

AVEDISSIAN • LITTLEFIELD • LEITCH

The RAVAGED EARTH Society



CLIFFHANGING TALES of AMAZING TWO-FISTED ACTION and THRILLING ADVENTURE!

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ATTACK OPTIONS • COMBAT SITUATIONS • VEHICLE TABLES

ATTACK OPTIONS

Aim	+2 Shooting/Throwing; no movement allowed
Autofire	-2 Shooting; roll additional Shooting dice (up to weapon's RoF)
Called Shots	
Limb	-2 attack
Head	-4 attack; +4 damage
Small target	-4 attack
Tiny target	-6 attack
Defend	+2 Parry; may move, but may not take any other actions
Disarm	-2 attack; defender must make Str roll vs. damage or drop weapon
Double Tap/3 Round Burst	+1/+2 attack and damage
Finishing Move	Instant kill to helpless foe with lethal attack
Ganging Up	+1 Fighting per additional attacker; maximum of +4
Grappling	Fighting to grapple, on a raise opponent Shaken; defender can make opposed Strength or Agility to break free (any other action made at -4); attacker can make opposed Strength or Agility to damage grappled target
Nonlethal Damage	Target knocked out for 1d6 hours instead of wounded
Prone	As Medium cover; prone defenders suffer -2 Fighting, -2 Parry (melee)
Suppressive Fire	On successful Shooting roll, targets within a Medium Burst Template must make a Spirit roll or be Shaken; those rolling a 1 are actually hit
Touch Attack	+2 Fighting
Trick	Describe action; make opposed Agility or Smarts roll; opponent is -2 Parry until next action; with a raise, opponent is -2 Parry and Shaken
Two Weapons	-2 attack; additional -2 for off-hand if not Ambidextrous
Wild Attack	+2 Fighting; +2 damage; -2 Parry until next action
Withdrawing from Close Combat	Adjacent foes get one free attack at retreating target

COMBAT SITUATIONS

Area Effect Attacks	Targets under template suffer damage; treat cover as Armor; missed attack rolls deviate 1d6" (thrown weapons) or 1d10" (launched weapons) multiplied by x1 Short range, x2 Medium range, or x3 Long range
Breaking Things	Parry 2; Aces do not apply
The Drop	+4 attack and damage
Innocent Bystanders	Missed Shooting or Throwing roll of 1 (2 with shotguns or Autofire) hits random adjacent target
Obstacles	If attack hits without cover modifier, obstacle acts as Armor
Ranged Weapons in Close Combat	Pistols only; TN is defender's Parry
Unarmed Defender	Armed attackers +2 Fighting against unarmed opponent

TEST OF WILLS

Opposed roll vs. Spirit (Intimidate) or Smarts (Taunt); +2 to next action against this target with a success; +2 bonus and opponent is Shaken with a raise

OUT OF CONTROL VEHICLE

2d6	Effect
2	Roll Over: The vehicle performs a Slip and rolls over 1d6 times in that direction. Roll collision damage for the vehicle and everyone inside. Any exterior-mounted weapons or accessories are ruined.
3-4	Spin: Move the vehicle 1d6" in the direction of the maneuver, or 1d6" away from a damaging blow. Roll a d12, read it like a clock facing, and point the vehicle in that direction.
5-9	Skid: Move the vehicle 1d4" left or right (in the direction of a failed maneuver, or away from a damaging attack).
10-11	Slip: Move the vehicle 1d6" left or right (in the direction of a failed maneuver, or away from a damaging attack).
12	Flip: The vehicle flips end over end 1d4 times. Move it forward that many increments of its own length. Roll collision damage for the vehicle, its passengers, and anything it hits. Slow and heavy vehicles such as tanks (GM's discretion) don't flip but suffer a Slip or Skid instead.

VEHICULAR CRITICAL HITS

2d6	Effect
2	Scratch and Dent: The attack merely scratches the paint. There's no permanent damage.
3	Engine: The engine is hit. Oil leaks, pistons misfire, etc. Acceleration is halved (round down). This does not affect deceleration, however.
4	Locomotion: The wheels, tracks, or whatever have been hit. Halve the vehicle's Top Speed immediately. If the vehicle is pulled by animals, the shot hits one of them instead.
5	Controls: The control system is hit. Until a Repair roll is made, the vehicle can only perform turns to one side (1-3 left, 4-6 right). This may prohibit certain maneuvers as well.
6-8	Chassis: The vehicle suffers a hit in the body with no special effects.
9-10	Crew: A random crew member is hit. The damage from the attack is rolled. If the character is inside the vehicle, subtract the vehicle's Armor from the damage. Damage caused by an explosion affects all passengers in the vehicle.
11	Weapon: A random weapon on the side of the vehicle that was hit is destroyed and may no longer be used. If there is no weapon, this is a Chassis hit instead.
12	Wrecked: The vehicle is wrecked and automatically goes Out of Control.

