









## COVER AND CONCEALMENT MODIFIERS

% OF BODY COVERED	MOD. TO DEFENSE
25%	+2
50%	+4
75%	+6
90%	+8
100%	+10

## STRUCTURAL HIT POINTS (SHP)

1 INCH THICK STRUCTURE	S.H.P.
GLASS	20
GLASS (BULLETPROOF)	1,000
WOOD	50
STONE	100
STEEL	500

## FUMBLE CHART

### **D6** Unarmed Combat

- 1 Hit nearby party member or self for 1/2 damage.
- 2-5 Trip or slip, and fall to the ground. If you are 1" away from a ledge you must make a dexterity check T #4.
- 6 Fall to the ground and lose 1 action. If you are 1" away from a ledge you must make a dexterity check T #4. If you are using unarmed weapon accessories such as the glove nail, whatever you attacked with is damaged and loses 1 step of durability.

### **d6** Melee Combat

- 1 Hit nearby party member or self for 1/2 damage.
- 2-3 Trip or slip, and fall to the ground. If you are within 1" from a ledge you must make a dexterity check T #4.
- 4 Weapon flies from hand in a scattered direction (roll scatter dice).
- 5 Weapon is stuck in something nearby. Making a Strength check to pull the weapon free takes 1 action.
- 6 Weapon damaged. Durability is dropped by 1 step if the weapon is weak it breaks. If a magical weapon breaks, it explodes dealing (2d6x10 dmg) in a 1.5 inch blast radius (15' ft. diameter).

### **d6** Shooting Combat

- 1 Roll a d6 again (1-3: Shoot nearby party member for full damage. 4-6: shoot yourself in the foot).
- 2-3 Trip or slip, and fall to the ground. Yet the weapon is still loaded or arrow still in place.
- 4 Weapon flies from hand in a scattered direction (roll scatter dice).
- 5 Something happens that causes you to fire the weapon in a totally random direction, roll scatter dice. If the result is on you, then you fire straight into the air.
- 6 Backfire, mechanism trashed, bow string breaks. If you are using the weapon as a melee device the weapon itself is damaged. Look to the melee fumble of the same result in that case. If gun is totally trashed backfire causes d6 x 10 dmg to you, if energy weapon is trashed make a dex check to throw in a scattered direction or all within 1.5" take 2d6 x 10 plasma dmg.

### **d6** Throwing Combat

- 1 Hit nearby party member or self for full damage.
- 2-3 Trip or slip, and fall to the ground. If you are within 1" from a ledge you must make a dexterity check T #4.
- 4 Weapon flies from hand in a scattered direction (roll scatter dice).
- 5 Something happens that causes you to throw the weapon in a totally random direction, roll scatter dice. If the result is on you, then you throw the weapon straight into the air.
- 6 Weapon damaged. Durability drops 1 step. If a magical weapon breaks, it explodes dealing (2d6x10 dmg) in a 1.5 inch blast radius (15' ft. diameter).

## FUMBLING DEFENSE TABLE

### (ROLLING 1 ON DEFENSE)

% roll	Result
01-08	Helmet or mask damaged.
09-24	Body armor damaged.
25-34	Cloak, cape, or cowl damaged.
35-41	Left arm gear, bracers, or gauntlet damaged.
42-45	Left shoulder plate damaged.
46-49	Left glove or ring damaged.
50-56	Right arm gear, bracers, or gauntlet damaged.
57-60	Right shoulder plate damaged.
61-64	Right glove or ring damaged.
65-74	Left leg greaves or gear damaged.
75-79	Left boot, footwear, or gear damaged.
80-89	Right leg greaves or gear damaged.
90-94	Right boot, footwear, or gear damaged.
95-97	Belt or item on belt damaged/ destroyed (potion).
98-99	Amulet or chain damaged.
100	Roll on this table twice and take two damaged items, if this is rolled again add another damaged item.

\* Normal items become damaged, and their durability drops. Magic items and items made with special material become damaged, and their durability drops.

