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Organic Rule Components: Vanilla Version

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Character Creation

Character Creation in Brief

Step 1 - Character Concept

Your idea of the character: name, appearance, values, etc.

Step 2 - Personality Variables

Choose 3 Personal Ideals and 3 Worldviews.

Step 3 - Attributes

Split 80 points between 8 attributes (min 1, max 20). Choose optional sub-attributes (costs or gives 1 bonus point).

Step 4 - Socioeconomic Class

Choose from Street Person, Well or Indie. Then choose a subtype within that class.

Step 5 - Choose Character Class

Depending on socioeconomic class, choose the PC's place in city society.

Step 6 - Choose Skills

Spend 100 Skill Points, skill costs set by character class.

Step 7 - Buy Equipment

Available money set by character class.

Step 8 - Bonus Characteristics

PC starts with neutral balance. Advantages must be balanced out by disadvantages.

Step 9 - Character Advancement

Use XP to gain experience levels and improve the PC.

An Introduction to Point Based Character Creation

Imagine you have exactly \$1000 to buy a computer. You go to some computer manufacturers and find a \$1000 computer you like. You could go ahead and just buy it (this would be the quick, easy, non-tech-savvy way to do it). Or you can mess around with the configuration. You might decide you want more memory, but to do that you'll have to give something up – you might have to take a smaller monitor to free up the money. This option takes a little longer, but in the end you get a computer which is better suited to your needs.

You have the same choices during character creation. The simplest option is to follow steps 1 through 7 and use just the points and options you are given. If you really want to customize your character you can, but keep in mind that for every extra advantage you can give your character, you must take some disadvantage of equal value. We keep track of this equality using Bonus Points. Everything you do that hurts your character gives you Bonus Points and you can use these Bonus Points to get things that help your character.

See the section on Bonus Characteristics for a complete listing of what you can do to gain or spend Bonus Points.

Step One - Character Concept

In Brief: Your idea of the character: name, appearance, values, etc.

First of all, create a character concept. Character concept includes name, gender, appearance, and more ephemeral aspects of who your character is. Depending upon the game setting, some questions players should know the answer to are:

-Values: What does the PC do that he or she thinks is valuable? Does the PC have some ultimate goal or project? Does the PC feel that simply enjoying life as it happens is enough to justify his or her existence?

-Family: Where is the PC's family? Are they dead? Does the PC hate them and never speak to them? Does the PC love his or her family but thinks they could never understand the PC's lifestyle? Does the PC have family that live by the same lifestyle as he or she does? If the PC is in

a gang, are the PC's family in the same gang or a different gang (possibly even an enemy gang)?

-Gender/Sex: What is the PC's gender? What is your PC's sexual preference? Heterosexual, bisexual, homosexual? Is your PC a transsexual? Is the PC looking for a monogamous relationship, does he or she sleep around, or is the PC abstinent? What does the PC find attractive in a man/woman? Does the PC ever wish to have children?

-Violence: Does the PC pick fights? Does he or she avoid violence whenever possible? Does the PC see violence as a way to express anger, a powerful tool, or the only way out of a few terrible situations? Has the PC ever killed someone and, if so, how does he or she feel about it?

-Ethnicity: What is the PC's ethnic background or backgrounds, or does the PC even know? Does the PC have connections to some culture other than the dominant culture of the game universe?

-Style: What personal style (hair, clothes, jewelry, tattoos) does the PC have?

-Self Improvement: What does the PC wish to change about himself or herself? Is there anything that you, as a

player, wish to change about the PC but the PC is oblivious to this flaw? (Note: it is to your benefit to give the PC room for personal growth since personal growth during an adventure is a good way earn experience points).

-Fear: What is the worst fate your PC can possibly imagine? Is it something visceral (being tortured, catching a disfiguring disease, being paralyzed) or is it something abstract (loosing hope, dying having done more harm than good, living life controlled by others)?

Step Two– Personality Variables

In Brief: Choose 3 Personal Ideals and 3 Worldviews.

Personal Ideals

Name three personal ideals that your PC starts the game with. This is some quality that the PC either hopes to achieve or thinks he or she has achieved. Choose descriptions that are simple yet precise (“efficiently and dynamically reallocates own attentional resources” is too complicated, “smart” is too simple). Try not to put states of worldly achievement (e.g. incredibly rich) but instead put the personality variables that the PC thinks makes this achievement possible (e.g. Ladder Climber, Ruthless Bastard and Streetwise Cynic). The PC will gain extra experience when he or she does something good that falls in-line with a personal ideal (see p.XX).

Some example Personal Ideals are as follows:

Charismatic Leader- The PC wants to be someone who is adored, looked up to and obeyed because of the force of his or her personality.

Clever Ideas- The PC wants to be the one who comes up with creative plans that save the day.

Compassionate Do-Gooder- The PC wants to care about other people’s problems and to let that caring drive the PC to action.

Consumed Artist- The PC wants to be ruled by his or her creative impulses and to pour everything he or she is in to art.

Cool Under Pressure- The PC wants to be the one who does not get frazzled or carried away by stressful and hectic situations.

Crazy Daredevil- The PC wants to be the one willing to take risks that nobody else is willing to take.

Dependable Friend- The PC wants to be the buddy that friends know they can go to for help no matter what the crisis is.

Driven Overachiever- The PC wants to be the one who works harder than everyone else and achieves more.

Efficiently Organized- The PC wants to weave order out of the chaos of life and always be on-top of everything.

Humble Clown- The PC wants to be someone who never takes himself or herself or anyone else too seriously.

Improvement Seeker- The PC wants to be someone who never stops trying to root out flaws and improve himself or herself.

Indispensable Skill- The PC wants to have skills so important that the people in the PC’s life couldn’t get by without the PC.

Insightful Observer- The PC wants to be the one who pays attention when others aren’t and notices important details.

Interesting Life- The PC wants to have a life so interesting that people will be captivated and awed by the stories.

Inviolable Will- The PC wants to be someone who never lets others dictate what the PC thinks, feels or believes.

Knuckle-Down- The PC wants to be the one who does unpleasant things (things nobody else can stand to do) because those things need to get done.

Ladder Climber- The PC wants to be the one who knows how to rise through the ranks and to be constantly doing whatever it takes to get ahead.

Line Drawer- The PC wants to be someone who will draw a line and if someone crosses it the PC will fight that person even with his or her last dying breath.

Lying Manipulator- The PC wants to be the one who can play people like instruments via an intricate web of lies.

Mature Wisdom- The PC wants to speak with the voice of experience.

Mysterious Stranger- The PC wants to keep his or her true motives and abilities secret, to have people wonder but know little about the PC.

Mystery Solver- The PC wants to be the one who keeps gathering information until all the pieces come together and the truth is discovered.

Neutral Mediator- The PC wants to be the one who stays neutral and objective in order to help people solve their problems.

Obsessed Perfectionist- The PC wants to be the one who is never satisfied with something until it is absolutely perfect.

One-Of-The-Crowd- The PC wants to fit in, to be thought of by his or her peers as being just like them.

Outrageous Loudmouth- The PC wants to be willing to speak out and say things that are shocking, unpopular and that other people are afraid to say.

Philosophically Enlightened- The PC wants to understand the nature of the universe better than most people.

Pleasantly Nice- The PC wants to be nice to be around and have people like him or her.

Principled Optimist- The PC wants to be the one who refuses to give up hope that humans are good and can make the world a better place.

Proud to be Different- The PC wants to be unashamedly different from those around them and from what is expected of them.

Proven Right- When the battle of philosophies, ideologies and religions is decided, the PC wants to triumph as the one who was right all along.

Radical Values- The PC wants to completely reject the mundane values that society tried to imprint on everyone (such as fitting-in, material possessions, etc.)

Rational Skeptic- The PC never wants emotions or wishful thinking to get in the way of logic or realism.

Respectfully Polite- The PC wants to treat everyone with the courtesy and respect usually reserved for the very powerful.

Revolutionary Hero- The PC wants to be an instrumental agent of change, someone who makes the world a better place.

Righteous Warrior- The PC wants to battle for what is right no matter what the odds.

Scary Evil- The PC wants to be in to such scary things (like drugs, violence, occult, sexual fetishes) that “normal people” are afraid of the PC.

Secret Knower- The PC wants to know all the cool secrets that normal people don't get to know.

Self-Controlled- The PC wants to have flawless control over his or her emotions and impulses at all times.

Selfless Martyr- The PC wants to make tremendous sacrifices for the good of other people.

Self-Sufficient- The PC wants to be someone who never depends on anyone else for his or her survival or well-being.

Sex Object- The PC wants to be the object of sexual desire and the bringer of sexual satisfaction.

Simply Content- The PC wants to want nothing more than what he or she has at the moment.

Spiritually Pure- The PC wants to be free from sin in the eyes of his or her deity(s).

Streetsmart Cynic- The PC wants to be the one to recognize the worst in people and not let those people use the PC or pull the PC down with them.

Unflinchingly Honest- The PC wants to be totally honest with himself and herself and with other people, for truth's sake alone.

Vengeful Bastard- The PC wants to be someone nobody messes with (or quickly learns not to) because the PC is so mean.

Vigilantly Prepared- The PC wants to be prepared for whatever might happen, to never be caught without equipment or a plan.

Well Balanced- The PC wants to be moderately good at everything – not too logical, not too emotional, not too nice, not too mean, etc.

Witty Banterer- The PC wants to have something funny or clever to say for any situation.

Worldviews

Name three worldviews for your PC. This is an overarching philosophy that describes how the PC approaches attempts to understand the universe and the things that happen in it. The PC will gain extra experience points when he or she follows the tenants of a worldview and arrives at a correct (or otherwise useful) conclusion.

Some example Worldviews are as follows:

Absolutist- For the most important things in life there are no grey areas, no excuses, no maybes.

Animalist- Philosophies are meaningless, the only thing that gives the universe meaning is our animal drives.

Buddhist- All the things that we think are important and cause us suffering are only important because we imagine they are.

Common Sense- The universe is mostly simple and people already know most of the answers (if they don't over-think it).

Darwinistic- Those who can compete the best will survive and prosper.

Distraction- A lot of stuff is too horrible to think about, so find something you can keep your mind occupied with.

Egocentric- Things in this universe are only important insofar as they affect the PC.

Fanatic- There is one truth, the PC knows what it is, and anyone who says otherwise is insane or evil.

Fate- The universe and the rich and powerful decide what is going to happen, the best we can do is play along.

Game Theory- For every situation, learn the rules, determine the optimum strategy and hope you win the gamble.

Goth Poetry- Life is tragedy. If we admit that we are better off dead, at least we're being honest.

Hedonistic- The best thing we can do with our lives is to experience as many pleasures as possible.

Holistic- The only good solutions to problems are those that consider mind, body, spirit and community.

Humor- Life is a farce and those who don't laugh at it will get nothing out of it.

Intellectual- The person with exposure to the most facts and ideas is the person most likely to understand what's going on.

Introspective- Knowing yourself is the first step to knowing anything.

Justice- When someone does something bad they should be punished, when someone does something good they should be rewarded.

Moderate- Any philosophy, lifestyle or rule is bad if you take it too far.

Nietzschean- Some people are equipped to be in charge, those that aren't try to usurp power with meaningless concepts.

Paranoid- Lack of evidence or an obvious motive does not mean they aren't out to get you, just that they're very good at it.

Pessimistic- Depending on people to be good or situations to turn out for the best is stupid and dangerous.

Ponderer- If you think about something long enough, you'll find there are more factors to be considered than you first assumed.

Postmodern- Almost everything people do, say or create is based on a set of flawed assumptions and prejudices.

Relativist- No quality is absolute, it all depends on what frame of reference you look at it from.

Responsibility- Everyone depends on everyone else – if you refuse to do your part or do it poorly you will hurt other people.

Revolutionary- Things won't change themselves – you've got to risk it all fighting for what you believe in.

Scared- Bad things come from every angle and the only way to prevent horrible things from happening is to be constantly on guard.

Scientific- There are absolute truths about the universe which can be discovered and verified through observation and logic.

Social- What people think about you and what role you play in their lives makes you what you are.

Spiritual- There is some divinity in the universe and certain actions and attitudes bring us closer to it, others take us farther away.

Superstitious- There are dangerous forces and rules of the universe beyond current human understanding.

Taoist- Being in harmony with the nature of things is better than fighting against them.

Utilitarian- Thoughts, philosophies and ideas only have value inasmuch as they help you achieve your current goals.

Changing Personality

The PC can change Personal Ideals and Worldviews whenever he or she has some time to re-evaluate identity and belief. If this is a positive change, the GM may even reward experience points (see p.XX).

Step Three – Attributes

In Brief: Split 80 points between 8 attributes (min 1, max 20). Choose optional sub-attributes (costs or gives 1 bonus point).

Characters have 10 points per attribute (80 points, total) to distribute between the eight attributes listed below.

1 represents as low as the attribute can get without the person being actually disabled.

