

## Chapter Five: Playing the Game, Basics

### Storytelling

Most of the game consists of the Game Master (GM) telling the story and describing what is happening in the story to the Players. The Players take on the roles of the main Characters of the story. They decide what their Characters do, say, and so forth.

### Resolutions

The Century System uses narrative roleplaying, and the system's emphasis is on the story, not the rules. To that end, almost every situation is roleplayed. However, certain actions occur whose results are uncertain, such as shooting a gun, or surviving a fall. In these situations, a rule is often desirable for balance or arbitrariness reasons.

For most resolutions, the GM uses the same mechanic: she calculates the Target Number (TN, the percent chance of success), taking into account all relevant bonuses and penalties, such as Skill Level, relevant Ability score, and so forth. Then, the Player makes a percentage roll (d100), trying to roll equal to or under the modified TN to succeed. In other words, the Player must roll the same or under the base TN plus stat bonus plus skill bonus. These rolls are called Skill Rolls and Reaction Checks.

Even though a d100 produces rolls between 01 and 100 (if the Player rolls "00"), Target Numbers can go below 0 (essentially impossible actions) or above 100 (essentially automatic actions). In these situations, the only way to succeed or to fail is to roll a Critical Success or a Critical Failure, respectively.

#### Optional Rule: Critical Success & Failure

For any roll of 01-05, the GM may award a critical success (e.g., automatic hit, double damage, instant ally, coerced confession, etc.) Choice of critical at GM's discretion.

For any roll of 96-100, the GM may find a critical failure (e.g., drop weapon, weapon explodes, instant enemy) Choice of critical at GM's discretion.

This rule applies to any roll of 01-05 or 96-100, regardless of Target Number. *For example, if Eva the Ronin, spending 2 FPs, has a Target Number of 114 and she rolls a 97, a Critical Failure results.* The GM may also reflect the degree of success or failure by how close the roll is to 01 or 100, respectively. *For example, if Sam the Gumshoe rolls a 96 while firing his .357 Magnum, the GM may decide that the gun jams and that clearing the jam will require a whole round. If Sam rolls a 98, the GM may decide that the gun breaks. If Sam rolls a 100, the GM may decide that the gun explodes.*

#### Optional Rule: Degree of Success or Failure

Where applicable, the GM may reflect the degree of success or failure of a Skill Roll or Reaction Check by how far above or below the result of the roll is compared to the TN. *For example, when three homicidal Bounty Hunters attempt to ambush the party by trying to ram their SUV into the party's van from a blind alley, the GM has the Characters make Perception Skill Rolls to see if they notice the SUV before it is too late. If the Player rolls the modified TN, the GM will state that Sam detects something out of the corner of his right eye. If the Player rolls more than 10 below the modified TN, the GM will state that Sam sees an SUV racing out of the alley to the right. If the Player rolls more than 20 below the modified TN, the GM will state that Sam sees a black SUV racing out of the alley to the right and the sunroof is down. If the Player rolls more than 30 below the modified TN, the GM will state that Sam sees a black SUV racing out of the alley to the right, the sunroof is down, and there are three individuals inside. If the Player rolls more than 40 below the modified TN, the GM will state that Sam sees a black SUV racing out of the alley to the right, the sunroof is down, there are three individuals inside, and one of them is coming out of the sunroof with a rocket launcher.*

## Skill Rolls

“One hour of life, crowded to the full with glorious action, and filled with noble risks, is worth whole years of those mean observances of paltry decorum.”- Walter Scott

Whenever the Character attempts to do something whose outcome is uncertain, the GM may require a Skill Roll, a percentage roll (d100). Examples of actions requiring Skill Rolls include attacking an opponent, picking a lock, and climbing a wall.



To execute a Skill Roll, the GM determines which Skill is applicable. The GM determines the base Target Number (i.e., the likelihood of success) and this is adjusted both for the difficulty level of that specific action, and for any applicable bonuses and penalties. If the Player rolls and receives a score that is equal to or less than the required percentage, her Character successfully completes the action (i.e., if the Player rolls equal to or under the Target Number, she succeeds).

