

MANEUVER RATINGS [Fig.7-25]	
CURRENT VELOCITY FACTOR	MR MODIFIER
Max Velocity	8
< 75% of Max Velocity	6
< 50% of Max Velocity	4
< 25% of Max Velocity	2
Current Velocity of 1	1
DIFFICULTY FACTOR	MR MODIFIER
Simple Maneuver	+4
Advanced Maneuver	+10
Extreme Maneuver	+16
MANEUVER RATING	DR
1-2	5
3-4	10
5-6	15
7-8	20
9-10	25
11-12	30
13-14	35
15-16	40
17-18	45
19-20	50
21-22	55
23-24	60

FULL MOVEMENT ACTION RATES [Fig.7-4]							
ATHLETICISM	SWIM	CRAWL	MONKEY RUN	WALK	RUN	SPRINT	FLYING
1-5	0	0	0	1	1	2	2
6-10	1	1	1	1	2	3	6
11-15	1	2	2	2	3	6	10
16-20	2	2	3	3	4	8	14
21-30	2	2	4	4	6	10	16
31-40	2	3	4	4	6	12	18
41-50	3	3	4	4	8	16	22
51-60	4	4	6	6	10	20	26
61-70	4	6	6	6	12	24	30
71-80	6	6	8	8	14	28	34
81-90	6	8	10	10	20	32	40
91-99	8	10	12	12	24	36	45
100	12	14	16	16	30	40	50

STATISTICS FOR COMMON MATERIALS [Fig.7-19]			
OBJECT	THRESHOLD	DAMAGE RESISTANCE	STRUCTURAL INTEGRITY
Ceramic Dish	0	0	2
Electronics	0	1	5
Furniture	1	2	10
Wooden Door	2	3	15
Standard Lock	3	5	10
Hardened Door	3	6	18
Hardened Lock	5	10	15
Glass	0	1 per inch	2 per inch
Wood	2 per inch	3 per inch	5 per inch
Brick	3 per inch	5 per inch	10 per inch
Concrete	4 per inch	8 per inch	15 per inch
Ceramacrete	4 per inch	10 per inch	20 per inch
Stone	4 per inch	12 per inch	30 per inch
Steel	5 per inch	15 per inch	50 per inch

Quality Scores and Associated Dice Pools [Fig.7-1]					
Quality Score	Dice Pool		Avg Score	Max Score	Active Segments
1–3	1d4	—	2.5	4	Segment 3
4–5	2d4	—	5	8	
6–7	3d4	—	7.5	12	
8–9	4d4	—	10	16	
10–11	5d4	—	12.5	20	
12–13	6d4	—	15	24	
14–15	1d6	5d4	16	26	Segments 3 and 6
16–17	2d6	4d4	17	28	
18–19	3d6	3d4	18	30	
20–21	4d6	2d4	19	32	
22–23	5d6	1d4	20	34	Segments 2, 4, and 6
24–25	6d6	—	21	36	
26–27	1d8	5d6	22	38	
28–29	2d8	4d6	23	40	
30–31	3d8	3d6	24	42	
32–33	4d8	2d6	25	44	Segments 2, 3, 5, and 6
34–35	5d8	1d6	26	46	
36–37	6d8	—	27	48	
38–40	1d10	5d8	28	50	
41–43	2d10	4d8	29	52	
44–46	3d10	3d8	30	54	Segments 1, 2, 4, and 6
47–49	4d10	2d8	31	56	
50–52	5d10	1d8	32	58	
53–55	6d10	—	33	60	
56–58	1d12	5d10	34	62	
59–61	2d12	4d10	35	64	Segments 1, 2, 3, 5, and 6
62–64	3d12	3d10	36	66	
65–68	4d12	2d10	37	68	
69–72	5d12	1d10	38	70	
73–76	6d12	—	39	72	
77–80	1d20	5d12	43	80	Segments 1, 2, 3, 4, 5, 6
81–84	2d20	4d12	47	88	
85–88	3d20	3d12	51	96	
89–92	4d20	2d12	55	104	
93–96	5d20	1d12	59	112	
97–100	6d20	—	63	120	

