

Fluid Initiative Events	Modifier
Actions	
Aim	+1
Brace	+1
Regroup (+INT modifier)	+5
Attacks and Movement	
Moving character's speed is reduced by terrain	-2
Character fires a tactical weapon	-2
Character uses a weapon without the appropriate proficiency	-4*
Character takes any final attacks	-2 /attack
Character suffers 1 or more critical misses/failures	-2 /AD spent
Character scores a Triumph	+10
Conditions	
Character <i>bleeding</i>	-1 / round
Character <i>fatigued</i> during the current round	-3
Character <i>exhausted</i> during the current round	-10
Character suffers a critical injury	-10
Injuries	
Character loses 1+ wounds	-2**
Character suffers a critical hit (losing 1 or more wounds)	-5**
Character suffers 1 or more points of electrical damage	½ damage
Saving Throws	
Character fails any saving throw	-2
Character fails a saving throw to avoid gaining a stress condition	-5
Character fails a saving throw to reduce blast damage	-5

* This modifier is only applied once for each applicable weapon the character uses during each combat round, regardless of how many times the weapon is used
 ** These modifiers do not stack when they apply to the same injury.

Table 5.8 Stress Damage DCs				
Threshold	DC	Condition	Healing Rate	
1x Wis	12	Shaken I	1 point/ minute	
2x Wis	16	Shaken II	1 point/ 10 minutes	
3x Wis	20	Shaken III	1 point/ hour	
4x Wis	24	Shaken IV	1 point/ day	
5x Wis	28	Drained(1)*	1 point/ week	

*This effect lingers even if stress damage is reduced. A drained character may only recover at the end of each mission.

Table 5.9 Subdual Damage DCs				
Threshold	DC	Knockout	Healing Rate	
1x Con	12	1 round	1 point/minute	
2x Con	16	1 minute	1 point/10minutes	
3x Con	20	1 hour	1 point/hour	
4x Con	24	1 day	1 point/day	
5x Con	28	1 week	1 point/week	

Table 5.10 Cover	Defense Bonus	Reflex Bonus
¼	+2	+1
½	+4	+2
¾	+6	+3
Total	+8*	+4

*Attack must penetrate the cover before it can hit target

Table 5.11: Deviation by Range		
Direction	Increments to Target	Deviation (squares)
8 1 2	1-2	1d2
7 3	3-4	1d4
6 5 4	5-6	1d6
	7-8	1d8
	9-10	1d10

Table 5.12: Improvised Weapons	
Gear Check	Weapon Statistics
1-4	As light club or knife
5-8	As tool hammer or hook
9-12	As heavy club or stiletto
13-16	As machete or pick
17+	As massive club or light chainsaw

Scenery	Damage Save	Complexity DC/ Error Range
Paper	+0	5/-1
Pottery	+0	10/+0
Cloth	+1	10/+0
Ice	+2	20/+1
Dirt	+3	10/+0
Clay	+4	10/+0
Glass	+4	25/+1
Leather or Rope	+5	15/+0
Drywall or Rubber	+6	15/+0
Hard Plastic or Wood	+7	20/+1
Bone or Ivory	+8	25/+1
Asphalt	+10	15/+0
Concrete	+12	25/+1
Stone	+14	20/+1
Iron	+16	25/+1
Reinforced Concrete	+18	25/+1
Steel	+20	30/+2
Military-grade Alloy	+25	50/+4
Thickness	Damage Save	
Up to 1 inch	+0	
2 inches	+1	
3 inches	+2	
4-7 inches	+4	
8-11 inches	+6	
1 foot	+8	
2 feet	+10	
3 feet	+12	
4 + feet	+15	

Table 2.37: Concentration Checks		
Base DC = 10 + 5/ consecutive round interrupted + 1/ point of damage suffered in last minute		
Situation	DC	Error Range
• Bleeding	+5	+0
• Drunk		
• Shaken I		
• Fatigued	+10	+1
• Shaken II		
• Exhausted	+15	+2
• Shaken III		
• Shaken IV		
Motion/ Weather		
Mildly Distracting (Moderate Rain)	+5	+0
Moderately Distracting (Heavy Rain)	+10	+1
Extremely Distracting (Storm)	+15	+2
Violently Distracting (Hurricane, Tornado, Fighter cockpit during Air combat)	+20	+3
Distraction		
One person shouting/ Chanting within 20 ft.	+5	+0
Two or more shouting/ Chanting within 20 ft.	+10	+1
Minor (nearby 20 pt explosion; 10x10 fire)	+5	+0
Moderate (nearby 40 pt explosion; 30x30 fire)	+10	+1
Major (nearby 40+ pt explosion; 60x60 fire)	+20	+3

Table 5.4: Critical Miss Effects		
Attack/ AD Spent*	M.E.R	Effect
Unarmed/.....1	1	Attacker trips and becomes <i>sprawled</i>
.....2	1	Attacker knocked against scenery (1d6 subdual damage)
.....3	1-2	Attacker disoriented (<i>stunned</i> until end of I.C. next round)
.....4	1-3	Attacker knocked against scenery (2d6 subdual damage)
Melee.....1	1	Attacker drops weapon in own square (half action to pick up)
.....2	1	Weapon stuck in scenery (1 full action required to free it)
.....3	1-2	Weapon <i>broken</i> (useless until repaired)
.....4	1-3	Weapon <i>destroyed</i> and attack hits attacker
Hurled.....1	1	Attacker drops non-explosive weapon in own square
.....2	1	Weapon goes wild (GC adjusts deviation by up to 6 squares)
.....2	1-2	Attack hits other character or bystander adjacent to targetΔ
.....3	1-2	Weapon <i>broken</i> (useless until repaired)
.....4	1-3	Attack hits other character or bystander within 30' of targetΔ
.....4	1-3	Attacker drops explosive weapon in his square
Firearms/1	1	Dud round/misfire (aiming/bracing lost; 1 half action to clear)
Heavy Weapons...2	1	Jam/malfunction (aiming/bracing lost; 1 full action to clear)
.....2	1-2	Attack hits other character or bystander adjacent to targetΔ
.....3	1-2	Weapon <i>broken</i> (useless until repaired)
.....4	1-3	Attack hits other character or bystander within 30' of targetΔ
.....4	1-3	Weapon destroyed and character injured (2d6 lethal damage And Fort (DC 20) or become <i>blinded</i> for 1d4 rounds

M.E.R: Minimum Error Range: the error range must be ≥ this range to activate this effect
 *only 1 critical miss effect may be triggered per error
 Δ The GC chooses the target hit, this target may be the attacker

Table 2.38: Morale Checks	DC	Error Range
Trigger Events*		
<ul style="list-style-type: none"> Targeted by automatic fire from 2-7 opponents at once Outnumbered by less than 2 to 1. ¼ of your group is incapacitated (round down) 	15	+0
<ul style="list-style-type: none"> Outnumbered by 2 to 1 or more, but less than 3 to 1. ½ of your group is incapacitated (round down) Enemy force is using 1 Tactical weapon 	20	+1
<ul style="list-style-type: none"> Targeted by automatic fire from 8+ opponents at once Outnumbered by 3 to 1 or more, but less than 4 to 1. ¾ of your group is incapacitated (round down) 	25	+2
<ul style="list-style-type: none"> Outnumbered by 4 to 1 or more, but less than 5 to 1 Your superior is incapacitated Enemy force is using 2 or more Tactical weapons 	30	+3
<ul style="list-style-type: none"> Outnumbered by 5 to 1 or more Your superior gives a suicidal order An opponent scores a Triumph 	40	+4
<ul style="list-style-type: none"> You're surrounded or your situation appears hopeless 	50	+5
Most Recent Morale Effect (same combat/scene)		
• Success	-5	+0
• Withdrawal	+0	+0
• Retreat	+5	+0
• Rout	+10	+1
• Surrender	+20	+3
NPC's Disposition Toward Leader		
• Helpful	-20	+0
• Supportive	-15	+0
• Friendly	-10	+0
• Intrigued	-5	+0
• Neutral	+0	+0
• Aloof	+5	+1
• Unfriendly	+10	+2
• Hostile	+15	+3
• Adversarial	+20	+4

Table 2.49: Tactics/Rally checks		
Morale Effect	DC	Error Range.
Withdrawal	+0	+0
Retreat	+5	+0
Rout	+10	+1
Surrender	+20	+3

Base = 10 + Crowd Skill Bonus; Success allows new Morale check, DC reduced by [(Tactics/Rally check - DC) / 2]

Table 5.6: Collision Damage			
Size	Damage per 10 MPH Δ		AP Quality
	Object	Character	
Fine	None	None	N/A
Diminutive	1 subdual	None	-4
Tiny	1d2 subdual	1 subdual	-2
Small	1d4 subdual	1d2 subdual	-1
Medium	1d4 lethal	1 lethal	+0
Large	1d6 lethal	1d3 lethal	+1**
Huge	1d8 lethal	1d4 lethal	+2**
Gargantuan	1d12 lethal	1d6 lethal	+4**
Colossal	2d10 lethal	1d10 lethal	+6**
Enormous	2d12 lethal	1d12 lethal	+8**

Δ Any character that loses Vitality/Wounds to collision damage also suffers ¼ as much in Stress Damage.
 *All damage has Armor Piercing = MPH/10 modified by size of the impacting object (see table).
 ** Damage inflicted by objects/characters of this size gain the *Takedown* quality (page 259)

Table 7.14: Disposition Effects					
Disposition	Intimacy	Fondness	Loyalty	Combat	Priority
Helpful	-8/E+3	+6/T+3	18	10/10	x 1/4
Supportive	-6/E+2	+4/T+2	16	15/8	x 1/3
Friendly	-4/E+1	+2/T+1	14	20/6	x 1/2
Intrigued	-2/--	+1/--	12	25/4	x 3/4
Neutral	+0/--	+0/--	10	30/2	x 1
Aloof	-2/--	-1/--	8	40/4	x 1.5
Unfriendly	-4/E+1	-2/E+1	6	50/6	x 2
Hostile	-6/E+2	-4/E+2	4	60/8	x 3
Adversarial	-8/E+3	-6/E+3	2	Triumph/10	x 4

Table 5.3: Special Surface Speeds		
Terrain	5 ft Cost*	Effect
Barbed/razor wire	15 ft	Reflex save (15) or 1d6 lethal damage
Cluttered surface	10 ft	None
Ice	5 ft	-4 to Acrobatics and Maneuver checks
Ladder (per 5 ft)	5/10 ft	Counts as diagonal movement
Mud, knee-deep	15 ft	None
Mud, waist-deep	30 ft	None
Snow (≤ 2 ft)	5 ft	None
Snow (> 2 ft)	10 ft	None
Stairs (per 5 ft)	5 ft	Counts as diagonal movement
Step (≤ 3 ft)	5 ft	None
Step (3-5 ft)	10 ft	None
Step (> 5 feet)	--	Athletics/Climb check (p.113)
Water, knee-deep	5 ft	Acrobatics/Balance check (p.106)
Water, waist-deep	10 ft	None
Window (≤ 3' x 3')**	10 ft	Acrobatics/Tumble (15) to use only 5 ft
Window (> 3' x 3')**	5 ft	None

* This is the amount of Speed used to move 5 ft across each terrain. No 5-ft step across terrain that doubles/triples the required movement.
 ** If the window is closed, suffer 1d2 lethal damage, which can be negated with a Acrobatics/Tumble check (15)