*For example, when Mulan the Thief (See Chapter Three for her game statistics) tries to scale a wall while fleeing from pursuers, the GM calculates the chance of success, setting the target number based the grade and condition of the wall (steep and rocky, a base 60 percent chance of success), and then adjusting for her Climbing Skill (Level 1, for a 3 percent bonus) and Agility score bonus (21 percent), her use of a grappling hook and line (given the quality of the hook and line, the GM gives a 30 percent bonus), the amount of daylight (low light, a 30 percent penalty), the fact that she is acting under duress (based on the facts and circumstances, the GM set a 20 percent penalty), and the weather (windy, a 10 percent penalty).*

*Thus, the Target Number is 54 percent (60 + 3 + 21 + 30 – 30 – 20 – 10 = 54). The Player rolls a*

*3 and a 6, 36, which is under the Target Number. As a result, Mulan manages to climb up and over the wall.*

If the Character has two or more Skills that are applicable, the Player gets to pick which Skill to use. The GM, however, may set different base Target Numbers for different skills depending on how effective the different Skills would be. *For example, Sam the Gumshoe is investigating a crime scene for clues. He can use either Detective or Perception Skill. However, since Perception is merely skill in perceiving events while Detective involves applied investigative techniques, the GM sets a base Target Number of 30 percent for Perception and a Target Number of 50 percent for Detective, to which all applicable bonuses and penalties are added.*

If no Skill covers a particular situation, the Player only uses the Character’s relevant ability score to modify the Target Number. Likewise, if a Character doesn’t have the Skill Group or the specific Skill for a Skill Roll or Reaction Check, she should use her relevant ability score only. For example, if two police officers are shaking down Mulan the Thief and she is trying to talk her way out of the situation, she would normally use Fast Talk. Since she does not have this skill, Player simply adds the adjustment for Mulan’s Appearance and Personality to the GM’s Target Number.

To-Hit Rolls, Skill Rolls to determine the success of an attack, are a special category of Skill Rolls and are addressed in detail in Chapter Six.

**Table 5-1:  
 Examples of Skill  
 Rolls**

Success Level (SL)	Base Roll	Example
0	0	Getting your \$\$ back from the IRS
1	10	
2	20	Long Range Shot
3	30	
4	40	Medium Range Shot
5	50	
6	60	Short Range Shot
7	70	
8	80	
9	90	Preaching to the Choir

Suggested General Skill Roll Bonuses

**Table 5-2: General Skill Roll Bonuses**

Item	Bonus
Lucky Day	GM's Discretion
Resemble Friend/ Loved Son/etc.	20-90
Firing from an Elevated Position	40
Target Gullible	70
Cheating	GM's Discretion
Character is Moving	GM's Discretion
Use of a Fate Point	25 (before Roll) 10 (after Roll)

Suggested General Skill Roll Penalties

**Table 5-3: General Skill Roll Penalties**

Item	Penalty
Off Hand	20
Using Two Hands	15 (Dominant Hand) 30 (Off Hand)
Unlucky Day	GM's Discretion
Resemble Enemy	20 to 90
Drunk	10 to 90
Drugged	20 to 90
Target is Moving	GM's Discretion
Target Behind Cover	By percentage of cover
Rainy Day	20
Windy Day	10
Surprised	20
Low light	30
Moonlight	50
Twilight	70
Total Darkness	90

**Authors' Note:** Tables 5-2 and 5-3 are examples and suggested guidelines of possible Skill Roll Bonuses and Penalties, *not an exhaustive list*. Instead, GMs should let the story determine what, if any, are the applicable adjustments and the appropriate amount of an adjustment.

Reaction Checks

“There is many a slip

‘Twixt the cup and the lip.”- Richard Harris

Barham



If something happens to a Character whose outcome is not certain, the GM may have the Character make a Reaction Check to determine if that action was successful. Using the same mechanic as Skill Rolls, the GM considers the facts and circumstances to determine the base Target Number for a particular Reaction Check, adjusting for relevant ability score and any Skills, and the Player must roll a d100. If the result is equal to or less than the Target Number, the Character successfully avoids the event. In other words, the Player must roll under the Target Number to avoid the being drugged, catching a disease, overdosing on drugs, etc.

