

# Unknown Armies

## Skill and Combat Reference

### **SKILL CHECKS:**

**Die Rolls:** Percentile rolls; if digits are added together, a zero counts as '10'. Critical Success: A roll of 01.

Critical Failure (Fumble): A roll of 00.

Matched Successes: The result is more dramatic, for good or bad depending on if the roll succeeded or failed.

**Minor:** Relaxed scene only, gives automatic success for any skill of 15%+. If no skill, roll Stat - 30% for a marginal success.

**Significant:** In uncertain but not risky situations you succeed strongly if you roll under your skill. You succeed weakly if you roll over your skill but under the related stat. If no skill, roll Stat - 30% for a marginal success.

**Major:** In tense situations where time is important or you are at risk, roll under your skill level. If no skill, roll your stat; you only succeed on match successes /critical success.

**Shifted Roll:** Any shift to a skill roll (+10%, etc.) is applied to the skill number, not the result.

**Hunch:** A skill roll made ahead of time by a player, to be used on their character's next skill roll.

### **COMBAT**

In a combat round (3 seconds): attack, dodge, cast spell, simple action (declare this round while acting, perform next round).

**Initiative:** Roll against Speed. If you succeed, you go before those who have failed their Speed roll, and any other with a successful roll lower than yours. Failed rolls go after successful rolls, higher rolls first.

**Default Initiative :** You may forego rolling and act as if you had rolled successfully at the same level as your Initiative skill.

**Improving Initiative:** Spend a round and either reroll your Speed, or take your Initiative skill as a default roll.

### **ATTACKING**

Drawing a weapon: takes up your action for the round.

Shifts to Attack Rolls: For drama!	
You are blind	-30%
It's 10 degrees out; you're naked	-20%
You've been set on fire	-20%
Fighting on a think plank over a 40' pit	-20%
Fighting in water waist deep	-10%
Drugged and having a bad trip	-10%
Smash thru plate glass, then shoot while falling	-10%
Feet manacled together	-10%
In free fall	-10%
Typical fast-paced, pants wetting combat	0
Distance shot at non-dodging target	+10%
Reach weapon / victim at right distance	+10%
Opponent barefoot on broken glass	+10%
Foe scareable + sees you gruesomely kill	+10%
Opponent has on big heavy off-balance backpack	+10%
Opponent's feet chained tight to floor	+20%
Opponent just ran a marathon	+20%
Foe is laughing over best friend's corpse	+20%
Foe in leg irons and handcuffs	+30%

**FOCUS SHIFTS:** Concentrate on single foe and *declare at beginning of the round* a +10%, +20%, or +30% bonus to your attack skill. Anyone who attacks you, including the target, gets the same bonus to attack you.

**MULTIPLE ATTACKS** (Firearms or HTH): Divide skill rank (after all shifts) among the number of attacks or shots you want to make, up to three. You cannot use a focus shift if attacking multiple targets, but you can add it to your total before division if you are attacking the same target.

**DODGING:** Declare a dodge as your only action when it's your turn in a round. When someone attacks you thereafter:

1. Make a Dodge skill check with a minimum difficulty equal to your foe's attack roll. If you succeed, you take no damage.
2. If you fail but your opponent's roll is less than your Dodge skill rating, the attack does half damage (rounded up).

**High Dodge:** If your Dodge ranking is 85%+, you may attack or perform another attack while dodging if the GM thinks it is plausible. If your attack skill is also 85% or higher, you can attack, dodge, and perform a simple action in a round.

**Dodging Blasts:** Purely magical blasts cannot be dodged. Blasts via a physical medium may be dodged.

**FIREARM DAMAGE:** is equal to the attack roll, up to the maximum damage of the gun.

Critical hits do the gun's maximum damage, even if that is higher than your skill roll.

Fumbles cause the gun to jam (if semi or full auto) or misfire (any other gun). Use an action and make a Firearms skill check to clear a jam. Misfires use ammo.