Table 5.13: Size						
Size	DEF/ATK	Stealth/Hide	Wounds	Encumbrance	Squares	Reach (Squares)
Nuisance (N)	+16	+20	1/8x Con*	1/16x	32/square	Same
Fine (F)	+8	+16	1/4x Con*	1/8x	16/square	Same
Diminutive (D)	+4	+12	1/3x Con*	1/4x	8/square	Same
Tiny (T)	+2	+8	1/2x Con*	1/2x	4/square	Same
Small (S)	+1	+4	3/4x Con*	3/4x	2/square	1
Medium (M)	+0	+0	Con	Standard	1/square	1
Large (L)	-1	-4	1.5xCon**	2x	3x3	2
Huge (H)	-2	-8	2xCon	4x	6x6	2
Gargantuan (G)	-4	-12	3x Con	8x	12x12	3
Colossal (C)	-8	-16	4x Con	16x	25x25	3
Enormous (E)	-16	-20	5x Con	32x	50x50	4
Vast (V)	-32	-24	6x Con	64x	51x51+	4

* Rounded Up, this modifier also determines the negative wounds when a character dies; when a character of this size is killed, excess damage is applied to a random character in the same square
 **Round down

Table 5.5: The Table of Ouch			
Result	Critical Injury	Surgery DC	Healing Time*
≤35	<i>Bleeding</i>	20	1 scene**
36-40	Broken limb (lose use of arm or Speed reduced by 20 ft)	20	1d4 missions
41-45	Internal rupture (permanent -2 to highest of Str/Dex/Con)	25	1d4 missions
46-50	Maimed limb (lose use of arm or Speed reduced by 20 ft)	30	1d6 missions
51-55	Brain damage (permanent -2 to highest of Int/Wis/Cha)	35	1d4 missions
56-60	Massive system trauma (permanently <i>sickened</i>)	40	1d4 missions
61-65	Nerve damage (permanently <i>nauseated</i>)	45	1d3 missions
66-70	Spinal injury (permanently <i>paralyzed</i>)	50	1 mission

Table 5.14: Vision and Hearing

Circumstance	Visual Range*	Hearing Range	Skill Check**	Target Defense
Base range	Wis x 10 ft	Wis x 5 ft	--	--
Ambient light				
None	None+	+0 ft	-8/+0	+8
Faint	-60 ft	+0 ft	-4/+0	+4
Dim	-30 ft	+0 ft	-2/+0	+2
Moderate	+0 ft	+0 ft	-0/+0	+0
Bright	+30 ft	+0 ft	+1/+0	-2
Ambient Noise				
None	+0 ft	+20 ft	+0/+0	+0
Light	+0 ft	+0 ft	+0/+0	+0
Moderate	+0 ft	-5 ft	+0/-1	+0
Heavy	+0 ft	-10 ft	+0/-2	+0
Extreme	+0 ft	-20 ft	+0/-4	+0
Character Conditions				
Blinded	None+	+0 ft	-8/+0	+8
Deafened	+0 ft	None+	+0/-8	+0
Weather				
Clear skies	+0 ft	+0 ft	+0/+0	+0
Fog/smoke, light	-10 ft	+0 ft	-1/+0	+1
Fog/smoke, moderate	-20 ft	+0 ft	-2/+0	+2
Fog/smoke, dense	-40 ft	+0 ft	-4/+0	+4
Rain/snow, light	-10 ft	-5 ft (rain)	-1/-1	+1
Rain/snow, moderate	-20 ft	-10ft (rain)	-2/-2	+2
Rain/snow, heavy	-40 ft	-20ft (rain)	-4/-4	+4
Storm, blizzard	-60 ft	+0 ft	-6/+0	+6
Storm, dust storm	-60 ft	+0 ft	-6/+0	+6
Storm, hurricane	-80 ft	-30 ft	-8/+0	+8
Storm, snowstorm	-40 ft	+0 ft	-4/+0	+4
Storm, thunderstorm	-60 ft	-20 ft	-6/+0	+6
Wind, light	+0 ft	-5 ft	+0/-1	+0
Wind, moderate	+0 ft	-10 ft	+0/-2	+0
Wind, strong	+0 ft	-15 ft	+0/-3	+0
Wind, severe	+0 ft	-30 ft	+0/-6	+0
Wind, tornado	+0 ft	-60 ft	+0/-12	+0
Underwater++				
Crystal clear water	+20 ft	-20 ft	+0/+0	+0
Common water	+0 ft	-20 ft	+0/+0	+0
Opaque water	-10 ft	-20 ft	-1/+0	+1
Murky water	-20 ft	-20 ft	-2/+0	+2
Disturbed water	-40 ft	-60 ft	-4/+0	+4
Depth: 1-30 ft	-20 ft	+0 ft	-2/+0	+2
Depth: 31-60 ft	-40 ft	+0 ft	-4/+0	+4
Depth: 61-90 ft	-60 ft	+0 ft	-6/+0	+6
Depth: 91-120 ft	-80 ft	+0 ft	-8/+0	+8
Depth: 120+ ft	-100 ft	+0 ft	-10/+0	+10

*If visual range drops below 0 ft, character blinded until visual range improves
 **Left modifier for checks with "Vision" tag, right for checks with "Hearing"
 +A blinded character may not make any checks requiring eyesight/hand-eye coordination. A deafened character can't make any check requiring hearing.
 ++Within 30ft of surface, surface conditions apply at 1/2 standard;
 Illumination range of any light source brought into the water reduced by 1/2
 Further, skill checks with the Hearing tag have result caps decreased by 20.

Table 4.9: Signal Degradation

Increments	DC
5 or less	Automatic
6	30-(2 x PR)
7	35-(2 x PR)
8	40-(2 x PR)
9	50-(2 x PR)
10	60-(2 x PR)

PR = Signal PR - (Jamming PR - # Jamming Increments)

Table 4.10 Other Interference

Circumstance	PR	Increment
High-tension wires	1	10 ft
Urban area*	2	1/4 mile
Factory complex	3	100 ft
Thunderstorm	4	1/4 mile**
Aurora Borealis	4	1 mile**
Mountain	5	N/A
Nuclear meltdown	8	10 miles
Nuclear detonation	10	10 miles

Falling Damage

- AP (1 per 10 ft fallen)
- Solid Surface = 1d6 lethal/ 10 ft fallen
- Fluid Surface = 1d6 subdual/ 10 ft fallen - Acrobatics/Falling (DC 15 + 5 per 25 ft) to dive, suffering no damage as long as water has minimum 10 ft depth per 30 ft fallen.
- Soft/yielding surface - fall counts as 10 ft less
- Character becomes *Sprawled* upon landing
- If fall > 30 ft, 1 point Stress damage/ 10 ft
- Acrobatics/Falling check (DC 20) to land on feet (not *Sprawled*); further, falling damage reduced by 1/4 check result (minimum 1 damage per damage die)

Bang Damage/ Flash Damage

- Do not affect *deafened/blinded* targets, AP (All) vs valid targets.
- Blast quality (p.343)
- Damage result becomes Fortitude DC, failure indicates:
 - Bang Damage: *Stunned* for # of rounds equal to (DC - Check)/2 (rounded up); *Deafened* for 2x rounds *Stunned*. Targets suffering > 20 bang damage also suffer the *Takedown* quality (p.259)
 - Flash Damage: *Blinded* for # of rounds equal to (DC - Check)/2 (rounded up)
- Whenever Stunned/Blinded from these attacks, targets also suffer 1d4 Stress Damage

#	Success
1	100%
2	95%
3	90%
4	85%
5	80%
6	75%
7	70%
8	65%
9	60%
10	55%
11	50%
12	45%
13	40%
14	35%
15	30%
16	25%
17	20%
18	15%
19	10%
20	5%
21+	Impossible
# = DC - Bonus	

Table 4.5: Carrying Capacity

STR	Light Load	Medium Load	Heavy Load	Extreme Load	Overload
1	3 lb.	4-6 lb.	7-10 lb.	11-20 lb.	21+ lb.
2	6 lb.	7-13 lb.	14-20 lb.	21-40 lb.	41+ lb.
3	10 lb.	11-20 lb.	21-30 lb.	31-60 lb.	61+ lb.
4	13 lb.	14-26 lb.	27-40 lb.	41-80 lb.	81+ lb.
5	16 lb.	17-33 lb.	34-50 lb.	51-100 lb.	101+ lb.
6	20 lb.	21-40 lb.	41-60 lb.	61-120 lb.	121+ lb.
7	23 lb.	24-46 lb.	47-70 lb.	71-140 lb.	141+ lb.
8	26 lb.	27-53 lb.	54-80 lb.	81-160 lb.	161+ lb.
9	30 lb.	31-60 lb.	61-90 lb.	91-180 lb.	181+ lb.
10	33 lb.	34-66 lb.	67-100 lb.	101-200 lb.	201+ lb.
11	38 lb.	39-76 lb.	77-115 lb.	116-230 lb.	231+ lb.
12	43 lb.	44-86 lb.	87-130 lb.	131-260 lb.	261+ lb.
13	50 lb.	51-100 lb.	101-150 lb.	151-300 lb.	301+ lb.
14	58 lb.	59-116 lb.	117-175 lb.	176-350 lb.	351+ lb.
15	66 lb.	67-133 lb.	134-200 lb.	201-400 lb.	401+ lb.
16	76 lb.	77-153 lb.	154-230 lb.	231-460 lb.	461+ lb.
17	86 lb.	87-173 lb.	174-260 lb.	261-520 lb.	521+ lb.
18	100 lb.	101-200 lb.	201-300 lb.	301-600 lb.	601+ lb.
19	116 lb.	117-233 lb.	234-350 lb.	351-700 lb.	701+ lb.
20	133 lb.	134-266 lb.	267-400 lb.	401-800 lb.	801+ lb.
21	153 lb.	154-306 lb.	307-460 lb.	461-920 lb.	921+ lb.
22	173 lb.	174-346 lb.	347-520 lb.	521-1040 lb.	1041+ lb.
23	200 lb.	201-400 lb.	401-600 lb.	601-1200 lb.	1201+ lb.
24	233 lb.	234-466 lb.	467-700 lb.	701-1400 lb.	1401+ lb.
25	266 lb.	267-533 lb.	534-800 lb.	801-1600 lb.	1601+ lb.
26	306 lb.	307-613 lb.	614-920 lb.	921-1840 lb.	1841+ lb.
27	346 lb.	347-693 lb.	694-1,040 lb.	1041-2080 lb.	2081+ lb.
28	400 lb.	401-800 lb.	801-1,200 lb.	1201-2400 lb.	2401+ lb.
29	466 lb.	467-933 lb.	934-1,400 lb.	1401-2800 lb.	2801+ lb.
+10	x4	x4	x4	x4	x4

Table 4.6: Encumbrance Modifiers

Load	Defense Penalty	Armor Check Penalty	Speed/Throw Range Incr.	Conditions
Medium	-1	-2	-5 ft	None
Heavy	-3	-4	-10 ft	None
Extreme	-6	-6	-20 ft	Vulnerable
Overload	-10	-8	0 ft	Helpless

