

## SKILL TESTS

TASK	TARGET NUMBER
EASY	4
AVERAGE	7
CHALLENGING	9
TOUGH	12
EXTREME	14

### HTH / MELEE

Character must exceed with skill roll + Ref vs. Opponent's DN or their skill vs attackers. Best result wins, this still costs an action to the defender. Multiple actions penalties apply.

### RANGED

Character must exceed with skill roll + Ref vs. Opponent's DN or their Dodge vs attackers. Best result wins, this still costs an action to the defender. Multiple actions penalties apply. *Cannot use dodge for Pipe pistols or flame wands.*

### RANGE MODIFIERS

Range	Penalty
Short	+0 TN
Medium	+2 TN
Long	+5 TN

### SAVES

Stat +1d10 (-/+ modifiers) vs Difficulty Target Number

### LUCK POINTS

Add either +5 to a Skill Test or Initiative.

Instead of rolling an attack's damage, deal maximum damage.

Reduce incoming damage by half or spend two Scene Points to reduce it to zero.

Alter a minor aspect of the Scene. The GM must approve this change and has final say over what is acceptable.

## HIT LOCATIONS

Hit Location	Chance To Hit Randomly
Brain	1-3%
Eyes	4%
Head	5-15%
Throat	16-18%
Torso	19-56%
Heart	57%
Groin	58%
Kidney	59-60%
Left Arm	61-68%
Left Hand	69-70%
Right Arm	71-78%
Right Hand	79-80%
Left Leg	81-88%
Left Foot	89-90%
Right Leg	91-98%
Right Foot	99-100%

### CALLED SHOTS

Called Shot To This Location.	Penalty
Torso	+0 TN
Head	+3 TN
Arm Or Leg	+2 TN
Hand Or Foot	+4 TN
Brain	+5 TN
Eyes	+5 TN
Throat	+4 TN
Heart	+4 TN
Groin/Kidney	+4 TN

### COMBAT MODIFIERS

#### Penalties

Attacker Knocked Down:	+2 TN
Complete Darkness:	+6 TN
Cover (half exposed):	+2 TN
Cover (quarter exposed):	+3 TN
Dim Light:	+3 TN
Fast Draw:	+2 TN
Moving Target:	
(Half Movement)	+1 TN
(Full Movement)	+3 TN
Multiple Actions:	+3 TN
(per additional action until start of the next turn)	
Off Hand Penalty:	+3 TN
Recoil:	See Weapon
Two-Weapon Attack:	+4 TN
Wounded Attacker:	+3 TN
(attacker is at a quarter of their HP or less)	

#### Bonuses

Aiming:	-1 TN
(for each spent aiming turn up to max of 3 turns)	
Attacking From Above:	-1 TN
Attacking From Behind:	-3 TN
Surprise:	-4 TN
Target Intimidated:	-1 TN