ALPHA OMEGA GM SCREEN

RANGED COMBAT STANCE MODIFIERS [FIG.7-11]		
TARGET MODIFIER	STANCE	ATTACKER MODIFIER
+6 to DR	Lying Prone	+4 to Attack Attempt
+7 to DR	Crawling	-5 to Attack Attempt
+4 to DR	Kneeling	+2 to Attack Attempt
+5 to DR	Monkey Run	-4 to Attack Attempt
0	Standing	0
+2 to DR	Walking	-1 to Attack Attempt
+5 to DR	Running	-3 to Attack Attempt
+8 to DR	Sprinting	-6 to Attack Attempt
+2 to DR	Climbing	-6 to Attack Attempt
0	Hovering	-1 to Attack Attempt
+8 to DR	Flying	-6 to Attack Attempt
+2 to DR	Treading Water	-3 to Attack Attempt
+5 to DR	Swimming	-7 to Attack Attempt

MELEE COMBAT STANCE MODIFIERS [FIG.7-13]		
TARGET MODIFIER	STANCE	ATTACKER MODIFIER
-4 to DR	Lying Prone	-4 to Attack Attempt
-3 to DR	Crawling	-5 to Attack Attempt
-2 to DR	Kneeling	-2 to Attack Attempt
-1 to DR	Monkey Run	-3 to Attack Attempt
0	Standing	0
+1 to DR	Walking	-1 to Attack Attempt
+4 to DR	Running	-2 to Attack Attempt
+6 to DR	Sprinting	-4 to Attack Attempt
-2 to DR	Climbing	-4 to Attack Attempt
0	Hovering	-1 to Attack Attempt
+6 to DR	Flying	-6 to Attack Attempt
-2 to DR	Treading Water	-4 to Attack Attempt
-1 to DR	Swimming	-6 to Attack Attempt

COVER FROM RANGED ATTACK [FIG.7-10]		
COVER	DR MOD	SITUATION
No Cover	0	Standing or Hovering with no protection
Half Cover	+ 4	Standing or Hovering behind waist-high protection
		Treading Water or Kneeling with no protection
Full Cover	+ 6	Standing or Hovering behind shoulder-high protection
		Kneeling behind waist-high protection
		Lying Prone with no protection
Concealed	+ 8	Standing or Hovering while aiming around whole body protection
		Kneeling, aiming around whole body protection
		Lying Prone, aiming around any protection
Protected	—	Characters are protected from attack

CRITICAL SUCCESS EFFECTS [FIG.7-15]		
D8 ROLL	CRITICAL SUCCESS	EFFECT
1	Intimidated	Target's Fear State Component Drops by 2 Levels
2	Equipment Damaged	Piece of target's equipment is damaged and unusable
3	Limb damaged	Target's leg or arm is damaged and unusable
4	Forced disarm	Target drops weapon
5	Knocked down	Target knocked prone or flat on back
6	Hamstrung	Target's Movement Rates halved
7	Wounded	Target's Bleeding Rate increased by 3
8	Double Damage	Damage delivered as a result of this roll is doubled

CRITICAL FAILURE EFFECTS [FIG.7-16]		
D8 ROLL	CRITICAL FAILURE	EFFECT
1	Intimidated	Character's Fear State Component is lowered by 2 Levels
2	Character falls prone	Character has fallen on their stomach
3	Accident	Nearest Party Member hit by attack instead
4	Weapon Damaged	Damage rolled normally, but weapon takes Structural Integrity damage
5	Ricochet	Party Member Hit Randomly
6	Dropped Weapon	Weapon must be picked up before it can be used again
7	Wound Self	Attacker's Bleeding Rate Increased by 3
8	Fumble	Attacker fumbles with weapon and fails to attack

