

S.D.C. TABLE

S.D.C.	ITEM	S.D.C.	ITEM	S.D.C.
2,000	Airplane, Jet Airliner	50	Plant, bushes/shrubs/sm trees	4D6+4
400	Airplane, Single Engine	250	Plant, average trees	4D6x10
3	Arrow (to break or cut)	30	Plant, large trees	6D6x10
10-20	Binoculars	4	Pontoon	75
450	Boat, Cabin Cruiser	100	Rope, ½ Nylon "Climbing"	15/325
40	Boat, Canoe/Row Boat	1,000	Rope, Cotton "Clothesline"	5/75
8,000	Boat, Cargo Freighter	6	Rope, Heavy (to cut)	12
6	Book	5 or 10	Rope, Light (to cut)	6 or 8
2	Box, Cardboard	60	Rope, Lightweight Twine	1/5
30/60/100	Box, Crate	120	String/Twine (to cut)	1
10	Box, Jewelry	300	Table, Heavy or Large	150
48/60/100	Box, Metal Shipping Crate	1-6	Table, Medium	50
30/60/90	Box, Metal Security	100	Table, Small & Light	25
15/30/50	Box or chest, wood	60	TV/Monitor	15
50/90/160.	Box, Trunk wood	40	Tires, Normal	8
100/150/200	Box, Trunk metal	30	Tires, Armored	20
12 or 20	Box, Wood Shipping Crate	5/8/10	Tires, Robotic	60
10	Calculator, Hand Held	10/20/40	Treads	200
15	Camera, Digital	1-4	Truck, Freight Hauler	650
20	Camera, Standard 35mm	200	Truck, Half-Ton Hauler	550
20	Canteen, Half Gallon	120	Truck, Medium-Sized Pickup	450
250	Car, Compact	500	Wagon, Large	250
150	Car, Door Only	80	Wagon, Medium	120
450-500	Car, Luxury	40	Wagon, Small/Cart	50
35	Car, Window (side)	100	Wagon, Wheel	20-30
70 or 100	Car, Windshield	150	Wagon, Wheelbarrow	90
15 or 20	Cell Phone	60-75	Walkie-Talkie	15-25
30 to 50	Chain (to cut or snap)	25-35	Wall, Castle Stone	1,000
250	Chain, Heavy	40	Wall, Cinder Block	300
50	Chain, Standard	10	Wall, Clay or Sand	125
30	Chair, Light	20	Wall, Dirt	120
10	Communicator, Small	120	Wall, Exterior Wood	150
30	Communicator, Large	60	Wall, Exterior Brick	200
30	Computer, Laptop	200	Wall, Heavy Stone	300
15	Computer, Notebook/Palm Pilot	120	Wall, Interior Plaster	75
50	Computer, Typical Desktop	100	Wall, Light Stone	100
5,000	Door, Metal Bank Vault Type	4	Wall, Reinforced Concrete	400
170	Door, Exterior Wood	11	Wall, Stockade	150
25 each	Door Hinge, Heavy (metal)	15	Wall, Super-Alloy	600/1,000
10 each	Door Hinge, Light (metal)	22	Wall, Wood, light	50
100	Door, Interior Wood	22	Watch, Pocket	10
800-1,200	Door, Metal Safe	8	Watch, Wrist	5
500-600	Door, Metal, Solid	14	Weapon, Artillery Piece	1,500
350	Door, Metal Grille/Gate	11	Weapon, Assault Rifle	75
600-800	Door, Solid Metal	20	Weapon, Energy	50
100	Fence, Cyclone Mesh	15	Weapon, Hard Wood	40
250	Fence, Iron Post	6	Weapon, Magic	200
75	Fence, Wood	12	Weapon, Metal Sword	100
35-50	Field Radio	50	Weapon, Small Pistol	35
15	Flashlight, Standard	25	Weapon, Super Advanced	2D6x100+80
100	Flashlight, Unbreakable	10	Weapon, Super Advanced	1D4x10 +12
20/40/60	Frying Pan	12	Window, Ordinary Glass	20
250	Gate, Metal Security	1D6	Window, Plexiglass	35
100	Gate, Metal	2D6	Wine or Water Skin	5

AR Table

A.R.	Substance	A.R.	Substance	A.R.
4	Bone	9	Hard Plastic, Hard Ceramic or Kevlar**	13/15
5	Thin Wood (<2 inches)	10	Metals: Soft (Aluminum, Copper)	14
6	Brick or Cinderblock	11	Stone	14
11/6	Thick Wood (>2 inches)	12	Concrete	15
7	Ice	12	Metals: Hard (Titanium, Steel)	16
8	Dirt or Clay	13		

*Glass has an A.R. of 11 against unarmed hand to hand attacks, but only 6 when up against metal, stone, or energy weapons.
** AR 15 vs bullets

