

Target Modifiers Sheet

Skill Success Tests

Simple	2	83.3%
Routine	3	66.7%
Average	4	50%
Challenging	5	33.3%
Difficult	6,7	16.7%
Strenuous	8	13.9%
Extreme	9	11.1%
Impossible	10	8.3%
Batman hard	15	2%
Why even try?	20	0.4%

Quick Draw

Reaction (in dice) vs 4

Movement

Walk meters = quickness per entire turn
Run meters = quickness x 3 per entire turn

Stun Weapons

Use ½ impact vs attack,
Stunned person is +2 to all except defense.

Melee

Char, w/ friends	-1
Opponent w/ friends	+1
Reach	longer -1 shorter +1
Multiple targets	+2 / per
Superior Pos.	-1
Opponent prone	-2
Wounded	+1,+2,+3

Range

	Short (4)	Med. (5)	Long (6)	Extreme (9)
Light/MP	0-5	6-15	16-30	31-50
Heavy	0-5	6-20	21-40	41-60
SMG	0-10	11-40	41-80	81-150
Shotgun	0-10	11-20	21-50	51-100
Rifle	0-100	101-250	251-500	501-750
Sniper	0-150	151-300	301-700	501-1000
Assault	0-50	51-150	151-350	351-550
Med. MG	0-80	81-250	251-750	751-1200
T. Knife	0-Str	to Str x 2	to Str x 3	to Str x 5
Shuriken	0-Str	to Str x 2	to Str x 5	to Str x 7
Bow	0-Str	to Str x 10	to Str x 30	to Str x 60

Targeting

Recoil	+1/per
Recoil heavy	+2/per
Blind	+8
Partial cover	+4
Multiple targets	+2/per
Target Running	+2
Attacker in Melee	+2/per
Attacker running	+4
Difficult Ground	+6
Attacker Walking	+1
Difficult Ground	+2
Smart Link	-2
Smart goggles, laser site	-1
Recoil Comp, gas-vent, stock, etc.	-1 * rating
Second Weapon	+2 each
Aimed shot	-1 (max -5)
Wounded	+1,+2,+3

Barrier Rating

Glass	2
Cheap materials/tires	3
Average material/ ballistic glass	4
Heavy material	6
Reinforced/ armored glass	8
Structural material	12
Heavy Structural	16
Armored/ reinforced material	24
Hardened material	32

Encumbrance

Str x 5 Kg, no effect
Str x 10 Kg, +1 target mod.
Str x 15 Kg, fatigued, no running, movement half, +1 target mod.
Str x 20 Kg, seriously fatigued, no running, movement ¼, +3 target mod.

Visibility

	Normal	Low Light	Thermo
Full Dark	+8	+8/+8	+4/+2
Min. Light	+6	+4/+2	+4/+2
Partial light	+2	+1/0	+2/+1
Glare	+2	+4/+2	+4/+2
Mist	+2	+2/0	0
Light fog, smoke, rain	+4	+4/+2	0
Heavy fog, smoke, rain	+6	+6/+4	+1/0
Thermal Smoke	+4	+4/+2	+4/+2

Cyber / Real

Knock Back

Body test vs opponent's STR for melee or power for artillery.
the number of successes needed: X = ½ number of blocks of damage.
get equal to X successes means back one meter,
less than X successes means fall back or down by (X - # successes) meters.

Armor Degradation

Must take medium wound or higher from hit.
Armor loses points equal to round (attack power / armor rating)