



COMMON STATES

- **DISTRACTED:** -2 to all Trait rolls until the end of the character's next turn.
- **FATIGUE:** -1 to all actions (-2 if Exhausted). Fatigue improves one level every hour unless its source says otherwise. Incapacitated victims fall unconscious for 2d6 hours.
- **SHAKEN:** Characters may only take free actions, such as moving (including running). At the start of their turn, Shaken characters must attempt to recover from being Shaken by making a Spirit roll as a free action.
- **VULNERABLE:** Actions against the character are made at +2 until the end of their next turn. (Does not stack with The Drop.)

DEVIATION
If a Blast Template misses, it deviates 1d6" for thrown weapons (such as grenades) and 2d6" for fired projectiles. Multiply ×2 at Medium Range, ×3 at Long, and ×4 for Extreme. Next roll a d12 and read it like a clock facing to determine the direction the missile deviates. The projectile can never deviate more than half the distance to the original target.

COMMON RANGED ATTACK MODIFIERS

- **RANGE:** Short 0, Medium -2, Long -4, Extreme -8.
- **COVER:** Light -2, Medium -4, Heavy -6, Near Total -8.
- **ILLUMINATION:** Dim -2, Dark -4; Pitch Darkness -6.
- **AIM:** Use an entire turn to reduce penalties from Range, Cover, Called Shots, Scale, or Speed by 4; or add +2 to the roll.
- **TEMPLATES WITHOUT MINIS:** Small 2, Medium 3, Large 4, Cone 3.

RAISE CALCULATOR

To use the Raise Calculator, locate the base Target Number (TN). The numbers to the right of that TN are its raises. If the TN is 9, for example, the next number (13) is one raise, then 17, 21, and so on.

1	5	9	13	17	21	25	29	33	37	41	45	49	53
2	6	10	14	18	22	26	30	34	38	42	46	50	54
3	7	11	15	19	23	27	31	35	39	43	47	51	55
4	8	12	16	20	24	28	32	36	40	44	48	52	56

INJURY TABLE

2d6 WOUND	2	Unmentionables: If the injury is permanent, reproduction is out of the question without miracle surgery or magic. There is no other effect from this result.
	3-4	Arm: The victim can no longer use his left or right arm (rolled randomly if not targeted).
	5-9	Guts: Your hero catches one in the core. Roll 1d6: 1-2 Broken: Agility reduced a die type (minimum d4). 3-4 Battered: Vigor reduced a die type (minimum d4). 5-6 Busted: Strength reduced a die type (minimum d4).
	10-11	Leg: Gain the Slow Hindrance (Minor), or Major if already Slow or injured in either leg. Head: A grievous injury to the head. Roll 1d6: 1-3 Hideous Scar: Your hero now has the Ugly (Major) Hindrance. 4-5 Blinded: An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye). 6 Brain Damage: Massive trauma to the head. Smarts reduced one die type (min d4).