

# ADVANCEMENT PROGRESSION

CHAR LVL	XP	Class Skill Max Ranks	Cross-class Skill Max	FEATS	Ability Increases
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1	0	4	2	1st	-
2	1000	5	2.5	-	-
3	3000	6	3	2nd	-
4	6000	7	3.5	-	1st
5	10,000	8	4	-	-
6	15,000	9	4.5	3rd	-
7	21,000	10	5	-	-
8	28,000	11	5.5	-	2nd
9	36,000	12	6	4th	-
10	45,000	13	6.5	-	-
11	55,000	14	7	-	-
12	66,000	15	7.5	5th	3rd
13	78,000	16	8	-	-
14	91,000	17	8.5	-	-
15	105,000	18	9	6th	-
16	120,000	19	9.5	-	4th
17	136,000	20	10	-	-
18	153,000	21	10.5	7th	-
19	171,000	22	11	-	-
20	190,000	23	11.5	-	5th

# ABILITY SCORE MODIFIERS

SCORE	MODIFIER
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1	-5
2 - 3	-4
4 - 5	-3
6 - 7	-2
8 - 9	-1
10 - 11	0
12 - 13	+1
14 - 15	+2
16 - 17	+3
18 - 19	+4
20 - 21	+5
22 - 23	+6
24 - 25	+7
26 - 27	+8
etc...	etc...

# ACTION DICE

LEVEL	NUMBER OF DICE	DICE TYPE
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1 - 5	3	d4
6 - 10	4	d6
11 - 15	5	d8
16 - 20	6	d10

# EQUIPMENT AND WEAPON QUALITY

EQUIPMENT QUALITY	PICKS	EFFECT
(AK) Awkward	n/a	Character using item suffers a one time -2 gear penalty at the start of every combat.
(BT) Battery operated	n/a	After duration of use, roll 1d20; roll of 20 indicates the Error Range increases by 1 (first 1 - 2, then 1 - 3 and so on)
(CM) Camouflage	1	if object, Concealment +2; if clothing, character gains +2 gear bonus to Hide
(CP) Composite body	2	item can pass through a metal detector without notice (may not be used with electronic devices)
(DP) Dependable	2	GM must spend an additional Action Die to force a Mechanical Critical Failure
(EG) Engraved	1	decorated with one of more words
(IM) Illuminated Markings	1	visible in total darkness with additional use of UV goggles and tactical flashlight
(ID) Increased Durability	1/mod	adds to item's damage thresholds +3/+4/+5/-; increases item's weight by 1 pound; may be selected up to three times on a given item
(MP) Multi-part	2	may be broken down into two or more smaller parts reducing the items Size category by 1; breakdown and reassembly require 1 Full Action each
(PW) Powered	n/a	must have generator to operate; may be converted to BT in 1 hour for 2 gear picks
(PG) Power Grid	n/a	must be connected to a power grid
(RW) Reduced Weight	1 or 2	item's weight is reduced; 1 pick = -10%, 2 picks = -25%
(RG) Rugged	1	item's Hardness +2; if normally no Hardness, Hardness = 2
(ST) Superior Tools	2	may only be applied to a kit; a character may ignore the -4 penalty for having an incorrect kit AND gains +2 to appropriate Skill checks
(SG) Sure Grip	1	+2 gear bonus versus opposed Disarm attempts
(WP) Waterproof	1	water tight and pressure resistant to any practical depth

