/a
Knife-							
Standard	S	(S/P)	1d3		2lbs	10	20
Switchblade	T	(S/P)	1d3		.2lbs	20	40
Throwing	S	(S/P)	1d4	2x Str	1lb	15	30
Machete	M	(S)	1d8		5lbs	20	40
Pitchfork	L	(P)	1d8+1	10'	5lbs	15	n/a
Quarterstaff	L	(B)	1d6/1d6		4lbs	5	n/a
Sap	S	(B)	1d4		3lbs	10	20
Scourge/cat o' nine tails	S	(S)	1d4		1lb	20	40
Sickle/Gaff hook	S	(S)	1d6		3lbs	40	80
Straight razor	T	(S)	1d4		.5lbs	10	n/a
Sword cane	M	(S/P)	1d6		3lbs	120	240
Whip	S	(S)	1d3		2lbs	75	150

* The character will continue to take damage unless he succeeds on a Strength roll (DC equals Attacker's Strength rating). Each roll uses up one action. At the beginning of the following round the character must make a Fortitude Save (DC equals attacker's Strength

Score +1) if he succeeds the character doesn't lose a Stamina point, or suffer additional damage. If the victim loses 3 Stamina points, he falls unconscious, and in the following round if pressure continues he must make a Fortitude roll (DC equals Attacker's Strength) or die. This continues until the character is killed or the attacker stops attacking him.

** This weapon can be used to entangle an opponent, pin one of his limbs or disarm him. If used to disarm it grants a +2 bonus to a character's attempt. On a called shot it can be used to pin a target's limb in the same way as a character using the wrestling maneuver of the same name.

*** A victim of this weapon must make a Reflex save with a difficulty of 10+ the damage taken or be crippled. A crippled character suffer a -2 to their Agility rolls and Agility related skill checks lasting 1 day/point of damage they suffered and in addition the character must make a Reflex save (DC 20) any time his leg is struck or the character falls prone.

Exotic weapons

Weapon	Size	Type	Damage	Range	Weight	Cost	Cost
Battle axe	M	(S)	1d8		7lbs	200	400
Gauntlet-							
Spiked	T	(P)	1-3		1lb	15	n/a
Spear-							
Half	M	(P)	1d6		3lbs	30	60
Long	L	(S/P)	1d10		15lbs	80	160
Short	L	(P)	1d8		5lbs	50	100
Pole-arm-							
Glaive	L	(S)	1d10	15'	15lbs	160	320
Halberd	L	(P/S)	1d10	15'	15lbs	150	300
Sword-							
Bastard sword	M	(S)	1d10		10lbs	250	500
Broadsword	M	(S)	2d4		4lbs	100	200
Claymore	M	(S)	1d10+2		8lbs	150	300
Cutlass	M	(S)	1d8+1		4lbs	120	240
Great sword	L	(S)	2d6		15lbs	500	1,000
Long sword	M	(S)	1d8		4lbs	150	300
Rapier	M	(P)	1d8		4lbs	50	100
Sabre	M	(S)	1d6+1		5lbs	70	140
Scimitar	M	(S)	1d6		4lbs	150	300
Short sword	S	(P)	1d6		3lbs	100	200
Two-handed	L	(S)	2d6+2		20lbs	500	1,000

Exotic Missile Weapons

Weapon	Size	Damage	Multi- Auto fire	Range	Weight	Cost	Cost
Blowgun-	M				1lbs	2	---
Bolas	S	1-2**		2x Str	2lbs	5	---
Boomerang	T	1-3		2x Str	.5lb	5	50
Bow-							
Composite long	L			110'	3lbs	150	300
Composite short	M			70'	2lbs	100	200
Longbow	L			100'	3lbs	200	400
Shortbow	M			60'	2lbs	150	300
Crossbow-							
Hand	T			30'	3lbs	200	400
Heavy	M			120'	9lbs	400	800
Light	S			80'	6lbs	200	400
Dart (per 6)	T	1d4		2x Str	.5lbs	50	100
Flint lock pistol	S	1d6		30'	4lbs	200	n/a
Harpoon	M	1d6		2x Str	3lbs	100	200
Javelin	M	1d6		2x Str	3lbs	50	100
Musket	M	1d8		40'	12lbs	400	n/a
Net	M	Ent.		2x Str	10lbs	50	---
Sling	S			50'	.2lbs	2	10
Sling shot	S			10'	.2lbs	5	---

Entanglement (ent.): A character who is entangled loses his Agility based defensive bonus and his initiative bonus while entangled. They likewise make all attacks at -4 to their rolls and must make a Strength check against a difficulty of 18 to free himself. Each attempt to break free takes one action.

Exotic Ammunition

Type	Number	Rounds/shots	Damage	Cost
Arrows-				
Barbed	6		2d4	50
Flaming	6		2d4 *****	30
Flight	12		1d6	20
Pile	6		1d6+1	40
Sheaf	6		2d4+2	75
Silver	6		1d6	100
Blowgun-				
Barbed dart	20		1-3	1
Needle	20		1-2	1
Musket balls + powder	10			30
Quarrels-				
Hand	6		1d4	20
Heavy	10		1d10	50
Light	20		1d8	25
Sling-				
Stone	20		1d3	n/a
Bullet	20		1d4	10

***** This weapon continues to burn for 1-3 rounds. At the beginning of each round it burns for the character takes an additional 1d3 points of damage before initiative is rolled for.

Improvised weapons

Any portable object has the potential to be used as a weapon in a pinch. In most cases, an object can be wielded either as a melee weapon or a ranged weapon. A chair, for example can be swung or thrown with equal aplomb.

When using an improvised weapon the character suffers a -4 penalty on his attack roll when wielding or throwing an improvised weapon. An improvised weapon is not considered any weapon covered by a weapon skill so there is no way to offset the -4 penalty. A character can effectively wield or throw an object of his size category or smaller using one hand. The character can effectively throw or wield an object of one size category larger than him using two hands. The range for throwing an object is usually 2x the character's Strength score in feet. A list of Improvised weapons follows:

Size	Weapon	Damage
Diminutive	Ash tray, CD case, Crystal paper weight	1pt
Tiny	Fist sized rock, mug, Screwdriver, softball, Flashlight, Wrench	1-2
Small	Bottle, Drill, Fire extinguisher, Flower pot, Helmet, Metal hub cap, Vase	1-3
Medium	Barstool, Brick, Briefcase, Bowling ball, Garbage can lid, Hockey stick, Nailgun	1d4
Large	Empty garbage can, Guitar, Computer monitor, Office chair, tire iron	1d6
Huge	10' ladder, Mail box, Oil barrel, Park bench, Saw horse	1d8
Gargantuan	Desk, Dumpster, File cabinet, Large sofa, Soda machine	2d6
Colossal	Junked vehicle, Stoplight, Telephone pole	2d8

Oriental weapons

Weapon	Size	Type	Damage	Range	Weight	Cost	Cost
Dagger							
Tanto	T	(S/P)	1d4+1		.5lbs	40	80
Pole-arm-							
Nagamaki	M	(S)	2d4	10'	8lbs	250	500
Naginata	L	(S)	1d10	15'	15lbs	200	400
Spear-							
Short w/ chain	L	(P)	1d8**	10'	8lbs	120	240

Weapon	Size	Type	Damage	Range	Weight	Cost	Cost
Sword-							
Butterfly sword	M	(S)	1d6		2lbs	200	400
Katana	M	(S)	2d4+2		6lbs	200	400+
No-Dachi	L	(S)	1d10+2		15lbs	300	600
Wakizashi	S	(S)	1d6+2		3lbs	200	400

** This weapon can be used to entangle an opponent, pin one of his limbs or disarm him. If used to disarm it grants a +2 bonus to a character's attempt. On a called shot it can be used to pin a targets limb in the same way as a character using the wrestling maneuver of the same name.

Oriental missile weapons

Weapon	Size	Damage	Multi- Auto fire	Range	Weight	Cost	Cost
Bow-							
Daikyu	L			120'	3lbs	200	400

Oriental Ammunition

Type	Number	Rounds/shots	Damage	Cost
Arrows-				
Frog crotch	6		1d6+2	20
Humming bulb	6		1-2	10
Leaf head	12		1-8+1	40

Martial arts weapons

Weapon	Size	Type	Damage	Range	Weight	Cost	Cost
Ballisong	T	(S/P/B)	1d4+1		.2lbs	20	40
Bo stick	M	(B)	1d6		4lbs	50	100
Fang (goad)	S	(B/P)	1d6		3lbs	20	40
Jitte	T	(B/P)	1d4		1lb	40	80
Jo stick	S	(B)	1d6		1lb	30	60
Kama	T	(S)	1d6		2lbs	20	40
Kau-sin-ke	M	(B)	1d8**	10'	4lbs	50	100
Kiseru	T	(B)	1d4		.5lbs	50	100
Kusuri-gama	S	(S/B)	1d6**	10'	3lbs	40	80
Lajatang	M	(S)	1d10		6lbs	200	400
Nunchaku	T	(B)	1d6**		2lbs	10	20
Sai	T	(P)	1d4*		2lbs	40	80
Sang Kauw	M	(P/S)	1d8		10lbs	80	160
Siangkam	T	(P)	1d4+1		.5lbs	25	50
Sodegarami	M	(P)	1d4	10'	5lbs	50	100
Staff-							
Three sectional	L	(B)	1d6**	10'	5lbs	75	150
Sword-							
Boku-toh	M	(B)	1d4		3lbs	10	n/a
Tonfa	S	(B)	1d6		2lbs	20	40
War fan	T	(B/S)	1-3		1lb	20	40

Ninja weapons

Weapon	Size	Type	Damage	Range	Weight	Cost	Cost
Kawanaga	S	(S/B)	1-3**	10'	1lb	20	40
Kyoketsuogi	S	(S/B)	1d4**	10'	1lb	30	60
Spear-							
Kumade	M	(P)	1d4		2lbs	40	80
Sword-							
Ninja-to	S	(S)	1d4+2		3lbs	100	200

Ninja Missile Weapons

Weapon	Size	Damage	Multi- Auto fire	Range	Weight	Cost	Cost
Darts-							
Fukimi-bari (20)	T	1pt/Mouth full		½ Sta	n/a	10	n/a
Shuriken (per 6)	T	1d4+1		2x Str	.1lbs	10	20

Ranged Weapons

Perhaps the most common feature of any game set in Modern times are projectile weapons. Below are listed the most common types of projectile weapons in the modern world. Each weapon has two costs, the first cost is for average quality weapons while the second cost are for masterwork weapons. To determine the exact benefits of a masterwork weapon, roll on the table below:

Masterwork weapons

Die roll Result

01-02	+1 to initiative/+1 to hit/+1 to damage
03-05	+1 initiative/+1 to hit
06-07	+1 initiative/+1 damage
07-08	+1 to hit/+1 damage
09	+1 hit
10	+1 initiative

A few notes about these types of weapons follows:

Auto-fire- Weapons that have auto-fire capabilities can be set for semi-automatic or full automatic fire. On semi-automatic the burst mode causes double damage in a 5' spread, while on full auto the burst causes 3x damage in a 10' spread. In either mode victims caught in the area affected by a burst are allowed to roll Reflex saves (DC 15) to reduce damage by ½. A Semi-automatic burst uses up 3 rounds, and a full burst uses up 10 bullets.

Range The listed range under the weapon is the weapon's range increment. Attacks within 10' are considered point blank range shots and the character gains a +2 to hit. For each attack increment beyond the first the character's chance to hit suffers a -2 cumulative penalty to a maximum penalty of -8 (or 4x the range increment) which is the maximum range of any weapon.

Projectile/Gyrojet/Sprayer (PSG)

Pistols/machine pistols

Weapon	Size	Damage	Ammo	Auto fire	Range	Weight	Cost	Cost
.22 cal.								
Pathfinder	S	1d8	6 cyl	Semi	20'	1lbs	300	600
Beretta Semi-Automatic pistol	S	1d8	8 box	Semi	20'	1lbs	250	500
9mm-								
Beretta 92F	S	1d10	15 box	Semi	40'	3lbs	500	1,000
Beretta 93R	M	1d12	20 box	Auto	30'	3lbs	1,400	2,800
Glock 17	S	1d10	17 box	Semi	30'	2lbs	250	500
Navy Seals								
Issued 9mm	S	1d10	15 box	Semi	30'	2.2lbs	500	1,000
Sig Sauer P226	S	1d10	15 box	Semi	30'	2.2lbs	450	900
Sites M9	T	1d10	8 box	Semi	30'	2lbs	350	700
10mm-								
Browning								
high powered	S	1d12 +2	10 box	Semi	40'	3lbs	500	1,000
Colt Double Eagle	M	1d12 +2	9 box	Semi	30'	3lbs	700	1,400
Glock 20	S	1d12	15 box	Semi	40'	3lbs	300	600

Weapon	Size	Damage	Ammo	Auto fire	Range	Weight	Cost	Cost
.32.cal								
ACP machine pistol	M	1d10 +2	10 box	Auto	40'	4lbs	340	680
ACP machine pistol	M	1d10 +2	20 box	Auto	40'	4lbs	600	1,200
Walther PPK	S	1d10+2	7 box	Semi	40'	1.5lbs	500	1,000
Skorpion	M	1d10+2	20 box	Auto	40'	4lbs	340	680
.38 cal-								
Service pistol	S	1d8 +2	6 cyl	Single	30'	2.2lbs	400	800
.44 cal-								
S&W M29	M	1d12 +2	6 cyl	Semi	30'	3lbs	800	1,600
Magnum	M	1d12 +2	6 cyl	Single	40'	3lbs	525	1,050
Taurus Semi-Automatic pistol	M	1d12 +2	7 box	Semi	40'	3lbs	800	1,600
.45 cal.								
Colt M1911	S	1d12	7 box	Semi	30'	3lbs	500	1,000
Derringer	T	1d12	2	Single	10'	.5lbs	120	240
Ingram M10	M	1d12 +4	30 box	Auto	40'	6lbs	800	1,600
.454 Casull revolver	M	as shotgun	6 cyl	Single	30'	4lbs	1,400	2,800
.357 Cal								
Colt Python	M	1d12 +2	6 cyl	Semi	40'	3lbs	1,000	2,000
Magnum	M	1d12 +2	6 cyl	Single	40'	3lbs	850	1,700
Sig Sauer P357	M	1d12 +2	12 box	Semi	40'	3lbs	1,400	2,800
Taurus	M	1d12 +2	8 cyl	Single	40'	3lbs	1,000	2,000
.380 cal								
Beretta	S	1d12 +2	10 box	Semi	40'	2.2lbs	500	1,000
Taurus	S	1d12 +2	10 box	Semi	40'	2lbs	475	950
.385 cal								
Ruger service-six	S	1d12 +2	6 cyl	Semi	30'	2lbs	500	1,000
50AE-								
Desert Eagle	M	1d12 +4	9 box	Semi	40'	4lbs	1,400	2,800
.50 cal								
IMI .50 cal	M	2d8+2	8 box	Semi	40'	4.4lbs	1,400	2,800

Rifles/Submachine guns/Assault rifles

Weapon	Size	Damage	Ammo	Auto fire	Range	Weight	Cost	Cost
5.45mm-								
AK74 assault rifle	L	1d10	30 box	Auto	80'	9lbs	750	1,500
AKR 74 "bullpup"	M	1d10	30 box	Auto	40'	7lbs	550	1,100
AKS 74 assault rifle	L	1d10	30 box	Auto	80'	9lbs	750	1,500
AN-94	L	1d10	30 box	Auto	80'	9lbs	750	1,500
5.56mm-								
HK G33	L	1d10	30 box	Auto	60'	9lbs	940	1,880
L85A1	L	1d10	30 box	Auto	80'	9lbs	1,100	2,200
M16A2	L	1d10	30 box	Auto	80'	8lbs	2,500	5,000
M4 carbine	L	1d10	30 box	Auto	60'	7lbs	1,400	2,800
Nato issue	L	1d10	30 box	Auto	60'	9lbs	940	1,880
Steyr AUG	L	1d10	30 box	Auto	80'	9lbs	1,400	2,800
7.62mm-								
AK47/AKM	L	1d12	30 box	Auto	70'	10lbs	2,000	4,000
HK G3	L	1d12 +2	20 box	Auto	90'	11lbs	2,225	4,450
HK PSGI								
(sniper rifle)	L	2d8	5 box	Semi	90'	16lbs	4,000	8,000
Remington 900	L	2d8	5	Single	80'	8lbs	2,000	4,000
9mm-								
HK MP5								
(Sub-machine)	L	1d12	30 box	Auto	50'	7lbs	750	1,500
HK MP5K								
(Sub-machine)	M	1d12	20 box	Auto	40'	5lbs	1,250	2,500
HK MP 2000	M	1d12	30 box	Auto	40'	6lbs	2,500	5,000
IMI Mini Uzi	M	1d12	20 box	Auto	40'	5lbs	1,300	2,600

Weapon	Size	Damage	Ammo	Auto fire	Range	Weight	Cost	Cost
Sites M4 Spectre	M	1d12	30 box	Auto	40'	6lbs	1,800	3,600
Sites M4 Spectre	M	1d12	50 box	Auto	40'	7lbs	2,800	5,600
Uzi (sub-machine)	M	1d12	20 box	Auto	40'	8lbs	800	1,600
.444 cal- Winchester 94	L	1d12 +2	6	Semi	90'	7lbs	400	800
.45 ACP- Ingram M10	M	1d12 +2	32 box	Auto	40'	7lbs	500	1,000
.50 cal Barett light 50 (sniper rifle)	H	2d8	11 box	Semi	120'	35lbs	5,000	10,000
10 gauge Browning BPS	L	as ammo	5	Semi	30'	11lbs	800	1,600
12 gauge- American Pancor Jackhammer	L	as ammo	28 box	Auto	30'	11lbs	1,800	3,600
Beretta M3P	L	as ammo	5 box	Semi	30'	9lbs	800	1,600
Daewoo USAs-12	L	as ammo	12 box	Auto	30'	11lbs	1,200	2,400
Franchi SPAS 12	L	as ammo	8 box	Semi	30'	7.4lbs	900	1,800
HK CAWS	L	as ammo	12 box	Auto	30'	12lbs	1,400	2,800
Ithaca 87	L	as ammo	5	Semi	30'	7.6lbs	500	1,000
Mossberg 500	L	as ammo	6	Semi	30'	7lbs	500	1,000
Remington 872 pump action	L	as ammo	5	Single	30'	7lbs	500	1,000
Sawed off	M	as ammo	2	Semi	10'	4lbs	400	800
Winchester 1300	L	as ammo	5	Single	30'	7.4lbs	500	1,000
30-06- Safari rifle	L	2d8+4	4	Single	120'	14lbs	3,500	7,000
Deer rifle	L	2d4 +2	4	Single	80'	9lbs	500	1,000
Sniper rifles- Remington Model 700	L	2d8	5 box	Single	120'	14.4lbs	3,500	7,000
US marine M40A1	L	2d8 +1	5 box	Single	120'	15lbs	4,000	8,000
Dragunov SVD	L	2d8+1	10 box	Single	120'	10lbs	1,500	3,000

Other PGS weapons

Weapon	Size	Damage	Ammo	Auto fire	Range	Weight	Cost	Cost
Dart	T	1d2	n/a	n/a	2x Str	.1lbs/6	5	n/a
Machine gun- HK 23 L86A1	L	2d8 +2	30 box Linked	Auto	100'	13lbs	2,400	4,800
M249 SAW	L	2d8 +2	Linked	Auto	100'	13lbs	2,400	4,800
M60	H	2d8 +2	Linked	Auto	100'	22lbs	4,000	8,000
M2HB (heavy)	H	2d8+4	Linked	Auto	110'	75lbs	5,255	10,500
Rail gun- Benchrest	H	2d10+2	1	single	150'	55lbs	10,000+	20,000+
Flamethrower	L	3d6	10 shot	1	20'	50lbs	250	n/a
Grenade launcher M79	L	as grenade	1	1	70'	7lbs	125	n/a
Molotov cocktail	S	2d4*	1	n/a	2x Str	neg	10	n/a
Rocket launcher- M72A3 LAW	L	as rocket	1	1	150'	5lbs	1,000	2,000
Taser-Pistol	T	1d6 or Stun	5 uses	n/a	10'	1.5lbs	50	100
Throwing axe	S	1d6	n/a	n/a	10'	4lbs	20	40
Throwing knife	S	1-3	n/a	n/a	2xStr	1lbs	15	30

* A Molotov cocktail requires all targets in 5' radius of impact to make reflex save to avoid taking 2d4 points of damage from burning for 3 consecutive rounds.

Ammunition

Type	Number	Rounds/shots	Damage	Cost
Bullets	1 box	36	varies	50
Bullets linked	1 chain	120 rounds	varies	120
Flame thrower canister	1	10		50
Paint ball pellets	1 box	100 shots		24
Rocket multipack-				
Type A	1	5	4d4 (5' radius)	1000
Type B	1	5	4d6 (5' radius)	1500
Type C	1	5	4d8 (5' radius)	2000
Shot Gun Shells-				
Buck Shot	1	10	2d6	50
Scatter shot	1	10	2d4 (5' spread)	50
Standard	1	10	2d6 +2	50

* A burst causes 3x damage in a 10' spread requiring all targets to roll Reflex saves vs. 10+ Attackers Skill rank for ½ damage.

Weapon Attachments

Item	Notes	Weight	Cost
Bayonet mount	Allows a Knife to be attached to rifle	.2lbs	50
Electronic Scope	Double weapons range increment, treat as Darkvision	.2lbs	300
Laser sight	+1 to attack rolls	.2lbs	100
Silencer	Add +10 to difficulty to hear a PGS weapon being fired	.2lbs	50

Makeshift Weapons

Melee weapons

Weapon	Size	Type	Damage	Range	Weight	Cost	Cost
Ketch all pole	L	(Ent)	Ent.	12'	2lbs	120	n/a

Entanglement (ent.): A character who is entangled loses his Agility based defensive bonus and his initiative bonus while entangled. They likewise make all attacks at -4 to their rolls and must make a Strength check against a difficulty of 18 to free himself. Each attempt to break free takes one action.

PGS weapons

Weapon	Size	Damage	Ammo	Auto fire	Range	Weight	Cost	Cost
.22 cal fountain pen	T	1d8	Single		10'	neg	750	n/a
.22cal knife	T	1d8	Single		10'	neg	350	n/a
.38 cal cigar	T	1d8 +2	Single		10'	neg	800	n/a
Air (paintball)-								
Pistol	S	0-1	50		20'	2.2lbs	50	n/a
Rifle	M	0-1	200	semi	40'	5lbs	90	n/a
Coffee can projector	M	2d6	Single		20'	18lbs	200	n/a
Gas projector	M	*	5 uses		10'	44lbs	100	n/a
Harpoon gun	M	as						
		harpoon	Single		20'	1.5lbs	120	240
Net caster-	M	as Net	Single		20'	12lbs	450	n/a
Net	M	Ent.	n/a		2x Str	10lbs	40	n/a
Trash can mortar	L	as 2x frag						
		grenade	Single		10'	11lbs	50	n/a
Zip gun	S	1d6	4 rounds		10'	1.2lbs	200	n/a

*Gas projectors come in two varieties, those that spray tear gas, and those that spray napalm. The ones that spray tear gas require a Fortitude save (DC 17) or suffer -2 to all Attack rolls, and lose ½ Initiative modifier, and their Defensive adjustment due to nausea for 2-5 rounds. Gas projectors that shoot napalm require a Reflex save from everyone in range with a bonus to their save equal to the penalty to the distance treated as a positive so at medium range (-2 to hit) the save is made at +2. The Difficulty of the Reflex roll is 14, and if unsuccessful the target suffers 1d4 points of burning damage for 2-5 rounds. If the save is made the victim takes half damage/round.

