

Character Creation: list a name, height and weight, some character background and pick skills.

Name:	Height:	Weight:
Character Background:		

SKILLS (PICK 15)

VEHICLE PILOT / DRIVER (AG)	DEFENSIVE SCREEN, VEHICLE	MEDICAL SKILLS (IN)
SMALL STARSHIP (1)	CYBERNETICS	FIRST AID (1)
LARGE STARSHIP (2)	COMMUNICATION SYSTEMS	MEDIC (2)
SMALL WATER (1)	COMBAT / WEAPON SKILLS (AG)	PHYSICIAN (3)
LARGE WATER (2)	STARSHIP GUNNERY	PSYCHOLOGY
SMALL SUBMERSIBLE (1)	SMALL ENERGY (1)	GENERAL SKILLS
LARGE SUBMERSIBLE (2)	LARGE ENERGY(2)	ACROBATICS
SMALL GROUND (1)	SMALL PROJECTILE(1)	APPRAISE
LARGE GROUND (2)	LARGE PROJECTILE (2)	BLUFF
SMALL ATMOSPHERIC (1)	ARCHAIC MELEE WEAPONS	COUNTERFEITING
LARGE ATMOSPHERIC (2)	POWERED MELEE WEAPONS	CLIMB
ANTIGRAVITY HARNESS (1)	THROWN WEAPONS	DECEPTION
POWERED ARMOR (2)	UNARMED COMBAT	DIPLOMACY
TECH SKILLS (IQ)	SURVIVAL SKILLS (WP)	DISGUISE
STARSHIP ASTROGATOR	ARCTIC	FORAGING
DEMOLITION/BOMB DISPOSAL	DESERT	FORENSICS
MECHANICAL ENGINEER	FOREST	FORGERY
STARSHIP ENGINEER	JUNGLE	GAMBLING
ELECTRICAL ENGINEER	MARINE	HISTORY
COMPUTER ENGINEER	ALIEN ENVIRONMENTS	HUNTING
POWER, THERMAL	XENO SKILLS (IQ)	INTIMIDATION
POWER, NUCLEAR	ALIEN VEHICLES	INVESTIGATION
POWER, ANTIMATTER	ALIEN BIOLOGY	LINGUISTICS
POWER, SOLAR	ALIEN MEDICINE	MERCHANT
POWER, COMBUSTION	ALIEN BOTANY	PERCEPTION
POWER, WIND	ALIEN LANGUAGES	PERSUASION
POWER, HYDRO	ALIEN COMPUTERS	RECON / SCOUT
STARSHIP WEAPON ENGINEER	ALIEN STARSHIPS	RELIGION
DEFENSIVE SCREEN, PERSONAL	ALIEN POWER	RIDE ANIMAL

SCUBA	<input type="checkbox"/>
SLEIGHT OF HAND	<input type="checkbox"/>
STEALTH	<input type="checkbox"/>
STREETWISE	<input type="checkbox"/>
SWIM	<input type="checkbox"/>

SKILL CHECK

Average (skilled and unskilled) is the base roll. Doubles always succeeds. Skills chosen will cover a broad range of related knowledge to that skill. GM's should allow for a very loose interpretation of what each skill includes as far as character skill checks.

STAT CHECK

Some actions are a matter of reflex or instinct. Use this chart for checks requiring strength, agility, intelligence, etc. Average is the base roll. Doubles always succeeds. For combat rules, see the combat table on the back side.

SKILL/STAT CHECK ROLL # OR LESS ON 1D100	SKILLED	UNSKILLED	STAT CHECK
VERY EASY	90	40	90
EASY	80	30	80
AVERAGE-MODERATE	70	20	70
HARD	60	10	50
VERY HARD	50	5	25
NEAR IMPOSSIBLE	40	3	10

CONTEST OF SKILL

Competitors roll D100

- +45 to result if skilled, or;
- -45 to result if unskilled
- Doubles roll again and add result.
- Highest result wins the contest.

For combat rules, see the combat table on the back side.

MOVEMENT

For the sake of simplicity, characters can run 20 MPH or 30 feet per second. Characters can carry 75lbs on their person.

Game masters will make common sense judgment calls on anything not covered by these rules, such as weapon ranges and falling damage. GM's feel free to modify anything herein to suit your own game.