WEAPON QUALITY	PICKS	EFFECT
(AA) Advanced aim*	2	with Full Action and Aim Ranged Combat Action, Aim bonus increased to +2
(AD) Armor-defeating	n/a	ignores first 10 points of Hardness/Damage reduction; soft targets suffer 1/2 damage, rounded up
(AP) Armor-piercing	n/a	ignores first 3 points of Hardness/Damage reduction
(AK) Awkward	n/a	Character using item suffers a one time -2 gear penalty at the start of every combat.
(BT) Battery operated	n/a	After duration of use, roll 1d20; roll of 20 indicates the Error Range increases by 1 (first 1 - 2, then 1 - 3 and so on)
(BP) Bullpup*	n/a	DC+1 to Spot/Search checks to notice weapon on character; +1 gear bonus to Autofire and Strafe attack checks
(CL) Coil*	n/a	Defense bonus from fighting defensively reduces to 1/2 (rounded down)
(CS) Collapsible Stock	1f	DC +1 to Spot/Search checks to notice weapon on character when stock is folded; -3 gear penalty with all attack checks and range increment reduced -10 feet
(CP) Composite body	3	weapon (but not ammunition) can pass through a metal detector without notice (may not be used with electronic devices)
(DP) Dependable*	2	GM must spend an additional Action Die to force a Mechanical Critical Failure
(EG) Engraved	1	decorated with one of more words
(FL) Fast Load*	1f	+2 gear bonus to Initiative count with each reload
(GD) Guard*	n/a	+1 gear bonus to Defense against Meleé and Unarmed attacks; if character has Two-weapon Fighting, Defense bonus +2 and bonuses of both weapons stack
(HK) Hook*	3 ‡	+2 gear bonus with Trip attacks
(IM) Illuminated Markings	1	visible in total darkness with additional use of UV goggles and tactical flashlight
(ID) Increased Durability	1/mod	adds to item's damage thresholds +3/+4/+5/-; increases item's weight by 1 pound; may be selected up to three times on a given item
(IN) Integral	n/a	one or more accessories are built in to the weapon at no additional cost
(LR) Long Reach*	n/a	operates like a reach weapon including -5 penalty against adjacent targets; free strike triggered 15 feet away
(MP) Multi-part	3	may be broken down into two or more smaller parts reducing the items Size category by 1; breakdown and reassembly require 1 Full Action each
(RH) Reach*	n/a	-5 penalty against adjacent targets; free strike triggered 10 feet away
(RW) Reduced Weight	2 or 3	item's weight is reduced; 2 pick = -10%, 3 picks = -25%
(RG) Rugged	1	item's Hardness +2; if normally no Hardness, Hardness = 2
(SP) Suppressed	1f	DC +15 for Listen/Spot checks to notice weapon discharge
(SG) Sure Grip	1	+2 gear bonus versus opposed Disarm attempts
(TD) Take Down*	n/a	on successful attack, target must make a Fortitude save (DC variable) or be knocked prone
(TP) Trap*	3 ‡	+2 gear bonus with Disarm attacks
(WP) Waterproof	1	water tight and pressure resistant to any practical depth
(WL) Whisper-lock*	4 f	must be activated with Half Action before each attack action; DC +30 for Listen/Spot checks to notice weapon discharge (single shot mode only); does not stack with Suppressor item or Suppressed quality and replaces the DC +15 gained by those items

\* Must possess the appropriate Weapon Group Proficiency to gain this benefit.

f Firearms only.

‡ meleé and/or hurled weapons only.



## FLUID INITIATIVE MODIFIERS

EVENT	COUNT MODIFIER
Character aims a weapon	+2
Character braces a weapon	+1
Character moves to ground higher than all opponents	+1
Character successfully makes a save to reduce all blast damage to zero (0)	-
Character's speed is reduced by terrain (see page 442)	-1
Character is targeted with suppressive fire	-1
Character fires a tactical weapon	-2
Character successfully makes a save to reduce blast damage to one (1) or higher	-2
Character loses one (1) or more Wounds	-2*
Character becomes fatigued	-3
Character uses a weapon for which he does not have the appropriate Weapon Group Proficiency	-4**
Character fails a save to reduce blast damage	-5
Character suffers a Critical Hit and loses > 1 Wounds	-5*

\* These modifiers do not stack when they apply to the same injury (i.e. a critical hit inflicts 1 or more wounds reduces the character's initiative counts by 5, not 7).

