



CONSPIRACY X





COMBAT TURN STEPS

1. Intentions: The Chronicler asks each player what his character intends to do during the next Turn.

2. Initiative: The Chronicler determines who attacks first, or allows it to be determined randomly.

3. Performance: Attack, defense, and non-combat Tasks or Tests are performed, starting with the character with the highest Initiative.

4. Damage: Any damage inflicted by the results of the Performance step is applied to the target or targets (this can end the fight right then and there).

5. Repeat: Further Tasks are resolved and damage inflicted until each character has had a chance to act during the Turn.

6. End: The Turn ends and the process starts again back at step one.

ROLE OF LUCK TABLE

| Second Roll | Result after Second Roll | |
|-------------|--------------------------|----------------|
| | Rule of 10 | Rule of 1 |
| 1 | 10 | -5, roll again |
| 2 | 10 | -3 |
| 3 | 10 | -2 |
| 4 | 10 | -1 |
| 5 | 10 | 1 |
| 6 | 11 | 1 |
| 7 | 12 | 1 |
| 8 | 13 | 1 |
| 9 | 14 | 1 |
| 10 | 15, roll again | 1 |

BASE MODIFIERS TABLE

Routine: No roll needed

Easy: +5 or more to the roll

Moderate: +3 to +4 to the roll

Average: +1 to +2 to the roll

Challenging (includes most combat rolls): No modifier

Difficult: -1 to -2 to the roll

Very Difficult: -3 to -5 to the roll

Heroic: -6 to -9 to the roll

Near-impossible: -10 or worse

OUTCOME TABLE

9–10 Adequate: The Task or Test was accomplished. If an artistic endeavor, it is just adequate, and critics/audiences are likely to give it “ho-hum” responses. A complex and involved Task takes the maximum required time to complete. An attempted maneuver was barely accomplished and might appear to be the result of luck rather than skill. Social skills produce minimal benefits for the character.

Combat: Attack does normal damage.

11–12 Decent: The Task or Test was accomplished with relative ease and even some flair. Artistic results are above average, resulting in a warm reaction from many, but not most. Complex and involved Tasks take 10 percent less than the maximum required time. Attempted maneuvers are skillfully accomplished. Social skills manage to gain some benefits for the character (including a +1 to further attempts on the same people under similar circumstances).

Combat: Attack does normal damage.

13–14 Good: The Task or Test was completed with ease. Artistic results are largely appreciated by connoisseurs and well liked by the public (although some critics will be able to find something wrong). Complex and involved Tasks take 25 percent (one-quarter) less time than normally required. Attempted maneuvers are done with seeming effortlessness, apparently the result of great skill. Social skills are not only successful, the character enjoys +2 on future attempts on the same people (this is not cumulative with subsequent high rolls – use the highest bonus only).

Combat: Attack does normal damage.

15–16 Very Good: The Task or Test was very successful. Artistic endeavors are rewarded with a great deal of appreciation from the intended audience. Complex and involved Tasks can be finished in half the time. Social skills produce a lasting impression on the people involved, resulting in a bonus of +3 on all future attempts in that skill involving the same people.

Combat: Increase the damage die roll by one before applying any multipliers.

17–20 Excellent: The Task or Test produced excellent results. Any artistic endeavor impresses the audience greatly, leading to a great deal of recognition and fame. Social skills have a future bonus of +4, as above.

Combat: Increase the damage die roll by two before applying any multipliers.

21–23 Extraordinary: The Task or Test produced amazing results, accomplishing far more than was intended. An artist gains fame after one such roll, but all his future accomplishments will be measured against this one, which may lead to the “one-shot wonder” label. Social skills gain a future bonus of +5, as above.

Combat: Increase the damage die roll by three before applying any multipliers.

24+ Mind-boggling: For every +3 to the total above 23, increase the Success Level by one and the social skills future bonus by +1.

Combat: Add +1 to the damage rolled for every additional Success Level.