Throwing Objects

Object					Throwing Maximum Weight			
	Normal P.S.	EX P.S.	SN P.S.	Damage	P.S.	Normal Extraordinary	Superhuman	Supernatural
	P.S. 03-19	P.S. 20-30	P.S.18+		1	4 in	8 in	1 ft
Up to 1 lb. Object	50 ft	200 ft	300 ft		2	8 in	1 ft 4 in	2 ft
Up to 10 lb. Item	--	100 ft	200 ft		3	1 ft	2 ft	3 ft
Up to 100 lb item	--	50 ft	100 ft		4	1 ft 4 in	2 ft 8 in	4 ft
Up to 200 lb item	--	10 ft	30 ft		5	1 ft 8 in	3 ft 4 in	5 ft
Greater weights see table at right					6	2 ft	4 ft	6 ft
Bola	60 ft	120 ft	180 ft	2D4	7	2 ft 4 in	4 ft 8 in	7 ft
Boomerang	60 ft	120 ft	180 ft	1D6	8	2 ft 8 in	5 ft 4 in	8 ft
Dart	30 ft	60 ft	90 ft	1	9	3 ft	6 ft	9 ft
Discus, Metal	500 ft	1000 ft	1500 ft	2D4	10	3 ft 4 in	6 ft 8 in	10 ft
Discus, Metal w/ Blade Edges	500 ft	1000 ft	1500 ft	2D6	11	3 ft 8 in	7 ft 4 in	11 ft
Frisbee Toy	200 ft	400 ft	600 ft	none	12	4 ft	8 ft	12 ft
Frying Pan	20 ft	40 ft	60 ft	1D6	13	4 ft 4 in	8 ft 8 in	13 ft
Hardball/Baseball	200 ft	400 ft	600 ft	1D6	14	4 ft 8 in	9 ft 4 in	14 ft
Ice Ball	100 ft	200 ft	300 ft	1D6	15	5 ft	10 ft	15 ft
Ice Shard	100 ft	200 ft	300 ft	2D6	16	5 ft 4 in	10 ft 8 in	16 ft
Javelin	300 ft	600 ft	900 ft	3D4	17	5 ft 8 in	11 ft 4 in	17 ft
Knife, Ordinary	20 ft	40 ft	60 ft	1D4	18	6 ft	12 ft	18 ft
Knife, Throwing	40 ft	80 ft	120 ft	1D6	19	6 ft 4 in	12 ft 8 in	19 ft
Marble	100 ft	200 ft	300 ft	1	20	6 ft 8 in	13 ft 4 in	20 ft
Metal Pipe/Chunk of Debris	50 ft	100 ft	150 ft	2D6	21	7 ft	14 ft	21 ft
Rock, Softball-sized	200 ft	400 ft	600 ft	2D4	22	7 ft 4 in	14 ft 8 in	22 ft
Shuriken	60 ft	120 ft	180 ft	1D4	23	7 ft 8 in	15 ft 4 in	23 ft
Sling	80 ft	160 ft	240 ft	1D6	24	8 ft	16 ft	24 ft
Snowball	80 ft	160 ft	240 ft	1	25	8 ft 4 in	16 ft 8 in	25 ft
Softball	300 ft	600 ft	900 ft	2	26	8 ft 8 in	17 ft 4 in	26 ft
Spear	100/150 ft	200/300 ft	300/450 ft	2D6/3D6	27	9 ft	18 ft	27 ft
Spear Thrower	200/300 ft	400/600 ft	600/900 ft	2D6/3D6	28	9 ft 4 in	18 ft 8 in	28 ft
Sword	15 ft	30 ft	45 ft	1D6	29	9 ft 8 in	19 ft 4 in	29 ft
Throwing Axe	80 ft	150 ft	240 ft	2D4	30	10 ft	20ft	30 ft
Throwing Iron	40 ft	80 ft	120 ft	2D4				
Throwing Spike	60 ft	120 ft	180 ft	1D4				
Throwing Stick	40 ft	80 ft	120 ft	1D6				

Optional damage result tables (N&S & COCW)

Roll	Damage	Minuses	Roll	Damage	Minuses
01-14	Minor bruises and lacerations.	Spd -2, -1 to dodge	01-10	Severely battered and bruised	Spd -2, -3 to dodge
15-29	Severely bruised and battered muscles	P.P. -1, Spd -3	11-20	Torn arm muscle	P.P. -3, P.S. -2
30-44	Damaged (sprain, pulled, cut, etc.) arm or shoulder.	P.P. -3	21-29	Torn leg muscle	Spd is ½, -2 to dodge
45-59	Damaged leg or hip.	Spd is ½, -2 to dodge	30-39	Fractured bone: arm	P.P. -2, P.S. -3
60-74	Damaged hand and/or wrist	P.P. -1, P.S. -2	40-49	Fractured bone: leg	Spd is ½, -4 to dodge
75-89	Head Injury	-5% on all skills; Spd -2	50-59	Fractured bone: ribs or pelvis	P.E. -2, Spd is ½
90-00	Damaged back or pelvis.	P.E. -1, P.P. -2, Spd -3	60-69	Broken bone: arm	P.P. is ½, P.S. is ½
			70-79	Broken bone: leg	Spd is 1/3, -6 to dodge
			80-89	Broken bone: ribs	P.E. -3, P.P. -1, Spd -3
			90-00	Severe Concussion	-8 on all skills, Spd -3

