

ABILITY AND TEST

AGILITY	Dodge, sneak, drive, autofire, use explosives
KNOWLEDGE	Science, search, use tech, culture
PRESENCE	Snipe/shoot, persuade, Paranormal Powers
STRENGTH	Strike, throw, grapple, lift
TOUGHNESS	Survive poison, falling, and natural elements

TESTS

Roll a d20 ± your ability and achieve a **result equal to or higher than the dR**. Mutants or enemies do not use abilities; they only roll a d20 against the dR.

DIFFICULTY (DR)

- 6 Very Simple
- 8 Routine
- 10 Fairly easy
- 12 Normal
- 14 Hard
- 16 Really hard
- 18 Should be impossible

ADVENTURE

REST

Light Rest: Restores d4 HP.
Full Sleep: Restores d6 HP.
Infection: No benefit from rest. Lose d4 HP daily.

CONTAMINATION

Radiation Points
Max 9. Lose 1 HP for every 2 Radiation Points.
Eridation Points
At 9 points, gain a mutation and a power.

HEAL CRITICAL WOUNDS

DR14 on KNOWLEDGE + medical kit.
The same applies to stop bleeding.

MORALE (2D6)

Roll for Enemy Morale (d6)
1-3 Flees
4-6 Surrenders
Mutants can only flee

ROLL MORALE IF

- The leader is killed.
- Half of the group is eliminated.
- A single enemy has only 1/3 of their hit points remaining.

ERIDATION

PARANORMAL POWERS

A PC who has acquired PARANORMAL POWERS can use them up to once per day. Skelets can use them up to three times. Activating a power adds 1 Eridation Point. Skelets can heal 1 Eridation Point per day.

REROLLING

Reroll a failed check only once, and only if a 1 was not rolled. Success = luck, failure = 1 Eridation, rolling a 1 = 3 Eridation.

COMBAT

INITIATIVE D6

- 1-3 Enemies act first
- 4-6 PCs act first

individual: Agility + d6

MELEE	STRENGTH DR12
RANGED	PRESENCE DR12
DEFENSE	AGILITY DR12
AUTOFIRE	AGILITY DR12

CRIT (NATURAL 20)

Attack: Double damage, the target's protection is reduced by one level.
Defense: The character gets a free attack.

ATTACK FAILURE (NATURAL 1)

Attack (d6):
1-3: Weapon jammed or unusable.
4-5: Weapon broken, needs repair.
6: Weapon is broken (deals d6 damage).
Defense: Double damage, the character's protection is reduced by one level.

ARMOR

1. Light 2. Medium 3. Heavy**
-d2 -d4 -d6

*+2 DR Agility Test

**+4 DR Agility Test (Defense +2DR)

EXHAUSTED (0 HP) D8

- 1-2 Unconscious for d4 turns, then wake up with d4 HP.
- 3-4 Unconscious for d6 turns, then wake up with 1 HP.
- 5-6 Roll on the critical damage table. Unable to act for d4 turns, then become active with d4 HP.
- 7 Bleeding: death in d2 hours if untreated. All tests are DR16 in the first hour, then DR18.
- 8 Dead. If Eridation Points exceed 5, you rise as a Vurdalak and attack the other PCs.