TASK DIFFICULTY

TASK DIFFICULTY	DESCRIPTION	TARGET NO.	GUIDANCE
0	Routine	0	Anyone can do this basically every time.
1	Simple	3	Most people can do this most of the time.
2	Standard	6	Typical task requiring focus, but most people can usually do this.
3	Demanding	9	Requires full attention; most people have a 50/50 chance to succeed.
4	Difficult	12	Trained people have a 50/50 chance to succeed.
5	Challenging	15	Even trained people often fail.
6	Intimidating	18	Normal people almost never succeed.
7	Formidable	21	Impossible without skills or great effort.
8	Heroic	24	A task worthy of tales told for years afterward.
9	Immortal	27	A task worthy of legends that last lifetimes.
10	Impossible	30	A task that normal humans couldn't consider (but one that doesn't break the laws of physics).

ARMOR

ARMOR TYPE	ARMOR VALUE	MIGHT COST PER HOUR	SPEED POOL REDUCTION
Light Armor	1 point	1	2
Medium Armor	2 points	2	3
Heavy Armor	3 points	3	5

It's okay to tell players—particularly starting players—the difficulty of the task.

WEAPON DAMAGE

Light Weapon	2 points of damage (+ Reduces attack roll difficulty by one step)
Medium Weapon	4 points of damage
Heavy Weapon	6 points of damage

DISTANCE

Immediate	Right there. No more than 10 feet (3m). A character can move an immediate distance and do something else on his turn.
Short	Not far. 50 feet (15m) or so. A character can move a short distance as his turn.
Long	Pretty far. 100 feet (30m) or so. A character can move a long distance as his turn, but there is a roll involved.

SPECIAL ROLLS

1: **Intrusion.** The GM makes a free intrusion and doesn't award experience points (XP) for it.

17: **Damage Bonus.** If the roll was an attack, it deals 1 additional point of damage.

18: **Damage Bonus.** If the roll was an attack, it deals 2 additional points of damage.

19: **Minor Effect.** The PC gets a minor effect in addition to the normal results of the task if it was not an attack. If the roll was an attack, it deals 3 additional points of damage, or the PC gets a minor effect, such as:

> **Strike a specific body part:** The attacker strikes a specific spot on the defender's body. The GM rules what special effect, if any, results.

> **Knock back:** The foe is knocked or forced back a few feet.

> **Move past:** The character can move a short distance at the end of the attack.

> **Distract:** For one round, the difficulty of all tasks the foe attempts is modified by one step to its detriment.

20: **Major Effect.** If the PC spent points from a stat Pool on the action, the point cost for the action decreases to 0, meaning the character regains those points as if she had not spent them at all. The PC gets a major effect in addition to the normal results of the task if it was not an attack. If the roll was an attack, it deals 4 additional points of damage, or the PC gets a major effect, such as:

> **Knock down:** The foe is knocked prone. It can get up on its turn if it wishes.

> **Disarm:** The foe drops one object that it is holding.

> **Stun:** The foe loses its next action.

> **Impair:** For the rest of the combat, the difficulty of all tasks the foe attempts is modified by one step to its detriment.

Try to use three to four GM Intrusions per session. Remember to award 2 XP points to the affected player.
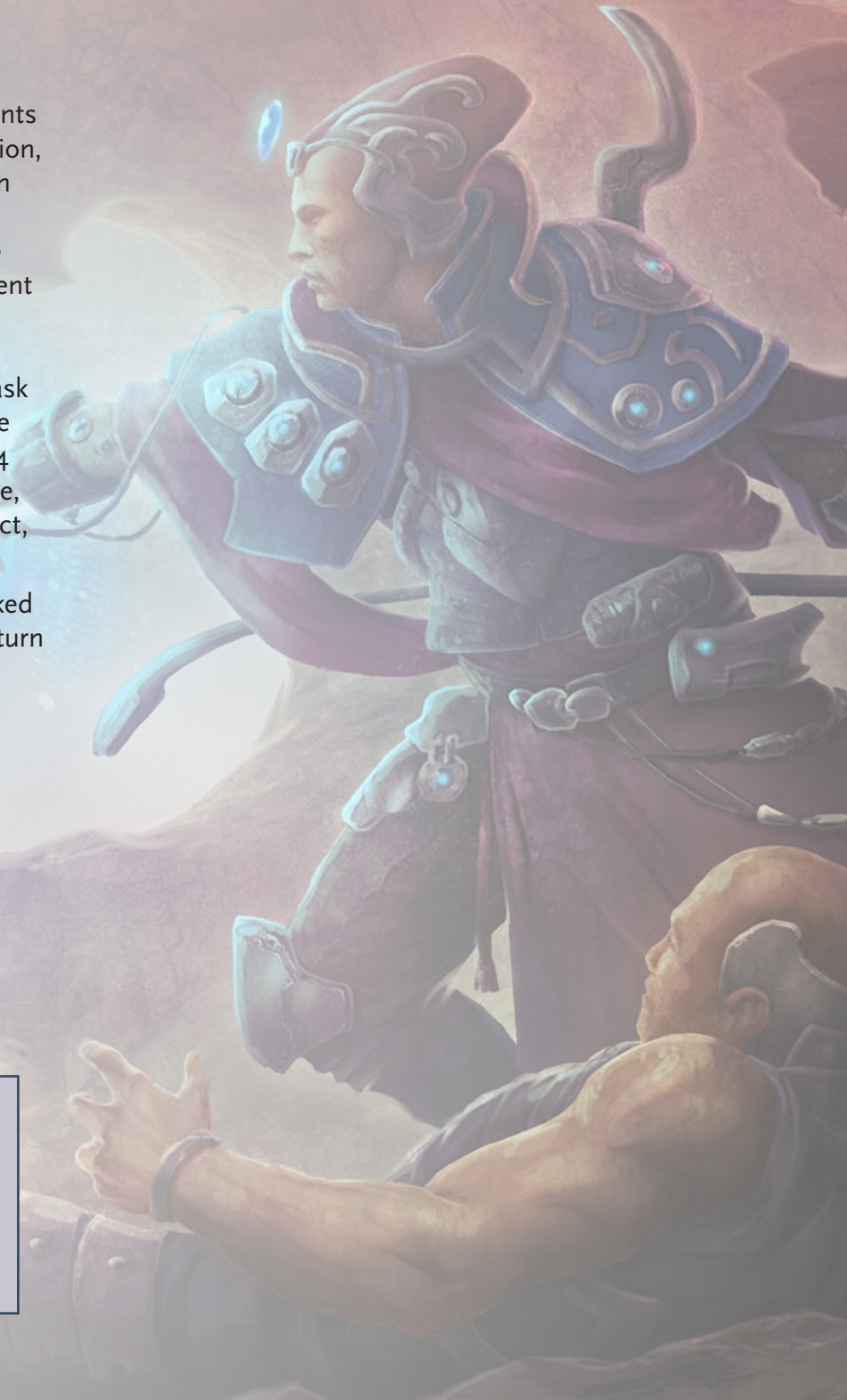
RECOVERY ROLLS

