

Problem:		And...	Then Try To...	P.	Game Effect	Helps:
You can't hit the foe	High Parry	Your team outnumberes the foe	GANG UP	101	+1 Fighting for each additional non-Stunned ally in melee with the target (max +4). Lower this bonus by 1 point for every enemy adjacent to the target (min 0).	Team
		You are pretty strong (high Strength), you can move before acting and/or you have a shield	PUSH to knock them PRONE	104	Opposed Strength or Athletics (each chooses) roll (+Shield Parry Bonus): push 1" (2" with a raise). The foe also rolls Athletics (-2 if the pusher raised) to avoid falling PRONE .	Team
		You are ok with lowering your defense	Do a WILD ATTACK	109	+2 Fighting, +2 melee damage, but you are now VULNERABLE until end of next turn.	You
		You are ok with lowering your damage	Do a DESPERATE ATTACK	100	+2 or +4 Fighting, -2 or -4 melee damage	You
		You are using a melee weapon	Switch to RANGED ATTACKS	93, 105	An enemy without COVER or similar has a target number of 4 to be hit by a ranged attack. Change up to 2 weapons as a free action once per turn.	You
	Heavy Penalties to Ranged Attacks	You can miss a turn and you can stand still in your position	AIM	97	Spend the entire turn (movement included) to lower penalties by up to 4 points (from COVER , CALLED SHOT , Range...) OR add +2 to the first ranged attack roll next round.	You
		You are using a ranged weapon, and you can shorten the distance to engage in melee	Switch to MELEE ATTACKS	104, 105	An enemy with COVER or PRONE can still be hit without penalties with Fighting. Change up to 2 weapons as a free action once per turn.	You
	One or both of the above (These are the Pro moves)	You can help an ally ("he has a weak spot there!", trip the foe, "JUST DO IT!")	SUPPORT an ally's combat skill	106	Describe how you help your ally's Trait and roll your relevant Skill to give them +1 with a success, +2 with a raise (max +4).	Ally
		You can hinder your foe through a clever tactic (throw sand in their eyes, a feint, "look behind you," provocations, war cries)	TEST your foe to make them VULNERABLE	100, 108	Describe a TEST and roll a relevant Skill against the foe's linked Attribute. Success: the foe is DISTRACTED or VULNERABLE , your choice. Raise: the foe is also SHAKEN .	Team
		You are OK with sacrificing your movement	GRAPPLE your foe	98, 101	Opposed Athletics roll to ENTANGLE the target or with a raise cause BOUND (in this case the grappler is also VULNERABLE).	Team
You can't damage the foe enough (High Toughness)	You aren't having problems hitting the foe		Do a CALLED SHOT against a weak point	98-99	Limb: -2 (may DISARM , see page 100); Hand: -4 (may DISARM), Head/Vitals: -4 (+4 damage), Unarmored Area: damage ignores Armor	You
	You are OK with lowering your defense		Do a WILD ATTACK	109	+2 Fighting, +2 melee damage, but you're now VULNERABLE until end of next turn.	You
You are going to die soon if you keep standing there!	Foes are approaching/you are in melee and you can lose a turn waiting for help		DEFEND yourself	99	Use the entire turn to DEFEND and gain +4 Parry. You can move up to your Pace (but not run), or stand still to avoid free attacks (see below).	You
	You are engaged in melee and you don't want to risk rolling your dice		WITHDRAW to fight another day!	101, 109	Each non-Shaken and non-Stunned adjacent enemy receives a free attack against the hero that flees from melee. You may use your turn to DEFEND and then move.	You
	You are engaged by a single enemy...	...but you are pretty Strong (high Strength) and/or you have a shield	PUSH to make your foe non adjacent, then move	104	Opposed Strength or Athletics (each chooses) roll (+Shield Parry Bonus): push 1" (2" with a raise). The foe also rolls Athletics (-2 if the pusher raised) to avoid falling PRONE .	You, Team
		...but you can hinder your foe through a clever tactic	TEST to make your foe DISTRACTED or even SHAKEN , then move	100, 108	Describe a TEST and roll a relevant Skill against the foe's linked Attribute. Success: the foe is DISTRACTED or VULNERABLE , your choice. Raise: the foe is also SHAKEN .	You, Team
	The foes are targeting you from afar		Find COVER or move, then drop PRONE	99, 104	Attackers subtract from -2 to -8 to their ranged attacks against you, depending on the COVER you found; PRONE is a -4 COVER against ranged attacks from 3"+.	You
SOAK: Spend a Benny and roll Vigor to negate one Wound for every success and raise (p. 96).				RECOVER from being SHAKEN : Roll Spirit at the start of your turn, or spend a Benny at any time (p. 94).		
BOUND: Cannot move, cannot do other physical actions except trying to break free, DISTRACTED and VULNERABLE while Bound. Use an action to roll Athletics (or Strength -2) and improve to ENTANGLED with a success, or break free with a raise (p. 98). The grappler is VULNERABLE so long as they maintain the bind unless it was applied using a Power. DISTRACTED: -2 to the character's Trait rolls until the end of their next turn (p. 100). ENTANGLED: Cannot move and VULNERABLE while Entangled. Use an action to roll Athletics (or Strength -2) and break free (p. 98). Can Break device-based Entanglement if a weapon is accessible (p. 98). PRONE: -2 Parry & -2 Fighting if in melee, -4 to be hit from range 3"+ (doesn't stack with COVER), -4 damage from attack with Area of Effects, use 2" of Pace to crawl 1" or to stand up (p. 104). SHAKEN: Can only perform free actions (including normal movement and running). Must attempt to recover from being SHAKEN with a Spirit roll (free action) at the start of the character's turn (p. 94). STUNNED: Can't move or take actions, falls PRONE (or to knees at GM's discretion) and VULNERABLE . DISTRACTED for one turn. Vigor roll to recover (free action) at start of turn. On success, VULNERABLE goes away next turn; on raise Vulnerable goes away at the end of the <i>current</i> turn. (p. 106) THE DROP: On unaware or helpless foe: +4 to hit and +4 damage suffered; if target becomes Shaken or worse, has to roll Vigor (-2 if Called Shot to the head) or is knocked unconscious (p. 100). VULNERABLE: +2 to every roll against the character until the end of their next turn (p. 100).						