*For example, while trying to get the low down from the local yakuza oyabun, Thurston the Face Man (See Chapter Three for his game statistics) drinks a glass of scotch laced with a knockout drug. He has a base 20 percent chance to resist the drug. The GM applies Thurston's CON penalty (3 percent) and the effect of the alcohol (based on the type of scotch, the GM adds another 10 percent penalty). Thus, the Target number is 7 (20 - 3 - 10 = 7), which the Player must roll under in order to resist the drug. The Player rolls a 4 and a 7 for a 47, so the drug is successful and knocks Thurston out.*

As the name suggests, the GM should require or allow the Player to make a Reaction Check whenever her Character is reacting to external stimuli. Here is a non-exhaustive list of things that should require Reaction Checks:

**Table 5-4: Examples of Reaction Checks**

Example	Applicable Ability Score
Deathblow	CON
Disease	CON
Poison/Drugging	CON
Electricity	CON
Gas	CON
Stun	CON
Surprise	I.Q. or AGL (Player's choice)

If a Character fails a Reaction Check, and the rules do not specify the result, the GM determines the exact in-game effect, taking into account the facts and circumstances. Thus, if a Character is walking down an alley when she is ambushed and she fails a Reaction Check for Surprise, the exact penalty to any Initiative Rolls, Skills Rolls, or Reaction Checks depends on her mental and physical state (e.g., is she drunk?), her amount of experience, her familiarity with the surroundings, etc.

**Optional Rule: Initial NPC Reaction Checks**

While checking every NPC's reaction to the Characters may be cumbersome and time-consuming, the GM, at her discretion, may complement or supplement roleplaying by rolling a Reaction Check to see how important or noteworthy NPCs respond to the Characters during an initial encounter.

This reaction is only the initial reaction to the Characters. Subsequent reactions are determined by roleplaying. *For example, if Narna the Barkeep has an affectionate initial reaction to Thurston, but later Thurston throws a drink into Narna's face, she will attempt to knock his head in with a whiskey bottle.*

**Table 5-5: Initial NPC Reaction Checks**

Reaction Check Roll	Reaction
Below 0	Deathwish
0-20	Hatred
21-40	Enmity
41-60	Caution
61-80	Geniality
81-100	Affection
101-120	Goodwill
121-140	Admiration
Over 140	Adoration

**Optional Rule: Health Categories**

**Half Hit Points:** After a Character loses half of his hit points, he suffers a 10 percent Penalty to all Skill Rolls and Reaction Checks until his current hit points rise above half his maximum hit points.

**Quarter Hit Points:** After a Character loses three-quarters of his hit points, he suffers an additional 40 percent Penalty to all Skill Rolls and Reaction Checks (cumulative with the 10 percent Penalty for half hit points, for a total of a 50 percent Penalty) until his current hit points rise above a quarter of his maximum hit points.

## Chapter Six: Combat

Combat is one area where rules, as opposed to straight roleplaying, make the game fairer and less arbitrary. Nevertheless, the Century System's combat rules are still relatively minimalist, simple, and fast-paced. Combat is measured by successive "rounds", which break down combat into 10-second segments. Each combat round is a series of steps, after which either combat is over (usually because either the characters or their enemies have fled or have been defeated) or the process starts over with a new combat round.

### Step One: Initiative

Initiative, the order which Characters and NPCs move for a round, is determined for each Character and NPC by a base roll of a 2d6, plus or minus any applicable bonuses and penalties. The highest score goes first, the second highest score goes second, and so on.

*For example, Sam the Gumshoe and Mulan the Thief tail Jonny and Guido, a pair of yakuza thugs, into a dark alley when the thugs ambush them. Sam has an Agility score bonus of 2 and Mulan has an Agility score bonus of 4. Both Sam and Mulan fail their Reaction Checks for surprise, so the GM gives them each a 2 point Initiative penalty. Sam's Player rolls a 5 so his Initiative score is 5 ( $5 + 2 - 2 = 5$ ) for this combat round, while Mulan's Player rolls a 10 so her Initiative score is 12 ( $10 + 4 - 2 = 12$ ).*

*The GM rolls Initiative for both thugs, getting a 4 for Jonny and a 5 for Guido. The thugs are fighting on their own ground, so the GM gives them a 1 point Initiative bonus. Thus, Jonny has an Initiative score of 5 ( $4 + 1 = 5$ ) and Guido has an Initiative score of 6 ( $5 + 1 = 6$ ).*

A Character may use Fate Points to increase the result of an Initiative Roll. For every FP spent before the Initiative Roll, he receives a 3-point bonus. For every FP spent after the Initiative Roll, he receives a 1-point bonus.