Spycraft 2.0 Combat Actions Summary

INITIATIVE ACTIONS		TIME	EFFECT
Aim	(p.354)	1 Half	+1 with Standard Attacks against 1 unmoving target (tag: PRF)
Anticipate	(p.354)	1 Half	Sense Motive (Wis) (DC 10 + target BAB) to gain dodge bonus to Def vs. chosen opponent equal to Wis modifier (min. +1) for 1 full round
Brace	(p.354)	1 Half	+2 Str (recoil); +1 Standard Attacks & Autofire in 90° forward cone; -4 to Ref saves
Delay	(p.356)	1 Free	-1 to Initiative (max times = Initiative bonus +10)
Diversion	(p.356)	1 Half	Bluff (Dex) vs. Sense Motive (Wis) to drop 1 target's initiative by 1d4+1 (Error +1)
Drop a Ready Item	(p.356)	1 Free	Drop 1 ready item in current square (tag: IDL)
Joint Action	(p.358)	1 Full	Tactics (Int) (DC 10 x number of teammates/allies included) to allow all included to act on character's Initiative Count during following round (Error +1)
Press	(p.358)	1 Free	(Initiative 25+) -20 Initiative to gain 1 half action
Ready	(p.359)	1 Full	1 half action delayed until later during current round; Initiative reduced to when half action is taken
Refresh	(p.359)	F.Round	If not attacked, character spends 1 AD to regain its result in Vitality or 2 Wound points.
Regroup	(p.359)	F.Round	Increase Initiative Count by (5 + Intelligence bonus if any)
Stand Off	(p.359)	1 Free	Spend 1 AD, reduce Initiative Count by 5, Reflex (DC 10 + opponent's BAB) (See rules)
ATTACK ACTIONS			EFFECT
Standard attack	(p.354)	1 Half	1 attack against 1 target (1 Shot, Single Shot mode)
Autofire	(p.354)	1 Full	(6+ shots remaining) -1 to attack per volley; hit = 1 shot + 1 additional per 4 over target Def. (Full Auto mode, Error +2)
Coup de grace	(p.356)	1 Full	Hit adjacent, <i>Helpless</i> target <i>Unconscious</i> or Automatic Critical; Fort (DC 10 + damage) or die.
Cover fire	(p.356)	1 Full	1 opponent within ½ max range Will (DC 10 + attacker's BAB) or -4 to attacks/skills for 1 full round
Disarm	(p.356)	1 Half	Opposed Attacks to disarm 1 target within Reach/CQB range (Error +2, tag: PRF)
Grapple	(p.357)	1 Full	Opposed Athletics (Str) rolls to make 1 opponent <i>Held</i> , both become <i>Vulnerable</i> , see rules.
Kick	(p.358)	1 Half	-2 to Initiative; Apply Str modifier to damage twice
Pummel	(p.358)	1 Full	Hit = double subdual damage, target's Fort DC increased by attacker's STR mod (min +1)
Strafe	(p.360)	1 Full	(9+ shots remaining) -3 to attack/ square; hits determined in each square (uses 2 shots/square, Error +2); See Rules
Suppressive fire	(p.361)	1 Full	1 final attack (@ -4, with no Aim) vs. each opponent who moves through target square; each target suffers -4 to attack/skill checks (uses 5+ shots, Error +1)
Taunt	(p.361)	1 Half	Manipulate (Cha) vs. Sense Motive (Wis) to force opponent to attack character with next action.
Threaten	(p.361)	1 Half	Intimidate (Wis) vs. Resolve (Wis) to inflict 1d4+1 Stress damage
Trip	(p.361)	1 Half	Opposed Acrobatics (Dex) to force target to become <i>Sprawled</i>
MOVEMENT ACTIONS			EFFECT
Standard move	(p.354)	1 Half	Move up to Speed in any direction
Bull Rush	(p.354)	1 Full	Move up to Speed towards 1 opponent; opposed Athletics (Str) check to push opponent 1 square + 1 per 4 over opponent's result; opponent becomes <i>Sprawled</i>
Crouch	(p.356)	1 Half	Character becomes <i>Crouched</i>
Draw/Holster/ Pick up Weapon	(p.356)	1 Half	Draw 1 2-handed weapon or 2 1-handed weapons (tag: IDL)
Drop Prone	(p.356)	1 Half	Character becomes <i>Prone</i>
Feint	(p.357)	1 Half	Slight of Hand (Dex) vs. Notice (Wis) to make 1 opponent flat-footed (Error +1)
Reload	(p.359)	1 Half	Reload 3 shots (single-fed) or fully (all other weapons) (tag: IDL , PRF)
Run	(p.359)	1 Full	Move 3x Speed straight line (full armor), 4x speed (other); become <i>flat-footed</i> (Error +1)
Stand Up	(p.360)	1 Half	Rise from <i>crouched</i> , <i>prone</i> , or <i>sprawled</i> position, become <i>flat-footed</i>
Tire	(p.361)	1 Half	Opposed Resolve (Con) to inflict 1d4+1 subdual damage (Error +1)
Total Defense	(p.361)	1 Full	1 Standard Move; +4 dodge bonus to Def for 1 full round
Withdraw	(p.361)	1 Full	Move up to 2x Speed away from all opponents
TRICKS			EFFECT
Bounce	(p.354)	1 Free	-2 attack/ surface (max = Dex mod, min 0) (Single Shot mode, Error +1 per surface, tag: PRF)
Burst	(p.355)	1 Free	Recoil penalties doubled; hit = 1 shot; hit +5 or more = 2 shots, hit +10 or more = 3 shots (+2 Shots Used , Burst Mode , Error +1)
Called Shot	(p.355)	1 Free	(requires Aim) -5 initiative; -3 to attack vs. partial armor, -6 for moderate armor, -9 for full armor, -1 for helmet; hit = Ignore DR (Single Shot mode)
Cheap Shot	(p.355)	1 Free	-4 with Standard Attack; hit = target suffers -2 to attack/skill checks with chosen attribute or -10 Speed (attacker's choice) Error +1; Lasts till end of scene or till opponent makes Fort DC (20 - 2 per minute since Cheap Shot) - any character may only suffer from 1 Cheap Shot per scene.
Fight Defensively	(p.357)	1 Free	-4 with Attack/skill checks, +2 dodge bonus to Def for 1 full round

Skill Check	Skill	Reference
Accomplishment	Profession	Page 146
Ambush	Tactics	Page 168
Animal Training	Survival	Page 165
Appraise	Analysis	Page 110
Authenticate	Analysis	Page 110
Awareness	Notice	Page 146
Balance	Acrobatics	Page 106
Bind	Athletics	Page 113
Black Market	Streetwise	Page 162
Bribe*	Bureaucracy Streetwise	Page 121 Page 163
Build*	Electronics Mechanics	Page 126 Page 139
Canvass Area	Investigation	Page 136
Chemistry	Science	Page 149
Climb	Athletics	Page 113
Coercion	Intimidate	Page 134
Communication	Cultures	Page 123
Conceal Action	Sleight of Hand	Page 159
Concentration	Resolve	Page 147
Contact	Networking	Page 144
Cover Up	Falsify	Page 129
Deception	Bluff	Page 120
Decipher	Analysis	Page 111
Detect Search	Investigation	Page 137
Detect Lie	Sense Motive	Page 158
Disable*	Electronics Mechanics Security	Page 126 Page 139 Page 156
Disguise	Falsify	Page 129
Domination	Intimidate	Page 134
Endorsement	Networking	Page 144
Engineering	Science	Page 151
Escape	Athletics	Page 114
Examine Media	Analysis	Page 111
Fabrication	Science	Page 152
Falling	Acrobatics	Page 106
First Aid	Medicine	Page 141
Foraging	Survival	Page 166
Forced March	Athletics	Page 114
Forecast Weather	Survival	Page 166
Forensics	Analysis	Page 112
Forgery	Falsify	Page 130
Gambling	Streetwise	Page 163
Genetics	Science	Page 152
Haggle	Streetwise	Page 164
Harassment	Manipulate	Page 138
Hide	Sneak	Page 161

Skill Check	Skill	Reference
Hotwire	Security	Page 157
Influence	Impress	Page 132
Innuendo	Sense Motive	Page 158
Jump	Acrobatics	Page 107
Maneuver (Animal)	Survival	Page 166
Maneuver (Crewed Vehicle)	Tactics	Page 168
Maneuver (Foot)	Athletics	Page 115
Maneuver (Personal Vehicle)	Acrobatics	Page 108
Maneuver (Vehicle)	Drive	Page 125
Mathematics	Science	Page 152
Mediation	Networking	Page 145
Modify*	Electronics Mechanics	Page 127 Page 140
Morale	Resolve	Page 147
Optimize*	Computers Electronics Mechanics	Page 122 Page 127 Page 140
Perception	Search	Page 156
Performance	Impress	Page 132
Persuasion	Impress	Page 132
Pharmacology	Science	Page 154
Power Lifting	Athletics	Page 116
Programming	Science	Page 155
R&R	Resolve	Page 149
Repair*	Electronics Mechanics	Page 127 Page 141
Research	Investigation	Page 137
Resist Impress	Resolve	Page 149
Resist Intimidate	Resolve	Page 149
Resist Manipulate	Sense Motive	Page 159
Sabotage*	Electronics Mechanics	Page 128 Page 141
Skydiving	Acrobatics	Page 108
Slander	Manipulate	Page 138
Smash	Athletics	Page 116
Speed Push	Athletics	Page 117
Sports	Athletics	Page 117
Stash Item (Person)	Sleight of Hand	Page 159
Stash Item (Scenery)	Sneak	Page 161
Stealth	Blend	Page 118
Super-Science	Science	Page 155
Surgery	Medicine	Page 142
Swim	Athletics	Page 117
Therapy	Medicine	Page 143
Tracking	Survival	Page 167
Treatment	Medicine	Page 143
Tumble	Acrobatics	Page 109

Ranks	Result Cap
0	15
1-3	20
4-6	30
7-9	40
10-12	50
13+	60

Stress/ Condition	DC	Error Range
None	15	+0
<i>Shaken I</i>	20	+0
Mistaken Belief (in lie)	20	+0
<i>Shaken II</i>	30	+1
Seduction	30	+1
<i>Shaken III</i>	40	+2
Branwashing/ Forced Loyalty	40	+2
<i>Shaken IV</i>	50	+3
Programmed Actions	50	+3
<i>Drained</i>	60	+4

Path	DC	Error Range
Path takes you adjacent to enemy-occupied square	15	+0
Path takes you through enemy square	25	+1
Per additional adjacent enemy square	+5	+0
Per additional enemy-occupied square	+5	+1 max +4

D20	A	B	C	D	E	F
1	2	15	6	1	5	17
2	9	10	1	19	9	7
3	13	14	4	9	19	9
4	15	8	16	20	12	10
5	14	4	19	2	4	5
6	20	1	9	3	16	2
7	12	11	11	12	20	4
8	4	6	18	5	13	19
9	6	12	7	6	18	13
10	9	18	5	16	10	8
11	19	9	8	18	7	11
12	17	13	12	13	6	15
13	1	7	15	14	17	16
14	10	15	2	4	20	6
15	18	5	13	8	2	18
16	8	2	3	11	8	3
17	16	12	20	7	10	12
18	3	3	10	15	11	20
19	12	19	4	10	1	14
20	11	20	5	17	3	19

Question/Task	DC	Relay Time
Common/Easy (Information about home security systems/navigating through Las Vegas)	10	Free Action
Uncommon/Basic (Information about corporate security systems/navigating through London)	20	1 Full Action
Rare/Involved (Information about military security systems/navigating through Venice)	30	1d4+1 Full Actions
Obscure/Involved (Information about black box security systems/navigating through Boston)	40	2d4+2 Full Actions
Presumed Lost/Mind-Bending (Information about gadget-based security/navigating through Hong Kong)	50	3d4+3 Full Actions