DAMAGE CAUSED BY MASS [FIG.7-18]	
MASS KG (LB)	DAMAGE
0.9 (2)	1d4
2.3 (5)	1d6
4.5 (10)	1d8
9.1 (20)	1d10
13.6 (30)	1d12
18.1 (40)	2d10
27.2 (60)	2d10
< 36.3 (80)	2d10
45.4 (100)	3d10
68.0 (150)	3d10
113 (250)	3d10
181 (400)	4d10
295 (650)	4d10
454 (1K)	5d10
907 (2K)	5d10 × 2
1588 (3.5K)	5d10 × 3
2268 (5K)	5d10 × 4
3175 (7K)	5d10 × 5
4536 (10K)	5d10 × 6
9072 (20K)	5d10 × 7
13608 (30K)	5d10 × 8
22680 (50K)	5d10 × 9
45359 (100K)	5d10 × 10
68039 (150K)	5d10 × 15
90718 (200K)	5d10 × 20

DAMAGE AND BLEEDING [FIG.7-20]	
DAMAGE	BLEEDING RATE INCREASE
10	1
15	2
20	3
25	4
30 >	5

FALLING DAMAGE MITIGATION [FIG.7-23]	
SKILL CHECK DRs	DISTANCE FALLEN M (FT)
30	5–10 (16.4–32.8)
45	10.1–15 (33.1–49.2)
60	15.1–20 (49.5–65.6)

RANGE MODIFIERS [FIG.7-9]				
RANGE RATING	TYPICAL WEAPONS	SHORT RANGE PENALTY	NOMINAL RANGE	RANGE DR MODIFIER
1	Pistols	—	0–10 m	+1 for every meter
2	Shotguns	—	0–15 m	+1 for every 2 meters
3	SMGs	—	0–20 m	+1 for every 10 meters
4	Assault Rifles	+2 per meter	3.1–30 m	+1 for every 20 meters
5	ASGs	+3 per meter	5.1–40 m	+1 for every 30 meters
6	Sniper Rifles	+4 per meter	5.1–80 m	+1 for every 50 meters

MEDICINE SKILL CHECKS [FIG.7-21]			
SKILL CHECK DRs	BLEEDING RATE DECREASE	RESUSCITATION	REGENERATION RATE INCREASES
10	1	—	—
20	2	5 or less	1 Step
30	3	10 or less	2 Steps
40	4	20 or less	3 Steps
60	5	21 or more	4 Steps

TARGET DISPOSITION [FIG.7-14]	
TARGET MODIFIER	TARGET DISPOSITION
-2, -4 to DR	Target Engaged
-4 to DR	Target Hindered
-6 to DR	Target Unaware

Addiction Withdrawal Effects [FIG.7-22]			
Time	Effect	Reason	Symptom
< 6 hours	-1 to Dice Pool Steps	Craving	Irritable, mild shaking
6–12 hours	-3 to Dice Pool Steps	Mild Withdrawal	Aggravated, noticeable shaking
12–24 hours	-5 to Dice Pool Steps	Withdrawal	Vomiting, nausea, severe shaking
24–48 hours	-7 to Dice Pool Steps	Severe Withdrawal	Convulsions, severe nausea
48–72 hours	-9 to Dice Pool Steps	Strung Out	Severe fatigue, nausea, overly emotional
72–96 hours	-3 to Dice Pool Steps	Recovering	Fatigue, Irritable, mild shaking
> 96 hours	Normal	No longer addicted	+5 to DR of Addiction Checks in future