RECOVERY ROLL	REST TIME NEEDED
First recovery roll	One action
Second recovery roll	Ten minutes
Third recovery roll	One hour
Fourth recovery roll	Ten hours

That's not cheating. That's awesome.

DAMAGE FROM HAZARDS

SOURCE	DAMAGE	NOTES
Falling	**1** point per 10 feet (3 m) fallen (ambient damage)	—
Minor fire	**3** points per round (ambient damage)	Torch
Major fire	**6** points per round (ambient damage)	Engulfed in flames; lava
Acidsplash	**2** points per round (ambient damage)	—
Acid bath	**6** points per round (ambient damage)	Immersed in acid
Cold	**1** point per round (ambient damage)	Below freezing temperatures
Severe cold	**3** points per round (ambient damage)	Liquid nitrogen
Shock	**1** point per round (ambient damage)	Often involves losing next action
Electrocution	**6** points per round (ambient damage	Often involves losing next action
Crush	**3** points	Object or creature falls on character
Huge crush	**6** points	Roof collapse; cave-in
Collision	**6** points	Large, fast object strikes character

Your use of logic trumps any rule.

CYPHER LIST

When giving cyphers to characters, either choose from this table or roll a 1d100 for random cyphers.

01	Adhesion clamps	34	Gas bomb	67	Ray emitter (numbing)
02	Antivenom	35	Gravity nullifier	68	Ray emitter (paralysis)
03	Attractor	36	Gravity-nullifying spray	69	Reality spike
04	Banishing nodule	37	Heat nodule	70-71	Rejuvenator
05	Blinking nodule	38	Hunter/seeker	72	Remote viewer
06	Catholicon	39	Image projector	73	Repair unit
07	Catseye	40	Inferno wall projector	74	Retaliation nodule
08	Chemical factory	41	Infiltrator	75	Sheen
09	Comprehension graft	42	Instant servant	76	Shock nodule
10	Controlled blinking nodule	43	Instant shelter	77	Shocker
11	Datasphere siphon	44	Intellect enhancement	78	Skill boost
12	Density nodule	45	Invisibility nodule	79	Sleep inducer
13	Detonation	46	Knowledge enhancement	80	Sonic hole
14	Detonation (desiccating)	47	Lightning wall projector	81	Sound dampener
15	Detonation (flash)	48	Living solvent	82	Spatial warp
16	Detonation (gravity)	49	Machine control implant	83	Speed boost
17	Detonation (massive)	50	Magnetic attack drill	84-85	Stim
18	Detonation (matter disruption)	51	Magnetic master	86	Strength boost
19	Detonation (pressure)	52	Magnetic shield	87	Subdual field
20	Detonation (singularity)	53	Memory lenses	88	Telepathy implant
21	Detonation (sonic)	54	Mental scrambler	89	Teleporter (bounder)
22	Detonation (spawn)	55	Metal death	90	Teleporter (traveler)
23	Detonation (web)	56	Monoblade	91	Temporal viewer
24	Disrupting nodule	57	Motion sensor	92	Time dilation nodule (defensive)
25	Eagleseye	58	Personal environment field	93	Time dilation nodule (offensive)
26	Fireproofing spray	59	Phase changer	94	Tracer
27	Flame-retardant wall	60	Phase disruptor	95	Visage changer
28	Force cube projector	61	Poison (emotion)	96	Visual displacement device
29	Force nodule	62	Poison (explosive)	97	Vocal translator
30	Force screen projector	63	Poison (mind-controlling)	98	Warmth projector
31	Force shield projector	64	Poison (mind-disrupting)	99	Water breather
32	Friction-reducing gel	65	Psychic communique	00	X-Ray viewer
33	Frigid wall projector	66	Ray emitter		

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