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Action	P	Roll	Notes
Aim (Entire Turn)	97	Ignore up to 4 points of Range, Cover, Called Shot, Scale, or Speed penalties OR +2 to next roll	
Attack, Melee	93	Fighting vs Parry	+1 if using 2 weapons and opponent has 1 weapon and no shield +2 if opponent doesn't have a weapon or shield
Attack, Thrown	93	Athletics	If in Melee: roll vs Parry Short: - Medium: -2 Long: -4
Attack, Ranged	93 104	Shooting	Thrown Deviation: 1d6" Shot Deviation: 2d6" x2 x3
Attack, Extreme Range Requires 2 actions. No aim bonus	93	Shooting	4x Long Range Scope: -6 No-scope: -8 Roll d12 for direction
Crush	101	Damage: Strength	No attack roll needed. Scale modifiers do not apply. Target must be Entangled or Bound by attacker.
Defend	100	Parry+4	
Disarm	100	Called Shot: Weapon	Strength vs dmg to avoid dropping
		Called Shot: Arm	If Shaken or Wounded, Strength -2 to avoid dropping
		Called Shot: Hand	If Shaken or Wounded, Strength -4 to avoid dropping
Evasion	100	Agility	-2. On success: no damage, move outside attack template
Finishing Move	100	Target must be helpless	
Firing into Melee	101	See Rate of Fire Chart	
Free Attack	101	Fighting, Athletics, or Shooting. Cannot use Edges or other combat options.	
Grapple	101	Athletics vs Athletics	Success: ENTANGLED . Raise: BOUND
Hold	102	Player may take turn later. Don't deal action card if player starts on Hold. May INTERRUPT .	
Interrupt	102	Athletics vs Athletics	Higher roll goes first, actions simultaneous if tie. Hold status ends.
Multiple Actions	103	Two actions: -2. Three actions: -4. Penalty applied to ALL actions.	
Push	104	Str/Ath vs Str/Ath + Shield Parry + 2 if ran 2" or more	Success: 1". Raise 2". Double if attacker is larger scale. Defender makes Athletics roll or is knocked PRONE . (-2 if attacker raised) Can't Push >2 Sizes larger w/o GM's OK
Off-Hand Attack	104	Attack rolls are at -2	Don't add Parry bonus unless hero has Ambidextrous Edge
Ready Weapon	105	May ready 2 weapons for free. Each additional weapon requires an action.	
Reload	105	Arrow/stone: Free Action Crossbow bolt, bullet, magazine, etc.: One action unless otherwise noted.	
Run	92	Not an action. All actions are at -2. Pace increases by Running Die (usually d6)	
Support	106	Skill of choice	Success: +1. Raise: +2, Critical Failure: -2, Max bonus: +4, Strength: no Max
Suppressive Fire	107	Shooting -2 Always incurs recoil	Only roll one Shooting die. Check against each target (w/ their abilities) Success: DISTRACTED . Raise: Hit, roll for damage (no bonus). Max # hit = Rate of Fire
Surprise	108	Attackers: Hold status	Notice check: characters that fail don't get an Action Card this turn
Test	108	Skill of choice vs linked Attribute	Success: Target is VULNERABLE or DISTRACTED . (Attacker's choice) Raise: Also SHAKEN , roll for CREATIVE COMBAT , GM's choice.
Touch	108	Fighting vs Parry	+2 to Fighting roll. Attacker manages to touch foe in melee