SKILLS SUMMARY • TRAIT MODIFIERS • REACTION TABLE

SKILLS SUMMARY

Skill	Linked Attribute
Boating	Agility
Climbing	Strength
Driving	Agility
Fighting	Agility
Gambling	Smarts
Guts	Spirit
Healing	Smarts
Intimidation	Spirit
Investigation	Smarts
Knowledge	Smarts
Lockpicking	Agility
Notice	Smarts
Persuasion	Spirit
Piloting	Agility
Repair	Smarts
Riding	Agility
Shooting	Agility
Stealth	Agility
Streetwise	Smarts
Survival	Smarts
Swimming	Agility
Taunt	Smarts
Throwing	Agility
Tracking	Smarts

BOATING/DRIVING/PILOTING/RIDING MODIFIERS

Modifier	Situation
-2	Handling modifier if vehicle traveling 15"+
-2	Operating vehicle in reverse
-4	Handling modifier if vehicle traveling 30"+

CLIMBING MODIFIERS

Modifier	Situation
-2	Scarce or thin handholds
-2	Wet surface
+2	Using climbing equipment

TRACKING MODIFIERS

Modifier	Situation
-4	Raining
-2	Tracking in poor light
-2	Tracks are more than one day old
-2	Target attempted to hide tracks
+1	Dusty area
+2	Tracking more than 5 individuals
+2	Mud
+4	Recent snow

HEALING MODIFIERS

Modifier	Situation
-2	Rough traveling
-2	No medical attention

STEALTH MODIFIERS

Modifier	Situation
-2	Running
+1	Dim
+1	Light cover
+2	Darkness
+2	Medium cover
+2	Crawling
+4	Pitch darkness
+4	Heavy cover

CREATURE STRENGTH

Creature	Strength
Gorilla, bear, ogre	d12+1 to +3
Rhino, Great White	d12+3 to +6
Elephant, drake, T-rex	d12+5 to +8
Dragon	d12+9 to +12

LOAD LIMITS

A character's load limit is equal to 5 x Strength. Every multiple of the load limit after the first subtracts 1 from a character's:

- Agility and all linked skills
- Strength and all linked skills

TOUGHNESS MODIFIERS

Modifier	Size of a...
-2	Cat, fairy, pixie, large rat, dog
-1	Large dog, bobcat, half-folk, goblin, small human
0	Human
+1	Orc
+2	Bull, gorilla, bear, horse
+3	Ogre, kodiak
+4	Rhino, Great White
+5	Small elephant
+6	Drake, bull elephant
+7	T-Rex, orca
+8	Dragon
+9	Blue whale
+10	Kraken, leviathan

REACTION TABLE

2d6	Initial Reaction
2	Hostile: The NPC is openly hostile and does his best to stand in the hero's way. He won't help without an overwhelming reward or payment of some kind.
3-4	Unfriendly: The NPC isn't willing to help unless there's a significant advantage to himself.
5-9	Neutral: The NPC has no particular attitude, and will help for little reward if the task at hand is very easy. If the task is difficult, he'll require substantial payment of some kind.
10-11	Friendly: The NPC will go out of his way for the hero. He'll likely do easy tasks for free (or very little), and is willing to do more dangerous tasks for fair pay or other favors.
12	Helpful: The NPC is anxious to help the hero, and will probably do so for little or no pay depending on the nature of the task.

If the hero says the right thing or offers a significant reward, he may increase his initial reaction a step (though usually only one step per encounter). The opposite is also true.

KNOCKOUT BLOW • INJURY • FRIGHT TABLES

KNOCKOUT BLOW TABLE

A Wild Card who suffers more than 3 wounds must check this table to determine his fate. Remember that you're checking the number of wounds caused by the blow that sent the character to this table—not the total number of wounds he has. Don't forget to subtract wound modifiers from any rolls required by the table.

1 Wound: Battered & Bruised

If your character was previously Incapacitated, this result has no further effect. Otherwise, he's had the wind knocked out of him. Make a Spirit roll at the beginning of each round. If the roll is successful, he becomes Shaken and can return to the fight.

2 Wounds: Incapacitated

Your character is beaten badly enough to take him out of this fight. He's Incapacitated and must roll on the Injury Table.

3 Wounds: Bleeding Out

Your character is bleeding out and Incapacitated. Roll on the Injury Table and make a Vigor roll at the start of each combat round. A failure means he has lost too much blood and becomes mortally Wounded (see below; begin rolling for the Mortal Wound in the next round). With a success, he keeps bleeding and must roll again next round. With a raise, or a successful Healing roll, he stops bleeding and is Incapacitated.