Weapon – Caliber	Pick	AO	Damage	E/T	Ammo	Recoil	Rng	SZ/h	Qualities	Wt	Comp	Street
Beretta 92 – 9mm P	I	0	1d10+1	1-2/20	15M4	12	25 ft	D/1 h	--	2.1	17/+0	\$655
Colt Detective Special – .38 special	I	0	1d8+1	1/20	6S48	15	15 ft	D/1 h	--	1.2	15/+0	\$275
Colt M1911A1 – .45 ACP	II	0	1d12	1/19-20	7M7	11	25 ft	D/1 h	DEP, TKD	2.5	15/+0	\$575
Colt Python – .357 Magnum	II	0	3d4+1	1/19-20	6S36	20	30 ft	D/1 h	DEP, RGD	2.4	15/+0	\$750
Distinjet Model 35 – 13mm dart	I	1	1d3+tox	1/20	1S12	6	10 ft	D/1 h	BLK, INJ, INS (12xCal I)	1.5	20/+1	\$700
FN Browning High-Power – 9mm P	II	2	1d10+1	1/20	13M4	12	25 ft	D/1 h	DEP	2.2	15/+0	\$610
FN Five-SeveN – 5.7x28mm	II	2	1d10+1	1-2/20	20M3	11	30 ft	D/1 h	AP (4), CMP	2.3	20/+1	R\$920
Glock 17 – 9mm P	II	2	1d10+1	1/20	19M3	16	25 ft	D/1 h	CMP	1.4	20/+1	\$640
Glock 21 – .45 ACP	II	0	1d12	1/19-20	13M4	16	25 ft	D/1 h	CMP, TKD	1.7	22/+1	\$805
H&K USP – .40 S&W	II	1	1d12	1/20	13M4	16	25 ft	D/1 h	CMP, TKD	1.7	22/+1	\$680
H&K USP – 9mm P	II	2	1d10+1	1/20	15M4	15	25 ft	D/1 h	CMP	1.7	22/+1	\$650
Magnum Research Desert Eagle – .50 AE	II	0	3d6+1	1-3/19-20	7M4	25	40 ft	D/1 h	BLK, TKD	4.5	20/+1	\$1200
Makarov PB – 9x19mm Makarov)	I	0	2d4	1-2/20	8M7	9	20 ft	D/1 h	UPG (p.287), TBR	1.9	20/+1	R\$1800
Ruger Super Redhawk – .44 Magnum	III	3	2d6+2	1/19-20	6S40	14	35 ft	D/1 h	DEP, TKD	3.6	15/+0	\$750
S&W Bodyguard – .357 Magnum	II	1	3d4+1	1/19-20	5S25	25	20 ft	D/1 h	--	1.0	15/+0	\$450
SiG-Sauer P226 - .357 SiG	II	2	2d6	1-2/20	12M4	17	25 ft	D/1 h	DEP, RGD	1.9	20/+1	\$830
Walther P99 – .40 S&W	II	2	1d12	1-2/20	12M4	17	25 ft	D/1 h	CMP, TKD	1.6	22/+1	\$640
Walther PPK – .32 ACP	I	1	1d6+1	1-2/20	7M8	8	15 ft	D/1 h	DST	1.3	17/+0	\$450
Webley Mk. 6 – .455 British service	I	0	1d8	1/20	6S60	5	20 ft	D/1 h	--	2.4	15/+0	\$700
CZ Skorpion – 9x18 Makarov	I	0	2d4	1-3/20	20M6	8	25 ft	D/1 h	CLS	2.8	25/+1	\$900
FN P90 – 5.7x28mm	II	0	1d10+1	1-3/20	50M3	5	35 ft	T/2 h	AP (4), UPG (p.289), CMP DST, NUL (2R), QKY	6.6	30/+2	\$1700
H&K MP5K – 9mm P	II	2	1d10+1	1-2/20	30M3	8	15 ft	D/1 h	--	4.4	22/+1	R\$1000
IMI Uzi – 9mm P	II	2	1d10+1	1-3/20	32M4	4	30 ft	T/2 h	CLS	8.2	25/+1	\$1250
MAC M10 – .45 ACP	II	0	1d12	1-3/19-20	32M3	6	25 ft	D/1 h	CLS, IMP, NFM (B/F), TKD	6.3	22/+1	R\$2500
RSA Bizon-2 – 9x18mm Improved	II	2	1d12	1-3/20	66M3	7	35 ft	T/2 h	CLS, QKY	5.4	25/+1	\$1400
H&K UMP – .45 ACP	III	3	1d12	1-2/19-20	25M5	8	30 ft	T/2 h	CLS, CMP, TKD	4.9	27/+1	\$R850
Remington Model 700 – 5.56x45 NATO	II	0	4d4	1/20	5S60	12	125ft	S/2 h	MAC (-2)	7.3	17/+0	\$700
Colt M4A1 – 5.56x45mm NATO	III	3	4d4	1-3/20	30M5 or 100D1	12	100ft	S/2 h	CLS	7.5	25/+1	R\$775
Enfield L85A2 – 5.56x45mm NATO	III	3	4d4	1-3/20	30M5	9	125ft	S/2 h	UPG (4x sight), DST, UNR	9.1	27/+1	R\$875
Giat Famas G2 – 5.56x45 NATO	III	2	4d4	1-3/20	30M5	10	125ft	S/2 h	UPG (bipod), DST	8.4	27/+1	R\$925
H&K G3 SG/1 – 7.62x51mm NATO	IV	1	4d4+2	1-2/19-20	20M7	18	175ft	S/2 h	(See Page 293)	9.7	27/+1	R\$8000
RSA AK-47 – 7.62x39mm Russian	III	0	3d6	1-2/20	30M5 or 75D2	?	125ft	S/2 h	DEP, RGD	9.5	22/+1	R\$550
RSA AK-74 – 5.45x39mm Russian	III	0	3d6+1	1-2/20	30M5	21	150ft	S/2 h	RGD	7.1	22/+1	R\$500
RSA Dragunov SVD – 7.62x54 Russian	III	0	2d10+1	1-2/19-20	10M5	21	200ft	S/2 h	ACC, UPG (4x tele sight)	9.5	20/+1	\$1900
Springfield Armory M1 Garand – .30-06	III	0	2d10+1	1/19-20	8S50	21	150ft	S/2 h	DEP, RGD	8.5	17/+0	\$1150
Steyr AUG – 5.56x45mm NATO	III	1	4d4	1-3/20	30M5	10	125ft	S/2 h	UPG (1.5 sight, V.foregrip)	8.4	27/+1	R\$1300
AI AWM – .338 Lapua	IV	3	5d4	1/19-20	4S50	19	250ft	S/2 h	ACC, UPG (290), MAC (-2)	16.6	17/+0	\$3200
Weatherby Mk. V – .460 Weatherby	IV	3	2d12	1/19-20	2S40	25	250ft	S/2 h	MAC (-2), TKD	10.0	20/+0	\$2800
Barrett M82A1 – .50 BMG	V	0	2d12+2	1-2/18-20	10M3	25	350ft	M/2h	AP 10, (See Page 292)	32.5	20/+1	\$7750
FN Hecate II – .50 BMG	V	0	2d12+2	1/18-20	7S30	19	375ft	M/2h	AP 10, UPG (see 290)	42.3	20/+1	R\$11k
– .50 BMG Subsonic	V	0	4d4	1/19-20	7S30	4	125ft	M/2h	AP 5, UPG (see 290)	42.7	20/+1	R\$11k
Benelli M1 Practical – 12 gauge (slug) – 12 gauge (shot)	III	3	2d12 5d4	1-2/19-20 1-2/20	8S40	19	35 ft	S/2 h	IMP, TKD, UPG (ported UPG (ported barrel)	7.6	22/+1	\$1285
FN Minimi (M249) – 5.56x45mm NATO	IV	3	4d4	1-2/20	200B1	5	175ft	S/2 h	UPG (Bipod)	15.7	25/+1	R\$4100
FN MAG – 7.62x51mm NATO	IV		4d4+2	1-2/19-20	100B1	7	275ft	S/2 h	UPG (bipod), DEP, IMP, SLA	24.3	25/+1	R\$6600
RSA PK – 7.62x54mm Russian	IV	1	2d10+1	1-3/19-20	100B1	10	200ft	S/2 h	UPG (bipod), DEP, IMP, SLA	19.8	22/+1	R\$1900
Steyr AUG Hbar – 5.56x45 NATO	IV	3	4d4	1-3/20	30M6	8	150ft	S/2 h	See Page 296	10.8	27/+1	R\$3900
Browning M2HB – .50 BMG	V	0	2d12+2	1-3/18-20	100B1	6	300ft	M/2h	AP10, DEP, IMP, RGD, NFM (S/B/F), SLA, TKD	128	22/+1	R\$14k
General Electric M134 – 7.62x51 NATO	V	0	4d4+2	1-5/17-20	100B3	12	150ft	M/2h	GAT, IMP, INA(-3), SLA	62.0	27/+1	R\$20k

Ammunition Type	Intel Phase(50 shots)	Street Value	Effect
Armor Piercing (AP)	2 Common Items	R\$50	Grant Armor-piercing (3) quality or increase by (2) if already possessed
Full Metal Jacket (FMJ)	1 Common Item	\$20	No modifiers – default ammunition
Frangible	2 Common Items	\$75	Max Range – 2 increments, Double DR, Lose AP quality
Jacketed Hollow Point (JHP)	1 Common Item	\$50	+1d4 additional damage, Double DR, Lose AP quality
Subsonic	3 Common Items	\$75/\$125/\$100	Choose FMJ/Frangible/JHP, see p.264 for rules
Hot Loaded	2 Common Items	\$150/\$250/\$200	Choose FMJ/Frangible/JHP, see p.264 for rules (3 Common Items for Frangible)

Table 2.31: Requesting Assistance			
Number of Targets	Time	Check*	E.R.*
≤Cha mod x 2 (min 1)	1d4 Full Actions	+0/+0	+0/+0
≤Cha mod x 3 (min 2)	2d4 Full Actions	-4/+0	+1/+0
≤Cha mod x 4 (min 3)	3d4 Full Actions	-6/+0	+2/+0
≤Cha mod x 5 (min 4)	4d4 Minutes	-8/+0	+3/+0
>Cha mod x 5 (min 5)	5d4 Minutes	-10/+0	+4/+0
Requested Action			
No Inconvenience	½ Base Time**	+0/-4	+0/+1
Minor Inconvenience	--	+0/+0	+0/+0
Moderate Inconvenience	+1 Full Action	-4/+0	+1/+0
Major Inconvenience	+5 Full Action	-6/+0	+2/+0
Extreme Inconvenience**	+1 Minute	-8/+0	+3/+0
Incredible Inconvenience**	+5 Minutes	-10/+0	+4/+0
Time to Complete Action			
≤ 1 Full Action	--	+0/-2	+0/+0
2 Full Actions to 1 Hour	--	+0/+0	+0/+0
1 Hour to 8 Hours	+1 Full Action	-4/+0	+1/+0
8 Hours to 24 Hours	+5 Full Action	-6/+0	+2/+0
24 Hours to 1 Week**	+1 Minute	-8/+0	+3/+0
More than 1 Week**	+5 Minutes	-10/+0	+4/+0
Size+			
Per Size > Target	--	+2/+0	+0/+0

* Modifiers on left for persuading character, modifiers on right for Target
**Rounded Down
+ Modifier applies to Intimidate/Coercion checks only
++Requires a weapon when demanded with Intimidate/Coercion check

Table 2.20: Athletics/Escapes checks			
Type of Restraint	Time	DC	E.R.
Duct Tape/Rope	10 rounds*	Athletics/Bind check	+0
Net	1 full action	20	+1
Zip Ties	5 rounds*	25	+2
Handcuffs	10 rounds*	30	+2

* Time reduced (Escape Check – DC) rounds, min 1 round/full action

Table 2.42: Sense Motive/Innuendo checks			
Message Complexity	Time	DC	E.R.
Simple	10 rounds*	15	+0
Average	1 full action	20	+1
Detailed	5 rounds*	30	+2
Monologue	Impossible	Impossible	N/A

Table 2.32: Investigation/Canvass Area Checks				
Scope/Circumstance	Time	DC	E.R.	Cost
Area or Gathering				
Confined (1 building)	4d6 x 10 minutes	40	+3	\$100
Narrow (1 city block)	1d6 x hours	30	+2	\$500
Open (4 city blocks)	2d6 x hours	20	+1	\$2500
Wide (16 city blocks)	4d6 x hours	15	+0	\$15k
City (New York, London)	1d6 days	20	+1	\$100k
Nation	2d6 days	30	+2	\$1 mil
Continent	1d6 x 10 minutes	40	+3	\$10 mil
Desired Information				
General Rumors/Sightings	¼ base time**	+0	+0	--
Broad Topic	½ base time**	+0	+0	--
Focused Topic	Base time	+5	+1	--
Narrow Topic	2x base time	+10	+2	--
Obscure Topic	5x base time	+10	+2	--
Unique Topic	10x base time	+20	+3	--
Risk of Answering				
None	--	-10	+0	¼ base
Slight (Ridicule)	--	+0	+0	½ base
Moderate (Minor Charges)	--	+5	+1	Base
Extreme (mod. Charges)	--	+10	+2	2x base
Deadly (Major Charges)	--	+20	+3	5x base

