

Base Defense		
Range	Def	Training Req'd
Touching	10	None
1	15	None
2	20	None
3	25	Proficient
4	30	Proficient
5	35	Expert

Hit Location		
D10 Roll	Hit Location	Called Shot
1	Head	-4
2	Torso	0
3	Right Arm	-4
4	Left Arm	-4
5	Torso	0
6	Right Leg	-4
7	Lower Right Leg	-4
8	Lower Left Leg	-4
9	Left Leg	-4
10	Torso	0
-	Hand or Foot	-8
-	Finger, toe, eye, ear	-12

Combat Round

Surprise & Surprise Round

Roll Initiative

Statement of actions in order

Take Actions in order

Final Actions

Defense Adjustments		
Target is or has	Defense	CF or CS bonus
Moving	+3	0
1/4 Cover	+2	0
1/2 Cover	+4	0
3/4 Cover	+6	0
Prone	+2	0
Held or Restrained	-2	CS increased by 2
Target in Melee	+4	CF increased by 2

Maneuver Table				
Maneuver	Effect	SC	SC	Critical Failure
90° turn	A sudden 90° turn	10	10	2-3
180° turn	A sudden reverse in direction	15	15	2-4
Clip	You clip the opponent's vehicle doing damage to the vehicle and maybe the occupants	15	15	2-3
Controlled Crash	Control your vehicle during a crash; a check can reduce the damage to the passengers by 50%.	20	20	2-5
Jump	Speed/2 equals the distance you can clear in feet. Each added 5' +1 SC	15	15	2-4
Ride ½ Your Wheels	On 2 wheels your vehicle becomes ½ its normal width. You can't evade or maneuver.	25	25	2-3

Maneuver Adjustment Table	
Condition	Adjustment
Over ½ speed but not Max	+10 SC / CF increases by 2
At Max Speed	+15 SC / CF increases by 3
Moderate Traffic	+5 SC / CF increases by 1
Heavy Traffic	+10 SC / CF increases by 2
Tight Streets/Water ways	+5 SC / CF increases by 1

Accelerate (2 Actions): You use your drive skill and acceleration to increase your lead or decrease the lead of your target. The driver uses his drive skill with the acceleration of the vehicle to increase or decrease the distance between the two vehicles.

Breaks (1 Action): This action is used to decrease the speed of the vehicle. You can slow a ground vehicle, helicopter and personal water vehicle down 50% its maximum speed each action you use breaks. Aircraft slow 20% its maximum speed each round they use breaks. Large slow 10% its maximum speed each round they use breaks.

Vehicle Mishap Table			
Roll	Effect	Vehicle Damage®	Passenger Damage
2	Vehicle crashes and is destroyed, all gear, needs to make damage saves	2d10	2d10®
3-4	Vehicle crashes and is destroyed all gear needs to make damage saves	2d10	1d10®
5-6	Vehicle and passengers take heavy damage,	1d10	1d6®
7-8	Passengers banged round the vehicle	-	1d10
9-10	Vehicle structural damage SP reduced by 5.	1d10	-
11-12	Engine Damage, vehicle loses 20% of maximum speed		
13-14	Drive Train Damage, vehicle loses 2 turn bonus, can be negative		
15-16	You hit an obstacle		
17-18	You spin out and lose one distance	-	-
19-20	You do the impossible and gain control of the vehicle	-	-