Entanglement (ent.): A character who is entangled loses his Agility based defensive bonus and his initiative bonus while entangled. They likewise make all attacks at -4 to their rolls and must make a Strength check against a difficulty of 18 to free himself. Each attempt to break free takes one action.

Grenades/Mines

Grenades and mines have a primary and secondary blast area. Characters caught in either blast area must roll a Reflex save against a DC of 15 for a grenade, or 18 for a mine. If they are in the secondary blast radius however they make their any saves at +2. If the characters in the primary blast radius make their saves they suffer ½ damage, while those caught in the secondary blast radius who make their Resistance roll are unaffected by the attack.

Using mines or grenades as traps: While grenades can be thrown, mines must be placed by a demolitions expert. Grenades can be used by a demolitions expert in the same way as he would use a mine as well. A demolitions expert may set a mine by rolling a successful demolitions check (DC 15) and if he succeeds a character checking an area that has been booby trapped must roll a search, or spot check with a difficulty equal to 10 + the setting character's demolition skill level, which is also the difficulty a character with disable devices or demolitions has to defuse a mine or grenade trap.

Weapon	Size	Blast radius		Damage		Throwing Range	Weight	Cost
		Primary	Secondary	Primary	Secondary			
Grenades-								
Concussion	T	10'	15'	6d6	3d6	2x Str	.5lbs	75
Flash	T	20'	n/a	*	n/a	2x Str	.5lbs	50
Fragmentary	T	10'	20'	4d6 +1	2d6	2x Str	.5lbs	75
Nausea	T	20'	n/a	**	n/a	2x Str	.5lbs	50
Smoke	T	30'	n/a	***	n/a	2x Str	.5lbs	30
Stingball	T	20'	n/a	****	n/a	2x Str	.5lbs	50
Thermal	T	15'	15'	8d6 +6	4d6+3	2x Str	.5lbs	200
Mines-								
Concussion	S	20'	10'	6d6	3d6	n/a	5lbs	2,000
Fragmentation	S	30'	20'	6d10	3d10	n/a	4lbs	3,000
High explosive	S	30'	30'	6d12	3d12	n/a	6lbs	5,000

* Characters in range must make a Reflex save (DC 17) to avoid being blinded. Blinded characters treat opponents as if they were invisible (+10 to Defensive Rating). Effect lasts 2-5 rounds.

** Characters in range must roll Fortitude save (DC 17) or suffer -2 to all Attack rolls, and lose ½ Initiative modifier and their Defensive adjustment due to nausea for 2-5 rounds.

*** Smoke grenades last 1-3 rounds and while they last all targets in the smoke gain a +5 to their Defense Rating due to obscurity.

**** Stingball grenade explodes releasing small rubber pellets that sting opponents. Characters caught in the blast radius must make Fortitude saves to avoid losing 1-3 Stamina points.

Missiles

It should be noted that a demolitions expert can roll a Demolitions check (DC 17) to remove the warhead from a micro-missile (type A) and use it as a mine. Micro missiles are man portable missiles that come with a simple shoulder launcher that has a tripod mount allowing it to either be fired as a bazooka or fired from the ground. These weapons have a pull down trigger for firing it from a shoulder position (this is called "eyeballing it.")

Missile blast radius: The blast radius listing below is the primary blast radius of the missile. Characters or objects caught in this area must make a Reflex save (DC 18) and if successful they suffer half damage from the blast. Characters that are caught in the missile's secondary blast radius must roll a Reflex Resistance roll (DC 16) and if they succeed they take no damage from the missile.

Micro-missiles

Weapon	Size	Blast radius		Damage		Range	Weight	Cost
		Primary	Secondary	Primary	Secondary			
High explosive-								
Type A	M	10'	10'	6d4	3d4	100'	4lbs	1,500
Type B	L	10'	20'	6d6	3d6	100'	8lbs	3,000
Type C	L	20'	10'	6d8	3d8	100'	8lbs	6,000

Weapon	Size	Blast radius		Damage		Range	Weight	Cost
		Primary	Secondary	Primary	Secondary			
Concussion-								
Type A	M	10'	10'	6d6	3d6	100'	4lbs	1,500
Type B	L	10'	20'	8d6	4d6	100'	8lbs	3,000
Type C	L	20'	10'	10d6	5d6	100'	8lbs	6,000
Thermal-								
Type A	M	10'	10'	6d6	3d6	100'	4lbs	1,000
Type B	L	10'	20'	6d8	3d8	100'	8lbs	2,000
Type C	L	20'	10'	8d8	4d8	100'	8lbs	4,000

Vehicle mounted

Weapon	Size	Blast radius		Damage		Range	Weight	Cost
		Primary	Secondary	Primary	Secondary			
High explosive-								
Type D	L	20'	10'	6d10	3d10	1 mile	20lbs	8,000cr
Type E	H	40'	20'	6d10	3d10	2 miles	40lbs	16,000cr
Type F	H	40'	30'	6d12	3d12	5 miles	80lbs	32,000cr
Concussion-								
Type D	L	20'	10'	6d10	3d10	1 mile	20lbs	12,000cr
Type E	H	40'	20'	6d12	3d12	2 miles	40lbs	24,000cr
Type F	H	40'	30'	6d20	3d20	5 miles	80lbs	48,000cr
Thermal-								
Type D	L	20'	10'	6d10	3d10	1 mile	20lbs	8,000cr
Type E	H	40'	20'	6d10	3d10	2 miles	40lbs	16,000cr
Type F	H	40'	30'	6d12	3d12	5 miles	80lbs	32,000cr

Vehicle mounted/Heavy P.C.S Weapons

Weapon	Size	Damage	Ammo	Auto fire	Range	Weight	Cost	Cost
Grenade Launcher	L	as grenade		n/a	100'	12lbs	2,000	n/a
Heavy Machine gun	H	Burst*	linked	Auto	200'	80lbs	6,000	12,000
Micro-missile Battery								
6 micro missiles	L	as missile		n/a	as missile	20lbs	10,000	n/a
12 micro missiles	H	as missile		n/a	as missile	30lbs	20,000	n/a
Missile battery-								
3 missiles	L	as missile		n/a	as missile	20lbs	20,000	n/a
6 missiles	H	as missile		n/a	as missile	40lbs	30,000	n/a
12 missiles	H	as missile		n/a	as missile	80lbs	50,000	n/a
Rocket launcher	L	as rocket		n/a	as rocket +200'	20lbs	8,000	n/a

* A heavy machine gun can fire a semi-automatic burst that causes 3d10 points of damage in a 5' spread that requires all targets in the area to roll a Reflex save (DC 15) to take ½ damage. The weapon can also fire as full auto which causes 6d10 points in a 10' spread and requires targets to roll a Reflex save (DC 17) to take ½ damage.

Heavy or Vehicle ammunition

Type	Number	Rounds/shots	Damage	Cost
Linked ammo	1 box	1000	as burst*	2,000
Rocket Multipack-				
Type A	1	5	4d4 (5' radius)	3,000
Type B	1	5	4d6 (5' radius)	4,500
Type C	1	5	4d8 (5' radius)	9,000
Vehicle Mounted-				
Type D	1	5	4d10 (5' radius)	10,000
Type E	1	5	4d12 (5' radius)	12,000
Type F	1	5	4d20 (5' radius)	24,000

Explosives

Item	Weight	Reflex DC	Primary Blast Radius	Primary Blast Damage	Quick Damage	Secondary Blast Radius	Secondary Blast Damage	Quick Damage	Cost
Black powder	1 ounce	12	5'	2d6	8pts	2'	2d4	4pts	5
Plastic explosive	1 ounce	15	5'	3d8	18pts	5'	3d6	12pts	500
C4/Nitroglycerin	1 ounce	17	10'	3d10	24pts	10'	3d8	18pts	750
Dynamite	1 ounce	18	10'	3d12	30pts	20'	3d10	24pts	10

As with all explosive devices a character who makes his Reflex save takes ½ damage from the blast if caught in the primary blast radius. If the character is in the secondary blast area they suffer full damage unless they make a Reflex Resistance roll in which case they suffer no damage. It should be noted adding extra ounces of explosive stack and the difficulty increases by +1/additional ounce. so that a pound of dynamite (16 ounces) would have a primary blast radius of 160' with a difficulty of 33, causing 48d12 (480pts) points of damage , and have a secondary blast radius of 320' causing 48d10 (384pts) to anyone caught in the blast.

Timers

Item	Notes	Cost
Proximity sensor	DC 20 to disarm, range 5'	500
Radio trigger	DC 16 to disarm, range 1 mile	300
Sonic trigger	DC 25 to disarm, range 10'	750
Thermal trigger	DC 20 to disarm, range 5'	400
Variable light trigger	DC 35 to disarm, range 20'	500
Variable timer	DC 15 to disarm, simple time delay	250

Standard Equipment

What follows is a list of many pieces of equipment that can be used by a character in an adventure. This is by no means a complete list of what is available in the Game, and the Administrator may devise additional equipment for his Campaign model.

Starting Kit

Cost: 500

This starting kit was created to make getting a character his starting gear, or acquiring gear for an NPC easier. The starting kit comes with a variety of useful items that are commonly purchased by characters. The kit contains the following items:

Sunglasses	Cellphone
Chronometer	Wallet or Hand bag
Optional equipment (pick 1-3)	
Beeper	MP3 player
Business cards	Carton of cigarettes/cigars
CD player	PDA
Hand held video game	Penlight

Adventurer's Gear

Item	Notes	Weight	Cost
Air filter mask	+10 to Fortitude save vs. tainted air	2lbs	200
Armor/Weapon maintenance kit		4lbs	50
Bandoleer-			
Double	Holds 30 weapon clips	4lbs	50
Utility	Holds 20 weapon clips, 4 utility pouches	3lbs	75
Equipment straps	Each holds 2 items	.2lbs	5
Fire extinguisher	Extinguish fire 30' cone	3lbs	25
Flash goggles	+8 to saves vs. bright light	neg	20

Item	Notes	Weight	Cost
Flashlight			
Penlight	Lights 5' range	neg	2-5
Standard	Lights 15' range	.5lbs	2-20
Battery flood	Lights 30' range	2lbs	15
Global positioning unit	+10 to intuit direction	.2lbs	300
Handcuffs-	DC 30 to break	.2lbs	10-20
Holster-			
Ankle	Holds 1 tiny weapon	.2lbs	25
Standard	Holds one small weapon, 5 weapon clips	2lbs	40
Double	Holds two small weapons, 5 weapon clips	3lbs	100
Duelist	Holds one small weapon, 5 weapon clips	1.5lbs	60
Shoulder	Holds one small weapon	3lbs	50
Rifle	Holds one medium, or large weapon, weapon clips	3lbs	70
Mace/pepper spray	Fort save (DC14) or -4 attacks/Skill checks for 1 hour	neg	10
Map-			
Road atlas		neg	5
Tactical		neg	n/a
Portable satellite phone	Range 100,000 miles	2lbs	500
Quiver-			
Hip quiver	Holds 20 arrows/bolts	2.2lbs	50
Back quiver	Holds 20 arrows/bolts	2.3lbs	75
Sheath, dagger and knife		.2lbs	10
Spike strip	Blows out car tires	22lbs	120
Sword scabbard		1.4lbs	40
Utility vest	6 utility pockets	4lbs	50
Walkie talkie-			
Civilian	.5 mile range	.5lbs	30
Professional	6 mile range	1lb	120

Containers

Item	Notes	Weight	Cost
A.L.I.C.E pack-			
A.L.I.C.E	Holds 120lbs	9lbs	300
M.O.L.L.E	Holds 150lbs	16lbs	1000
Alluminum travel case-			
Medium	Holds 10lbs	5lbs	80
Large	Holds 40lbs	10lbs	100
Large	Holds 75lbs	15lbs	150
Backpack-	Holds 50lbs	2lbs	15
Belt pouch-			
Large	Holds 200 coins	.2lbs	5
Small	Holds 100 coins	.1lbs	2
Box (ornamental)-	Holds 100 coins	.3lbs	20
Briefcase	Holds 10lbs	2lbs	80
Computer bag-			
Backpack style		2lbs	40
Briefcase style		3lbs	40
Contractor's field bag	Holds 20lbs	2lbs	45
Crate-			
Large	Holds 200lbs	8lbs	20
Small	Holds 100lbs	5lbs	10
Douffle bag/rucksack/satchel	Holds 30lbs	2lbs	15
Handbag-			
Standard	Holds 5lbs	.5 lbs	10-50
Oversized	Holds 10lbs	1lb	20-60
Law enforcement range pack			
6 weapon version	Holds tiny, small, medium and large weapons	2lbs	40
12 weapon version	Holds tiny, small, medium and large weapons	4lbs	80

Item	Notes	Weight	Cost
Luggage-			
Overnight bag	Holds 30lbs	5lbs	30
Suitcase (small)	Holds 30lbs	6lbs	30
Suitcase (medium)	Holds 50lbs	8lbs	40
Suitcase (Large)	Holds 100lbs	10lbs	60
Patrol file case	Holds 50 files +10lbs	4lbs	40
Rigger's bag	Has 24 tool pockets	2.2lbs	50
Sack-			
Large	Holds 30lbs	2.4lbs	10
Small	Holds 20lbs	2lbs	5
Wallet		.2lbs	10-50

Entertainment Equipment

Item	Weight	Cost	Item	Weight	Cost
Backgammon-Traveling	.3lbs	12	Home stereo-		
Ball-			Standard	5lbs	50
Basketball	.2lbs	15	Home theatre	5lbs	100-1,000
Football	.1lbs	15	MP3 player	n/a	50-250
Hand ball	n/a	1	Pen & Paper RPG game book	1-2lbs	20-60
Soccer ball	.2lbs	15	Racket-		
Ball-			Badminton/ping pong	n/a	2-5
Small soft (per 2 balls)	.1lbs	1	Racket ball	.1lbs	5-30
Small hard (causes 1 point damage)	.1lbs	1	Tennis	.2lbs	5-30
Large soft	.2lbs	1	Television-		
Large hard (causes 1-2pts of damage)	.2lbs	5	Portable	2lbs	50
Board game	1lbs	10-50	Standard	8lbs	100-400
Camera-			High definition	12lbs	1,200
35mm	2lbs	200	Video game-		
Digital	.05lbs	300-500	Retro	2.2lbs	20-50
Disposable	.02lbs	5-15	Standard	.2lbs	200
Cards-			High end	4.4lbs	500
Playing cards	.1lbs	1-5	Video tapes		
Tarot cards	.1lbs	10	Blank (per 6)	.5lbs	10
CD player	.2lbs	30-50	Movies	.1lbs	5-20
CD-music	n/a	12-20	Video recorder-		
Checkers-Traveling	.3lbs	12	Portable	1lbs	30-50
Chess set-Traveling	.3lbs	15	Standard	2.2lbs	30-80
Dice-	.01lbs	1	Instrument, musical	.1-3lbs	100-1,200
Dolls	.2lbs	5-20	Marbles (pouch of 100)	.1lbs	1
Dominoes set	.5lbs	5-10	Portable video camera	2lbs	300
DVD-Movies	n/a	5-50	Top (per 4)	.1lbs	1
DVD player-			Water gun-		
Portable	1lb	30-50	Cheap	n/a	1
Standard	2lbs	30-50	Super soaker	.1lbs	20-40
Recordable	2.2lbs	60-120	Whistle-		
Film rolls (6 rolls of 36 exposures/roll)	n/a	10	Kazoo	n/a	1
Golf balls (per 6 balls)	.2lbs	5	Dog	n/a	5
Golf clubs + bag	15lbs	100	Standard	n/a	1
Hand held videogame system	.3lbs	100	Yo-yo	.1lbs	1

Explorer's Gear

Item	Notes	Weight	Cost
Animal call	+2 to sound checks	.1lbs	5
Binoculars	10x spotting distance	2.2lbs	25-200
Range finder		2.2lbs	100
Electro-optical		2.5lbs	250
Canteen	Holds ½ gallon of water	2.2lbs	20

Item	Notes	Weight	Cost
Chemical light sticks (12)	Illuminates 5' radius neg 10		
Climbing gear	Climbing irons, clamp gauntlets, Chisel boots +2 to climb checks	5lbs	50
Compass	Points to magnetic north	.1lbs	10-30
Digital Binoculars	10x spotting distance	2lbs	500
Diver's belt w/six pouches	Holds 8lbs	1lb	15
Diver's bag	Floataion device	1lb	5
Diver's goggles	½ spotting distance underwater	.2lbs	5
Diver's mask	Standard spotting distance	.5lbs	10
Diver's net sack	Holds 20lbs	1lb	15
Diver's snorkel tube	Breathing device	.1lb	2
Divers weights	1lb weights (4)	4lb	10
Enviro-kit	Sample kit for explorers	8lbs	75
Field kit	Water purifier, water pack, rations (1 week), med pack	10lbs	75
Fishing gear	Rod + reel + tackle box	3lbs	20-50
Flare gun-	Range 150'	1lb	20
Flare (10)	Remains aloft 1 hour +20 to spot within 1 mile	.1lb	12
Harness-			
Body	Holds 6 items, backpack and has 6 pouches.	1.5lb	40
Belt w/six pouches		1lb	20
Light sticks	Box of 50, lights in a 5' radius	n/a	50
Rations-			
C Rations	One week supply	5lbs	25
MRE (meal ready to eat)	One week supply	8lbs	40
Mess kit		1lb	15
Metal mirror, small		.2lb	5
Portable stove	Fuel cost 10 dollars/week		
Backpacking stove		1lbs	65
Base camp stove		3lb	75
Provisions sack	Holds 20lbs	2.2lbs	20
Search + rescue kit	+4 to Wilderness lore (survival)	6lbs	65
Sleeping bag	Environmentally sealed keeps warm in up to -10 ⁰ F	10lbs	30-60
Specimen cages-			
Small	Bars require Str check (DC 20) to break	4.5lbs	20
Medium	Bars require Str check (DC 25) to break	10lbs	50
Large	Bars require Str check (DC 30) to break	15lbs	120
Huge	Bars require Str check (DC 35) to break	30lbs	300
Tent-			
2 person		8lbs	80
4 person		15lbs	160
8 person		20lbs	320
Tree bed		8lbs	40
Tree seat		4lbs	25
Water purifier	Purifies 5 gallons/hour	4lbs	75
Water pack	Holds 1 gallon water	.5kg	5

General Equipment

Item	Notes	Weight	Cost
Astronomical camera + lens	x75 lens	2.5lbs	2,000
Astronomical telescope	x750 range	30lbs	2,000
Balance set	Weights and scales	2lbs	20
Batteries-			
Small	Per dozen	.4lbs	12
Large	Car battery type	6lbs	40
Portable power generator	Generates 10seu/hour, and stores 50seu	55lbs	2,000
Portable solar panel	Generates 2seu/hour	1lbs	40
Business cards	200 cards	1lb	12
Cellular phone	Range 100,000 miles	.1lbs	50-300

Item	Notes	Weight	Cost
Chain (per 10')-			
Heavy	DC 40 to break	10lbs	20
Light	DC 30 to break	5lbs	10
Chemistry lab-			
Portable	+2 to Analyze samples, Science skills	16lbs	500
Fixed	+2 to Analyze samples, Science skills	66lbs	2,500
Chronometer	Standard digital watch	n/a	10-200
DIY (do it yourself) manuals-		2.2lbs	
Ordinary	+1 to Repair, Craft skill		10-20
Good	+2 to Repair, Craft skill		20-40
Exceptional	+4 to Repair, Craft skill		50-100
Duct tape	Per 6 rolls	n/a	5
Earpiece/headphones		n/a	1-20
Electrical tool kit-			
Basic		2lbs	60
Deluxe	+2 to Craft/Profession, Jury rig, Kitbash, or Repair roll	5lbs	220
Evidence kit-			
Standard		2lbs	50
Deluxe	+2 to Knowledge: Forensics, Analyze: samples	5lbs	200
Arson and explosives	+2 to Analyze: samples	6lbs	500
Cast and molds	+2 to Analyze: samples	2lbs	100
Detect hacking	+2 to computer skill	12lbs	20,000
Fingerprinting		1lb	2,000
Photographic	+2 to Analyze: Photographs	2lbs	500
Hazmat kit-	Suit + containment gear		
Chemical spill	+10 to Fortitude saves vs. contamination	6lbs	1,400
Bio-containment	+10 to Fortitude saves vs. contamination	4.5lbs	2,000
Radiation leak	+10 to Fortitude saves vs. contamination	40lbs	5,000
Hygiene kit		2.2lbs	15
Mechanical kit-		5lbs	
Standard	+2 to Kitbash, Jury rig, and repair skills		250
Deluxe	+4 to Kitbash, Jury rig, Repair, +2 to Craft, Profession	10lbs	1,000
Metal detector wand	+4 to Search to detect metal	.3lbs	150
Meteorological kit	+2 to Knowledge: Nature (weather), Analyze: Weather	40lbs	15,000
Multi-purpose tool	+1 to Jury rig, Kitbash, Repair, Craft/Profession	1lbs	75
Nicotine -			
Lites	Per carton (8 packs)	n/a	20-70
Standard	Per carton (8 packs)	n/a	20-70
Cigars	Per box (24)	n/a	20-70
Padlock-		1lbs	
Poor lock	Open locks DC: 16		10
Average lock	Open locks DC: 18		20
Good lock	Open locks DC: 20		30
Excellent lock	Open locks DC: 25		40
Puzzle lock	Open locks DC: 35+		80
Paranormal investigation kit			
Standard	+2 to Analyze: Paranormal samples	8lbs	6,000
Deluxe	+4 to Analyze: Paranormal samples	16lbs	12,000
PDA		n/a	100-500
Perfume (per bottle)	1 month's supply	.1lbs	10-80
Power tools	Cordless power tool	4lbs	100
Recordable CD/DVR	100 disc case	.5lbs	30
Sunglasses		.1lbs	10-100
Tape recorder-			
Reel to reel	6 reels (records 1 hour/reel)	4lbs	50
Standard	6 tapes (records 1 hour/tape)	1lbs	15
Micro	6 tapes (records 1 hour/tape)	.1lbs	10-20
Tech kit-	Standard tools	10lbs	250
Computer	Computer tools	3lbs	250
Tri-pod	For cameras, video	1lbs	45