MISC DAMAGE TABLES

Fire	Damage	Heat	Damage	Cold	Damage	Electricity	Damage
Candle, Lighter	1	140d F	50% KO/8 min	Night Freeze	1D6/hr	Jolt (Car Battery, Stun Gun)	1D4
Torch	1D6	190d F	1D4/rd; 70% KO/6 rd	Frostbite	1D4	Low Volt (Fuse Box, Socket)	2D6
Campfire (small)	2D6	290d F	Blind; 1D6/rd; 80% KO/30 sec; 2D6 after 3 min	Ice (Contact)	1/min	Medium Volt (Elec Fence)	4D6
Bonfire (large)	3D6	500 d F	Blind, Pain, 4D6/rd, 90% KO/1 rd	Ice (Immerse)	1D4/min	High Volt (Pwr Line, Lightning)	8D6
House Fire (small)	5D6	700d F	Blind, Pain, 6D6/rd, 95% KO/1 rd; death after 90sec	Ice (Encase)	4D6/rd		
House Fire (large)	6D6	1200d F	Blind, Pain, 2D6x10/rd, -70% Spd	Hypothermia		Effects	
Forest Fire	1D6x10	1500d F	Blind, Pain, 3D6x10/rd, -80% Spd	97.6-95.0d F		-2 init, -1 combat rolls, -5% skills	
Fire Storm	2D4x10			95.0-91.4d F		no init, -1 APM, -2 combat rolls, -20% skills, ½ Spd	
				91.4-87.8d F		no init, ½ APM, ½ combat rolls, -50% skills, -75% Spd	
				87.8-85.2d F		no init, 1 APM, no combat bonus, -85% skills, -90% Spd	
				85.2-78.8d F		no init, 1 APM, no combat bonus, no skills, no Spd	
				below 78.8d F		Coma/Death	
Lava (Contact)	2D6	Boiling Liquid (Contact)	1D6				
Lava (Immerse)	2D6x10	Boiling Liquid (Immerse)	1D6x10				

HEARING CHART

	Distance in Yards (unless specified miles)						
	Ship	Car	Moving Man	Man-sized	General ID	Individual ID	Details
Clear Day	30 mi	3000	1500	1000	500	100	10
Cloudy/Overcast Day	20 mi	2400	1200	600	300	100	20
Mist/Light Rain Day	15 mi	2000	1000	500	250	30	10
Light Fog/Snow or Heavy Rain Day	7.5 mi	500	500	200	100	30	10
Moderate Fog/Snow or Torrential Rain Day	3 mi	250	100	50	25	15	10
Dense Fog/Blizzard Day	200	50	10	10	5	5	3
Twilight	10 mi	1000	500	300	150	30	10
Clear w/ Full Moon Night	15 mi	1000	100	50	30	10	5
Clear w/ Half Moon Night	10 mi	800	75	25	15	10	5
Clear w/ Stars Night	5 mi	600	50	20	10	5	3
Overcast w/Full Moon Night	2 mi	500	30	15	10	5	3
Overcast w/Half Moon Night	1 mi	400	25	10	5	3	1-2
Overcast w/no Moon Night	1000	500	15	10	5	3	1-2
Mist/Light Rain Night	1000	500	10	5	3	1-2	1
Light Fog/Snow or Heavy Rain Night	100	100	5	3	1-2	1	1
Moderate Fog/Snow or Torrential Rain Night	40	20	3	1-2	1	1	1
Dense Fog/Blizzard Night	1-2	1-2	1-2	1	1	1	1
Scrub, brush or bush	Reduce all ranges by half (1/2)						
Light Forest	Reduce all ranges by one-fourth (1/4)						
Jungle or Dense Forest	Reduce all ranges by one-eighth (1/8)						
Indoors	Visibility limited to line of sight						

** Triple night distance if object seen has light

VISIBILITY CHART

Decibels	Hear Sound	Distinguish Sound	Adv Hearing - Hear	Adv Hearing - Distinguish	DECIBEL TABLE
10	*	*	*	*	rustle of leaves in gentle breeze, quiet whisper, ordinary light bulb hum, pin drop
20	*	*	1 ft	*	average whisper, wind in leaves
30	*	*	2 ft	1 ft	Bedroom at night, Totally quiet nighttime in desert, quiet conversation
40	1 ft	*	8 ft	2 ft	waves on seashore, quiet room,
50	2 ft	*	32 ft	8 ft	hotel, theatre (between performances)
60	8 ft	1 ft	64 ft	32 ft	Conversation @ 1 meter
70	32 ft	2 ft	256 ft	64 ft	Noisy Room, Shouted conversation, traffic on busy street, train, subway
80	64 ft	8 ft	1024 ft	256 ft	Vacuum cleaner, light/medium factory, beginning of hearing damage
90	256 ft	32 ft	2048 ft	1024 ft	heavy traffic, heavy machinery, thunder
100	1024 ft	64 ft	8192 ft	2048 ft	express train, average car or house stereo at max volume
110	2048 ft	256 ft	6 mi	8192 ft	Rock band (approximate)
120	8192 ft	1024 ft	25 mi	6 mi	Loud human scream
130	6 mi	2048 ft	-	25 mi	Gunshot (approximate)
140	25 mi	8192 ft	-	-	Threshold of Pain
150					Race car, large train horn
160					Glass breaks here, jet airplane
170					Quarter stick of dynamite, 1 ton of TNT @ 200 ft
180					1 pound of TNT @ 15 ft
190					2 pounds TNT @ 15 ft
200					Human Death from sound (approximate)

