

Weapon Bladed Weapo	DAMAGE	d20 System Damage	Abilities	DISABILITIES	Skill		AMAGE	d20 System Damage nour, 35 Health I	ABILITIES Points / [[3 A	Disabilities mour, 35 Hit I	SKILL Points]]
ixe	10	[[1d8]]	Muscle-Powered	Inaccurate Melee	Melee (Axe)	Light Mini-Gun	12	[[1d8+1]]	Accurate Auto-Fire	Limited Shots (6) Static	Gun Combat (Auto-fire)
roadsword inife or Dagger	12 6	[[1d10]] [[1d4]]	Muscle-Powered Concealable Muscle-Powered	Melee Melee	Melee (Sword) Melee (Knife)	Heavy Mini-Gun	22	[[2d8+2]]	Spreading Auto-Fire Spreading	Limited Shots (6) Static	Gun Combat (Auto-fire)
ong Sword	12*	[[1d8*]]	Muscle-Powered	Melee	Melee (Sword)	Machine Gun	20	[[2d8+1]]	Auto-Fire	Static H	Heavy Weapons (Machine Gur
nort Sword	8	[[1d6]]	Concealable Muscle-Powered	Melee	Melee (Sword)	Submachine Gun	10	[[1d8+1]]	Spreading Auto-Fire		Gun Combat (Auto-fire)
pear	10	[[1d8]]	Muscle-Powered	Melee	Melee (Polearm)				Spreading	Short Range	_
lunt Weapons						Heavy Weapons –				nour, 25 Hit P	oints]]
o, Staff or Pipe	6*	[[1d6*]]	Knockback Muscle-Powered	Melee	Melee (Polearm)	66 mm LAW Light Anti-Tank Weapon	40	[[3d6+6]]	Area Effect Burning Penetrating	Inaccurate Limited Shots (1) Self-Destruct	Heavy Weapons (Launcher)
lub, Baseball Bat	6	[[1d6]]	Knockback Muscle-Powered	Melee	Melee (Club)				i chetating	Slow Static	
unchuku or Chain	6	[[1d6]]	Flexible Muscle-Powered	Melee	Melee (Whips/Chains)	Thrown Weapons					
hip, Rope, or Belt	4	[[1d4]]		Low Penetration Melee	Melee (Whips)	Concussion Grenade	30	[[2d10+1]]	Area Effect x3 Concealable	Limited Shots (1) Self-Destruct Short Range	Thrown Weapons (Grenades)
Rows — 7 Arma	ur 20 Heal	th Points / [[1	Armour, 20 Hit	Points 11		Thrown Knife	4	[[1d4]]	Concealable	•	Thrown Weapons (Blades)
rossbow	12	[[1d10]]		ow, Limited Shots (1) Archery (Crossbow)					Short Range	
ong Bow	10	[[1d8]]		Limited Shots (1)	Archery (Bow)	Non Lethal Range	d Wear	oons —3 Armou	ır, 25 Health Po	oints / [[2 Arm	our, 25 Hit Points]]
istols — 4 Arm	our. 30 Hea	Ith Points / [[:	2 Armour, 30 H	it Points 11		Tear Gas Grenade	30	[[2d10+1]]	Area Effect x2		Heavy Weapons (Grenades)
ight Pistol	8	[[1d6+1]]	<u> </u>	Low Penetration Short Range	Gun Combat (Pistol)				Enduring	Limited Shots (1) Self-Destruct Slow	
leavy Pistol	12	[[1d8+1]]	Concealable	Short Range	Gun Combat (Pistol)					Stun	
lachine Pistol	10	[[1d8]]	Auto-Fire Concealable I Spreading	Inaccurate Limited Shots (6) Short Range	Gun Combat (Auto-fire)	Taser	12	[[1d8+1]]	Stun	Toxic Low Penetration Short Range	Gun Combat (Pistol)
Magnum Revolver	14	[[1d8+2]]	, ,	Limited Shots (6)	Gun Combat (Pistol)	Pepper Spray	12	[[1d8+1]]	Concealable	Slow Melee Range	none
ledium Pistol	10	[[1d8]]	Concealable	Short Range	Gun Combat (Pistol)				Irritant	Limited Shots (6)	
evolver	8	[[1d6+1]]	Concealable I Short Range	Limited Shots (6)	Gun Combat (Pistol)	Ordnance — 10 Arn	nour, 6	O Health Points .	Stun / [[5 Armour ,	Toxic 60 Hit Points	11
ifles — 5 Armo	ur. 35 Healt	h Points / [[3	Armour, 35 Hit	Points 11		120 mm Heat	80	[[5d6+10]]	Area Effect		Heavy Weapons (Launcher)
ssault Rifle	14	[[1d8+2]]			Gun Combat (Auto-fire)	(M1 Abrams Tank)			Burning Long Range	.,,	, , , ,
eavy Assault Rifle	18	[[2d6+2]]	Auto-Fire	Inaccurate Limited Shots (6)	Gun Combat (Auto-Fire)	120 mm Sabot (M1 Abrams Tank)	100	[[6d6+12]]	Penetrating Accurate Long Range	Limited Shots (1)	Heavy Weapons (Launcher)
unting Rifle	14	[[1d8+2]]	none	none	Gun Combat (Rifle)	(WIT / WIGHTIO TOTALLY)			Penetrating x2		
ght Rifle niper Rifle	8 20	[[1d6+1]] [[2d8+1]]	none Accurate I	none Limited Shots (6)	Gun Combat (Rifle) Gun Combat (Rifle)	Stinger Missile	60	[[4d6+8]]	Area Effect Homing	Backblast Limited Shots (1)	Heavy Weapons (Launcher)
hotguns — 5	Armour, 35 l	lealth Points /	[[3 Armour, 35	Hit Points 11					Long Range Penetrating	Only Air Targets Self-Destruct	
notgun	18**	[[2d6+2**]]	Spreading I	Limited Shots (6) Low Penetration	Gun Combat (Rifle)				i enetrating	Slow Static	
eavy Shotgun	22**	[[2d8+2**]]	Spreading I	Short Range Limited Shots (6) Low Penetration Short Range	Gun Combat (Rifle)	Tomahawk Missile	140	[[7d6+14]]	Accurate x4 Area Effect x3 Long Range x8 Penetrating x2	Limited Shots (1) Self Destruct Slow Static	Heavy Weapons (Launcher)

