



Storyguide Screen v1.1

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COMBAT

1. Initiative

1d + Reflex, Higher is faster

2. Actions

Declare how many actions to take this turn, (only for characters with multiple):

- 1 Action: No penalty
- 2 Actions: -2 penalty
- 3 Actions: -4 Penalty

Free Actions: Dodge, say or shout a short sentence, look around, take a couple of steps.

Normal Actions: Attack, diving prone, draw gun, duck for cover, moving further

To reload a weapon takes a full turn.

3. Make Combat Contests

Attack skill

Fighting
Armed Fighting
All Others

Defense skill

Armed Fighting, Dodge, Fighting
Armed Fighting, Dodge
Dodge

If test result is higher than defender, success. Equal or lower means failure.

Range Modifiers:

Short	Mid	Long	Extreme
+2	0	-2	-6

Other Modifiers:

Guns in close quarters (also for Mechs): -4
Moving ½ top speed or more and shooting: -2
Target surprised: Treat defense roll as critical failure (0)

Static target:

Difficulty: Short 12, Mid 16, Long 22, Extreme 28

Moving target:

51-100 mph: -2, 101-200 mph: -4, 201-300 mph: -6

4. Damage

For ever 5 points higher in Combat Contest, get +1d on damage roll (minimum is 1)

Weapons: Add Weapon Damage dice.

Strength	Modifier for Fight or Armed Fight
1-3	-1d
4-7	0
8-9	+1d
10-11	+2d
12-13	+3d
14-15	+4d

Subdual Damage: ½ of damage roll is subdual. When would level is dropped, target must succeed Hard Tenacity Feat Test or is unconscious for 1d min.

Hybrid Damage: Weapons do equal damage to vitality and integrity scaled objects.

Armor: Roll armor dice and subtract sum of all results from damage. Trauma against physical, projectile against projectiles.

Final loss: Summarize all damage rolls and subtract the armor rolls. The subtract final damage from vitality.

Wound Levels (*Wound level x Vitality*):

Wound Level	Vitality (10 points example)	Penalty
0 Unhurt	0	0
1 Flesh Wound	1-10	0
2 Light Wounds	11-20	-1
3 Moderate Wounds	21-30	-3
4 Serious Wounds	31-40	-6
5 Death's Door	41-50	Unconscious
6 Dead	51+	Dead

5. Additional Actions

Once all first actions are done: Do all second actions in order, then the third.

6. Regeneration

Depends on monster or Tager. Rate is listed in the creature's stats. Tagers regenerate at two different rates: The first number shows the regeneration in their normal, the second in their shifted state. If dice are mentioned, roll dice to determine the regenerated vitality.

DIFFICULTIES

Degree	Difficulties	Standard
Easy	7-9	8
Average	10-14	12
Challenging	15-19	16
Hard	20-25	22
Incredibly Hard	26-31	28
Legendary	32+	34

Difference

1-2
3-4
5-6
7-9
10

Margin

Near Failure or Success
Average success or Failure
Solid Success or Definite Failure
Like a Pro or Like a Complete Idiot
Critical Success or just a Definite Failure

SPECIAL COMBAT INFO

Indirect Attack

Target located by someone else: -2
Target not visible at all: -4

How far away indirect attack hits from target:

Short	1d feet/yards away
Mid & Long	2d feet/yards away
Extreme	3d feet/yards away

Point where the indirect attack hits:

11,12,1	- behind target
2,3,4	- right side of target
5,6,7	- front of target
8,9,10	- left side of target

Object Vitality

Chair	2
Composite Window	2
Wall	3
Desk	3
Composite Door	3
Metal Door	5
Bullet-Proof Window	5 (2/2 Armor)

Opportunity Attacks

Unprotected Actions can be countered with an Opportunity Attack. If so, all other Actions are lost and the Opportunity Attack suffers -2. If taken as second action it suffers -4. As a third action it's not available.

Large Scale Battle

1 Hull Point = 50 Integrity Points
1 Integrity Point = 50 Vitality Points

When using a Hull-Scale weapon to hit a Integrity or Vitality scale (faster/smaller) object get -8 penalty on attack.

