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Actions in Combat

<i>Attack Actions</i>	<i>Attack of Opportunity¹</i>	<i>Full-Round Actions</i>	<i>Attack of Opportunity¹</i>
Attack (melee)	No	Bull rush (charge)	No
Attack (ranged)	Yes	Charge	No
Attack (unarmed)	Yes	Coup de grace	Yes
Attack (aid another)	No	Full attack	No
Bull rush (attack)	No	Overrun (charge)	No
Escape a grapple	No	Run	Yes
Feint (see the Bluff skill)	No	Withdraw	No
Ready (triggers an attack action)	No	Extinguish flames	No
Make a dying character stable	Yes	Use a skill that takes a full round	Usually
Attack a weapon	Yes	Reload a firearm with an internal magazine	Yes
Attack an object	Maybe ²		
Total defence	No	<i>Free Actions</i>	<i>Attack of Opportunity¹</i>
Use a skill that takes an attack action	Usually	Drop an object	No
Start/complete full-round action	Varies	Drop to prone, sitting, or kneeling	No
		Speak	No
<i>Move Actions</i>	<i>Attack of Opportunity¹</i>		
Move your speed	Yes	<i>Action Type Varies</i>	<i>Attack of Opportunity¹</i>
Use a piece of equipment	No	Disarm ⁴	Yes
Climb (one-quarter speed)	No	Grapple ⁴	Yes
Climb, accelerated (one-half speed)	No	Load a weapon	Yes
Crawl	No	Trip an opponent ⁴	No
Draw a weapon ³	No	Use a feat ⁵	Varies
Holster a weapon	Yes		
Move a heavy object	Yes		
Open a door	No	<i>No Action</i>	<i>Attack of Opportunity¹</i>
Pick up an object	Yes	Delay	No
Reload a firearm with a box magazine or speed loader	Yes	5-foot step	No
Retrieve a stored object	Yes		
Stand up from prone, sitting, or kneeling	Yes		
Swim	No		
Use a skill that takes a move action	Usually		

¹ Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

² If the object is being held, carried, or worn by a creature, yes. If not, no.

³ If the character has a base attack bonus of +1 or higher, he or she can combine this action with a regular move. If the character has the Two-Weapon Fighting feat, he or she can draw two light or one-handed weapons in the time it would normally take to draw one.

⁴ These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

⁵ The description of a feat defines its effect.

Object Hardness and Hit Points

<i>Object</i>	<i>Hardness</i>	<i>Hit Points</i>	<i>Break DC</i>
Lock			
Cheap	0	1	10
Average	3	5	15
High quality	5	10	20
High security	10	120	35
Ultrahigh security	20	150	40
Manufactured objects ¹			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium-size	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
Cinderblock wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal bars	10	15	30

¹ Figures for manufactured objects are minimum values. The GM may adjust these upward to account for objects with more strength and durability.

Example Ability Check

	<i>Key Ability</i>
Forcing open a jammed or locked door	Strength
Tying a rope	Dexterity
Holding one's breath	Constitution
Navigating a maze	Intelligence
Recognize a stranger you've seen before	Wisdom
Getting yourself noticed in a crowd	Charisma

Dying and Recovery

<i>Task</i>	<i>Skill or Save</i>	<i>DC</i>
Remain conscious from non-lethal damage ¹	Fortitude	15
Avoid effects of Massive Damage ²	Fortitude	15
Stabilise when dying without help	Fortitude	20
Stabilise a dying character ³	Treat Injury	15
Regain consciousness (once stable) ⁴	Fortitude	20

¹ A failed save results in unconsciousness for 1d4+1 rounds.

² A failed save results in immediately dropping to -1 hit points.

³ The character must have a medical kit to stabilise a dying character.