Broad Skill	Specific Skill	Primary Ability	Time	Take 10/20	CS	Coop	Synergy	Retry	Secret	Tags
Acrobatics	Balance	Agility	1 Action	Yes	2	Yes	Athletics, Resolve	Yes	No	Active, Armor Penalty, Vision
Acrobatics	Escape	Agility	1 Minute	No	2-3	Yes	None	No	No	Active, Armor Penalty
Acrobatics	Falling	Agility	1 Free	No	2-4	Yes	Athletics	No	No	Active, Armor Penalty, Vision
Acrobatics	Tumble	Agility	1 Action	No	2	No	None	No	No	Active, Armor Penalty, Vision, Vulnerable
Analysis	Appraise	Intelligence	1 Minute	Yes	2	Up to 2	Interest	No	Yes	Active, Gear, Hands On, Vision
Analysis	Decipher	Intelligence	Varies	Yes	2-4	= to Char	Discipline/Mathmatics	No	Yes	Active, Concentration, Vision
Analysis	Solution	Wisdom	10 Min	Yes	2-3	=to Wis	Varies by subject	Yes	Yes	Active, Concentration
Analysis	Stock Market	Intelligence	1 Hour	Yes	2-4	Yes	Discipline/Economics	Yes	No	Active, Concentration
Athletics	Brawn	Strength	Varies	Yes	2	Yes	None	Yes	No	Active
Athletics	Climb	Constitution	1 Action	Take 10	2-3	Yes	Resolve	Yes	No	Active, Armor Penalty, Gear, Hands on, Vision, Vulnerable
Athletics	Jump	Strength	1 Swift	Take 10	2	Yes	Athletics	Yes	No	Active, Armor Penalty, Vision, Vulnerable
Athletics	Swim	Constitution	1 Round	No	2-3	Yes, 1	None	Yes	No	Active, 2x Armor Penalty, Vulnerable
Culture	Communicate	Intelligence	1 Minute	Yes	2-4	No	General/Teaching	No	No	Active, Hearing, Vision
Culture	Creative Writing	Wisdom	30 Min	Yes	2-4	No	Analysis/Appraise	Yes	No	Active, Hands On, Vision
Culture	Culture	Wisdom	1 Minute	Yes	2-3	No	General/Teaching	Yes	Yes	Active, Hearing, Vision
Culture	Manipulate	Wisdom	Varies	No	2-4	Yes	Streetwise	No	No	Active
Culture	Photo & Video	Wisdom	1 Minute	No	2-3	No	Streetwise	Yes	No	Active, Gear, Vision
Electronics	Build//Optimize/Repair	Intelligence	30 Min	Yes	2-3	Yes	Falsify/Cover Up	Yes	No	Active, Gear, Hands On, Project
Electronics	Disable / Sabotage	Coordination	2 Rounds	Yes	2	No	None	Special	Yes	Active, Gear, Hands On, Project
Falsify	Cover Up	Wisdom	1 Round	Take 10	2	=to Wis	None	Maybe	Yes	Active
Falsify	Disguise	Wisdom	10 Min	No	2-3	= to Char	Sneak/Blend	Maybe	Yes	Active, Gear, Hands On, Vision
Falsify	Forgery	Intelligence	1 Hour	Take 10	2-3	No	None	Maybe	Yes	Active, Gear, Hands On
General	Computers/Inter-web	Intelligence	Varies	No	2-3	No	Programming	Maybe	No	Active, Gear, Hands On
General	History	Intelligence	Free Action	No	2-3	No	None	No	No	Passive
General	Teaching	Wisdom	Varies	No	2-3	No	Interest in Subject	Yes	No	Active
Influence	Bluff / Fast Talk	Charisma	1 Action	Take 10	2	= to Char	None	No	No	Active, Disposition, Lanauge
Influence	Diplomacy	Charisma	Varies	No	2-3	= to Char	Having Proper Culture	Maybe	Yes	Active, Bribe, Disposition, Language and/or Vision
Influence	Perform	Charisma	Varies	No	2-4	= to Char	Influence/Bluff	No	No	Active, Disposition, Hearing and/or Vision
Influence	Persuade	Command	2 Min	Take 10	2-3	= to Char	Streetwise	Maybe	No	Active, Bribe, Disposition, Language and/or Vision
Influence	Public Speaking	Command	Varies	No	2-4	No	Culture/Communicate or Social/Perform or Prowess/Coercion.	No	No	Active, Disposition, Lanauge and/or Vision
Influence	Resist Influence	Wisdom	Free Action	No	2	No	None	No	No	Passive
Investigate	Find Clue	Wisdom	1d4 Hrs	Yes	2	Yes	Investigate/Search	Maybe	Yes	Active, Concentration, Vision
Investigate	Gather Info	Wisdom	30 Min	No	2	No	Culture	Maybe	No	Active, Bribe, Disposition (Friendly or better), Language
Investigate	Interview	Charisma	1 Hour	No	2	No	None	Maybe	No	Active, Bribe, Disposition (Neutral or better), Language
Investigate	Read People	Wisdom	Swift	No	2	No	Investigate/Search	No	No	Passive, Hearing, Vision
Investigate	Search	Wisdom	1 Round	Yes	2	Yes	None	Maybe	No	Active, Vision, Hearing , Hands
Medicine	Cure	Wisdom	1 Hour	No	2-3	See Skill	Discipline/Biology	Maybe	No	Active, Gear, Vision, Hands On
Medicine	First Aid	Intelligence	1 Round	No	2-3	See Skill	None	Maybe	No	Active, Hands On, Gear, Vision
Medicine	Forensics	Intelligence	1 Hour	No	2-4	Yes 1	Investigate/Find Clue	Yes	No	Active, Hands On, Gear, Vision
Medicine	Repair	Intelligence	10 Min	No	2-3	See Skill	None	Maybe	No	Active, Hands On, Gear, Vision
Medicine	Therapy	Wisdom	1 Hour	No	2	See Skill	Investigate	Yes	No	Active, Language, Project
Programming	Code	Intelligence	1 Day	Yes	2-3	No	None	Yes	Yes	Active, Language, Project, Vision
Programming	Hacker	Wisdom	1 Min - 1 Hr	No	2-4	No	None	Yes	Yes	Active, Language, Project, Vision