Mech Battle

LAI gives pilot +1 free Action. Only for minor tasks, no attacks. E.g. X-ray scan, communications

Mech Size	Size Modifier	Jump distance
Tiny	0	Base Distance (Average)
Small	1	2 yards across or 1 vertical
Medium	2	5 yards across or 2 vertical
Large	3	10 yards across or 5 vertical
Behemoth	4	30 yards across or 15 vertical

Damage level	Integrity
0 Undamaged	0
1 (Co)smetic Damage	1-10
2 (L)ight Damage	11-20
3 (M)oderate Damage	21-30
4 (S)erious Damage	31-40
5 (Cr)itical Damage	41-50
6 Destroyed	51+

System Failure: When damage level is reached, the systems matching that damage level go offline.

Rocket Pod: If multiple rockets are fired, there's still only one attack roll. Damage is summed up and treated as one attack.

Stealth: Use X-ray to scan 25yard² area within pilot's line of sight.

Acceleration / Deceleration:
E 3/3, D 3/2, C 2/2, B 2/1, A 1/1

Flight & Elevation: Record height with dice. If diving down again, increase max speed by 50%.

Jump: Base jump distance determined by size. Jump pods at least double this base.

Athletics can be used to increase jump distance - 2x is challenging, 3x is hard, 4x is incredibly hard, 5x is legendary. If Mech is moving over half top speed, use next lower test difficulty.

For Mech movement details, see Core Book, p.133.

Lifting: 2 tons for every Mech Strength point.

If Strength challenge against vitality scale object: Multiply score by 20.

Throwing: 200 lbs objects can be thrown 20 times the Mech's strength value (min. 50 yards). For more info, see Core Book, p.133.

OTHER INFO

Healing

Flesh to Unhurt:
Degree Easy, Natural 1 w., EMT 3 d., Physician 3 d.

Light to Flesh:
Degree Easy, Natural 1 w., EMT 3 d., Physician 3 d.

Moderate to Light:
Degree Easy, Natural 1 w., EMT 3 d., Physician 3 d.

Serious to Moderate:
Degree Easy, Natural 1 w., EMT 3 d., Physician 3 d.

Death's Door to Serious:
Degree Easy, Natural 1 w., EMT 3 d., Physician 3 d.

Drama Points

Maximum DPs is 20.

Recover DPs at end of episode:

- If spent at a critical or dramatic moment, player regains all DPs spent + 1
- If spent necessarily, player regains all DPs spent
- If spent to correct a careless action, player doesn't regain the points spent that way. Can be bought instead with 1 Experience Point for each DP.

Fear & Insanity

Fear (temporary): Tenacity feat test against set difficulty or Fear Rating of creature. If failed, roll 2d and see table in Core Book, p.135.

After 10 times the same encounter, if 50% of the time remained calm, immune to such an encounter.

Insanity (permanent): Once insanity rises, character goes temporary insane for 1-5 days (1/2 1d).

Insanity causes, see table in Core Book, p.139.

Insanity Points	Level	Disorders	Insanity test mod.
0-1	Sane	-	0
2-3	Troubled	1 permanent	0
4-5	Twisted	2 permanent	-1
6-7	Disturbed	3 permanent	-2
8-9	Insane	4 permanent	-4
10	Gone	6 permanent	(turns to NPC)

Skill list

General skills

* = professional skills, may not be used untrained

† = when creating characters not restricted to Adapt maximum

Levels: *Unskilled*, 1 Student, 2 Novice, 3 Adept, 4 Expert, 5 Master
AGI Agility, INT Intellect, PER Perception, PRE Presence, STR Strength, TEN Tenacity