10 represents the average for a healthy young person.

20 represents the highest a person can achieve without special training.

You must buy at least 1 point on each attribute and can spend a maximum of 20 attribute points on each attribute. Other character creation options can subsequently increase an attribute to more than 20 or reduce it to less than 1. Some advantages, disadvantages and character classes modify attributes. If a character buys 20 Strength with attribute points and then takes an advantage which gives her +5 Strength, she will have 25 Strength. Modifications can also make an attribute negative. GMs must define the effects of negative attributes (for instance, -5 Strength may mean that the character can not move or even breathe unaided).

Sub-Attributes

You can choose to have the PC be very good or very bad at one specific aspect of an attribute. Say, for instance, a PC is not very strong (5 strength) but his profession causes him to use his hands a lot so the player wants the character to have strong hands. For one extra attribute point the PC will have +3 to any Strength roll using hands alone. For an opposed strength roll to keep a hold of something, for instance, the PC would have 8 strength. The PC might also want a bad back (-3 strength) which would give one attribute point but the PC would have only 2 strength for lifting and carrying objects. Available sub-attributes are listed below each attribute.

Sub-Attributes can not be used to raise an attribute to more than 20 or reduce it to less than 1. Sub-Attributes move with the attributes, so if the character works out and increases his Strength by 7 (to 12 STH) he would now have 15 STH with his hands and 9 STH with his back.

Agility (AGY)- This represents limberness, coordination, balance and speed of physical reactions. Agility is used when characters need to move silently, keep his or her balance, scale a wall or get through a small space.

Good/Poor Balance: ± 3 to any save vs. loss of balance.

Good/Poor Precision: ± 3 to any roll which involves manipulation of small objects.

Good/Poor Climbing: ± 3 to any climbing roll.

Good/Poor Prowling: ± 3 to any prowling roll.

Awareness (AWR)- This represents the ability to notice things going on around one as well as things going on in one's own mind. This is not the acuity of one's senses, but the ability to be aware of important details. Awareness is used whenever characters need to notice a clue, avoid an ambush or sense attempts at psychic manipulation.

Good/Poor Introspection: ± 3 to any AWR roll to notice anything going on in the character's own head.

Good/Poor People Sense: ± 3 to any AWR roll to notice what people are doing, not doing or saying (this does not include sensing people prowling).

Good/Poor Back Watching: ± 3 to any AWR roll to notice anything happening behind the character.

Good/Poor Detail Sense: ± 3 to any AWR roll to notice small details on/in something the character is observing.

Charm (CHM)- This represents likeability, social presence, persuasiveness and ability to read people. Charm is used when a character needs to put on an act, convince an audience or seduce someone. Just as Intelligence doesn't represent cleverness, charm doesn't prevent a character from saying something that gets the group in trouble or something that saves the day.

Good/Poor Self-Confidence: ± 3 to first impression rolls to present himself or herself as self-confident.

Friendly/Unfriendly: The character is ± 3 to all first impression rolls to present themselves as a friendly or likeable person.

Good/Poor Seduction: ± 3 to any seduction roll.

Good/Poor Actor: ± 3 to any acting roll.

Good/Poor With Children: ± 3 to any CHM roll involving children.

Good/Poor With Animals: ± 3 to any CHM roll involving animals.

Good/Poor With Authorities: ± 3 to any CHM roll involving people in positions of power.

Good/Poor With Simple Folk: ± 3 to any CHM roll involving people who consider themselves simple or average.

Good/Poor With Outcasts: ± 3 to any CHM roll involving convincing people who consider themselves to be at the bottom of the social ladder.

Endurance (END)- This represents stamina for intense physical exertion as well as the body's ability to fight disease and resist toxins. Endurance is used when a character needs to hold his or her breath, go on a long hike or survive a serious illness.

Good/Poor With Heat: ± 3 to any save vs. heat exhaustion.

Good/Poor With Cold: ± 3 to any save vs. hypothermia.

Good/Poor At Disease Contraction: ± 3 to any save vs. disease contraction.

Good/Poor At Fighting Off Diseases: ± 3 to any save vs. disease progression.

Good/Poor Lung Capacity: ± 3 pooled END when the character is holding his/her breath.

Intelligence (INL)- This represents the speed at which the mind reacts, abilities with abstract thought, learning, creativity and memory. Intelligence is used when a character wants to perform a knowledge based skill, understand a complicated philosophical text or win at a strategy game. Intelligence is not cleverness or wisdom: any PC can come up with a clever plan or completely miss the obvious no matter what their intelligence.

Quick/Slow Thinker: ± 3 to any roll based on the speed of mental reaction (not including combat).

Good/Poor Memory: ± 3 to any roll to remember or memorize something.

Good/Poor Skepticism: ± 3 to any roll to figure out deception, illusion, hallucination, etc.

Speed (SPD)- This represents the ability to run and leap as well as the damage a character can do with a kick. The character's kick can do the following blunt damage:

SPD	1-5	6-	16-	20-	31-	41-	51
SPD		15	19	30	40	50	+
DM	½	1	1½	2	3	4	5
G	blunt						

Good/Poor Jumping: ± 3 to any jumping roll.

Good/Poor Kicking: The character does kick damage as if they had ± 3 SPD.

Good/Poor Long-Distance Running: ± 3 to SPD when the PC is running long distances.

Good/Poor Sprinting: ± 3 to SPD when the PC is sprinting.

Strength (STH)- This represents upper body strength as well as the character's strength of grip and back muscles. A character would use strength to yank away someone's weapon, lift a heavy object or do damage with hand to hand weapons. Characters with high or low strength get pluses or minuses with blunt weapons as follows:

STH	1-	6-	11-15	16-	26-30	31-	40+
	5	10		25		40	
+ to DMG	-1	0	+1	+2	+3	+4	+5

The character's punches do the following blunt damage:

STH	1-5	6-10	11-15	16-20	25-30	31-40	40+
DMG	0	½	1	2	3	4	5

Good/Poor Back: ±3 to any STH rolls to lift heavy objects.

Good/Poor Hands: ±3 to any STH rolls using only the character's grip.

Good/Poor Bulk: ±3 to any STH roll using the whole weight of the character's body (e.g. a football tackle, knocking down a door, etc.)

Good/Poor Punching: The character does punch damage as if he or she had ±3 STH.

Willpower (WIL)- This represents the ability to resist emotions or discomfort and the strength of one's sense of self. Will would be used to control emotions, resist pain, stay conscious or battle against mind control. Psychics also use this attribute for manipulative actions.

Good/Poor Drug Resistance: ±3 to any WIL roll to resist psychological addiction or drug cravings.

Good/Poor With Drug Effects: ±3 to any WIL roll to save vs. drug effects.

Weak/Strong Stomach: ±3 to any save vs. nausea.

Good/Poor With Distracting Pain: ±3 to save vs.

40+distracting pain (see p.XX).

Good/Poor With Shocking Pain: ±3 to any save vs. shocking pain (See p.XX).

Good/Poor Temper: ±3 to any save vs. anger.

Good/Poor Sense of Self: ±3 to any opposed WIL vs. WIL roll.

Health Attributes- Characters also have 12 points to divide up between three additional attributes: Body, Blood and Incapacity (minimum 1, maximum 6).

Body Points (BDY) represent the amount of blunt damage a character can take before they start losing Blood Points (when all BDY is gone, blunt weapons do double their normal damage to Blood).

Blood Points (BLD) represents the amount of damage characters can take to their vital systems (heart, blood supply, etc.) before they are mortally wounded. When all BLD is gone, damage is done to INCY.

Incapacity (INCY) represents the character's ability to act even after taking fatal injuries. After a mortal injury, damage is done to INCY (END is also lost). When a character's INCY reaches 0, he or she becomes incapacitated, unable to fight or perform any other useful action. See the section on Using Health Attributes (p.XXX) for more information.

Step Four – Character Class

In Brief: Depending on socioeconomic class, choose the PC's place in city society.

Based on your socioeconomic class, choose a character class from the list below. Character class is not permanent; it is currently what occupation and/or group of people your character currently aligns himself or herself with. Character class can be changed during game play (see Disciplines, p.XX). Character class sets the cost for skills, the amount of available funds, access to special skills, advantages and disadvantages. If you want a character class incongruent with your socioeconomic class, see the advantage Upclass (p.XX) and the disadvantage Downclass (p.XX).

Step Five - Choose Skills

In Brief: Spend 100 Skill Points, skill costs set by character class. Can buy 1 to 5 levels of any skill.

Every character begins with 100 skill points to buy skills with. Each character class has a list of skill costs. Each category of skills has a cost; that cost represents the cost (in skill points) to buy one level in any skill from that category. These costs are based on how easily characters of that class have access to teachers of those skills or can teach themselves. Skills are bought in levels from 1 to 6 with 1 representing a hobby level and 6 representing mastery at the skill. PCs can not buy level 6 (mastery) without special permission from the GM. Each level above the first gives +4 to skill rolls using that skill.

Some skills have prerequisites. One or more levels of another skill must be taken before any levels of this skill can be taken.

For example: *an Arcadian character, who can buy BIO skills for 5 points each, buys 3 levels of Emergency Medicine. This costs 15 skill points and gives him a skill level of 3, meaning he will have +8 on all rolls using this skill.*

See the section on using skills (p.XX) for more information.

Special Skills

There are a few skills that are not normally available to the majority of player characters. These skills can only be bought by members of a character class that is the exclusive teacher of the skill. The section describing that character class lists the skill cost for these special skills. PCs usually have to be members of the character class to buy these skills, but there is always a possibility for an exception made during game play.

For instance, in the Fates Worse Than Death universe, the Sexologists are a gang within the city who are the only people in the city who know and teach special psychic techniques involving sexual intimacy. A PC who wanted to learn these skills would have to: 1. Be a Sexologist. 2. Make a special deal with the Sexologists. 3. Find some other group in outside the city that will teach comparable skills.

The attribute this skill generally uses (roll Attribute + 1d20 +4/skill level above 1 and try to match the difficulty for whatever the PC is trying to do with the skill)

A skill the PC must have before they can buy this skill (and the number of levels of the prerequisite skill the PC must have).

The name of the skill

A series of examples showing things a PC might do with a skill at different difficulties.

Nanomedicine (INL)- Prerequisite: Nanobot Programming (1). The PC can use nanotech tanks to treat medical problems. See p.XX for more.
Easy (10): Use nanobots to search for and destroy parasites in a bloodstream.
Moderate (20): Use nanobots to diagnose and repair internal tearing.
Hard (30): Reconstruct a severely damaged face using nanobots.

Step Six - Choose Equipment

In Brief: Available money set by character class.

The PC starts with an amount of money listed in the PC's character class description. Buy equipment and services listed in Chapter Three: The Market. The GM may disallow some purchases that would be unreasonable for the PC (especially those items that are listed as "Unavailable").

Be sure to note which equipment is being stored at home (or hidden somewhere else) and which equipment the PC regularly carries on his or her person. Check encumbrance, p.XX for more. The weight of equipment a PC can carry without minuses is STH times 5 lbs.

Step Seven - Bonus Characteristics

In Brief: PC starts with neutral balance. Advantages must be balanced out by disadvantages.

In addition to the advantages and disadvantages listed below, you can adjust the PC (by gaining and spending Bonus Points) in the following ways:

Extra or Fewer Attribute Points: 1 Bonus Point = 1 Attribute Point

Extra or Fewer Health Attribute Points: 3 Bonus Points = 1 Health Attribute Points

Extra or Fewer Skill Points: 1 Bonus Point = 3 Skill Points

Extra or Fewer Money: For Street People: 1 Bonus Point = \$125. For Wells: 1 Bonus Point = \$250. For Indies: 1 Bonus Point = \$500

Example: A Well PC starts with only 70 Skill Points (-30 Skill Points = +10 Bonus Points), \$750 less than normal (-\$750 = +3 BP) but starts with 7 Health Attribute Points (+1 Health Attribute Point = -3 BP) and 90 Attribute Points (+10 Attribute Points = -10 BP).

Gaining or Loosing Bonus Characteristics in Game Play

The simple rule to remember here: character creation is meant to be fair, game play is not.

Advantages and disadvantages can be rewarded or taken away during game-play as part of the adventure with no points being exchanged at all. For instance, in the Fates Worse Than Death game universe, a player may the PC to have the Art Patron advantage, only to have that Art Patron killed during the first five minutes of game play, meaning that advantage is permanently lost and the points spent are wasted. On the other hand, the PC may save someone's life and gain the equivalent of Ally: Outgroup within five minutes of game-play. A PC might start with Addiction: Opiates, and declare in the first minutes of game play that she is quitting. Assuming the PC can resist the cravings rolls, he or she will be rid of that disadvantage.

To reiterate: Anything that the PC or anything that happens to the PC in-game can remove advantages and disadvantages, or can give special advantages and disadvantages to the PC regardless of the points spent during character creation.