Saving Throws

Easy	10
Moderate	12
Challenging	14
Tricky	15
Difficult	16
Impossible	18

Physical

Easy; Celestial Calligraphy
 Moderate; Basic Magic, Chi Magic
 Challenging; Common Disease, Extreme Heat, Extreme Cold, Lethal Poison/Gas, Pain, Magic Wards, Demon/Infernal Magic, Magic Fumes
 Difficult; Virulent Disease, Non-lethal Poison/Gas, Magic Circles, Magic Ritual, Faerie Magic
 Tricky; Toxins, Illness, Knockout
 Damn Near Impossible; Anti-Magic Cloud, Dragon/Immortal/Deific Magic, Electrocutation

Mental

Easy; Master Psionic vs psionics
 Moderate; Major or Master Psionic vs psionics, Insanity
 Challenging; Soul Drinking
 Tricky; Possession, Horror Factor
 Difficult; Calm, Non Psychic vs psionics
 Damn Near Impossible; Animal vs psionics

Perception

Situation

Easy; hearing a loud noise, finding a bright colored object against a white background
 4 or better
 Moderate; looking for somebody in a well lit area, hearing a slight noise
 8 or better
 Challenging; looking for something in a poor light, hearing something over a noisy background
 14 or better
 Difficult; finding something in the dark; hearing a snake sliding over a carpet
 17 or better

Ranged Combat Modifiers

Bursts	Modifier	Notes
Short SA (1 attack)	x2 damage	5 rounds
Long SA (2 attacks)	x5 damage	10 rounds
Full SA (4 attacks)	x10 damage (20+ md) x5 damage (<20 md)	Entire Magazine
Short FA (1 attack)	x3 damage	5 rounds
Long FA (2 attacks)	x7 damage	10 rounds
Full FA (4 attacks)	x12 damage (30+ md) x10 damage (<30 md)	Entire Magazine
Short MG (1 attack)	x4 damage	Spray x1 damage, 40% chance of hit
Long MG (2 attacks)	x10 damage	Spray x2 damage, 50% chance of hit
Full MG (all attacks)	x10 damage (50-99 md) x20 damage (100-190 md) x30 damage (191-300 md)	Spray, x2 damage, 70% Spray, x3 damage, 70% Spray, x5 damage, 70%
Short Gatling (1 attack)	x10 damage	Spray, x1 damage, 60%
Long Gatling (2 attacks)	x20 damage	Spray, x5 damage, 75%
Full Gatling (4 attacks)	x40 damage (400-700 md) x80 damage (800-1200 md) x120 damage (1300-2500 md)	Spray, x4 damage, 70% Spray, x6 damage, 70% Spray, x10 damage, 70%
Butt Stroke	1D6 Rifle+	
Coldcock	Knockout	1D6 melee rounds
Double Tap	x2	1 attack
Head Shot	x2 direct to HP	2 attacks
Leading	Offset -3/-6 penalty	
Pistol Whip	1D4 pistol+	
Called Modifiers		
Partially Obscured	-4 to Strike	
Mostly Obscured	-6 to Strike	
Arm	-3 to Strike	
Leg	-2 to Strike	
Hands/Feet	-4 to Strike	
Heart	-7 to Strike	
Head	-8 to Strike	
Range Modifiers		
Point Blank	5+ to hit	10 ft or less
Melee	5+ to hit	11-60 ft
Short	8+ to hit	61-200 ft
Medium	12+ to hit	200-500 ft
Long	16+ to hit	500 ft to Eff Range
Beyond Effective Range	Up to 30% beyond Effective Range	
Arquebus, Matchlock, & Wheel-lock	½ damage, -8 to Strike	Up to 20 ft.
Black Powder Pistol	-5 to Strike, -4 to Damage (25 ft)	-12 to Strike, -10 to Damage (50 ft)
Advanced Black Powder	-5 to Strike, -3 to Damage	for every 25 ft
Modern Firearms	-2 to Strike	for every 25 ft
Energy Weapons	-1 to Strike	for every 25 ft
Shooting Down	x2 range	Non-E Weapons
Shooting Up	½ range, -4 to Strike	Non-E Weapons
Cover Modifiers		
Mostly exposed	-2 to Strike	
Half Exposed	-3 to Strike	
Mostly Covered	-6 to Strike	
Barely Visible	-8 to Strike	
Completely Covered	Must Shoot Through	
Moving Targets		
Running, Leaping, up to 45mph	-3 to Strike	
Moving 40mph+	-1 to Strike/Spd Class	Use closest Spd Class
Mounted on moving horse	-8 to Strike rider	-3 to Strike horse