⁴ This can only be attempted one hour after stabilising

Healing

<i>Method</i>	<i>Treat Injury DC</i>	<i>Result</i>
Normal Rest (8hrs)	-	1 point / Character Level / Day
Complete Rest (24hrs)	-	2 points / Character Level / Day
Long Term Care (24 hrs) ¹	15	3 points / Character Level / Day
Restore Hit Points ¹	15	1d4 hit points
Surgery ²	20	1d6 hit points / Character Level

¹ Requires a medical kit or -4 penalty to roll.

² Requires a surgery kit or -4 penalty to roll.

Both Surgery and Restore Hit Points can only be successfully done once per character per 24 hour period, but failed attempts can be retried the same day.

Difficulty Class Examples

<i>Difficulty (DC)</i>	<i>Example (Skill Used)</i>
Very easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching security guard (Listen)
Tough (15)	Disarm an explosive (Demolitions)
Challenging (20)	Swim against a strong current (Swim)
Formidable (25)	Break into a secure computer system (Computer Use)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Superheroic (35)	Convince the guards that even though you're not wearing an ID badge and aren't on their list, they should let you into the building (Bluff)
Nearly impossible (40)	Keeping a thread on Religion or Politics open at EN World (Bluff)

Ranged Weapons			<i>Damage</i>	<i>Range</i>	<i>Rate of</i>				<i>Purchase</i>	
<i>Weapon</i>	<i>Damage</i>	<i>Critical</i>	<i>Type</i>	<i>Increment</i>	<i>Fire</i>	<i>Magazine</i>	<i>Size</i>	<i>Weight</i>	<i>DC</i>	<i>Restriction</i>
Handguns (require the Personal Firearms Proficiency feat)										
Beretta 92F	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	16	Lic (+1)
Beretta 93R	2d6	20	Ballistic	30 ft.	S,A	20 box	Med	3 lb.	18	Res (+2)
Colt Double Eagle	2d6	20	Ballistic	30 ft.	S	9 box	Small	3 lb.	16	Lic (+1)
Colt M1911	2d6	20	Ballistic	30 ft.	S	7 box	Small	3 lb.	15	Lic (+1)
Colt Python ¹	2d6	20	Ballistic	40 ft.	S	6 cyl.	Med	3 lb.	5	Lic (+1)
Derringer	2d6	20	Ballistic	10 ft.	Single	2 int.	Tiny	1 lb.	14	Lic (+1)
Desert Eagle	2d8	20	Ballistic	40 ft.	S	9 box	Med	4 lb.	18	Lic (+1)
Glock 17 ¹	2d6	20	Ballistic	30 ft.	S	17 box	Small	2 lb.	18	Lic (+1)
Glock 20 ¹	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	18	Lic (+1)
MAC Ingram M10	2d6	20	Ballistic	40 ft.	S, A	30 box	Med	6 lb.	15	Res (+2)
Pathfinder	2d4	20	Ballistic	20 ft.	S	6 cyl.	Tiny	1 lb.	14	Lic (+1)
Ruger Service-Six	2d6	20	Ballistic	30 ft.	S	6 cyl.	Small	2 lb.	14	Lic (+1)
S&W M29	2d8	20	Ballistic	30 ft.	S	6 cyl.	Med	3 lb.	15	Lic (+1)
SITES M9	2d6	20	Ballistic	30 ft.	S	8 box	Tiny	2 lb.	15	Lic (+1)
Scorpion	2d4	20	Ballistic	40 ft.	S, A	20 box	Med	4 lb.	17	Res (+2)
TEC-9	2d6	20	Ballistic	40 ft.	S or A	32 box	Med	4 lb.	14	Res (+2)
Walther PPK	2d4	20	Ballistic	30 ft.	S	7 box	Small	1 lb.	15	Lic (+1)