Medical Goods

Item	Notes	Weight	Cost
First aid kit-			
Standard	+2 to First aid	2lbs	20
Deluxe	+4 to First aid, +2 to Heal	4lbs	100
Medical kit-		3lbs	
Standard	+8 First aid, +2 to Heal		175
Deluxe	+8 First aid, +4 to Heal		300
Pharmacist kit		3lbs	
Standard	+2 to Knowledge: Medicine		250
Deluxe	+4 to Knowledge: Medicine		1000
Samaritan mask (disposable)	+2 to saves vs. disease	n/a	1
Surgical kit		3lbs	
Standard	+2 to Heal check		500
Deluxe	+4 to Heal check		1,200
Transfusion kit		1lbs	25

Rogue's Gear

Item	Notes	Weight	Cost
Auto-dialer	Automatically dials 60 times/minute	1.2lbs	500
Black box	Allows character to make untraceable phone calls	1lbs	100
Blade boots	+2 to kicking damage, +2 to Climb skill rolls	.3lbs	120
Bolt cutters		5lbs	15
Bug sweeper	+4 to search to detect "bugs"	.5lbs	2,000
Caller ID defeater	+4 to difficulty to use technology to detect phone ID	1lb	30
Car opening kit	+2 to open car locks	1lb	50
Cell phone interceptor	Listen in to on cell phone calls in 120' range	.4lbs	5,000
Contact mike	Listen through 6" of material	.2lbs	2,000
Disguise kit	+4 to Disguise check	2lbs	60
Demolitions kit	+2 to Demolitions skill rolls	5lbs	75
Fake ID		n/a	
Poor	-2 to forgery check detection difficulty		100
Average	+0 to Forgery check detection difficulty		1,000
Good	+2 to Forgery check detection difficulty		5,000
Excellent	+4 to Forgery check detection difficulty		10,000
Fibre optic-			
Camera	6' length of flex-cord	n/a	800
Monitor		2lbs	350
Forgery kit-		1.5lbs	
Poor	+2 to forgery check		200
Average	+0 to Forgery check		1,500
Good	+2 to Forgery check		3,000
Excellent	+4 to Forgery check		5,000
Induction mike	Pick up both sides of phone conversation	.4lbs	500
Infra-red "Life detector"	+2 to spot to detect hidden living beings	.4lbs	125
Lineman's buttset	Allows to tap into phone lines to make calls	1lb	250
Lockpicks	+2 to disable device or open locks	1lb	225
Metal detector	+8 to Search for metal	2lbs	150
Micro transmitter	transmits signal up to 500'	neg	
Clock camera		500	
Electronic tracker			6,000
Microphone calculator			400
Microphone pen			125
Microphone power outlet			500
Mirror camera		1lb	700
Smoke detector camera		400	

Item	Notes	Weight	Cost
Any w/Digital burst capabilities			+200
Any w/Voice activated capabilities			+100
Any w/video capabilities			+200
Nightvision goggles	Low light vision 60' range	.2lbs	800
Parabolic mike	Picks up and amplifies sound in a range 120'	4.5lbs	300
Pick up mike	-4 to spot microphone. Mike has a range 10'	n/a	100
Police scanner		1lbs	500
Recreational drugs	Per ounce, or dozen tabs (+ or -2 to Intuition + addiction)	n/a	40-1,000
Rigged games	+2 to gaming, -2 to spot cheat		
Cards-		n/a.	10
Dice-		n/a	5
Shot gun mike	Picks up sound in a range 30' line	1lbs	300
Silent suit	+4 to move silently	.2lbs	120
Tap detector	+8 to Search rolls to detect taps or bugs	1lbs	50
Telephone line tracer		5lbs	2,500
Telephone jammer	50% chance to defeats telephone taps	.2lbs	125
Telephone scrambler	50% chance to defeats telephone line traces	1.2lbs	250
Telephone taps-			
Analyzer	50% chance to defeat telephone scrambler	2.4lbs	4,000
Call router		2.2lbs	250
Line tap		n/a	200
Receiver tap		n/a	120
UV flashlight	+4 to spot checks in dark as if using Low light vision	.2lbs	20
UV marker	Detectable by UV flashlight	n/a	10

Specialized Clothing

Item	notes	Cost
Bio-hazard suits-		
Atmospheric	+8 to saves vs. atmospheric toxins and corrosives	12,000
Heat or Cold	Provides protection from -70 to +320° Fahrenheit	12,000
Pressure	Protects against pressure up to 10 atmospheres	12,000
Radiation	Protects against moderate levels of radiation and +2 to saves vs. higher levels of radiation	12,000

Tack and Harness for Mounts

Item	Notes	Weight	Cost
Barding-	Defense rating +3	20lbs	1,000
Bit and bridle		3lbs	50
Harness and feed bag		5lbs	75
Blanket and hood		4lbs	25
Leashes-			
Small	6' lead	.1lb	10
Medium	6' lead	.3lb	25
Large	10' lead	1lb	40
Saddle-			
Pack		15lbs	100
Riding		12lbs	120
War		15lbs	200
Saddle bags-			
Large	Holds 50lbs	3lbs	100
Small	Holds 30lbs	2.4lbs	75
Saddle blanket		.3lbs	10

The Typical Hero

Below is a sample Human hero created for the Universal Roleplaying System (URS). This character can be used as a template for Players creating their own heroes and with a little tweaking can even provide a template for non-human characters.

Generic "Modern" Hero

Description:

Race: Human **Profession:** **Level:** 1 **EP:** 25 **Exp:** 40
Str: 10 (+0) **Ag:** 10 (+0) **Sta:** 10 (+0) **Log:** 11 (+0) **Int:** 10 (+0) **Per:** 11 (+0) **App:** 10 (+0)
Psyche: 0 **Reputation:** 1 (-5)

Combat Modifier: +1 **Initiative Modifier:** +1
Resistance Rolls: **Fortitude:** +2 **Reflex:** +0 **Will:** +0
Armor Worn: **DR:** 10 /(d) 10

Ranged weapon: **Range:** **Damage:** **In:** +1 **Hit:** +1 **Dmg:** +0 **DR:**
Ranged weapon: **Range:** **Damage:** **In:** +1 **Hit:** +1 **Dmg:** +0 **DR:**

Primary weapon: **Damage:** **In:** +1 **Hit:** +1 **Dmg:** +0 **DR:**
Secondary weapon: **Damage:** **In:** +1 **Hit:** +1 **Dmg:** +0 **DR:**

Unarmed attack: Punch **Damage:** 1-2 **In:** +1 **Hit:** +1 **Dmg:** +0 **DR:**
Unarmed Attack: Kick **Damage:** 1-3 **In:** +1 **Hit:** +1 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 the character gains a free attack against an off balanced opponent at +2 to hit.

Merit/Flaws:

Skills: Appraise +1, Bluff +1, Climb +1, Computers +1, Drive +1, First aid +1, Intimidation +1, Gather information: +1, Hide +1, Knowledge: Local gossip +1, Listen +1, Move silently +1, Repair +1, Search +1, Sense motive +1, Spot +1, Swim +1, Weapon: Melee, Weapon: PGS

Feats: Choose one

Languages:

Special abilities

Racial Abilities

Humans begin with a bonus of 4 additional Skills at first level, and for every level over 1st level they gain an additional Skill. This is due to humans thirst for knowledge.

Move/round: 30'

Equipment carried: Sunglasses, Chronometer, Cellphone, Wallet or Hand bag, PDA, Penlight, MP3 player Or Hand held video game

Personal wealth: 14,500

Special equipment

Notes:



Section Two: Game Rules

Basic Task Resolution System

Under most circumstances there are two general formulas used to resolve situations where die rolls are required. The first being 10+ relevant ability level + relevant attribute modifier. This is generally used to determine success when using skills. This formula may also be used to determine a difficulty when no other way has been offered, particularly when opposed checks are called for. The second method is d20 + relevant ability modifier+ relevant attribute modifier. This is generally used to determine if an attack succeeds, or a Resistance roll is made. Below is a list of typical difficulties for performing tasks.

Very easy	Dif: 0
Easy	Dif: 5
Moderate difficulty	Dif: 10
Routine difficulty	Dif: 15
Difficult	Dif: 16-18
Very difficult	Dif: 19-24
Incredibly difficult	Dif: 25-35
Nearly Impossible	Dif: 36+

Under certain circumstances characters can choose to take extra time in performing a skill or in some cases other checks. Characters who are not distressed, or distracted, and have ample opportunity can take ten, as a full round action under most circumstances, or if performing complex tasks taking ten may take between 1-10 minutes. Characters who are under no stress or can fully concentrate on a task uninterrupted for 10 +2d6 minutes can opt to take 20 to perform a task.

In the case of taking ten, the character may roll his skill check with a +10 bonus to the roll for taking the time to concentrate on the task at hand, to the exclusion of nothing else. Likewise characters who take 20 gain a +20 bonus to the roll if they meet the above criteria.

Breaking or bursting through objects

A common use of Strength is to break open doors and burst bonds. Larger and smaller creatures get size bonuses and size penalties on these Strength checks: When a combatant tries to break something use a Strength check to see whether the attempt succeeds. The DC depends more on the construction of the item than on the material. If an item has lost half or more of its Endurance points, the DC to break it drops by 2.

Creature size modifiers

Size	Modifier	Size	Modifier
Fine	-16	Large	+4
Diminutive	-12	Huge	+8
Tiny	-8	Gargantuan	+12
Small	-4	Colossal	+16

DCs to Break or Burst Items

Strength check to:	DC
Burst rope bonds	23
Bend iron bars	24
Burst chain bonds	26

WALLS

Wall Type	Thickness	Break DC	Endurance Points*	Climb DC
Masonry	1 ft.	35	90 EP	15
Superior masonry	1 ft.	35	90 EP	20
Reinforced masonry	1 ft.	45	180 EP	15
Hewn stone	3 ft.	50	540 EP	22
Unworked stone	5 ft.	65	900 EP	20
Worked stone	1 foot	65	900 EP	24

Wall Type	Thickness	Break DC	Endurance Points*	Climb DC
Metal	3 in.	30	90 EP	25
Paper	Paper-thin	1	1 EP	30
Wood	6 in.	20	60 EP	21

DOORS

Simple wooden	1 in.	13	10 EP	15
Good wooden	1 ½ in.	18	15 EP	16
Strong wooden	2 in.	23	20 EP	25
Barred door	2 in.	25	30 EP	26
Stone	4 in.	25	60 EP	28
Iron	2 in.	28	60 EP	28
Portcullis, wooden	3 in.	25	30 EP	25**
Portcullis, iron	2 in.	30	60 EP	25**
Lock	—	—	30 EP	—
Hinge	—	—	30 EP	—

*Per 10-ft.-by-10-ft. section.

**DC to lift. Use appropriate door figure for breaking.



Healing Rates

Characters heal damage without aid at a rate of 1 Endurance Point/level + their Stamina bonus/day unless otherwise stated. If the character is resting however their healing rate is doubled. A resting character cannot be involved in any form of strenuous activity for 8 hours.

Holding One's Breath

A character can hold his breath for 1 minute +1 minute/point of Stamina modifier (minimum 1 minute). After this the character makes a Fortitude Resistance roll starting at 10 and raising by one point/round until the character fails this roll in which case he must get air by the end of the round or he starts losing Stamina points at a rate of 2/round. At 0 Stamina the character falls unconscious and in the following round he dies of suffocation.

Invisibility/Darkness

A character who is invisible or in darkness gains a +10 bonus to his Defensive rating, and can only be spotted on a Spot check with a difficulty of 20, in which case the bonus to their Defensive rating is cut in half. Invisible characters or those in darkness that are attacking negate their opponent's Defensive bonus and the attacker gains a +4 bonus to hit the

target.

Jumping

A character with at least a 20' running start can attempt a running broad jump of a distance equal to one foot/point that he possesses in Agility. With the same start a character can leap vertically a distance equal to ½ his Strength score in feet. From a standing start a character can broad jump a distance of ½ his Strength in feet, and can high jump a distance equal to 1/3rd the character's Strength score in feet. Lastly the character can jump down a distance in feet equal to ½ the character's Strength score without taking damage.

The Jumping Skill revisited

A character that possesses the Jumping skill rolls a skill check and if successful adds one foot/point scored over the required difficulty to the distance they can jump. The difficulties for jumping are:

Running broad jump	Dif: 17	Running High jump	Dif: 17
Standing broad jump	Dif: 18	Standing high jump	Dif: 18

If armored increase the difficulty by the armor penalty (treat as if the minus is a positive number added to the difficulty above). Characters who are jumping down may jump an additional foot/skill level.

Light Sources

Under normal conditions a character cannot see in darkness without some kind of light source, unless they possess some form of night vision (Darkvision, Infravision, Low light vision, Ultraviolet vision). Below is listed a number of different light sources and the area which they illuminate.

Light source

Type	Range	Duration
Bonfire	50'	1hour/armload
Campfire	35'	1hour/armload
Lantern	60'	4 hours/pint of oil
Candle	5'	½ hour/inch
Torch	15'	½ an hour

Movement Rates (Jogging/Running)

To determine a character's jogging movement rate (also used for charging attacks) double the character's standard movement rate. If the character is running they move at 3x their movement rate/turn, but can increase this to 4x their standard move by succeeding on a Fortitude save (DC: 17).

A character can jog under normal conditions for one round/Stamina point and can double this on a successful Stamina check (DC: 15). The character can run for 2 rounds/point of Stamina bonus (Minimum 2 rounds). Once they stop the character must rest for 5 rounds minus 1 round/ point of Stamina modifier (minimum 1 round).

Overland Movement

Characters traveling long distances cross-country use overland movement. Overland movement is measured in hours or days. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

A character can walk 8 hours in a day of travel without a problem. The character spends the rest of the day making and breaking camp, resting, and eating. If the character walks longer than 8 hours he is considered to be involved in a forced march. For each hour of marching beyond 8 hours, the character makes a Stamina check (DC 10 + 1/extra hour). If the check fails, the character loses a point of Stamina temporarily. A character can't recover this damage until the character halts and rests for at least 4 hours. It's possible for a character to march into unconsciousness by pushing himself too hard.

It should be noted that the terrain which a character travels through affects how much distance the character can cover in an hour or a day.

Movement and Distance

	----- Base Speed -----			
	15 ft.	20 ft.	30 ft.	40 ft.
<i>One Round (Combat)</i>				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Jog	30 ft.	40 ft.	60 ft.	80 ft.
Run (X3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (X4)	60 ft.	80 ft.	120 ft.	160 ft.
<i>One Minute (Urban areas)</i>				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Jog	300 ft.	400 ft.	600 ft.	800 ft.
Run (X3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (X4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
<i>One Hour (Overland)</i>				
Walk	1 1/2 miles	2 miles	3 miles	4 miles
Jog (forced march)	3 miles	4 miles	6 miles	8 miles
<i>One Day (Overland)</i>				
Walk	12 miles	16 miles	24 miles	32 miles

Terrain and Overland Movement

Terrain	Highway	Road	Trackless
Plains	normal	normal	normal
Scrub, rough	normal	normal	¾ movement rate (x.75)
Forest	normal	normal	½ movement rate
Jungle	normal	¾ movement rate (.75)	1/4 th movement rate (x.25)
Swamp	normal	¾ movement rate (.75)	½ movement rate
Hills	normal	¾ movement rate (.75)	½ movement rate
Mountains	¾ movement rate (.75)	½ movement rate	1/4 th movement rate (x.25)
Sandy desert	normal	n/a	½ movement rate

Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Large mount	6 miles	48 miles
Huge mount	5 miles	40 miles
Medium mount	4 miles	32 miles
Medium or large pack animal	3 miles	24 miles
Cart or wagon	2 miles	16 miles

Mount/Vehicle	Per Hour	Per Day
Raft or barge (poled or towed)*	1/2 mile	5 miles
Keelboat (rowed)*	1 mile	10 miles
Rowboat	1 1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Colossal ship (sailed and rowed)	2 1/2 miles	60 miles
Gargantuan ship (sailed and rowed)	3 miles	72 miles
Huge ship (rowed and sailed)	4 miles	96 miles

*Rafts, barges, and keelboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 mph) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Reading and Writing

It is assumed that any character with a Logic score of 9 or better is able to read and write his native language, unless the player indicates otherwise. A character with a Logic score of 16 or greater can read and write any language he is able to speak as determined when the character was first created.

Speak Language skill

When the character chooses to buy the Speak languages skill he learns a number of languages equal to his Logic modifier (minimum 1) and is able to write these languages if his Logic allows for it.

Vision and Sighting distance

The table below gives information pertaining to the distance in which a character can spot and eventually identify a man sized being. If the target's size category differs from man-sized (medium) merely determine the number of size categories between the target creature and a medium sized being and if the target creature is smaller divide the distance by the size category to determine the actual distance required to spot the target. To determine the distance for larger than man-sized creatures, multiply the size category difference from the distance shown to determine the actual spotting distance. It should be noted that weather affects sighting distances as shown below:

Visibility Ranges

Condition	Movement	Spotted	Type	Identification	Details
Clear sky	1,500	1,000	500	100	10
Dense fog, or blizzard	10	10	5	5	3
Light fog or snow	500	200	100	30	10
Moderate fog	100	50	25	15	10
Light rain, or mist	1,000	500	250	30	10
Night, full moon	100	50	30	10	5
Night, no moon	50	20	10	5	3
Twilight	500	300	150	30	10



Combat

What follows are revised rules for combat using the URS system. These rules have been designed to cover most options available in combat and to allow characters a wide variety of choices without adding too many additional dice rolls to the combat system.

The Combat Round

A combat round is as long as it takes for all the characters involved to perform all the actions that they have in that round and generally lasts between 6 seconds and a full minute of game time. In that time characters can take a variety of actions, while it is assumed that the characters are moving around within a 5' circle/character, dodging and trying to probe through their opponent's defenses but only able to make as many important actions as dictated by the number of potential attacks they can make in a round. A combat round is broken up into stages as follows:

- 1) Check for surprise and resolve surprise attacks if surprise is indicated.
- 2) Declarations of any feats that are taken before Initiative, resolve any effects that extend for more than one round
- 3) Roll initiative for all groups or individuals that are taking actions in that round
- 4) All characters with initiative take their actions (attacking, using feats etc.) and all damage rolls and effects are applied to their targets.
- 5) All remaining characters who rolled initiative and lost may now take their actions (attacking, using feats etc.) and all damage rolls and effects are applied to their opponents.
- 6) Any characters who held actions and haven't taken them may do so at this point. If no other actions remain a new round begins starting with step 2.

Surprise

There is always a chance to surprise characters and creatures, both in combat and in other situations. When the chance of Surprise exists the characters involved are allowed to roll a Spot check against a difficulty equal to the opponent's Move silently success score if the opponents were moving silently or the difficulty is determined using the following formula:

$10 + \text{Opponent's Agility modifier} + \text{the Opponent's size modifier.}$

Size modifiers are determined as follows:

Tiny	+8 to difficulty	Huge	-4 to difficulty
Small	+4 to difficulty	Gargantuan	-8 to difficulty
Medium	no adjustment	Colossal	-10 to difficulty
Large	-2 to difficulty		

If surprise occurs the characters who have surprise are able to make an Attack of opportunity against the surprised opponents as if they were defenseless (Defensive rating without Agility based defensive modifier). This attack does not count against the number of Attacks of opportunity or regular attacks that the character can make in a combat round. In addition to this when initiative is rolled the surprised characters lose their Initiative modifier for that round. Certain characters or creatures are very hard to surprise and in their descriptions are rules that cover the effects if any of surprise on them.

Initiative Options

When rolling initiative with a group of characters as opposed to rolling singly for each character, one person may roll 1d20 and each member of the group adds his Initiative modifier to this number to determine the order that the characters move in. This option is useful when the party has ahead of time discussed a coordinated attack, or if the group has been adventuring together for an extended period as the characters start working together like a well-oiled machine. As an option the group may roll once using the highest initiative in the group but in so doing they are all bound by that result.

Actions in a Round

A character has a number of actions in a round equal to the number of attacks he can make in that round. Whenever the character takes an action to perform some task he gives up the highest attack bonus he has regardless of when the action takes place. So a character with a bonus of +6/+3 has two attacks he can make in a combat round, or can take

two actions. If the character were to choose to make an attack and change weapons in that round he would lose the +6 bonus to hit for changing weapons and the character's attack would be made at +3 regardless of whether the character had chosen to attack before switching weapons or afterward.

It must be noted that certain creatures have special abilities, and may use only one in a round, but the ability is treated as a single action, not a full round action.

As an option, characters that have a single attack in a round may still make an attack and take a non-combat action if he cuts his attack bonus in half. In this case any result that would be a fraction is treated as if the character's attack bonus was -1 instead.

Holding Actions

A character can designate during the declaration phase that they are holding a number of actions in a round. The character then rolls initiative but must reduce his Initiative modifier by 1/2. When the character's turn comes he may only take as many actions as the character has remaining, but at any point in the round after his turn the character may declare that he is taking an action up to the number of actions he has held, even before someone takes an action during their turn.

Movement in a round

A character can move up to his movement rate in a round without losing an action. If the character chooses to however he can give up moving that round and in this case, he gains a free non-combat action. Non-combat actions allow the character to do such things as drop or pick up an item, switch weapons, check on a fallen ally, or even attempt a simple skill (jump, climb, listen, spot etc.). These actions may take up an action under normal circumstances. A character who gives up his movement for a round still can move around in a 5' circle, but cannot move beyond that. A character who chooses to jog (2x movement rate), or Run (3x movement rate), or decides to make a charge attack must spend a combat action to do so.

Making an Attack

A character who makes an attack, rolls 1d20 + his attack modifier + any circumstance modifiers against a difficulty equal to his opponent's Defensive rating, or 10 + the size of an object in the case that he is targeting an item. If his roll is equal to or greater than the difficulty his attack succeeds. Below are typical modifiers for combat:

Attacker Modifiers

Situation	Modifier	Situation	Modifier
Dazzled	-1	On higher ground	+2
Entangled	-2	Prone	-4 (melee)/-2 (ranged)
Flanking defender	+2	Shaken or frightened	-2
Invisible	+4	Squeezing through a space	-4

Defender Modifiers

Situation	Modifier	Situation	Modifier
Behind cover	-2 soft cover/ -4 hard cover	Helpless	+10
Blinded	+4	Kneeling or sitting	-2
Concealed	-2 (partial)/-4 (full concealment)	Pinned	+4
Invisible	+10 to DR	Prone	+4
Cowering	+2	Squeezing through space	+4
Entangled	+2	Stunned	+2
Grappling other target	+2		

Objects size modifiers:

Size	Modifier	Size	Modifier
Tiny	+8 to difficulty	Huge	-4 to difficulty
Small	+4 to difficulty	Gargantuan	-8 to difficulty
Medium	no adjustment	Colossal	-10 to difficulty
Large	-2 to difficulty		

Combat Advancement

As characters advance in level they receive a Combat bonus. This modifier is not automatically applied to their bonus to hit, but instead the point or points gained can be applied to any of the following areas of combat as the player sees fit: Initiative, Attack bonus, Damage, or Defensive rating. This change reflects the fact that not every character advances in combat skill the same way, or are trained to fight the same way.