Raise Chart

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32
33	34	35	36
37	38	39	40
41	42	43	44
45	46	47	48

Rate of Fire Chart

Recoil: Shooting - 2

Innocent Bystander: Skill dice roll

RoF	Bullets Used	Supp. Fire	Innocent Bystander Hit on:
1	1	3	1
2	5	15	1-2
3	10	30	1-2
4	20	60	1-2
5	40	120	1-2
6	50	150	1-2

Only apply Recoil when firing at >1 RoF

Improvised Weapon Chart

Attack rolls: -2

Min. Strength equals damage

Size	Damage	Range
Light	Str+d4	3/6/12
Medium	Str+d6	2/4/8
Heavy	Str+d8	1/2/4

Relative Speed

60 MPH+	-1
120 MPH+	-2
240 MPH+	-4
Mach 1+	-6
Mach 2+	-8
Near Light Speed+	-10

mph * 1.5 = Pace

Template	Diameter	Targets
Small	4 yd	2
Medium	8 yd	3
Large	12 yd	4
Cone	18 yd	3
Stream	24 x 2 yd	3

Adjust targets affected based on context

Scale/Called Shot Modifiers			Reach
Tiny	Eye	-6	
Very Small	Head	-4	
Small	Limb	-2	
Normal		—	
Large		+2	+1
Huge		+4	+2
Gargantuan		+6	+3

Illumination Chart

Dim	-2
Dark	-4
Pitch Darkness	-6
Invisible	

Cover Chart (Attacks)

Light	¼	-2
Medium	½	-4
Heavy	¾	-6
Near Total		-8

Cover Chart (Toughness)

Drywall, Heavy Glass	+2
Sheet Metal, Car Door	+4
Oak Door, Cinder Block Wall	+6
Brick Wall	+8
Stone Wall, Bullet Proof Glass	+10

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Mounted Actions	P	Roll	Notes
Attack, Melee	93	Lower of Fighting or Riding	+4 damage if charging 6" or more. (See also SET WEAPON .)
Attack, Thrown	109	Athletics	UNSTABLE PLATFORM: -2
Attack, Ranged	109	Shooting	UNSTABLE PLATFORM: -2
Falling	103	Riding	Triggered when rider or mount is Shaken, Stunned, or Wounded. If mount is running 2d4 damage. Critical failure, 2d6.
Missed Ranged Attacks	103	INNOCENT BYSTANDER affects mount if rider is missed.	
Set Weapon (Hold)	103	Athletics	Athletics. Requires opponent to be charging and Reach 1+. Longest reach gets a +2 bonus. Winner gets the +4 damage bonus for charging.