Longarms (require the Personal Firearms Proficiency feat)										
AKM/AK-47	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	10 lb.	15	Res (+2)
Barrett Light Fifty	2d12	20	Ballistic	120 ft.	S	11 box	Huge	35 lb.	22	Lic (+1)
Benelli 121 M1	2d8	20	Ballistic	40ft	S	7 int.	Large	8lb	17	Lic (+1)
Beretta M3P	2d8	20	Ballistic	30 ft.	S	5 box	Large	9 lb.	16	Lic (+1)
Browning BPS	2d10	20	Ballistic	30 ft.	S	5 int.	Large	11 lb.	16	Lic (+1)
HK G3	2d10	20	Ballistic	90 ft.	S, A	20 box	Large	11 lb.	19	Res (+2)
HK MP5 ¹	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	20	Res (+2)
HK MP5K	2d6	20	Ballistic	40 ft.	S, A	15 box	Med	5 lb.	19	Res (+2)
HK PSG1 ¹	2d10	20	Ballistic	90 ft.	S	5 box	Large	16 lb.	22	Lic (+1)
M16A2	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	8 lb.	16	Res (+2)
M4 Carbine	2d8	20	Ballistic	60 ft.	S, A	30 box	Large	7 lb.	16	Res (+2)
Mossberg	2d8	20	Ballistic	30 ft.	S	6 int.	Large	7 lb.	15	Lic (+1)
Remington 700	2d10	20	Ballistic	80 ft.	Single	5 int.	Large	8 lb.	17	Lic (+1)
Sawed-off shotgun	2d8	20	Ballistic	10 ft.	S	2 int.	Med	4 lb.	15	Lic (+1)
Steyr AUG	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	9 lb.	19	Res (+2)
Uzi	2d6	20	Ballistic	40 ft.	S, A	20 box	Large	8 lb.	18	Res (+2)
Winchester 94	2d10	20	Ballistic	90 ft.	S	6 int.	Large	7 lb.	15	Lic (+1)

Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)										
M-60	2d10	20	Ballistic	100 ft.	A	Linked	Huge	22 lb.	21	Mil (+3)
M2HB	2d12	20	Ballistic	110 ft.	A	Linked	Huge	75 lb.	22	Mil (+3)
M72A3 LAW	10d6 ²	—	—	150 ft.	1	1 int.	Large	5 lb.	15	Mil (+3)
M79	Varies ²	—	—	70 ft.	1	1 int.	Large	7 lb.	14	Mil (+3)

Other Ranged Weapons (Weapon Proficiency feat needed given in parentheses)										
Compound bow (Archaic) ²	1d8	20	Piercing	40 ft.	1	—	Large	3 lb.	10	—
Crossbow (Simple)	1d10	19–20	Piercing	40 ft.	1	1 int.	Med	7 lb.	9	—
Flamethrower (no feat req)	3d6	—	Fire	—	1	10 int.	Large	50 lb.	17	Mil (+3)
Javelin (Simple)	1d6	20	Piercing	30 ft.	1	—	Med	2 lb.	4	—
Pepper spray (Simple)	Special ²	—	Special ²	5 ft.	1	1 int.	Tiny	0.5 lb.	5	—
Shuriken (Archaic)	1	20	Piercing	10 ft.	1	—	Tiny	0.5 lb.	3	—
Taser (Simple)	1d4 ²	—	Electricity	5 ft.	1	1 int.	Small	2 lb.	7	—
Whip (Simple)	1d2	20	Slashing	15 ft. ³	1	—	Small	2 lb.	4	—

¹ This mastercraft weapon grants a +1 bonus on attack rolls.

² This weapon does special damage. See the weapon description.

³ See the description of this weapon for special rules.