Table 2.26: Character Deception		
Situation	Check*	E.R.*
Apparent Benefit to Target		
None	-6/+0	+2/+0
Slight	+0/+0	+0/+0
Moderate	+0/-4	+0/+1
Enormous	+0/-6	+0/+2
Apparent Risk to Target		
None	+0/-6	+0/+2
Slight	+0/+0	+0/+0
Moderate	-4/+0	+1/+0
Extreme	-6/+0	+2/+0
Deadly	-10/+0	+4/+0
Apparent Nature of Deception		
Trustworthy	+0/-6	+0/+2
Believable	+0/-4	+0/+1
Unremarkable	+0/+0	+0/+0
Questionable	-4/+0	+1/+0
Suspect	-6/+0	+2/+0

* Deceiving Character/ Target

Table 2.33: Investigation/Research		
Circumstance	Time	DC
Source of Information		
Personal Library	2d6 x 10 minutes	15
Town Library	4d6 x 10 minutes	20
City Library	1d6 x hours	30
National Library	2d6 x hours	40
Personal Computer	1d6 minutes	15
Business Network	2d6 minutes	20
Government Network	1d6 x 10 minutes	30
Internet	2d6 x 10 minutes	40
Desired Information		
Broad Topic	½ base time*	+0
Focused Topic	Base time	+5
Narrow Topic	2x base time	+10
Obscure Topic	5x base time	+10
Unique Topic	10x base time	+20

* Rounded Down

Table 2.35: Approaching a Contact (Networking/Contact)				
Contact grade	Contact time	DC	E. Range	Response time
Acquaintance	1 Hour	30	+3	4d6 hours
Associate	30 minutes	25	+2	3d6 hours
Confederate	10 minutes	20	+1	2d6 hours
Partner	1 minute	15	+0	1d6 hours
Mission Level				
≤ Character	½ time	-5	-1	½ time
≥ Character	2x time	+5	+1	2x time

Table 2.27: Cultures/Communication Checks			
Message Complexity	Time	DC	E. Range
Simple Message	1 Half Action	15	+0
Average Message	1 Full Action	20	+1
Detailed Message	2 Full Actions	30	+2
Monologue	3+ Full Actions	40	+3
Home Region			
Africa, N or S; Asia, S; Europe, W; Oceania	--	+10	+2
America, S; Asia, E; Europe, E	--	+5	+1
America, Central or North; Asia Western	--	+0	+0

Table 2.44: Streetwise/Black Market checks					
Scope/Circumstance	Time	DC	Max. Caliber	E.R.	Cost
Area or Gathering					
Confined (1 building)	4d6 x 10 minutes	40	II	+3	\$100
Narrow (1 city block)	1d6 x hours	30	II	+2	\$500
Open (4 city blocks)	2d6 x hours	20	III	+1	\$2500
Wide (16 city blocks)	4d6 x hours	15	III	+0	\$15k
City (New York, London)	1d6 days	20	IV	+1	\$100k
Nation	2d6 days	30	IV	+2	\$1 mil
Continent	1d6 x 10 minutes	40	V	+3	\$10 mil
Item Rarity**					
Common	¼ base time+	-5		-1	--
Uncommon	½ base time+	+0		+0	--
Limited	Base time	+5		+1	--
Rare	2x base time	+10		+2	--
Unique	5x base time	+15		+3	--
Risk of Trafficking					
None	--	-10		+0	¼ base
Slight	--	+0		+0	½ base
Moderate	--	+5		+1	Base
Extreme	--	+10		+2	2x base
Deadly	--	+20		+3	5x base

** Modifier applies only to most rare item + Rounded Down

Elements of Character Creation

- Create Character Concept
- Determine Ability Scores (p.14)
- Choose Origin (p.15)
- Choose Base Class (p.26-52)
- Spend Skill Points (p.87)
- Choose Feats (p.171)
- Choose Interests (p.53)
- Choose Subplot (optional p.53)
- Choose Contacts (p.458)
- Calculate Derived Values (p.59)
- Allocate Wealth and Choose Possessions (p.211-212)

Ability Scores

All ability scores start at 8, each character has 36 points to spend as the player chooses to increase ability scores. The highest score that can be bought is 18 and the lowest score is 8; origin bonuses can raise or lower attributes beyond these limits. A character gains an additional attribute point at levels 4, 8, 12, 16, and 20.

Ability Score	Point Cost	Ability Modifier
1	-	-5
2-3	-	-4
4-5	-	-3
6-7	-	-2
8	0	-1
9	1	-1
10	2	+0
11	3	+0
12	4	+1
13	6	+1
14	8	+2
15	11	+2
16	14	+3
17	18	+3
18	22	+4
19	-	+4
20-21	-	+5
22-23	-	+6
24-25	-	+7

Origin (Talent and Specialty)

A character's background and training before entering play are represented by the character's Origin. Each Origin consists of two parts, the character's Talent (representing natural acumen) and the character's Specialty (representing initial training or life experience). Each character may only benefit from one Origin (i.e. one combined Talent and Specialty) as chosen at creation.

Classes

Spycraft 2.0 has 12 base classes, as shown in the table below and quickly summarized on page 26.

At first level, all characters get the maximum possible Vitality (highest possible roll on the class's vitality die + Con modifier) and Wound Points equal to the Constitution score. Each class grants a single "Core Ability" – and a given character may only ever benefit from the core ability of the first base class and first expert class taken. Also listed on the table below is the number of skill points (modified by the Int modifier) each class gains per level. At first level, each character gets quadruple the skill points normally received

	Vitality	Skills	Proficiencies
Advocate	D10	6	4
Explorer	D10	6	4
Faceman	D10	6	4
Hacker	D8	8	2
Intruder	D8	8	3
Pointman	D10	6	4
Scientist	D8	8	2
Scout	D12	4	5
Sleuth	D8	8	3
Snoop	D8	8	2
Soldier	D12	4	6
Wheelman	D10	6	5

from a level. Finally, the table shows starting weapon proficiencies, to be assigned to weapon groups to avoid non-proficiency penalties – further, a character may sacrifice a new proficiency to gain a "forte" with a proficiency already possessed, granting a +1 to all attack checks with the selected weapon group.

Skills

Skills are purchased in ranks. Each character begins with 0 ranks in every skill before any skill ranks are purchased during character creation at the cost of 1 skill point per rank of a class skill or 2 points per rank of a cross-class skill. The default maximum number of ranks a character may possess in any skill is equal to Career (total) level + 3. In Spycraft 2.0, there are no ½ skill ranks or lesser maximum ranks for cross-class skills.

* Four skills – Cultures, Drive, Profession, and Science – are considered Focus skills. At 1st level, the character automatically gains **one** focus in **each** skill (as shown on the character sheet) at no cost

(though the base Cultures choice must correspond to the character's homeland). Also at 1st level, the character gains an additional number of focuses equal to his Int modifier (if positive) which are distributed among the focus skills however the player wishes. See page 98 for details on "forte" focuses and Synergy bonuses and pages 93-95 for the full listing of skill synergies.

Feats

A character must meet a feat's prerequisites before selecting the feat, however, since the process of increasing a character level can be done in any order, a feat can be selected at the same time

as its prerequisites are completed.

The feats in Spycraft 2.0 are broken down into the following categories or "trees," which are briefly summarized on page 171.

- Basic Combat Feats (p.172-176)
- Melee Combat Feats (p.176-180)
- Ranged Combat Feats (p.180-183)
- Unarmed Combat Feats (p.183-189)
- Chance Feats (p.189-191)
- Chase Feats (p.191-193)
- Covert Feats (p.193-196)
- Gear Feats (p.196-198)
- Basic Skill Feats (p.198-199)
- Advanced Skill Feats (p.199-201)
- Style Feats (p.201-205)
- Terrain Feats (p.206-207)
- Tradecraft Feats (p.208-209)

Certain classes or abilities grant bonus feats from select Feat Trees.

Wealth (p.211)

A character's Wealth is a combination of social standing, limits of personal flair, material possessions, and liquid capital.

There are 3 Wealth statistics: Lifestyle (which establishes the size and splendor of the character's home and vehicle, as well as basic appearance, which affects social activities), Possessions (which are the items the character carries at all times, during and outside missions), and Spending Cash (which determines a character's available funds during each mission) – each begins at 1 and may not rise above 10. At creation, each character gains an additional amount of Wealth from his base class + Charisma modifier (if positive), which is then distributed however desired among the three Wealth statistics. After creation, Wealth rises according to class choices and must be distributed as it is gained – a character's total Wealth is equal to the sum of the character's Wealth statistics.

Level	XP	Action Dice	Level Feats	Ability Increases	Bonus Prof.	Bonus Interest	Available Subplots
0	0	2d4			--	2	--
1	1 k	3d4	1 st		Class	--	1/
2	3 k	3d4			--	1	1/Seasoned
3	6 k	3d4	2 nd		Y	--	1/
4	12 k	3d4		1 st	--	--	1/
5	20 k	3d4			Y	--	1/
6	35 k	4d6	3 rd		--	1	1/
7	55 k	4d6			Y	--	2/Weathered
8	80 k	4d6		2 nd	--	--	2/
9	110 k	4d6	4 th		Y	--	2/
10	150 k	4d6			--	1	2/
11	195 k	5d8			Y	--	2/
12	250 k	5d8	5 th	3 rd	--	--	2/
13	310 k	5d8			Y	--	3/Hardened
14	380 k	5d8			--	1	3/
15	460 k	5d8	6 th		Y	--	3/
16	550 k	6d10		4 th	--	--	3/
17	650 k	6d10			Y	--	3/
18	760 k	6d10	7 th		--	1	3/
19	875 k	6d10			Y	--	4/Crafty
20	1,000k	6d10		5 th	--	--	4/

	Example Homes (Capacity)	Vehicle	Appearance	Mod
1	Dormitory/Trailer/1 bedroom apartment (2)	I/0	Slummy (\$0)	-2
2	Private Quarters/2-bedroom apartment (4)	I/1	Ragged (\$25)	-1
3	Private Suite/Loft/1-bedroom house (6)	I/2	Average (\$50)	+0
4	Condo/Houseboat/2-bedroom house (8)	II/1	Trendy (\$100)	+0
5	3- bedroom house/yacht (10)/any 2*	II/2*	Fashionable (\$250)	+1
6	Penthouse/ 4- bedroom house (15)	III/1	Executive (\$500)	+1
7	Mountain aerie/ 5- bedroom house (25)	III/2	Upscale (\$1,000)	+2
8	Private compound/ hidden base (50)	IV/1	Designer (\$5,000)	+2
9	Mansion/ chateaux/ luxury liner (75)	IV/2	Select (\$10,000)	+3
10	Private island, palace (100) or any 3*	V/1*	Unique (\$25,000)	+4

*The character may choose any 2 or 3 home or vehicle options listed at a Lower Lifestyle. Identical options may not be chosen.
The Appearance modifier applies to all Cultures, Impress, Networking, and Profession checks

	Personal Gear Picks
1	1/II, 2/I
2	1/II, 3/I
3	1/III, 1/II, 3/I
4	1/III, 2/II, 3/I
5	1/III, 2/II, 4/I
6	2/III, 2/II, 4/I
7	2/III, 3/II, 4/I
8	2/III, 3/II, 5/I
9	3/III, 3/II, 5/I
10	1/IV, 3/III, 3/II, 5/I

Note: Each character gains a number of Common Items equal to Wisdom Score. Possessions may be adjusted between missions but must be chosen before each session begins.