**CALLED SHOTS:** Make attack rolls more difficult.

Leg	Minimum roll of 30
Arm	Minimum roll of 40
Hand/Foot	Minimum roll of 40, inflicts hand-to-hand damage, and target drops any item carried.
Head	Minimum roll of 50, but take +10% shift to your skill (does more damage).

**SUPPRESSIVE FIRE:** You must fire at least 4 shots per round of suppressive fire. If more than one person lays down suppressive fire, the effects are cumulative. Suppressive fire begins on your action, but carries over into other rounds if you declare it at start of the round.

Make a single roll for all the shots you fire this round. On a roll of 01 or a match you hit someone, and can roll one die for damage, which the GM assigns.

4-10 shots fired	-10% shift to all people in field of fire
11-20 shots fired	-20% shift to all people in field of fire
21+ shots fired	-30% shift to all people in field of fire

**FULL AUTO WEAPONS:** Choose 3 shot burst, or hold the trigger down.

A 3 shot burst gives you a +10% Firearms shift. Blazing away gives you a +40% Firearms shift, but you need a minimum roll of 20. It also costs 10 shots, and automatically qualifies as suppressive fire.

Either way, ignore maximum damage. Your damage is what you roll.

**SPECIAL AMMO :** All types but AP increase maximum weapon damage by 10.

**BULLETPROOF VESTS:** Firearm hits are resolved as martial arts damage with no weapon shifts. Armor Piercing (AP) hits are resolved as normal, but round down the damage to the nearest multiple of 10.

**HAND-TO-HAND DAMAGE:** is equal to the sum of the attack roll. Weapons add damage as follows:

If big (requires 2 hands to wield)	+3
If heavy (can crack bones)	+3
If penetrating (cuts skin and flesh)	+3

**Critical hits:** choose to kill your foe or KO them.

**Fumbles:** Take 20 points of damage + weapon bonus.

**Matched Successes:** Firearm damage + weapon bonus if using a weapon of +6 or higher.

**Matched Failures:** Take weapon bonus in damage.

**Knife Attacks:** Always do a minimum of 1 point of damage, even if the attack is a miss.

**If your HTH skill is your Obsession: CHERRIES!**

**Disarming Attacks:** Minimum roll of 30. Success means the weapon is in your hand or on the floor, your choice.

**Disarming penetrating weapons:** Take 3 points of damage, unless the roll is a matched success.

**Throwing People:** Make a successful attack with a minimum roll of 30. Inflict normal damage + the Knock Down cherry. Sucker Attacks: Describe your fake move, then roll an attack. If successful, your attack does no damage but a follow-up attack vs. the same target on the next round only rolls one die, and is considered a match.

Sample Cherries:	
Big Hurt	Firearms damage on matched success.
Blind	No damage; target cannot see for next 4 rounds.
Dazed	Normal damage, and -10% shift for 4 rounds.
Gimme	Normal damage + free grab/throw weapon.
Knock Down	Target down, and goes last in round.
Kung Fu Grip	Foe grabbed. See below.
Monkey Dodge	Redirect foe's attack to nearby target.
More Hurt	Roll and add another die of damage.
New Damage	Roll two dice and use that for damage.
Second Helping	Use attack skill to immediately make another attack.
Turning Tide	Foe gains no benefit from matches.

**Kung Fu Grip:** Grabbed foe cannot attack or dodge. To get free, foe must make a successful HTH skill roll equal or better than your skill. While held:

1. Attacks by others gain a +10% shift.
2. Unarmed: inflict automatic 5 points of damage.
3. Armed: inflict automatic 8 points of damage.
4. Disarm: make a HTH roll; if successful use the Gimme cherry but do no damage.
5. While holding someone, you cannot attack or dodge.

### EXOTIC DAMAGE

**Pointblanking:** Roll - success=death; failure=inflict damage. Deliberate attempt to kill someone is a Violence-7 check.

**Drowning:** You can hold breath for up to Body in seconds. Each successful swim or athletics roll restarts clock.

**Strangling:** For a windpipe choke, use drowning rules. For a blood-to-brain choke, make an attack roll (Minimum roll 20); if maintained for 3 more rounds and foe passes out. Two more rounds and target dies; make a Violence-7 check. To escape a choke, make a Struggle or Dodge roll.