It must be noted that when the combat modifier becomes 6 the player must decide to either keep the modifier as it stands, or may choose to take another attack in the round. At first it may seem advantageous to take another action but if the character chooses this option the character's primary bonus remains 6 and he gains a second attack at +0 and may add bonuses to that second attack as he raises in level, but only when the second bonus increases to +3 can the character add bonuses to his principle attack again. This process is repeated when the character's second attack bonus increases to +6 allowing for the character to gain 3 attacks in a round and so on.

Characters who do not take advantage of the opportunity to gain multiple attacks when their Attack bonus becomes +6 must wait until their primary Attack bonus becomes +12 in which case they automatically gain a second attack at +0, and only when this second attack bonus becomes +3 can they again add points to their principle attack. When their secondary bonus reaches +12 they automatically gain a third attack at +0 and the process repeats. Below are listed the total combat modifiers possessed by a character at each level listed by the character class:

Hero Level	Bonuses Modifier	Hero Level	Bonuses Modifier	Creature End Level	Modifiers Bonus	Creature End Level	Modifiers Bonus
01	+2	11	+2	up to 1	+2	10+ to 11	+18
02	+2	12	+2	1+ to 2	+3	11+ to 12	+20
03	+2	13	+2	2+ to 3	+4	12+ to 13	+22
04	+2	14	+2	3+ to 4	+5	13+ to 14	+24
05	+2	15	+2	4+ to 5	+6	14+ to 15	+26
06	+2	16	+1	5+ to 6	+8	15+ to 16	+28
07	+2	17	+1	6+ to 7	+10	16+ to 17	+30
08	+2	18	+1	7+ to 8	+12	17+ to 18	+32
09	+2	19	+1	8+ to 9	+14	18+ to 19	+34
10	+2	20	+1	9+ to 10	+16	19+ to 20	+36

Critical Hits/Critical Fumbles

Critical hits: A roll to hit of 20, unmodified by Strength or other additions is a critical strike. A critical strike will hit any creature regardless of its Defensive rating unless the creature is not tangible, requires special weapons to hit it, or its type makes it immune to critical hits. A critical hit is treated as an automatic called shot as determined by the character. In addition the player is allowed to make an Attack of opportunity against his opponent who loses its Agility based defensive bonus for the attack.

Critical fumbles: If the attacker has the misfortune of rolling a one in combat the character is thrown off balance by his attack which allows his opponent to make an Attack of opportunity against the character's defenseless Defensive rating (Defensive Rating minus his Agility based defensive bonus).

In both cases the Attack of opportunity does not count against the number of Attacks of opportunity that the attacker is allowed in a round, and the benefits only apply to the attacker.

Combat Options

The following are options that are allowed to characters in combat. These options are available to all characters unless otherwise stated, and add more variation than just roll to hit, do damage that most combat devolves into.

Attacking Structures/Items

Whenever a character makes an attack on a structure or item the character typically does not need to roll to hit unless he is targeting a specific part of the item or he is attacking an item being held by a character. In case of attacking a specific part of an item the Difficulty (DR) of the part is 10+ the Item's size modifier found on the table below:

Size	Modifier	Size	Modifier
Tiny	+8 to difficulty	Huge	-4 to difficulty
Small	+4 to difficulty	Gargantuan	-8 to difficulty
Medium	no adjustment	Colossal	-10 to difficulty
Large	-2 to difficulty		

If the item is being held by someone a called shot is required against a Defensive rating equal to 10 +the holding character's Agility based defensive modifier + the items size modifier. If the attack succeeds damage is ½ normal damage. The character holding the object takes ½ damage from the attack as well unless he manages a Reflex save (DC 10+ the attacker's level)

Attacks of opportunity

Sometimes a combatant in a melee lets his guard down. In this case, combatants near him can take advantage of the combatant's lapse in defense to attack him for free. These free attacks are called Attacks of opportunity. An attack of opportunity is a single melee attack, and unless otherwise stated a character can only make one per round. Characters do not have to make an attack of opportunity if the character does not want to.

Characters make attacks of opportunity, at their highest attack bonus even if they've already attacked in the round. An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).

Combat reflexes and additional Attacks of opportunity: If the character has the Combat reflexes feat the character adds his Agility modifier to the number of attacks of opportunity he can make in a round. This feat does not let the character make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from the character in question , the attacker can make two separate Attacks of opportunity (since each one represents a different opportunity).

Bullrush

A character can charge forward and slam his opponent with his shoulder, driving them back 5'/point of Strength modifier that the character has. The attacker suffers an attack of opportunity when using this maneuver as he closes in, and then rolls to hit against the victim. If he succeeds the victim must roll a Reflex save with a difficulty equal to the attacker's Strength score or they are knocked prone. A prone character loses their Agility based defensive bonus and allowing for attacks of opportunity against them. It takes one action to get back up, and allows for attacks of opportunity while the character gets up.

Called Shots

In combat, called shots can often turn the tide of battle. Below is information developed to cover some of the most common ways that a called shot can be used in combat. In the event of special damage to the victim of a called shot, the victim is allowed to make a Fortitude save against a difficulty of 10 + the damage inflicted. If the roll is made the victim suffers the effects of the called shot but the effects are temporary. If not stated in the description temporary effects last one day/point of damage inflicted on the character.

It must be noted that any ability damage that brings an attribute down to zero causes the character to fall unconscious for a number of rounds equal to ½ the damage of the attack with the exception of Stamina damage. A character who suffers temporary Stamina damage that brings his Stamina to zero falls unconscious, but in the permanent form, the character brought down to zero Stamina is killed. Called shots are made at -4 to hit except called shots to small or hard to hit targets (like a character's eye or nose) that are made at -6 to hit.

Special Called Shots

Ears: (-6 to hit) A victim of this attack loses one point of Agility and suffers a -2 to his Spot checks to avoid surprise. Also for 1-4 days in either the temporary or permanent versions the character suffers a -2 to hit in combat. It should be noted that deaf characters are immune to audile effects.

Eyes: (-6 to hit): This called shot blinds the opponent in that eye reducing the character's chance to hit in combat by -2. Opponents on the characters blind side though are hit at -4 and if the victim is completely blinded, either the result of losing the use of both eyes or due to the "Blinding Strike" feat their opponents gain a +10 bonus to their Defensive rating against the blind character only. It should be noted that opponents who target a character who's been blinded on

his blind side gain a +4 bonus to their attack rolls against him.

Nose: (-6 to hit) Attacks to a character's nose cause a victim to lose one point of Stamina and for 1-2 hours they suffer a -2 to all Ability checks, Attack rolls, and Skill checks and lose their Defensive bonus due to the pain.

Neck: (-6 to hit): A successful called shot causes a character to potentially die from suffocation and blood loss. The character loses 1 Stamina point/round and in the temporary form this lasts for 1 round/2 points of damage inflicted by the attack. In the permanent form, the character will bleed to death, unless he receives medical attention from a character with the Heal skill. The healing character must succeed on a skill check with a difficulty of 10+ the damage that the character took on the attack that caused the wound to stop the character's blood loss.

A character with the first aid skill can roll a skill check with a DC of 10 +1/point of damage taken by the victim from the attack that caused the wound and if this succeeds he cannot stop the bleeding, but slows it down so that only one point of Stamina is lost every 2 rounds.

In either the temporary or permanent forms of this attack, a the victim's Ability checks, Attack rolls, and Skill checks suffer a -1/round for 1-4 rounds

Chest: (-4 to hit) A successful called shot causes a character to potentially die from blood loss. The character loses 1 Stamina point/round and in the temporary form this lasts for 1 round/2 points of damage inflicted by the attack. In the permanent form, the character will bleed to death, unless he receives medical attention from a character with the Heal skill. The healing character must succeed on a skill check with a difficulty of 10+ the damage that the character took on the attack that caused the wound to stop the character's blood loss.

A character with the first aid skill can roll a skill check with a DC of 10 +1/point of damage taken by the victim from the attack that caused the wound and if this succeeds he cannot stop the bleeding, but slows it down so that only one point of Stamina is lost every 2 rounds.

In either the temporary or permanent forms of this attack, a the victim's Ability checks, Attack rolls, and Skill checks suffer a -1/round for 1-4 rounds

Midsection: (-4 to hit) A successful called shot causes a character to potentially die from blood loss. The character loses 1 Stamina point/round and in the temporary form this lasts for 1 round/2 points of damage inflicted by the attack. In the permanent form, the character will bleed to death, unless he receives medical attention from a character with the Heal skill. The healing character must succeed on a skill check with a difficulty of 10+ the damage that the character took on the attack that caused the wound to stop the character's blood loss.

A character with the first aid skill can roll a skill check with a DC of 10 +1/point of damage taken by the victim from the attack that caused the wound and if this succeeds he cannot stop the bleeding, but slows it down so that only one point of Stamina is lost every 2 rounds.

In either the temporary or permanent forms of this attack, a the victim's Ability checks, Attack rolls, and Skill checks suffer a -1/round for 1-4 rounds

Upper arms: (-4 to hit) A called shot to a victim's upper arm causes him to suffer a -2 to his Strength checks and Strength related skill checks for 1 round/point of damage they suffered and in addition the character suffers a -1 to their attack rolls when using that limb. Multiple called shots cause these losses to stack.

Legs: (-4 to hit) A called shot to a victim's legs cause the character to suffer a -2 to his Agility checks and Agility related skill checks lasting 1 round/point of damage they suffered and in addition the character must make a Reflex save (Dif 10 + the damage taken) any time his leg is struck or the character falls prone.

Charging

A character making a charge attack moves at double his movement rate/round and once they close into attack range the weapons used determine who strikes first. Ranged weapons will fire before the attackers close into striking distance, followed by long hafted weapons (large sized weapons) and then smaller weapons.

A charging character loses his Agility based defensive bonus for the charge but gains a +2 bonus to hit. If he successfully hits the character causes an additional die of weapon damage before adding his modifiers due to strength or skill.

Character who set a weapon against a charge likewise lose their Agility based defensive bonus for the charge, but gain a +2 bonus to hit. If he successfully hits his target the defender causes an additional die of damage before adding his modifiers due to strength or skill.

Disarm

A character can attempt to disarm an opponent which costs one action and requires that the character make a called shot (-4 to hit) against a Defensive rating of 10 + the opponent's level + the opponent's Agility based Defensive bonus. If this attack succeeds the opponent must roll a Reflex save with a difficulty of 10 + the attacker's level. If the defender fails his Reflex save whatever he was holding is sent 5' in a random direction.

Fighting with two weapons

A character who does not have a Feat allowing him to fight with two weapons may still fight with two weapons so long as the weapon in the off-hand is no longer than a dagger. A character may make an attack with the off-hand weapon at any point in the round by dividing the attack bonus for that strike between the two strikes but suffers an additional -2 to hit with the off-hand weapon. Ambidexterity negates this additional penalty.

Fleeing Combat

Characters can retreat from combat in two ways. The character can retreat from combat, moving at ½ his movement rate, in which case he retains his Agility based defensive bonus, or the character can flee. If the character chooses to flee, any character in attack range (5' with a melee weapon, or 30' with a ranged or thrown weapon) can make an immediate Attack of opportunity against the fleeing character who loses his Agility based defensive bonus for the attack. This Attack of opportunity counts against the number of Attacks of opportunity that the attacking character can make in that combat round, but the attacker gains a +4 to hit the fleeing character.

Non-Proficiency Penalties

Characters who do not have the skill to use a particular weapon may still use a weapon that they are not skilled in its use, but they suffer a -4 penalty to their Attack rolls because they lack the skill to use that weapon.

Parrying

A character can by spending one action in a round, parry incoming attacks. If the character does this he gains a +1 bonus to his Defensive rating +1 per 4 levels he has. If the character is an Enforcer (or combat expert) however the bonus is +1 and per 3 levels that the character has he gains an additional +1.

Ranged Attacks of Opportunity

A character can utilize a ranged weapon to take an Attack of opportunity on any character so long as the character is within 30' of the attacker. This includes attacks made by the character against opponents who are fleeing combat.

Suppressive Fire

Any personal weapon that has semi-automatic or full automatic mode can be used to produce covering or suppressive fire. The character using this ability forgoes all his actions in a round, but anything that comes within the first range increment of the weapon must make a Reflex save (DC equal to 10 + the attacker's level) or they take damage equal to the standard damage for the weapon.

Trip

A character must expend one action to perform this attack. He rolls a called shot against the victim and if he succeeds the victim must roll a Reflex save with a difficulty equal to 10 + the attacker's Agility modifier + the attacker's Strength modifier or they are knocked prone. A prone character loses his Defensive bonus and allowing for Attacks of opportunity against them. It takes one action to get back up, and allows for Attacks of opportunity while the character gets up.



Unarmed Combat

There are three types of unarmed combat Brawling, Grappling, and Wrestling. All characters can brawl or wrestle without needing to learn any special skills though experts in hand to hand combat or wrestling would be treated as possessing Brawling, Grappling or Wrestling Expertise or Specialization feats. The forms of unarmed combat are detailed below:

Brawling

All characters are able to fight bare handed. The character simply attempts to hit his opponent using his normal chance to hit. If he succeeds follow the rules below:

Damage: Attacks made in bare fist combat depend on the size of the attacker. The table below shows the damage for punching and kicking dependent on the size of the opponent. This damage is modified by the character's Strength modifier unless the character states that he is pulling his punches in which case the character does not apply his Strength modifier. This damage can be even be negated by weak creatures in which case the creature may hit, but the damage he does is negligible. Damage is as follows:

Creature Size	Damage*		Creature Size	Damage*	
	Punch	Kick		Punch	Kick
up to Tiny	0pts	1pt	Huge	1-4	1-6
Small	1pt	1-2	Gargantuan	1-6	1-8
Medium	1-2	1-3	Colossal	1-8	1-10
Large	1-3	1-4			

* Using metal gauntlets or hard soled boots adds one point of damage.

If used to subdue a character a successful attack (punch or kick) does no damage but requires a Fortitude save (DC equal to the opponent's Strength) or the victim loses one point of temporary Stamina. If his Stamina reaches 0 he falls unconscious for 1 round + the attacker's Strength modifier (Minimum 1 round). Attacking an unconscious character requires that the victim continue to make Fortitude saves/attack with a difficulty as above. If he fails a save the character dies.

Armed Opponents: An opponent who is armed or attacking a creature that has a natural attack mode suffers an Attack of opportunity by the opponent when he attempts to close in on the target. Once in striking range he may not suffer Attacks of opportunity for closing in unless he moves back more than 5'.

Armored opponents: A character who is attacking an armored opponent wearing medium or heavy armor, or attacking a creature who has a natural Defensive rating of 13 or better due to scales, bony plating, etc., only causes his Strength modifier in damage and unless he uses a called shot to hit exposed areas the attacker takes 1 point of damage each time he strikes the armored foe.

Critical strikes: If a character strikes an opponent with a modified 20 or more he may choose one of the following special effects. Note that these are modified 20 rolls, not perfect 20 rolls which have effects that differ from those detailed below:

Knockout blow: If the attacker succeeds on a strike with a modified roll of 20 he forces the victim to roll a Fortitude save to avoid being knocked unconscious. The difficulty of this roll is the attacker's Strength score, and if this save is failed the victim is knocked unconscious for one round + the attacker's Strength modifier if positive. An unconscious character's Stamina drops immediately to 0. Attacking an unconscious character requires that the victim make Fortitude saves against a difficulty as detailed above and if he fails his save the character dies.

Stunning strike: If the attacker succeeds on a strike with a modified roll of 20 he forces the victim to roll a Fortitude save to avoid being stunned. The difficulty of this roll is equal to the attacker's Strength score, and if this save is failed the stunned character loses his Agility based defensive bonus for the remainder of the round and loses his Initiative modifier for the following round.

Grappling

A character who attempts to grab an opponent in combat is subject to an Attack of opportunity if the opponent is armed, but if he is unarmed the character may attempt the grapple without fear of being attacked before he can move in for the attack. The character makes a standard attack roll against the target who is treated as DR 10+ his Agility based defensive bonus +1 if he is wearing medium armor, or +2 if he is wearing heavy armor.

If the attack succeeds the victim is held. The victim may attempt to break free by expending an action and rolling a Strength check against a difficulty equal to his opponent's Strength score. If the victim of a grapple succeeds he is free. If the character who is holding the victim still has actions he may cause his strength bonus in damage (minimum 1pt) for each action he expends.

If the victim has not been let go or hasn't freed himself, before initiative is rolled the two opponents roll a Strength check against a difficulty equal to their opponent's Strength score and if the defender scores higher than the attacker he frees himself, otherwise the attacker may continue to hold him and cause damage to him as stated above.

For every three consecutive rounds that a character is held the victim suffers a point of temporary Strength loss, and if he loses 3 points of Strength The attacker may force him to roll a Resistance roll or suffer one of the following effects:

Will save (Difficulty equal to the Strength of his opponent) or surrender.
Fortitude save (DC equals the opponent's Strength) or lose 1 point of temporary Stamina.

A character can pin a victim's limb by making a called shot at -4 to hit and if he succeeds the victim cannot use that limb. The procedure for freeing himself and for the character doing damage to the limb are the same as if he had grabbed hold of his opponent, but no Strength loss is caused for maintaining a hold on a limb.

Wrestling

Wrestling differs from most forms of combat. In wrestling while initiative is still required both the attacker and defender make opposed attack rolls using their opponent's Strength score as a difficulty (with a bonus or penalty depending on the type of armor he is wearing as detailed below). The character who wins initiative determines what attack he is attempting.

The term Defender in wrestling refers to the character who loses the initiative roll, but if he becomes the aggressor by turning an attack back on the attacker, the former attacker becomes the Defender.

The Defender's attack roll enables him to counter the attack, break free of the attack, or turn it back on the attacker. It

should be noted that armor benefits the Defender's Difficulty (Strength + weight bonus) due to its weight and heavy armors penalize attack rolls because they hamper movement as shown below:

Armor type	Defender's Bonus	Attack Penalty/Bonus
Light	+0	+2
Medium	+1	+0
Heavy	+2	-4

Each opposed roll takes up one action for both the Attacker and Defender and any character who still has actions after their opponent has used up all his actions may attack the attacker unopposed in which case the difficulty of the wrestling roll is equal to 10 + the Defender's agility based Defensive bonus + his armor modifier as shown above.

To determine who wins in a wrestling contest each opponent makes an attack roll as detailed above and if the Defender scores higher than his opponent he counters the attack, thus negating it. If however his success rate is 5 points or more greater than the attacker's roll he may choose to break free of the hold, or reverse the move, thus doing to the attacker what he had intended to do to him.

The following are typical wrestling maneuvers:

Head lock/choke hold: If the attacker succeeds in this attack he causes the victim to lose 1 temporary Stamina point and the Defender's attack rolls suffer a -1 for the remainder of the round. An attacker who still has actions in a combat round can apply pressure to the hold by expending an action, that forces the Defender to either expend an action to counter or reverse it, or if the Defender does not have any remaining actions, he must roll a Fortitude save to avoid losing an additional Temporary Stamina point and suffering an additional -1 penalty to his attack rolls.

This is a sustained hold which means that before initiative is rolled in the following round if the Defender was unable to counter the hold another opposed attack roll is made using up another action for both the Attacker and Defender who is still penalized for being held, and if the attacker succeeds he maintains the hold otherwise the hold is broken.

After 3 consecutive rounds if the hold is maintained, the victim must make a Fortitude save with a difficulty equal to the Strength of the attacker or they are knocked unconscious. If the save is made another 3 consecutive rounds must pass before another roll is made to avoid unconsciousness. In either case if the victim's Stamina drops to 0 they fall unconscious.

Holds: A wrestler may attempt to try to pin a victim's limb. If the attack succeeds and the attacker had targeted the victim's upper arm the Defender suffers a -2 to his Strength rolls and Strength related skill checks for the remainder of the round, and suffers a -1 to his attack rolls.

If the limb being targeted was a leg, the victim suffers a -2 to his Agility rolls and Agility related skill checks for the remainder of the round, and they may only hobble at ½ speed while the effect lasts. In addition the Defender must make a Reflex save (DC equals the opponent's Strength score) any time his leg is struck or the character falls prone while the effect lasts.

An attacker who still has actions in a round may apply pressure to the hold, which forces the defender to expend an action to counter or possibly reverse the hold. If the attacker succeeds he causes the victim to suffer an additional -2 to the Defender's Agility rolls and agility related skill checks. If the victim does not have any more actions He must an Reflex resistance roll to avoid falling prone.

A prone character loses his Defensive bonus, and suffers Attacks of opportunity against him. Getting up from a prone position in wrestling requires that the prone character and his opponent expend an action, and both roll a wrestling check, but if the defender succeeds he gets back to his feet, and only if he succeeds by 5 or more points can he either break free of the hold or reverse it.

This hold can be maintained for more than one round. To do this the hold must have been maintained, before initiative is rolled another opposed attack roll is made using up another action for both the Attacker and Defender who is still penalized for being held, and if the attacker succeeds he maintains the hold otherwise the hold is broken.

Paralyzing a limb: A wrestler may choose to stun a victim's limb. In this case if the Attacker succeeds on his attack the opponent must roll a Fortitude save with a difficulty equal to the opponent's Strength and if they fail this roll and an upper arm was chosen, the attack causes the Defender to suffer a -2 to his Strength rolls and Strength related skill checks for the remainder of the round +1 round/point of Strength modifier of the Attacker (minimum of 1 round). In

addition the Defender suffers a -1 to his attack rolls.

If the limb targeted was a leg, the victim suffers a -2 to their Agility rolls and Agility related skill checks for the remainder of the round +1 round/point of Strength modifier of the attacker (minimum of one round), and they may only hobble at ½ speed while the effect lasts. In addition the character must make a Reflex save (DC 14) any time his leg is struck or the character falls prone while the effect lasts. Note that while this is an opposed attack, it can only be countered by the Defender not reversed. Multiple uses of this attack form stack, and if the Defender's Agility drops to zero he falls prone and cannot move until his Agility raises back to a positive number.

Take down: An attacker who succeeds in this maneuver is able to knock his opponent prone. As above both the attacker and the Defender expend an action, and roll an attack roll using their opponent's Strength score as a difficulty, but if the attacker succeeds he forces his opponent to make a Reflex save with a difficulty equal to his Strength score, and if this fails the Defender is knocked prone.

A prone character loses his defensive bonus and unless the hold is not held it takes one action to get back up, and allows for attacks of opportunity while the character gets up. If the attacker maintains the hold, the defender can attempt to get up from a prone position by both the prone character and his opponent expend an action, and both roll a wrestling check. If the Defender succeeds he gets back to his feet, and only if he succeeds by 5 or more points can he either break free of the hold or reverse it.

This hold can be maintained for more than one round. To do this the hold must have been maintained, before initiative is rolled another opposed attack roll is made using up another action for both the Attacker and Defender who is still penalized for being held, and if the attacker succeeds he maintains the hold otherwise the hold is broken.

Effects of unarmed combat: Damage from unarmed combat is not normally fatal. After one hour all damage taken from this type of combat disappears except for 1-4 points of damage which is standard damage. Temporary Ability score loses from unarmed combat return at a rate of one point/hour, though if the character is resting the character regains doubles the number of Attribute points he regains/ hour.