*Using the above example, if Sam spends 2 FPs before his Initiative Roll, he receives a 6 point bonus ( $2 \times 3 = 6$ ). Thus, with a base roll of 5, his Agility bonus of 2, and a penalty for surprise of 2, his total initiative score would be an 11 ( $5 + 2 - 2 + 6 = 11$ ). On the other hand, if Sam's Player decides to spend 2 FPs only after rolling the 2d6, he only*

*receives a 2 point bonus ( $2 \times 1 = 2$ ). In this case, with a base roll of 5, his Agility bonus of 2, and a penalty for surprise of 2, his total initiative score would be a 7 ( $5 + 2 - 2 + 2 = 7$ ).*

An initiative roll determines the order of Character and Non-Player Character action **only** for that particular round. Once the round is over and if combat continues, each successive round triggers a new set of initiative rolls for each surviving person. In other words, a person who goes last in one round might go first in the next round and vice versa.

#### Tied Initiative Rolls

If two or more combatants roll the same score for Initiative, FP users (the Characters and their major opponents) move before non-FP users (minor NPCs). *Using the above example, Sam (a FP user) and Jonny (a non-FP user) have the same modified initiative score of 5. Thus, Sam moves before Jonny.*

Between two or more FP users, or two or more non-FP users, ties result in Simultaneous Action (i.e., they move at the same time). Thus, if two gunslingers roll the same initiative score, they can draw and fire at the same time and, thus, could simultaneously kill each other.

#### Alternate Rule: Tie Breaks

Tie Breaks are resolved by comparing combatants' AGL scores. If the AGL scores are equal, Tie Breaks are resolved with d6 rolls until one combatant rolls a higher score than the other, allowing her to go first.

*Using the Standard rules, in the above example, based on the modified Initiative scores, Mulan goes first (12), Guido second (6), then Sam (5), and Jonny goes last (5).*

### Step Two: Actions

#### Movement

##### Move Points

In the Century System, the number and type of actions that a Character can complete in a round are determined by his number of Move Points (MPs). The base number of MP for humans is 10 per round,

plus or minus applicable bonuses and penalties. The Player may not spend FP to directly increase his Character's MP. A vehicle's number of MP will be listed in its stats.

**Table 6-1: Actions**

Action	MP Cost
Move 1 meter, 2 legs	1
Move 2 meters, 4 legs	1
Move 1 meter, Slither	2
Move 10 meters, Wheel Motor	1
Move 10 meters, Hover	1
Move 10 meters, Flight	1
Move 1 meter, Swim	2
Move 1 meter, Row	1
Move 10 meters, Sail	1
Move 10 meters, Water Motor	1
Climb Unassisted 1 meter	3
Climb Rope 1 meter	2
Climb Ladder 1 meter	1
Ascend 30 degree incline	Double standard MP cost
Ascend 60 degree incline	Triple standard MP cost
Descend 30 degree incline	Double standard MP cost
Descend 60 degree incline	Standard MP cost
Uneven Terrain	Additional 1 MP
Wet or Muddy Terrain	Additional 1 MP
Move stealthily	Double standard MP cost
Hide	5
Attack	As per weapon or attack
If weapon in each hand, second attack	2 (or 1 if Ambidextrous)
Called Shot	Additional 1 MP
Double Tap	Additional 1 MP
Dodge	4
Backstab	3
Parry	4
Disarm	5
Load or Reload Weapon	As per weapon
Exchange Weapon	4
Draw Weapon	2
Discard Weapon	1

### Multiple Attacks in a Single Round: Staggered Action Order

The Century System uses a balanced approach for multiple actions by staggering the order of actions. Each opponent makes one action, either a combat action (such as attacking an opponent) or a non-combat action (such as picking a lock), in order of initiative scores, and the process is repeated, unless an opponent is killed, until everyone has completed all their actions or is dead. Obviously, if a combatant is killed, they do not get to make any further actions.

*Using the above example in Step One, based on the modified Initiative scores, Mulan goes first (12) and makes two actions, Guido goes second (6) and makes three actions, then Sam (5) makes one action, and Jonny goes last (5) and makes two actions. Therefore, the order of actions for this round would be, by initiative score, Mulan, Guido, Sam, Jonny, Mulan, Guido, Jonny, Guido.*

*If Mulan's second action killed Guido, the order of attacks for this round would be, by initiative score, Mulan, Guido, Sam, Jonny, Mulan, Jonny.*

*Finally, if the opponents had decided to make different numbers of attacks (Mulan, one attack; Guido, two attacks; Sam, three attacks; and Jonny, three attacks), the order of attacks for this round would be, by initiative score, Mulan, Guido, Sam, Jonny, Guido, Sam, Jonny, Sam, Jonny.*