Step Eight – Character Advancement

In Brief: Use XP to gain experience levels and improve the PC.

Level One, Adventure One- At the first adventure using a new character the PC is at Level One, Adventure One. What that means is that the PC has just gained Level 1 status in his or her character class. The PC is no longer a trainee and is (just barely) a full fledged member of that character class. This does not mean that the PC has had no life or experiences, just that this is the first time the PC has been able to stand on his or her own two feet as a member of some community that can be found on the city streets. Many people never reach level 1 and whatever time they spend on the streets they depend on someone else.

The average age for a character at level one, adventure one varies by socioeconomic class. For Street People the average starting age is 16. For Wells the average starting age is 19. For Indies the average starting age is 21.

Gaining XP- Experience allows the PC to grow as a person and improve himself or herself. Experience is measured by Experience Points (XP). XP is awarded at the end of a gaming session, based on the PC's performance in the adventure. Some things player characters can do during a game to gain experience points:

Completing Adventure Goals- Whatever the goals of the given adventure are, the PCs should be awarded points to the degree that they completed the goals successfully. (5 to 25 XP)

Staying Alive- In some adventures, the PCs are thrown in to dangerous situations and the PCs get XP by surviving. (1 to 5 XP) The PC may also get points if every PC involved in the adventure survives. (2 XP)

Making Friends- With PCs with different beliefs, gangs, economic status, etc. it is a commendable achievement when two PCs become good friends and will be awarded. (5 XP)

Discovering Secrets- The game world has a lot of secrets: who controls the Drug Lords, what's up with the moles, etc. Whenever a PC finds out a major secret about the game world, he or she will earn XP. (5 XP)

Personal Growth- This is awarded when something happens that makes the PC wiser or more mature or when the PC realizes something important about his or her life. Usually this means that the character has overcome (or has decided to overcome) some personal flaw. It could also mean a wider outlook. For example, a Skin Borg bent on being the biggest badass on the block could realize that violence is not always the best answer, an obsessed gang member who wants to kill of all Roofers could decide that peace is an option or a completely selfish character may decide that it feels good to help others out. XP should only be awarded if this is a permanent change, not just a temporary deviation. This is used to award depth and change in PCs. (5 XP)

Good Roleplaying- GMs can experience points to players who show empathy for or commitment to the psychology and worldview of their PCs by doing something that fits very well with that character. This is a good way for GMs to compensate players that hurt their characters for the sake of realism (e.g. not using knowledge that the player has but the character wouldn't). (2 XP)

Making The World A Better Place- The PC will earn XP any time he or she helps some person or people (or even animals). This could mean saving a life, providing food to hungry people, teaching someone to read, etc. This can also mean helping people by less direct means, e.g. eliminating a serial killer and therefor saving the lives of anyone that serial killer would have otherwise preyed upon. (1 to 10 XP)

Benefiting Gang/Group/Cause- Whenever the PC does something that benefits the PC's group, gang or cause, the GM will award XP. (1 to 10 XP)

Clever Plan- Whenever a PC comes up with an idea which is clever and also works (has good effects) the GM will award XP. (1 to 5 XP)

Worked Well as Group- The GM will award XP whenever the PCs show that they can work together well and do things they would be unable to do alone. (2 XP)

Worldview Success- If the PC comes to an important and correct conclusion by following the tenants of one of his or her Worldviews (see p.XX), the PC should earn (depending on how helpful the conclusion was). (2 XP)

Personal Ideal Success- If the PC succeeds in a way that shows that he or she is progressing towards or has reached a Personal Ideal (p.XX) the PC will earn XP. (2 XP)

Loosing XP- Just as various types of successes will add to the XP earned in an adventure, some failures can cause the PCs to get less XP than they would have otherwise. XP for an adventure can not drop below zero.

Failing at Adventure Goals- The GM may deduct XP if the PC fails at the goals of the adventure (especially if the goals were very easy or very important). (1 to 5 XP)

Splitting Up Group- If the PC chose to split up the party and it did not benefit the party to do so, the PC will loose XP. (5 XP)

Making the World a Worse Place- Anything that hurts people (or animals) or otherwise makes the world worse will cost XP. (1 to 5 XP)

Player Character Death- If one of the PCs in the party dies, each surviving PC will loose XP. (10 XP)

Spending XP- Generally, XP can be spend as soon as it is received. The only exception is when so little time has passed in the game universe between one game session and another that it is ridiculous to think that the PC might have improved in that way. Example: *The PCs are fugitives, on the run from an angry gang and hiding in abandoned buildings. When a game session ends, the GM awards 16 XP. One player decides that her character will gain one level in the skill Nanoengineering.*

Level Advancement- In addition to spending XP, also you should keep track of how much the PC has earned in total so far. When the PC has earned 100 XP, whether they have been spent or not, the PC advances an Experience Level. For the most part, Experience Levels are simply an easy way of keeping track of how much experience the PC has. The following is what people tend to think about people of various experience levels:

Level Zero: Immature, untrained, skill-less, a dependent. About 30% of people on the streets at this level.

Level One: Inexperienced, Green. 30% of people at this level.

Level Two and Three: Moderately experienced, "average." 23% of people at this level.

Level Four to Six: Veteran, Experienced. 10% of people at this level.

Level Seven to Ten: Very experienced, gang elder. 4% of people at this level.

Level Ten to Thirteen: Wise and powerful, unborn family elder, gang leader. 2% of people at this level.

Level Fourteen or more: City legend, historical figure. 1% of people at this level.

Level Advancement can also be used as a rough estimate of time. One experience level might take six months to two years to achieve. Certain things are "timed" based on Experience Levels, such as: the growth of a child (see Only Parent, p.XX). Also, a few character classes have things which change automatically during level advancement: a Trader's level of contacts (p.XX), the patients of investors in a Y1's startup (p.XX), a Nightwalker's lifetime viewers (p.XX), the age grades of a Humankalorie (p.XX).

The PC also gains 1 free level of the special skill City Knowledge (p.XX) for every 4 level advancements (at level 5, 9, 13, etc.). The PC can buy levels of this skill with XP but can not buy more levels than his or her current experience level.

Disciplines- A PC's character class is what the PC does every day. For some, a character class is a means of making a living (e.g. Night Walker, Gambler), for some it is a means of protection or a group to belong to (e.g. Dragons, Orphans), for some it is the PC's hobby, duty or goal (e.g. Volunteer, Hunter). With each character class comes a discipline: while the PC is spending his or her days being the character class, the PC is also learning to be a better member of that character class. For example: *Vorchag is a member of the Bleeders. He spends his evenings doing his duty to the Bleeders and to his master: he fights in gang wars, he runs errands and goes on missions for his master, etc. He also seeks training to become a better Bleeder: he learns special psychic skills that only his Bleeder elders can teach him, he learns traditional psychic skills, he invests in special Bleeder equipment, etc. Being a Bleeder is both his current Character Class and his current Discipline. When he gains 100 XP he will advance a level as a Bleeder.*

However, a PC can choose to have a different discipline from his or her character class. There are certain things that must be worked out during the game: First, the PC must gain access to teachers of the given discipline. The PC may also have to get certain equipment (e.g. to study to be a Boarder, one must have a slipboard). Second, the PC must deal with any social consequences of studying to be one thing while being another (the people in the PC's character class might have a problem with the PC studying to be something else and the people the PC is studying with might have a problem with the PC continuing to spend his

or her days as the PC's character class). If the PC can deal with these various problems and can gain 100 XP, the PC can go up a level as that discipline. While the PC has another discipline, he or she gets the skill costs (and access to special skills) associated with that discipline.

Once a PC has gained one level in a discipline, the PC has all the knowledge and skills to switch to that as his or her character class. Again, the problem of gaining permission to be that new character class (and to leave the old character class) must be dealt with in-game. Once a PC is a new character class he or she gets the income, lifestyle and duties associated with that character class.

For most character classes, the PC must have at least one level as that character class to be a full member of the class. The PC does not always have a choice in the matter, though: a PC may be forced to adopt a character class before gaining a level in it. Assuming the class will accept the PC, the PC will operate as a level 0 member of the class. At this level, the PC does not have the same duties, benefits and opportunities as other members of the class – the PC is something like an apprentice. The PC earns half the income of that character class.

There are also a few special disciplines that do not have a character class associated with them. Think of these as an optional specialty. EMT (emergency medical technician) is one such discipline: there is no exclusive character class called EMT. If Vorchag the Bleeder gains a level as an EMT, he is now a Bleeder with special medical training and the option to get a good-paying part time job. This is a good option for PCs who want to keep their current

character classes, but want to have some special training that sets them apart from the other people in their classes.

A sample discipline (from Fates Worse Than Death):

Animal Trainer- The PC learns to breed, raise, care for and train animals. Some Street People take this up as a way to make a little extra money (it's not lucrative enough to do as a full time career) and/or to provide trained animals for their unborn families. Indies and Wells sometimes take this up, but usually just as a hobby, not a moneymaking enterprise.

Discipline Requirements: The PC must find a master (level 4 or better) animal trainer willing to take on the PC as a student (such as service might be worth \$15/wk. in the Unborn community). The PC must also have a safe place where he or she can keep animals.

Skill Costs: ATHL: 8, BIO: 7, CMBT: 12, CRTV: 7, INFO 12, INTL 12, MIL 12, PSYX: 30, PSYM: 30, PSYS: 30, TECH 12, THIE 10, SOC 12, STRT 7. The skills Veterinary Medicine (p.XX), Tracking (p.XX) and Animal Training (p.XX) have a skill cost of 5.

Level Requirements: For level 1, the PC must have Animal Training (3), Veterinary Medicine (2), must own at least 4 animals and First Aid Kit: Black Med. For level 2, Must have Animal Training (4), Veterinary Medicine (3) and must own at least 6 animals.

Special Opportunities: At any level, the PC can buy baby animals for ¼ their Untrained cost. The PC buys animal food in bulk, so pays half the per week cost for feeding animals. At level one the PC can make extra money training and selling animals (gives +\$15/wk.). At level two the PC has gained some fame as an animal trainer and can make +\$20/wk.

Basic Mechanics

Rolls are made during game play for one specific reason: to see if a character can do something he or she is trying to do. Rolls should only be made if a doubt exists as to whether the character can do it. When a roll does need to be made, the basic form is this:

**Applicable attribute + 1d20 (one twenty sided die)
Vs. Action Difficulty**

For instance: Sam wishes to climb the side of a building to get to the roof. AGY is the attribute and the GM decides that the difficulty will be 20. Sam has an AGY of 9 and so needs to roll 11 or higher on his d20 in order to succeed. Say, however, that Sam has special gloves that gives him +8 to climbing – now he would roll AGY (9) +8 (gloves) + 1d20 vs. 20 (Sam only needs to roll a 3 or better).

Sample Difficulties

- 0- Automatic Success
- 5- Walk down stairs briskly. (AGY)
- 10- (Easy) Notice a mosquito on PC's skin. (AWR)
- 15- (Easy-Moderate) Paint ceiling from flimsy ladder. (AGY)
- 20- (Moderate) Win a game of mah-jongg. (INL)
- 25- (Moderate-Hard) Catch paper flying in the wind. (AGY)
- 30- (Hard) Get burned and not flinch. (WIL)
- 40- (Legendary) Lift a pony over PC's head. (STH)

Dual Attribute Rolls- Some rolls use two attributes. For instance, to save vs. unconsciousness a PC uses Endurance (for physical energy) and WIL (for mental energy). When using two attributes, add the attributes together and divide by half (rounding up). So, if a PC with 3 END and 12 WIL wants to save vs. unconsciousness with moderate difficulty, $END+WIL/2$ is 7.5, rounded up it's 8, so the PC would roll $8 + 1d20$ vs. 20.

Opposed Rolls- When characters are competing, two rolls are made and whoever has the best success (success minus difficulty) wins. This represents that people competing may have different levels of ability but may also be trying things of different difficulty. A character trying to do a complicated martial arts maneuver must get a much higher roll to get the same amount of success as someone trying to do something as simple as a punch. Opposed rolls take the following form:

**Character 1's Attribute + 1d20 v. Difficulty 1
opposing
Character 2's Attribute + 1d20 v. Difficulty 2**

Deliberate vs. Chance- GM's decide whether a roll is a "deliberate" or "chance" roll. This depends upon how much chance influences the outcome of the event (as opposed to skill and talent). On a chance roll, a roll of 1 on the 1d20 means automatic failure, a roll of 20 means automatic success. If a roll could not have succeeded except for rolling a 20, the roll should be considered to have succeeded by 1. In almost all cases, fighting rolls are chance.

Chance Actions: An action a PC needs to get done immediately, or when an action must either succeed or fail the first time the PC does it. Example: a climbing roll involving leaping from one building and grabbing on to the

windowsill of another. No matter the AGY and climbing skills of the PC, the PC might succeed or might fail on a 1 or 20.