Subdual Combat

A special form of combat exists which is used to cause a target to succumb to a character by being bludgeoned until they can take no more. To subdue a target the attackers use the hafts, hilts or flats of their weapons and though they make normal attack rolls instead of doing damage each successful attack reduces a victim's Stamina by one point. Every time the victim loses 3 Stamina points they must make a Will save with a difficulty of 15 + the highest Strength modifier of the attackers and if they fail this roll they surrender. Otherwise if their Temporary Stamina reaches 1 they surrender. Subdual damage is regained at one point/hour.



Damage Effects

These are special effects that involve damage, for the most part in combat though falling damage effects is listed here because it involves broken bones, and rules covering this are listed below:

Broken Bones

A character can suffer a broken limb if a blunt weapon strikes him on an unmodified 20 and the weapon causes its maximum damage (before applying Strength and skill bonuses). If these conditions are met the victim must roll a Fortitude save with a difficulty equal to 10+ the total damage inflicted by the weapon. If the save is failed but within 5 points of the save the bone is sprained, but any other failure results in a broken bone.

A broken bone causes a -2 penalty to Agility, and Strength checks. If the break was a leg the character may move at ½ their movement rate and if they make a Strength check (DC: 15) they may hobble at their normal movement rate for 1 round/3 points of Stamina but suffer a -1 temporary Stamina point for the attempt. In addition whenever they are struck in combat on that limb they must make a Reflex save (DC 15) or the character falls prone.

A Sprain causes a -1 penalty to Agility, and Strength checks. If the sprain was a leg the character may move at ½ their movement rate and if they make a Strength check (DC 10) they may hobble at their normal movement rate for 1 round/3 points of Stamina but suffer a -1 temporary Stamina point for the attempt. In addition whenever they are struck in combat on that limb they must make a Reflex save (DC 10) or the character falls prone.

A sprain is healed after one week, while a break requires a Stamina check made after 24 days modified by the character's Stamina modifier (-1 day per point of Stamina bonus or add 1 day/point of Stamina penalty). The difficulty of this roll is 20 minus the character's Stamina modifier. If the check is not made the character can attempt another check every day thereafter until the wound heals.

Falls and Breaks

A character that falls a distance greater than his Stamina score in feet must roll a Fortitude save with a difficulty equal to the distance fallen. If this roll fails in addition to any falling damage they take they suffer a broken bone for any fall up to 20' + an additional break for every 10 feet thereafter.

Massive Damage

If a character sustains 50 points of damage or more as the result of a single attack and the character isn't killed outright, the character must make a Fortitude save (DC 15). If this Resistance roll fails, the character dies regardless of his current Endurance points.

Severing

The following special maneuver can only be made in combat with a cleaving weapon. To successfully sever a victim's limb or decapitate the victim the character must score an unmodified 20, and the weapon must score its maximum damage before any modifiers for Strength and Combat skill are applied. If these conditions are met the victim must roll a Fortitude save with a difficulty equal to 10+ the total damage inflicted by the weapon. If the save is failed and the limb being targeted was not the victim's head it loses 2 Endurance points/level permanently. A decapitated character is dead unless they possess more than one head in which case it's treated as if a limb was severed as long as at least one head remains.

Scars

Any edged weapon that causes its maximum damage before any adjustments due to Strength or Skill will cause a permanent scar, as will such things as taking full damage from acid, or fire. A called shot can also be declared to be used to make a permanent scar on the target and in this case the weapon does not need to cause maximum damage. A character who receives 5 scars loses an Appearance point, and for every 3 scars thereafter another point is lost.

Subdual (temporary) damage

Subdual, or Temporary damage usually applies to damage taken by a regenerating creature is determined as if the character had taken normal damage (though it should be noted separately) but this damage cannot kill the creature. If the character's Endurance points drop to 0 from subdual damage the creature/character falls unconscious for 1 round +1 round/point of damage under 0 that he was brought down to. Once the character regains consciousness the temporary

damage vanishes except for 1-4 points of damage which are real, and must heal as normal.

Wielding a Weapon Two-Handed

When a combatant deals damage with a weapon that he is wielding two-handed, the combatant adds one and one half times (x1.5) the combatant's Strength bonus. Light weapons don't get this higher Strength bonus when used two-handed.

Resistance rolls

Each character possesses three Resistance rolls, Will, Reflex and Fortitude. To make a Resistance roll a player rolls 1d20 and adds his Resistance roll bonus which depends on their level and their relevant ability modifier, against a difficulty determined in one of the following ways:

Trap: 10+ trap CR

Special ability: 10 + relevant ability + relevant Attribute modifier

Will saves involve attacks against the character's mind, or perceptions. Reflex saves are used against attacks where the character's agility can be used to avoid the effect or reduce its impact on the character, while Fortitude saves involves reducing or avoiding physical punishment, attacks against the character's health, or vitality.



Additional Combat Effects

The following roles cover effects or conditions that a character may find himself in due to a variety of effects (such as combat, or the effects of a creature's special abilities). If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Ability Damaged: The character has temporarily lost one or more ability score points. These points return at a rate of one/day. A character with Strength 0 falls to the ground and is helpless. A character with an Agility of 0 is paralyzed. A character with Stamina of 0 is dead or unconscious depending on what caused the drop in the attribute score. A character with Logic, Intuition, or Personality score of 0 is unconscious.

Ability Drained: The character has permanently lost one or more ability score points. The character cannot regain these points through natural healing or the passage of time. A character with Strength of 0 falls to the ground and is helpless. A character with an Agility score of 0 is paralyzed. A character with Stamina of 0 is dead. A character with Logic, Intuition, or Personality scores of 0 is unconscious.

Blown Away: Depending on their size, creatures can be blown away by winds of high velocity. Creatures on the ground that are blown away are knocked down and rolled 1d4x10 feet, sustaining 1d3 points of damage per 10 feet. Flying creatures that are blown away are blown back 2d6x10 feet and sustain 2d6 points of damage due to battering and buffeting.

Confused: A confused character's actions are determined by a 1d10 roll, rolled each round:

1: wander away (unless prevented) for 1 minute (and don't roll for another random action until the minute is up);
2-6: do nothing for 1 round;
7-9: attack the nearest creature for 1 round;
10: act normally for 1 round. Any confused creature who is attacked automatically attacks his/her attackers on the character's next turn.

Cowering: The character is frozen in fear, losing his Agility bonus to DR (if any), and can take no actions. Foes gain a +2 bonus to hit cowering characters.

Dazed: A dazed creature can take no actions (but defends itself normally). A dazed condition typically lasts 1 round.

Dazzled: Unable to see well because of over stimulation of the eyes. A dazzled creature suffers a -1 penalty on attack rolls until the effect ends.

Deafened: A deafened character cannot hear, suffers a -4 penalty to initiative checks, and cannot make Listen skill checks.

Dying: When a character's current Endurance points drop to between -1 and -9 inclusive, the character is dying. The character immediately falls unconscious and can take no actions. At the end of each round (starting with the round in which the character dropped below 0), he loses an additional Endurance point until he is stabilized.

Energy Drained: The character suffers a -1 on Attack rolls, Resistance rolls, Skill checks, Ability checks and loses 5 Endurance points. The effects of energy drain stack. Characters who have been energy drained suffer these effects for 24 hours unless the losses are restored at a hospital or similar facility. After 24 hours, the afflicted character must attempt a Fortitude save. The DC is 10 + the attacker's Endurance level + the attacker's Psyche modifier. If the drained character succeeds, the negative effects dissipates. If not, the character permanently loses -1 to his Attack rolls, Resistance rolls, and Skill checks,

Entangled: An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to his effective Agility. If the bonds are anchored to an immobile object, the entangled character cannot move. Otherwise, he can move at half speed, but can't run or charge.

Exhausted: Characters who are exhausted moves at half normal speed and suffer an effective penalty of -6 to Strength and Agility. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After 1 hour of complete rest, exhausted characters become fatigued.

Fatigued: Characters who are fatigued cannot run or charge and suffer an effective penalty of -2 to Strength and Agility. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Frightened: A creature that is frightened flees as well as it can. If unable to flee, the creature may fight. It suffers a -2 penalty on Attack rolls, Ability checks, and Resistance rolls. A frightened creature can use its special abilities to flee; indeed, the creature must use such means if they are the only way to escape .

Held: Held characters are subject to effects that make them unable to move. They are helpless. They can perform no physical actions (but they continue to breathe and can take purely mental actions).

Helpless/Incapacitated: Bound, held, sleeping, paralyzed, or unconscious characters are helpless. Enemies can make advantageous attacks against helpless characters. A melee attack against a helpless character is at a +4 bonus on the attack roll (equivalent to attacking a prone target). A helpless defender loses his agility based Defensive bonus. In fact, his Agility score is treated as if it were 0.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, concentrate, or do anything else requiring attention.

Panicked: A panicked creature suffers a -2 penalty on Resistance rolls and must flee. A panicked creature has a 50% chance to drop what he's holding, chooses his path randomly (as long as the character is getting away from immediate danger), and flees any other dangers that confront him. If cornered, a panicked creature cowers. A creature may use a special ability to escape.

Paralyzed: A paralyzed character stands rigid and helpless, unable to move or act physically. He has effective Strength and Agility scores of 0 but may take purely mental actions.

Petrified: A petrified character is not dead as long as a majority of his body remains intact. He cannot move or take actions of any kind, not even purely mental ones. The character's Strength and Agility scores are effectively (but not actually) 0. He is unaware of what occurs around him, since all of the character's senses have ceased operating. If a petrified character cracks or breaks but the broken pieces are joined with him as the character returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete.

Shaken: A shaken character suffers a -2 penalty on Attack rolls, Ability checks, and Resistance rolls.

Stable: A character who was dying but who has stabilized is no longer dying, but is still unconscious. The character no longer loses Endurance points.

Stunned: The character loses his Agility bonus to DR (if any) and can take no actions. Foes gain a +2 bonus to hit stunned characters.



Healing Damage

There are many ways that a character can suffer damage, and the Universal Role Playing system has covered rules concerning these things, but nothing has been said about healing damage except through rest and the passage of time. Characters in the Modern world however have access to Medical care in advanced facilities, such as hospitals, or clinics to be cured of damage.

A character who possesses the Heal Skill and has access to at least a clinic level facility is able to use the locations equipment to heal a character. The character can roll a heal check against the following difficulties to perform any of the following:

Effect	DC	Time
Restore 2 Endurance point/skill level usable once/24 hours on a victim	15	1 round
Cure Infection/infestation	15	1 round
Cure minor disease	16	1 round

Cure major disease
Restore 1 temporary Attribute loss usable once/per day on victim
Reattach severed limb (restores ½ permanently lost Endurance points)

16 1 hour
16 1 hour
18 1-2 hours

Experience and Advancement



What happens when characters gain enough experience to raise in level? In the URS this is dealt with differently than in most campaigns. A character who advances in level automatically gains all the benefits of advancement following these guidelines:

- 1) The character automatically gains his new Endurance points, Resistance rolls modifier, and Combat modifier.
- 2) The character can spend any new skill points to increase any skill that he does not need to research or train in (Bluff, Hide, Intimidation, Listen, Move silently, Sense motive, Spot, etc.)
- 3) A character gains any special abilities that do not require training (Feats etc.)

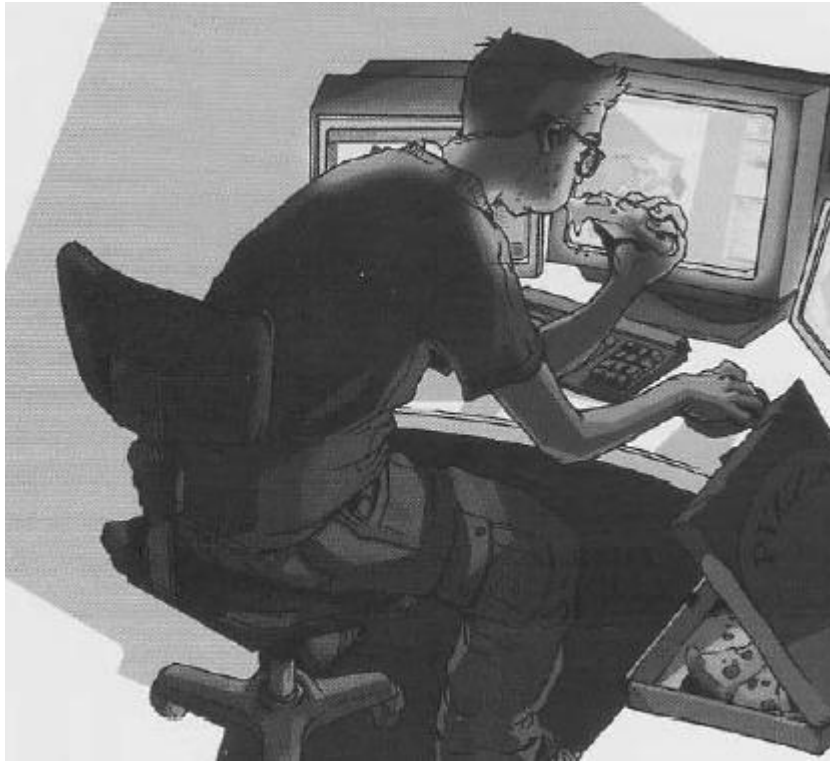
Other than this a character must spend at least a week in a town or city where he can access a library, school or training center (including martial arts schools, boxing or wrestling gyms) to gain any new skills, or abilities that would require training. A character must spend 50 dollars/level to cover the cost of training, research, and equipment in order to advance in level.

The only exception to this is if there is a character within the group that belongs to the same profession as the character and is at least 3 levels greater than the character. In this case the character can train while adventuring. It still takes a week to gain the skills and abilities, but the character does not need to be in a town or city.



Part Three: Specialized Equipment

The following rules for dealing with Computers, Specialized locks, Vehicles and Vehicle combat,



Computers

Computers in the URP does not differentiate between Mainframe computers (includes personal desktop computers), and Laptops. Many of the greatest advances in recent years were accomplished through the use of computers. Computers are constantly changing the lives of virtually all people on Earth and the Internet has made vast arrays of knowledge accessible to people from all walks of life.

COMPUTERS

The term computer used in these rules includes all types of computer, from the huge servers and super computers used by the government and some universities to desk top computers and laptops. Computers have become an almost vital part of everyday life on Earth.

Computer Hardware: Computers come in six different sizes, ranging from Level 1 (home computers) to Level 6 (computers that run power plants, air traffic control stations and other large installations). Larger computers can run more complex programs and can perform more simultaneous operations than smaller computers. It is not possible to add on to a computer to raise it to a higher level. To increase computer capacity, a high-level computer or several computers of the same level must be purchased.

The computer comes with its own processor unit. Certain hardware is provided with the computer: monitor, access stations, printer, etc. Additional components can be purchased at increased cost (Administrators set the price).

Computer Programs

Once the hardware has been acquired, the programs that the computer needs to perform its special functions must be

purchased separately. Programs are classified from Level 1 to Level 6, the complexity of the programming increasing with the level. The following brief guideline gives the Administrator some idea of the complexity levels of programs. This is important, as the Administrator's decision usually determines what level of program a character or organization needs.

Computer Program Complexity Level

Level	Maximum Extent of Control
1	The needs of a single character or small household.
2	The needs of a large household or small business.
3	The needs of a medium business or small bureaucracy.
4	The needs of a large business, a medium bureaucracy, or a small town.
5	The needs of an international corporation, a large bureaucracy, or a medium-sized city.
6	The needs of a space-station, spaceship, or specific field (such as traffic control) in a large city.

Program Function Descriptions

Programs are available for five different functional areas. A brief description of each area is listed below.

Analysis/Information: This type of program will perform one of the following functions: information storage, information access, cross-referencing, analysis of statistics and facts, language capabilities, coordination of scanners and interpretation of scanner data, etc. Libraries, government information services, and universities use these programs extensively.

Creative: This type of program will perform one of the following functions: abstract representation of data, architectural tools and displays, engineering tools and displays, flight and combat simulation control, data on research and development, data on inventions, and general think tank uses. Military organizations, corporate research and development divisions, governmental patent offices, think tanks, and the like use these programs extensively.

Job: This type of program will perform one of the following functions: communications operations, robotics management, traffic control and transportation, medical operations, industrial uses such as manufacturing, assembling, packing, etc., and any other specific job function not covered in the other program areas. Industrial facilities, hospitals, airports, installations, city governments, and the like use these programs extensively.

Maintenance: This type of program will perform one of the following functions: life support systems, automatic repair and maintenance on machinery, monitoring a facility for general maintenance, power feed controls (both outgoing and incoming), waste management, and other general maintenance and repair functions. Almost every installation and large facility uses these programs, as do spaceships and space stations.

Security: This type of program will perform one of the following functions: defensive systems (internal, external, perimeter, vehicular, etc.), offensive weapon systems, coordination of offensive weapons and defense systems, computer security, etc. Military organizations, law enforcement facilities, large computer systems, and the like use these programs extensively.

Combining Hardware and programs: When a character or firm wants a computer to help with work, security or whatever, they must first decide what program functions are needed, and then the levels of those program functions are determined, depending on the amount of work the program must do (see Program Complexity Table). After the program functions and levels are determined, a sufficiently complex computer is purchased or rented. Programs of different functional areas can be integrated into the same computer. Only in the larger super computers do you find an entire computer given over to just one function. The total number of program levels that a computer can run is the square of the computer level.

Computer Level	Total program Levels It Can Run	Computer Level	Total program Levels It Can Run
1	1	4	16
2	4	5	25
3	9	6	36

Therefore, a Level 2 computer, which handles up to four program levels, can either run four Level 1 programs, two Level 2 programs, or one Level 2 and two Level 1 programs. No computer can run a program of greater level than its level.

Computer Statistics

Below are listed the various stats for a computer. It should be noted that no actual dimensions are listed because the exact configuration of the unit varies by Manufacturer and model.

Mainframe Level	Endurance Points	Power Source	Life of Battery	Recharge Time	Cost
1	5	Battery type A	4 hours	2 hours	500
2	10	Battery type A	4 hours	1 hour	1,000
3	15	Battery type B	8 hours	1 hour	5,000
4	20	Battery type C	16 hours	4 hours	10,000
5	40	Power Generator	n/a	n/a	50,000
6	80	Power Generator	n/a	n/a	100,000

Mainframe Computer Controlled Attacks: Any defensive or offensive weapons controlled by a computer gain a +2 bonus to its attack rolls to resolve its actions for every level or Security program the computer has, plus any normal combat modifiers. Therefore, a mainframe with a Level 3 Security (Defensive Weapons) program would attack with a +6 bonus to its attacks + whatever standard normal combat modifiers it has.

Computer Skill Levels: A mainframe computer does not possess an individual skill unless that skill falls into one of the functional areas of the computer's programs. Much of this is left to the Administrator's interpretation of the Program's function and level. A good example of this would be a Level 3 Job (Medical) program. The computer has some knowledge and skills in the medical field, but would it necessarily contain the information necessary to treat a radiation burn? A lot would depend on the location of the mainframe and whether radiation was a rare or common occurrence there.

As a general guideline, the skills and skill levels are identical to those of the Program's function and level. A Level 4 Job (Communications) program would have the skill equivalence of "Use Technology: Communications devices at Level 4 .

MAINFRAME EXTRA EQUIPMENT

Strongbox: The strongbox is a titanium steel shell that can completely encase a mainframe computer. For each layer encasing the computer, the computer gains a damage reduction of 2/Acid. Up to five layers can be added for a maximum damage reduction of 10/Acid. Though openings are provided for operations and cables, the hard drive is locked around the mainframe with a lock. A Strongbox adds 500 dollars/layer to the cost of the computer.

SPECIALIZED COMPUTERS

Specialized computers are custom-made for specific tasks. All specialized computers are powered by a battery built right in. The battery can be recharged at most outlets though voltage can differ between countries, and users may need to buy adaptors to recharge his specialized computer's battery in different countries. The maximum capacity of one of these batteries is 10 hours and it generally takes 2 hours to recharge the unit. There are four common types of specialized computers: PDAs, Remote access computers, and Computer card bypass kits.

PDA (Includes android phones, iPad etc.)

A PDA stores information and can do many things that lap top computers can do. It is programmed for one language. A language program or some other translation device is necessary if the character does not understand the programmed language. The unit is palm sized. And the screen's icons can be chosen by touch or by the use of a special stylus that comes with the unit. It can store a remarkable amount of information for a unit of its size in its memory, and characters can use it to access the internet, play games, listen to music or do other things by buying special programs called apps.

Remote access Computer (RAC)

With the age of the internet, knowledgeable people quickly learned that they could use the internet to connect with other peoples computers through their IP address and with the right tools and skills could remotely access everything

stored in that computer. Most computers though now rely on firewalls and other protections to shield their computers. Remote access computers were originally designed to allow authorized people (such as tech support people) to remotely access a person's computer through their internet connection in order to diagnose and fix problems without physically having to go to a client's home and do it manually. Hackers soon developed these computers which could literally scan the internet for an IP address in order to infiltrate a person's computer.

Once connected the user of this computer can interface with a computer from anywhere he is at and can use his computer skills on that computer without physically being there. Only those characters with Computer skill can operate a RAC for these purposes. The RAC can also be equipped with up to four booster programs that assist the user. No more than two of any one type may be used at the same time. Each booster program adds a +1 to the character's success rate when using the skill. The available programs are:

Computers: Access & Operate
 Computers: Bypass Security
 Computers: Defeat Security
 Computers: Display Information

Computers: Interface
 Computers: Program Manipulation
 Computers: Program Writing

Computer Card Bypass Kit

A Computer card bypass kit resembles a laptop computer, but comes with five credit card-sized circuit cards that connect to the computer by a plastic computer strip. This device is illegal and its possession can bring 5-10 years in prison if someone is caught using one. In the hands of a character with the Open Locks skill it can potentially open any card lock.

The broadcast circuit is inserted into the card lock like a normal pass card. Once switched on the computer runs a high speed string of numeric codes that will eventually open the card lock. Some machines have a timer security system built within their card locks. After 10 or 15 minutes, these machines will retain any nonfunctioning card, securing it for later inspection. This is why five cards come with the bypass kit. Extra cards can be purchased on the black market but they cost several 1,000 dollars each (as determined by the Administrator). The time required to open the lock depends on the color of the pass card.

Card color	Time Required	Card color	Time Required
Grey	1d10 minutes	Silver	1d10 + 60 minutes
Blue	1d10 + 15 minutes	Red	1d10 minutes + 2 hours
Green	1d10 + 30 minutes	Black	1d10 hours
White	1d10 + 45 minutes	Not marked	1d20 hours

The Administrator should secretly roll to see how long the computer card bypass kit will take to open the card lock.

Computer Price List

These prices are standardized prices that can be found in most cities and towns in the world. If however the characters find themselves in certain Third World Countries the availability of some of these items becomes an issue and prices may vary. The Administrator as always has final say as to what is available to the characters, and should be consulted before purchases are made.