## HIT POINTS STATUS

2 to 1	Almost out. Attack/ defend at -2.
0	Crawl 1/2 movement. Atk/ def at -4.
	-1 to -2 Conscious, no movement, only faint speech.
	Unconscious, loose 1 HP every 10 rounds.
	Coma, loose 1 HP every 5 rounds.
	Coma, loose 1 HP per round.
	Dead if not revived within 2 rounds.
	Dead if not saved within 1 round.
	Instantly killed. (Roll Spiritual Influence) If failed, you may be resurrected.
	Instantly Killed. (Roll Spiritual Influence) If failed, you are unable to <i>Resurrect</i> . Your soul passes into the <i>Spirit World</i> (the 6th Dimension). Look to reputation table to find out what type of spirit you become.
Reminder:	Any main characters in a story are allowed a Spiritual Influence roll at the point of their death. Missionary characters may pray for their allies.

## ATTACH MODES AND MODIFIERS

**Single Shot** Shots Fired: 1, Damage Modifier: 0,

# of Attacks: 1, Target: 1, Modifier to Hit: 0

**Aimed Shot** Shots Fired: 1, Damage Modifier: 0,

# of Attacks: 2, Target: 1, Modifier to Hit: +2

**Double Shot** (double barrels)

Shots Fired: 2, Damage Modifier: x2 (power dmg),

# of Attacks: 1, Target: 1, Modifier to Hit: 0

**Controlled Burst** (full auto wpns & flammers only)

Shots Fired: 10% of clip or 2% of belt,

Damage Modifier: x2 (combo dmg), # of Attacks: 1,

Target: 1, Modifier to Hit: 0

**Heavy Burst** (1 target, full auto wpns & flammers only)

Shots Fired: 25% of clip, 5% of belt,

Damage Modifier: x5 (combo dmg) # of Attacks: 2,

Target: 1 Modifier to Hit: -2

(-1 with recoil suppressor or Strength of 18+)

**Heavy Rake** (many targets, full auto wpns & flammers only)

Shots Fired: 25% of clip or 5% of belt

Damage Modifier: x2 (combo dmg), # of Attacks: 2

Targets: 2 or 3, Modifier to Hit: -3

(-2 with recoil suppressor or Strength of 18+)

**Unload (Full Burst)** (1 target, full auto wpns & flammers only)

Shots Fired: 50% of clip, 10% of belt,

Damage Modifier: x10 (combo dmg), # of Attacks: 4,

Target: 1, Modifier to Hit: -3

(-2 with recoil suppressor or Strength of 18+)

**Rake and Unload (Full Burst)** (many targets, full auto wpns & flammers only) Shots

Fired: 50% of clip, 10% of belt

Damage Modifier: x5 for 2 to 3 targets or

x2 for 4 to 6 targets (combo dmg), # of Attacks: 4,

Targets: 2 to 6, Modifier to Hit: -4

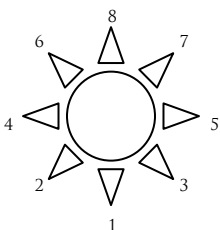
(-3 with recoil suppressor or Strength of 18+)

## FALLING DAMAGE

When a creature falls, damage is applied to the victim. Impact armor does not absorb fall damage. Only your Toughness will help you here. If a distance is no more than 25 feet. The character may make a dexterity check in order to half the damage. Earth resistance will also soak falling damage.

Length of Fall	Stories	Damage
10' - 12'	1	2d6
13' - 24'	2	4d6
25' - 39'	3	6d6x2
40' - 60'	4-5	6d6x5
61' - 84'	6-7	6d6x10
85' - 99'	8-9	6d6x20
100' - 199'	10-19	2d6x100
200'	20	3d6x100

**Falling in Spikes:** Ex: Roll 2d6 to see how many spikes hit the poor fool. The damage is 3d6x the number of spikes that hit.



Roll a d8+d6 for scatter

- 1= AT YOUR FEET!
- 2= 2" AWAY
- 3= 4" AWAY
- 4= 6" AWAY
- 5= 8" AWAY
- 6= 10" AWAY

## COMBAT SITUATION MODIFIERS

When attacking and defending, there are many different situations characters will get into. These are modifiers to attack. GMs do not have to use all these rules.

Situation	Modifier
Above Target (10+ feet)	+1 to hit
Behind Target (flanked)	+1 to hit
Blind	-10 to defend and to hit
Called Shots (large) ex: arm	-3 to hit
Called Shots (med) ex: hand	-6 to hit
Called Shots (small) ex: eye	-9 to hit
Extreme Range	-6 to hit
Heavy Haze	-2 to hit
Held	-4 to defend and to hit
Large Target	+2 to hit
Laying prone (on ground)	-1 to defend
Long Range	-3 to hit
Natural Darkness	-4 to defend and to hit
Point Blank Range (projectile)	+2 to hit
Shooting While Running	-2 to hit
Small Target	-2 to hit
Stunned	-2 to defend and to hit
Target Moving (full canter on horseback)	-4 to hit
Unskilled Weaponry	-3 to hit

\* These modifiers may be altered to fit certain situations that may arise. The GM alters modifiers as they see fit.