	Weapon	Page
2	Barret M82A1	292
3	Ruger Super Redhawk (.44)	288
4	Taurus Model 608	288
5	H&K Mk.23	286
6	Benelli M1 Tactical (any)*	295
7	H&K P7 (9mm P)	287
8	Colt Detective Special	288
9	Walther PPK (.380 ACP)	287
10	Saiga 12K (20 gauge)	295
11	MAC M11 (any)*	289
12	Beretta 92 (9mm P)	285
13	Glock 17 (9mm P)	286
14	Walther PP (.380 ACP)	287
15	Colt M1911A1 (any)*	285
16	MAC M10 (9mm P)	289
17	H&K MP5K (any)	289
18	Colt M16A3 (any)*	292
19	IMI Uzi (any)*	289
20	SiG-Sauer P229 (.40 S&W)	286
21	Smith & Wesson Model 500	288
22	Enfield L85A2	293
23	Steyr AUG Para	293
24	Thompson M1928 (any)*	290

Each character rolls once on the table; all error ranges are increased by 1

Caliber I	2d4+8
Caliber II	2d6+6
Caliber III	2d8+4
Caliber IV	2d10+2
Caliber V	2d12

\$100 x Spending Cash x Spending Cash
Additional Cash may be gained by:
• Liquidating any Wealth statistic point: \$10,000 x current score
• Request Check (1 Reserve gear pick): \$200 x check result
• Liquidate 1 Reserve Common Item: \$25 x (1d20 + Wis modifier)
• Faction ONLY – Liquidate Reputation \$5,000 per point of Reputation
• Freelance ONLY – Liquidate Net Worth 1/10 th Net Worth liquidated

Location	Delivery
City (10,000+ people)	3d20 minutes
City (less than 10,000)	1d6 hours
Within 100 miles of a city	2d6 hours
101-500 miles from a city	3d6 hours
501+ miles from a city	4d6 hours

Gear	Cost*
Caliber I	2 Reputation/ \$100,000 Net Worth
Caliber II	4 Reputation/ \$200,000 Net Worth
Caliber III	6 Reputation/ \$300,000 Net Worth
Caliber IV	8 Reputation/ \$400,000 Net Worth
Caliber V	10 Reputation/ \$500,000 Net Worth

Weapon	Damage	E/T	Ammo	Range	SZ/Hand	Qualities	Wt	Comp	Street
Concussive grenade	8d4 explosive+	1-4/--	3	15ft x4	F/1 h	--	1.0	22/+1	R\$400
Flash/bang grenade	4d8 flash & bang++	1-4/--	3	15ft x4	F/1 h	--	1.0	27/+1	R\$250
Fragmentation grenade	4d10 explosive++	1-4/--	3	15ft x4	F/1 h	--	1.0	25/+1	R\$400
Smoke grenade	--	1-3/--	5	10ft x4	F/1 h	Smoke (25' radius)	1.5	20/+1	R\$60
Tear gas grenade	4d10 flash++	1-4/--	3	15ft x4	F/1 h	Smoke (20' radius)	1.0	25/+1	R\$200
Thermite grenade	3d10 fire	1-4	2	10ft x4	F/1 h	AP (24)	2.0	22/+1	R\$300
White phosphorus grenade	3d6 fire+	1-4/--	2	10ft x4	F/1 h	AP (20)	2.0	25/+1	R\$500
Molotov Cocktail	2d8 fire+	1-5/--	2	10ft x4	F/1 h	AP (12)	2.0	15/+0	\$5
Pipe Bomb	2d10 explosive+	1-6/--	4	10ft x4	F/1 h		2.0	20/+1	R\$50
Propane Bomb	3d10 explosive+	1-5/--	1	10ft x4	F/1 h		5.0	14/+1	R\$30

Size	Maximum Mechanisms	Knowledge DC*	Damage Save
≤Nuisance	1	42	+1
Fine	1	40	+2
Diminutive	2	38	+4
Tiny	2	36	+6
Small	3	34	+8
Medium	3	32	+10
Large	4	30	+12
Huge	4	28	+14
Gargantuan	5	26	+16
Colossal	5	24	+18
Enormous	6	22	+20
Vast	6	20	+22

* DC reduced by 2 per Gadget Mechanism installed beyond the first

#	Benefit
1	1 additional basic ammunition load
1	Any 1 Upgrade
1	Any 1 explosive detonator and 1 blasting cap
#	Convert 1 ammunition load (add-on cost variable)

Weapon	#	Convert to:
Artillery/ Rocket Launcher	1	Beehive or Cluster
	2	Chemical (any Caliber II) or WP
Cannon	1	Beehive, illumination, or smoke
	2	APDS or WP
Grenade Launcher/ Mortar	1	Beehive, illumination, or non-lethal
	2	Chemical (tear gas) or WP
Machinegun	1	HE
	2	APDS
Shotgun	1	Flechette or Sabot
	2	Gas (any Caliber II poison)
Cruise Missile	3	Cluster
	1	AP, Frangible, or Tracer
Handgun, SMG, or Rifle	2	API, JHP, or Match Grade
	3	Sabot

Check	Weapon	Damage	E/T	SZ/Hand	Qualities
1-4	Light club	1d6+1 subdual	1/20	T/1 h	--
	Knife (Escape)	1d4	1-2/--	F/1 h	DST, FIN
5-8	Hammer, Tool	1d4+1 subdual	1-2/--	T/1 h	--
	Hook	1d4+1	1-2/20	T/1 h	AP(1), HOK (+2)
9-12	Heavy club	1d8+1 subdual	1/20	S/2 h	--
	Stiletto	1d6	1/19-20	D/1 h	AP(3), BLD, FIN
13-16	Machete	1d8+1	1/19-20	T/1 h	AP (3)
	Pick	1d8	1-2/19-20	S/2 h	AP (3), TRP (+1)
17+	Massive club	2d6 subdual	1/19-20	M/2 h	MAS, TKD
	Light chainsaw	2d6	1-3/20	S/1 h	BLD

Grade	Threat Level																			
Initiative	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
I	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0
II	+0	+0	+0	+0	+1	+1	+1	+1	+1	+1	+2	+2	+2	+2	+2	+2	+3	+3	+3	+3
III	+0	+0	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6	+6
IV	+1	+1	+2	+2	+3	+3	+4	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+8	+9	+9
V	+1	+1	+2	+2	+3	+4	+4	+5	+5	+6	+7	+7	+8	+8	+9	+10	+10	+11	+11	+12
VI	+1	+2	+3	+3	+4	+5	+6	+6	+7	+8	+9	+9	+10	+11	+12	+12	+13	+14	+15	+15
VII	+2	+3	+4	+5	+5	+6	+7	+8	+9	+10	+10	+11	+12	+13	+14	+15	+15	+16	+17	+18
VIII	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20	+21
IX	+2	+3	+4	+5	+6	+8	+9	+10	+11	+12	+13	+15	+16	+17	+18	+19	+20	+22	+23	+24
X	+3	+4	+6	+7	+8	+9	+11	+12	+13	+14	+16	+17	+18	+19	+21	+22	+23	+24	+26	+27

Grade	Threat Level																			
Attack	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
I	-1	-1	+0	+0	+0	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4	+4	+4	+5	+5	+5
II	-1	+0	+0	+0	+1	+1	+2	+2	+2	+3	+3	+4	+4	+4	+5	+5	+6	+6	+6	+7
III	+0	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10
IV	+0	+1	+1	+2	+3	+3	+4	+4	+5	+6	+6	+7	+7	+8	+9	+9	+10	+10	+11	+12
V	+0	+1	+2	+3	+3	+4	+5	+6	+6	+7	+8	+9	+9	+10	+11	+12	+12	+13	+14	+15
VI	+1	+1	+2	+3	+4	+5	+6	+7	+8	+8	+9	+10	+11	+12	+13	+14	+15	+15	+16	+17
VII	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20
VIII	+1	+2	+3	+4	+5	+6	+7	+9	+10	+11	+12	+13	+14	+15	+17	+18	+19	+20	+21	+22
IX	+2	+3	+4	+5	+7	+8	+9	+10	+11	+13	+14	+15	+17	+18	+19	+20	+21	+22	+23	+25
X	+2	+3	+5	+6	+7	+9	+10	+11	+13	+14	+15	+17	+18	+19	+21	+22	+23	+25	+26	+27

Grade	Threat Level																			
Defense	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
I	-1	-1	-1	+0	+0	+0	+0	+1	+1	+1	+2	+2	+2	+2	+3	+3	+3	+4	+4	+4
II	+0	+0	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6	+6
III	+0	+1	+1	+2	+2	+2	+3	+3	+4	+4	+4	+5	+5	+6	+6	+6	+7	+7	+8	+8
IV	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10	+10
V	+1	+1	+2	+2	+3	+4	+4	+5	+5	+6	+7	+7	+8	+8	+9	+10	+10	+11	+11	+12
VI	+2	+2	+3	+4	+4	+5	+5	+6	+7	+7	+8	+8	+9	+10	+10	+11	+11	+12	+13	+14
VII	+2	+3	+3	+4	+5	+6	+6	+7	+8	+9	+9	+10	+11	+12	+12	+13	+14	+15	+15	+16
VIII	+3	+4	+4	+5	+6	+7	+8	+8	+9	+10	+11	+12	+12	+13	+14	+15	+16	+16	+17	+18
IX	+3	+4	+5	+6	+7	+7	+8	+9	+10	+11	+12	+13	+14	+14	+15	+16	+17	+18	+19	+20
X	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+13	+14	+15	+16	+17	+18	+19	+20	+21	+22

Grade	Threat Level																			
Resilience	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
I	+0	+0	+0	+0	+1	+1	+1	+1	+1	+1	+2	+2	+2	+2	+2	+2	+3	+3	+3	+3
II	+0	+0	+0	+1	+1	+1	+2	+2	+2	+2	+3	+3	+3	+4	+4	+4	+4	+5	+5	+5
III	+0	+0	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6	+6
IV	+1	+1	+1	+2	+2	+2	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6	+7	+7	+7	+8
V	+1	+2	+2	+2	+3	+3	+4	+4	+4	+5	+5	+6	+6	+6	+7	+7	+8	+8	+8	+9
VI	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10	+10	+11
VII	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10	+10	+11	+11	+12
VIII	+2	+3	+3	+4	+4	+5	+6	+6	+7	+7	+8	+9	+9	+10	+10	+11	+12	+12	+13	+13
IX	+2	+3	+3	+4	+5	+5	+6	+7	+7	+8	+9	+9	+10	+11	+11	+12	+13	+13	+14	+15
X	+3	+4	+5	+6	+6	+7	+8	+9	+9	+10	+11	+12	+12	+13	+14	+15	+15	+16	+17	+18

Grade	Threat Level																			
Competance	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
I	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0
II	+0	+0	+0	+0	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+2	+2	+2	+2
III	+1	+1	+1	+1	+1	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+3	+3	+3	+3	+3
IV	+1	+1	+1	+2	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4	+4	+4	+4	+5	+5	+5
V	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6
VI	+2	+2	+3	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6	+6	+7	+7	+7	+8	+8	+8
VII	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6	+6	+7	+7	+7	+8	+8	+8	+9	+9	+9
VIII	+3	+3	+4	+4	+5	+5	+5	+6	+6	+7	+7+	7	+8	+8	+9	+9	+9	+10	+10	+11
IX	+4	+4	+5	+5	+6	+6	+6	+7	+7	+8	+8	+8	+9	+9	+10	+10	+10	+11	+11	+12
X	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10	+10	+11	+11	+12	+12	+13	+13	+14