MPROVISED WEAPONS

Овјест	Tri-Stat Damage	d20 System Damage	Abilities & Disabilities	Strength Requirement
Bus	30	[[2d10+1]]	Area Effect Inaccurate Low Penetration	Superstrength Level 4 / [[Strength 56]]
Car	24	[[2d8+3]]	Area Effect Inaccurate Low Penetration	Superstrength Level 2 / [[Strength 42]]
Dumpster	18	[[2d6+2]]	Inaccurate Low Penetration	Superstrength Level 2 / [[Strength 40]]
Manhole Cove Park Bench Steel Girder	r 24 8 30	[[2d8+3]] [[1d6+1]] [[2d10+1]]	Low Penetration Low Penetration Spreading Inaccurate	Body 16 / [[Strength 28]] Superstrength Level 1 / [[Strength 32]] Superstrength Level 3 / [[Strength 48]]
Telephone Pol	e 20	[[2d8+1]]	Spreading Inaccurate	Superstrength Level 2 / [[Strength 40]]
Stop Sign	6	[[1d4+1]]		Body 10 / [[Strength 18]]

Suits of Armour		
ARMOUR TYPE Ancient Armour	ARMOUR VALUE	PENALTIES
Light Mail Partial Metal Armour Full Metal Armour Modern Armour	6 / [[3]] 10 / [[5]] 12 / [[6 to 8]]	-2 on physically-oriented checks -4 on physically-oriented checks -6 on physically-oriented and combat checks
Leather Jacket Soft Body Armour Tactical Shields	2 /[[1]] 8 /[[4]] 16 /[[8]]	None -2 on physically-oriented checks -4 on physically-oriented and combat checks
Buckler Standard Shield Heavy Shield	8 / [[4]] 12 / [[6]] 16 / [[8]]	None Requires one free hand to use Requires one free hand to use, -4 on physically-oriented checks
Tactical Shield	20 / [[10]]	Requires one free hand to use, -2 on physically-oriented checks