## COMBAT SORCERY MODIFIERS MODIFIER

Casting while running	-2 to hit
Combat spell at point blank range	+2 to hit
Casting a different color spell (colored mage)	-1 to cast
Casting their own color spell (colored mage)	+2 to cast
Enemy defense verse mental/ illusion spells	mental resist
Casting with 0 mana points	-2 to cast*

\*Caster takes 2 Hit Points for every mana drained below zero

## EXAMPLES OF ACTIONS AND ATTACKS

This will give you an idea of how actions or attacks may be used. There is also a Frenzy list available. This tells if you may burn frenzy under each situation.

Situation	Act/ Atk.	Frenzy
Draw a sword	1 melee action	no
Draw a gun	1 shooting action	no
Load a gun	2 shooting actions	no
Shout a few words	0/1 magic attack	-
Fire a single shot	1 shooting attack	yes
Use healing skill	16 unarmed actions	no
Get a potion on belt	1 unarmed action	no
-drink potion	1 unarmed action	no
-throw potion	1 melee attack	yes
Cast an fire sphere	1 magic attack	yes
Cast a fireball	2 magic attacks	yes
Cast a healing spell	2 magic actions	no

## MAGIC FUMBLING CHART

% Roll	Result
01-16	Spell fizzles, pops, and has no affect.
17-26	Spell causes an extra d6 points of drain yet does nothing more than that.
27-39	Magical energy envelops the caster, and all within a 15' radius of the caster become the target of the spell with no chance to defend.
40-54	Magical energy flows to the head. Caster must make a body save or lose consciousness for d4 rounds. If the body save is made, the caster is stunned for d4 actions.
55-67	Magical energy envelops all within a 15' radius. The caster and their close friends will all take 4d6x2 dmg. The caster must make a body save or lose consciousness for d4 rounds. If the body save is made, the caster is stunned for d4 actions.
68-80	Spell affect blows up in the caster's face. The caster becomes the target without a chance to defend at an armor class of 0.
81-86	The caster becomes the target of the spell and any damage done is treated as a critical hit. If the spell has an area of affect, all within the area must make a dexterity check target # 15 or be hit critically as well.
87-90	The gremlins of the spirit world rip through a portal and attempt to drag the caster into the astral realm. There are always at least 2d6 gremlins. The caster must finish his or her actions then the gremlins go, attempting to horde attack the caster and drag them into the portal with a resisted strength check. This is usually a d6 for every gremlin. The GM must elaborate on a colorful scenario. Of course, the caster will have to battle the gremlins once they reach the spirit realm if they are taken. The astral gate is only open for 1 round, so at the beginning of the caster's turn on the following round it closes and they are trapped.
91-94	The energy of the spell becomes very destructive. It will cause a cataclysm (refer to character class abilities), and the caster is reduced to 0 mana. Caster must make a body save or lose consciousness for d4 rounds. If the body save is made, the caster is stunned for d4 actions. The spell is completely forgotten and must be relearned. Yes, that means you buy it again.
95-99	The caster must make a body save or die. If the body save is made, the caster is unconscious for d4 rounds and the spell is forgotten and erased from the character sheet.
00	You are dead. Just kidding, the caster gains 1 point of intelligence and 1 point of willpower to their attributes. Who knows why... but it's cool.

## COOL POINTS DISTRIBUTION

Subject	CP's	Increase
Hit Points	1	1 max point to HP.
Skill Rating	*As rating	1 to the rating, raises lvl and dice by 1.
Mana	1	2 max to mana.
Chi	1	2 max to chi.
Frenzy	1	2 points to frenzy
Resistances	2	1 resistance
Skill Slot	10	1 skill slot gained
Attribute	As attribute**	1 point to Attribute

\* As rating means, if you have a skill rating of 2, you would spend 3 to make it 3. \*\* As attribute means if you have a Dexterity of 16, you must spend 17 to go to 17 Dex. Remember that if you possess enough saved Legend points to jump a rating, you must pay the difference.