Characters who die or become incapacitated will be replaced by rolling a new character and proceeding with the game. New characters must have different professions than the one that died.

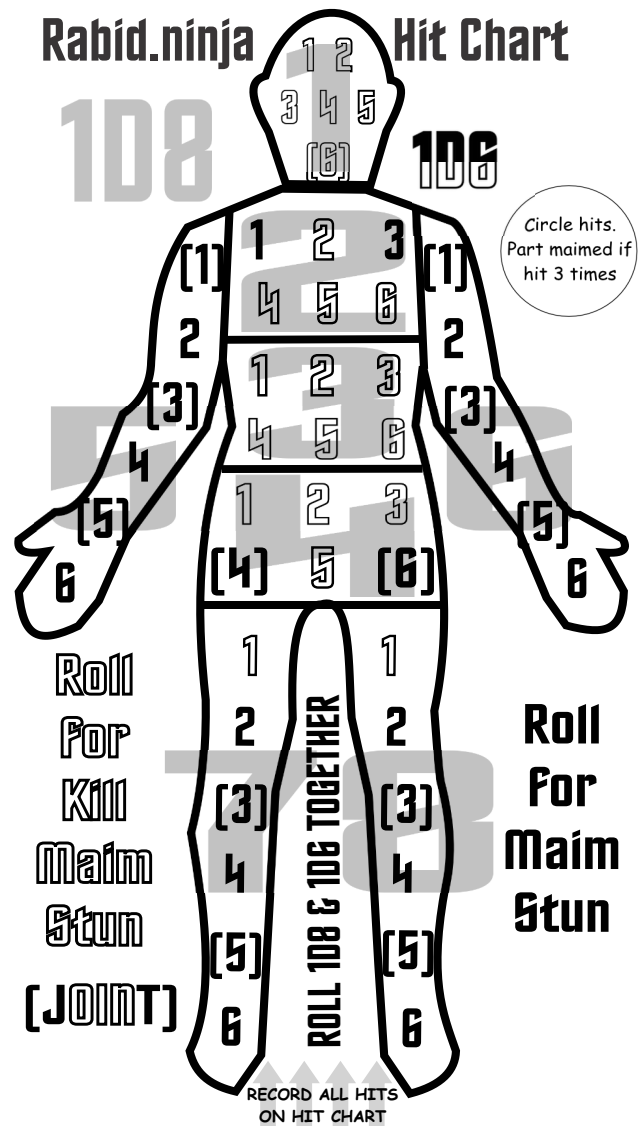
Fear - Characters who are feared due to effects run at maximum speed directly away from the source for one turn. Make a stat check to resist being feared. Effects source (or GM otherwise) determines how hard roll will be.

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EQUIPMENT

MULTICHRONOCOM (WATCH/COMPUTER/COMMUNICATOR)	BLASTER PISTOL	<input type="checkbox"/>
FOREVERFLAME LIGHTER	BLASTER RIFLE	<input type="checkbox"/>
TACTICAL LED FLASHLIGHT	LASER SWORD	<input type="checkbox"/>
FOREVER CELL (SIZE OF QUARTER). ALL DEVICES)	DEFENSIVE BELT SCREEN (PLATE)	<input type="checkbox"/>
MAGNIGOGGLES	NIGHT VISION VISOR	<input type="checkbox"/>
MEDSCANNER (6"X3"X1" _SCANS FOR DISEASE, TISSUE DAMAGE, INFECTION)		<input type="checkbox"/>
MEDKIT (REQUIRES MEDIC SKILL) (HEAL 5 HITS PER DAY PER CHARACTER)		<input type="checkbox"/>
MEDPILLS (X2 MAX)		<input type="checkbox"/>
MEDPAX (X2 MAX)		<input type="checkbox"/>