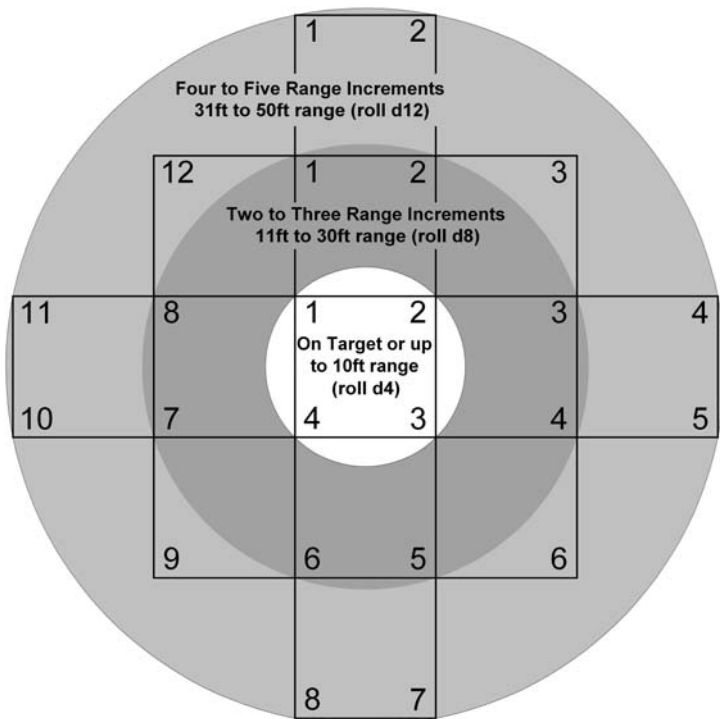
Grenades and Explosives										
Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restriction
40mm fragmentation grenade	3d6	—	Slashing	10 ft.	15	—	Tiny	1 lb.	16	Mil (+3)
C4/Semtex	4d6	—	Concussion	10 ft.	18	—	Small	1 lb.	12	Mil (+3)
Det cord	2d6	—	Fire	See text	12	—	Med	2 lb.	8	Res (+2)
Dynamite	2d6	—	Concussion	5 ft.	15	10 ft.	Tiny	1 lb.	12	Lic (+1)
Fragmentation grenade	4d6	—	Slashing	20 ft.	15	10 ft.	Tiny	1 lb.	15	Mil (+3)
Smoke grenade	—	—	—	See text	—	10 ft.	Small	2 lb.	10	—
Tear gas grenade	See text ³	—	—	See text	—	10 ft.	Small	2 lb.	12	Res (+2)
Thermite grenade	6d6	—	Fire	5 ft.	12	10 ft.	Small	2 lb.	17	Mil (+3)
White phosphorus grenade	2d6	—	Fire	20 ft.	12	10 ft.	Small	2 lb.	15	Mil (+3)

Splash Weapons										
Weapon	Direct Hit Damage	Splash Damage	Damage Critical²	Damage Type	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restriction
Acid, mild	1d6	1	20	Acid	—	10 ft.	Tiny	1 lb.	6	—
Molotov cocktail ¹	1d6	1	20	Fire	—	10 ft.	Small	1 lb.	6	—

1 This weapon cannot be purchased as an item; the purchase DC given is for the weapon's components.

2 Threat range applies to direct hits only; splash damage does not threaten a critical hit.

3 Fortitude save (DC 15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after leaving the cloud.



Defense Modifiers

<i>Circumstance</i>	<i>Melee</i>	<i>Ranged</i>
Defender sitting or kneeling	-2	+2 ¹
Defender prone	-4	+4 ¹
Defender stunned or cowering	-2 ²	-2 ²
Defender climbing	-2 ²	-2 ²
Defender flat-footed	+0 ²	+0 ²
Defender running	+0 ²	+2 ²
Defender grappling (attacker not)	+0 ²	+0 ³
Defender pinned	-4 ⁴	+0 ⁴
Defender helpless (such as paralyzed, sleeping, or bound)	+0 ²	+0 ²

Defender has cover — See Cover —
 Defender concealed or invisible See Concealment
¹ May instead improve bonus to Defense granted by cover. See Cover, below.
² The defender loses any Dexterity bonus to Defense.
³ Roll randomly to see which grappling combatant the character strikes. That defender loses any Dexterity bonus to Defense.
⁴ Treat the defender's Dexterity as 0 (-5 modifier).

Attack Roll Modifiers

<i>Circumstance</i>	<i>Melee</i>	<i>Ranged</i>
Attacker flanking defender ¹	+2	—
Attacker on higher ground	+1	+0
Attacker prone ²	-4	-2
Attacker invisible	+2 ³	+2 ³

¹ A character flanks a defender when he or she has an ally on the opposite side of the defender threatening the defender.
² Some ranged weapons can't be used while the attacker is prone.
³ The defender loses any Dexterity bonus to Defense.

