

HDL					
HDL	ROLL	HDL	ROLL	HDL	ROLL
1	1d2	21	3d10+1d12	41	1d10+6d12
2	1d4	22	2d10+2d12	42	7d12
3	1d6	23	1d10+3d12	43	5d10+3d12
4	1d8	24	4d12	44	4d10+4d12
5	1d10	25	5d10	45	3d10+5d12
6	1d12	26	4d10+1d12	46	2d10+6d12
7	1d6+1d8	27	3d10+2d12	47	1d10+7d12
8	2d8	28	2d10+3d12	48	8d12
9	1d8+1d10	29	1d10+4d12	49	5d10+4d12
10	2d10	30	5d12	50	4d10+5d12
11	1d10+1d12	31	5d10+1d12	51	3d10+6d12
12	2d12	32	4d10+2d12	52	2d10+7d12
13	2d8+1d10	33	3d10+3d12	53	1d10+8d12
14	1d8+2d10	34	2d10+4d12	54	9d12
15	3d10	35	1d10+5d12	55	5d10+5d12
16	2d10+1d12	36	6d12	56	4d10+6d12
17	1d10+2d12	37	5d10+2d12	57	3d10+7d12
18	3d12	38	4d10+3d12	58	2d10+8d12
19	1d8+3d10	39	3d10+4d12	59	1d10+9d12
20	4d10	40	2d10+5d12	60	10d12

CHARACTER CREATION QUICK REFERENCE	
STP:	72
BGP:	5
Passive Dodge:	LUC+5
Active Dodge:	HDL[REF]+COO
Perception:	HDL[LUC]+INS
Initiative:	HDL[REF]+REA
Faith	HDL[PER]+RES
Health (Lethal):	(CON+DTR)x2 Head: x.75
Health (Nonlethal):	(END+DTR)x3
Lethal PEN:	END÷2 Head: -1
Nonlethal PEN:	RES
GONE:	CON
Delay (Active):	10-[(REF+REA)÷4]
Delay (Reactive):	Active÷2
Speed:	[(STR+REF+COO)÷3]+height x2
Lift:	Per Table 1-2
Max Load:	(ENDx10%) of Lift
Fatigue PEN:	END
Energy:	ENDxRES
Damage:	HDL[STR+Weapon Size]

LIFT	
STR	LIFT (IN KG)
1	3
2	6
3	12
4	25
5	50
(+1)	(+50)

MAX LOAD										
END	STR									
	1	2	3	4	5	6	7	8	9	10
1	.3	.6	1.2	2.5	5	10	15	20	25	30
2	.6	1.2	2.4	5	10	20	30	40	50	60
3	.9	1.8	3.6	7.5	15	30	45	60	75	90
4	1.2	2.4	4.8	10	20	40	60	80	100	120
5	1.5	3	6	12.5	25	50	75	100	125	150
6	1.8	3.6	7.2	15	30	60	90	120	150	180
7	2.1	4.2	8.4	17.5	35	70	105	140	175	210
8	2.4	4.8	9.6	20	40	80	120	160	200	240
9	2.7	5.4	10.8	22.5	45	90	135	180	225	270
10	3	6	12	25	50	100	150	200	250	300

## EXP USES

USE	DETAILS
Increase Skill	Increase skill with time; cost = desired rating.
Increase Stat	Increase stat immediately; cost = 5x desired rating.
Re-roll	Re-roll your last dice roll, or force an opponent to do the same.
Bonus	Gain a +2 bonus to your last roll, or +4 for 2 EXP.
Success	For 3 EXP, automatically succeed.
Extra Action	Your current action has a Delay of 0; immediately take another Active action.
Background	Purchase a Background for 10x its BGP cost, with Narrator approval.
Buy Off Weakness	Buy off a Weakness for 10x its BGP value, may also require role-playing.
Accelerate Learning	Each EXP spent decreases learning time by 50%.
Act First	Go first as if you rolled highest initiative.
Card	Draw a game card for 2 EXP.
Dramatic Pause	Optional rule; invoke dramatic pause in combat.
Penalty	Apply a -2 penalty to an opponent's roll, or -4 for 2 EXP.
Failure	For 3 EXP, an opponent automatically fails a roll.
Hint	Get a hint from the Narrator.
Moment of Luck	Increase LUC by 2 per EXP spent for 5 seconds (25 segments).
Negate Deadly Injury	Prevent a body location from being reduced to GONE.
Snag	Optional rule; invoke a snag in an opponent.
Negate Snag	Optional rule; negate a snag for you or an ally.
Stabilize	Stop bleeding to death for 1 EXP.
Narrator Intervention	Have the Narrator save the party; cost = size of party.