Common Computer Programs

Program Type	Cost*
Analysis/Information	4,000cr
Creative	1,000cr
Job	2,000cr
Maintenance	2,000cr
Security	5,000cr

* Cost is multiplied by computer level

Specialized Computer Programs

Program	Level	Modifier	Notes	Cost*
Administration-				
Business	1	+2		200
Analyze (choose specialty)	1-6	+2x level		5,000
Computers-				
Defenses-				
Black Ice defender	5-6	+10/+20 DC		10,000
Blackwall	4-5	+5/+10 DC		5,000
Data Doctor	1-6	+2x Level	recreates damaged programs/files	2,000
Data encryptor	1-6	+2x Level DC	increase difficulty to decipher computer data	2,000
Program purge	1-3		failed Computer check purges listed programs	1,000
Firewall	1-4	+2x level DC		500
Passcode	1-6	+1xlevel		500
Sentry	2-4	+2x level DC		3,000
Shield	2-3	+2x Level DC		2,000
Security lockout	1-6	+2xlevel		2,000
Data Store	1-6		Holds 5 gigs of data/Level	100
Hacks-				
Black Ice	4-6	+2xlevel	bonus to Defeat security	5,000
Data Doppelganger	1-6		Copies Datastore once Computer accessed	2,000
Data Slicer	4-6	+2x level	Computer encryption breaker	10,000
Keystroke Copier	1-6	+1/level	Copies inputted docs to slave data stores	8,000
Program piggyback	4-6	+2x level DC	increases difficulty to detect, and chance to interface computers	5,000
Stealth	2-4	+1/level	Bypass security	2,000
Interface	1-6	+2x level		250
Viruses-				
Code creator	1-6	+2x level DC	changes access codes at random	5,000
Data Dump	1-4		wipes data stores	8,000
Digital death	6	+12 to DC	fries motherboard	10,000
Energy Management	1-6		regulates power generators/power plants	5,000
Knowledge-				
Advanced Mathematics	1-6	+2xlevel		500
Astronomy	1	+2		500
Astrophysics	2	+4		4,000**
Biology	1	+2		500
Botany	1	+2	increases Knowledge: Nature, Wilderness lore	2,000**
Geo physics	2	+4	increases Piloting	4,000**
Computer Systems	1	+2	Increases repair computers	2,000**
Cultural Index	1	+1	increases diplomacy	500
Engineering-				
Alternate Energy	2	+4	increases repair/construction	5,000**
Architectural	2	+4	increases repair/construction	5,000**
Civil	2	+4	increases repair/construction	5,000**
Electronic	2	+4	increases repair/construction	5,000**
Mechanical	2	+4	increases repair/construction	5,000**
Military	2	+4	increases repair/construction	5,000**
Nuclear	2	+4	increases repair/construction	5,000**
Forensics	2	+4	Increases Knowledge: Forensic	4,000**
Local Law	1	+2		1,000
History	1	+2		250
Medicine-				
Diseases	2	+4	Increases first aid/Heal	8,000**
Infections	2	+4	Increases first aid/Heal	8,000**
Toxins	2	+4	Increases first aid/Heal	8,000**
Military Tactics	2	+4		8,000**
Physics	1	+2	Increases Drive/Piloting	2,000**

Program	Level	Modifier	Notes	Cost*
Knowledge (cont.)- Zoology	1	+2	increases Knowledge: Nature Wilderness lore	2,000**
Life Support	1-6			10,000cr
Security	1-6	+2x level to DC	controls sector access/defensive weapons/equipment	5,000

* Cost is multiplied by computer level

**Cost unmodified by level

Specialized Computer prices

Item	Notes	Weight	Cost
PDA (Android phone, I-pad)		.01lbs	500
Remote Access Computer (RAC)		25lbs	5,000
Booster Program		neg	1,000
Computer Card Bypass Kit	Highly illegal to non-authorized Law-enforcers	5.5lbs	40,000



SECURITY DEVICES

LOCKS

There are many different types of mass-manufactured locks that are used for all security needs but the most common are mechanical locks and card locks. There are also personalized locks that are tailor-made to the customer and extremely expensive. The Open Locks skill is used to try to open any of the first two kinds of locks, but it is modified by the level of the lock. For every level of the lock, there is a +2 to the difficulty of the skill check (15). The personalized locks require a lot more than knowledge of the lock.

Mechanical Locks: Mechanical locks run the gamut from simple desk drawer locks to bank vaults. Most vehicle ignitions are mechanical locks. The lock levels, for purposes of the Open Locks skill run from Level 0 to Level 5 (DC: +0 to +10) . Most mechanical locks are jammed or removed easily by weapons fire or explosives.

Card Locks: Card locks are second-generation locking mechanisms. A card lock is a small square plaque mounted on a wall or door about 4' above floor level. The card lock operates by scanning an inserted pass card that contains a tiny electromagnetic ribbon. When a match is confirmed, the lock opens. Card locks are usually used for doors or equipment, like security computers. There are eight levels of card and matching pass cards.

Card Color	Level	Open Lock DC: Modifier	Usual Uses
Grey	1	+2	Closets
Blue	2	+4	Living Quarters
Green	3	+6	Offices, File Rooms
White	4	+8	Medical or Scientific Facilities
Silver	5	+10	Supervisory or Research Facilities, Vehicles
Red	6	+12	Law enforcement or Security Facilities
Black	7	+14	Governmental or Penal Facilities
Gold	8	+16	Extremely expensive, personalized lock

When a card lock is purchased it comes equipped with two or three pass cards. Usually the card lock and pass cards are color coded on the outside. Card locks are built to last and can withstand 120 points of damage. When a card lock is completely destroyed there is only a 20% chance that the lock will open the door, drawer, etc., otherwise it is jammed closed or off.

Personalized Locks: For those wealthy individuals or institutions who want the most secure locks possible, there are locks that only recognize personalized codes. The proper lock level is recorded after the title. A character cannot attempt to use his Open Locks skill without some form of artificial replacement for the needed code. If any exists, it is listed after the type below.

Voice Recognition: Level 5 or 6 (DC +10 or +12). The lock only responds to a character's voice pattern.

Replacement: A quality recording of the voice giving the proper code words.

Hand Prints: Level 6 (+12). The lock has a plate that scans the entire hand or manipulative appendage print.

Replacement: A synthetic casting of the hand or appendage, or the hand or appendage itself.

Retina Scan: Level 7 or 8 (DC 14-16). The lock is equipped with a viewing apparatus that the character must look into before the lock will open. Inside the viewer the retinal pattern of the character's eye is scanned by lasers.

Replacement: An intricate and expensive operation whereby a character of the same race has his retinal pattern altered to match the lock owner's pattern. The lock owner's retinal pattern must first be possessed, but there are laser cameras that can photo it quickly.

Locks

Mechanical Locks

Type	Cost	Type	Cost	Type	Cost
Level 0	1-10	Level 2	50	Level 4	500
Level 1	10-20	Level 3	100	Level 5	1,000

Card Locks

Type	Cost	Type	Cost
Grey	100	Silver	10,000
Blue	500	Red	20,000
Green	1,000	Black	40,000
White	5,000	Gold	80,000

Personalized Locks

Type	Cost
Voice Recognition - Level 5	10,000
Voice Recognition - Level 6	50,000
Hand Prints - Level 6	100,000
Retina Scan - Level 7	250,000
Retina Scan - Level 8	500,000

Scanners

Scanners are devices that sweep an area, sensing for something in a particular fashion. They are the security system's main source of information and are used by intelligent beings to enhance their limited senses. Security scanners are usually mounted high on a wall or on a ceiling at strategic scanning sites: above doors, corners, in the center of the room. The arc and pattern of their scanning is left up to the Administrator (this should be established in advance). Scanners can either be linked to a mainframe computer or monitoring stations for observation. Many are used with different Programs and are tied in to defensive weapon systems mounted for installation security. All scanners are limited by the visible horizon. This means that sometimes a small scanner works just as well as a big scanner. The size of the scanner determines the effective range, as shown on the following table.

Size	Scanner	Range	Size	Scanner	Range
Type	Size		Type	Size	
A	palm sized	10-30'	E	1 foot (square or diameter)	500-1 mile
B	palm sized	10-150'	F	2 feet (square or diameter)	1-5 miles
C	palm sized	150-300'	G	3-5' (square or diameter)	5+ miles
D	1 foot (square or diameter)	200-500'			

TYPES OF SCANNERS

Beam: This scans for microwaves. This type of scanner is commonly used for missile guidance systems to home in on these weapon types being used.

Electromagnetic: This type of scanner detects electromagnetic waves.

Infrared: Commonly called heat seeking, this type of scanner detects strong heat sources, such as missiles, vehicles, generators, etc. A high-resolution version is often used by night-prowling characters to track warm-blooded creatures. This scanner type always indicates the greatest heat source and is not very effective in hot environments or during the day when the sun is in the sky.

Intense Light: This type of scanner detects concentrated light beams, such as lasers. It is effective both day and night, but susceptible to damage from high-intensity flares of light, such as flash grenade explosions.

Motion: This type of scanner identifies any movement within its range. The problem is that it does not identify the moving object, only that "something moved over there."

Parabolic: This scanner amplifies the sound so that soft or far-away noises can be picked up. The parabolic scanner must be aimed at the source of the sound and at a specific distance to work. Loud noises, like an explosion, can damage or destroy a parabolic scanner.

Radar: This scanner uses radio waves and can detect solid objects that are at least as dense as bone, or detect other characters or mechanisms that are using radar.

Radioactivity: This type of scanner can detect strong fluxes of radiation. This includes nuclear generators, power

plants, weapons, and radiated areas. It can also determine the level of radiation.

Seismic: Not to be confused with a motion scanner, the seismic scanner can pick up strong vibrations through the ground, such as heavy equipment moving or a large group of animals. It is also used for locating mining and energy source uses, such as coal and oil deposits.

Sonar: This type of scanner only works in very dense atmospheres or underwater. Sound waves are used to find solid objects at least as dense as bone.

Ultraviolet: This scanner detects ultraviolet rays.

Visual: This type of scanner is still the most common type used on the Frontier. It optically scans an area and the observer watching must interpret what he sees. There are two main optional attachments that are usually found on scanners, though a creative Administrator can introduce more. One type of attachment is a light source. This is especially necessary for visual scanners, external scanners, or scanners that exist to pinpoint intruders for security guards. A mounted light, or an infra-light will do the trick nicely. The other attachment is a directional microphone. This is commonly used for internal security so monitoring stations can record conversations for later use in criminal convictions or data gathering. Other additions to visual scanners include zoom lenses, and starlight optics.

Mounted Security and Defensive Weapons: The following guidelines should be used for mounted security and defensive weapons. These do not include simple mounted weapons that are directly manned by character, but rather weapons directed by computers (also see the Mainframe Computer section).

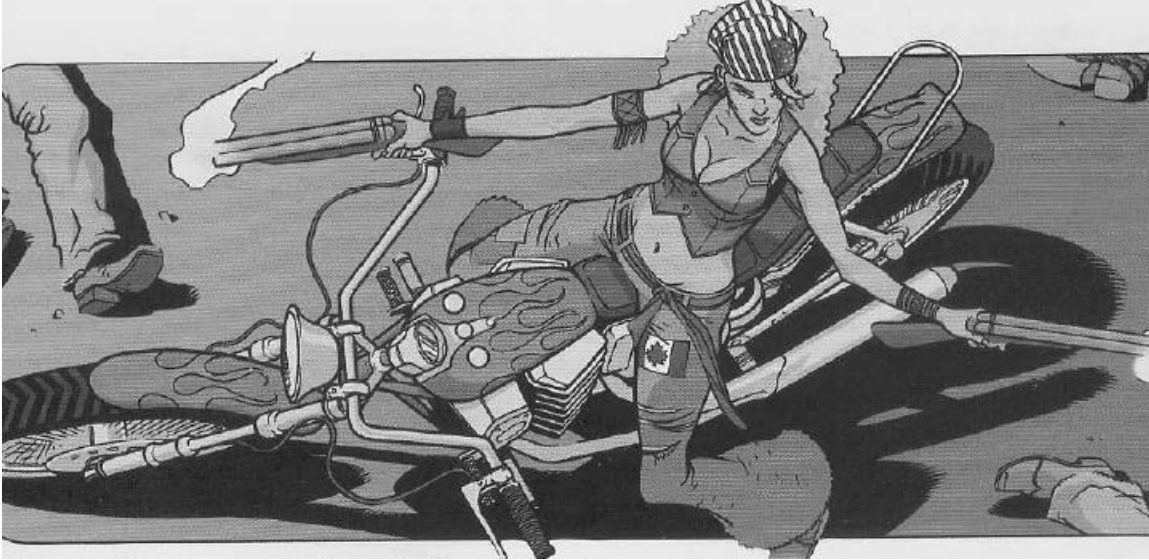
Any weapons may be mounted. The level of Skill for these defenses is normally level +1/+1 for each level of the mainframe computer's Security (Defense) program. The Initiative modifier is the program level plus three.

If the weapon can handle it belts of ammo (if needed) are fitted to it.

Intelligent defense designers do not mount weapons that will harm the installation itself. Pistols or weak rifles are used for inside defense, along with electrified grids, gas, and so forth (or else the room or corridor is armored, insulated, or otherwise protected from the defense's form of attack). More powerful projectile weapons, missiles, grenades, and mines are used for external security. While most mounted weapons resemble their handheld counterparts, they are built for mounted use and can only be scavenged for parts, not taken off and used as handheld weapons once they are captured. With the proper skills, however, they may be remounted on the vehicles, or structures of the characters who captured them.

Scanner

Scanner Type	Cost/Size	Scanner Type	Cost/Size
Beam	5,000	Radioactivity	500
Electromagnetic	30,000	Seismic	5,000
Infrared	5,000	Sonar	5,000
Intense Light	5,000	Ultraviolet	500
Motion	500	Visual	500
Parabolic	5,000	VS Zoom Lens	750
Radar	5,000		



Vehicles and Vehicle Combat

These rules are designed to cover a variety of situations which may arise from the characters driving vehicles in situations other than driving from one place to another. Most of these rules cover ground effect vehicles, but variants of these rules covering Aquatic and Aerial Vehicles are also be detailed.

Vehicle Sizes

Vehicles use the same size categories that characters and creatures use. The Vehicle's size modifier applies to its initiative modifier, maneuver modifier and Defense (the Size modifiers are included in the various vehicles stats).

Vehicle size	Modifier	Examples
Medium sized	+0	Ground Cycle, Hover bike, Turbo speeder
Large	-1	Ground Car, Hover car
Huge	-2	Luxury Ground Car, Luxury Hover car, Armored Transport
Gargantuan	-4	Hover Tank, Ground or Hover Limousine
Colossal	-8	Ground or Hover truck

Initiative

Unlike Standard Initiative when Initiative is called for during vehicular combat the Driver (or Pilot) rolls 1d20 and adds his initiative modifier modified by the vehicle's Size modifier to the roll, and all characters in the vehicle move according to this roll.

Vehicle Speed

Vehicle speed is expressed in 5 categories; Stationary, Slow, Cruising, Fast, Top Speed. Each of these speeds represents a variety of possible movements. Each round a vehicle moves according to its current speed category.

Acceleration/Deceleration

At the beginning of a turn, before Initiative is rolled each driver declares whether he is accelerating or decelerating. The vehicle can increase or decrease its speed category by one level in a turn. A vehicle that was stationary can either accelerate to slow speed in forward or reverse, and suffers no penalty for moving in reverse. A character moving faster than slow in reverse suffers a cumulative -2/ speed category to all his drive checks. The speed categories are as follows:

Speed	Percentage of Speed	Defense Adjustment	Drive Modifiers
Stationary	0%	+0	+0
Slow	25%	+0	+0
Cruise	50%	+2	+0
Fast	75%	+4	-1
Top Speed	100%	+8	-2

It should be noted that fast moving vehicles are harder to hit, but they are harder to control, than slow moving vehicles as the table above shows. If the driver chooses to accelerate or decelerate during the round, he must expend an action.

Maneuvers and Stunts

By expending an action the driving character can perform certain maneuvers. Some of these maneuvers are so simple that they do not require a Drive check while others do and are considered stunts. It should be noted that if an opposed check is called for the Driver rolls his Drive skill, but his opponent rolls his Drive skill modified by Intuition as opposed to Agility as he must use his instincts and senses to anticipate what his opponent is doing. A definition of the various maneuvers follows:

Simple Maneuvers: A Simple maneuver such as a 45 degree turn is easy to perform and does not require a Drive check.

Stunts: Stunts are difficult and sometimes dangerous maneuvers that enable a Driver to change his vehicle's speed or heading more radically than a simple turn, or enables the driver to do such things as bump his opponent's car, jump an obstacle, or take the vehicle through treacherous terrain. Stunts always require Drive Checks.

Maneuver Descriptions

Ram: A Driver can ram his vehicle into an obstacle including another vehicle. If striking a stationary object, no roll is needed. If the ramming attempt involved striking a person, or a moving vehicle, then the target is allowed a Reflex save with a difficulty equal to the attacking vehicle's Driver's Skill check. If the target's reflex save succeeds the vehicle misses him.

If the ram was successful the victim is allowed a second Reflex save (DC 18) and if successful the damage taken by the ramming attack is halved, and the driver does not have to roll a Drive check to avoid losing control of his vehicle. Damage for this maneuver is the same as that done in a collision. The ramming vehicle always takes 1d4 points of damage/speed category it was going. Ramming is the only action other than accelerating or decelerating that a driver can perform in a round that he has declared that he is attempting this Stunt.

Sideslip: A drive check (DC 14) allows the driver to weave through traffic, change lanes or slip past obstacles. Side slips use up one action.

Avoid Hazard: vehicle combat rarely occurs on featureless terrains. Rocks, trees, buildings, people, vehicles, wreckage and other hazards are common. In order to avoid a hazard a Drive check is required. Avoiding a hazard takes one action. On a failed check the vehicle hits the obstacle. Certain obstacles (Caltrops) cause damage to a vehicle if the driver fails to avoid them, and almost all of them require a Reflex save (DC 18) for the driver to avoid losing control of his vehicle. A failed Drive roll results in a collision with the object. Below are listed various difficulties for common hazards:

Hazard	DC	Damage
Caltrops	15	Speed reduced one category
Oil slick/Black ice	15	loss of control, possible collision
Object-		
Small (tire, light debris)	5	1d6
Medium (crate, Person)	10	2d6
Large (pile of wreckage)	15	3d6
Structure	20	4d6+

Bootleg Turn: By making a Bootleg turn, a driver can radically change direction without turning in a loop. However in so doing, the vehicle comes to a halt. A driver must make a Drive check to make the turn otherwise he/she must make a Reflex Save (DC 18) or he/she loses control of the vehicle and spins out. Using this maneuver takes one action. The

difficulty of the roll is as follows:

Turn Radius	Difficulty	Turn Radius	Difficulty
45 degree	5	135 degree	15
90 degree	10	180 degree	20

Hard Brake: With a hard brake the Driver must make a Drive check (DC 15) to instantly stop. If the drive check fails the car will stop but it will stall out requiring one action to start it up again.

Hard Turn: A Driver who uses a hard turn maneuver can make a turn much in the manner of making a Bootleg turn without the vehicle stopping. The DC for the turn is 2 points over that listed under the Bootleg Maneuver. Failing to make this turn will result in the driver having to make a Reflex save (DC 18) to keep the vehicle from spinning out of control.

Jump: A Driver can attempt to cause a vehicle to jump across a gap in his path like a ditch or culvert. The DC for a jump depends on the width of the gap modified by the vehicle's speed category. On a failed check the vehicle fails to clear the gap and instead falls into it (or collides with the far side). Determine the damage as if the vehicle had collided.

Gap Width	DC	Gap Width	DC
3' (ditch)	15	16'-20' (narrow road, small pond)	35
5' (culvert)	20	21'-40' (wide road, small river)	45
6'-15' (creek, small ravine)	25		

Vehicle Speed Category	DC Modifier	Vehicle Speed Category	DC Modifier
Slow	+10	Fast	+0
Cruise	+5	Top speed	-5

A shallow gap is the equivalent of a medium sized object. In this case instead of the collision the character may make a Drive check as if he were avoiding a hazard, otherwise he will lose control.

A moderate gap is the same as a huge object. It should also be noted that on a failed roll the driver can only drive out of the gap if the walls are not too steep, and he has room to maneuver.

A deeper gap is equivalent to a colossal object. Like above the vehicle must have room to maneuver and walls that are not too steep in order for the character to drive out of the gap.

If the gap is filled with water the damage taken from a collision is halved but the possibility of sinking becomes a threat if the gap is deeper than it appears on the surface.

Side Swipe: By expending an action the driver can attempt to sideswipe a vehicle or other target and either cause damage without ramming the vehicle and possibly causing the other vehicle's driver to lose control. The driver of the attacking vehicle rolls his driving check against a difficulty equal to his opponent's Drive skill + Intuition. If he succeeds he causes 1d4 points of damage/speed category he is driving at to the opponent's vehicle as well as forcing the victim to make a Reflex Save (DC 16) or lose control of his vehicle.

Vehicle Stealth Rating

All vehicles have a Stealth rating which gives a Difficulty for Spot checks from other vehicle's sensor suites. Generally a Vehicle's stealth rating depends on such factors as its size, the materials utilized in construction, speed, and may be modified by jamming equipment, cloaking technology, or other factors.

Vehicle Sensor Rating

A Vehicle's sensor rating gives a modifier or penalty to Spot checks using some kind of sensor suite. Radar and sonar are the most common types of sensors equipped on vehicles. The modifier only applies if someone other than the driver is using the vehicle's sensors, as the driver cannot concentrate on driving and adjusting a vehicle's sensors at once, unless he stops the vehicle.

Collisions and Damage

A collision occurs when a vehicle strikes another vehicle, or solid object. A character can make a Reflex save (DC 15) to reduce damage by half in any event.

Collision Damage

The base damage dealt by a vehicle collision depends on the speed and size of the vehicle and objects involved. Use the highest speed and smallest size of the two colliding objects and refer to the table below:

Highest Speed	Damage Die Type
Slow	d2
Cruise	d4
Fast	d8
Top speed	d12

Smallest object/Creature Size	Damage multiplier
Smaller than tiny	x0
Tiny	x1
Small	x2
Medium	x4
Large	x5
Huge	x10
Gargantuan	x15
Colossal	x20

The driver of the vehicle that caused the collision must immediately make a Drive check (DC 15) or lose control of his vehicle, as well as the driver of the second vehicle in the case of two vehicles colliding. If the object struck by a vehicle was smaller than the vehicle it is sent in a random direction as determined by the Administrator 50% speed category of the striking vehicle and takes 1d6 points of damage/10' it travels. If there is another moving object in its path a Reflex save (DC 14) is required by the driver or person in the path to avoid causing 1d4 points of damage to the struck target, and taking an additional 1d4 points of damage.

Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle.

Cover	Damage
None	Same as the damage taken by vehicle
One Quarter (Sitting on window of a car)	One half of the damage taken by vehicle
One Half (Leaning out of the window of a car)	One quarter of the damage taken by the vehicle
Three Quarters or more above)	One 10 th of the damage (if belted otherwise as

Each occupant may make a Reflex save (DC 17) to take ½ damage from the crash.