Skill	Description
Appraisal* (PER)	Determine value, authenticity of familiar item
Arcanotechnician* (INT)	Build & repair Arcanotech systems <i>Requires: Adept Literacy, Technician (Adept Munitions for Mech-Technology)</i>
Arcanotech Engineering (INT)	Design & improve Arcanotech systems <i>Requires: Adept Education, Literacy, Physical Science</i>
Armorer* (INT)	Repair & improve small arms, body armor
Artist (PER)	Talent for visual arts, photography...
Athletics (AGI/STR/TEN)	Acrobatics, climbing, running...
Bureaucracy (INT)	Government, military, organizational structures. Diplomacy, manipulation.
Business (INT)	Most return for investment, corporate structure, marketing, finance planning
Communications* (INT)	Com equipment, frequencies, encryption, jam communication
Computer* (INT)	Operate, administrate, program, hack
Criminal (AGI)	Lock & pocket picking, disable alarm & surveillance, investigating crime scenes
Culture (INT)	Costumes, etiquette, diplomacy
Demolitions* (INT)	Use explosives, find structural weaknesses, place & disarm booby traps
Education† (INT)	Academic learning
Engineering (INT)	Design, analysis, deployment for construction, city planning... <i>Requires: Adept Education, Literacy, Physical Science</i>
Feat (½ attribute's dice)	For situations not covered by skills
History (INT)	History of human civilization
Hobby (based on hobby)	Any activity not covered by skills
Intimidate (PRE)	Affect by presence and torture
Languages (INT)	Spoken language, jargon, dialects
Larceny (INT)	Money laundering, forgery, plan infiltration or robbery, organized crime
Law Enforcement (INT)	Arrest procedures, crime scene analysis
Literacy (INT)	Written language, write documentation
Medicine (INT)	Physical <i>or</i> psychological medicine. First aid, diagnose, treat, therapy, evaluations. <i>Requires: Adept Education, Literacy, Life Science.</i>
Misdirect (PRE)	Talk others into doing something
Munitions (INT)	Identify, handle, improve largescale weapons (naval, mech, tank, rockets). Hard Munitions test gives +1 to weapon
Observation (PER)	Spot hidden, inobvious (scout, ambush)

Occult (INT)	Dark forces, mysticism, curses, rituals
Performance (PRE)	Dancing, acting, music
Persuade (PRE)	Influence, motivate person
Pilot (AGI)	Operation of transport or army vehicles
Regional Knowledge (INT)	Certain region for each skill level
Research (PER)	Find info, facts in archives, statistics
Savoir-Faire (INT)	Etiquette, manners for social circles. Sport people that don't belong.
Science, Earth (INT)	Geology, ecosystems, environment, weather, natural disaster & hazards <i>Requires: Adept Education, Literacy.</i>
Science, Life (INT)	Biomedical Engineering, Horticulture, Marine Biology, Pharma, Public Health <i>Requires: Adept Education, Literacy.</i>
Science, Physical (INT)	Physics. thermodynamics, astrophysics <i>Requires: Adept Education, Literacy.</i>
Security (INT)	Set or disable alarms, traps, perimeters
Seduction (PRE)	Intimacy, sexual captivation...
Stealth (AGI)	Hide, move silently, shadow someone
Streetwise (INT)	Street slang, find gangs & black market
Surveillance (INT)	Room observation, bugs, cameras...
Survival (TEN)	Hunt, build shelter, know environment
Technician* (INT)	Repair and sabotage hardware.
Trivia (INT)	Broad and random knowledge

Combat Skills

Armed Fighting (AGI)	Bash, slash, stab weapon
Dodge (AGI)	Avoiding, ducking, sidestepping...
Fighting (AGI)	Unarmed melee combat
Marksman (PER)	Hand-held (pistols, rifles, guns..) or mounted weapons (vehicle mounted machinegun)
Support Weapons* (PER)	Secondary weapon systems, not held in hand (mobile artillery, mech rocket pods, battlecruiser weapons..)
Thrown Weapons (AGI)	Toss a weapon (daggers, rocks, grenades, cars if in mech...)

Movement

Humanoid characters can move from 3 mph (7/1 ypt) to 27mph (67/15ypt).

Time

Turns, Scenes, Episodes, Campaigns. Turn = 5 seconds.

ITEM LISTS

For more information about weapons and items, see Core Book, p.112 – 115.