TELEPATHY STRENGTH TABLE

| Strength | Abilities |
|----------|---|
| 1 | Must touch a person to sense her thoughts; can see large concentrations of Seepage within ten yards. |
| 2 | Can reach the minds of others up to one yard for each level of Willpower plus Telepathy Strength. |
| 3 | Range increases to five yards for each level of Willpower plus Telepathy Strength. |
| 5 | Range increases to 50 yards for each level of Willpower plus Telepathy Strength. Line of sight is no longer necessary. The psychic can “scan” an area looking for a particular mind, as long as she has telepathically contacted that mind in the past. |
| 6 | Range increases to 100 yards for each level of Willpower plus Telepathy Strength. |
| 10 | Range increases to one mile for each level of Willpower plus Telepathy Strength. |
| 15+ | Range increases to 20 miles for each level of Willpower plus Telepathy Strength. |

TARGETING BODY PARTS

These rules can be used for dramatic purposes, but they add more complexity to combat. The following chart determines the penalty to the attack and the modifier to the damage inflicted. Damage bonuses occur after armor reductions (if the target is not wearing armor in that area, all damage is modified accordingly).

Head: -4 to hit. Blunt damage is doubled; slashing/stabbing damage is tripled. Bullet damage is modified by two levels (armor-piercing bullets inflict triple damage, normal bullets inflict four times damage, etc.). Endurance Point damage (in nonlethal combat) is quadrupled.

Neck/Throat: -5 to hit. Blunt damage is doubled; slashing/stabbing damage is quadrupled. A slashing attack on this area that does enough damage to kill the victim (a failed Survival Test) results in decapitation. Bullet damage is modified by one level (armor-piercing bullets inflict double damage, and so on).

Arms/Legs: -2 to hit. Damage in excess of one-third maximum Life Points cripples the limb; extra damage is lost.

Hand/Wrist/Foot/Ankle: -4 to hit. Damage in excess of one-quarter maximum Life Points cripples the area. Extra damage is lost.

Vital Points (heart, lungs, spine, kidneys, etc.): -2 to hit. Blunt damage is doubled; slashing/stabbing damage is tripled. Bullet damage is modified by one level (see Neck/Throat bullet damage).

CLAIRVOYANCE STRENGTH TABLE

| Strength | Abilities |
|----------|---|
| 1 | Only brief glimpses of events are seen, equivalent to the blink of an eye. The range of a viewing is one yard per level of Perception plus Clairvoyance Strength. |
| 3 | A few seconds (one Turn) are seen. The viewing range is ten yards per level of Perception and Clairvoyance Strength. |
| 6 | A whole scene, lasting a few minutes, can be seen in a vision. |
| 8 | Viewing range is equal to 100 yards per level of Perception and Clairvoyance Strength. |
| 10 | Detailed, extended visions are possible. Viewing range is equal to one mile per level of Perception and Clairvoyance Strength. |

TELEKINESIS THROWN OBJECT DAMAGE TABLE

| Object Weight | Base Damage | Minimum Telekinesis Strength |
|------------------|-------------|------------------------------|
| Less than 10 lbs | D4(2) | 0 |
| Up to 50 lbs | D4+1(3) | 1 |
| Up to 100 lbs | D6(3) | 2 |
| Up to 250 lbs | D8(4) | 3-5 |
| Up to 650 lbs | D10(5) | 6-7 |
| Up to 1,250 lbs | D12(6) | 8-10 |
| Above 1,250 lbs | D12+1(7) | 11+ |

RANGED COMBAT MODIFIERS TABLE

Point-blank Range: +1 to attack Tasks, and add one to the damage multiplier.

Short Range: No modifier.

Medium Range: -1 to attack Tasks.

Long Range: -3 to attack Tasks, and reduce damage multiplier by one.

Extreme Range: -6 to attack Tasks, and reduce damage multiplier by two.

Poor Lighting Conditions (a dark alley, candlelight, moonlight): -1 to attack Tasks.*

Bad Lighting Conditions (moonless night): -4 to attack Tasks.*

Total Darkness: Use a D10 roll with no other modifiers; only a natural roll of nine or higher strikes the target. If a character makes a Difficult Perception Test, he can add each Success Level to the D10 roll, accounting for the use of senses other than sight to spot the target.*

Multiple Shots: -1 for each additional shot, or -2 if the weapon has heavy recoil.