Losing Control

A collision or failed stunt can cause a driver to lose control of his vehicle. In these cases the driver must make a Reflex save (DC 18) to retain control of his vehicle. If this check is successful the driver maintains control of the vehicle. If it fails the vehicle spins out of control still moving forward, but at the end of the round it comes to a stop in a random direction (roll 1d8 with 1 equaling north). If the roll failed by more than 10 the vehicle crashes into something. Use the rules for collisions in this case.

If the roll is a botch the vehicle rolls. In this case the vehicle moves forward 5'/speed category it was moving and takes 1d6 points of damage/5' travelled. The occupants of the vehicle must make a Reflex Save (DC 18) to take half damage otherwise they take the same amount of damage as the vehicle.

Other Hazards

The following are rules covering several situations that may arise due to the surface conditions of the area that the vehicle is driving on, often due to inclement weather.

Swerve slightly .The vehicle completes any maneuver the Driver was attempting and moves its current speed. However, the Driver suffers a -2 circumstance penalty on all maneuvers until he makes a successful Drive check to regain control.

Slide: The vehicle almost slides out of control. If the Driver attempted an extreme or sharp turn, he only manages a soft turn and if he was swerving to avoid an obstacle, he still clips or sideswipes it. If he was attempting to jump some obstacle or gap he doesn't quite make it. The Driver also suffers a -4 penalty on all maneuvers until he makes a successful Drive check to regain control.

Skid: The vehicle skids to the right or left (determine randomly), which may cause a collision. If the driver was attempting a specific maneuver, it fails completely. The vehicle's speed drops one level each round until the Driver makes a drive check to regain control, the vehicle's speed drops to 0, or it crashes into something.

Spin: The vehicle goes into an uncontrolled spin. The vehicle's speed drops by one rank and it moves in a random direction (roll one d8). This continues each round with the vehicle moving in the same direction until the driver makes a successful check to regain control, the vehicle's speed reaches 0, or it crashes into something. If the driver was attempting a specific maneuver, it fails completely.

Feats and Driving

Certain feats can be applied to vehicle combat. Below is a list of feats that can be used by either the driver or a passenger in a vehicle. The standard rules for the feat apply but driver feats effects are applied to the vehicle.

Feat	Driver/ Passenger	Notes
Blindfight	Both	Applies to fighting or driving in adverse conditions
Combat mind	Driver	Apply bonus to Drive checks
Dodge	Driver	
Far shot	Gunner	Applied to vehicle mounted weapons
Improved critical	Driver	
Mounted combat	Passenger	
Mounted Ranged attack	Passenger	
Power attack	Driver	
Precise shot	Gunner	Can be applied to vehicle mounted weapon
Ride by attack	Driver/passenger	
Shot on the run	Passenger	
Sunder	Driver	Applies to vehicle damage
Trample	Driver	

Other Vehicle Rules

Losing Pursuit

A Driver can attempt a Hide check to lose his pursuer in heavy traffic, or can make a Bluff check to misdirect his pursuers before turning into an alley or side street. For hiding in traffic the driver gains a +8 to his check due to circumstances.

Weapons vs. Vehicles

All vehicles have Endurance points and also have a hardness rating. Whenever a vehicle is struck by a weapon, the weapon causes ½ damage and on top of that the vehicle's hardness further reduces this damage. Energy attacks however are not reduced by ½.



Damaged Vehicles

When a vehicle is reduced to zero it is disabled, although it might be repairable. If the vehicle was moving it will come to a stop at the end of the round, and the driver can only make a simple 45 degree turn. A vehicle is destroyed when its Endurance points reach a negative number equal to $\frac{1}{2}$ its Endurance points.

An attack that disables a vehicle in one hit causes the vehicle to explode. A vehicle that explodes requires that everyone within make a Reflex save (DC 20) or they suffer 10d6 points of fire damage. If the Reflex save is made the character takes $\frac{1}{2}$ damage.

Repairing Damage

Repairing damage to a vehicle requires at a minimum a tech kit, and an hour's worth of work/20 points of damage to be repaired. Up to three techs can work on a medium sized vehicle at one time. A Large vehicle can be worked on by a 6 man work crew at the same time. A huge vehicle can support 3 work crews, and a colossal vehicle can have 9 work crews at once working on the vehicle. Each mechanic rolls his repair skill and for every point of success scored they can repair 2 points of damage to the vehicle.

When working in a crew one character (usually the most skilled) is the crew chief and he rolls his repair skill. If he succeeds the damage repaired is 2 points/member of the crew/point of success scored, and the time is cut in $\frac{1}{2}$ per work crew that is working on the vehicle.

Critical Damage

Unlike other objects, vehicles are subject to critical hits. When an attack inflicts a critical hit on a vehicle, however, no bonus damage is applied. Instead, the critical may cause a specific effect that hinders or degrades the vehicle's performance or capabilities. If a vehicle suffers a critical hit, roll 1d6 on the following table.

Die Roll	Result	Die Roll	Result
01	Frame/Shield	04	Weapons
02	Engine	05	Sensors
03	Control	06	Cargo

The critical effect depends on the location hit and the severity of the damage. The severity of critical damage is measured in increments of its hardness, before the hardness rating is subtracted from the base damage.

Light damage: Damage exceeds but is less than twice the vehicle's hardness.

Moderate damage: Damage is at least twice but less than three times the vehicle's hardness.

Heavy damage: Damage is at least three times but less than four times the vehicle's hardness.

Severe damage: Damage is at least four times but less than five times the vehicle's hardness.

Catastrophic: Damage is at least five times the vehicle's hardness.

Frame/Shields: The vehicle's frame or superstructure is damaged. The vehicle's hardness is reduced by a random number based on the severity of the damage. If the vehicle has shields, these are damaged instead of the vehicle's frame. The vehicle loses a random number from its shields bonus to DR based on the severity of the damage.

Severity	Hardness or Shields lost	Severity	Hardness or Shields lost
Light	1d6	Severe	4d6
Moderate	2d6	Catastrophic	5d6
Heavy	3d6		

Engine: The vehicle's engine or propulsion system is damaged. Reduce the vehicle's top speed by a random number based on the severity of the damage.

Severity	Speed lost	Severity	Speed lost
Light	1d4	Severe	4d4
Moderate	2d4	Catastrophic	5d4
Heavy	3d4		

Control: The vehicle's control systems are damaged. All maneuvers suffer a circumstance penalty based on the severity of the damage.

Severity	Maneuverability Penalty	Severity	Maneuverability Penalty
Light	-2	Severe	-8
Moderate	-4	Catastrophic	-10
Heavy	-6		

Weapons: One of the weapon stations is damaged. Attacks with that weapon or battery suffer a penalty based on the severity of the damage.

Severity	Attack Penalty	Severity	Attack Penalty
Light	-2	Severe	-8
Moderate	-4	Catastrophic	-10
Heavy	-6		

Sensors: The vehicle's sensor systems are damaged. All Use technology checks for sensor operations suffer a penalty based on the severity of the damage.

Severity	Penalty	Severity	Penalty
Light	-2	Severe	-8
Moderate	-4	Catastrophic	-10
Heavy	-6		

Cargo: Any cargo the vehicle is carrying is damaged. The percentage of the vehicle's cargo (measured in pounds, tons or specific items at the Administrator's discretion) destroyed by the attack is based on the severity of the damage.

Severity	Percentage Destroyed	Severity	Percentage Destroyed
Light	-10%	Severe	-75%
Moderate	-20%	Catastrophic	-100%
Heavy	-50%		

Repairing Critical Damage

An engineer or technician can attempt to repair critical damage to a vehicle. The DC is based on the severity of damage. These DCs assume the technician has the necessary parts and tools. A successful repair reduces the severity of the critical damage by one step (e.g. from severe to heavy). Each critical must be repaired separately. Critical hits to cargo ordinarily cannot be repaired.

Severity	Difficulty	Severity	Difficulty
Light	15	Severe	30
Moderate	20	Catastrophic	35
Heavy	25		

Modifying Vehicles

Vehicles can be modified by using the Modification skill, or by adding equipment to the base vehicle package. Common Equipment that can be added to a vehicle include, but are not limited to adding weapons, adding armor, Adding sensors, Life support, Emergency equipment, etc. Below are listed various modification packages that can be purchased for a vehicle:

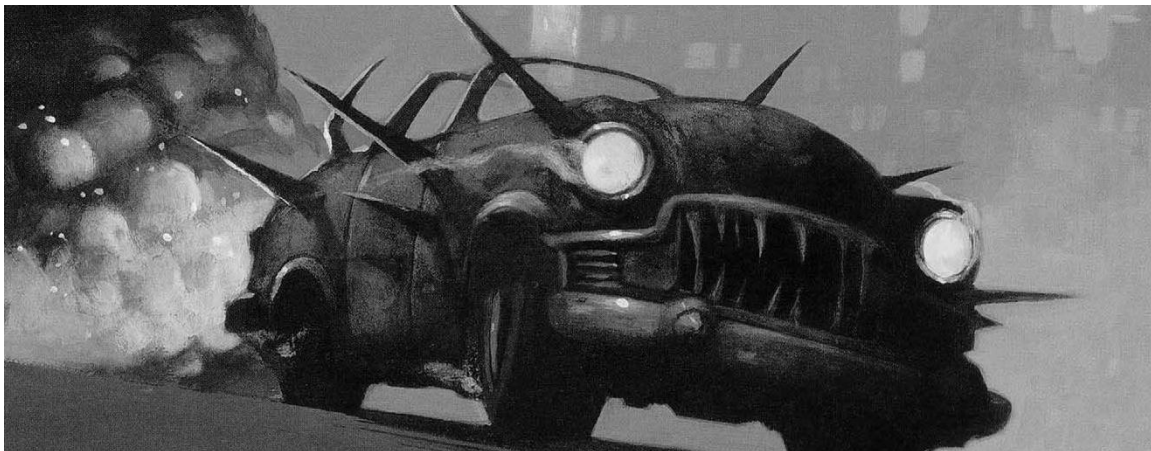
Item/ Package	Install DC	Range	Notes	Cost
Armor Plating-				
Light	15	n/a	+8 to DR +4 Hardness, -5 to top speed	8,000*
Medium	15	n/a	+10 to DR+5 Hardness, -10 to top speed	16,000*
Heavy	15	n/a	+12 to DR +6 Hardness, -15 to top speed	32,000*
Extremely heavy	18	n/a	+14 to DR +7 Hardness, -20 to top speed	64,000*
Auto Drive unit	18	n/a	Drive +4 requires Guidance computer sensor suite	10,000
Communication Encryption unit	18	n/a	+4 to decipher script difficulty to decode transmissions	40,000
Communication Jamming unit	18	5 miles	Negates all non-shielded communications	50,000
Communication shielding	18	n/a	Negates communication Jamming by 50%	65,000
Computer Mount	18	n/a	As per Computer	500*
Damage Resistance-				
Fire/cold	18	n/a	-1 point of damage/die of damage	5,000
Radiation	20	n/a	-1 point of damage/die of damage	50,000
Damage Suppression System	18	n/a	-1/die of damage (Minimum 1pt)	20,000
Emergency Beacon/Receiver	15	5 miles		2,000
Emergency Power system	18	n/a	Supports vehicle systems for 20 hours	10,000
Enhanced Suspension unit	16	n/a	-2/die damage from jump maneuver induced damage	2,000*
Environmental Shielding	15	n/a	Environmentally sealed interior	500*
Fire control unit	18	n/a	Allows Driver to fire weapon systems	6,000
Guidance Computer	16	n/a	+4 to intuit direction +2 Drive checks to avoid obstacles/hazards	10,000
Heads up Display	16	n/a	Liquid crystal windshield display	1,000

Item/ Package	Install DC	Range	Notes	Cost
Life Support Pack	25	n/a	6 hours medium, 12 hours large, 24 hours huge, 28 hours gargantuan, 56 hours colossal	5,000*
Maneuverability Jets				
+2	15	n/a	+2 to defensive rating	4,000
+4	18	n/a	+4 to defensive rating	8,000
+6	20	n/a	+6 to defensive rating	16,000
+8	20	n/a	+8 to defensive rating	32,000
Power Generator	25	n/a	Supplies power for onboard systems and weapons	10,000
Reinforced Construction				
+5 EP	15	n/a		2,000
+10 EP	15	n/a		4,000
+20 EP	15	n/a		8,000
Sensor Suite	18		As equipment Sensor	
Type A		R: x2	Any two sensors	20,000
Type B		R: x5	Any four sensors	40,000
Type C		R: x10	Any eight sensors	80,000
Targeting computer				
Mark A	18	n/a	+2 to attack	5,000
Mark B	18	n/a	+4 to attack	10,000
Weapon mount				
Forward firing	15			500cr**
Missile rack-				
Type A	15		8 micro missiles	500**
Type B	15		16 micro missiles	700**
Type C	16		4 missiles	1,000**
Type D	16		8 missiles	2,000**
Type E	16		16 missiles	4,000**
Swivel mount	18		180 degree arc	2,000**

* Multiplied by vehicle size as follows: Medium x3, Large x4, Huge x5, Gargantuan x6, Colossal x7, Colossal I x8, Colossal II x9, Colossal III x10, Colossal IV x11, Colossal V x12, Colossal VI x13

** A Vehicle can mount a certain number of weapons by size as shown below:

Vehicle size	number	Vehicle size	number
up to medium	2	Colossal II	20
Large	4	Colossal III	40
Huge	6	Colossal IV	80
Gargantuan	8	Colossal V	160
Colossal	10	Colossal VI	320
Colossal I	15		



Aerial Combat

When dealing with Aerial vehicles most of the rules for ground vehicles apply with the following changes. Aerial vehicles require pilot checks as opposed to Drive checks, and often the pilot doubles as the vehicle's gunner requiring him to divide his actions between using the vehicle's weapons and maneuvering as detailed in the combat section (under "Number of Actions").

Stalling Out

Aerial vehicles that stall generally continue to move forward but start to move at a 45 degree angle towards the ground. The distance that a vehicle drops is equal to ½ the distance it could cross in a round, and might result in the vehicle crashing into an obstacle. To determine the speed and distance see the table below:

Miles per Hour (MPH)	Feet	Miles per Hour (MPH)	Feet
60	500	1190	10,500
110	1,000	1250	11,000
170	1,500	1310	11,500
230	2,000	1360	12,000
280	2,500	1420	12,500
340	3,000	1480	13,000
400	3,500	1530	13,500
450	4,000	1590	14,000
510	4,500	1650	14,500
570	5,000	1700	15,000
620	5,500	1760	15,500
680	6,000	1820	16,000
740	6,500	1870	16,500
800	7,000	1930	17,000
850	7,500	1990	17,500
910	8,000	2050	18,000
970	8,500	2100	18,500
1020	9,000	2160	19,000
1080	9,500	2220	19,500
1140	10,000	2270	20,000

As this table shows most aerial ships will crash into the ground before the round ends possible striking people or objects, especially if they are moving at very fast speeds. In this event the rules for collisions apply. A Reflex save by the pilot (DC 18) will allow him to eject in time however, unless the vehicle has an automatic ejection unit. In the unlikely event that the aero-craft doesn't crash at the beginning of the next round, before initiative is rolled the pilot may make a Pilot check (DC 18) to regain control of his craft.

Aerial Maneuvers

The following maneuvers are available to pilots of aircraft, and are unchanged except for the required skill roll which is Piloting not drive; Ram, Sideslip, Avoid Hazard, Hard break, Hard Turn, and Side swipe. In addition the following maneuvers are also allowed:

Barrel roll: A Pilot can make his craft harder to hit by performing this maneuver, but as with all aerial stunts the possibility of losing control and crashing is always a risk. At the beginning of the turn, before initiative is rolled the Pilot declares that he is using this maneuver and rolls his Pilot skill after expending an action against a difficulty of 17. If this roll succeeds the craft's defensive bonus for the round is increased by +4 but the pilot or gunner suffers a -2 penalty to hit. If the roll fails the pilot loses control of his craft, and during his turn must expend an action and roll a Reflex save (DC 16) to regain control, otherwise the craft is treated as if it had stalled.

Dive: A skilled pilot can pull his plane into a steep yet controlled dive by rolling a piloting skill check (DC 16). The pilot must expend an action at the end of his dive and rolls a Reflex save (DC 18) to pull out of the dive and if this roll fails the aircraft plows into the ground (treat as a collision). This highly dangerous move is often used to force a pilot's opponents to crash.

Immelmann turn: This difficult maneuver is a half-loop and a half-roll. The vehicle climbs, inverts then executes a half-roll to return to an upright orientation and reverse its direction of travel. This is the only way for aircraft to make a 180° turn-otherwise, they must make consecutive soft, sharp, or extreme turns to reverse their direction of travel. This

maneuver requires a Pilot check (DC 17) to execute and costs one action. If the roll fails the pilot loses control of his plane with effects as detailed in a stall.

Landing: This maneuver is used to land an aircraft. The pilot rolls a Pilot check (DC 10) assuming that he is landing on a flat surface, such as a runway or landing strip. If he is landing in a hazardous surface use the difficulty for avoiding a hazard. If this roll fails the Pilot is allowed to make a Reflex roll (DC 17) to avoid a collision and can try to land again.

Loop: The vehicle executes a full loop over the course of the round, first gaining then losing altitude and ending up in the same position as it started. Only air and spacecraft can execute a loop. The pilot rolls a Pilot check (DC 17) to perform the maneuver. If he fails the roll, the pilot is allowed a Reflex save (DC 16) to maintain control, otherwise treat the vehicle as if it had stalled.

Steep Climb: This maneuver allows the pilot to suddenly turn his plane into a climb often causing his opponents to fly past the pilot's craft. The pilot makes a piloting skill check (DC 16) to perform this maneuver and if he is being pursued the pursuers must roll a Reflex save against a difficulty equal to the pilot's success score or they fail to follow the craft they are pursuing. A Pilot who fails his piloting check loses control of his craft, and must spend an action to regain control by rolling a Reflex save (DC 17) or the plane will continue forward and drop in altitude as if he had stalled out with often disastrous results.

Take Off: Usually no roll is needed for the pilot to take off unless it is hazardous to do so in which case the Pilot makes a Piloting check (DC 10) to take off without colliding with anything. If the roll fails treat it as if he has sideswiped an obstacle.

Aquatic Combat

Aquatic vehicles are treated exactly like ground vehicles in all respects. A Water vehicle however has one additional maneuver that should be noted here and is unique to water craft,

Splash by Attack: The driver of a water craft can use this maneuver to send a torrent of water into an opposing vessel in an effort to either send the crew of the vessel over the side of the ship or possibly cause the other vessel to start sinking. In order to do this the attacking vessel must be moving at fast or top speed and the driver expends an action rolling a Reflex save (DC 16) and if he succeeds he sends a wave of water slamming into the opponent's ship, requiring anyone that is not tied down to roll a Reflex save (DC 16) or they are swept off the ship.

If the attacker succeeds by 10 points or more and his opponent's ship is no bigger than large, his opponent's ship has taken too much water and begins to sink. The boat will sink in 5-20 (5d4) rounds unless the crew can get enough water out to save themselves. This requires that the crew spend 1-4 rounds with buckets or a bilge pump and doing nothing but pumping out water hoping that they can succeed before the time that the ship will remain aloft expires. If the defender's roll botches, the ship capsizes.

If the attacker fails his roll, treat this as a collision for the effects.

Vehicle Descriptions

This section provides descriptions and game rules for a number of common vehicles, from ground cars to Suborbital fighters. The models provided here can be used as the standard on which to base new vehicles of your own design-these listings are not intended to be exclusive. All vehicles have several characteristics that determine their capabilities. These are listed in the stat block for each vehicle and described below.

Size: This is the vehicle's size category. Vehicle sizes are based on the same scale used by characters and creatures. The table below lists dimensions, weight, base Endurance points, hardness, and fuel cost for each vehicle class.

Size	Defense/Stealth Rating/Stealth	Maximum Length	Maximum Weight	Endurance Points	Hardness	Fuel Cost
Fine	+8	6 inch	10lbs	10	0/Acid	1
Diminutive	+4	1'	50lbs	20	1/acid	2
Tiny	+2	2'	100lbs	30	2/acid	10
Small	+1	4'	500lbs	50	4/acid	20
Medium	+0	8'	2,000lbs	50	6/acid	50
Large	-1	16'	10,000lbs	70	8/acid	100
Huge	-2	32'	50,000lbs	90	10/acid	500
Gargantuan	-4	64'	500,000lbs	100	20/acid	5,000
Colossal	-8	128'	1,000,000lbs	200	30/acid	10,000
Colossal II	-16	256'	5,000,000lbs	300	40/acid	50,000
Colossal III	-32	512'	50,000,000lbs	400	50/acid	100,000
Colossal IV	-64	1,024'	100,000,000lbs	600	60/acid	500,000
Colossal V	-128	2,048'	500,000,000lbs	800	80/acid	1,000,000
Colossal VI	-256	4,096'	1,000,000,000lbs	1,000	100/acid	50,000,000

Endurance points: This entry lists the vehicle's number of Endurance points. A vehicle's Endurance points are based on its size, but they can vary dramatically from this standard. Military vehicles, for example, often have significantly higher Endurance point totals as a result of their reinforced structures and the advanced materials used in their construction.

Speed: This is the vehicle's speed ratings. .

Handling: This rating is a modifier on all Drive or Pilot checks to perform maneuvers.

Stealth: This rating determines how difficult the vehicle is to detect and track with vehicle sensor systems .

Defense rating: This is the vehicle's DR. A vehicle's DR is 10 but is typically modified by its size and construction as shown on the table above.

Fuel: This rating lists the number of miles the vehicle can travel at an average speed before refueling. The above table lists the cost to refuel or recharge vehicles of each size class.

Stations: This section lists the space and facilities available for various crew and passengers. All vehicles must have at least one pilot or driver.

Sensors - Crewmembers at this station operate the vehicle's sensor systems, such as radar.

Fire Control - Crewmembers at this station operate targeting computers for the vehicle's weapon systems.

Gunners - Crewmembers at this station fire the vehicle's weapons.

Crew - Crew perform various general and specialized tasks and are necessary for the vehicle to function at full effectiveness.

Passengers - This lists the vehicle's maximum passenger capacity.

Cargo: This lists the vehicle's maximum cargo capacity.

Weapon: In this section, statistics for all of a vehicle's weapons are listed. These statistics include:

Fire Arc: This shows the direction which the weapon can fire.

Attack Bonus - the bonus added to an attack roll with the weapon if the targeting computer has acquired the target.

Damage - the amount of damage the weapon inflicts on a successful attack.

Range/Speed - the weapon's range increment or speed, listed in the vehicle's standard scale.

Cost: The average cost for the vehicle. Prices vary considerably based on availability, custom features, and legality.