HTH Damage

Strike	Damage
Backhand	1D4
Black Tiger Claw Strike	1D6+4
Claw Hand	1D6
Crane Fist	1D8
Double Fist Punch	2D4
Double Knuckle Fist	1D8
Duo-Claw Strike	2D6
Duo-Knuckle Strike	Shock/Stun only
Fingertip Attack	1 point
Fore-Knuckle Fist	1D6
Gou Combination	3D6
Gou Grip	1D4
Gou Strike	2D6
Human Fist (Punch)	1D4
Knife Hand	1D6
Lau	1D4
Overhead Fore-Knuckle Fist	1D10
Palm Strike	1D6
Power Punch	1D10
Push Open Hand	Knockback
Rotary Palm Strike	1D6+
Roundhouse Punch	1D8
Two-Hand Push	Stun
Uppercut	1D8
Kick Attack	1D8
Snap Kick	1D6
Roundhouse Kick	2D6
Wheel Kick	1D10
Crescent Kick	1D10
Axe Kick	1D10
Backward Sweep	Knockdown
Sweep Kick	1D4
Tripping/Leg Hook	Knockdown
Jump Kick	1D8, Crit
Flying Jump Kick	1D10, Crit
Flying Reverse Turning Kick	2D6, Crit
Chuk	2D6
Elbow	1D4
Forearm	1D4
Knee	1D6
Headbutt	1D4
Knee Spike	2D6
Snap Spike	2D4
Leg Spur	1D6+
Gore	2D6
Double-Gore	1D4/2D6
Shoulder Ram	2D4/4D6
Elbow Spike	1D10
Leap Kick	3D8
Clothesline	1D6+50% K.D.
Attacking while Running (HTH)	Within 30 feet
Attack	-3 strike, -20% Spd
Dodge	-3 dodge, -20% Spd
Parry (Successful)	-3 parry, -5% Spd
Parry (Unsuccessful)	-3 parry, -20% Spd
For each 12 points of damage taken	-1 to Spd

Running, Leaping, Lifting, and Carrying, Tables.