\*\* This modifier is applied only once for each applicable weapon the character uses during each combat round, regardless of how many times they use the weapon

## TWO-WEAPON FIGHTING MODIFIERS

FEAT/LIGHT WEAPON	MAIN HAND	OFF HAND	2ND OFF HAND
Standard attack modifiers with two weapons	-6	-10	N/A
Character possesses Ambidexterity feat only	-6	-6	N/A
Character possesses Two-Weapon Fighting feat only	-4	-8	N/A
Character wielding light weapon in off-hand only	-4	-8	N/A
Character possesses both Ambidexterity and Two-Weapon Fighting Feat	-4	-4	N/A
Character possesses Ambidexterity feat and wields light weapon in off-hand.	-4	-4	N/A
Character possesses both Ambidexterity and Two-Weapon Fighting Feat and wields two light weapons in off-hand.	-2	-2	N/A
Character possesses Improved Two-Weapon Fighting feat (which includes the effects of Ambidexterity and Two-Weapon Fighting)	-4	-4	-9
Character possesses Improved Two-Weapon Fighting feat and wields light weapon in off hand	-2	-2	-7

## MATERIAL HARDNESS

MATERIAL EXAMPLE	HARDNESS	WOUNDS
Paper, Cloth, Rope	0	2/inch of thickness
Ice	0	3/inch of thickness
Glass, Pottery	1	1/inch of thickness
Leather	2	1/inch of thickness
Drywall	3	6/inch of thickness
Hard Plastic	4	8/inch of thickness
Wood	5	10/inch of thickness
Bone or Ivory	6	12/inch of thickness
Concrete	7	14/inch of thickness
Stone	8	15/inch of thickness
Reinforced Concrete	9	20/inch of thickness
Metal (Iron, etc...)	10	30/inch of thickness
Strong Metal (Steel, etc.)	15	35/inch of thickness
Super-Strong Material	20	40/inch of thickness

## WEAPON & GEAR DURABILITY

WEAPON EXAMPLE	HARDNESS	DAMAGE THRESHOLDS	BREAK DC	GEAR EXAMPLE	HARDNESS	DAMAGE THRESHOLDS	BREAK DC
Hurled, small	6	1/2/4/5	14	Shotgun	9	4/8/12/15	22
Hurled, medium	7	2/3/4/6	16	Submachinegun	8	3/6/9/12	20
Hurled, large	8	2/4/6/10	18	Flamethrower	8	3/5/8/10	20
Melee, small	5	2/3/4/6	16	Grenade launcher	10	4/8/12/15	25
Melee, medium	6	2/4/6/10	18	Rocket launcher	10	4/8/12/15	22
Melee, large	6	3/6/9/12	20	Machinesgun	12	4/8/12/15	24
Melee, metal, small	10	2/4/6/10	20	Tough item, fine	8	1/2/3/4	14
Melee, metal, medium	11	3/6/9/12	22	Tough item, diminutive	9	1/3/5/7	16
Melee, metal, large	12	4/8/12/15	24	Tough item, tiny	9	3/5/8/10	18
Pistol	10	3/5/8/10	25	Tough item, small	10	3/6/9/12	20
Revolver	11	3/5/8/10	25	Tough item, Medium	10	4/8/12/15	25
Rifle	10	4/8/12/15	25	Tough item, large	10	5/10/15/20	30
				Tough item, huge	12	8/15/22/30	40
				Fragile item, fine	3	1/1/1/2	8
				Fragile item, diminutive	3	1/1/2/2	10
				Fragile item, tiny	4	1/1/2/3	15
				Fragile item, small	4	1/2/3/4	20
				Fragile item, Medium	4	1/2/4/5	25
				Fragile item, large	5	2/4/6/10	30
				Fragile item, huge	5	3/6/9/12	35