Deliberate Actions: The PC is trying to do something, but can stop if he or she is about to fail. These are typically slower, actions. Example: PC is at the bottom of a wall and makes a climbing roll to see if he can climb up it. A failure here does not necessarily mean that the PC falls, it might just mean that the PC couldn't find a safe way to get up the wall. There are no automatic successes or failures here.

Savings Rolls - Save vs. X rolls are difficulty rolls to keep something from happening that will happen unless the roll succeeds. If a PC is making a save vs. unconsciousness then the PC will become unconscious unless he or she can meet the difficulty. A basic table of savings throws follows. See the section on using attributes for more information.

Save vs.	Rolled on
Disease Contraction	END
Disease Progression	END
Fall/Skid Damage	AGY
Fear	WIL
Heat Exhaustion	END
Hypothermia	END
Loss of Balance	AGY
Nausea	WIL
Pain	WIL
Paralysis	END
Physiological Addiction	END
Physiological Drug Effects	END
Psychological Addiction	WIL
Psychological Drug Effects	WIL or INL
Unconsciousness	END/WIL
Shock	END

Opposed Savings Rolls- Occasionally, characters will be required to make opposed savings rolls. This means that even if they succeed (meet their difficulty) they will fail if they do not succeed at a level greater to or equal to the level

that their opponent succeeds their difficulty. Example: Sam hits Carl with a knockout strike. Carl beat his difficulty by 5. Now Sam not only has to beat a the normal difficulty for a save vs. unconsciousness, he has to beat it by 5 or more to avoid going unconscious.

Using Attributes

Agility (AGY)

Use AGY for athletic type rolls: catching things, throwing things, blocking things (other than strikes), skipping rope, etc.

The first point of damage can be saved against at 10 difficulty, the second point at 20 difficulty, the third at 30, etc.

Balance- Use AGY for rolls to keep one's balance: walking a tightrope, moving on ice covered streets, racing down stairs, etc.

Prowling- AGY is also used for prowling (attempting to move through an area while not being noticed). The difficulty is based on several factors: the number of people and their proximity, how distracted or attentive they are, the amount of cover and whether there is darkness or a weather condition obscuring the PC. The person being prowled against should get an opposed awareness roll.

Climbing- Use AGY for climbing. See table for sample difficulties.

Landing- Characters can use AGY to save vs. falling or skidding damage (see Other Sources of Damage, p.119).

Climbing Difficulties (with no equipment)

10 (Easy) Tree with low branches.
20 (Moderate) Rocky cliff face.
30 (Hard) Sheer cliff face.
40 (Legendary) Glacial ice.]

Prowling difficulties

10 (Easy) Crawling through a field of tall grass with a wind to cover noises and an unsuspecting person nearby.
20 (Moderate) Sneaking up behind someone who isn't expecting anything.
30 (Difficult) Crawling in a gutter at night with several people searching for you.
40 (Legendary) Avoiding someone who is searching for you by staying directly behind them (may also require SPD based rolls).

Awareness (AWR)

Noticing- Use AWR when characters need to notice a detail too small to be included in the GM's description of the surroundings (e.g. the man standing next to you has a small needle mark on his neck). AWR should not be used for a substitute for directed attention: if a player says "I'm looking carefully at the man next to me," he or she should be given every detail about that person with no AWR roll

needed. AWR is also used to save vs. prowling (see above).

Manipulation- An AWR roll is also made when something is trying to manipulate the PC's mind (typically this will be a psychic). The normal difficulty is 20. If the PC success is better than the manipulator's success, the PC realizes that he or she is being manipulated, and now can try to resist the manipulation (usually with a WILL roll).

Charm (CHM)

Acting- Use CHM whenever a PC needs to put on some sort of act to fool other people.

First Impressions- CHM rolls can also be made to "modify" an NPC's reaction to the PC. The most common usage is to try to make people like the PC. A PC meeting a stranger who beats 20 on a CHM roll comes off as slightly more confident, friendly, intelligent and likeable than he or she would have otherwise. Note that this is "first impressions" only. After the PC has had more interaction with an NPC, the PC's actions and words become what the PC is judged by. In trying to come off as likeable, PCs can also try to modify their first impressions in other ways, e.g. to come off as tough/mean/scary or as lowly/looser/wimp/nothing-to-be-worried-about.

Persuasion- CHM is used to persuade NPCs to agree with an argument. First, PCs must roleplay arguing their case.

Next, the GM decides the difficulty of the persuasion based on the logical strength of the argument. A very reasonable argument which makes a lot of sense might have a difficulty of 10. A very improbable argument that asks the listener to make a lot of assumptions might have a difficulty of 30. Note: Don't even bother rolling if an argument is so strong or so weak that it is ridiculous to believe that someone wouldn't/would agree with it.

Seduction- Use CHM for seduction rolls. A successful roll means that the victim wants to have sex with the PC. How and if the victim will act on those desires is up to the GM or player. The normal difficulty for a sexually healthy adult who has a preference for the PC's gender is 20 (moderate). GMs can also force players to make "passive seduction" rolls to see if a person is attracted to the PC even without the PC trying to seduce the person. Passive seduction rolls typically have +10 difficulty.

Acting difficulties

- 10 (Easy) Making people think you're bored.
- 20 (Moderate) Making people think you're in pain.
- 30 (Difficult) Making people think you're not scared.
- 40 (Legendary) Making people think you're a genius.

Endurance (END)

Pooled Endurance- Endurance is also used as a measurement of the amount of energy a PC has to expend. The PC starts with a "pool" of points equal to his or her END. Any of the following removes 1 point from this pool:

Exertion: Any round in which the PC is doing some strenuous physical action, including combat or anything that uses at least half the PC's STH or SPD.

Oxygen Deprivation: Any round in which the PC can't or won't take in oxygen.

Mortal Injuries: Any round in which the PC is mortally wounded (is at 0 BLD, see p.XX). Other miscellaneous things (e.g. toxins) can also remove pooled END.

When Pooled END reaches 0, the PC is incapacitated. The PC can not stand, can not make fighting actions or reactions and can not initiate any kind of communication. The PC will fail at any roll involving AGY, END, SPD or STH.

Example: Tim has 9 END. He was just shot (bringing his BLD to 0) and he is in a room filled with poison gas. He is holding his breath and running as fast as he can (he hopes to jump out of the window). Each round he loses 3 pooled

END, which means he has 3 actions before he becomes incapacitated. After two rounds he gets hit in the head with a rock and must make a save vs. unconsciousness. He rolls 1d20 plus an average of his WIL and END (which is currently 3).

Fatigue- END can also be used more slowly by activities which do not use half the PC's STH or SPD but are tiring nonetheless (e.g. jogging, manual labor, even standing for long periods of time). Example: Juan has a SPD of 10. If he runs at 5 or higher he will lose 1 END per round, so he decides to run at SPD 4. The GM decides that he will lose 1 pooled END for every 5 minutes running at this speed.

Rest- When Pooled END is lost to strenuous activity, it returns at 1 point per round when the PC is resting. Pooled END lost to oxygen deprivation returns at 1 point per round when the PC begins receiving oxygen again. Pooled END lost to fatigue returns at the same rate it was lost (e.g. if Juan loses 4 END by jogging for 20 minutes, he will regain it with 30 minutes of rest). If a PC ever reaches 0 END (incapacity) that PC is -1 END for the next 24 hours.

If a PC reaches 0 END multiple times, the PC will be very tired until the next day.

Health- END is used to represent the body's general health. It is used to save vs. things like hypothermia, heat exhaustion, cardiac arrest (heart attack), shock and (along

with WIL) unconsciousness. See Other Types of Damage (p.XX) and Symptoms/Effect (p.XX) for more.

Disease- END is also used to save vs. disease contraction and progression. See Diseases (p.xx) for more.

Intelligence (INL)

Speed of Thought- Among other things, INL represents how quickly a PC thinks (as opposed to AWR, which can measure how quickly a PC notices things, or AGY which represents how fast the PC's body reacts). A GM might sometimes ask PCs and NPCs to make opposed INL rolls to

find out who figures out something first. INL (along with AWR) is used to determine initiative in combat (see p.XX).

Skills- Intelligence is used to perform intellectual or creative skills. See Skill (p.XX) for more. In Brief: roll INL +1d20 +4/ skill level above the 1st vs. the difficulty for whatever the PC is trying to do.

Speed (SPD)

Leaping- SPD is used for leaping rolls. The difficulty for making a leap is the distance (in ft.) times two, so a ten foot leap would have a 20 difficulty. Height differences, inclines, etc. can increase the difficulty.

Running- SPD also sets the maximum speed the character can run. For convenience's sake, we use SPD as its own measurement of speed and we list everything in the game as having a SPD, from a car to a PC to a tidal wave. If you need to determine miles per hour, it is approximately SPD divided by 2.

Strength (STH)

STH is used in opposed strength rolls, for instance, if two people are grabbing for an object.

Strength Feats - Strength is also used for lifting heavy objects or any other "feat" of strength. Assuming a character can get a good grip on an object, the difficulty to lift the object should be the weight in lbs. divided by 10, so a 200 lb. object would be 20 difficulty to lift (a poorly grippable object or an object with poor balance would have a higher difficulty). Some example STH feats:

Encumbrance- STH also determines the amount that the PC can carry on his or her person without suffering a detriment to attributes. A PC's "Base Encumbrance" is

equal to their STH times 5 lbs. If the PC is carrying his or her base encumbrance, well distributed over the body, the PC is at -1 AGY, -1 SPD and loses 1 Pooled END per hour. For every 10 lbs. over Base Encumbrance, the PC is at an additional -1 AGY, -1 SPD and loses 1 additional Pooled END per hour. Example: *Nyorbu has a STH of 7. His base encumbrance is 7 x 5lbs. or 35 lbs. If Nyorbu is carrying 25 lbs., so long as it is packed well, he suffers from no minuses. At 35 lbs. he is at -1 to AGY and SPD and loses 1 Pooled END every hour. If Nyorbu is carrying 85 lbs. (35 lbs. plus 50 lbs. or 5x10 lbs. over his Base Encumbrance) he is at -6 to SPD and AGY and loses 6 Pooled END per hour.*

Text Box: STH Feat Difficulties

10 (Easy) Prying open a nut.

20 (Moderate) Breaking a wooden door

30 (Difficult) Pushing a horse around.

40 (Legendary) Pulling apart a cheap padlock

Willpower (WIL)

Mind Control- Will is used for opposed rolls involving attempts at psychic manipulation (1d20 + WIL vs. 20 opposing the attack roll of the psychic) or brainwashing (1d20 + WIL vs. 20 opposing the skill roll of the brainwasher). Note that in order to resist psychic manipulation, the PC must first realize that someone is trying to manipulate him or her (see AWR, p.XX).

Resistance- Will is used to resist anything that would cause the PC to act (or not act) against his or her will. PCs can make WIL bases saves to resist, among other things, pain, nausea, fear, amnesia, hallucinations, delusions, euphoria, etc. See p.XX for a list of drug/disease/poison symptoms and effects and the consequences for failing saves against them.

Pain- One of the most common things PCs will have to resist is pain. Pain comes in two types:

Shocking Pain: This is pain that comes on suddenly (sometimes unexpectedly). It only lasts a second but it is so strong that it can cause the PC to be unable to

act. A PC who fails to save by 1-9 loses his or her next action. A PC who fails by 10 or more loses his or her next action and reaction (see Actions and Reactions, p.XX), meaning that the PC not only cannot act, but cannot defend himself or herself for one round.

Distracting Pain: This is pain that comes on more slowly and stays around longer, causing the PC to be distracted from anything he or she tries to do. When a PC fails a save vs. distracting pain, the PC suffers from a penalty equal to the amount he or she failed by. This penalty applies to any roll the PC has conscious control over (e.g. it would apply to an attempt to catch a ball, but would not apply to a save vs. disease contraction). Example: *Logos fails a save vs. distracting pain by 3. Logos now suffers from -3 to skill rolls, actions, reactions and anything else he has conscious control over.*

Drug Cravings- WIL is also used to save vs. drug cravings (the difficulty based on the drug) after becoming addicted. See Drugs (p.XX) for more.

Health Attributes

In Brief- Blades remove BLD. Crushing removes BDY (then double BLD). 0 BLD = mortally wounded, but PC can keep going until INCY or Pooled END = 0).

The three health attributes, BLD, BDY and INCY are used whenever a character takes any kind of damage which moves the PC progressively closer to death. There are many types of damage which may cause pain, may cripple the PC, but don't move the PC significantly closer to being dead and so they do not remove BLD, BDY and INCY. The two main types of damage are blunt and bladed.

Blunt Damage- Blunt damage comes from that does crushing damage to the PC's tissues, like a club or a punch. Things like falling, being crushed, being rammed by a vehicle also do blunt damage. Blunt damage is subtracted from BDY. Once all BDY is gone, blunt damage is removed from BLD but the effect is doubled. So, if a person with 2 BDY is hit with something that does 5 blunt damage, all 2 BDY are taken away and the character suffers 6 damage to BLD (the remaining 3, times 2).