Programming	Networking	Intelligence	1 Hour	No	2-3	No	None	Yes	No	Active, Gear
Prowess	Coercion	Wisdom	1 Min	No	2-3	=to Comm	Prowess	Maybe	Yes	Active, Disposition, Language and/or Vision
Prowess	Domination	Command	1 Min	No	2-3	Yes	None	Maybe	No	Active, Disposition, Language and/or Vision
Prowess	Interrogation	Wisdom	1 Hour	No	2-4	Yes	Medicine/Therapy	Yes	No	Active, Disposition, Language, Vision
Prowess	Intimidate	Strength	1 Round	Take 10	2	Yes	Influence	Yes -4	No	Active
Prowess	Rally	Command	1 Round	Take 10	2	Yes	Influence	Yes	No	Active, Disposition
Resolve	Concentrate	Command	Free Action	No	2	No	None	No	No	Passive, Vulnerable
Resolve	Morale	Wisdom	Free Action	No	2	No	None	No	No	Passive
Resolve	R&R	Charisma	2 Hours	No	2	No	None	No	No	Passive
Resolve	Resist Prowess	Wisdom	Free Action	No	2	No	Investigate/Read People	No	No	Passive
Security	Install/Optimize/Repair	Intelligence	30 min	Yes	2	Yes	Falsify/Cover Up	Yes	No	Active, Gear, Hands On, Project
Security	Disable / Sabotage	Coordination	2 Rounds	Yes	2-3	No	Sleight of Hand	Maybe	Yes	Active, Gear, Hands on, Project
Sleight Of Hand	Sleight of Hand	Coordination	1 Action	No	2-3	No	Sneak/Blend or Influence/Bluff	Maybe	Yes	Active, Hands On
Sneak	Blend	Charisma	1 Round	No	2	No	None	No	No	Active, Armor Penalty
Sneak	Stealth	Agility	1 Round	No	2	No	None	No	No	Active, Armor Penalty
Social	Dance	Agility	4 Minutes	No	2-3	Yes 1	None	No	No	Active, Armor Penalty
Social	Looks/Wardrobe	Intelligence	10 Min	Yes	2-3	Yes 1	None	Yes	No	Active, 2x Armor Penalty
Social	Perform	Charisma	Varies	No	2-4	No	Culture/Manipulate	No	No	Active, Gear
Social	Seduction	Charisma	10-30 Min	No	2-4	No	Influence/Persuade	Yes	No	Active
Streetwise	Black Market	Wisdom	8 Hours	Yes	2-3	Yes	Influence or Prowess	Maybe	No	Active, Bribe
Streetwise	Gambling	Wis/Cha/Cor	1 Hour	No	2-3	No	Influence/Bluff or Mathematics	No	No	Active
Streetwise	Negotiate	Wisdom	Varies	No	2	Yes	Influence	Maybe	No	Active, Disposition (Neutral or better), Hearing, Vision, Project
Survival	Forage / Hunt	Wisdom	Varies	No	2	No	Investigate/Find Clue	Yes -1	No	Active, Gear, Vision
Survival	Navigate	Wisdom	1 Minute/Hr	Take 10	2-3	See Skill	None	Yes, -1	Yes	Active, Gear, Vision
Survival	Rope Use	Int/Agility	1 Action	Take 10	2-3	Yes	None	Yes	Yes	Active, Gear, Hands On, Vision
Survival	Tracking	Wisdom	1 Minute	Yes	2-3	Yes	Investigate/Find Clue or Search	Yes -1	No	Active, Vision
Tech	Aircraft	Intelligence	Varies	Yes	2-3	See Skill	Electronics	Yes	No	Active, Gear, Project
Tech	Anti-Grav & VT	Intelligence	Varies	Yes	2-3	See Skill	Electronics	Yes	No	Active, Gear, Project
Tech	Computer Tech	Intelligence	Varies	Yes	2-3	See Skill	Electronics	Yes	No	Active, Gear, Project
Tech	Cybertech	Intelligence	Varies	Yes	2-3	See Skill	Electronics	Yes	No	Active, Gear, Project
Tech	Ground Vehicle	Intelligence	Varies	Yes	2-3	See Skill	Electronics	Yes	No	Active, Gear, Project
Tech	Watercraft	Intelligence	Varies	Yes	2-3	See Skill	Electronics	Yes	No	Active, Gear, Project
Tech	Weapons	Intelligence	Varies	Yes	2-3	See Skill	Electronics	Yes	No	Active, Gear, Project