## COVER AND CONCEALMENT

DEGREE OF COVER	COVER EXAMPLES	COVER		CONCEALMENT	
		DEFENSE BONUS	REFLEX BONUS	DEFENSE EXAMPLES	CONCEALMENT
one-quarter	Standing behind a short wall.	+2	+1	Hail, light fog/rain/foliage; moderate darkness	+1
one-half	Fighting from around a corner; standing at an open window; behind a character of same size.	+4	+2	Moderate rain/fog; sleet; precipitation	+2
three-quarters	Peering around a corner.	+7	+3	Heavy rain; dense foliage	+3
nine-tenths	Standing at a narrow opening; behind a slightly open door.	+10	+4*	Storm; near darkness	+4
total	Entirely behind a wall.	-	-	Total darkness; dense fog; blinded	+6

\* Character suffers no damage if his Save is successful, or 1/2 damage if his Save fails (rounded up).

## COMBAT ACTIONS

INITIATIVE ACTIONS	TYPE	EFFECT
Delay	Free	You may voluntarily reduce your Initiative by up to 10 + your Initiative bonus, at which time you must act or lose your turn.
Press	Free	(Initiative 26+) You may reduce your Initiative count by 20 to gain 1 Half Action; your Standard Actions occur on your reduced Initiative count.
Ready	Full	Chose 1 Half Action and a trigger; if the trigger doesn't happen, you lose your turn.
Regroup	Half	+5 to your Initiative count.

ATTACK ACTIONS	TYPE	EFFECT
Standard attack	Half	None; uses 1 shot.
Autofire	Full	Fire a number of 3-shot volleys up to 1/3 the ammo in your firearm and make an attack with a -1 penalty per volley; if you hit, one volley hits the target; for every 4 rolled over the target's Defense, another volley hits; uses 3 shots per volley.
Burst (narrow)	Half	-3 to Attack; +2 damage; uses 3 shots.
Burst (wide)	Half	+1 to Attack; uses 3 shots.
Coup de grace	Full	Helpless target must make a Fortitude Save (DC 10 + damage you inflict). With failure, target dies.
Cover Fire	Full	Offers a +4 Dodge bonus to one character's Defense against enemies within your line of sight for one round; uses 5 shots.
Disarm	Half	Make an opposed attack roll; if you win, your target is disarmed.
Grapple	Full	Special (see page 370).
Strafe Attack	Full	Target a number of squares up to 1/2 the ammo in your firearm and make an Attack with a -2 penalty per square beyond the first; all targets hit suffer the same damage; uses 2 shots per targeted square.
Strike an Object	Half	Special (see page 364).
Suppressive Fire	Full	One target within your line of sight suffers a -4 penalty to attack and skill rolls for 1 round; uses 5 shots.
Trip	Half	Make a Melee Touch Attack; if you hit, make a Strength check opposed by the target's Strength or Dexterity; if you succeed, your target becomes Prone.

## DAMAGE EFFECTS

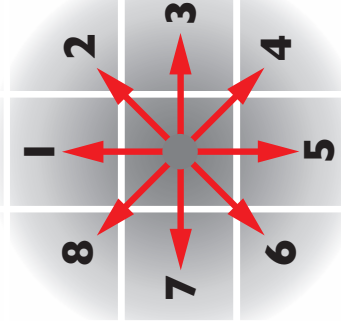
EFFECT	REASON	RESULT
Fatigued	zero (0) Vitality	STR, DEX -2; FORT save or Stunned 1d6 rounds; further damage taken as WOUNDS
Unconscious	zero (0) Wounds	Helpless; may take no actions
Dying	-1 to -9 Wounds	Unconscious; end of each round roll d% - ≤ CON stabilizes; >CON lose 1 WOUND
Dead	-10 Wounds	dead; Sarcophagus can revive only DNA left; even Sarcophagus cannot restore life
Destroyed	-25 Wounds	