Grade	Threat Level																			
V/WP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
I	3/13	6/13	9/13	12/13	15/13	18/13	21/14	24/14	27/14	30/14	33/14	26/14	39/14	42/15	45/15	48/15	51/15	54/15	57/15	60/15
II	4/14	7/14	11/14	14/14	18/14	21/15	25/15	28/15	32/15	35/15	39/16	42/16	46/16	49/16	53/16	56/17	60/17	63/17	67/17	70/17
III	4/15	8/15	12/15	16/15	20/15	24/16	28/16	32/16	36/16	40/16	44/17	48/17	52/17	56/17	60/17	64/18	68/18	72/18	76/18	80/18
IV	5/16	9/16	14/17	18/17	23/17	27/17	32/17	36/18	41/18	45/18	50/18	54/18	59/19	63/19	68/19	72/19	77/19	81/20	86/20	90/20
V	5/17	10/17	15/17	20/18	25/18	30/18	35/18	40/19	45/10	50/19	55/20	60/20	65/20	70/20	75/21	80/21	85/21	90/22	95/22	100/22
VI	6/18	11/18	17/18	22/19	28/19	33/19	39/19	44/20	50/20	55/20	61/21	66/21	72/21	77/21	83/22	88/22	94/22	99/23	105/23	110/23
VII	6/19	12/19	18/20	24/20	30/20	36/21	42/21	48/21	54/22	60/22	66/22	72/23	78/23	84/23	90/24	96/24	102/24	108/25	114/25	120/25
VIII	7/20	13/20	20/21	26/21	33/21	39/22	46/22	52/23	59/23	65/23	72/24	78/24	85/25	91/25	98/25	104/26	111/26	117/27	124/27	130/27
IX	7/21	14/22	21/22	28/22	35/23	42/23	49/24	56/24	63/24	70/25	77/25	84/26	91/26	98/26	105/27	112/27	119/28	126/28	133/28	140/29
X	8/22	15/23	23/23	30/23	38/24	45/24	53/25	60/25	68/25	75/26	83/26	90/27	98/27	105/27	113/28	120/28	128/29	135/29	143/29	150/30

Grade	Threat Level																			
Damage Save	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
I	+3	+3	+3	+3	+3	+3	+4	+4	+4	+4	+4	+4	+4	+5	+5	+5	+5	+5	+5	+5
II	+4	+4	+4	+4	+4	+5	+5	+5	+5	+5	+6	+6	+6	+6	+6	+7	+7	+7	+7	+7
III	+5	+5	+5	+5	+5	+6	+6	+6	+6	+6	+7	+7	+7	+7	+7	+8	+8	+8	+8	+8
IV	+6	+6	+7	+7	+7	+7	+7	+8	+8	+8	+8	+8	+9	+9	+9	+9	+9	+10	+10	+10
V	+7	+7	+7	+8	+8	+8	+8	+9	+9	+9	+10	+10	+10	+10	+11	+11	+11	+12	+12	+12
VI	+8	+8	+8	+9	+9	+9	+9	+10	+10	+10	+11	+11	+11	+11	+12	+12	+12	+13	+13	+13
VII	+9	+9	+10	+10	+10	+11	+11	+11	+12	+12	+12	+13	+13	+13	+14	+14	+14	+15	+15	+15
VIII	+10	+10	+11	+11	+11	+12	+12	+13	+13	+13	+14	+14	+15	+15	+15	+16	+16	+17	+17	+17
IX	+11	+12	+12	+12	+13	+13	+14	+14	+14	+15	+15	+16	+16	+16	+17	+17	+18	+18	+18	+19
X	+12	+13	+13	+13	+14	+14	+15	+15	+15	+16	+16	+17	+17	+17	+18	+18	+19	+19	+19	+20

Grade	Threat Level																			
'Skilled' Bonus	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
I	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10	+10
II	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10	+10	+11	+11	+12
III	+2	+3	+4	+4	+5	+6	+6	+7	+8	+8	+9	+10	+10	+11	+12	+12	+13	+14	+14	+15
IV	+3	+3	+4	+5	+6	+6	+7	+8	+9	+9	+10	+11	+12	+12	+13	+14	+15	+15	+16	+17
V	+3	+4	+5	+6	+6	+7	+8	+9	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20
VI	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20	+21	+22	+23
VII	+4	+5	+6	+7	+8	+10	+11	+12	+13	+14	+15	+16	+17	+19	+20	+21	+22	+23	+24	+25
VIII	+5	+6	+7	+9	+10	+11	+12	+13	+14	+15	+17	+18	+19	+20	+21	+22	+23	+25	+26	+27
IX	+5	+6	+7	+9	+10	+11	+13	+14	+15	+17	+18	+19	+21	+22	+23	+25	+26	+27	+29	+30
X	+6	+8	+9	+10	+12	+13	+14	+16	+17	+18	+20	+21	+22	+24	+25	+26	+28	+29	+30	+32

NPC Qualities (pages 446 – 451)

Achilles Heel	-3 xp/damage type
All Thumbs	-2 xp
Alternate Identity/Form	+4 xp
Aquatic	+3 xp
Attack on Command	+2 xp (Animals Only, 'trained')
Augmented	+3 xp/Caliber per item/weapon
Burrow	+3 xp (Animals Only)
Camouflaged	+3 xp per terrain type
Cativating	+5 xp (Special NPCs only)
Carry on Command	+1 xp (Animals Only, 'trained')
Class Ability	+ (level of ability) xp, (Special NPCs only)
Clumsy	-2 xp
Commander	+3 xp (minions only)
Construct	+8 xp
Damage Reduction	+3 xp/ point
Damage Resistance	+1 xp/ point
Disarm on Command	+2 xp (Animals Only, 'trained')
Diving	+1 xp (Animals Only)
Entertain on Command	+1 xp (Animals Only, 'trained')
Extended Training	+1 xp (no animals)
Fast Healing	+2 xp
Fearless	+1 xp/grade, 'trained' by grade
Fearsome	+5 xp
Feat	+2 xp/feat
Feral	+2 xp
Fleet	+3 xp/ 10 ft
Flight	+4 xp/ 20 ft
Foil	+/-xp = Decision modifier (-5 to +5, no animals)
Guard on Command	+2 xp (Animals Only, 'trained')
Henchman	+4 xp (Special NPCs only)
Horde	+4 xp (minions only) (Squad size doubles)
Horrific	+8 xp (no Standard NPCs)
Hulking	+5 per Size increase
Improved Hearing	+3 xp
Improved Scent	+3
Improved Vision	+3 xp
Inferior Attribute	-1 xp per -1 attribute score
Low-Light Vision	+2 xp
Mastermind	+8 xp (Special NPCs only)
Meek	-1 xp per grade
Minion	+2 xp (Standard NPCs only) (Squad = # PCs)
Mount	+1 xp (Animals Only, 'trained')
Natural Attack	+2 xp per Caliber per attack
Nocturnal	-1 xp (Animals Only)
Non-Combatant	-3 xp
Open Doors	+1 xp (Animals Only, 'trained')
Prodigy	+5 xp (Standard NPCs only)
Removable Quality	(Linked cost -1, minimum 1)
Rescue	+3 xp (Animals Only, 'trained')
Retrieve on Command	+1 xp (Animals Only, 'trained')
Seductive	+3 xp (Special NPCs only)
Seek on Command	+2 xp (Animals Only, 'trained')
Skilled	+1 xp per grade/per skill, 'trained' per grade/skill
Sluggish	-2 xp per 10 ft
Specialty	+5 xp (No Animals)
Squad Item	+8 xp (NPC groups only, No Animals)
Squad Weapon	+8 xp (NPC groups only, No Animals)
Steadfast	+3 xp (No Animals)
Story-Critical	+3 xp
Strong-Minded	+2 xp per grade
Subdue on Command	+2 xp (Animals Only, 'trained')
Superior Attribute	+1 xp per +1 attribute score
Swarm	+3 xp (Animals Only)
Synchronized	+2 xp (NPC groups only, 'trained')
Talented	+5 xp (No Animals)
Tough	+5 xp per grade
Treacherous	+5 xp (No Special NPCs)
Uncoordinated	-2 xp (NPC groups only)
Undersized	-3 xp per Size decrease
Unnerving	+3 xp per grade

Wealth – from I to X – NPC gains 3 x Wealth to distribute among Lifestyle, Possessions, and Spending Cash; wealth may be set to 0, indicating no possessions (with equipment still allowed as below)

Equipment – Each Standard and Special NPC gains 1 Caliber I weapon and 1 Caliber I non-weapon gear pick. Each Special NPC of group of Standard NPCs begin with 1 Caliber I vehicle. GC may give an additional 1 Caliber I gear pick (any type), with +1 xp for each additional pick. The caliber of any pick may be increased by increasing xp by +1 per each increase in Caliber. GC may take away any **starting** Caliber I item, decreasing xp by 2 per item removed. Standard NPCs carry 1 ammunition load per weapon, Special NPCs carry 3 ammunition loads per weapon. GC may add additional ammunition by increasing xp reward by 1 per 2 additional ammunition loads.

Animals – Animal intelligence begins at 2 and may only rise to 6 with the *superior attribute* quality. Animals may only be proficient with weapons gained through *augmented* or *natural weapon* qualities. Animals never possess a Competence bonus, but may gain skill ranks in Acrobatics, Athletics, Blend, Intimidate, Notice, Perception, Resolve, Sense motive, Sneak, Survival, and Tactics – animals may only make Ambush, Awareness, Balance, Climb, Coercion, Escape, Falling, Foraging, Forced March, Resist Impress/Intimidate/Manipulate, Search Smash, Speed Push, Stash Item (scenery), Stealth, Swim, Tumble, and Tracking checks. Animals gain a bonus to Resolve/Morale checks equal to number of 'trained' qualities. When possessing 2+ 'trained' qualities, its error range with Morale checks decreases by 1 and its result cap with Morale checks increases by twice its rider's Charisma bonus. Unless the animal possesses at least 1 'trained' quality, it is wild all Survival/Maneuver checks made with a wild animal suffer -8 penalty. Wild Animal Training DC = 30, others = 30 – Wisdom score (minimum 15). Animals suffer double stress damage from bang, fire, and flash damage sources.

NPC Tiers

Tier I Threat Level = team Threat Level - 4
Tier II Threat Level = team Threat Level - 2
Tier III Threat Level = team Threat Level
Tier IV Threat Level = team Threat Level + 2
Tier V Threat Level = team Threat Level + 4

GC Action Dice type

Masterminds	d10
Henchmen	d8
Minions	d6
All Others	d4
Story-Critical	increase 1 die type

NPC XP rewards

Standard NPC xp = Sum of Roman Numeral grades (Initiative, Attack, Defense, Resilience, Damage save, Competence, Wealth) + modifiers from NPC qualities, extra gear, Caliber improvements, etc. Awarded once per scene the NPC type appears as an antagonist or obstacle to the PCs.

Special NPC xp = reward as if a Standard NPC x 4, awarded once per scene Special NPC appears as an antagonist or obstacle

'Full' Special NPCs = (using standard PC creation rules) – award of 300 xp per scene a 'Full' Special NPC appears as an antagonist or obstacle.

Baffled: A *baffled* character's skill or Competence bonuses are each reduced to ½ standard (rounded up). While *baffled*, a character gains a +8 bonus with any save made to resist becoming *baffled*, but if he is *baffled* a second time, he instead becomes *incompetent*.

Bleeding: At the end of each round while *bleeding*, a character suffers 1 point of subdual damage. If the character takes 1 or more attack or movement actions during the round, he suffers 1d4 lethal damage instead. This condition is eliminated with a 1 minute Medicine/First Aid check (DC 20).