Chase Actions	P	Roll	Dist.	Notes
Attack, Melee	93, 117	Fighting	0	Mounted: Use lower of Fighting or Riding Vehicle's Parry = 2 + ½ Maneuvering Skill + Handling
Attack, Thrown	109	Athletics	n/a	UNSTABLE PLATFORM: -2
Attack, Ranged	109	Shooting	n/a	Chase cards b/w opponents x Range Increment (Maneuvering Chart)
Board	115	Maneuvering (opposed)	0	Success: Boarding started. Raise: Defenders lose their HOLD .
Change Position	115	Maneuvering	n/a	Limited Free Action. +1 if faster than rivals. +2 if at least twice as fast. Success: Move one card. Raise: Move two cards. +2 to roll if maneuver is taken as a Limited Action.
Drop Back	115	n/a	n/a	Free Action. Linear chases only. Move back one or two cards.
Evade	115	Maneuvering	n/a	Free Action: -2 for all attack rolls against or from the vehicle. Action: -4 for all attack rolls against or from the vehicle.
Flee	116	Maneuvering	4	-4 to roll.
			5	-2 to roll.
			6+	No penalty.
Force	116	Maneuvering (opposed)	0	Success: BUMP . Raise: See Critical Failure in the Maneuvering Chart
Hold Steady	116	Maneuvering	n/a	Free Action. Add VULNERABLE and remove UNSTABLE PLATFORM until <u>start</u> of next turn.
Ram	116	Maneuvering (opposed)	0	Attacker and Defender roll for damage as per the Ram Chart.
Bump	116	Attacker may move foe one card in any direction at any time during their turn.		

Critical Hit Chart

Use if rolling 1 or more raises on damage

2	Scratch and Dent: No effect.
3	Guidance/Traction: -1 Handling (max -4)
4-5	Locomotion: -10% Top Speed (min 60%)
6-8	Chassis: No effect.
9-10	Crew: Crew SHAKEN if caused by collision. Area attack: All crew affected by damage roll. Other: Random crew affected by damage roll. Subtract armor from damage rolls.
11	Weapon: Weapon destroyed or Chassis hit if there is no weapon.
12	System: Random system destroyed or Chassis hit if no special systems exist.

Out of Control Chart

2	Collision. Everyone is DISTRACTED Vehicle: d4 Wounds. CRITICAL HIT
3-4	Collision. 1 Wound. CRITICAL HIT
5-9	Everyone is DISTRACTED
10-11	Everyone is VULNERABLE
12	Glitch. CRITICAL HIT Reroll Crew results

Ram Chart

Own Size	
Small	1d6
Normal	2d6
Large	3d6
Huge	4d6
Gargantuan	5d6
Tougher	+1d6
Twice as Tough	+2d6
Raise (attacker only)	+1d6
Attacker Top speed 60+ MPH	+1d6
120+ MPH	+2d6

Chase Complications Chart

Use when Action Card drawn is Clubs

Suit	Mod	Failure Result
Spades	-	Treat as Critical Failure
Hearts	-	Bumped
Diamonds	-2	Bumped
Clubs	-2	Treat as Critical Failure
Joker	+2	Bumped x2

Maneuvering Chart

Type	Skill	Critical Failure	Range
Airplane	Piloting	Roll on OUT OF CONTROL table.	x25
Bike	Athletics	Roll on OUT OF CONTROL table.	x5
Boat	Boating	Roll on OUT OF CONTROL table.	x5
Foot	Athletics	Roll a die. Even: Runner loses turn. Odd: Runner suffers FATIGUE .	x5
Jet	Piloting	Roll on OUT OF CONTROL table.	x50
Mount	Riding	d6. 1-2: Rider loses his turn. 3-4: Mount suffers FATIGUE . 5-6: Rider suffers FATIGUE	x5
Sailing Ship	Boating	Roll on OUT OF CONTROL table.	x25
Spaceship	Piloting	Roll on OUT OF CONTROL table.	x50
Super Speed	Athletics -2	Any Failure: Collide with obstacle; roll 2d6+Xd6 damage*	x5
Super Flight	Athletics -2	Any Failure: Collide with obstacle; roll 2d6+Xd6 damage*	x5
Vehicle	Driving	Roll on OUT OF CONTROL table.	x5
Wagon	Riding	Roll on OUT OF CONTROL table.	x5