## ENERGY USES

USE	DETAILS
Boost	Increase STR, END, REF, COO, MAN, RES, Speed for one task.
Bypass Invulnerability	Bypass standard invulnerability with close or special attacks for 5 Energy.
Counteract Fatigue	Reduce Fatigue penalties by Energy spent for one Scene.
Counteract Wounds	Reduces wound penalties by Energy spent per action.
Harm Insubstantial	Hit insubstantial creatures with close or special attacks for 10 Energy.
Increase OTR	Increase OTR of close-combat attack by ½ Energy spent.
Increase Reactions	Reduce Delay from current action by ½ Energy spent.
Increase Regeneration	Increase rate of regeneration by ½ Energy spent.
Damage Soak	Optional rule; reduce damage sustained from attack by HDL[Energy spent], up to HDL[CON].

## EXP COSTS FOR SKILL RATINGS

INITIAL RATING	TARGET RATING									
	1	2	3	4	5	6	7	8	9	10
0	1	3	6	10	15	21	28	36	45	55
1		2	5	9	14	20	27	35	44	54
2			3	7	12	18	25	33	42	52
3				4	9	15	22	30	39	49
4					5	11	18	26	35	45
5						6	13	21	30	40
6							7	15	24	34
7								8	17	27
8									9	19
9										10

Skill Families: x3

## METRIC CONVERSION

METRIC	IMPERIAL
kilogram (kg)	2.2 lb.
meter (m)	1.1 yd. (40 inches, or 3.3 feet)
centimeter (cm)	0.4 in.
liter (l)	.22 gal. (.26 US gal.)
1 kilometer (km)	.62 miles (1 mile= 1.61 km)
Celsius (°)	(°Fx.56) - 32

## DIFFICULTIES

TASK	ROLL*
Elementary task	1 - 4
Easy task	5 - 9
Average challenge	10-14
Moderately challenging task	15 - 19
Difficult task	20 - 24
Very difficult task	25 - 29
Virtually impossible	30+
Attacking: Close	5
Attacking: Ranged	Passive Dodge
Dodge or Parry	Attack roll
Called Shot / Effect	Special
Attack: Ranged, target moving	-1+1/5 Speed
Attack: Ranged, running	-2
Attacking: Behind target	+2
Attacking: Flanking target	+1
Attack or Dodge, climbing	-5
Attacking an object	5+ Size modifier
Prone	-5
Favorable condition	+1 or 2
Unfavorable condition	-1 or 2
All the time in the world	Special
Rushed or distracted	-2
Falling, reduce damage	Distance
Active powers or spells	-2 per active

\* If the roll is just a number, this indicates the difficulty. If the roll is ± a number, it is a modifier (a penalty or bonus) to the roll itself.

## DISTANCE-BASED DIFFICULTIES

DISTANCE	DIFFICULTY
< 1m	6
1-10m	7
10-100m	8
100m-1km	9
1-10km	10
10-100km	11
100-1,000 km	12
1,000-10,000km	13
10,000-100,000km	14
100,000-1,000,000km	15
1,000,000-10,000,000km	16
(x10)	(+1)

## TIME-BASED DIFFICULTIES

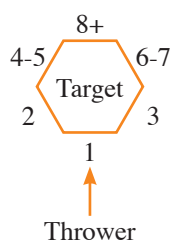
TIME	DIFFICULTY
< 1 minute	6
< 10 minutes	7
< 1 hour	8
< 12 hours	9
< 1 day	10
< 1 week	11
< 1 month	12
< 1 year	13
< 10 years	14
< 100 years	15
< 1,000 years	16
(x10)	(+1)

