

STATIC ACTION TABLE

(CHARACTER LAW TABLE 15.3.2)

BASIC MODIFICATIONS

Category	Condition	Speed & Strength	Hiding	Disarm Traps	Pick Locks	Preception	Maneuvers*	Misc.
Difficulty	Routine	NA	NA	+30	+30	+30	NA	+30
	Easy	NA	NA	+20	+20	+20	NA	+20
	Light	NA	NA	+10	+10	+10	NA	+10
	Medium	NA	NA	0	0	0	NA	0
	Hard	NA	NA	-10	-10	-10	NA	-10
	Very Hard	NA	NA	-20	-20	-20	NA	-20
	Extremely Hard	NA	NA	-30	-30	-30	NA	-30
	Sheer Folly	NA	NA	-50	-50	-50	NA	-50
	Absurd	NA	NA	-70	-70	-70	NA	-70
Lighting ¹	No Shadows	NA	-30	+20	+10	+20	+10	+10
	Light Shadows	NA	-20	+10	+5	+10	+5	+5
	Medium Shadows	NA	0	0	0	0	0	0
	Heavy Shadows	NA	+10	-10	-5	-10	-5	-5
	Dark	NA	+30	-30	-10	-30	-20	-20
	Pitch Black	NA	+40	-40	-20	-50	-40	-30
Shock & Pain	25-50% Hits Taken	-10	NA	-5	-5	-5	-10	-10
	51-75% Hits Taken	-20	NA	-10	-10	-10	-20	-20
	76-up Hits Taken	-30	NA	-20	-20	-20	-30	-30
Bleeding	For each Hit/Rnd taking	-10	NA	-5	-5	-5	-10	-10
Serious Wound	For each limb out	-10	NA	-5 ²	-5 ²	-5	-10 ²	-10 ²
	Stunned	-30	NA	-50	-50	-30	-50	-50
	Down	-50	NA	-70	-70	-50	-70	-70
Combat Situation	In melee	-20	NA	-50	-50	-20	-30 ³	-30
	Under missile fire	-10	NA	-20	-20	-10	-10	-10

SPECIAL MODIFICATIONS

Speed & Strength	For each consecutive round of preparation using 100% activity.						-	+10
Hiding	Quality of hiding place	Bad					-	-20
		Fair					-	0
		Good					-	+10
		Very Good					-	+30
		Excellent					-	+50
	Presence of Hider in the area is known to searchers.						-	-30
Disarming Traps & Picking Locks	A perception roll is successfully made by the disarmer/picker. For each time the trap/lock has been tried without success. Disarmer/picker has disarmed/picked this trap/lock before. Disarmer/picker has disarmed/picked this type of trap/lock before. Disarmer/picker has the construction of the mechanism described to him.						-	+20
							-	-30
							-	+50
							-	+30
							-	+20
Perception	Player mentions the appropriate thing being perceived. (e.g., the player says he is actively looking for an ambush or trap) The character making the perception roll has encountered the situation being perceived before (this specific character, not the player of the character).						-	+30
							-	+20
Maneuvers*	Encumbered ⁴	Light (one weapon and belt equipment)					-	0
		Medium (weapons/armor and belt equipment)					-	-10
		Heavy (weapons/armor and normal pack)					-	-20
		Very Heavy (all personal equipment and 50-100 lb.)					-	-30
		Burdened (all personal equipment and over 100 lb.)					-	-50

* Modifications to maneuvers are applied to a roll on the Maneuver/Movement Table (15.3.1)

¹ These lighting conditions are for normal human eyesight; creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.

² If the limb that is out of action is normally required to perform the action, the GM should increase the difficulty of the action and drastically increase these modifications.

³ In certain situations the maneuverer may withdraw from melee without his opponent(s) being able to attack him if he completes a successful maneuver.

⁴ These encumbrances are approximate; absence of one of the weight categories would drop the encumbrance condition one level (e.g. a character with a normal pack, no armor and one weapon would be medium, *not* heavy). If using *RM* Section 7.2, personal equipment is weapon / armor and up to 2x weight allowance.

NOTE: A category is all conditions between a set of lines. Only one condition from a category can have its modification applied to an action. (e.g., a character attempting to pick a lock may have taken 77% of his hits, only the -20 modification is applied and not the other two).