DBJECT	Armour Rating	OBJECT	Armour Rating
Bench/Table, Metal	8 / [[4]]	Steel Cables	8 / [[4]]
Bench/Table, Wood	4/[[2]]	Steel Girder	30 / [[15]]
Cement Barrier	30 / [[15]]	Stop Sign	6 /[[3]]
Door, Wooden	8 / [[4]]	Telephone Pole, Metal	20 / [[10]]
Door, Vault	50 / [[25]]	Telephone Pole, Wood	
Dumpster, Metal	18 / [[9]]	Tree, Giant	40 / [[20]]
Furniture, Wood	4/[[3]]	Tree, Large	30 / [[15]]
Ladder, Metal	8 / [[4]]	Tree, Medium	20 / 10
Manhole Cover	24 / [[12]]	Tree, Small	10 / [[5]]
Melee Weapons	Equal to the weapon's da	mage [[the weapon's maximu	ım damage]]

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BUILDING ARMOUR

TYPE OF BUILDING	AWKWARD SIZE	ARMOUR RATING	
Phone Booth	1	5	
Wood Shed	2	10	
Three-Bedroom House	3	15	
Small Office Building (6 Floors)	4	20	
Mid-Sized Office Building (12 Floors)	5	25	
Large Office Building (24 Floors)	6	30	
Skyscraper (50 Floors)	7	35	

DAMAGE PERCENTAGE — TRI-STAT ONLY

DICE ROLL	RESULT				
2-5	Maximum Damage				
6-10	75% of Maximum Damage				
11-16	50% of Maximum Damage				
17-20	25% of Maximum Damage				
	·				

CRITICAL HITS — TRI-STAT ONLY

DICE ROLL	RESULT (A)	RESULT (B)	Result (C)	RESULT (D)
2-5	175% Damage	250% Damage	200% Damage	400% Damage
6-11	150% Damage	200% Damage	200% Damage	300% Damage
12-20	125% Damage	150% Damage	200% Damage	200% Damage

KNOCKBACK DISTANCE

- Percentage of Maximum Damage delivered [[Damage Inflicted]]
- Attacker's Attack Combat Value [1/2 Attacker's Base Attack Bonus]] (only if the character possesses the ACV Knockback Combat Technique)

x Critical Hit damage multiplier, if the attack delivered a critical hit or Called Shot to Vital — Tri-Stat only

- Target's Body Stat [[One half target's Constitution]]
- Target's Immovable Attribute Level x 20
- Target's Force Field Attribute Level x 20 (only for Force Fields without the Full Impact Disability)

CRASHING AND FALLING DAMAGE

Speed	Falling Distance	TRI-STAT DAMAGE	d20 System Damage
20 kph [[20 mph]]	up to 4 metres [[9 feet]]	10	[[1d6+2]]
30 kph [[30 mph]]	5 metres to 9 metres [[10 to 29 feet]]	20	[[2d6+4]]
50 kph [[50 mph]]	10 metres to 29 metres [[30 to 89 feet]]	30	[[3d6+6]]
100 kph [[100 mph]]	30 metres to 59 metres [[90 to 179 feet]]	50	[[4d6+8]]
150 kph [[150 mph]]	60 metres to 149 metres [[180 to 449 feet]]	70	[[5d6+10]]
200 kph [[200 mph]]	150 metres to 499 metres [500 to 1499 feet]	90	[[6d6+12]]
500 kph [[500 mph]]	500 metres [[1500 feet]] (or greater)	120	[[7d6+14]]
1,000 kph [[1,000 mph]]		150	[[8d6+16]]
2,500 kph [[2,500 mph]]		180	[[9d6+18]]
each additional 2,500 kph	[[2,500 mph]]	+30	[[+1d6+2]

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Attack Situation	Modifier
Attacker is:	
Taking an action to aim	+2, or +3 with scope
Attacking Multiple Targets with one action (Tri-Stat Only)	-4 per additional target
Attacking with two weapons (same target)	-8
Attacking with two weapons (different targets)	-12
Attempting a Combined Attack	-2 per attacker after the first
Attempting to Touch the Target	+6
Making a Total Attack	+2
Firing personal weapons from a moving vehicle	-2 or -4
Firing personal weapons while piloting a vehicle	-8
Firing personal weapons while swimming or performing acro	obatics -4
In an awkward position (on the ground, etc.)	-4
Attacker is Attempting a Called Shot:	
Disarming (with melee attack)	-4
Disarming (with a ranged attack)	-8
Targeting a partially armoured point	-4
Targeting a vital spot	-8
Targeting a Weak Point	-2, -4, or -6
Target is Moving at:	
up to 99 kph [[99 mph]]	no modifier
100 to 499 kph [[100 to 499 mph]]	-2
500 to 999 kph [[500 to 999 mph]]	-4
1,000 to 4,999 kph [[1,000 to 4,999 mph]]	-6
5,000 to 9,999 kph [[5,000 to 9,999 mph]]	-8
10,000 to 49,999 kph [[10,000 to 49,999 mph]]	-10
50,000 kph [[50,000 mph]] or more	-12
Target beyond melee range, and:	
Concealed by trees or brush	-2
Concealed by darkness, fog, or smoke	-4
Taking cover	-2 to -6
Range Modifiers:	
Attacking at up to twice range	-4
Attacking at up to five times range	-8