Bladed Damage- Bladed damage comes from anything which cuts, pierces or spills blood, including knives, guns, barbed wire, skidding, etc. Bladed damage goes straight to BLD. Any other type of damage which causes the PC to loose blood, be unable to take in oxygen, or does damage to the heart and lungs also do damage to BLD.

0 BLD- When a PC reaches 0 BLD it means he or she has been mortally wounded and without medical intervention he or she will eventually die. Even at 0 BLD or below, a PC can still do things, even fight, for a limited period of

time. END effects how long the PC can continue to act, and INCY (Incapacity) effects how much more damage a PC can take before being immediately incapacitated.

Incapacity- When damage reduces a PC's BLD to 0, any further damage is done to INCY. INCY represents the character's last reserves of energy to act even after being mortally wounded. All further blunt damage does double damage to INCY. All further damage that would have done damage to BLD instead does damage to INCY. When a PC reaches 0 INCY it means he or she is incapacitated. An incapacitated person can not stand, make fighting actions or reactions, or initiate any kind of communication. An incapacitated PC may make moderate (20 difficulty) WIL rolls to be able to do very simple things (e.g. answer a question, crawl away from a fire) but cannot do anything that would require a roll (e.g. perform a skill)..

As long as a PC still has Incapacity, he or she can still act normally, so long as the PC still has pooled END. As soon as a PC reached 0 BLD, he or she loses 1 point of pooled END every round (in addition to END lost from other activities/circumstances). When pooled END reached 0, the PC is incapacitated.

After being incapacitated, the PC has his or her INCY + END number of rounds before brain death occurs and no known means can revive the PC.

Armor

In Brief- AR is how much success a strike needs to bypass armor, PR is subtracted from any strike that hits the armor.

A piece of armor has two factors:

Armor Rating (AR) represents how much of the body the armor covers (or how difficult it is to hit an unprotected spot on the PC.

Protection Rating (PR) represents how much damage each type the armor can absorb.

Example: *Lake has a leather vest with an AR of 7 and a PR of 2 bladed. A strike (a combat action, see p.XX) with a success of 7 or below will hit the armor and 2 bladed damage will be subtracted from the damage the strike would normally do. If the strike was with a weapon that*

does 4 bladed and 2 blunt damage, it would only do 2 bladed and 2 blunt damage. A strike with a success of 8 and above would hit an unprotected spot and do full damage.

AR of 20 represents total coverage and no amount of success can bypass the armor.

Multiple Layers- When a PC is wearing multiple layers of armor, each layer acts upon the damage independently. One strike may hit one piece of armor and lose some of its damage, hit another piece of armor and lose more, then

bypass a third piece of armor and not lose any more. In order for damage to reach a PC, it must either bypass or cut through every piece of armor the PC is wearing.

Armor Piercing- Some weapons and types of damage cut through armor better than they cut through other things (like people). An armor piercing bullet may be listed as doing: “5 bladed damage (pierces as 10)”. When subtracting damage absorbed by the armor, treat the damage as if it is 10. When the damage gets to the PC, however, it can’t do any more than 5. Note that poisons on a bladed object do full damage if any bladed damage gets through to the victim.

Non-Damaging Attacks- There are attacks which do not do damage, but do things like cause pain, cripple joints, knock people out, etc. Armor can protect from these attacks to. To determine whether armor protects from such an attack, figure out how much damage the attack would have done if it were a normal strike, then figure out if any

of that damage would have gotten through. If none would have gotten through, then the non-damaging attack has no effect. Also, some attacks have a minimum damage (e.g. a knockout strike requires an attack that would do at least 2 blunt damage if it was a normal strike) and if armor reduces the “would be” damage to less than this then the strike doesn’t work.

Example: *Inferno is trying to stab Hoshi in the nuts with an ice-pick (a pain/stun strike). Hoshi is wearing a leather motorcycle outfit that has AR 10, PR 3 bladed 1 blunt. Inferno’s difficulty for the strike is 25, and he gets a 32, meaning he succeeds by 7. This success is less than the AR of the armor, so the armor’s PR is subtracted. Had this been a normal strike, the ice-pick would have done 1 bladed (pierces armor as 3). So, 3 bladed PR is subtracted from 3 bladed (pierces as) damage, and the result is 0. No damage gets through, and the strike has no significant effect on Hoshi.*

OTHER TYPES OF DAMAGE

Burn: When a person is burned, 4 effects happen:

- BLD damage (1 point per point of burn damage).
- Pain (WIL+1d20 vs. 10/point of damage).
- Physiological Shock (END+1d20 vs. 5/point of damage).
- Increased chance of infection (-5 to save vs. disease contraction/point of damage).

Cold: Make saves vs. hypothermia hourly. 1st failure halves all attributes, each additional failure does 1 BLD damage.

Crippling Damage: ½ damage will make a hand unusable or badly damage a foot. 1 damage will make an arm or leg unusable. See Crippling Attack (p.XX) for more.

Dropped Objects: Do blunt damage = weight (divided by 10 lbs) times number of stories. E.G. 20 lb. object dropped 5 stories does 10 blunt damage.

Electricity: When harmful levels of electricity run through a person, four effects happen:

- Paralysis (WIL+END+1d20 vs. 20/point of damage), paralysis only lasts while the electricity is running.
- Unconsciousness (WIL+END+1d20 vs. 10 per point of damage)
- Heart Attack (END+1d20 vs. 5/point of damage), see Symptoms/Effects (p.XX).
- Burn Damage: 1 point of burn damage for every 4 points of electrical damage.

Explosion: Explosions can do one, two or all three of the following:

- Incendiary Damage (same as Burn damage)
- Concussion Damage (same as Blunt damage)
- Shrapnel (same as Bladed damage, the amount is usually expressed as a dice roll and typically pierces armor)

END Damage: Some toxins to END damage. Every point of damage takes away 1 pooled END. When pooled END is at 0, damage is done to BLD.

Falling: 2 blunt damage for each story fallen (a story is ~10 ft). Armor cannot protect from this damage.

Heat: Make saves vs. heat exhaustion hourly. 1st failure halves all attributes, each additional failure does 1 BLD damage.

Hunger: For every two days without food: -½ BLD, -4 END.

Radiation: For every point of damage: 1 BLD damage, Vomiting (10), Headache (10), fatigue (-2 END), confusion (-1 INL, AWR). Effects develop over 24 hours. BLD damage is permanent (unless bone marrow transplants are given). Strong likelihood (25% per point of damage) of developing cancer and cataracts within the next year.

Ragged: Like bladed damage, but with an increased chance of infection after the battle (see p.xx). For each point of ragged damage taken, PC gets -5 to save vs. disease contraction.

Skidding: For each 20 SPD the PC is moving at: 1 bladed 1 blunt damage. Less if the ground is very soft, more if it is rocky.

Sleep Deprivation: For every 24 hours without sleep: -3 to AWR, CHM, INL and END. Must save vs. hallucinations and delusions at (3 difficulty per 24 hours). Must make saves vs. unconsciousness (15 difficulty per 24 hours) when not doing anything.

Strangulation/Loss of Oxygen: PC loses 1 pooled END per round (in addition to pooled END being lost for other reasons). The PC can not regain pooled END by resting. When END reaches 0, PC loses 1 BLD per round. When the PC can breathe normally again, lost END and BLD returns 1 per round.

Thirst: ½ BLD damage per day.

Drugs, Disease and Poisons

Symptoms/Effects

Some drugs, diseases and poisons do simple damage to BLD, just like being stabbed. The majority, however, have effects or symptoms that hit people with different intensities (depending on how much of the drug or poison they've taken or how bad they have the disease). Some symptoms are simply annoying and can not be saved (e.g. red puffy skin). Some symptoms reduce attributes and can not be saved (e.g. a disease might cause "exhaustion" and reduce STH and SPD by 5). Some symptoms can be saved against (e.g. a poison might cause Vomiting, which can be saved against at 10 difficulty). Failing a save might mean the PC is incapacitated, or it may even kill the PC.

The following lists some common symptoms/effects, what attribute is used to save against them, and what happens to a PC who fails such a save:

Anterograde Amnesia (INL): Cannot remember anything about his or her past.

Cardiac Arrest (END): 1 BLD damage per round.

Coma (END): Unconscious and unable to waken. With a failure of 10+ the user suffers cardiac arrest.

Delusions (WIL): Believes without reservation some thought or idea (e.g. I am impervious to bullets).

Dysphoria (WIL): Overwhelmed by unhappiness/depression and unable to initiate any activity.

Euphoria (WIL): Overwhelmed by pleasure and unable to initiate any activity.

Hallucinations (WIL): Senses things which he or she is unable to distinguish from real sensations.

Headache (WIL): -1 to all rolls per point of failure.

Insomnia (WIL): Sleep deprivation damage (see p.xx) as 1 night without sleep.

Obfuscating Hallucinations (WIL): Unable to see, hear or feel real stimuli because of hallucinations.

Panic (WIL): Does anything to escape danger. With failure of 10+ the user makes random counterproductive actions.

Paralysis (WIL): Unable to move. With a failure of 10+ user is unable to breathe.

Pulmonary Arrest (END): 1 END damage per round, then 1 BLD damage per round.

Retrograde Amnesia (INL): Will not later remember anything that happened during intoxication.

Seizures (WIL): Loses consciousness for 1d6 minutes, loses all pooled END. With a failure of 5+ there is possible of physical injury. With failure of 10+ there is brain damage (-1 INL, AWR or AGY).

Shock (END): END = 0, all other attributes halved. 1 BLD damage per minute.

Stupor (WIL): Unable to think, remember, concentrate or make decisions (INL = 0, WIL = 0).

Sudden Amnesia (WIL): Forgets where he or she is and what's going on, takes 1d6 rounds to remember.

Unconsciousness (END/WIL): Unless specified otherwise, lasts 1 round per point of failure.

Vomiting (WIL): -20 to all other actions while vomiting.

Drugs

A drug can have different effects based upon when and how it is used. A drug can have:

-Normal dosage effects (a normal person taking one dose of the drug).

-Overdose effects (the effects of taking 2 times, 4 times and/or 8 times the normal dose).

-Withdrawal effects (the effects when the drug exits the user's system)

-Long term effects (the general effects of the drug for a habitual user)

-Long term withdrawal effects (the effects of withdrawal after habitual use)

-Tolerance (how much more a long term user must use to get the same effect)

Addiction- Drugs can be addictive in one or both of the following ways:

Physiologically Addictive: Using the drug enough times changes the chemical balance of the brain and body such that the drug is needed for normal functioning. Without the drug the brain does not work right and addicts are driven to take more of the drug in order to "fix" things.

Psychologically Addictive: The addict's personality adjusts to the effects of the drug such that he or she can no longer handle reality (day to day life) without the drug.

Saving vs. Addiction- Each addictive drug lists the addiction difficulty for physiological and/or psychological addiction. To this difficulty is added the number of doses the person has taken without a significant break (of at least 24 hours). Saves are thus made as follows:

WIL + 1d20 vs. Psychological Addiction
Difficulty + number of doses taken

END + 1d20 vs. Physiological Addiction
Difficulty + number of doses taken

Cravings- Cravings first appear within 24 hours after an addicted character tries to stop using. PCs who are both psychologically and physiologically addicted must deal with 2 separate cravings. Cravings are saved against on WIL+1d20 vs. the Craving Difficulty of the drug. On the first successful save, the PC will not have another craving for 1 day. For each subsequent success, the time between cravings doubles. Some drugs do have special "triggers"

which can cause a craving at any time, no matter how long it's been since the last craving.

Physiological cravings go away after a number of days equal to the Craving Difficulty. Psychological cravings never go away, they just get farther and farther apart.

If a PC fails a craving, he or she must do anything within his or her power to seek out the drug. If the PC gets a hold of the drug, he or she will use it immediately and will be back to a one day period between cravings. If a PC is searching for his or her drug of choice but cannot find it, the PC can make a new save vs. cravings every hour to give up searching.

Example: *In order to keep hacking despite the pain from her injuries, Lulu starts popping pain pills. The pain pills have a Physiological Addiction Difficulty of 5, a Psychological Addiction Difficulty of 1 and a Craving Difficulty of 20. Cravings for this drug can also be triggered by pain or anxiety. Lulu ends up taking 10 doses in the course of several days. At the end of that period the GM makes her save vs. Physiological Addition (at END + 1d20 vs. 5 +10 (the 10 doses)). Lulu fails and is not*

Disease

Contraction- When a PC is exposed to a disease, the PC must make a save vs. Disease Contraction (END + 1d20 vs. the Disease Contraction Rating of the disease). Diseases will have different contraction ratings depending upon how the PC is exposed. Breathing the same air as an infected person may have a Contraction Rating of 10 while sharing body fluids with a person may have a Contraction Rating of 40. If the PC makes the save, he or she does not catch the disease. If the PC fails then the PC has the disease at 1x symptoms.