Attributes	Rank & Skill Level	Dice	Attributes	Rank & Skill Level	Dice
4-7	1	d4	92-93	49	4d20+d12
8-10	2	d6	94-95	50	4d20+2d6
11-13	3	d8	96-97	51	4d20+d8+d6
14-15	4	d10	98-99	52	4d20+2d8
			100-101	53	4d20+d10+d8
18-19	6	2d6	102-103	54	4d20+2d10
20	7	d8+d6	104-105	55	4d20+d12+d10
21	8	2d8	106-107	56	4d20+2d12
22	9	d10+d8	108-109	57	5d20+d6
23	10	2d10	110-112	58	5d20+d8
24	11	d12+d10	113-114	59	5d20+d10
25	12	2d12	115-116	60	5d20+d12
26	13	d20+d6	117-118	61	5d20+2d6
27	14	d20+d8	119-120	62	5d20+d8+d6
28	15	d20+d10	121-122	63	5d20+2d8
29	16	d20+d12	123-124	64	5d20+d10+d8
30	17	d20+2d6	125-126	65	5d20+2d10
31-32	18	d20+d8+d6	127-128	66	5d20+d12+d10
33-34	19	d20+2d8	129-130	67	5d20+2d12
35-36	20	d20+d10+d8	131-132	68	6d20+d6
37-38	21	d20+2d10	133-134	69	6d20+d8
39-40	22	d20+d12+d10	135-136	70	6d20+d10
41-42	23	d20+2d12	137-138	71	6d20+d12
43-44	24	2d20+d6	139-140	72	6d20+2d6
45-46	25	2d20+d8	141-142	73	6d20+d8+d6
47-48	26	2d20+d10	143-144	74	6d20+2d8
49-50	27	2d20+d12	145-146	75	6d20+d10+d8
51-52	28	2d20+2d6	147-148	76	6d20+2d10
53-54	29	2d20+d8+d6	149-150	77	6d20+d12+d10
55-56	30	2d20+2d8	151-152	78	6d20+2d12
57-58	31	2d20+d10+d8	153-154	79	7d20+d6
59-60	32	2d20+2d10	155-156	80	7d20+d8
61-62	33	2d20+d12+d10	157-158	81	7d20+d10
63-64	34	2d20+2d12	159-160	82	7d20+d12
65-66	35	3d20+d6	161-162	83	7d20+2d6
67-68	36	3d20+d8	163-164	84	7d20+d8+d6
69-70	37	3d20+d10	165-166	85	7d20+2d8
71-72	38	3d20+d12	167-168	86	7d20+d10+d8
73-74	39	3d20+2d6	169-170	87	7d20+2d10
74-75	40	3d20+d8+d6	171-172	88	7d20+d12+d10
76-77	41	3d20+2d8	173-174	89	7d20+2d12
78-79	42	3d20+d10+d8	175-176	90	8d20+d6
80-81	43	3d20+2d10	177-178	91	8d20+d8
82-83	44	3d20+d12+d10	179-180	92	8d20+d10
84-85	45	3d20+2d12	181-182	93	8d20+d12
86-87	46	4d20+d6	183-184	94	8d20+2d6
88-89	47	4d20+d8	185-186	95	8d20+d8+d6
90-91	48	4d20+d10	187-188	96	8d20+2d8