Blinded: A *blinded* character is *vulnerable* and cannot see anything. His result cap with each skill check possessing the Vision tag is reduced by 20 (minimum 0). Further, his targets gain a bonus to Defense (see page 350), and his opponents gain a +2 bonus with attack checks made against him. Finally, a *blinded* character's Speed is reduced to ½ standard (rounded down).

Bound: This condition operates identically to *entangled*, except that the character is *helpless* and cannot move or take actions with the Grasp or Hands-On tags.

Buried: A *buried* character may not take a move action, but may access any gear or weapons on his person. Nearby air pockets allow the character to breathe for a number of minutes equal to twice his Constitution score, after which he is subject to *suffocation* (see page 349). A *buried* character may be excavated using the Athletics/Smash check, or may attempt to free himself using the same skill check with a -8 penalty (see page 116).

Crouched: A *crouched* character's base Speed is reduced to ½ standard (rounded down). Further, all non-adjacent attackers suffer a -1 penalty with all ranged attacks made against him.

Dazed: A *dazed* character may take no actions.

Dead: A character with -10 to -24 wound points is *dead*. Except during a standard scene in a campaign with the Revolving Door quality (see page 408), the character leaves active play, never to return (except perhaps as a plot point).

Deafened: A *deafened* character cannot hear anything. His result cap with each skill check possessing the Hearing tag is reduced by 10 (minimum 0). Further, the result cap of each skill check targeting him that possesses the Language tag is reduced by 20 (minimum 0).

Destroyed: The body of a character with -25 wound points or lower is *destroyed*. Nothing remains of the character except (perhaps) DNA, and even in a campaign with the Revolving Door quality (see page 408), he isn't coming back.

Drained: A character loses 1 or more career levels each time he is *drained*. For each level lost, all benefits of the most recently acquired level --- including all level-dependent benefits, the chosen class level, and other character options --- are forfeit. When a character is *drained* of multiple levels, the most recent level is forfeit in turn (e.g. when a 4th-level character is *drained* of 2 levels, he loses his 4th level, then his 3rd level). At the end of each mission when a character remains *drained* of 1 or more levels, he may make a Resolve (Wis) check (DC 15 + 5 per drained level). With success, he regains all benefits of the most recently *drained* level.

A character may not be *drained* below Level 1.

Each time a standard character is *drained*, he loses 1 quality (of the GC's choice), and each of his Roman numeral grades drops by 1 (minimum 1).

Drunk: A *drunk* character suffers a -2 penalty with all Dexterity and Wisdom based checks. Further, at the start of each round when standing, he automatically repositions 5 ft. in a random direction (per the Deviation

Diagram). This doesn't count toward the character's allowed movement for the round. A character loses this condition after 4 full hours of sleep.

Dying: A special character with -1 to -9 wound points is *unconscious* and *dying*. At the end of each round, he must roll d%. If the result is equal to or less than his Constitution score, he stabilizes, returning to 0 wounds (but remaining *unconscious*); otherwise he loses 1 wound point. The character may be saved by a successful Medicine/Stabilize check (see page 142), or by any piece of gear that specifically "stabilizes" someone.

Enraged: An *enraged* character may not make Tumble checks or skill checks with the Concentration or Language tags, nor may he take the Fight Defensively, Regroup, Refresh, or Withdraw actions. When attacking, an *enraged* character may only attack the nearest opponent and must do so at least once per round. If he is unable to attack an opponent, he must take a Run action toward the nearest opponent. When attacking, an *enraged* character must employ the most damaging lethal attack available to him, and may not employ any character option that penalizes his attack check or converts lethal damage to subdual damage. An *enraged* character completely ignores all *dying*, *helpless*, *sleeping*, and *unconscious* opponents.

While *enraged*, a character gains a +8 bonus with any save made to resist becoming *enraged*, but if he is *enraged* a second time, he instead becomes *frenzied*.

A character remains *enraged* until no opponent enters his line of sight for 5 consecutive rounds, at which point he becomes *unconscious*. Alternately, an *enraged* character loses the condition at the end of the current scene, or if another character makes a successful 1 round Tactics (Cha) check (DC 20) to calm him down. This check may be re-tried and possesses the Disposition, Hearing, and Language tags (see page 101).

Entangled: An *entangled* character suffers a -2 penalty with attack checks and a -4 penalty with Dexterity based skill checks. Further, he may not Refresh, Regroup, Run, or make Jump or Tumble checks. Finally, his Speed is reduced to ½ standard (rounded down).

Exhausted: An *exhausted* character may not Run, his Speed is reduced to ½ standard (rounded down), and his Strength and Dexterity scores are each reduced by 6. While *exhausted*, a character gains a +6 bonus with any save made to resist becoming *fatigued* or *exhausted*, but if he is *fatigued*, or *exhausted* a second time, he instead becomes *unconscious*. A character loses this condition after 1 full hour of sleep.

Fatigued: A *fatigued* character may not Run, and his Strength and Dexterity scores are each reduced by 2. While *fatigued*, a character gains a +6 bonus with any save made to resist becoming *fatigued*, but if he is *fatigued* a second time, he instead becomes *exhausted*. A character loses this condition when he becomes *exhausted*, or after 8 hours of inactive rest.

Fixated: A *fixated* character may only stare at the source of his *fixation*. He is considered *blinded* and *deafened* to all else. (Though he is still subject to flash and bang damage, as standard). Further, he must attempt to make at least 1 Standard Move action toward the source of his *fixation* during each round, avoiding danger along the way.

A character remains *fixated* until the source of his fixation remains out of his visual or hearing range for 5 consecutive rounds, as appropriate. Alternately, the character loses this condition at the end of the current scene, when he suffers any damage, or if another character makes a successful 1 round Tactics (Cha) check (DC 30) to distract him. This check may be re-tried and possesses the Disposition, Hearing, and Language tags (see page 101).

Flanked: A character is *flanked* if 2 opponents stand on directly opposite sides of him and within Reach or CQB Range. Opponents may only flank an adjacent character when unarmed or carrying a ready melee weapon, or a non-adjacent character when carrying a ranged weapon. For examples, see the Flanking Diagram (page 341).

When a flanking opponent makes an attack against the character he's flanking, he gains a +2 bonus with this attack check (if making an unarmed or melee attack), or a +1 bonus (if making a ranged attack).

Flat-Footed: A *flat-footed* character is *vulnerable*. He stops being *flat-footed* when he takes an action, or is successfully attacked.

Frenzied: This condition operates identically to *enraged*, except that the character cannot distinguish friend from foe --- he attacks the nearest character rather than nearest opponent. Further, the DC to calm a *frenzied* character with a Tactics (Cha) check increases to 30.

Frightened: A *frightened* character moves away from the source of his fear as quickly as possible. If unable to flee, he becomes *sickened*. A character remains *frightened* until the end of the current scene or until the source of the condition has been out of his line of sight for 10 consecutive rounds. Alternately, a *frightened* character may be pacified with a successful 1 minute Impress (Cha) check (DC 20). This check may be re-tried and possesses the Disposition, Hearing, and Language tags (see page 101).

Held: A *held* character is *vulnerable* and may not move or take any non-free action except to attempt a full action Athletics (Str) check to escape the hold. This check possesses the Armor Check Penalty tag (see page 101).

Helpless: A *helpless* character is *vulnerable*. Further, attacks targeting him within Melee Range gain a +4 bonus. Finally, he may be targeted with a Coup de Grace action (see page 356).

Hidden: A character or object whose location is unknown to 1 or more opponents is *hidden* from those opponents. An opponent may not physically target a character who is *hidden* from him with any action requiring line of sight or any skill check with the Vision tag. Further, when a character makes an attack against an opponent within Melee Range from whom he is *hidden*, the target is considered to be *flanked*, even if no teammate or ally is located on the other side of him (see page 341). If the target is unaware that any enemies are present, he is considered *vulnerable* during this attack as well. Immediately following the attack, the character ceases to be *hidden* from the target.

Incompetent: An *incompetent* character's skill bonuses are all reduced to +0.

Invisible: An *invisible* character is physically masked from view, usually due to a Covert feat or super-science gear (see page 224). He automatically becomes *hidden* at the end of each round during which he moves at least 5 ft. from his starting position as his last action during the round. Further, when an opponent targets the character with any attack or skill check, the opponent is considered *blinded*. While an *invisible* character is at least 25% covered with a visible material, or moves more than 5 ft. through any environment that may be disturbed by his passing (e.g. moderate or heavier rain, at least 2 ft. of leaves or snow, etc.), this condition is lost.

Mute: A *mute* character may not speak, shout, or make any skill check with the Language tag.

Nauseated: A *nauseated* character may take only 1 half action during each round, may not make more than 1 final attack per round, and may not make any skill check with the Concentration tag.

Paralyzed: A *paralyzed* character is frozen in place and may not move or speak. He is also *helpless*, cannot make Strength and Dexterity based checks, and may only take actions that are purely mental (such as Knowledge checks).

Pinned: A *pinned* character is *vulnerable* and may not move or act except to attempt a full-action Athletics (Str) check to break the pin. This check possesses the Armor Check Penalty tag (see page 101). Also, a *pinned* character may be *bound* with static restraints --- such as handcuffs --- as a free action, and may only speak as the person pinning him allows. Further, a *pinned* character acts as a hostage, providing the person holding him with ½ cover (see page 345). Finally, each adjacent opponent gains a +4 bonus with unarmed and melee attacks targeting a *pinned* character.

Prone: A *prone* character is intentionally lying on the ground. He may not take any movement actions until he Stands Up (see page 360). He may, however, take a 5 ft. bonus step to crawl along the ground. Further, all non-adjacent attackers suffer a -2 penalty with all ranged attacks made against him. Finally, a *prone* character suffers a -2 penalty with melee attacks, but may Brace as a free action (see page 354).

Reeling: A *reeling* character loses his next 2 half actions. A character may not be sent *reeling* 2 or more times simultaneously.

Shaken I: The character may not take 10 or take 20. Further, he suffers a -4 penalty with all Charisma and Wisdom based skill checks. Finally, if the character becomes *shaken* when he already has the condition, the numbers represented by the Roman numerals are added together to determine the condition's overall effect.

Shaken II: This condition operates identically to *shaken I*, except that the character must spend 1 additional action die to gain any action die benefit. Further, he suffers a -4 penalty to his Initiative Count, and with Initiative checks made while this condition remains.

Shaken III: This condition operates identically to *shaken II*, except that the character must spend 2 additional action dice to gain any action die benefit. Further, he suffers a -4 penalty with all Reflex and Will saves.

Shaken IV: This condition operates identically to *shaken III*, except that the character may not spend action dice for any purpose. Further, he suffers a -4 penalty with all attack checks.

Sickened: A *sickened* character suffers a -2 penalty with all attack checks and skill checks, as well as all damage rolls and saves.

Sleeping: A *sleeping* character may take only passive actions and is also considered *blinded* and *helpless*. A character loses this condition immediately upon being touched, suffering any damage, or making a successful Notice/Awareness check.

Sprawled: A *sprawled* character has been knocked off his feet. He is *vulnerable* and may not take any movement actions other than Drop Prone or Stand Up (see pages 356 and 360). Finally, he suffers a -2 penalty with all attack checks.

Stunned: A *stunned* character is *vulnerable*, may take no actions, and may not hold any objects in his hands.

Terrified: This condition operates identically to *frightened*, except that if the character is unable to flee, he may only take the Fight Defensively or Total Defense actions until he can flee or the condition is lost. Further, a *terrified* character may not hold any objects in his hands.

Unconscious: An *unconscious* character is *helpless* and may take no actions. A character loses this condition after 2d4 full hours of sleep.

Vulnerable: A *vulnerable* character loses his Dexterity bonus to Defense (if positive), as well as all dodge bonuses to Defense. He may also be targeted with a variety of special effects, such as sneak attack damage.