## CARRYING CAPACITY

STR	LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
1	up to 3	4 - 6	7 - 10
2	up to 6	7 - 13	14 - 20
3	up to 10	11 - 20	21 - 30
4	up to 13	14 - 26	27 - 40
5	up to 16	17 - 33	34 - 50
6	up to 20	21 - 40	41 - 60
7	up to 23	24 - 46	47 - 70
8	up to 26	27 - 53	54 - 80
9	up to 30	31 - 60	61 - 90
10	up to 33	34 - 66	67 - 100
11	up to 38	39 - 76	77 - 115
12	up to 43	44 - 86	87 - 130
13	up to 50	51 - 100	101 - 150
14	up to 58	59 - 116	117 - 175
15	up to 66	67 - 133	134 - 200
16	up to 76	77 - 153	154 - 230
17	up to 86	87 - 173	174 - 260
18	up to 100	101 - 200	201 - 300
19	up to 116	117 - 233	234 - 250
20	up to 133	134 - 266	267 - 400
21	up to 153	154 - 306	307 - 460
22	up to 173	174 - 346	347 - 520
23	up to 200	201 - 400	401 - 600
24	up to 233	234 - 466	467 - 700
25	up to 266	267 - 533	534 - 800
26	up to 306	307 - 613	614 - 920
27	up to 346	347 - 693	694 - 1,040
28	up to 400	401 - 800	801 - 1,200
29	up to 466	467 - 933	934 - 1,400
+10	x4	x4	x4

## GRENADE WEAPON DEVIATION

RANGE INCREMENTS	DEVIATION DISTANCE
1 - 2	1d2
3 - 4	1d4
5 - 6	1d6
7 - 8	1d8
9 - 10	1d10



## ENCUMBRANCE MODIFIERS

LEVEL	MAX DEX BONUS	ARMOR CHECK PENALTY	MOVE	MOVE 30 FT.	MOVE 25 FT.	MOVE 20 FT.	MOVE 15 FT.	RUN
Medium	+3	-3	-10 ft.	-10 ft.	-5 ft.	-5 ft.	-0 ft.	x4
Heavy	+1	-6	-15 ft.	-15 ft.	-10 ft.	-5 ft.	-5 ft.	x3

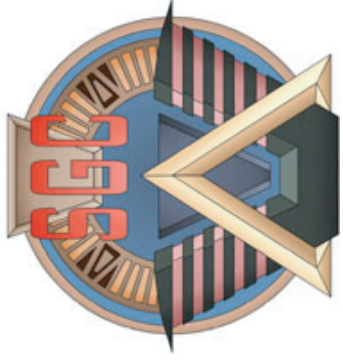
MOVEMENT ACTIONS	TYPE	EFFECT
Standard move	Half	Move your Speed in feet.
Charge	Full	Move up to 2 x your Speed in feet (in a straight line), then make an Attack with a +2 bonus to hit and a -2 Defense for 1 round.
Crouch	Half	You may move no more than 10 feet per action; ranged attacks against you suffer a -1 penalty.
High crawl	Half	You may move no more than 5 feet per action; all ranged attacks against you suffer a -3 penalty; all meleé attacks against you gain a +3 bonus.
Low crawl	Half	You may only move using your bonus 5 foot step; you are considered Prone.
Run	Full	Move 4 x your Speed in feet.
Total Defense	Full	+4 Dodge bonus to Defense of 1 round.
Withdraw	Full	Move 2 x your Speed in feet away from combat.

OTHER ACTIONS	TYPE	EFFECT
Aim	Half	+1 bonus to next attack against a chosen target.
Brace	Half	+2 bonus to next attack against a chosen target.
Draw/Holster Wpn.	Half	Ready weapon or put weapon away.
Feint/Diversion	Half	Special (see page 375).
Refresh	Full	If you are the target of no attacks this round, you may spend 1 Action Die at the end of the round to recover the result in Vitality Points OR 2 Wounds.
Reload	Half	Fully reload 1 magazine-fed weapon or up to 3 shots in any other weapon.
Stabilize if dying	Half	With a successful First Aid Skill check (DC 15), your patient stops losing Wounds.
Stand up	Half	Recover from being Prone.
Taunt	Half	Make a Bluff check opposed by your target's Sense Motive; if you succeed, your target must attack you with his next action.
Threaten	Half	Make an opposed Intimidate check against any 1 target within your line of sight; if successful you inflict a Morale Penalty (see page 377).
Trick	Half	Special (see page 377).