Concealment

<i>Concealment (Example)</i>	<i>Miss Chance</i>
One-quarter (light fog; light foliage)	10%
One-half (shadows; dense fog at 5 ft.)	20%
Three-quarters (dense foliage)	30%
Nine-tenths (near total darkness)	40%
Total (attacker blind; total darkness; and smoke grenade; dense fog at 10 ft.)	50% and must guess target's location

Cover Modifiers

<i>Degree of Cover (Example)</i>	<i>Cover Bonus to Defense</i>	<i>Reflex Saves</i>
One-quarter (standing behind a 3-ft. high wall)	+2	+1
One-half (fighting from around a corner or a tree; standing at an open window; behind a creature of same size)	+4	+2
Three-quarters (peering around a corner or a big tree)	+7	+3
Nine-tenths (standing at an arrow slit; behind a door that's slightly ajar)	+10	+4 ¹
Total (on the other side of a solid wall)	—	—

¹ Half damage if save is failed; no damage if successful.

Example Opposed Checks

<i>Task</i>	<i>Skill</i>	<i>Opposing Skill</i>
Sneak up on someone	Move Silently	Listen
Con someone	Bluff	Sense Motive
Hide from someone	Hide	Spot
Win a car race	Drive	Drive
Pretend to be someone else	Disguise	Spot
Steal a key chain	Sleight of Hand	Spot
Create a fake ID	Forgery	Forgery

Improvised Weapon Damage by Size

<i>Object Size</i>	<i>Examples</i>	<i>Damage</i>
Diminutive	Ashtray, CD disk case, crystal paperweight	1
Tiny	Fist-sized rock, mug, flashlight, wrench	1d2
Small	Bottle, drill, flower pot, hubcap	1d3
Medium-size	Bar stool, brick, briefcase, bowling ball	1d4
Large	Empty garbage can, guitar, computer monitor	1d6
Huge	10-foot ladder, mailbox, oil barrel, bench	1d8
Gargantuan	Desk, dumpster, file cabinet, , soda machine	2d6
Colossal	Junked vehicle, stoplight, telephone pole	2d8

Concealing Weapons and Objects

<i>Condition</i>	<i>Sleight of Hand Modifier</i>
Size of weapon or object	
Fine	+12
Diminutive	+8
Tiny	+4
Small	+0
Medium-size	-4
Large	-8
Huge or larger	can't conceal
Clothing is tight or small	-4
Clothing is especially loose or bulky	+2
Clothing is specifically modified for concealing object	+2
Weapon is carried in concealed carry holster	+4
Weapon can be drawn normally	-2
Weapon can be drawn as free action with Quick Draw feat	-4

Vehicle Speeds and Modifiers

<i>Speed Category</i>	<i>Character Scale</i>		<i>Chase Scale</i>		<i>Defense Modifier</i>	<i>Check/Roll Modifier</i>
	<i>Movement¹</i>	<i>Turn Number²</i>	<i>Movement¹</i>	<i>Turn Number²</i>		
Stationary ³	0	—	0	—	+0	—
Alley speed	1-20	1	1-2	1	+0	+0
Street speed	21-50	2	3-5	1	+1	-1
Highway speed	51-150	4	6-15	2	+2	-2
All-out	151+	8	16+	2	+4	-4

¹ The number of squares a vehicle can move at this speed.
² The number of squares a vehicle must move at this speed before making a turn.
³ A stationary vehicle cannot move or manoeuvre.

Losing Wealth

<i>Object or Service Purchase DC</i>	<i>Wealth Bonus Decrease</i>
15 or higher	1 point
1-10 points higher, than current Wealth bonus	1 point
11-15 points higher, than current Wealth bonus	1d6 points
16 or more points, higher than current	2d6 points