Attribute	Running			Leaping (distance in feet)					Swimming (yards/melee)			
	Yd/melee	Yd/Min	Mph	Kph	Running Long Jump	Running High Jump	Standing Long Jump	Standing High Jump	Basic (x3)	Advanced (x4)	Super (x5)	
3	15	60	2.05	3.6	1.5	0.75	0.9	0.45	9	12	15	
4	20	80	2.73	4.8	2	1	1.2	0.6	12	16	20	
5	25	100	3.41	6	2.5	1.25	1.5	0.75	15	20	25	
6	30	120	4.09	7.2	3	1.5	1.8	0.9	18	24	30	
7	35	140	4.77	8.4	3.5	1.75	2.1	1.05	21	28	35	
8	40	160	5.45	9.6	4	2	2.4	1.2	24	32	40	
9	45	180	6.14	10.8	4.5	2.25	2.7	1.35	27	36	45	
10	50	200	6.82	12	5	2.5	3	1.5	30	40	50	
11	55	220	7.5	13.2	5.5	2.75	3.3	1.65	33	44	55	
12	60	240	8.18	14.4	6	3	3.6	1.8	36	48	60	
13	65	260	8.86	15.6	6.5	3.25	3.9	1.95	39	52	65	
14	70	280	9.55	16.8	7	3.5	4.2	2.1	42	56	70	
15	75	300	10.23	18	7.5	3.75	4.5	2.25	45	60	75	
16	80	320	10.91	19.2	8	4	4.8	2.4	48	64	80	
17	85	340	11.59	20.4	8.5	4.25	5.1	2.55	51	68	85	
18	90	360	12.27	21.6	9	4.5	5.4	2.7	54	72	90	
19	95	380	12.95	22.8	9.5	4.75	5.7	2.85	57	76	95	
20	100	400	13.64	24	10	5	6	3	60	80	100	
21	105	420	14.32	25.2	10.5	5.25	6.3	3.15	63	84	105	
22	110	440	15	26.4	11	5.5	6.6	3.3	66	88	110	
23	115	460	15.68	27.6	11.5	5.75	6.9	3.45	69	92	115	
24	120	480	16.37	28.8	12	6	7.2	3.6	72	96	120	
25	125	500	17.05	30	12.5	6.25	7.5	3.75	75	100	125	
26	130	520	17.73	31.2	13	6.5	7.8	3.9	78	104	130	
27	135	540	18.41	32.4	13.5	6.75	8.1	4.05	81	108	135	
28	140	560	19.09	33.6	14	7	8.4	4.2	84	112	140	
29	145	580	19.77	34.8	14.5	7.25	8.7	4.35	87	116	145	
30	150	600	20.45	36	15	7.5	9	4.5	90	120	150	
P.S.	Normal	Strong	Brute	EX/Beast	Super/Robot	SN/Crush	P.S.	Strong	Brute	EX/Beast	Super/Robot	SN/Crush
1	10/20	(20/40)	(20/50)	100/200	200/300	300/500	31	620/1240	620/1550	3100/6200	6200/9300	9300/15500
2	20/40	NA	NA	200/400	400/600	600/1000	32	640/1280	640/1600	3200/6400	6400/9600	9600/16000
3	30/60	NA	NA	300/600	600/900	900/1500	33	660/1320	660/1650	3300/6600	6600/9900	9900/16500
4	40/80	NA	NA	400/800	800/1200	1200/2000	34	680/1360	680/1700	3400/6800	6800/10200	10200/17000
5	50/100	NA	NA	500/1000	1000/1500	1500/2500	35	700/1400	700/1750	3500/7000	7000/10500	10500/17500
6	60/120	NA	NA	600/1200	1200/1800	1800/3000	36	720/1440	720/1800	3600/7200	7200/10800	10800/18000
7	70/140	NA	NA	700/1400	1400/2100	2100/3500	37	740/1480	740/1850	3700/7400	7400/11100	11100/18500
8	80/160	NA	NA	800/1600	1600/2400	2400/4000	38	760/1520	760/1900	3800/7600	7600/11400	11400/19000
9	90/180	NA	NA	900/1800	1800/2700	2700/4500	39	780/1560	780/1950	3900/7800	7800/11700	11700/19500
10	100/200	NA	NA	1000/2000	2000/3000	3000/5000	40	800/1600	800/2000	4000/8000	8000/12000	12000/20000
11	110/220	NA	NA	1100/2200	2200/3300	3300/5500	41	820/1640	820/2050	4100/8200	8200/12300	12300/20500
12	120/240	NA	NA	1200/2400	2400/3600	3600/6000	42	840/1680	840/2100	4200/8400	8400/12600	12600/21000
13	130/260	NA	NA	1300/2600	2600/3900	3900/6500	43	860/1720	860/2150	4300/8600	8600/12900	12900/21500
14	140/280	NA	NA	1400/2800	2800/4200	4200/7000	44	880/1760	880/2200	4400/8800	8800/13200	13200/22000
15	150/300	NA	NA	1500/3000	3000/4500	4500/7500	45	900/1800	900/2250	4500/9000	9000/13500	13500/22500
16	160/320	NA	NA	1600/3200	3200/4800	4800/8000	46	920/1840	920/2300	4600/9200	9200/13800	13800/23000
17	NA	340/680	340/850	1700/3400	3400/5100	5100/8500	47	940/1880	940/2350	4700/9400	9400/14100	14100/23500
18	NA	360/720	360/900	1800/3600	3600/5400	5400/9000	48	960/1920	960/2400	4800/9600	9600/14400	14400/24000
19	NA	380/760	380/950	1900/3800	3800/5700	5700/9500	49	980/1960	980/2450	4900/9800	9800/14700	14700/24500
20	NA	400/800	400/1000	2000/4000	4000/6000	6000/10000	50	1000/2000	1000/2500	5000/10000	10000/15000	15000/25000
21	NA	420/840	420/1050	2100/4200	4200/6300	6300/10500						
22	NA	440/880	440/1100	2200/4400	4400/6600	6600/11000						
23	NA	460/920	460/1150	2300/4600	4600/6900	6900/11500						
24	NA	480/960	480/1200	2400/4800	4800/7200	7200/12000						
25	NA	500/1000	500/1250	2500/5000	5000/7500	7500/12500						
26	NA	520/1040	520/1300	2600/5200	5200/7800	7800/13000						
27	NA	540/1080	540/1350	2700/5400	5400/8100	8100/13500						
28	NA	560/1120	560/1400	2800/5600	5600/8400	8400/14000						
29	NA	580/1160	580/1450	2900/5800	5800/8700	8700/14500						
30	NA	600/1200	600/1500	3000/6000	6000/9000	9000/15000						