Multiple Burst Fire: -3 for each burst after the first, cumulative for each additional burst.

Multiple Rock-n-roll Fire: Cumulative -4 for each additional spray after the first.

Gun Scopes: A telescopic scope adds +2 to +5 to any aiming Tasks.

* Lighting modifiers also apply to close combat attacks.

CLOSE COMBAT WEAPONS TABLE

| Weapon Type | Damage | EV | Cost |
|-------------------------------------|-------------------------|----|-------|
| Baton/Stick, Large | D6(3) x Strength | 2 | \$20 |
| Club, Large/Baseball Bat/Pipe/Chair | D8(4) x Strength& | 2 | \$50 |
| Club/Stick, Small | D6(3) x (Strength - 1) | 1 | n/a |
| Knife, Small | D4(2) x (Strength - 1)* | 1 | \$20 |
| Knife, Large | D4(2) x Strength* | 1 | \$50 |
| Knife Huge/Short Sword | D6(3) x Strength* | 2 | \$100 |
| Staff (Short Punch) | D6(3) x Strength | 4 | \$150 |
| Staff (Swing) | D8(4) x (Strength + 1)@ | 4 | \$150 |

* Slash/stab weapon

& Weapon may be used two-handed

@ Weapon must be used two-handed (damage modifiers accounted in formula)

STRENGTH TABLE

| Strength | Lifting Capacity |
|----------|--|
| 1-5 | 50 lbs x Strength (Max: 250 lbs.) |
| 6-10 | 200 lbs x (Strength - 5) + 250 lbs. (Strength 10: 1,250 lbs.) |
| 11-15 | 500 lbs x (Strength - 10) + 1,500 lbs. (Strength 15: 4,000 lbs./2 tons) |
| 16-20 | 1,000 lbs x (Strength - 15) + 5,000 lbs. (Strength 20: 10,000 lbs./5 tons) |
| 21-25 | 1 ton x (Strength - 20) + 5 tons (Strength 25: 10 tons) |
| 26-30 | 2 ton x (Strength - 25) + 10 tons (Strength 30: 20 tons) |

RANGED WEAPONS TABLE

| Weapon | Range | Damage | Cap | EV | Cost |
|---|------------------------|------------------------|-------|------|---------|
| Dart Pistol | 5/10/25/50/100 | as drug | 1 | 1 | \$200 |
| Dart Rifle | 5/25/50/100/150 | as drug | 2 | 8 | \$500 |
| Derringer | 3/10/20/60/120 | D6 x 3(9) | 2 | 1 | \$300 |
| Stunner, Ranged | 1/2/5/7/10 | special | 10 | 1 | \$200 |
| Handgun | | | | | |
| Light (.32 caliber) | 3/10/20/60/120 | D6 x 2(6) | 6-9 | 1 | \$500 |
| Medium (9 mm) | 3/10/20/60/120 | D6 x 4(12) | 10-15 | 1 | \$500 |
| Heavy (.45 caliber) | 3/10/20/60/120 | D8 x 4(16) | 7-10 | 2 | \$1,500 |
| Very Heavy (.44 mag) | 4/15/30/90/180 | D6 x 6(18) | 6-10 | 2 | \$1,800 |
| Submachine Gun (9 mm) | 3/15/30/100/200 | D6 x 4(12) | 20-40 | 6 | \$1,400 |
| Civilian Rifles# | | | | | |
| Light (.22 LR) | | D4 x 4(8) | 1-10 | 8 | \$1,000 |
| Medium (5.56 mm) | | D8 x 4(16) | 1-10 | 8 | \$1,200 |
| Heavy (.30-06) | | D8 x 6(24) | 1-10 | 8 | \$1,400 |
| Shotguns (12 gauge) | | | | | |
| Birdshot | 10/30/50/75/100 | D6 x 5(15) | 1-8 | | |
| Buckshot | 10/30/50/100/200 | D8 x 6(24) | 1-8 | | |
| Slug | 5/50/100/200/300 | D8 x 5(20) | 1-8 | | |
| Assault Rifle (5.56 mm)10/50/150/600/1000 | | | | | |
| Sniper Rifles | | | | | |
| Light (7.62 mm) | 15/75/225/900/1000 | D8 x 5(20) | 20 | 10 | n/a |
| Heavy (.50 caliber) | 15/75/250/1200/5000 | D10 x 6(30) | 10 | 28 | n/a |
| Machine Guns@ | | | | | |
| Light (5.56 mm) | 10/100/300/1000/3000 | D8 x 4(16) | 200 | 22** | n/a |
| Heavy (.50 caliber) | 15/200/400/2000/6000 | D10 x 6(30) | 100 | 84& | n/a |
| Minigun | 375/750/1500/3000/6000 | D8 x 5(20) | 200 | 100& | n/a |
| Thrown Knife* | 3/5/8/10/13 | D4(2) x (Strength - 1) | - | 1 | \$20 |
| Thrown Rock | 3/7/10/13/20 | D4(2) x Strength | - | - | - |