For purposes of staggered attack order, an "action" is any combined activity up to 5 MPs (GM's discretion). However, an "action" may not consist of more than one attack (two attacks, if the Character is using different weapons in each hand). *For example, if Sam is armed with his Sawed-off Pump Shotgun, during his action in the combat round, he can fire (4 MPs) and walk 1 meter (1 MP), since this adds up to 5 MPs. However, he cannot fire his shotgun and reload (4 + 4 = 8) or fire and switch to his .357 Magnum (4 + 3 = 7).*

### Loading or Reloading Weapons

This refers to the action normally required to load or reload a weapon (e.g., fitting an arrow to a bow, replacing a clip for an autoloading pistol or assault rifle, replacing an ammo belt for a machinegun, etc.).

For revolvers, this number refers either to loading a single bullet or to loading a speed loader (a small device that holds a bullet for each chamber of

the revolver). Since, in real life, using a speed loader is similar to using a clip, it is treated identically.

#### Unarmed attacks

**Table 6-2:  
Attacks**

Attack	MP
Punch	2
Kick	3
Bite	2
Claw	3
Crush	5
Stomp	4
Sting	2

#### Turn Rate

If a person, creature or vehicle turns to the left or to the right (i.e., changes his heading), the person, creature or vehicle's spends his turn rate's number of MPs for every 30 degrees turned. *For example, if a rattlesnake (which has a turn rate of 2) decides to make a 90 degree turn, he spends 6 MPs to make the turn.*

**Table 6-3: Turn Rates**

Object	Turn Rate
Human	1
Animal	As Per Animal
Vehicle	As Per Vehicle

#### Turn Class

Each powered vehicle (i.e., a vehicle with its own power source, unlike a horse or a canoe), traveling at speed, has a certain degree of maneuverability, which is reflected in its Turn Class. Turn Class is the maximum number of degrees that a vehicle can turn while using at least half of its MPs in a single round (fractions round down) before the pilot **must** make a mandatory Skill Roll to maintain control of the vehicle. However, at her discretion, the GM may require a Skill Roll if the circumstances merit it (e.g., the Character attempts a crazy maneuver while turning to outrun pursuers, the vehicle makes a turn over an oil slick, etc.). If the vehicle uses less than half of its MPs in a single round (e.g., the vehicle makes a slow U-turn), there is no mandatory Skill Roll.

*For example, a Libretta Rapier, with a Turn Class of 90 and 15 MPs, can turn up to 90 degrees while using 7 or more ( $90 / 2 = 7.5$ , round down to 7) MPs in a single round without a mandatory Skill Roll. Additionally, the Rapier can make any kind of turn if it uses less than 7 MPs in a single round. However, while using 7 or more MPs in a single round, for any turn of 91 degrees or more on a Rapier, the pilot must make a Skill Roll.*

For mandatory Skill Rolls (as always, the GM sets the Target Number based on the facts and circumstances), the pilot has a penalty equal to the number of degrees of the turn minus the vehicle's Turn Class. *For example, if a Rapier makes a 105 degree turn while traveling full speed, the pilot must make a Skill Roll with a 15 percent ( $105 - 90 = 15$ ) penalty.*

### Attacks

#### To-Hit Roll

A "To-Hit Roll" is a Skill Roll for the particular type of attack that the Character wants to make (e.g., *Hand to Hand, Unarmed* for a punch, *Hand to Hand, Melee Weapon* for a sword, *Ranged Combat, Small* for a pistol, etc.). However, unlike some Skill Rolls, a Character does not need the particular skill in order to make that particular attack (i.e., a Character without *Hand to Hand, Melee Weapon* can still attempt to decapitate an opponent with a sword, only she'll be less likely to succeed).

In order to hit an opponent, the Player needs to make a successful To-Hit Roll by rolling a d100 and receiving a score that is equal to or *less than* the Target Number set by the GM. The base To-Hit base percent chance to hit depends on the type of attack, plus or minus any applicable bonuses and penalties.

#### To-Hit Roll: Melee Combat

Melee combat refers to hand-to-hand combat, both armed and unarmed, that generally occurs at ranges of 3 meters or less. A melee attack has a base 60 percent of hitting.

#### To-Hit Roll: Ranged Combat

Ranged combat refers to any combat using thrown, fired, or otherwise projected weapons. A

short-range attack has a base 60 percent chance of hitting. A medium-range attack has a base 40 percent chance of hitting. A long-range attack has a base 20 percent chance of hitting.