*X = absolute value of attack penalty from Super Speed/Flight charts

Heavy Item Chart

MD: Counts as **MEGA DAMAGE** in Rifts

Item	Weight	Damage
Parking Meter	50	Str+d10
Large Rock	100	Str+d12
Boulder	200	Str+d12+1
Lamp Post	400	Str+d12+2
Large Tree	1,000	Str+d12+3 MD
Statue	1 ton	Str+d12+4 MD
Car	2 tons	Str+d12+5 MD
Truck	4 tons	Str+d12+6 MD
Armored Car	8 tons	Str+d12+7 MD
APC	16 tons	Str+d12+8 MD

Large Improvised Weapons

Weight Class	Min. Str	Example	Damage
0	See Improvised Weapon Chart		
I (400 lbs.)	d12+3	Motorcycle	Str+2d6
II (2 tons)	d12+5	Car	Str+3d6
III (8 tons)	d12+7	Bus	Str+4d6
IV (32 tons)	d12+9	Tank	Str+5d6

Knockback Chart

1d6" + 1d6" per extra 10 dmg
Collision Damage: 2d6 + remaining distance

Scale	Min Dmg
Small or less	10
Normal	20
Large	30
Huge	40
Gargantuan	50

Super Speed/Flight Chart

Speed	Attack Penalty
Flight Pace 6 (4 mph)	0
Pace 12 (8 mph)	0
Pace 24 (16 mph)	0
Pace 45 (30 mph)	0
Pace 90 (60 mph)	-1
Pace 180 (120 mph)	-2
Pace 360 (240 mph)	-4
Sonic Speed (1,200 mph)	-6
Super Sonic Speed (2,400 mph)	-8
Near Light Speed (240M mph)	-10

Super Strength Chart

Strength	Load Limit	Max Weight
d4	20 lbs	80 lbs
d6	40 lbs	160 lbs
d8	60 lbs	240 lbs
d10	80 lbs	320 lbs
d12	100 lbs	400 lbs
d12+1	125 lbs	500 lbs
d12+2	250 lbs	1,000 lbs
d12+3	500 lbs	2000 lbs / 1 ton
d12+4	1,000 lbs	4000 lbs / 2 tons
d12+5	2,000 lbs	8000 lbs / 4 tons
d12+6	2 tons	8 tons
d12+7	4 tons	16 tons
d12+8	8 tons	32 tons
d12+9	16 tons	64 tons
d12+10	32 tons	128 tons
d12+11	64 tons	256 tons
d12+12	125 tons	500 tons
d12+13	250 tons	1000 tons
d12+14	500 tons	2000 tons
d12+15	1000 tons	4000 tons

Power Stunt Actions	P	Notes: Power Stunts Cost a Benny
Aimed Knockback	30	After scoring a knockback, choose the direction.
All Out Attack	30	Damage field, Explode, Melee, or Ranged attack: Change damage dice from d6 to d10.
Change Power Type	30	Use something in the environment to change a power's trapping
Interrupt	31	Take immediate turn as if on HOLD . Discard action card and become DISTRACTED . If action card has already been used, become DISTRACTED & VULNERABLE .
Mimic	31	Temporarily use a power as if it were a different power.
Overawe	31	Perform a TEST against all targets within a large template.
Push	31	Temporarily increase a power by up to 5 points.
Respec	31	Temporarily reconfigure a power with different modifiers, so long as cost remains the same.
SYNERGY: Adds +2 to skill rolls/damage or -2 to resisting the synergistic power. (p. 33)		
NEGATIVE SYNERGY: Subtracts -2 to skill rolls/damage or +2 to resisting the anti-synergistic power. (p. 33)		
ENVIRONMENTAL SYNERGY: Same as (negative) synergy. May make some powers unusable.		