COMBAT TABLE	
ATTACK CHECK	
Through all the swinging and flailing, the one attack per game turn is automatically successful. No roll to hit is required. Some bombs cause multiple hits. Roll to deflect each separately. (OPTIONAL attack "to hit" roll: use the Skill Check chart one front side)	
DEFENDER: Roll D12 for Attack Deflection (armor, dodge, distraction, beg for mercy, etc). If failed then;	
ATTACKER: Roll these three dice together, D8 and D6 (hit location, not optional) D20 (stun/maim/kill).	
Combat example:	
- NPC declared as attacker (no roll required).	
- Defender rolls D12 to deflect. If succeeds, stop here. If roll fails proceed to next step. - Gm (or attacker) rolls D8+D6+D20 for hit location, wound effect and results are applied. - Player records area/location hit regardless of wound effect or not.	
WOUND EFFECTS	
Stun - Player is stunned for one entire turn. Prone, cannot attack or deflect attacks.	
Maim - Breaks, tears, lacerations, etc. Causes 3 hits to affected body part. Body part affected is at -80% for all actions. Maimed Arms cannot attack. One maimed leg reduces movement to 2 MPH. Maimed results in body areas 1 and 2 (D8) result in immediate incapacitation. Maimed results are also stunned for one turn.	
Kill - exactly what it says. Some body hit locations only allow maim / stun wound effects. Ignore kill results where that is the case.	
Physical Damage: Any body area (D8 - left arm, right arm, left leg, right leg, head/neck, upper torso, mid torso, lower torso) that is hit 3 times in any of the 6 locations within that area results in a maim result for that area. See Maim under Wound Effects above. Record all undeflected hits on Hit Chart by drawing a circle around the number hit.	
A character who takes 15 hits total is incapacitated regardless of severity or location.	
Medpills will remove 1 recorded 'hit' and take one full turn to use. If hits are reduced to 2 or less, part is no longer maimed.	
Medpax will remove 3 recorded hits and take 2 full turns to use. Players should be limited to no more than 2 of each per character per game session.	
Beasts & Animals: Deflecting: GM's simply pick one of the armor columns on the ATTACK DEFLECTION TABLE that best represents the toughness of the monster the group is fighting. Rhinos might be plate, furry creatures use Leather. Attacking: Pick the attack type from the "weapon type" chart. Huge monsters: for huge monsters simply give them an extra "large" attack. The Defender will roll against each to deflect.	



ATTACK IS SUCCESSFUL >>>	>>>> ATTACK DEFLECTION TABLE >>>>						IF DEFLECTION ROLL SUCCEEDS STOP HERE ATTACK FAILED	>>>> WOUND EFFECT TABLE		
	ROLL D12, DEFLECT ATTACK ON;							ROLL D20, WOUND EFFECT ON;		
WEAPON TYPE	BARE	CLOTH	LEATHER	CHAIN	SCALE	PLATE	IF DEFLECTION ROLL FAILS, ATTACK SUCCEEDS, ATTACKER ROLLS D8/D6/D20 FOR HIT LOCATION AND WOUND EFFECT	STUN	MAIM+STUN	KILL / Incapacitate
Small blade (dagger)	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less		IF DEFLECTION ROLL FAILS, ATTACK SUCCEEDS, ATTACKER ROLLS D8/D6/D20 FOR HIT LOCATION AND WOUND EFFECT >>>> RECORD ALL HITS NOT DEFLECTED ON HIT CHART	3 or less	2 or less
Medium blade (1H sword/ax)	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less	6 or less		5 or less	3 or less
Large blade (2H sword/axe)	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	8 or less		6 or less	4 or less
Small gun (22 magnum,380)	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less	5 or less		3 or less	2 or less
Medium gun (357, 9mm)	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less	7 or less		5 or less	3 or less
Large gun (12 gauge, 30.06)	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less		7 or less	5 or less
Small bomb (1 hit)	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less	8 or less		6 or less	4 or less
Medium bomb (2 hits)	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less		7 or less	5 or less
Large bomb (3 hits)	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	12 or less		9 or less	6 or less
Small Archaic missile	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less	5 or less		4 or less	3 or less
Med. Archaic Missile	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less	6 or less		5 or less	4 or less
Large Archaic Missile	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	7 or less		6 or less	5 or less
Small fist/tooth/claw	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less	3 or less		2 or less	1 or less
Medium fist/tooth/claw	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less	4 or less		3 or less	2 or less
Large fist/tooth/claw	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	5 or less		3 or less	2 or less
Small club	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less	4 or less		3 or less	2 or less
Medium club	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less	5 or less		3 or less	2 or less
Large club	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	6 or less		4 or less	3 or less
Small Blaster (pocket, pen)	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less	5 or less		3 or less	2 or less
Medium Blaster (pistol)	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less	7 or less		5 or less	3 or less
Large gun Blaster (rifle)	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less		7 or less	5 or less
Laser Sword	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less		7 or less	5 or less