Progression- Once a PC has a disease, the PC must fight to keep the disease from getting worse. Each disease has a Disease Progression Speed, which represents how quickly the disease will get worse. If the disease progression speed is 8 hours, then every 8 hours the PC must save vs. Disease Progression. Each disease has its own Disease Progression Rating (the difficulty to save vs. disease progression). For every consecutive failure to save vs. disease progression, the symptoms increase by 1 level (1x to 2x, 2x to 3x, etc.). However, if the PC succeeds at a save, the disease is "halted": it can no longer progress. From this point onward, a failed save vs. progression has no effect, but a successful save means the symptoms level is reduced (3x to 2x, 2x to 1x). When the symptoms level reaches 0, the PC is cured.

Treatments- Treatments can do two things. Some treatments help the PC fight the disease (give the PC plusses to save vs. disease progression). Other treatments only help reduce the severity of symptoms (most over-the-counter medications work in this way).

physiologically addicted to pain pills. She must also make a save vs. Psychological Addiction (at WIL + 1d20 vs. 1 +10). She fails at this roll. Now she is physiologically and psychologically addicted. When she tries to stop using not only does she experience the withdrawal effects listed for the drug, but within 1 day she must two saves vs. cravings at WIL + 1d20. She succeeds at both, and so her next craving will not be for two days. Two days later, she saves again and succeeds, it will now be four days until her next craving. Four days later, she saves again and succeeds. Eight days later, she saves again and succeeds. Before the next craving period, 20 days will have passed, which means she must no longer save vs. physiological cravings. Sixteen days later she saves only once, and succeeds. It will now be 32 days until her next craving. Unfortunately, though, before that time she is badly cut by some barbed wire and is in a great deal of pain. This triggers an immediate craving. This time, Lulu fails, and she is now forced to drop whatever she is doing and seek out some pain pills. She succeeds, getting the pain pills. After the one dose she took wears off, she decides to quit again. She must make another save vs. physiological addiction (this time at END + 1d20 vs. 5 +1 (one dose)). She succeeds, and only has to deal with a psychological difficulty. However, her craving periods are now reset and she will experience another craving within 24 hours.

Immunity- Once a PC has defeated a disease, the PC has immunity to it, and gets +10 to save vs. disease contraction and progression from the same disease. The PC also gets +6 to save vs. disease contraction and progression from closely related diseases.

Example: *Marcos was stabbed in a battle and the wound was exposed to an infection. The infection has a Disease Contraction Rating of 20, a Disease Profession Rating of 20, a Disease Progression Speed of 12 hours, can be treated by antibiotics, and has the following symptoms: For each 1x the victim suffers from an aggregate fever (-10 to save vs. heat exhaustion), Vomiting (10), weakness (-5 STH, -5 SPD) and 1 BLD damage for each progression.*

12 hours after being stabbed, Marcos makes a save vs. disease contraction at END (7) + 1d20 vs. 20. He fails, he now has 1x symptoms. He is -10 to save vs. heat exhaustion, has -5 STH, -5 SPD, takes 1 BLD damage and must save vs. vomiting (at difficulty 10). 12 hours later must make a save vs. disease progression (at END (7) + 1d20 vs. 20). He fails, and now he has 2x symptoms: -20 to save vs. heat exhaustion, -10 STH, -10 SPD, an additional 1 BLD damage and he must save vs. vomiting at 20 difficulty. Since Marcos only has 8 SPD, he can now not even stand. Marcos' friends finally get him some antibiotics, which give +8 to save vs. disease progression. After another 12 hours he saves again at END (7) +8 (antibiotics) +1d20 vs. 20. He succeeds: the disease is not halted, but he is still at 2x symptoms. 12 hours later he rolls again and fails, but since the disease is halted nothing happens, he remains at 2x symptoms. 12 hours later he rolls again and succeeds, now his symptoms are reduced by 1x. 12 hours later he rolls again and succeeds again, now the disease is gone.

Skills

Basic Skill Use

There are certain activities that anyone can try to do without being trained: prowling, climbing, jumping, seducing, etc. Skills are generally things that someone can not even try to do without some sort of special training. A person doesn't have to be a trained long-jumper to try jumping over a hole (though it helps), but someone really does have to have some physics training to try to calculate the speed and acceleration of an object sliding down a smooth incline.

The majority of skills are "intellectual" and are rolled using INL. Other skills use the other attributes. Skills are purchased in levels, and are purchased with skill points at a cost per level set by the character class (see p.XX). For every level above the first, the PC gets +4 to any skill roll. Each skill has six possible levels which can be achieved:

(1) **Interest:** Characters have studied only the basic levels of the skill. They know enough to try anything, but their chances of succeeding at difficult tasks are very low.

(2) **Hobby:** Characters keep up on the skill but are far from masters in it. (+4 to skill rolls)

(3) **Pursuit:** Characters have spent a large portion of their time practicing the skill or keeping up

with the subject. They have a respectable knowledge of the skill. (+8 to skill rolls)

(4) **Study:** Characters have spent a significant portion of their lives studying the skill. They know almost everything an average person studying the skill could be expected to learn. Characters have a professional level of knowledge about the skill. (+12 to skill rolls)

(5) **Expertise:** This is the equivalent of a Ph.D. in the skill. Characters know subtleties about the skill that few people know exist. (+16 to skill rolls)

(6) **Mastery:** This is everything a person could possibly know about the skill. A person with Mastery in a skill will rarely, if ever, meet a person as skilled or knowledgeable as them. Starting PCs may not have level 6 in any skill without special permission from the GM. (+20 to skill rolls)

Example: *Tim has Physics (3). Tim wants to calculate the radioactive decay of a batch of toxic waste. The GM says that this will be a moderate (20) difficulty use of the skill. Tim rolls INL +8 (because he has level 3) + 1d20 vs. 20.*

Skills & Time

When a PC uses a skill, it is assumed that a PC is taking as long as he or she needs to. This might mean one round (e.g. using Corporations to realize that a certain person is the CEO of a major corp) or weeks (e.g. using Carpentry to

build a house). PCs gain no plusses from taking extra time to complete a skill, but they do take a penalty if they are trying to rush.

Working Together

Two PC with equal levels in a skill can often work together, giving +4 to the skill roll (one PC makes the roll). PCs with unequal levels in the skill cannot work together (one knows

so much more than the other that the other can't do anything to help).

Books

Books are manuals for using a certain skill. Using a skill with a book generally takes significantly longer than using the skill unaided. There are three types of books:

Introductory Texts: Useless to PCs who already have the skill, but can temporarily give the equivalent of level one (hobby) in the skill to people who do not have the skill.

Reference Texts Unusable by people who do not have the skill, but for those who do have the skill they increase the skill level by one (max. 6).

Introductory/Reference Texts: Can be used either way.

Not every skill has a book available (for many skills a book would be useless).

Combat Skills

Each combat lists fighting actions and/or reactions which are learned as part of the skill. In addition to any plusses listed in the skill, the PC gets +4 for every skill level above

the first to each of these actions and reactions. Most combat skills only allow the plusses to work on certain weapons.

Some skills start with a negative on one of the actions/reactions. This does not mean that a PC with one level in the skill has a penalty. It only means that this is something that the PC doesn't benefit from until he or she gets multiple levels of the skill. For instance, if a skill gives -4 to Blinding Strike, then at level 1 the PC gets no benefit, at level 2 (-4 +4) the PC still gets no benefit. At level 3, however, (-4 +8) the PC does get +4 to blinding strikes.

Example: Fenn has Knife Throwing (4). The skill lists the following plusses when throwing knives or similar weapons:

- +2 per level to initiative
- +4 to Strike
- +0 to Vital Strike

Vehicle Skills

Normal skills list example things that a person with that skill could do at each level of difficulty (an easy thing, a moderate thing, a hard thing, etc.) Vehicle skills list a number of "maneuvers" that a person with that skill can do, each with a corresponding difficulty. For example, one of the maneuvers that people with the motorcycle skill get is "Stairs (20): Go up or down stairs or similar impediments." Maneuvers are rolled as a normal skill roll, but they have two special modifiers: maneuverability and speed.

Maneuverability: A rating of a particular vehicle that tells how good or bad it is at complex maneuvers. Maneuverability is expressed as a plus or minus to maneuvers done with the vehicle.

Speed: For some maneuvers (jumping, stairs), going fast is good, but for the majority of maneuvers going too fast makes the maneuver harder. Unless the GM decides that this is a fast maneuver, the difficulty for the maneuver is whichever is higher: the difficulty listed in the skill description or the current SPD of the rider.

Example: *Rakesh, who has Motorcycle (3), is chasing after someone on his motorcycle and is confronted with a flight*

Non-Skills

A PC can try anything without using a skill. The PC simply narrates what he or she does. Example: Flagg has no demolitions or electronics skills of any kind and he's trying to disarm a bomb. The GM doesn't make him roll a skill roll, doesn't even make him roll INL. The GM simply describes the bomb and asks Flagg what he does. Flagg decides the best thing to do is grab a handful of wires and yank them out all at once. The GM narrates the result...

-4 to Blinding Strike

No penalty for targeted strikes.

Because Fenn has 4 levels in the skill, he gets +12 to all of these, so Fenn's actual plusses are:

+8 (+2 x 4) to initiative

+16 (+4 +12) to Strike

+12 (+0 +12) to Vital Strike

+8 (-4 +12) to Blinding Strike

No penalty for targeted strikes.

If a PC has different skills that give plusses on the same action with the same weapon (e.g. Street Fighting: Armed and Knife Fighting both give plusses to Vital Strike with knives) the PC takes only the highest bonus for each action (the plusses do not combine).

of stairs. At the bottom of the stairs he will have to make a sharp turn or hit a wall. Rakesh is going at 30 SPD when he hits the stairs. The GM decides that Rakesh will not take a SPD penalty while going down the stairs. Rakesh rolls AGY (15) + 8 (skill) +15 (the maneuverability of the motorcycle) + 1d20 vs. 20 (the difficulty listed for Stairs in the Motorcycle skill description). Rakesh makes it easily. At the bottom of the stairs is the sharp turn, and the GM says that he will make Rakesh take the SPD penalty. Rakesh rolls AGY (15) + 8 (skill) +15 (maneuverability) + 1d20 vs. 30 (his current SPD).

Maneuvers as Combat- The maneuvers Ram, Trample and Swerve can be used as combat actions and reaction. They can be opposed by other combat actions and reactions by people on foot. Example: *Rakesh wants to use the Trample maneuver to hit Lew (who is on foot). On Rakesh's action, he makes a Trample maneuver roll. As a reaction, Lew dodges. Rakesh succeeds by 5, Lew succeeds by 7, thus the dodge is successful.*

Unless they have some special disadvantage, PCs are expected to be able to do a certain number of normal things, including: read, eat, dress, keep clean, stay afloat, use a pistol, read a map, cook a meal, tie a knot, tell a lie, recognize symptoms of serious illness, etc.

Fighting

Attributes in Combat

The following gives a basic idea of how attributes figure in to various combat maneuvers:

AGY- Adds to the speed and accuracy of an action/reaction.

AWR- Adds to actions that require noticing and reacting to a flaw in the enemy's defenses, an attack, etc.

INL- Adds to actions that require the use of knowledge (e.g. knowing where to strike to hit a vital organ).

SPD- Adds to actions that involve quick and powerful footwork.

STH- Adds to the damage and pure force of an attack.

In Brief

Combat begins by determining initiative (who acts first), then proceeds through a number of rounds until combat is finished. Each round, each participant gets one action (used in order of initiative) to use against an opponent and one reaction to react defensively to something done to him or her. There are many types of combat actions and reactions,

each with a different intended result, different difficulty and using different attributes. There are also many factors that can modify the difficulty for an action or reaction, including skills, properties of the weapon, and environmental variables.

Initiative

At the beginning of combat, each participant makes an $AWR + INL + 1d20$ roll. The fighter with the highest roll will get the first action in the round, the second highest will go next, etc. The next round, initiative is the same. Initiative must be re-rolled every time there is a break in the action (e.g. fighters stop to taunt each other).

Surprise- The fighter who initiates combat should get a bonus to initiative, from +5 to +15, depending upon how much of a surprise the combat was to the other fighters. Also, characters who are completely unaware that they are the victims of an action (e.g. are hit unaware by a sniper) do not get a reaction.

A Combat Round

A combat round is a period of time during which each participant gets one action and one reaction. The character's reaction is made in response to any attack against them at any time during the round.

Converting Actions & Reactions- Characters do not have to use their actions and reactions at the designated time; they can do any of the following:

- Wait and use their one action at the end of the round.
- Give up their action for that round in order to gain an extra reaction (no penalty).
- Turn a reaction in to an action (at extra difficulty, see Simultaneous Action, below).