Creative Combat Chart

Use with a raise on a TEST roll if using Creative Combat Setting Rule

2d6	Effect
2	Second Wind: Attacker removes one wound or one level of fatigue; if not wounded/fatigued, enemy is SHAKEN instead.
3	Inspiration: Attacker earns a Benny.
4-5	Double Whammy: Target is VULNERABLE and DISTRACTED .
6-8	Shaken: Target is SHAKEN .
9-10	Setback: Target loses a turn or otherwise experiences a setback.
11	Insight: Attacker adds a d6 to any one future trait or damage roll against target. Foe is SHAKEN if this result occurs again during the same encounter.
12	Seize the Moment: Attacker gets a free turn.

Injury Chart

2d6	Effect	
2	Unmentionables	
3-4	Arm: Affected arm is unusable.	
5-9	Guts Roll 1d6:	1-2: Broken. Agility -1 die
		3-4: Battered. Vigor -1 die
		5-6: Busted. Strength -1 die
10-11	Leg: Gain the Slow Hindrance.	
12	Head Roll 1d6:	1-3 Hideous Scar. Ugly Hindrance.
		4-5 Blinded. One Eye or Blind Hindrance.
		6 Brain Damage. Smarts -1 die

Die type penalties may not reduce die type below d4.

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Power Modifier	Cost	Description	Requires
Adaptable Caster	+1	Change the trapping of a power.	Wizard Edge or Savage Pathfinder
Armor Piercing	+1 to +3	Each Power Point grants 2 points of AP. Max 6 AP.	
Cantrip	Zero	Minor effect based on a power. Cost is zero (1 with critical failure). Cannot cause damage or replace a power but may be used for tests.	Savage Pathfinder.
Fatigue	+2	Adds 1 level of Fatigue if the target is otherwise affected. Cannot cause incapacitation.	
Glow	+1	Gives a soft light. -2 Stealth, Removes 1 point of Illumination penalties	
Heavy Weapon	+2	The attack can affect targets with HEAVY ARMOR	
Hinder	+1	Target is -2 Pace	
Hurry	+1	Target is +2 Pace	
Lingering Damage	+2	Target takes damage next turn at one die type lower.	
Range	+1 to +2	Double or Triple Range. Not applicable to Cone and Stream templates or Powers with a Range of Touch.	
Selective	+1	Selectively ignore targets in a blast template	
Shorting	-X	Applies a -X penalty to the casting roll. Failures are treated as a Critical Failure.	
Shroud	+1	Obscures target. +1 Stealth, -1 to attacks against target	

Dynamic Backlash Chart

Use with a critical failure on an arcane roll if using *Dynamic Backlash Setting Rule*

2d6	Effect
2	Catastrophe. New minor hindrance, loss of powers for several days, explosion, or other thematically-appropriate consequence.
3	Backfire. Applied like a success with a raise. Affects the wrong target with the worst possible outcome for caster. If spell has a duration, caster can't terminate the spell.
4-5	Short Circuit. Lose points spent on power plus additional 1d6 points.
6-8	Stunned. Caster is STUNNED and -2 for arcane rolls for rest of the encounter.
9-10	Overload. Caster takes 2d6 + cost of power in damage
11	Fatigue. Caster suffers FATIGUE .
12	Overcharge. Power is successful with a raise and costs no power points.

Interface Zero Hacking Chart

Black Ice rolls 2 dice

IDS	Die Type	Penalty
1	d4	0
2	d6	-2
3	d8	-4
4	d10	-6
5	d12	-8

Hacking as a Dynamic Task

Security	Penalty	Task Type
Light	-2	Challenging
Medium	-4	Difficult
Heavy	-4	Complex
Ultra	-6	Complex

Netrunning

Action Card	Intrusion Countermeasure
Spades	Tracer: Location revealed, enemies en route.
Hearts	Overload: Hacker receives 2d6 damage.
Diamonds	Worm: Data deleted. Hacker loses d6 Task Tokens.
Clubs	System Dump: Task failed, hacker is disconnected and STUNNED .