Vehicles	Primary Ability	Time	CS	Coop	Synergy	Retry	Secret	Tags
AG Vehicles	Intelligence	1 Action	2-3	No	None	No	No	Active, Gear
Cars	Agility	1 Action	2	No	None	No	No	Active, Gear
Fixed Wing	Intelligence	1 Action	2-4	No	None	No	No	Active, Gear
Motorcycle	Agility	1 Action	2-3	No	None	No	No	Active, Gear
Prsnl Water Craft	Agility	1 Action	2-3	No	None	No	No	Active, Gear
Pilot Water Craft	Intelligence	1 Action	2-3	No	None	No	No	Active, Gear
Rotary Air Craft	Agility	1 Action	2-5	No	None	No	No	Active, Gear
Sailing Vessel	Intelligence	1 Action	2-3	No	None	No	No	Active, Gear
Tanks	Strength	1 Action	2-3	No	None	No	No	Active, Gear
Trucks	Strength	1 Action	2	No	None	No	No	Active, Gear
VT Vehicles	Intelligence	1 Action	2-5	No	None	No	No	Active, Gear
Weapons	Primary Ability	Time	CS	Coop	Synergy	Retry	Secret	Tags
Ancient Arms Training	Strength	1 Action	2	No	None	No	No	Active, Gear
Archery	Coordination	1 Action	2-3	No	None	No	No	Active, Gear
Brawling	Strength	1 Action	2	No	None	No	No	Active
Guided Weapons	Intelligence	1 Action	2	No	None	No	No	Active, Gear
Heavy Weapons	Strength	1 Action	2-4	No	None	No	No	Active, Gear
Martial Arts	Agility	1 Action	2-3	No	None	No	No	Active
Pistols	Coordination	1 Action	2	No	None	No	No	Active, Gear
Rifles / Shotguns	Agility	1 Action	2	No	None	No	No	Active, Gear
SMG / MG	Strength	1 Action	2-3	No	None	No	No	Active, Gear
Vehicle Mounted Weapons	Coordination	1 Action	2	No	None	No	No	Active, Gear

You can't take 10 or 20 and there is no synergy

Each time a player asks for a hint you gain an additional Action Die.