

<u>TAL Number Line</u>																		
←	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H	*	
	60	50	45	40	35	30	26	22	19	16	14	12	10	9	8	7	*	
	*	G	F	E	D	C	B	A	A ¹	A ²	A ³	A ⁴	A ⁵	A ⁶	A ⁷	A ⁸	A ⁹	•
	*	6	5	4	4	3	3	2	2	1	1	1	1	1	1	1	0	•

* Column G should be considered to be to the right of column H.

Increasing Activation Time
 -One Combat Action- -One Minute- -Ten Minutes- -One Hour-

<u>TAL Fatigue</u>	
Fatigue Level	Effect
Fatigued (50%)	You incur a -2 penalty to your Combat Speed (explained below), and a +5% penalty to all rolls made while you are fatigued.
Taxed (25%)	You incur a -4 penalty to your Combat Speed, and a +10% penalty to all rolls made while you are fatigued. When there is no activity in your area, such as being on guard duty, you need to make periodic Willpower (Mental) checks to keep from falling asleep.
Spent (0)	You can take no offensive actions in combat. You cannot exert yourself. When you drop to the level of Spent, you must make a Willpower (Mental) check to keep from falling unconscious. Any actions you take that are somewhat strenuous, even something like running up a flight of stairs, cause you to make another Willpower check!

<u>TAL Recovery</u>	
Activity	TAL recovered per Power Rolls
Hour of rest	1
Hour of sleep	2
Normal meal	2
Snack	1
Hour of unconsciousness	1

<u>Plus Points</u>	
Category	Award
Story progress	0-3
Use of special abilities/skills	0-3
Roleplaying	0-3
Discretionary	0-3

<u>Concentration Checks</u>	
Moving at normal walk	Control + 20%
Running	Control - 20%
Taking damage	Resistance - damage taken
Failure cancels activation; half of the TAL that would have been spent is lost	

<u>Self Rating or Roll to Ability Score</u>		
Self Rating	Roll	Ability Score
Exceptional	01-10	70
Above average	11-30	60
Average	31-70	50
Below average	71-90	40
Poor	91-00	30

<u>Hit Points and Personal Soak</u>	
SHP	Constitution divided by 2 (round off)
DHP	Same as SHP

<u>Number of Rolls by Ability Score</u>	
Ability Score	Number of Rolls
01-50	1
51-75	2
76-90	3
91-99	4
00	5

Attacking

Weapon Skill	Critical	Max (cat 5)	High (cat 4)	Medium (cat 3)	Low (cat 2)	Minimum (cat 1)	Miss
01-04	-	-	-	-	-	01-S	-00
05-09	-	01	02	03	04	05-S	-00
10-14	01	02	03	04	05-06	07-S	-00
15-19	01	02	03	04	05-10	11-S	-00
20-24	01	02	03	04	05-15	16-S	-00
25-29	01	02	03	04-05	06-20	21-S	-00
30-34	01	02	03	04-10	11-25	26-S	-00
35-39	01	02	03	04-15	16-30	31-S	-00
40-44	01	02	03-05	06-20	21-35	36-S	-00
45-49	01	02	03-10	11-25	26-40	41-S	-00
50-54	01	02	03-15	16-30	31-45	46-S	-00
55-59	01	02-05	06-20	21-35	36-50	51-S	-00
60-64	01	02-10	11-25	26-40	41-55	56-S	-00
65-69	01	02-15	16-30	31-45	46-60	61-S	-00
70-74	01	02-20	21-35	36-50	51-65	66-S	-00
75-79	01	02-25	26-40	41-55	56-70	71-S	-00
80-84	01	02-30	31-45	46-60	61-75	76-S	-00
85-89	01	02-35	36-50	51-65	66-80	81-S	-00
90-94	01	02-40	41-55	56-70	71-85	86-S	-00
95-99	01-05	06-45	46-60	61-75	76-90	91-S	-00
00	01-10	11-50	51-65	66-80	81-95	96-99	00

*S in this column indicates your actual skill. For example, if your skill is 57, you hit in category 1 on a roll of 51-57, and miss on a 58-00.

Firing on a Target

Cover

Target behind cover:

- 25% cover = -1 category
- 50% cover = -2 categories
- 75% cover = -3 categories

Range

Range to target:

- +1 if in point-blank range (by weapon)
- 1 category per range category beyond short (medium, long, maximum)

Movement

- Shooter is walking: -1 category
- Shooter is running: -2 categories
- Shooter is braced: +1 category
- Target is moving: -1 category
- Target movement erratic: -1 category

Other

- Adverse conditions: -1 to -5 categories (GM's discretion)
- Favorable conditions: +1 to +5 categories (GM's discretion)

Evasion and Precision

Combat speed	Evasion	Weapon skill	Opponent's Evasion**
0-8	0	76-90	+1
9-11	1	91-99	+2
12-15	2	00	+3
16-19	3	** cannot be brought below 0	
20+	4		

Stances

Active Defense	Roll dodge or parry, subtract 20% from roll, subtract damage class from attacker's damage class
Cautious	Attack rolls are doubled. Add 20% to dodge or parry roll.

Calculating Overall Speed

(Agility Base Skill + Strength Base Skill)

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Armor, weapon and skill modifiers

Armor Type	Modifier
Heavy	-5
Medium	-3
Light	-1
None	0

Weapon Type	Speed
Heavy	8
Medium	6
Light	4
Very light or none	2

Missile Weapon ROF	Speed
Very Slow	16
Slow	8
Moderate	4
Quick	2
Semiautomatic, Full Automatic or faster	1

Skill Rating	Modifier
01-19	+2
20-39	+1
40-59	0
60-79	-1
80-99	-2
100	-3

Task Modifiers

Difficulty	Modifier
Extremely easy	No roll needed
Very easy or routine	+80 to skill
Easy or assisted	+40 to skill
<i>Average</i>	<i>No modifier</i>
Slightly challenging	+10 to roll
Difficult	+30 to roll
Very difficult	+50 to roll
Extremely difficult	+70 to roll
Nigh Impossible	+90 to roll

Unconsciousness Duration

Roll %. If the damage taken took the character's last deep hit point, double the die roll. Add the damage that the character took to this roll, then look on the following chart:

Roll	Duration of Unconsciousness
01-33	1d10 minutes
34-67	1d10 x 10 minutes
68-100	1d10 hours
101-110	1d10 days
111-116	Dead in 1d10 days
117-122	Dead in 1d10 hours
123-128	Dead in 1d10 x 10 minutes
129-134	Dead in 1d10 minutes
135+	Instant Death

Healing Damage

HP Type	Activity	Healing
DHP's	Normal activity	Gain Constitution Rolls per day
DHP's	Full day of rest	Gain Constitution Rolls times two per day
DHP's	In care of physician or healer	Gain Constitution Rolls times three per day
SHP's	No fighting or strenuous activity	Gain one point every 10 minutes.