Interface Zero Combat Hacking	Roll	Notes
Hacking Test	Hacking	Success: COMPROMISED. Raise: Add SHAKEN Extra raises can add DISTRACTED or VULNERABLE
Compromised	Immediately perform one Free action; Activate/ Shutdown Device, Edit Device, Operate Device, or Overload Device.	
Activate/Shutdown Device	The hacker might choose to “Lockdown all Trash Compactors on the detention level!,” deactivate someone’s cyber eyes, or their smart weapons.	
Edit Device	Overwrite security protocols, jam radio transmissions, change passcodes, and anything else involving editing something	
Operate Device	Take control of trucks, cars, drones and even weapon systems. Characters can also operate various types of machinery such as robotic arms, security cameras, elevators, and much more. Characters may never use NPC’s weapon or cybernetics against them.	
Overload Device	Disable it for (d6x10) +1 minutes by overheating the device’s processors	

Cyberdeck Programs	Slots	Notes
Buddy	1	Allows Support rolls from up to 4 allies.
Guardian	2	Blocks 4 damage from Overload.
Helper	2	AI adds +2 to Hacking totals.
Reroute	1	Allows reroll (including crit failures). If reroll fails, useless for rest of encounter.
Scrambler	1	Gives (obvious) false location when traced, then deletes itself.
Spammer	2	Causes countermeasure to fail on current action card; deletes after use.
Virus	1	Extend Dramatic Task another round; deletes after use.

Fear

Characters subject to a terrifying situation or a creature with the Fear ability makes a Fear Check (free action Spirit roll).

Failure means the character suffers either:

Nausea: Character is **SHAKEN** and **FATIGUED**. On Critical Failure, character must also roll on Fear Table

Terror: A more intense trigger **PANICKS** Extras. Wild Cards must roll on the Fear Table (at +2 if they got a Critical Failure on the Fear Check).

Fear Table	
Roll d20 and add Fear or Critical Failure penalties as positive values to result	
1-3	Adrenaline Surge: Act as if character received a Joker.
4-6	Distracted: Character is DISTRACTED until end of next turn.
7-9	Vulnerable: Character is VULNERABLE until end of next turn.
10-12	Shaken: Character is SHAKEN .
13	The Mark of Fear: Character is STUNNED and suffers a cosmetic alteration such as a white streak in their hair, a tic, etc.
14-15	Frightened: Character gains the Hesitant Hindrance for remainder of the encounter. If they already have it, the character becomes Panicked.
16-17	Panicked: Character immediately moves full Pace + running die away from danger and is SHAKEN .
18-19	Minor Phobia: Character gains a Minor Phobia Hindrance related to the trauma.
20-21	Major Phobia: Character gains the Major Phobia Hindrance
22+	Heart Attack: Make immediate Vigor roll at -2. STUNNED on success. INCAPACITATED on failure and dies in 2d6 rounds. A Healing roll at -4 prevents death, but character remains incapacitated.

Fire Damage

Roll 1d6 to check if flammable target catches fire.

6	Flammable targets catch fire
4-6	Very flammable targets catch fire
2-6	Volatile targets catch fire

Damage	Description
1d6	Spot contact, steam
2d6	Bonfire, burning room
3d6	Flamethrower
5d6	Lava

Each round, apply damage and then roll a d6. On a 6, fire intensifies one level until maximum determined by GM. On a 1, fire drops a level or burns out if at 1d6. Characters may use an action to make an Athletics roll to put out fires up to MBT on themselves or others.

Smoke Inhalation: Vigor roll every round; increase **FATIGUE** 1 level on fail. Wet cloth adds +2, breathing equipment negates need for roll. If Incapacitated, character dies in (Vigor) minutes. Revive by moving out of hazard and making a Healing roll at -2.

Falling Damage

1d6+1 for every 2" (4 yards) fallen, to a maximum of 10d6+10.