DEFENSE CHECK MODIFIERS

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DEFENSE SITUATION	MODIFIER	
Dodge/Parry Defense	No Modifier	
Block Defense	+2	
Total Defense	+2 [[+4]] per attack sacrificed	
Defending Against Multiple Attacks	-4 [[-2]] per additional attack (cumulative)	
Defending Against Undetectable Assailant	-8	
Defending When Surprised	Defense Check Not Possible	
	[[Flat-Footed; No Dex Bonus]]	
Defending Against Critical Hit	Defense Check Not Possible	

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ACTION DIFFICULTIES

Tri-Stat Check Value Modifier	d20 System Task Difficulty (DC)	Difficulty of the Action	
+10	[[3]]	Practically Guaranteed (why roll dice?)	
+8	[[5]]	Extremely Easy	
+6		Quite Easy	
+4	[[7]]	Easy	
+2		Below Average Difficulty	
0	[[10]]	Average Difficulty	
-2	[[15]]	Above Average Difficulty	
-4	[[20]]	Difficult	
-6 -8	[[25]]	Quite Difficult	
-8	[[30]]	Extremely Difficult	
	[[35]]	Supremely Difficult	
-10	[[40]]	Practically Impossible	

MOVEMENT-RELATED COMBAT PENALTIES

NORMAL CHARACTER	MOVEMENT ATTRIBUTE	PENALTY
Up to Body x 4 metres per round	Up to Maximum Attribute Level -2	no penalty
Up to Dexterity x 1 yard per round	Maximum Attribute rank -2	no penalty
Up to Body x 5 metres per round	Maximum Attribute Level -1	-2
Up to Dexterity x 3 yards per round	Maximum Attribute rank -1	-2
Up to Body x 6 metres per round	Maximum Attribute Level	-4
Up to Dexterity x 3 yards per round	Maximum Attribute rank	-4
	Up to Body x 4 metres per round Up to Dexterity x 1 yard per round Up to Body x 5 metres per round Up to Dexterity x 3 yards per round Up to Body x 6 metres per round Up to Dexterity x 3 Up to Dexterity x 3	Up to Body x 4 metres per round Up to Dexterity x 1 yard per round Up to Body x 5 metres per round Up to Dexterity x 3 yards per round Up to Body x 6 metres per round Up to Body x 6 metres per round Up to Dexterity x 3 Maximum Attribute Level Maximum Attribute Level Maximum Attribute Level Maximum Attribute Level Maximum Attribute Level

TRICK SHOT MODIFIERS — TRI-STAT ONLY

TRICK SHOT DEGREE OF DIFFICULTY	ATTACK'S PENALTY To HIT	Defender's Penalty To Evade	
Fancy Trick Shot	-1	-1	
Challenging Trick Shot	-4	-4	
Complex Trick Shot	-6	-6	
Difficult Trick Shot	-8	-8	
Fantastic Trick Shot	-10	-10	

XP Awards — d20 Only

Base Award = 100 times the average character level of the characters in the hero group

Add half the base award if the characters overcame weak/inferior conflict Add the base award if the characters overcame moderate/comparable conflict

Add 1.5 to 2 times the base award if the characters overcame strong/superior conflict

Add 10% of the base award if the characters fail to overcome minor/inferior conflict Add 20% of the base award if the characters fail to moderate/comparable conflict

Add 30% of the base award if the characters fail to overcome strong/superior conflict

Add half the award for good, heroic, in-character role-playing

Add the base award for strong, heroic, in-character role-playing Add 1.5 to 2 times the base award for exceptional, heroic, in-character role-playing

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