<b>Table 6-4: Combat Bonuses and Penalties</b>	
<i>Combat Bonuses</i>	<i>Adj.</i>
Attack from behind	30
<i>Combat Penalties</i>	<i>Adj.</i>
Target is Moving	GM's Discretion
Attacker is Moving, Melee Weapon	GM's Discretion
Attacker is Moving, Ranged Combat	GM's Discretion
Off Hand	20
Two Hands	15 (Dominant Hand) 30 (Off Hand)
Double Tap	10 (second shot only)
Dodge	15 plus defender's Agility reaction adjustment (attacker's attack) 25 (defender's counterattack)
Block	30 (both to attacker's attack and defender's counterattack)
Disarm	20

General Skill/Reaction Bonuses and Penalties may also apply to a To-Hit Roll (See Table 5-2 and 5-3).

**Optional Rule: Revolvers v. Autoloaders**

Revolvers and Autoloaders have very different internal mechanics, and the former are more reliable and are less likely to jam. As a result, decrease the chance of Critical Failure for revolvers to 2 percent (99-00), and increase the chance of Critical Failure for autoloading pistols to 7 percent (94-00).

**Optional Rule: Called Shot.**

A normal attack strikes a target in a random location. Before making the To-Hit Roll, a Player may also make a Called Shot which, if successful, strikes a precise area of the target. If a Player makes a Called Shot, the GM, taking into account the size of the targeted area and explaining his analysis to the Player, decides on the modified base To-Hit percentage. Since it only strikes a specific area of the target, the percentage chance of success is probably lower for a Called Shot than a normal attack.

*For example, a thug is holding a pistol to the head of a hostage. The Player decides to have Eva the Ronin, 7 meters away, try to shoot the .357 Magnum out of the thug's hand and Calls the Shot with Eva's Avenger 9mm. Normally, this medium range attack would have a base 40 percent chance to hit. However, since the Magnum is a small target and Eva must be careful to avoid the hostage, this Called Shot has a base 10 percent chance to hit.*

**Optional Rule: Strength Penalty for Equipment.**

If the Character has a Strength score below the minimum score required for normal proficiency for a piece of equipment, he suffers a penalty when using that piece of equipment. If the penalty is 100 percent or greater, it is presumed that he cannot even lift the piece of equipment.

**Weapons:** For every Strength point below the minimum requirement, Characters have a 20 percent penalty. *For example, a Character with a 9 Strength score who attacks with a Chainsaw (STR Req't: 11) has a 40 percent penalty to his To-Hit Roll. A Character with a 10 Strength who attacks with a Chainsaw has a 20 percent penalty to his To-Hit Roll.*

**Armor:** For every Strength point below the minimum requirement, Characters have a 15 percent penalty. *For example, an enemy has a 30 percent To-Hit Bonus if she attacks a Character with a Strength score of 5 wearing a Flak Jacket (STR Req't: 7). She only has a 15 percent To-Hit Bonus if she attacks a Character with a Strength score of 6 wearing a Flak Jacket.*

**Optional Rule: Using a Two-Handed Weapon with One Hand.**

Using the Optional Rule above, if a Character uses a two-handed weapon (e.g., battle axe, assault rifle) with one hand, she uses that weapon with a 3 point Strength penalty. For example, a Character with a 13 Strength score who attacks with a Chainsaw (STR Req't: 11) using one hand has a 20 percent penalty to his To-Hit Roll. A Character with a 14 Strength who attacks with a Chainsaw using one hand has no penalty to his To-Hit Roll.



Dodging Attacks

Rather than having separate To-Hit and Dodge Rolls, the Century System collapses To-Hit and Dodge into a **single roll** that takes into account both the attacker's and the defender's actions and abilities/skills.

If attacked, the defender has the option of calling a Dodge, unless the defender's initiative score for this combat round is 5 or more points below the attacker's initiative score. In the latter case, the defender cannot call a Dodge unless they spend 2 FPs because the attacker has moved so fast that the defender cannot react quickly enough to Dodge the attack. However, on any subsequent attacks in the same combat round, the defender may call a Dodge regardless of her initiative score.