Range

Each weapon has a range. This is how close to or how far away from an opponent a character must be to use that weapon against that opponent. A sword might have a range of 1-2, this means that at range 0 you are too close to use it and at range 3 you are too far away. Jumps (see Noncombat Actions and Reactions) can be used to get in to the proper range.

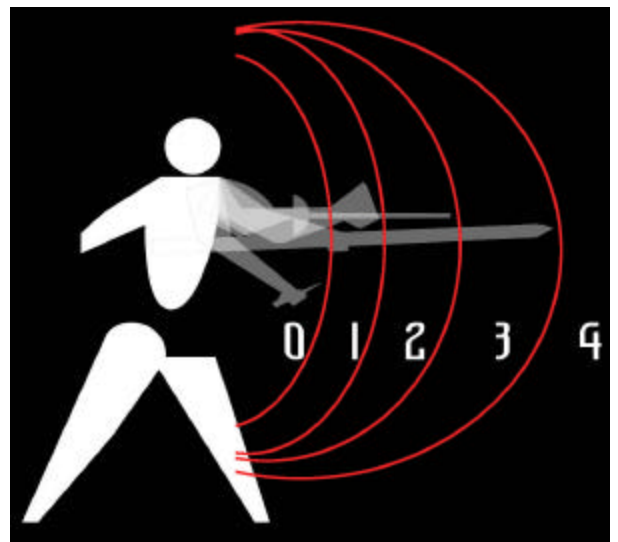
Range 0: Short knives, biting and clawing, minimum range for small pistols.

Range 1: Punches, kicks, knives, short swords, disarm and crippling strikes.

Range 2: Long swords, chain weapons, minimum range for shotguns & rifles.

Range 3: Pole arms, broadswords, whips.

Range 4: Projectile weapons.



Why keep track of range? First, because range gives a benefit to opponents with longer weapons. Second, range

gives a benefit to opponents who are defending (since the opponent must use an action to step forward).

Resolving Combat

A combat action is an attempt to do something to someone else during combat. Like any other attempt to do anything (that the GM decides requires a dice roll) the character's action fails if the player cannot match the difficulty. If the player matches or exceeds the difficulty, the action will succeed unless it is opposed. Like any opposed rolls, the defender must make an opposing action (a reaction) and succeed (beat the difficulty) by more than the attacker succeeded. In other words, whoever does a better job, the attacker or defender, wins.

Action/Reaction Example

Attacker's Action: Strike (Handheld)	Defender's Reaction: Dodge
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The attacker declares the action first: an attack with some handheld weapon. The defender then chooses to use his or her reaction: to dodge the blow.

Attacker's attributes: STH+AGY = 23	Defender's Attributes: AWR+AGY = 30
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Each action or reaction uses specific attributes, a handheld strike uses STH and AGY, a dodge uses AWR and AGY. The combatants add those attributes.

Attacker's 1d20 roll: 14	Defender's 1d20 roll: 5
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Attackers add to their attributes to the result of their roll on a 20 sided die. If attackers had applicable skills or situational modifiers, those would be added in as well.

Attacker's Roll vs. Difficulty: Total of 37 vs. difficulty 25	Defender's Roll vs. Difficulty: Total 35 vs. difficulty 25
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Each combatant's combined attributes plus 1d20 roll are compared to the difficulty of the given action. Both the attack and dodge have a difficulty of 25. Here, both combatants beat the difficulty for their respective actions.

Attacker's Success: 37 - 25 = 12	Defender's Success: 35 - 25 = 10
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Success is the amount by which a player beats the difficulty for the action. Since the strike and dodge are opposed, the person with the most success wins. Here, the attacker's success is more than the defenders (by 2 points, making it an opposed success of 2). The attacker wins and inflicts damage upon the defender (the goal of that particular action).

Noncombat Actions

These are actions which are useful during combat but they do not directly effect opponents and so the opponents can not react to them. The GM usually won't require a player to make difficulty rolls for these actions.

Draw- Ready a weapon for attack (may take more than one round if the weapon is not readily available).

Aim- Aim a projectile weapon at an enemy and follow any movement the enemy makes. If the character later makes

an attack against the enemy with that weapon (without their aim having been interrupted) the character gets +4 to the roll.

Rise- Rise to standing from a prone state.

Jump- Move a specified number of units closer to or farther away from the opponent. See Range (p.XX).

Modifiers

Any factor can realistically modify the difficulties for actions and reactions in a combat. GMs will determine bonuses and penalties for each situation. Some common modifiers are:

Aim	+4 to roll	The attacker has just aimed at the target (see Noncombat Actions)
Blinded (Full)	-15 to roll	This is the penalty when a fighter's vision is completely obscured.
Blinded (Partial)	-7 to roll	This is the penalty when a fighter's vision is partially obscured or blurred.
Burst	-4 to roll	The character is firing more than one shot at once (up to the max. Rate Of Fire listed for that weapon). If the action is successful, each shot does damage.
Extended Action	+5 to roll	The character puts his or her whole body in to an action (+5) but in doing so sacrifices his or her balance (-10 to next action or reaction). Not possible with projectile weapons.
Improvised Weapon	-8 to most rolls	See Improvised Weapons (p.XX) for more.

Leaning	-10 to roll	While leaning over to attack something below the character's knees, he or she is at -10 to their roll for any action or reaction.
Mounted	-4 to roll	Penalty only applies when the animal/vehicle is moving. Note that in order to hit opponents, mounted PCs must typically lean (see above). When the PC is moving he or she is at +4 difficulty to hit.
Paired	-4 to roll	The character is attacking with two weapons simultaneously. If the action succeeds, both weapons do damage.
Prone	-8 to roll	Penalty does not apply to kicks or projectile weapons. Because of their reduced profile, prone characters are -8 to hit with a projectile. See also Stomp (p.xx).
Simultaneous Action	-20 +WIL to roll	The character makes an action as a reaction: he or she reacts to an action directed towards him or her with another action. Both actions happen simultaneously and neither are opposed. -20 to the roll, but WIL is added in as a third attribute.
Split	-10 to rolls	The character splits one action in to two actions or one reaction in to two reactions but gets -10 to each. Actions created in this way must be used at the same time; reactions can be saved for later in the round.
Targeted	-4 to roll	The damage done by a successful attack is done to a specific part of the enemy predefined by the attacker (depending upon the part, the attack might do less damage than normal, but never more).
Underwater	-8 to roll	Because water reduces momentum, all attacks do ½ damage underwater. Characters without any swimming skills can only move at 1 SPD underwater.

Combat Actions

These are actions that every person can attempt, even people with no combat training whatsoever. Actions (that only people with special training can do can be found in the combat skills section (p.XX).

Area Attack

Goal- Hit everything in a given area with bullets or other projectiles.

Roll- INL + Number of shots fired + 1d20 vs. 25 + size of area in feet.

Weapon- Any that can shoot more than once per action

-Each victim can react separately to the attack.

-This is the only action which doesn't suffer from blindness penalties: the character can fire at an area without seeing it. Distance penalties for projectile weapons do apply.

-When declaring, define an area to spray. Roll a separate success roll for each person in the area.

-Each victim hit takes damage from one projectile.

Blinding Strike

Goal- Damage victim's eyes to blind him or her.

Roll- INL+AGY+1d20 vs. 30

Weapon- Anything that damages eyes or flesh around the eye or any substance that can obscure vision or makes eyes shut involuntarily.

-Most weapons only partially blind (a nail can only poke out one eye at a time, sand will only partially damage vision).

-Some weapons fully blind on a successful strike (e.g. a caustic chemical spray). See *Improvised Weapons: Blinding Substances* (p.XX) for more.

Crippling Attack

Goal- Damage a limb so as to make it unusable.

Roll- STH+INL vs. 30

Weapon- Anything that can cut tendons, break bones or dislocate joints (must be able to do at least ½ point of damage had this been a normal strike).

-A successful crippling attack cripples one limb.

-A person can continue to stand on one leg but is at SPD 1, -7 to all actions and reactions, and is -20 to save vs. loss of balance.

Disarm

Goal- Knock the opponent's weapon from his or her hand.

Roll- STH+AGY+1d20 vs. 30

Weapon- Fists, kicks or anything which can cause a wrist to loose tension.

-Usually a strike to the wrist, though it may be a strike to the weapon itself.

-The victim can resist with an opposed STH feat (STH+1d20 vs. 20) as a reaction.

Grab

Goal- Immobilize one limb or one weapon.

Roll- STH+AGY+1d20 vs. 25

Weapon- Hands, or anything which can grab (e.g. a snare).

-Once a limb or weapon is successfully grabbed, the grab remains until it is broken. The grabber can choose to let go, or the victim can use an action to make an opposed STH roll against the grabber. Any successful pain/stun attack against the grabber will also cause the hold to be broken.

Grab (Pain)

Goal- Immobilize a limb so that the victim can not move without pain.

Roll- STH+INL+1d20 vs. 35

Weapon- Hands

-The victim's arm is simultaneously grabbed and twisted so that the victim must make a save vs. pain (WIL+1d20 vs. 20) to move in any way.

-The victim's free limb is still usable but usually on the opposite side of the body from the grabber.

Grab (Strangle)

Goal- Cut off blood and air flow through the neck.

Roll- STH+AGY+1d20 vs. 25

Weapon- Hands, anything that can be wrapped around the victim's neck, or anything hard that can pin the neck against a stable surface.

-Grab can be broken by opposed STH roll or pain/stun attack.

-During the hold, the victim takes 1 BLD damage per round. If the hold is broken before the victim dies, the lost BLD returns one per round.

-Both the victim's hands are free during the grab.

Grab (Wrestling)

Goal- Use multiple limbs to immobilize the victim's limbs.

Roll- STH+INL+1d20 vs. 30

Weapon- Hands

-Goal is to get the victim in a hold that is easier to maintain than it is to break free from. To break hold victim must make hard (30) STH feat while holder makes easy (10) feat.

-Takes one limb to immobilize a limb (e.g. to immobilize both the victim's arms, attacker must use both his or her arms).

Knockaway

Goal- Do damage and knock the victim backwards.

Roll- STH+AGY+1d20 vs. 25

Weapon- Anything capable of inflicting two or more points of blunt damage over a wide area.

-Victim takes 1 point of blunt damage and is knocked back one range unit per point of opposed success.

-Even if the damage is absorbed by armor, the victim is still pushed backwards.

-Victim must make a moderate save vs. loss of balance (AGY+1d20 vs. 20) to avoid falling down.

Knockdown

Goal- Knock the opponent to the floor.

Roll- STH+AGY+1d20 vs. 30

Weapon- Anything capable of hooking legs or pushing the victim over through sheer force.

-If successful, the victim is knocked down with no save. See p.XX for more on prone fighters.

Knockout

Goal- Knock the victim unconscious

Roll- STH+AGY+1d20 vs. 30

Weapon- Anything capable of doing significant blunt damage

-If successful, the victim can make an opposed save vs. unconsciousness (WIL+END+1d20 vs. 20). If they can not successfully oppose the knockout, the victim is knocked unconscious for one round per point of the attacker's opposed success.

-For every successful knockout, there is a chance of serious damage to the victim, whether the attacker desires it or not. Generally, if the attacker's opposed success is more than 10, the attack also does 1d6 damage to BLD.

Pain/Stun

Goal- Stun the victim by causing him or her pain.

Roll- INL+AGY+1d20 vs. 25

Weapon- Nearly anything capable of blunt, bladed or burn damage or otherwise capable of causing pain.

-If the attack is successful the victim must make an opposed save vs. shocking pain (difficulty 20). If the victim fails by a difference of less than 10, the victim loses his or her next action. If the victim fails by 10 or more, the victim loses his or her next action and reaction.

Slash

Goal- Cause damage, distracting pain and disfigurement by an attack on the face or any other sensitive area.

Roll- INL+AGY+1d20 vs. 25

Weapon- Anything capable of cutting or tearing long gashes in flesh.

-Does ½ point BLD damage and the victim must make an opposed moderate (20 difficulty) save vs. distracting pain. Victim suffers a -1 penalty for each point of opposed success by the attacker.

Stomp

Goal- Do 2x damage to victim's lower than the attacker.

Roll- SPD+STH+1d20 vs. 25

Weapon- Feet.

-The victim must be below the knees of the attacker.

-Because this attack uses the full weight of the attacker against the victim, it does double the damage of a normal kick.

Strike (Handheld)

Goal- Do damage to the victim.

Roll- $STH+AGY+1d20$ vs. 25

Weapon- Any handheld weapon capable of doing damage.

-If successful, it does the normal damage listed for the weapon.

Strike (Projectile)

Goal- Damage to the target.

Roll- $INL+AGY+1d20$ -1 per functional range unit vs. 25

Weapon- Any projectile weapon.

-For every one Function Range (FR) unit away the victim is, the character takes a -1 penalty to the roll (see Projectile Weapons, p.XX).

Tackle

Goal- Knock both the attacker and the atackee to the ground.