Every foot of soft ground, such as snow, reduces damage 1 point.

Water: Athletics roll halves damage when falling into deep water from heights of 10" (20 yards) or less. Acts as solid ground from greater than 20 yds.

Electricity

Touching standard electric source: Vigor roll at -2.

DISTRACTED on Success, **STUNNED** on Failure.

If source was gripped, victim can't let go until they pass a Vigor roll at -4 (free action at start of each turn), increase **FATIGUE** one level each failure. Lets go upon Incapacitation.

High voltage source: causes 4d6 damage. 5d6 damage if standing in water or raining. In realistic games, must make free action Vigor roll at -4 each turn to let go, suffering damage each turn that they fail to let go. In dramatic games, 1d4" knockback instead.

Armor doesn't help unless electrically insulated.

Other Hazards

Bumps & Bruises: Athletics roll when moving through injurious terrain. Take level of **FATIGUE** on fail. Fatigue from B&B improves one level every 24 hours. Healing rules apply as normal, otherwise.

Heat: Vigor roll every 4 hrs. **FATIGUE** on fail and can only be recovered by cooling down. Add up to -4 penalty for extreme heat and activity. Incapacitation = Heatstroke; Vigor roll failure = permanent Vigor die type reduction, Crit Fail = death.

Cold: Vigor roll every 4 hours below freezing. Gain **FATIGUE** on failure. -2 every 20 degrees below freezing (max -4). -2 if wearing light clothing, +2 for winter gear, +4 for advanced gear. Incapacitated characters die after 2d6 hours. Victims can only recover Fatigue once they receive warmth and shelter.

Hunger: Vigor roll after 24 hours w/o enough food. -1 for insufficient rations, -2 for no rations. Gain **FATIGUE** on failure. Incapacitated character dies after 3d6 hours. Recover when victim has half day's food or more.

Thirst: Vigor roll every 8 hours (4 if environment is very harsh) after 1 day without enough water. -2 for insufficient water, -4 for no water. Increase **FATIGUE** on failure; **EXHAUSTED** on Critical Failure. Incapacitated character dies after 2d6 hours. Recover Fatigue levels normally once character has sufficient water.

High Altitude: At > 1 mile, Vigor roll every 4 hrs. Roll at -2 when >10,000 ft and -4 when >15,000 ft. Failure increases **FATIGUE**.

Sleep: Going without sleep requires Vigor roll at cumulative -2 every 24 hours (max -4) or suffer **FATIGUE**. Stimulants give +2 to roll.

Radiation: Vigor roll every hour in low rad, every minute in high rad; each failure increases **FATIGUE**. On incapacitation, victim contracts chronic disease: radiation sickness.

Climbing: Under stress, use Athletics skill; during rounds, each inch takes 2" Pace. Success is normal movement, failure means no progress, Critical Failure is a fall. If secured, B&B, if not, see Falling.

Poison: Vigor roll - Strength of poison if listed. Failure applies **DISTRACTED** + below effects: *Knockout* (2d6 hours or 2x w/ Crit Fail), *Lethal* (**STUNNED**, 1 Wound or 2 w/ Crit Fail, dies in 2d6 rounds), *Mild* (**FATIGUE**; **EXHAUSTION** on Crit Fail; can't Incapacitate), *Paralyzing* (**STUNNED**, cannot attempt to recover until duration expires).

To recover: Healing roll - Strength of poison.

Disease Categories

Chronic	Very severe maladies that may result in death if untreated. Character makes a Vigor roll at start of session: Failure, symptoms cause EXHAUSTION . Critical Failure, character expires this session. Success, character is FATIGUED , and on a raise no ill effects are suffered.
Debilitating	Common illnesses like the flu result in the character being FATIGUED for 2d6 days.
Lethal	Fast acting disease that kills quickly. Character is immediately FATIGUED . At start of each turn, they must make a Vigor roll or suffer a Wound (frequency of roll at GM's discretion). Successful Healing roll stops effects only if proper medicine is on hand. Certain powers may also cure the disease.