4+ Wounds: Mortal Wound

Your character has suffered a life-threatening wound and will not recover without aid. He is Incapacitated and must roll on the Injury Table. He must also make a Vigor roll at the start of each round. If the roll is failed, he passes on. A Healing roll stabilizes the victim but leaves him Incapacitated.

INJURY TABLE

Roll 2d6 on the table below, then make a Vigor roll. If the Vigor roll is failed, the injury lasts until the start of the next session, regardless of healing*. If the roll is successful, the effect goes away when all wounds are healed. If the attack that caused the Injury was directed at a specific body part, use that location instead of rolling randomly.

2: Unmentionables

The character suffers an embarrassing and painful wound to the groin. If the injury is permanent, reproduction is out of the question.

3-4: Arm

The character catches one in the left or right arm (determined randomly). The arm is rendered useless.

5-9: Guts

Roll 1d6 on the sub-table below:

- 1-2 **Broken:** His Agility is reduced by a die type
- 3-4 **Battered:** His Vigor is reduced by a die type
- 5-6 **Busted:** His Strength is reduced by a die type

10: Leg

The character's left or right leg (determined randomly) is crushed, broken, or mangled. Pace is reduced by 1.

11-12: Head

Roll 1d6 on the sub-table below:

- 1-2 **Hideous Scar:** Your hero has the Ugly Hindrance.
- 3-4 **Blinded:** One or both of your hero's eyes was damaged. He gains the Bad Eyes Hindrance.
- 5-6 **Brain Damage:** Your hero suffers massive trauma to the head. His Smarts is reduced one die type.

FRIGHT TABLE

The effects of a failed Guts roll depend on whether the cause of the roll was grotesque or terrifying in nature.

1d20*	Effect
1-4	Adrenaline Surge: Add +2 to all Trait and damage rolls on his next action.
5-8	Shaken: The character is Shaken.
9-12	Panicked: The character immediately runs away from the danger and is Shaken.
13-16	Minor Phobia: The character gains a Minor Phobia Hindrance.
17-18	Major Phobia: The character gains a Major Phobia Hindrance.
19-20	The Mark of Fear: The character is Shaken and also suffers some cosmetic physical alteration which reduces Charisma by 1.
21+	Heart Attack: The character becomes Incapacitated and must make a Vigor roll at -2. If successful, he's Shaken and can't attempt to recover for 1d4 rounds. If he fails, he dies in 2d6 rounds. A Healing roll at -4 saves the victim's life, but he remains Incapacitated.

* Applies only to Wild Cards. Permanent injuries are truly permanent for Extras.

COMBAT SURVIVAL GUIDE

IF YOU ARE HAVING PROBLEMS...	...AND	THEN TRY...	GAME EFFECT	BENEFITS
Hitting your opponent	Your team outnumberes the opponent	Ganging Up	+1 Fighting (up to +4) for each attacker beyond the first	Team
	You are more Agile than your opponent	An Agility-based trick (e.g., throwing sand in your opponent's face)	Opponent -2 Parry until next action with a success (-2 Parry and Shaken with a raise)	Team
	You are Smarter than your opponent	A Smarts-based trick (e.g., "Hey, what's that behind you?")	Opponent -2 Parry until next action with a success (-2 Parry and Shaken with a raise)	Team
	You have the Taunt skill	Taunt (e.g., "You are so ugly that it hurts to look at you!")	+2 bonus on next action against opponent (+2 bonus and Shake opponent with a raise)	You (Team)
	You have the Intimidate skill	Intimidate (e.g., flex your muscles or bellow a war cry)	+2 bonus on next action against opponent (+2 bonus and Shake opponent with a raise)	You (Team)
	You can afford to lower your defenses until your next action	A Wild Attack	+2 Fighting, but -2 Parry until next action	You
	You are using a ranged weapon	Aim	Take no other actions, but gain +2 bonus to Shooting	You
	You are using a melee weapon	Switch to a ranged attack, if possible	Base TN 4 instead of opponent's Parry	You
You will most likely die if you continue fighting	Withdraw from combat using the Defend maneuver	All non-Shaken adjacent opponents get a free attack; however, you get a +2 Parry bonus and can still move up to your Pace (you can also lose the Parry bonus in order to run)	You	
Damaging your opponent	You are not having a problem hitting your opponent	A Called Shot to an unarmored or vital area	Suffer an attack penalty; however, success ignores armor or does +4 damage (depending on location)	You
	You can afford to lower your defenses until your next action	A Wild Attack	+2 Fighting, but -2 Parry until next action	You