Typical vehicles

Civilian vehicles

Civilian cars

Acura 32TL (Mid-sized sedan)
Astin Martin Vanquish (Sports coupe)
BMW M3 (Sports coupe)
Chevy Berretta (Sports coupe)
Chevy Cavalier (Economy coupe)
Chevrolet Corvette (Sports coupe)
Dodge Neon (Economy sedan)
Ford Crown Victoria (Mid-sized sedan)
Jaguar XJS (Luxury sedan)
Lamborghini Diablo (Sports coupe)
Mercedes E55 AMG (Luxury sedan)
Oldsmobile Vista Cruiser (Mid-sized wagon)
Pontiac Trans-am (sports coupe)
Volkswagon Beetle (mini coupe)
Volkswagon Jetta (Mid-sized wagon)

Civilian Motorcycles

Ducate 998R (Racing bike)
Harley Davidson FLSTF (Street bike)
Yamaha YZ250F (Dirt bike)

Civilian Trucks

AM General Hummer (SUV)
Chevrolet Suburban (SUV)
Dodge Caravan (Mini-van)
Ford Escape XLT (SUV)
Ford F150 XL (Pick up)
Toyota Tacoma Xtracab (PU)

Civilian Aircraft

Bell Jet Ranger (Helicopter)
Bell Model 212 (Helicopter)
Cessna 172 Skyhawk (Prop plane)
Learjet Model 45 (Corporate jet)

Civilian watercraft

Bayliner 1802 Capri (Runabout)
Fairline Targa 30 (Cabin cruiser)
Sea-Doo XP (Personal watercraft)

Other Vehicles

Armored truck
Honda TRX400FW (Four wheeled ATV)
Limousine
Moving truck
NABI Model 40lfw (City bus)

Typical Vehicles

Civilian cars

Most new civilian cars include such standard features as airconditioning, airbags, antilock brakes, cruise control, keyless entry, AM/FM radio with CD player. Luxury vehicles often also include extras such as heated side mirrors, power seats, leather upholstery, and sunroofs. In general these luxury amendments can be added to a standard vehicle by increasing its purchase cost by +2,000/luxury item.

Unless otherwise stated, civilian cars provide three quarters cover for their occupants (Although passengers who lean out of windows or sunroofs, may reduce this to one half or one quarter cover).

Acura 3.2 TL (Mid-size sedan)

Size: Large Vehicle

Cost: 27,500

Combat modifier: n/a

EP: 84

Hardness: 8/acid

DR: 8

Defenses: none

Slow: 25mph

Cruise: 50mph

Fast: 90mph

Top Speed: 150mph

Handling: -1

Stealth: 9

Fuel: 170 miles

Stations: Driver 1, Passenger 4

Cargo: 200lbs

Notes: This is a standard 4 door sedan.

Astin-Martin Vanquish (Sports coupe)

Size: Large Vehicle

Cost: 200,000

Combat modifier: n/a

EP: 84

Hardness: 8/acid

DR: 9

Defenses: none

Slow: 25mph

Cruise: 75mph

Fast: 150mph

Top Speed: 190mph

Handling: +0

Stealth: 9

Fuel: 170 miles

Stations: Driver 1, Passenger 1

Cargo: 175lbs

Notes: The Vanquish is a two door luxury sports car powered by a 5.9 litre, 460-horsepower v12 engine. A six speed manual transmission with overdrive is standard.

BMW M3 (Sports coupe)

Size: Large Vehicle

Cost: 35,000

Combat modifier: n/a

EP: 82

Hardness: 8/acid

DR: 9

Defenses: none

Slow: 25mph
Cruise: 50mph
Fast: 90mph
Top Speed: 150mph

Handling: +1 **Stealth:** 9 **Fuel:** 170 miles

Stations: Driver 1, Passenger 4 **Cargo:** 200lbs

Notes: The M3 is a two door luxury sports car equipped with a standard 3.2-litre, 333-horsepower engine.

Chevrolet Beretta (Sports coupe)

Size: Large Vehicle **Cost:** 15,000

Combat modifier: n/a **EP:** 80
Hardness: 8/acid **DR:** 9
Defenses: none

Slow: 25mph
Cruise: 50mph
Fast: 80mph
Top Speed: 140mph

Handling: -1 **Stealth:** 9 **Fuel:** 170 miles

Stations: Driver 1, Passenger 4 **Cargo:** 200lbs

Notes: The Chevy Beretta is a two door sports car equipped with a standard 3.2-litre, 333-horsepower engine.

Chevrolet Cavalier (Economy coupe)

Size: Large Vehicle **Cost:** 12,000

Combat modifier: n/a **EP:** 80
Hardness: 8/acid **DR:** 9
Defenses: none

Slow: 25mph
Cruise: 50mph
Fast: 80mph
Top Speed: 120mph

Handling: -1 **Stealth:** 9 **Fuel:** 170 miles

Stations: Driver 1, Passenger 4 **Cargo:** 275lbs

Notes: This is a standard 2 door coupe.

Chevrolet Corvette (Sports coupe)

Size: Large Vehicle **Cost:** 35,000

Combat modifier: n/a **EP:** 82
Hardness: 8/acid **DR:** 9
Defenses: none

Slow: 25mph

Cruise: 70mph
Fast: 120mph
Top Speed: 180mph

Handling: +0 **Stealth:** 9 **Fuel:** 170 miles

Stations: Driver 1, Passenger 1 **Cargo:** 250lbs

Notes: The corvette is a two door sports car equipped with a 5.7 litre, 350-horsepower V8 engine.

Dodge Neon (Economy sedan)

Size: Medium Vehicle **Cost:** 12,000

Combat modifier: n/a **EP:** 80
Hardness: 6/acid **DR:** 9
Defenses: none

Slow: 25mph
Cruise: 50mph
Fast: 70mph
Top Speed: 120mph

Handling: -1 **Stealth:** 9 **Fuel:** 170 miles

Stations: Driver 1, Passenger 4 **Cargo:** 275lbs

Notes: The Neon is a 2 or four door family sedan.

Ford Crown Victoria (Mid-sized sedan)

Size: Large Vehicle **Cost:** 20,000

Combat modifier: n/a **EP:** 84
Hardness: 8/acid **DR:** 9
Defenses: none

Slow: 25mph
Cruise: 50mph
Fast: 80mph
Top Speed: 120mph

Handling: -1 **Stealth:** 9 **Fuel:** 170 miles

Stations: Driver 1, Passenger 5 **Cargo:** 425lbs

Notes: The Crown victoria is a large four-door family sedan equipped with a 4.6 litre, 220 horsepower V8 engine. Large and durable, it is a favorite of police forces (police cruisers are commonly Crown victorias).

Jaguar XJS (Luxury sedan)

Size: Large Vehicle **Cost:** 65,000

Combat modifier: n/a **EP:** 84
Hardness: 8/acid **DR:** 9
Defenses: none

Slow: 25mph
Cruise: 50mph

Fast: 80mph
Top Speed: 140mph

Handling: -1 **Stealth:** 9 **Fuel:** 170 miles

Stations: Driver 1, Passenger 4 **Cargo:** 275lbs

Notes: The Jaguar XJS is a four door sedan

Lamborghini Diablo (Sports coupe)

Size: Large Vehicle **Cost:** 275,000

Combat modifier: n/a **EP:** 84
Hardness: 8/acid **DR:** 9
Defenses: none

Slow: 25mph
Cruise: 100mph
Fast: 140mph
Top Speed: 200mph

Handling: +1 **Stealth:** 9 **Fuel:** 170 miles

Stations: Driver 1, Passenger 1 **Cargo:** 100lbs

Notes: The Diablo is a top of the line exotic sports car. It is a two door coupe equipped with a standard 6.0 litre, 550 horsepower V12 engine.

Mercedes E55 AMG (Luxury sedan)

Size: Large Vehicle **Cost:** 65,000

Combat modifier: n/a **EP:** 84
Hardness: 8/acid **DR:** 9
Defenses: none

Slow: 25mph
Cruise: 50mph
Fast: 90mph
Top Speed: 170mph

Handling: +0 **Stealth:** 9 **Fuel:** 170 miles

Stations: Driver 1, Passenger 4 **Cargo:** 325lbs

Notes: The E-class is a four door luxury sedan equipped with a powerful 5.5 litre, 349 horsepower V* engine.

Oldsmobile Vista cruiser (Mid-sized wagon)

Size: Large Vehicle **Cost:** 20,000

Combat modifier: n/a **EP:** 82
Hardness: 8/acid **DR:** 9
Defenses: none

Slow: 25mph
Cruise: 50mph

Fast: 70mph
Top Speed: 140mph

Handling: +0 **Stealth:** 9 **Fuel:** 170 miles

Stations: Driver 1, Passenger 5 **Cargo:** 275lbs

Notes: The Vista Cruiser is a 4 door Station Wagon.

Pontiac Trans-Am (Sports coupe)

Size: Large Vehicle **Cost:** 35,000

Combat modifier: n/a **EP:** 82
Hardness: 8/acid **DR:** 9
Defenses: none

Slow: 25mph
Cruise: 70mph
Fast: 120mph
Top Speed: 180mph

Handling: +0 **Stealth:** 9 **Fuel:** 170 miles

Stations: Driver 1, Passenger 1 **Cargo:** 250lbs

Notes: The Trans-Am is a two door sports car equipped with a 5.7 litre, 350-horsepower V8 engine.

Volkswagon Beetle (Mini Coupe)

Size: Medium Vehicle **Cost:** 12,000

Combat modifier: n/a **EP:** 80
Hardness: 6/acid **DR:** 9
Defenses: none

Slow: 25mph
Cruise: 50mph
Fast: 70mph
Top Speed: 120mph

Handling: -1 **Stealth:** 9 **Fuel:** 170 miles

Stations: Driver 1, Passenger 1 **Cargo:** 100lbs

Notes: The Beetle is a 2 door compact car.

Volkswagon Jetta (Mid-sized wagon)

Size: Large Vehicle **Cost:** 20,000

Combat modifier: n/a **EP:** 82
Hardness: 8/acid **DR:** 9
Defenses: none

Slow: 25mph
Cruise: 50mph
Fast: 70mph

Top Speed: 140mph

Handling: +0

Stealth: 9

Fuel: 170 miles

Stations: Driver 1, Passenger 4

Cargo: 275lbs

Notes: The Jetta is a 4 door Station Wagon.

Motorcycles

Ducati 998R (Racing bike)

Size: Medium-size Vehicle

Cost: 15,000

Combat modifier: -4

EP: 50

Hardness: 5/acid

DR: 10

Defenses: none

Slow: 50mph

Cruise: 100mph

Fast: 160mph

Top Speed: 210mph

Handling: +3

Stealth 10

Fuel: 150 miles

Stations: Driver 1

Cargo: 0lbs

Notes: This is a top-of-the-line “crotch rocket” style street bike with a strong heritage of winning races.

Harley Davidson FLSTF (Street bike)

Size: Medium-size Vehicle

Cost: 12,000

Combat modifier: -4

EP: 50

Hardness: 6/acid

DR: 10

Defenses: none

Slow: 25mph

Cruise: 50mph

Fast: 90mph

Top Speed: 160mph

Handling: +1

Stealth 10

Fuel: 150 miles

Stations: Driver 1, Passenger 1

Cargo: 0lbs

Notes: This huge motorcycle sports a 1,450cc engine. It’s designed to look cool and compete for space on the roads with automobiles.

Yamaha YZ250F (Dirt bike)

Size: Medium-size Vehicle

Cost: 5,000

Combat modifier: -4

EP: 50

Hardness: 6/acid

DR: 10

Defenses: none

Slow: 25mph
Cruise: 50mph
Fast: 70mph
Top Speed: 100mph

Handling: +2 **Stealth** 10 **Fuel:** 150 miles

Stations: Driver 1, Passenger 1 **Cargo:** 0lbs

Notes: A classic dirt bike, this is very similar to the motorcycle used by the United States Army Cavalry scouts.

Civilian Trucks

Trucks include Pick up, Sport utility vehicles, Vans and Mini-vans. They generally have the same features as a passenger car, including providing passengers with $\frac{3}{4}$ cover. The rear bed of a pick-up truck however only provides $\frac{1}{2}$ cover for anyone riding in it. Unless otherwise stated for an extra 5,000, a utility truck can be equipped with an off-road package that reduces penalties for obstructions and surface conditions by one step

AM General Hummer (SUV)

Size: Huge Vehicle **Cost:** 120,000

Combat modifier: n/a **EP:** 138
Hardness: 10/acid **DR:** 8
Defenses: none

Slow: 25mph
Cruise: 50mph
Fast: 60mph
Top Speed: 80mph

Handling: -2 **Stealth** 8 **Fuel** 100 miles

Stations : Driver 1, Passenger 3 **Cargo:** 1,000lbs

Notes: The four door Hummer is a civilian version of the military's All-terrain "Humvee" utility vehicle. It comes equipped with a powerful 5.5 litre, 195-horsepower V* turbo diesel engine. The Hummer is decked out like a luxury vehicle inside, but this vehicle is every bit as rugged as the military version.

The military version can be configured in a variety of ways, including a two door pickup, a four door pickup with a short bed, and a completely enclosed SUV-like body with a hatchback and four doors. It lacks the luxury accessories of the civilian version, but is equipped with puncture resistant tires (+2 to vehicle tires hardness rating).

Chevrolet suburban (SUV)

Size: Huge Vehicle **Cost:** 35,000

Combat modifier: n/a **EP:** 138
Hardness: 10/acid **DR:** 8
Defenses: none

Slow: 25mph
Cruise: 50mph
Fast: 70mph
Top Speed: 100mph

Handling: -2 **Stealth** 8 **Fuel** 100 miles

Stations: Driver 1, 8 Passengers

Cargo: 500lbs

Notes: One of the largest sport utility vans on the market, the Suburban is a four door truck equipped with a standard 6.0 litre, 320-horsepower V8 engine.

Dodge Caravan (Mini-Van)

Size: Huge Vehicle

Cost: 20,000

Combat modifier: n/a

EP: 134

Hardness: 10/acid

DR: 8

Defenses: none

Slow: 25mph

Cruise: 50mph

Fast: 70mph

Top Speed: 100mph

Handling: -2

Stealth 8

Fuel 100 miles

Stations: Driver 1, 4 Passengers

Cargo: 325lbs

Notes: The caravan is a minivan with two conventional doors up front, sliding doors on the side and a rear hatch style door.

Ford Escape XLT (SUV)

Size: Huge Vehicle

Cost: 27,500

Combat modifier: n/a

EP: 132

Hardness: 10/acid

DR: 8

Defenses: none

Slow: 25mph

Cruise: 50mph

Fast: 80mph

Top Speed: 120mph

Handling: -2

Stealth 8

Fuel 100 miles

Stations: 1 Driver, 4 Passengers

Cargo: 300lbs

Notes: The escape is a four door SUV with a 3.0 litre, 201 horsepower V6 engine.

Ford F150 XL (Pick up)

Size: Huge Vehicle

Cost: 20,000

Combat modifier: n/a

EP: 136

Hardness: 10/acid

DR: 8

Defenses: none

Slow: 25mph

Cruise: 50mph

Fast: 60mph

Top Speed: 100mph

Handling: -2 **Stealth** 8 **Fuel** 100 miles

Stations: 1 Driver, 2 Passengers **Cargo:** 1,700lbs

Notes: This two door pickup truck has a 4.2 litre, 202 horsepower V6 engine.

Toyota Tacoma xtracab (Pickup)

Size: Huge Vehicle **Cost:** 15,000

Combat modifier: n/a **EP:** 134
Hardness: 10/acid **DR:** 8
Defenses: none

Slow: 25mph
Cruise: 50mph
Fast: 70mph
Top Speed: 100mph

Handling: -2 **Stealth** 8 **Fuel** 100 miles

Stations: 1 driver, 3 Passengers **Cargo:** 1,600lbs

Notes: The Tacoma is a two door pickup with a backseat in its extended cab.

Aircraft

Bell jet ranger (Helicopter)

Size: Gargantuan **Cost:** 500,000

Combat modifier: +0 **EP:** 128
Hardness: 10/acid **DR:** 6
Defenses: none

Slow: 30mph
Cruise: 50mph
Fast: 100mph
Top Speed: 140mph

Handling: -4 **Stealth:** -4 **Fuel:** 300miles

Stations: 1 pilot, 4 passengers **Cargo:** 250lbs

Notes: This is perhaps the most common civilian helicopter world-wide. It has also been adopted by many military forces as a light utility helicopter. The Jet ranger provides three quarters cover for its crew and passengers.

Bell model 212 (Helicopter)

Size: Gargantuan **Cost:** 2,750,000

Combat modifier: +0 **EP:** 136
Hardness: 10/acid **DR:** 6
Defenses: none

Slow: 30mph

Cruise: 50mph
Fast: 75mph
Top Speed: 100mph

Handling: -4 **Stealth:** -4 **Fuel:** 300miles

Stations: 1 pilot 1 copilot, 13 passengers **Cargo:** 5,000lbs

Notes: This is the twin engine, civilian version of the ubiquitous Huey helicopter. As a civilian aircraft, it is sturdy, reliable helicopter used for passenger, and cargo work all over the world. Military versions are still in use in many countries. It provides three quarters cover for its crew and passengers (or 1 quarter cover if the cargo doors are open).

Cessna 172 Skyhawk (Prop plane)

Size: Gargantuan **Cost:** 35,000

Combat modifier: +0 **EP:** 130
Hardness: 10/acid **DR:** 6
Defenses: none

Slow: 75mph
Cruise: 150mph
Fast: 300mph
Top Speed: 400mph

Handling: -4 **Stealth:** -4 **Fuel:** 400 miles

Stations: 1 Pilot, 3 Passengers **Cargo:** 120lbs

Notes: This common single engine propeller plane is relatively inexpensive. It provides three quarters cover for its crew and passengers.

Learjet model 45 (Corporate jet)

Size: Gargantuan **Cost:** 900,000

Combat modifier: +0 **EP:** 140
Hardness: 10/acid **DR:** 6
Defenses: none

Slow: 200mph
Cruise: 300mph
Fast: 500mph
Top Speed: 650mph

Handling: -4 **Stealth:** -4 **Fuel:** 13,000miles

Stations: 1 pilot, 1 copilot, 10 passengers **Cargo:** 500lbs

Notes: This is a sleek business jet introduced in the late 90's. Two turbofans set on the fuselage above and behind the wings, provide the power. The interior includes luxury accommodations and a lavatory. A Learjet provides three quarters cover for its crew and 100% cover for its passengers.

Water craft

Bayliner 1802 Capri (Runabout)

Size: Large Vehicle

Cost: 20,000

Combat modifier: n/a

EP: 78

Hardness: 8/acid

DR: 9

Defenses: none

Slow: 10mph

Cruise: 20mph

Fast: 25mph

Top Speed: 30mph

Handling: -2

Stealth 9

Fuel 100 miles

Stations: 1 driver, 5 Passengers

Cargo: 2,100lbs

Notes: This is a large runabout- a powerboat with an outboard engine and a cockpit with a tiny cabin (about the size of the interior of an economy car) forward. It comes with a trailer; loading or unloading it requires a paved boat ramp and 10 minutes of work. The Capri provides one half cover to occupants in the cockpit or stern, full cover to occupants in the cabin, and no cover to those forward of the cockpit.

Fairline Targa 30 (Cabin cruiser)

Size: Huge Vehicle

Cost: 65,000

Combat modifier: n/a

EP: 140

Hardness: 8/acid

DR: 8

Defenses: none

Slow: 10mph

Cruise: 20mph

Fast: 25mph

Top Speed: 30mph

Handling: -4

Stealth 8

Fuel 100 miles

Stations: 1 Driver, 3 Passengers

Cargo: 2,100lbs

Notes: This cabin cruiser is a motor yacht with two internal diesel engines. It comes equipped with four berths and a fully equipped galley. It provides one half cover to occupants in the cockpit or stern, full cover to occupants below deck, and no cover to those forward of the cockpit.

Sea-Doo XP (Personal watercraft)

Size: Medium Vehicle

Cost: 6,500

Combat modifier: n/a

EP: 50

Hardness: 8/acid

DR: 10

Defenses: none

Slow: 15mph

Cruise: 30mph

Fast: 40mph

Top Speed: 60mph

Handling: +1

Stealth 10

Fuel 50 miles

Stations: 1 Driver, 1 Passenger

Cargo: 60lbs

Notes: This is a two seat jet ski that propels itself with a powerful jet of water. The Sea-Doo XP provides no cover for its riders.

Other Vehicles

A few types of vehicles don't fit easily into the categories covered above. Many of these (such as the armored truck and the limousine) are usually custom built, so the model name isn't specified as it is in most other vehicles in this section. The description and Stats reflect a typical model.

Armored truck

Size: Large vehicle

Cost: 120,000

Combat modifier: +0

EP: 136

Hardness: 14/acid

DR: 17

Defenses: Light armor plating (already added)

Slow: 20mph

Cruise: 45mph

Fast: 65mph

Top Speed: 95mph

Handling: -2

Stealth: 9

Fuel: 100 miles

Stations: 1 driver, 1 passenger

Cargo: 3,600lbs

Notes: Used to transport money between businesses and financial institutions, Armored trucks are designed to deter would be thieves. The truck has three doors and firing ports that allow the crew to use their firearms without leaving the vehicle. The vehicle provides 90% cover for its occupants and is equipped with puncture resistant tires (+2 to vehicle tires hardness rating).

Honda TRX400FW (4 wheeled ATV)

Size: Medium vehicle

Cost: 5,000

Combat modifier: +0

EP: 72

Hardness: 5/acid

DR: 10

Defenses:

Slow: 10mph

Cruise: 20mph

Fast: 40mph

Top Speed: 50mph

Handling: +1

Stealth: 10

Fuel: 50 miles

Stations: 1 Driver

Cargo: 650lbs

Notes: This all-terrain vehicle is something like a four wheeled motorcycle. It provides no cover for its riders.

Limousine

Size: Huge vehicle

Cost: 200,000

Combat modifier: +0
Hardness: 10/acid
Defenses:

EP: 128
DR: 8

Slow: 25mph
Cruise: 40mph
Fast: 60mph
Top Speed: 100mph

Handling: -2 **Stealth:** -2 **Fuel:** 100 miles

Stations: 1 Driver, 7 Passengers **Cargo:** 425lbs

Notes: A limousine is a big, comfortable car. The statistics given are for a stretch limo. Limousines feature virtually every available luxury feature, often including televisions, and small refrigerators. A partition divides the front seat from the rest of the vehicle. It provides three quarters cover for its occupants.

Moving truck

Size: Huge vehicle **Cost:** 120,000

Combat modifier: **EP:** 144
Hardness: 10/Acid **DR:** 8
Defenses:

Slow: 20mph
Cruise: 40mph
Fast: 70mph
Top Speed: 100mph

Handling: -2 **Stealth:** 8 **Fuel:** 100miles

Stations: 1 Driver, 2 Passengers **Cargo:** 33,000lbs

Notes: This is a large cargo truck used to move furniture or deliver freight. Trucks of this sort are often available to rent. It provides three quarters cover for occupants in the cab, and full cover for any in the back.

NABI Model 401fw (City bus)

Size: Huge vehicle **Cost:** 350,000

Combat modifier: +0 **EP:** 148
Hardness: 10/acid **DR:** 8
Defenses:

Slow: 15mph
Cruise: 30mph
Fast: 50mph
Top Speed: 70mph

Handling: -2 **Stealth:** 8 **Fuel:** 100 miles

Stations: 1 driver, 39 passengers **Cargo:** 0

Notes: This is a typical city bus. It has a door at the front and a second door halfway down its right hand side. It provides $\frac{3}{4}$ cover for its driver and passengers.

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