## DISPOSITION

	ADVERSARY	HOSTILE	UNFRIENDLY	NEUTRAL	FRIENDLY	HELPFUL	ALLY
ADVERSARY	I - 20	21+	⚔	-	-	-	-
HOSTILE	I - 9	10 - 23	24+	⚔	-	-	-
UNFRIENDLY	⚔	I - 7	8 - 22	23+	⚔	-	-
NEUTRAL	-	⚔	I - 5	6 - 21	22+	⚔	-
FRIENDLY	-	-	⚔	I - 3	4 - 20	21+	⚔
HELPFUL	-	-	-	⚔	I	2 - 19	20+
ALLY	-	-	-	-	⚔	I - 3	4+

⚔ This result is only possible if the character's result is high enough to improve the target's Disposition and he scores a Critical Success.  
 ⚔ This result is only possible if the character's result is low enough to worsen the target's Disposition and he scores a Critical Failure.



## DISPOSITION MODIFIERS

ADVERSARY	ADVERSARY
HOSTILE	+1 with Sense Motive +2 with Diplomacy +4 with Gather Information and Sense Motive
UNFRIENDLY	+1 with Gather Information and Intimidate
NEUTRAL	+2 with Intimidate
FRIENDLY	+1 with Intimidate -1 with Diplomacy and Gather Information
HELPFUL	-1 with Bluff and Diplomacy -2 with Gather Information
ALLY	-1 with Bluff -2 with Diplomacy -4 with Gather Information

## SIZE MODIFIERS

OPPONENT SIZE	EXAMPLE OF SIZE	DEFENSE MODIFIER	REACH	FACE	MAXIMUM ATTACKERS	WOUNDS	ATTACK CHECKS	HIDE CHECKS	ENCUMBRANCE
Fine (F)	Fly	+8	same	100/square	1 (in same)	1/4 x Con	+8	+16	1/8 x standard
Diminutive (D)	Gecko	+4	same	25/square	1 (in same)	1/3 x Con	+4	+12	1/4 x standard
Tiny (T)	Opossum	+2	same	4/square	1 (in same)	1/2 x Con	+2	+8	1/2 x standard
Small (S)	Human child	+1	1 square	1 square	8	2/3 x Con	+1	+4	3/4 x standard
Medium (M)	Adult human	0	1 square	1 square	8	equal to Con	0	+0	Standard
Large (L), tall	Gorilla	-1	2 squares	1 square	8	1 1/2 x Con*	-1	-4	2 x standard
Large (L), long	Polar bear	-1	1 square	1x2 squares	10	1 1/2 x Con*	-1	-4	2 x standard
Huge (H), tall	Giraffe	-2	3 squares	2x2 squares	12	2 x Con	-2	-8	4 x standard
Huge (H), long	Elephant	-2	2 squares	2x4 squares	16	2 x Con	-2	-8	4 x standard
Gargantuan (G), tall	Office building	-4	4 squares	4x4 squares	20	3 x Con	-4	-12	8 x standard
Gargantuan (G), long	Humpback whale	-4	2 squares	4x8 squares	30	3 x Con	-4	-12	8 x standard
Colossal (C), tall	Skyscraper	-8	5 squares	8x8 squares	36	4 x Con	-8	-16	16 x standard
Colossal (C), long	Blue whale	-8	3 squares	8x16 squares	52	4 x Con	-8	-16	16 x standard

All fractional values should be rounded up except for (\*) which should be rounded down.

## SQUARE OCCUPANCY

OCCUPANT SIZE	MAXIMUM PER SQUARE
Small	2
Tiny	4
Diminutive	8
Fine	16