**Car Wrecks:** Roll 1 die for each 10 mph of speed. GM assembles a roll for each victim from these dice based on situation. If head on collision, combine speeds to get dice total. Make a Mind roll to remember seatbelt if not declared.

**Falling:** Roll 1 die/10' If careful/controlled, drop highest die.

### CAR CHASES

GM determines lengths between cars (2-3 if chase began tight, up to 8 if prey has a good head start). If a car ever gets 10 or more lengths ahead, it is out of the chase and cannot be seen by pursuers.

Each round: make a Significant Drive roll.

Beat Speed but get under their Drive skill= maintain position. Roll under Drive=gain a length on prey/ from pursuit.

Failure=car drops back one length.

Matched success or crit=advance two lengths.

Matched failure or fumble=drop back 2 lengths.

**Hazards:** Obstacle, traffic, sharp curve, etc.

Make a second Drive roll (Major or Significant per GM call).

If you fail, lose a length and may suffer other consequences.

**Risks:** Describe evasion/advance. Cannot use same one twice in same chase. If GM accepts, make a Major Drive roll.

Success=gain length. Failure=lose length. Matches: double.

**Insane Risks:** Extremely dangerous maneuver. Otherwise as Risk, except: Roll half Drive skill + shifts. Success=advance 5 lengths. Failure: Wreck car + Injury.

**Ramming:** Must be at 0 lengths. Target makes a Major Drive roll. Success=distance remains the same. Fail: drop back 1 length, 2 lengths on a matched failure. You may ram the same round you close the gap to 0. One ram per round.

**Roadblocking:** Must be at 0 lengths. Advance 1 length ahead of other car and stop. Other cars chooses: Collision or drive off road (GM decides effects).

**Passengers:** Magick used as normal. Firearms vs. humans at 0 lengths used as normal. Farther than 0 length=-10% shift. Firing on car, make normal Firearms roll:

Critical Success	Hit driver
Matched Success	You hit a passenger
20 or lower	Cosmetic damage only
21 or higher	No damage; driver must make a hazard roll.

**Jumping between cars:** Make a General Athletics check with a -20% shift. Failure: suffer damage as per Car Wreck.

### GENERIC STATS

#### THUG

**Body: 50** General Athletics 30%, Rough You Up 30%

**Speed: 50** Drive 15%, Dodge 20%, Handgun 30%, Initiative 25%

**Mind: 40** General Education 15%, Notice 30%

**Soul: 40** Charm 15%, Lie 20%, Intimidate 30%

Madness Meter Gauges: All Hard 1/Failed 0

**May carry:** Club (+3 damage), Baseball bat (+6 damage), 9mm semi-auto handgun (Max:50, 17 shots) or better.

#### AVERAGE POLICE OFFICER

**Body: 50** General Athletics 35%, Restrain Suspect 45%

**Speed: 50** Drive 20%, Dodge 20%, Handgun 40%, Initiative 35%

**Mind: 40** General Ed. 20%, Notice 40%, Authority 20%

**Soul: 40** Charm 20%, Lie 20%, Good Cop/Bad Cop 40%

**Madness Meter:** Most Hard 1/Failed 0 (Violence H4/F0)

**Usually carries:** Nightstick (+3 damage), bulletproof vest, 9mm semi-auto handgun (Max:50, 17 shots)

#### AVERAGE POLICE DETECTIVE

**Body: 50** General Athletics 25%, Subdue Suspect 45%

**Speed: 50** Drive 20%, Dodge 15%, Handgun 40%, Initiative 25%

**Mind: 60** General Ed. 20%, Notice 45%, Authority 25%

**Soul: 40** Charm 20%, Lie 20%, Interrogate Suspect 50%

**Madness Meter:** Most Hard 1/Failed 0 (Violence H4/F0)

**Often carries:** 9mm semi-auto handgun (Max:50, 17 shots)