

Physical Traits

Armed Combat

Athletics

Body

Coordination

Driving

Piloting

Ranged Combat

Riding

Stealth

Unarmed Combat

Mental Traits

Computers

Demolitions

Detective

Disguise

Inventor

Knowledge

Medical

Perception

Repair

Science

Survival

Willpower

Social Traits

Appearance

Artist

Performer

Persuasion

Psychology

Streetwise

Wealth

Writing

Difficulty Numbers

2: Almost anyone should be able to do this most of the time.

3-4: Most characters should be able to do this most of the time.

5-6: The action requires skill and effort. It's very possible for the average character to fail, though most highly skilled characters will accomplish it.

7-8: The task is difficult and "normal" characters only succeed every so often. It takes a lot of skill and a bit of luck, too.

9-10: This is a very difficult feat. Even professionals have a hard time pulling this off. Only the highest skilled characters accomplish this with any regularity.

11-12: This action is extraordinarily hard and even the highest skilled professionals often fail.

13-14: This task is nearly impossible to succeed at! Hardly anyone can pull it off and even then, it's by the skin of their teeth.

15-16: Only a massive amount of skill, a lot of effort and extreme luck will enable the character to succeed at this task!

17+: A mere human can not succeed at this level of feat. Only those blessed with superhuman abilities can accomplish it!

Range

Point Blank (DN 2-3): The target is within arm's reach.

Short (DN 4-6): The target is within 20 yards or less.

Medium (DN 7-9): The target is between 20 and 50 yards away.

Long (DN 10-12): The target is between 50 and 300 yards away.

Visual (DN 13-15): The target is beyond 300 yards away, but is still visible to the attacker.

Goon Factor

2: The lowest of the low! Barely worth their weight in spit.

3: Somewhat competent! No great shakes, though.

4-5: Basic goons for most series.

6-7: High quality! Better than the average henchmen.

8-9: Elite! Usually very formidable foes.

10-11: Superior! They can take out many PCs fairly easily.

12+: Devastating! When these guys come after you, run!

Situational Modifiers

OBSCURED VISION

- It is dark (e.g., moonlight): -1
- It is pitch dark (e.g., in a windowless room): -2
- It is foggy/smoky: -1
- It is raining: -1

COVER

- The target is in soft cover (e.g., bushes, behind a bed): -1
- The target is in hard cover (e.g., low wall, car): -2
- The target is almost completely obscured by soft cover: -2
- The target is almost completely obscured by hard cover: -3

TARGET'S ATHLETICS (RANGED COMBAT ONLY)

- Rating between -4 and -3: +2
- Rating between -2 and -1: +1
- Rating between 0: No modifier
- Rating between 1 and 2: -1
- Rating between 3 and 4: -2
- Rating between 4 (2) and 4 (3): -3
- Rating between 4 (4) and 4 (5): -4

MISCELLANEOUS

- The target is standing still: +2
- The target is completely unaware of the incoming attack: +2

Maneuverability

Maneuverability	Check Modifier
-4 – -3	-2
-2 – -1	-1
0	0
1 – 2	+1
3 – 4	+2
4(2) – 4(3)	+3
4(4) – 4(5)	+4

Vehicle Critical Hit

Damage Roll - VDM	Effect
17 or more	<i>Explosion!</i> All occupants reduced to 0 Hurt Points.
15-16	<i>Wreck!</i> Vehicle destroyed. Occupants take a large amount of damage (GM decision).
13-14	<i>Firepower Kill!</i> Vehicle's weapons knocked out.
11-12	<i>Mobility Kill!</i> Vehicle loses its drive capability.
10	<i>Enclosed Personnel Hit!</i> Damage to 1+ enclosed people (GM decision)
9	<i>Exposed Personnel Hit!</i> Damage to 1+ exposed people (GM decision)
7-8	Pilot or driver makes a <i>Piloting</i> or <i>Driving</i> check to keep control.
6 or less	The attack does nothing aside from normal damage.