Using the above example, *Mulan's* initiative score for this combat round is 12 and *Guido's*

*initiative score is a 6. Mulan decides to fire her pistol twice. Since his initiative score is 5 or more points below Mulan's, unless he spends 2 FPs, the defender does not have the option of calling a Dodge for the first attack. However, he can call a Dodge for the second attack. If he counterattacks in this combat round, Mulan can call a Dodge for any and all attacks from Guido.*

If someone calls a Dodge, the attacker's To-Hit roll is penalized by 15 percent plus the defender's Agility reaction adjustment. Normally, the defender must call a Dodge before the attacker attempts his To-Hit roll. However, a defender who spends 2 FPs may retroactively call a Dodge that will automatically succeed within reason (GM's discretion). For example, if someone fires a missile at a Character, even if the Character Dodges the missile itself, he may still be caught within the blast radius.

For example, for the current round, *Guido's* initiative score is 6 and *Sam's* is a 5. Thus, *Guido* goes before *Sam* and decides to attack the *Gumshoe*. Before *Guido* attempts his To-Hit roll, the Player says that *Sam* will attempt to Dodge the attack. *Sam's* Agility score is 13 and his reaction adjustment is 12. Thus, the GM adds a 27 ( $15 + 12 = 27$ ) percent penalty to *Guido's* To-Hit roll.

Additionally, a Dodging person's next action (whether that action will occur in the same or the following combat round) incurs a 25 percent penalty. For example, *Sam* successfully Dodges the attack and decides to shoot back. However, the GM penalizes *Sam's* To-Hit roll by 25 percent.

Each Called Dodge spends 4 MPs. If a Character does not have enough MPs to dodge, he cannot dodge.

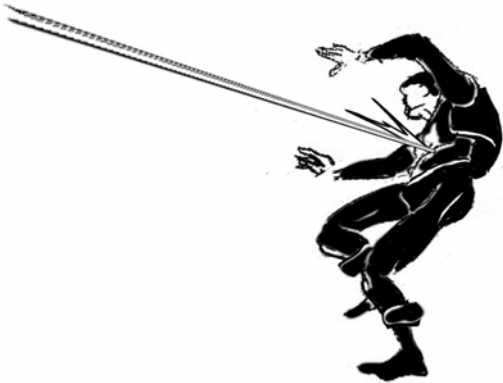
A Character spending 2 FPs to make an attack miss does not use any MPs.

## Step Three: Resolutions

### Causing Damage

If the Player makes a successful To-Hit Roll, the next step is to determine the amount of damage that the target suffers (i.e., the number of HPs lost). This number is then subtracted from the Character's existing HP total for her new current number of HP. For example, *Eva the Ronin* started the gaming session with 13 HPs. During a firefight, a thug hits

*Eva with a blast from his shotgun. Rolling damage, the GM gets a 7. Thus, Eva is reduced to 6 HPs (13 - 7 = 6). She will continue to have 6 HPs until she takes more damage (reducing her HPs further) or she takes a Stimpak or rests (increasing her HPs).*



If a Character is reduced to between 0 and -4 HP, she falls unconscious and will normally die in the next combat round unless immediately stabilized by a successful Medical Skill Roll. If a Character is reduced to -5 HP or less, she normally is automatically killed. However, if he feels it appropriate, the GM has the right to alter or ignore these rules (See Chapter Seven).

#### Unarmed attacks

For Humans, Punches do 1 HP of damage.  
Kicks do 1d2 HP of damage.

For non-Humans, see Chapter Sixteen for specific animals.

#### Armed Attacks

The damage inflicted on the target after a successful To-Hit Roll is determined by weapon (See Chapter Four: Goods and Services).

#### Automatic Weapons

Automatic weapons are exceedingly lethal because, in addition to single shots, they have at least one other rate of fire, bursts and full auto.

Regardless of the number of rounds fired, each burst or volley of full auto is considered a single action.

**Bursts:** A burst fires three bullets with each pull of the trigger. The burst must be directed at one specific target. If a burst hits, double the amount of damage from a single shot. *For example, if Eva fires a burst from her Kaufman Assault Rifle (which normally does 1d10 hit points of damage) and if she hits, the attack does 2d10 (1d10 x 2) hit points of damage.*

**Full Auto:** Firing a weapon at full auto causing the weapon to discharge until the trigger is released or the weapon's ammo supply empties. If a volley of full auto hits, multiply the amount of damage from a single shot by the number of shots in the volley at that specific target and divide by 5, rounding down. *For example, if a Character has 17 bullets left in her KO911 machine pistol and she decides to burn the entire remaining clip firing full auto, if she hits, the attack does 3d6 (1d6 x (17 / 5 = 3.4, round down to 3)) hit points of damage.*

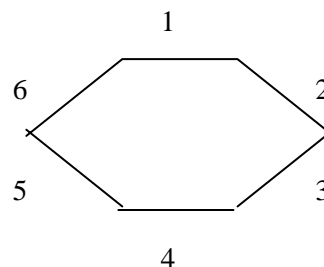
A volley of full auto may be sprayed over multiple targets. The Player may select the number of bullets fired at each target, subject to GM approval. If an attack from a spray is successful, the number of rounds fired at a target determines the amount of damage to that target.