Pistols & Rifles (table partial)

Weapon Name	Manufacturer	Type	CAL	RNG (yd)	DMG	SHT	RNDS	LGL	Cost
CS-32 "Midnight Spec."	Colt Springfield	Auto Pistol-Sml	5 mm	15/30/50	0	3	15	PA	250
UT-7 "Hornet"	Ultratech	Auto Needle-Sml	5 mm	15/35/55	0	3	20N	PA	350
CS-40 "Defender"	Colt Springfield	Auto Pistol-Med	10 mm	15/30/50	+1	2	15	PA	495
UT-9 "Stinger"	Ultratech	Auto Needle-Med	10 mm	15/35/55	+1	3	18	PA	650
CS-32 "Peacemaker"	Colt Springfield	Auto Pistol-Lrg	15 mm	10/20/40	+2	1	15	P	750
CS-44 "Enforcer"	Ultratech	Auto Pistol-Lrg	15 mm	12/25/45	+2	2	15C	P	850
MP-6A1	Heckler Koch & Sig	Machine Pistol	10 mm	10/20/40	+2	2 or 2/1-5/15	30C	RA	1095

Heavy Weapons (table complete)

Weapon Name	Manufacturer	Type	CAL	RNG (yd)	DMG	SHT	RNDS	LGL	Cost
HKS-80 Grenade Launcher	Heckler Koch & Sig	Pistol Grip Gren Lnch	40mm	50/100/300	GT	1	1	R	310
M303 Grenade Launcher	Colt Springfield	Rifle Mount Gren Lnch	40mm	50/100/300	GT	1	4	R	450
Deathmaster 2000	Armorcorp	Auto Grenade Lnchr	40mm	50/100/300	GT	2	13	R	850
RPG-7 Rocket Launcher	Ultratech	Anti-Mech Rkt Lnchr	40mm	100/300/500	RPG	1	1	R	1050
RPG-11 Rocket Launcher	Ultratech	Anti-Mech Rkt Lnchr	70mm	100/300/500	RPG	1	1	R	1495
RPG-27 Rocket Launcher	Ultratech	Anti-Mech Rkt Lnchr	105mm	100/300/500	RPG	1	1	R	1995
Viricator EMP-6	Armorcorp	Anti-Mech Rkt Lnchr	105mm	100/300/500	EMP	1	1	R	2495

Grenades (table complete)

Weapon Name	Type	Burst	DMG	LGL	Cost
L7A2 Fragmentation	Hand Grenade	3 primary / 3 secondary	+1	R	25
M100	40mm Grenade	10 primary / 5 secondary	+1	R	30
L9HE-1	High Explosive Hand Grenade	5 primary / 5 secondary	+2	R	35
L9HE-2	High Exp Hand Grenade - Lrg	3 primary / 3 secondary	+3	R	50
M-481 HE	400mm HE Grenade	5 primary / 5 secondary	+3	R	50
M-482 HEAM	40mm Anti-Mech	2	+0	R	55
FFB-1 Incendiary	Hand-Grenade	10	+1	R	45
M-486 Incendiary	40mm Grenade	10	+1	R	50
SG-11 Saren Gas	Hand-Grenade	3	+6	R	Issue Only
M-440 Gas Grenade	40mm Grenade	3	+6	R	Issue Only
UT-40 Smoke	Hand Grenade	6	Obscure	R	20
M-460 Tear Gas	40mm Grenade	6	Obscure	R	40
UT-42 Flash	Hand Grenade	6	Blindness	R	20
UT-45 Concussion	Hand Grenade	6	Disorient	R	25
M-580 Parachute Flair	40mm Grenade	2	Signal	RA	15
Claymore II	Motion Sensor Proximity Mine	5 primary / 5 secondary	+4	R	45
Satchel Charge	Timed Demolition Device	10 primary / 10 secondary	+6	R	45

Armor (table complete)

Armor Name	Type	Protection	LGL	Cost
Phalanx II Security Shield (vs. front attack only)	Hand-held kevtech composite polymer shield	+1/+1	RA	450
Sentrytech Mk-IV Armor - Lt	Concealable armored vest vs. ballistics	+0/+1	G	400
Sentrytech Mk-V Armor -Hvy	Concealable armored vest w/ trauma plates	+1/+1	G	495
Spectrashield Combat - Lt	Spectra fiber combat armor w/ light trauma plts	+2/+2	RA	650
Spectrashield Combat - Hvy	Spectra fiber combat armor w/ heavy trauma plts	+3/+3	RA	795