Attributes	Strength		Dexterity		Body			Perception	Intelligence		Willpower		Charisma
Stats	Dmg Mod	Wt	Def Mod	Move	T	HP	BS	Shot Dmg & Range Mod	Spell Time	FL	Mental Def	Mana Fort.	Reputation
1	-3	vl	-3	-1	0	0	18	0	none	0	-3	-3	0
2	-2	vl	-2	-1	0	0	18	0	none	0	-2	-2	0
3	-1	vl	-1	-1	0	0	18	0	none	0	-1	-1	0
4	0	l	0	0	0	0	18	0	d4 y	1	0	0	0
5	0	l	0	0	0	0	18	0	d4 y	1	0	0	0
6	0	l	0	0	0	0	18	0	d4 y	1	0	0	0
7	0	l	0	0	0	0	18	0	2d12 m	1	0	0	0
8	0	l	0	0	0	0	18	0	2d12 m	1	0	0	0
9	0	l	0	0	0	0	18	0	2d12 m	1	0	0	0
10	0	m/2vl	0	0	0	0	18	0	2d8 m	1	0	0	0
11	0	m/2vl	0	0	0	0	18	0	2d8 m	1	0	0	0
12	0	m/2vl	0	0	0	0	18	0	2d8 m	2	0	0	0
13	0	m/2vl	0	0	0	0	18	0	2d4 m	2	0	0	0
14	0	m/2vl	0	0	0	0	18	0	2d4 m	2	0	0	0
15	+1	h/2l	+1	+1	0	0	18	+1	2d6 w	3	+1	+1	+5
16	+2	h/2l	+1	+1	0	+1	17	+1	2d6 w	3	+1	+2	+6
17	+3	h/2l	+1	+1	0	+2	16	+1	2d6 w	3	+1	+3	+7
18	+4	h/2l	+1	+1	1	+3	15	+1	1d6 w	3	+1	+4	+8
19	+5	h/2l	+1	+1	2	+4	14	+1	1d6 w	3	+1	+5	+9
20	+6	vh/2m	+2	+2	3	+5	13	+2	1d6 w	4	+2	+6	+10
21	+7	vh/2m	+2	+2	4	+6	12	+2	2d8 d	4	+2	+7	+10
22	+8	vh/2m	+2	+2	4	+7	11	+2	2d8 d	4	+2	+8	+10
23	+9	vh/2m	+2	+2	5	+8	10	+2	2d8 d	4	+2	+9	+10
24	+10	vh/2m	+2	+2	5	+9	10	+2	2d8 d	4	+2	+10	+10
25	+11	vh/2m	+2	+2	6	+10	10	+3	2d8 d	4	+2	+11	+10
26	+12	vh/2m	+2	+2	6	+10	10	+3	2d8 d	4	+2	+12	+10
27	+13	vh/2m	+2	+2	7	+10	10	+3	2d8 d	4	+2	+13	+10
28	+14	vh/2m	+2	+2	7	+10	10	+3	2d8 d	4	+2	+14	+10
29	+15	vh/2m	+2	+2	8	+10	10	+3	2d8 d	4	+2	+15	+10
30	+16	vh/2h	+3	+3	8	+11	9	+4	d8d6 d	5	+3	+16	+10
31	+17	vh/2h	+3	+3	9	+11	9	+4	d8d6 d	5	+3	+17	+11
32	+18	vh/2h	+3	+3	9	+11	9	+4	d8d6 d	5	+3	+18	+12
33	+19	vh/2h	+3	+3	10	+11	9	+4	d8d6 d	5	+3	+19	+13
34	+20	vh/2h	+3	+3	10	+11	9	+4	d8d6 d	5	+3	+20	+14
35	+21	vh/2h	+3	+3	10	+12	9	+5	d8d6 d	5	+3	+21	+15
36	+22	vh/2h	+3	+3	10	+12	9	+5	d8d6 d	5	+3	+22	+16
37	+23	vh/2h	+3	+3	10	+12	9	+5	d8d6 d	5	+3	+23	+17
38	+24	vh/2h	+3	+3	10	+12	9	+5	d8d6 d	5	+3	+24	+18
39	+25	vh/2h	+3	+3	10	+12	9	+5	d8d6 d	5	+3	+25	+19
40	+26	vh/2h	+4	+4	11	+13	8	+6	2d6 d	6	+4	+26	+20
41	+27	vh/2h	+4	+4	11	+13	8	+6	2d6 d	6	+4	+27	+21
42	+28	vh/2h	+4	+4	11	+13	8	+6	2d6 d	6	+4	+28	+22
43	+29	vh/2h	+4	+4	11	+13	8	+6	2d6 d	6	+4	+29	+23
44	+30	vh/2h	+4	+4	11	+13	8	+6	2d6 d	6	+4	+30	+24
45	+31	vh/2h	+4	+4	11	+14	8	+7	2d6 d	6	+4	+31	+25
46	+32	vh/2h	+4	+4	11	+14	8	+7	2d6 d	6	+4	+32	+26
47	+33	vh/2h	+4	+4	11	+14	8	+7	2d6 d	6	+4	+33	+27
48	+34	vh/2h	+4	+4	11	+14	8	+7	2d6 d	6	+4	+34	+28
49	+35	vh/2h	+4	+4	11	+14	8	+7	2d6 d	6	+4	+35	+29
50	+36	vh/2vh	+5	+5	12	+15	7	+8	d12 d	7	+5	+36	+30