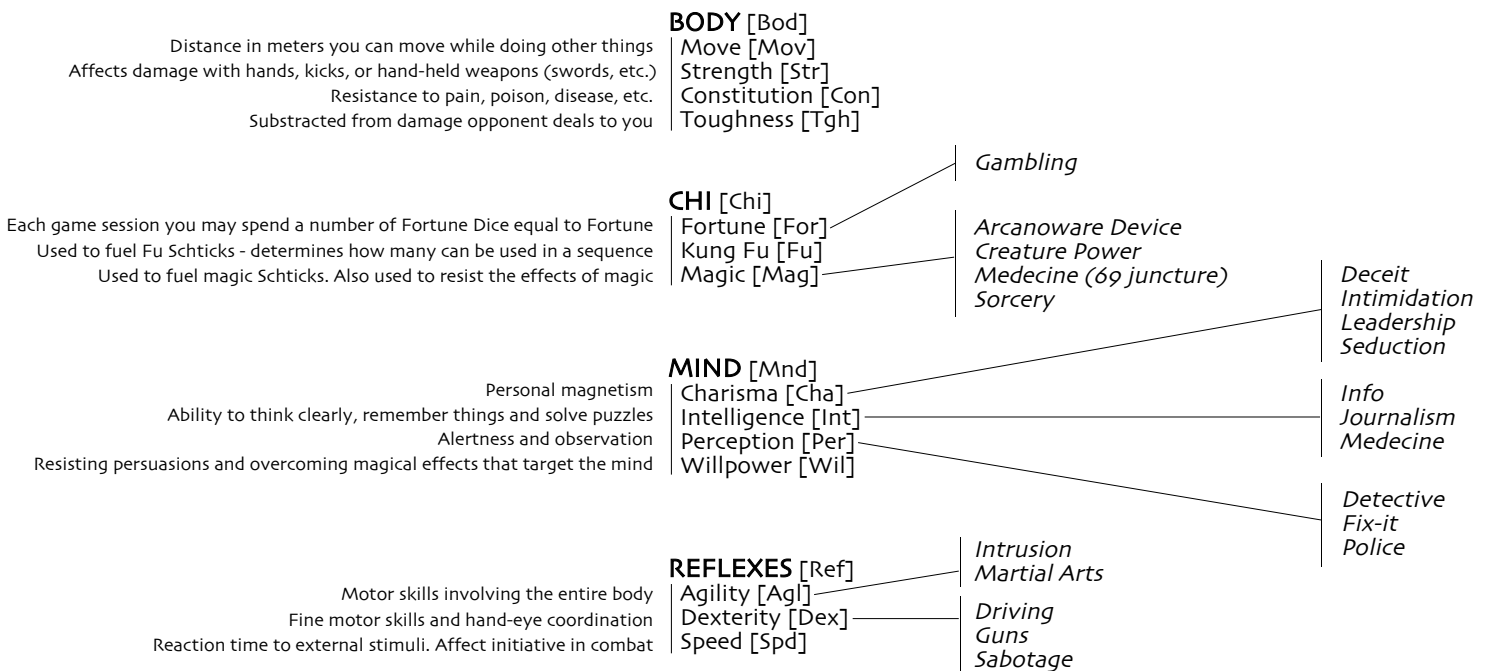


CHARACTER TYPES VS JUNCTURE

Netherworld		Ghost			Big Bruiser Everyman Hero Ex-special Forces Gambler Karate Cop Magic Cop Martial Artist Medic Masked Avenger Ninja Old Master Private Investigator Scrappy Kid Spy Thief
69	Supernatural Creature Sorcerer		Killer Transformed Animal	Maverick Cop	
1850	Journalist				
1996		Techie			
2056	Abomination Cyborg Monster Hunter				

ABILITIES OVERVIEW



$$(AV + dice) - Dif = Outcome$$

TASK CHECK OVERVIEW

- AV** : Action Value (*how good you are at a task*)
- AR** : Action Result (*how well you performed this time = AV + dice result*)
- DIFFICULTY** : *how hard the task you attempt is (see table for sample difficulties)*
- OUTCOME** : *how well you succeeded or failed = AR - Difficulty*

Task check procedure

Roll two different-color six-sided dice, one representing Positive values, the other Negative values. Subtract the negative value from the positive (giving either a positive or negative result). Add the dice result to your Skill Action Value [AV] to get the Action Result [AR]. Compare the Action Result to the Difficulty of the action attempted, if AR > Difficulty you succeed. How well you succeed or fail is called the Outcome and is the difference between AR and Difficulty.

Notes

- Most checks are made with 'open' rolls -> any '6' is rolled again, adding result (either +/-)
- On open rolls, if both dice come up '6' it's called 'boxcars' and something special happens: reroll both dice, ignoring further instances of boxcars (but not single '6'). The unusual result can be either good or bad depending on final result.
- Fumbles occur when Boxcars fail to meet Difficulty or when you get a negative AR.

Combat

Combat is resolved using the task check procedure:

- Difficulty is the Dodge AV of the opponent.
- Wound points = (Damage rating of weapon) + Outcome - (Toughness of character)

Sample Difficulties

- 0 Too easy to bother rolling for
(walking, breathing, ...)
- 3 Simple
(personal grooming, cleaning a gun, making cookies)
- 5 A little tricky
(ducking a falling object, sneaking up on average person, punching - alert average person)
- 7 Tricky
(picking a basic lock, repairing a computer, trailing wary individual)
- 10 Tough
(picking sophisticated lock, sneaking up on trained guard, outrunning - attack dogs)
- 15 Real tough
(hiding in brightly-lit area, safely leaping from speeding car, intimidating - undead monster)
- 20 Forget it
(deflecting bullets with a sword, leaping fifteen feet straight up, defusing - missile while riding it)
- 25 Two words: Im Possible!
(walking along a trail of bullets to foe, punching right through one foe to hit - another, leaping Grand Canyon)