#### Area Effect Weapons

Area Effect weapons (such as bazookas and grenades) operated under slightly different rules since they may cause damage to multiple targets without a successful To-Hit Roll.

#### Scatter Roll

If an Area Effect weapon misses on the To-Hit Roll, the Player rolls a d6 to determine the direction that the missile deviates. (See below)



## Cover

After the Player determines in which direction the missile deviates, she next rolls another d6 to determine the number of meters that the weapon scatters away from the target.

### Damage to Other Targets

Everyone within the Area of Effect takes damage from the weapon.

## Taking Damage

Once the amount of damage to a Character is determined, that amount, less anything absorbed by armor (see below) is subtracted from the Character's HP total before the attack to determine his new HP total.

### **Optional Rule:** Reaction Check for Half Damage

The GM may allow a Reaction Check to halve damage taken from the Area Effect weapon.

### Armor

Armor reduces damage taken by an attack, as opposed to some other systems in which armor makes a Character harder To-Hit. Specifically, an armor's Damage Resistance lists the maximum points of damage that the armor absorbs per attack. Additionally armor has a certain number of hit points of damage that a particular armor can absorb before becoming useless.

*For example, Eva is wearing a Flak Jacket, which has a Damage Resistance of 5 and 15 HPs. Eva gets hit by a baseball bat for 3 HP damage. Since the Flak Jacket's Damage Resistance is five, the armor absorbs all the damage and Eva takes no damage. The Flak Jacket's HPs drops to 12. Next, Eva gets hit by burst of machine gun fire for 10 HP damage. The Flak Jacket absorbs 5, dropping it to 7 HPs. Eva takes the balance of 5 HP damage. Then, two .22 caliber bullets hit Eva for 4 and 2 points of damage respectively. Eva takes no damage but her Flak Jacket's HPs drops to 1. Next, an axe hits Eva for 4 points of damage. The Flak Jacket absorbs one and Eva takes the other 3. Since the Flak Jacket has fallen to 0 HPs, it offers no further protection.*

If anything (e.g., a tree, a wall, a shield, etc.) obstructs a clear, full view of a target, the target has cover equal to the percentage that any objects obstruct the attacker's view.

*For example, Thurston the Face Man pursues Steinbrenner, a corrupt sheriff, into the latter's office. While the sheriff is behind his desk, Thurston opens fire with his Avenger 9mm. Since Thurston's view of Steinbrenner is obstructed by the desk (50 percent) and a computer (5 percent), the sheriff has 55 percent cover ( $50 + 5 = 55$ ).*

If an attacker rolls a successful To-Hit Roll against a target behind cover, he must make a d100 roll to determine if the attack hits the target or an object covering the target. If the attack hits a cover object, the cover object acts like Armor, absorbing damage up to its Damage Capacity and its number of hit points (see above). Any damage above is taken by the target.

*In the above example, if Thurston's To-Hit roll is successful, the Player rolls a d100 to see if he hits either Steinbrenner or some of the cover. On a roll of 01-50, the bullet would hit the desk, on a 51-55, it would hit the computer, and on a 56-100, it would hit Steinbrenner. The Player rolls a 53, so the bullet hits the computer.*

*Next, the Player needs to roll damage. The GM decides that the computer has a Damage Capacity of 2 and that it has 2 hit points. Thus, if Player rolls a 2 for damage, the computer is destroyed, but the sheriff is unharmed. However, if the Players rolls a 5 for damage, the computer only absorbs the first 2 points of damage, and Steinbrenner loses 3 hit points ( $5 - 2 = 3$ ).*

## **Step Four: Conclusion or Continuation**

After all resolutions are complete, if combat is finished, return to storytelling.

If combat continues, go back to Step One and repeat the entire process as necessary.

## Flowchart For One Combat Round