Size Categories

- **Microscopic** (e.g., a germ)
- **Tiny** (e.g., an insect, a nickel or a bead, up to 6" tall)
- **Very Small** (e.g., gun, tin can or a remote control, up to 18" tall)
- **Small** (e.g., small child, up to 4.5' tall)
- **Medium** (e.g., normal humans, up to 7' tall)
- **Large** (e.g., motorcycle, sofa, ogre, up to 10' tall)
- **Very Large** (e.g., car, pick-up truck, small shed, up to 15' tall)
- **Huge** (e.g., firetruck, semi, giant, house, up to 20' tall)
- **Colossal** (e.g., building, water tower, up to 200' tall)
- **Gargantuan** (e.g., skyscraper, up to 100,000' tall)

LARGER CHARACTER ATTACKING A SMALLER TARGET:

Find out how many size categories smaller the target is than the attacker. For each category, the attacker suffers a -1 penalty to his attack check.

SMALLER CHARACTER ATTACKING A LARGER TARGET:

Find out how many size categories larger the target is than the attacker. For each category, the attacker gets a +1 bonus to his attack check.

Automatic Pistol, Small (2 CP)

DR: 4+2

Range: Medium

Restriction: Charges, Moderate**Automatic Pistol, Large (6 CP)**

DR: 6+2

Range: Medium

Restriction: Charges, Moderate**Grenade (5 CP)**

DR: 8+2

Bonus: Area of Effect (6 yards diameter)*Restriction:* Disturbance, Minor (loud explosion)*Restriction:* Charges, Single*Restriction:* Charges, One Shot**Knife (3 CP/6 CP if silvered)**

DR: 3+Body

Range: Point Blank

Bonus: Advantage, Minor (compass/fishing line)*Bonus:* Advantage, Minor (thrown Short range)**Machete (4 CP/7 CP if silvered)**

DR: 5+Body

Range: Point Blank

Rifle (8 CP)

DR: 6+2

Range: Long

Restriction: Charges, Moderate**Shotgun (4 CP/10 CP with Auto Fire)**

DR: 6+2

Range: Medium

Bonus: Some shotguns have Auto Fire*Restriction:* Charges, Major**Submachine Gun (8 CP)**

DR: 4+2

Range: Medium

Bonus: Auto Fire*Restriction:* Charges, Moderate**Binoculars/Motion Detector (9 CP)**

Trait Mod A: +2 Perception (binoculars)

Trait Mod A: +1 Perception (motion detector)

Range: Long (motion detector)

C.A.D.B.O.T. (3 CP)

Trait Mod A: +1 Knowledge – Supernatural

Restriction: Disad., Minor (access satellite)**Comm Unit (2 CP)****Disguise Mask (3 CP)**

Trait Modification A: +2 Disguise

Restriction: Disad., Major (shorts out when wet)**Electro Gills (4 CP)**

Duration: 6 hours (Predictable)

Kit, Investigation (8 CP)

Trait Mod A: +2 Detective

Trait Mod A: +2 Perception (analysis)

Kit, Demolitions (8 CP)

DR: 5+2

Range: Point Blank

Trait Mod A: +2 Demolitions

Bonus: Armor Piercing 4*Restriction:* Charges, Moderate*Restriction:* Disad., Minor (1 turn to set charge)*Restriction:* Disturbance, Minor (explosion)**Kit, Medical (8 CP)**

Trait Mod A: +2 Medical

Trait Mod A: +2 Knowledge – Supernatural (diseases)

Kit, Tool (8 CP)

Trait Mod A: +2 Repair

Trait Mod A: +2 Demolitions (disposal)

Reinforced Airpocket Wetsuit (2 CP)

Protection 2

Duration: 6 hours (Predictable)

Restriction: Linked to Electro Gills*Restriction:* Weak Spot (energy)**Reinforced Neck Protector (2 CP)**

Protection 4

Restriction: Specific Defense (bites)**Stealth Suit (5 CP)**

Trait Modification A: +2 Stealth

Bonus: Ad., Minor (masks noise while active)*Restriction:* Disad., Major (shorts out when wet)