Sleep Deprivation Effects [FIG.7-24]			
Days of Continuous Deprived Sleep	Result		
	Short Sleeper (4 Hours per Night)	Normal Person (6 Hours per Night)	Long Sleeper (8 Hours per Night)
1	-2 Dice Pool Steps	-3 Dice Pool Steps	-5 Dice Pool Steps
2	-4 Dice Pool Steps	-6 Dice Pool Steps	-8 Dice Pool Steps
3	-7 Dice Pool Steps	-9 Dice Pool Steps	-11 Dice Pool Steps
4	-10 Dice Pool Steps	-12 Dice Pool Steps	Exhaustion—Character must sleep for the entire day to recover
5	-13 Dice Pool Steps	Exhaustion—Character must sleep for the entire day to recover	—
6	Exhaustion—Character must sleep for the entire day to recover	—	—

List of Effect DR Factors [FIG.7-28]														
Factor		Range to Target												
1	RtT	Touch	< 3	< 5	< 10	< 20	< 30	< 50	< 100	< 200	< 500	< 1k	< 2k	< 5k
	DR Adj	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24	+26
Number of Targets or Area of Effect														
2	NoT or AoE	Self	< 3	< 5	< 10	< 20	< 30	< 50	< 100	< 200	< 500	< 1k	< 2k	< 5k
	DR Adj	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24	+26
Damage, Healing or Weight Manipulation Modifier, Amount of Resistance														
3	Damage/Healing	Base	1d4	2d4	2d4 × 2	3d4 × 2	4d4 × 2	5d4 × 2	6d4 × 2	6d4 × 4	6d4 × 8	6d6 × 10	6d10 × 25	6d20 × 25
4	Strl Integ	< 10	< 20	< 50	< 100	< 200	< 500	< 1,000	< 2,000	< 5,000	< 10,000	< 20,000	< 40,000	< 80,000
5	Wt (lb)													
	DR Adj	+2	+4	+8	+12	+16	+20	+24	+28	+32	+40	+50	+62	+80
Duration (Combat) (Combat Cycles)														
6	Dur	1	2	3	4	5	6	7	8	9	10	11–12	13–14	15–20
	DR Adj	+1	+3	+5	+7	+9	+11	+13	+15	+17	+19	+21	+23	+25
Duration (Non-Combat) (Minutes)														
6	Dur	1	< 5	< 10	< 20	< 40	< 60	< 90	< 120	< 180	< 240	< 360	< 540	< 780
	DR Adj	0	+1	+2	+3	+4	+5	+6	+8	+10	+12	+15	+20	+25
Increase/Decrease Modifier														
7	Major Mod					1		2		3		4		5
7	Minor Mod	1	2	3	4	5	6	7	8	9	10	11	12	13
	DR Adj	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24	+26
Wielding Time in Segments Based on Total DR of Other Factors														
	DR	< 4	< 10	< 20	< 30	< 40	< 50	< 60	< 70	< 80	< 110	< 130	< 150	< 180
	WT	1	2	3	4	5	6	7	8	9	10	11	12	13
Advanced Rule—Time on Target														
	ToT	Base	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
	DR Adj	0	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24

Standard Difficulty Ratings [FIG.7-2]		
Difficulty	Skill Check DRs	Quality or Resist Check DRs
Simple	10	5
Easy	20	10
Average	30	15
Difficult	45	22
Formidable	60	30

SIZE TRACKING TABLE [FIG.7-6-A]				
LEVEL	SIZE	MASS AND HEIGHT	ATHLETICISM DICE POOL STEPS	PHYSICAL ACUMEN DICE POOL STEPS
Level 4	Gargantuan	8×	+8 Steps	-8 Steps
Level 3	Huge	6×	+6 Steps	-6 Steps
Level 2	Massive	4×	+4 Steps	-4 Steps
Level 1	Large	2×	+2 Steps	-2 Steps
Level 0	Normal	Normal	Normal	Normal
Level -1	Small	1/2×	-2 Steps	+2 Steps
Level -2	Tiny	1/4×	-4 Steps	+4 Steps
Level -3	Diminutive	1/6×	-6 Steps	+6 Steps
Level -4	Miniscule	1/8×	-8 Steps	+8 Steps