Roll- $SPD+STH+1d20$ vs. 20

Weapon- Body

-If the tackle is successfully dodged, the attacker must make a save vs. loss of balance to avoid ending up on the ground.
-A tackle does no damage.

Vital Strike (Bladed)

Goal- Use a bladed weapon to damage vital areas.

Roll- $INL+AGY+1d20$ vs. 35

Weapon- Any weapon that does bladed damage.

-Bladed damage that penetrates armor is doubled.

-Blunt damage is not doubled.

-This is an attack on an area where bladed damage is especially harmful (e.g. neck, heart).

Vital Strike (Blunt)

Goal- Use a blunt weapon to damage vital areas.

Roll- $INL+STH+1d20$ vs. 40

Weapon- Any weapon that does blunt damage

-Blunt damage that penetrates armor is doubled.

-Bladed damage is not doubled.

-This is an attack on an area where blunt damage is especially harmful (e.g. neck, temples).

Wing

Goal- Damage easy to hit, but non-vital parts.

Roll- $INL+AGY+1d20$ vs. 20

Weapon- Any weapon capable of doing damage.

-Aimed at exposed yet non-vital body parts (e.g. arms, thighs and ribs).

-Any damage which gets through the armor is cut in half.

Reactions

Dodge

Goal- Sidestep the path of the weapon.

Roll- $AWR+AGY+1d20$ vs. 25

-After a successful dodge, the defender is still in roughly the same place as he or she was before.

Entangle

Goal- Stop and trap the weapon.

Roll- $INL+STH+1d20$ vs. 30

-Requires something that can stop and trap the weapon (e.g. chain, meat hook, trident, jacket, folding chair).

-If successful, the action is blocked and the attacker must use another action to unentangle the weapon.

Flip

Goal- Dodge attack and knock over attacker.

Roll- $AGY+STH+1d20$ vs. 35

-This requires that the attacker make a lunge (punch or attack with a handheld weapon) and that the defender must be close enough to use the momentum to flip the attacker over a pivot point (usually the defender's shoulder).

-If successful, the attacker is knocked down with no save.

Drop

Goal- Drop below the path of the weapon.

Roll- $AWR+AGY+1d20$ vs. 20

Whether successful or unsuccessful, the defender ends up on the floor at the end of the reaction.

Jump

Goal- Jump out of weapon's range.

Roll- $SPD+AGY+1d20$ vs. 25

-Unlike the Noncombat Action: Jump, this is in reaction to a specific attack.

-Determine how many range levels the character needs to move to be out of the range of the weapon.

-+10 difficulty for every range level beyond the first.

-If the defender beats the difficulty but doesn't beat the opposed action, the PC gets hit but ends up out of weapon's range at the end of the reaction.

Mental Block

Goal- Resist attempted mind control (especially psychic attacks).

Roll- WIL+1d20 vs. 20

-This is only useful against attacks that go directly to the character's mind.

Parry

Goal- Block the attacker's weapon.

Roll- STH+AGY+1d20 vs. 25

-Be sure to declare what you are blocking and with what. If you block a knife blade with your bare hands, for instance, you will take some damage (though not as much damage as the strike would have done unopposed).

Actions

- Each character gets one per round.
- Characters get to use their actions in an order determined by initiative.
- Actions can be traded for reactions at no extra difficulty.
- Characters can wait until the end of the round to use an action.

Reactions

- Each character gets only one per round.
 - A character can only use a reaction when he or she is the target of an action.
 - A character can use a reaction as an action at extra difficulty (+20 +WIL).
 - If the character is not acted upon in a round, he or she gets no reaction.
-

Projectile Weapons

Range- When making any action with a projectile weapon, add to the normal difficulty the number of range units away the target is. For example, if a weapon has a FR (Functional Range) of 5 ft.: for every 5 ft. away the opponent is (rounded down) there is an extra point of difficulty. A target 60 ft. away would be at +12 difficulty hit with that weapon. Weapons also have a Maximum Range (MR) beyond which the weapon can not do damage.

Cover- A character who lies flat, facing their enemy (reducing their profile) is very hard to hit with projectile weapons (-8 to hit). Any type of cover can give the enemy a minus to hit depending upon how much of the character's body is protected. Treat this as armor: standing partially behind a tree might have an AR of 5 and a PR of 15 bladed/blunt (from that one direction only).

Fighting Non-Humans

Machines- Non-Biological opponents do not have BDY, BLD or INCY. Instead, each device has an amount of blunt or bladed damage that, if it takes, will cause it to cease functioning. One machine, for example, may be able to take 4 blunt or 9 bladed damage before it stops working.

against an animal that does not depend upon its eyes, a rhinoceros would not be very susceptible to a knockdown attack by a human, etc. Without some knowledge of mechanics, a vital strike against a machine would be impossible.

Size- Animals and machines which are bigger or smaller than humans are easier or harder to hit (see table). Also, small opponents can only take limited blunt damage because, instead of absorbing the damage, the opponent goes flying (unless the opponent is crushed against something).

Swarms- A swarm is a group of small animals attacking the character that are so numerous we treat them as one entity. A swarm can not be parried or dodged, only run from.

Size	to hit
Bee	-20
Rat	-10
Cat	-5
human	0
horse	+5
elephant	+10
house	+20

Armor can help the character: any portion of the character's body which is covered by armor can not be attacked. The amount of the character's body which is protected is the ratio of the AR to 20. So, a character with AR 10 could only be attacked by half the swarm at once. A character with an AR of 5 could only be attacked by three-fourths of the swarm.

Most swarms do not dodge and instead make simultaneous strikes at no minuses (for convenience's sake, assume that all swarm animals which can attack make a successful strike). Characters, on the other hand, usually can't kill more than a few swarm animals with each strike, except with certain weapons like poison sprays or flame throwers.

Special Attacks- Sense should be used in fighting non-humans. For instance, a blinding strike would be silly

Weapon Specific Difficulties

The difficulties listed for the various actions and reactions represent the difficulty with the “typical” weapon someone might use to do that action or reaction with. Some weapons are designed so that some actions/reactions are easier, while others are much harder. For instance, a sledgehammer is so heavy and awkward that it is hard to make a strike with it. On the other hand, a whip is designed for pain/stun attacks

and so such an attack would be easier. In weapon profiles, special actions and reactions are listed as:

Very Easy (-8 difficulty)
Easy (-4 difficulty)
Hard (+4 difficulty)
Very Hard (+8 difficulty)

Improvised Weapons

Normal objects can be used as weapons but since they are not designed as weapons they have higher difficulties to use. Many will also break after the first attack.

Slashing Weapons : Any object with a cutting edge strong enough to cut flesh does 1 bladed damage. The PC is at -8 to any actions with this weapon except pain/stun, blinding and slash.

Poking Weapons: Objects with a point on them strong enough to be driven to flesh do only ½ a point of bladed damage. The PC is at -8 to any actions with this weapon except blinding strike, pain/stun and vital strike.

Blunt Weapons: Blunt objects with a good handle can do between 1 and 3 blunt damage. The PC is at -8 to any actions with these weapons except strike and pain/stun.

Thrown Objects: Any heavy object without a handle can be thrown at an enemy. If a character attacks someone with a huge rock at point blank range, we can simply say that is was a throw at 0 ft. They have normal difficulties but the following ranges:

Weight	Function	Dmg
1-2 lbs.	3 ft.	½
3-5 lbs.	3 ft.	1
6-10 lbs.	2 ft.	2
11-20 lbs.	1 ft.	3
20-99 lbs.	½ ft.	4
100+ lbs.	½ ft.	1 dmg/ 20lbs.

Blinding Substances: Any substance which can be thrown in the eyes. PCs can make a blinding attack with these substances at no minuses. They can be thrown only within a range of 5 ft. Most of these substances can be avoided by closing one's eyes (a very easy dodge). A successful attack, though, will fully blind the opponent (-15 to all actions/reactions) for a length of time depending upon the causticity of the substance. Extremely caustic substances (like bleach) will not only blind but act as a pain/stun strike on a successful blinding attack.

After Combat

After combat is finished, PCs who have taken injuries should seek out medical attention. The best case scenario is that someone with the Emergency Medicine skill and proper medical equipment can immediately treat wounded PCs. If the medical care PCs are given is late in coming, or the medic doesn't have the proper equipment, or the medic doesn't have the proper skills, the following effects are only reduced.

Bleeding- For each point of bladed damage a PC has taken, that PC will loose another ½ point of BLD over the next 15 minutes unless the wound is cared for (tourniqueted, cauterized, stitched up).

Pain- When the endorphins the body produces in an emergency wear off, the PC will feel every bit of damage done. The PC must

save vs. distracting pain with a difficulty of 5 for each point of damage done.

Infection- Unless a wound is disinfected, the victim risks a serious infection. For every point of bladed damage a PC has taken, the PC must make a save vs. disease contraction with a difficulty of 10 per point of damage (max. 30). Note that burns and ragged damage (see Other Types of Damage, p.xx) increase the chances of infection and are very difficult to treat medically. If the PC fails the save vs. contraction, he or she suffers from a disease with the following profile (see p.xx for more on fighting diseases): Disease Progression Rating: 20. Disease Progression Speed: 12 hours. Treatments: Antibiotics. Symptoms: For each 1x the victim suffers from an aggregate fever (-10 to save vs. heat exhaustion), Vomiting (10), weakness (-5 STH, -5 SPD) and 1 BLD damage.

Simple Combat Example

Rusty and Juanita, PCs in the Fates Worse Than Death universe, are in a fight:

Rusty: 12 AWR, 8 AGY, 10 INL, 6 SPD, 14 STH, 7 WIL, 3 BLD, 5 BDY, 4 INCY. No combat skills. Has a hunting knife (range 0-1, damage: 2½ bladed). No armor.

Juanita: 8 AWR, 10 AGY, 13 INL, 16 SPD, 4 STH, 8 WIL, 4 BLD, 4 BDY, 4 INCY. Kickboxing (2) (gives +8 to wing, +8 parry, +8 to knockaway, +4 to strike with her feet). No weapons. Her kicks do 1½ blunt damage. No armor.

GM- Roll initiative.

Rusty- (rolls INL (10) + AWR (12) + 1d20) 28

Juanita- (rolls INL (13) + AWR (8) + 1d20) 23

GM- Rusty, you get the first action. What do you do?

Rusty- I'm doing a split action, I'm moving in to range 1 and doing a strike at Juanita with my knife.

GM- Juanita, are you reacting?

Juanita- I'm going to dodge.

GM- Okay, roll. Remember, Rusty, since you split your action you're -10 to each action. The jump in to range will succeed automatically, but you're -10 to hit.

Rusty- (rolls STH (14) + AGY (8) -10 (split action) +1d20 vs. 25) I got 27, that's 2 success.

Juanita- (rolls AWR (8) + AGY (10) + 1d20 vs. 25) I got 26. Only one success.

GM- Okay, the knife hits you Juanita, and does 2½ damage to your BLD. Okay, Juanita, now it's your action.

Juanita- I'm going to make a strike with my feet.

Rusty- I'll block with my arm.

GM- Okay, roll.

Juanita- (rolls STH (4) + AGY (10) +4 (skill) + 1d20 vs. 25) I succeeded by 8.

Rusty- (rolls STH (14) + AGY (8) + 1d20 vs. 25) I succeed by 12.

GM- Okay, Rusty parries the kick. Next round. Rusty, your action. What do you do?

Rusty- I'm going to make a strike against Juanita with my knife.

GM- Okay, Juanita, your reaction?

Juanita- Um... I'll parry with my leg.

GM- You realize that since you're parrying a bladed weapon, even if you succeed your leg may be injured? You might lose BLD or even have the leg crippled?

Juanita- Yeah, but it won't be as bad as if I get stabbed, right?

GM- Right.

Juanita- Okay, I'll do it.

GM- Okay, roll.

Rusty- (rolls STH (14) + AGY (8) +1d20 vs. 25) I got 3 success.

Juanita- (rolls STH (4) + AGY (10) + 8 (skill) + 1d20 vs. 25) I got 30. Five success.

GM- Okay, let's see, you kick the blade out of the way, but your ankle is grazed. Take... ½ BLD damage.

Juanita- Okay. I'm at 1 BLD now.

GM- Okay, Juanita, your action.

Juanita- I'll do a knockdown, with my feet.

Rusty- I'll let her kick me and do a simultaneous strike.

GM- Okay, roll.

Juanita- (rolls STH (14) + AGY (8) + 1d20 vs. 30). Two success.

Rusty- (rolls (14) + AGY (8) +1d20 vs. 25). Five success.

GM- Okay. Juanita, you take another 2½ damage to your BLD. Rusty, your knocked on the ground.

Juanita- My BLD is zero now, and I'm down to 2½ INCY.

GM- Well, you've just been mortally wounded. From now on you'll be losing a point of pooled END every round.

Rusty, it's your action.

Rusty- I'll get up.

Juanita- While he's doing that, I'm going to run away.