## COVER AR

OBJECT	AR
<i>General Rule</i>	5+Target Size
Fire Hydrant	3
Telephone Pole or Tree	4
Human-sized Object	5
Overtured table, car door	6
Wall or doorway	7

## OBJECT DTR

OBJECT	DTR
Bulletproof glass	5
Concrete	4
Door (wood)	3
Door (metal)	5
Drywall, plaster	2
Glass	1
Kevlar	4
Plexiglas	3
Sheet Metal	4
Plate Steel	6
Tank Armor	7
Tire	3
Stone	5
Wood	3



4-LIMB HIT LOCATIONS		
ID10	LOCATION	CALLED SHOT
1	Head	-3
2	Left Arm	-2
3	Right Arm	-2
4	Left Leg	-2
5	Right Leg	-2
6-10	Body (10 = Tail)	-1 (-2 Tail)

6-LIMB HIT LOCATIONS		
%	LOCATION	CALLED SHOT
1-7	Head	-3
8-14	Left Arm	-2
15-21	Right Arm	-2
22-28	Left Front Leg or Wing	-2
29-35	Right Front Leg or Wing	-2
36-42	Left Rear Leg	-2
43-49	Right Rear Leg	-2
50-00	Body (94-00 = Tail)	-1 (-2 Tail)

8-LIMB HIT LOCATIONS		
%	LOCATION	CALLED SHOT
1-6	Head	-3
7-12	Left Arm	-2
13-18	Right Arm	-2
19-24	Left Front Leg	-2
25-30	Right Front Leg	-2
31-36	Left Middle Leg	-2
37-42	Right Middle Leg	-2
43-48	Left Rear Leg	-2
49-54	Right Rear Leg	-2
55-00	Body (95-00 = Tail)	-1 (-2 Tail)

10-LIMB HIT LOCATIONS		
%	LOCATION	CALLED SHOT
1-5	Head	-3
6-10	Left Arm	-2
11-15	Right Arm	-2
16-20	Left Front Leg	-2
21-25	Right Front Leg	-2
26-30	Left Front Middle Leg	-2
31-35	Right Front Middle Leg	-2
36-40	Left Rear Middle Leg	-2
41-45	Right Rear Middle Leg	-2
46-50	Left Rear Leg	-2
51-55	Right Rear Leg	-2
56-00	Body (96-00 = Tail)	-1 (-2 Tail)

HEAD HIT LOCATIONS		
ID12	LOCATION	CALLED SHOT
1-5	No unusual effect	
6-7	Jaw	-1
8-9	Mouth (lose 1d4-1 teeth)	-1
10	Nose	-1
11	Ear	-2
12	Eye	-2

TARGET SIZE BY LONGEST DIMENSION		
DIMENSIONS	RELATIVE	SIZE
≤ .0625m / 6.25cm	human ÷32	-5
≤ .125m / 12.5cm	human ÷16	-4
≤ .25m / 25cm	human ÷8	-3
≤ .5m / 50cm	human ÷4	-2
≤ 1m	human ÷2	-1
≤ 2m	human	0
≤ 4m	human x2	+1
≤ 8m	human x4	+2
≤ 16m	human x8	+3
≤ 32m	human x16	+4
≤ 64m	human x32	+5

COMBAT DELAY SUMMARY	
ACTION OR SKILL	DELAY
Base Active	10-[(REF+REA)÷4]
Base Reactive	Base Active ÷ 2
Parry	Base Reactive + heft
Off-Hand Action	4
Aerial Combat	-1 at rating 5 and 10
Aquatic Combat	-1 at rating 5 and 10
Boxing*	-1 at rating 5 and 10
Close Combat	-1 at rating 5 and 10
ESPer Combat	-1 at rating 5 and 10
Martial Arts*	-1 at rating 1, 5 and 10
Off-Hand*	-1 at rating 1, 5, 10
Ranged Combat	-1 at rating 5 and 10
Shield*	-1 at rating 1, 5 and 10
Vehicle Combat	-1 at rating 5 and 10
Other tactical skills*	-1 at rating 5 and 10