SPEED TRACKING TABLE [FIG.7-6-B]			
LEVEL	SPEED	REACTION SCORE MODIFIER	ATHLETICISM DICE POOL STEPS
Level 4	Fleeting	+15	+8 Steps
Level 3	Swift	+12	+6 Steps
Level 2	Hastened	+9	+4 Steps
Level 1	Hurried	+6	+2 Steps
Level 0	Normal	Normal	Normal
Level -1	Lethargic	-6	-2 Steps
Level -2	Slowed	-9	-4 Steps
Level -3	Idle	-12	-6 Steps
Level -4	Held	Immobile	Immobile

FEAR TRACKING TABLE [FIG.7-6-C]		
LEVEL	FEAR	DICE POOL STEPS
Level 4	Zealous	+8 Steps
Level 3	Valiant	+6 Steps
Level 2	Inspired	+4 Steps
Level 1	Confident	+2 Steps
Level 0	Normal	Normal
Level -1	Anxious	-2 Steps
Level -2	Scared	-4 Steps
Level -3	Terrified	-8 Steps
Level -4	Petrified	Immobile

DENSITY TRACKING TABLE [FIG.7-6-D]			
LEVEL	FORM	DAMAGE RESISTANCE	SPECIAL
Level 4	Adamantine	+4 to all but Void	Unarmed Damage +8
Level 3	Unyielding	+3 to all but Void	Unarmed Damage +6
Level 2	Stalwart	+2 to all but Void	Unarmed Damage +4
Level 1	Tough	+1 to all but Void	Unarmed Damage +2
Level 0	Normal	Normal	Normal
Level -1	Malleable	+2 to Kinetic Resistances	Falling damage halved
Level -2	Liquid	+4 to Kinetic Resistances	Able to move as water
Level -3	Vaporous	+8 to Kinetic Resistances	Able to move as gas
Level -4	Ethereal	+16 to Kinetic Resistances	Able to move through any physical substance

DISPOSITION TRACKING TABLE [FIG.7-6-E]		
LEVEL	DISPOSITION	COERCION SKILLS DICE POOL STEPS
Level 4	Loving	+8
Level 3	Trusting	+6
Level 2	Amiable	+4
Level 1	Friendly	+2
Level 0	Normal	Normal
Level -1	Unfriendly	-4
Level -2	Surly	-6
Level -3	Belligerent	-8
Level -4	Hateful	Can't Coerce

THOUGHT TRACKING TABLE [FIG.7-6-F]			
LEVEL	CLARITY	MENTAL SKILL DICE POOL STEPS	REACTION SCORE MODIFIER
Level 4	Enlightened	+8 Steps	+8
Level 3	Incisive	+6 Steps	+6
Level 2	Perceptive	+4 Steps	+4
Level 1	Collected	+2 Steps	+2
Level 0	Normal	Normal	Normal
Level -1	Distracted	-2 Steps	-2
Level -2	Confused	-4 Steps	-4
Level -3	Overwhelmed	-6 Steps	-6
Level -4	Ignorant	-8 Steps	-8

EMOTION TRACKING TABLE [FIG.7-6-G]			
LEVEL	EMOTION	SPECIAL	DAMAGE MODIFIER
Level 4	Serene	+8 to Mental Skill Rolls	+4 Ranged Damage per Shot
Level 3	Sedate	+6 to Mental Skill Rolls	+3 Ranged Damage per Shot
Level 2	Tranquil	+4 to Mental Skill Rolls	+2 Ranged Damage per Shot
Level 1	Calm	+2 to Mental Skill Rolls	+1 Ranged Damage per Shot
Level 0	Normal	Normal	None
Level -1	Agitated	-2 to Defense Rating	+1 Melee Damage per Strike
Level -2	Angry	-4 to Defense Rating	+2 Melee Damage per Strike
Level -3	Enraged	-6 to Defense Rating	+3 Melee Damage per Strike
Level -4	Berserk	-8 to Defense Rating	+4 Melee Damage per Strike

