

**Non Combat Tests:**

Set difficulty level vs. skill/attrib needed  
 Char rolls diff die and wants to match or under skill/attrib needed

**Difficulty**

Difficulty	Roll
Pittifully Easy	1d4
Easy	1d6
Normal	1d10
Hard	1d20
Very Hard	1d30
Nigh Impossible	1d100

**Matching Skills:**

d10+ Skill/ Attribute <-> d10+Skill/ Attribute

**Berserker Rage**

when in combat roll 1d10 vs. berserker rage if win:  
 + to hit/damage w/berserker rage modifier  
 1 extra shot per level in ranged combat /subtract BR level to attack modifier  
 Must attack to kill till target is dead, keep attacking all living things in sight, (can come out of rage w/successful normal cool test)  
 Cannot use swing NPT w/ panache or Hurt People Really Badly (use HP at expert level if he has HPRB)

**Dodge**

if hit in hand to hand  
 (dodge skill+acrobatics)-1d10 if positive:  
 subtract difference from opponent attack roll.  
 1 dodge per # dodgee's attacks

**Fire**

Ignition generally 50% chance - 1d4 damage per round - 25% chance fire goes out per round.

**Duck**

ranged hits only  
 (duck skill+acrobatics)-1d10 if positive:  
 subtract difference from opponent attack roll.  
 1 duck per # duckee's attacks

**Falls>5':** 1d6 per 10' fallen

**Hurt People Damage:**

1d6÷2+STR bonus

**Blow Things Up**

Beat skill score by:

6 or more

3 to 5

0 to 2

Failed - Do normal luck test

Lucky

Not Lucky

Effect:

3 x Damage

2 x Damage

Damage

1/2 Damage

Full Damage  
(when wiring)

Damage Radius = 1/2 Oops Pts. in feet 1/2 damage

**Hurt People Really Badly**

Attacks: NIM÷2

Damage: 1d6 (no STR bonuses)

**Swing Nasty Pointy Thing w/Panache**

Attacks: NIM÷2 (no STR bonus on damage)

**Target Vomiting (range: near)**

Obscures vision, makes footing tricky  
 reduce target's cool by 1d6 per hit till clean.  
 if cool=0 target must retreat to clean up

**Drowning**

Air supply= STR x 30 seconds

No air - 1d4÷2 damage per round

**Jump**

NIM\*2(normal dist)+Jump Skill\*2 total feet (adjust for gravity)

**Break Things**

Must make d10 against NIM when near fragile or delicate object. To avoid accidentally breaking it.

**Chase Cars**

compusively wants to chase fast moving vehicles.

## **Juggle**

# of objects = hands + skill level

## **Lift**

Normal:

Carry # of medium Items as STR

Lift 2 x STR medium items.

With Lift:

Normal carry + 2 extra items per level.

Normal lift + 4 extra items per level.

## **Power Drinking**

Intox Factor  $\leq$  STR+Power Drink level

## **Calculate**

Can add level to Gambling skill roll

## **Belching for Effect** (must have $\geq .1$ intoxicant level)

if used to scare, enemies (or ignorant) within hearing distance must pass normal (1d10) cool or run scared.

## **Spell Points**

5 x Level (restored only after a 'good full rest')

## **Attack Procedure:**

Attacker:

+ Attribute Rating

+ Skill w/Weapon

+ Weapon to hit bonus.

\* if ranged:

+/- Range Modifier

- Cover Modifier

+ Sight or magic modifier (may nullify cover)

IF  $>0$ , then roll d10

IF under attack score:

If still under attack score: HIT!

Defender:

+ Dodge or Duck Modifiers to roll result

## **Damage Calculation:**

Attacker:

+ Damage Roll for Weapon + Damage bonus

if hand to hand: + STR damage bonus

Defender:

- applicable Armor Values

Record Damage from Oups Points (& skill/attrib if necessary)

## **Blind Fighting (penalties)**

- 4 in Hand to Hand

- 7 for Ranged Attack (pretty near)

- 9 for farther than pretty near.

+ 2 to above if exceptional hearing and low ambient noise