XP table

Experience	Good	Selfish	Evil
10	Performing a Skill (unsuccessful)	Performing a Skill (unsuccessful)	Performing a Skill (unsuccessful)
25	Performing a Skill (successful)	Performing a Skill (successful)	Performing a Skill (successful)
25	Clever, but futile idea	Clever, but futile idea	Clever, but futile idea
25 *	Heroic Soliloquies/Trash Talking during battles	Self-aggrandizing statements/witticisms during battles	Self-aggrandizing statements/insulting or taunting opponents during battles
25*	Playing in character, minor (includes demonstrating common quirks and personality traits, as well as traits common to O.C.C.)	Playing in character, minor	Playing in character, minor
25-50	Killing or Subduing a Minor Menace	Killing or Subduing a Minor Menace	Killing or Subduing a Minor Menace
25-50 *	Roleplaying furthering relationships with the other PCs or NPCs.	Roleplaying maintaining one's own interest over other PCs or NPCs	Roleplaying ruining relationships with other or between other PCs or NPCs
50	Good Judgement	Good Judgement	Good Judgement
50*	Playing in Character, major (demonstrating physiological and psychological traits of the character (i.e. deformities, insanities, physical idiosyncracies, etc.)	Playing in Character, major	Playing in Character, major
50-100	Daring (clever or not)	Daring (clever or not)	Daring (clever or not)
75	Playing within the Genre Bonus.	Playing within the Genre Bonus.	Playing within the Genre Bonus.
75-100	Killing or Subduing a major menace	Killing or Subduing a major menace	Killing or Subduing a major menace
100	Clever, useful idea or action	Clever, useful idea or action	Clever, useful idea or action
100	Quick thinking idea or action	Quick thinking idea or action	Quick thinking idea or action
100	Avoiding unnecessary violence	Avoiding unnecessary death	Performing unnecessary violence
100*	Playing in character bonus, greater (demonstrating exceptional in-character playing.)	Playing in character bonus, greater	Playing in character bonus, greater
100	Avoiding/preventing destruction of property (Must be major property, i.e. a house, vehicle, building, magic relic, etc.)	Avoiding/preventing destruction of one's personal property	Destruction of property
100-200	Deductive reasoning and/or insight	Deductive reasoning and/or insight	Deductive reasoning and/or insight
100-200*	Thwarting a major villainous plot	Avoiding the effects of a major villainous plot	Putting into motion a villainous plot
100-300	Endangering the character's own life to help others	Endangering the character's own life to help themselves	Endangering other people's lives to help themselves
150-300	Killing or subduing a great menace	Killing or subduing a great menace	Killing or subduing a great menace
200	A critical plan or action that saves the character's life and/or a few comrades	A critical plan or action that saves the character's life, and helps their life out	A critical plan or action that results in other's deaths
200-500	Resolving personal conflicts with alignment, class, disposition, etc	Resolving personal conflicts with alignment, class, disposition, etc	Resolving personal conflicts with alignment, class, disposition, etc
400	A plan or action that saves a small group of people (12 or less people)	A plan or action that saves the character and significantly advances their life	A plan or action that results in the death or enslavement of some people
500-700	Self-sacrifice (or potential self-sacrifice) in a life and death situation (like leaping in front of a fireball meant for someone else to save that person, even though he/she is likely to die, or offering his/her own life to save the group or another)	Self interest in a life and death situation (like dodging out of the way of a fireball meant for the character or someone else)	The sacrifice of another (especially if that other person is a 'friend' or ally) in a life and death situation (like pushing an ally in front of a fireball meant for the character)
500	Saving a large group of people (more than 12 people)	Gaining control of or power over a large group of people	Killing or enslaving a large group of people
600	Saving a small building full of people (more than 20 people in the building)	Gaining control of or power over a small building full of people	Killing or enslaving a small building full of people
750	Saving a large building full of people (more than 100 people in the building)	Gaining control of or power over a large building full of people	Killing or enslaving a large building full of people
1000	Saving a city block or small community (500-1000 people)	Gaining control of or power over a city block or small community	Killing or enslaving a city block or small community
2000	Saving a town or city (1000-500,000 people)	Gaining control of or power over a town or city	Killing or enslaving a town or city
2500	Saving a large city/metropolis (varies, but usually at least 500,000 people)	Gaining control of or power over a large city/metropolis	Killing or enslaving a large city/metropolis
3000	Saving a small region (small country, county, state, etc)	Gaining control of or power over a small region	Killing or enslaving a small region
4000	Saving a large region (country, large state, kingdom, etc.)	Gaining control of or power over a large region	Killing or enslaving a large region
5000	Saving a large nation or empire (large nations the size of the US, Canada, Russia, China, etc)	Gaining control of or power over a large nation or empire	Killing or enslaving a large nation or empire
6000	Saving a continent	Gaining control of or power over a continent	Killing or enslaving a continent
7000	Saving an entire planet	Gaining control of or power over an entire planet	Killing or enslaving an entire planet
7500	Saving an entire solar system	Gaining control of or power over an entire solar system	Killing or enslaving an entire solar system
8000	Saving a multiple solar systems	Gaining control of or power over a multiple solar systems	Killing or enslaving a multiple solar systems
9000	Saving a galaxy	Gaining control of or power over a galaxy	Killing or enslaving a galaxy
10,000	Saving the known universe	Gaining control of or power over the known universe	Killing or enslaving the known universe

SLEEP DEPRIVATION

	Min Sleep	No Sleep	Penalties
Minimal Sleep	1-4 hours/day for 2-6 weeks	48 hours	-2 init, -1 dodge, -20% Spd, -15% Skills
Pushing Too Hard	1-4 hours/day for 7-16 weeks	72 hours	-2 P.B., -2 M.A., -1 APM, -4 init, -2 strike/parry, -3 dodge, -40% Spd, -30% Skills, fatigue x5
Exhausted	1-4 hours/day for 17+ weeks	80-168 hours	½ P.B & M.A., -2 APM, no init, only +1 to all combat rolls (incl saves), -70% Spd, -60% Skills, fatigued
Pushing Beyond Point of Collapse	_____	169+ hours	1 APM, no init, no combat bonus, all skills @ 10%, -90% Spd, fatigued.
Collapse	_____	9 days	Unconscious, cannot be wakened