Single shot or semiautomatic

@ Capable of burst and automatic fire

* Slash/stab weapon

** EV includes bipod (1) and ammo (6)

& EV includes tripod (40), making this exclusively a vehicle or stationary weapon

ARMOR VALUE AND DAMAGE CAPACITY OF COMMON OBJECTS

| Object | Armor Value | Damage Capacity | Barrier Value |
|--------------------|-----------------|-----------------|------------------|
| Wine Glass | 0 | 1 | 0 |
| Glass Bottle | 1 | 5 | 0 |
| Window | 1 | 3-5 | 1 |
| Dresser | 3 | 5-10 | 6 |
| Desk | 5 | 30 | 6 |
| Personal Computer | 4 | 10-20 | 5 |
| Door | 5 | 30 | 10-12 |
| Door Lock | 6-8 | 10-20 | - |
| Reinforced Door | 10-15 | 40-60 | 20-30 |
| Reinforced Lock | 20-25 | 30-50 | - |
| Wood Wall | 5 + 1 per inch | 20 per inch | 8 + 1 per inch |
| Brick Wall | 9 + 1 per inch | 30 per inch | 12 + 2 per inch |
| Concrete Wall | 18 + 2 per inch | 50 per inch | 20 + 5 per inch |
| Ferroconcrete Wall | 20 + 5 per inch | 75 per inch | 50 + 10 per inch |
| Steel Wall | 30 + 5 per inch | 100 per inch | 60 + 20 per inch |

FEAR TABLE

| Roll Result | Effect |
|-------------|--|
| 7-8 | Shakes: All the character's actions suffer a -2 penalty for one Turn. Lose one Essence point. |
| 5-6 | Flight: Victim runs away screaming for one Turn. If cornered, the victim may fight or react in a more rational way. Lose two Essence points. |
| 4 | Physical reaction: Fear causes a messy physical reaction (often involving bodily functions best left to the imagination). Not only is this embarrassing, it imposes a -2 penalty to all actions for D4(2) Turns. Lose D4(2) Essence points. |
| 3 | Paralyzed: The character cannot move for D4(2) Turns. Only intervention by another character (who may shake him, slap him, or otherwise force him to act) allow him to take any action. Lose D6(3) Essence points. |
| 2 | Faint: The shock and fear are so severe that the character collapses, unconscious. A Difficult Constitution Test is required to recover consciousness; this can be attempted every minute, or whenever somebody tries to stir the character. Lose D10 x 4(20) Endurance points and D8(4) Essence points. |
| 1 | Total Hysterics: The victim becomes a screaming, babbling, totally useless maniac for D8(4) Turns. Lose D10(5) Essence points. |
| 0 or less | It Gets Worse: Lower results are left to the Chronicler's imagination. They may include life-threatening effects such as heart attacks or comas, or a bout of temporary insanity lasting hours, or worse . . . Chroniclers may also give the character an additional Mental Drawback suitable to the event (phobia, flashbacks, sleep disorder, etc.). No extra points are awarded from this, and the agent may have to endure months of therapy to overcome this ordeal. |