DRINKING ALCOHOL

Penalties	DRUG USE					Modifier	
	Average Drinker	Heavy Drinker	Lesser Supernatural	Greater Supernatural	Percentile		Effect
-6% Skills	3 drinks	6 drinks	8 drinks	9 drinks	01-10	Quick temper, argumentative	+1 init
-12% Skills, -2 init, -2 combat bonuses, -20% Spd	6 drinks	12 drinks	15 drinks	18 drinks	11-20	Totally passive, will not attack, confused, wants to be left alone	-5 to parry, dodge, roll
-24% Skills, ½ Spd, ½ init, ½ combat bonuses, ½ APM	9 drinks	18 drinks	23 drinks	27 drinks	21-30	Extremely paranoid. Trusts no one, not even friends	+1 init
-40% Skills, -80% Spd, 2 APM, Init and combat bonuses max = +2	12+ drinks	24+ drinks	30+ drinks	36+ drinks	31-40	Disoriented. Has difficulty following movement	-4 parry/dodge, -2 strike
					41-50	Hallucinations. Totally oblivious to reality	-4 parry/dodge, 50% chance of not recognizing friend or foe

KNOCKDOWN TABLE

Damage	Human	Damage	Supernatural			
1-10	No chance	01-30	No chance	51-60	Withdrawn, quiet	-6% Skills
11-20	20% Chance	31-50	10% Chance	61-70	Secure/self-assured only while high	-4% Skills when not on drugs
21-30	30% Chance	51-70	20% Chance	71-80	Depressed, pessimistic	-8% Skills
31-40	50% Chance	71-100	40% Chance	81-85	Reoccurring hallucinations when under severe pressure/combat	43% chance of reoccurrence/flash-back
41-50	70% Chance	101-150	60% Chance	86-91	Hyper, agitated, always moving, distracted	-2 init, -2% Skills
51-60	90% Chance	151-200	80% Chance	92-00	Super syndrome; believes his abilities are heightened by drugs	+1 strike/parry/dodge; +6% Skills when high. -1 strike/parry/dodge; -12% Skills when straight

MOVEMENT AND EXERTION; FATIGUE

Activity	Exertion Level	Fatigue Rate	Fatigue Penalties
walking, jogging, driving, standing guard, SCUBA, doing repairs and similar activity, without carrying max weights	Light	Negligible (P.E. x 6 hours)	Speed -2
Carrying maximum weight while walking, standing around, or other light activity	Medium	P.E. in hours	Initiative -2
Combat, Swimming, Running (all without carrying or lifting maximum weights)	Heavy	P.E. in minutes	Parry and Dodge -1
Running, Swimming or Combat while carrying maximum weight	Strenuous	P.E. in melee rounds	Damage -2
Lifting maximum capacity.* Alternatively, the character could have lifting max capacity considered activity, with All-Out Exertion covering Lifting Max Capacity while walking (running, swimming, and combat would all be impossible)	All-Out	P.E. in melee attacks (or seconds)	

Skill Penalties

Alien Technology/Magic	-30% to -40%
Super-Advanced Technology	-80% to -95%
Pressure situation, but no big deal.	-5% to -10%
Pressure situation, deadly. Time is running out, with dire consequences!	-15% to 30%
Countermeasures, traps and alarms are in place. Depending on their level of complexity and sophistication.	-10% to -30%.
Difficult Task/Complex or Unfamiliar.	-10% to -15%
Trying to do something while moving (depending on the situation and just how bumpy the ride is).	-5% to -40%
Frightened or Jumpy.	-5% to -10%
Seriously wounded. Hit Points down by more than half.	-15%

Temperature Exposure

-2 to P.S., -2 to P.P., -8 to S.D.C., -1/3 Speed for every 12 hours of exposure (cumulative) After SDC is gone, HP drop by same rate.

RADIATION POISONING

5-199 rads	cumulative 1% chance (up to 30% maximum) of contracting cancer within 2D6 years.
200-399 rads	3D6 per melee round of exposure. Those contracting radiation poisoning (30% chance) suffer the penalties for nausea for one day per 100 rads of exposure.
400-900 rads	5D6x10 per melee round of exposure, the chance of contracting radiation poisoning doubles and those with radiation poisoning take an additional 3D6 damage per day left untreated. The character left untreated will also die within 20 days.
900-1999 rads	3D6x100 S.D.C. per round of exposure, but radiation poisoning is automatically contracted and the character will die, even if treated.
At 2000+ rads	character will lose consciousness within 10 melee rounds and die within 10 hours.

NOTE: All radiation exposure is cumulative over one year's time.