

JAGS₂ INTRODUCTION.....	4
<i>Why JAGS₂?</i>	4
The JAGS₂ Roll	5
<i>Failure Options</i>	7
Resisted Values	8
<i>The Rules.....</i>	9
<i>When Are Resisted Rolls Called For?</i>	11
<i>Drama Rolls Method (an advanced rule)</i>	11
Character Points.....	12
BUYING STATS	13
<i>STATS</i>	13
<i>Buying Primary Stats</i>	14
Cost To Buy Primary Stats.....	14
<i>Buying/Selling Secondary Stats.....</i>	15
FIGURED STATISTICS.....	16
<i>Physical Figured Stats.....</i>	16
Damage Points	16
Perception Roll	16
Initiative Roll.....	16
Ground Speed	17
Hand To Hand Damage.....	17
Grapple Roll	17
<i>Charisma Figured Stats</i>	17
Computing Charisma Rolls	18
ENHANCEMENTS / DEFECTS	19
<i>Physical Traits</i>	19
Ambidextrous [12]	19
Asthma [-4]	19
Bad Eyesight (Wears Glasses) [-1 or -3]	20
Beautiful Voice [4]	20
Blind [-15]	20
Crippled [-4,-12]	20
Deaf [-2,-4]	20
Fast Runner [2]	20
Hearty [2].....	20
Hunch Back [-2]	20
Iron Jaw [8,16]	20
Nasal Voice [-2].....	20
Natural Fighter [2]	20
One eyed [-3]	20
Peg-Leg [-4]	20
Toughness [varies]	20
Ugly [-2, -4]	21
Visible Mark [-1].....	21
Young [-1].....	21
<i>Mental Traits</i>	21

Bad Judgment [-2]	21
Disturbed [-2 or -4]	21
Drunkard [-2 or -4]	21
Flair [1,2,4]	22
Hard to Fool [2,4,8]	22
Leader [2,4,8,12].....	22
Likeable [2,4,8,12].....	22
Mathematical Genius [4]	22
Musical Genius [4]	22
Perceptive / Keen Senses [2,4,8]	22
Phobic [-1 or -2]	22
Presence [2,4,8,12].....	22
Speed Reader [4].....	22
<i>Background</i>	22
Baaad Reputation [1, 2, 4, 8]	22
Bad Reputation [-1 to -4].....	23
Enemy [-1, -3, or -5]	23
Good Reputation [2,4,8,12]	23
Ward [-2]	23
Wealth [1,2,4,8,12].....	23
Write Up [-2].....	23
<i>Personality and Appearance</i>	23
Attractive [2, 4, 8, 12].....	23
Bad Tempter [-2].....	23
Big Mouth [-2].....	23
Code of Honor [-1 to -3]	24
Coward [-4]	24
Curious [-2]	24
Envious [-1,-2].....	24
Exotic [2, 4, 8, 12].....	24
Greed [-2]	24
Grim [-1]	24
Honorable [-2].....	24
Lousy Liar [-3].....	24
Lousy Driver [-2]	24
Lust [-2].....	24
Naive [-2].....	25
Obnoxious [-1 to -3]	25
Personality Types [1].....	25
Pride [-2].....	25
Problems with Authority [-4]	25
Rugged [3]	25
Slick [-2]	25
Sloth [-2].....	25
Statuesque [2, 4, 8, 12]	25
Swashbuckler [-2].....	25
ARCHETYPE TRAITS (Weird Stuff)	26
Lucky Miss! [4]	26

Luck [2,4,8]	26
Dreamer [4]	26
Extraordinarily Tough [12]	26
Hard To Kill [4]	26
Instinct [4]	26
Malice [4]	27
Nature Friend [4]	27
Psychic Link [2]	27
See Inner Person [12]	27
Sensitive [4]	27
Shadow Friend [8]	27
Storm Friend [8]	27
Synchronicity [8]	27
Twisted Genius [8,12]	27
Unusual Gear [2,4]	28
Will To Fight [4]	28

JAGS₂ SKILL RULES 29

<i>How Skills Work</i>	29
<i>Combat and Non-Combat Skills</i>	30
<i>Linking Skills to Stats</i>	30
<i>Paying For Skills</i>	32
COST FOR SKILL LEVELS (Beginner To Master)	32
COST FOR BUYING COMBAT SKILL ROLL	32
COST FOR BUYING NON-COMBAT SKILL ROLL	32
<i>Combat Skills</i>	33
Acrobatics (Dodge)	33
Brawler	33
Heavy Weapons/Gunner	33
Knife Fighter	33
Martial Artist	33
Melee Weapons	33
Shield	34
Shoot Gun/Bow	34
Staff Fighter	34
Thrown Weapon (knife/Spear/Axe)	34
<i>Science Skills</i>	34
Bio-Sciences	34
Chemist	35
Computer Science	35
Doctor	35
Engineer	35
Physicist	35
<i>Street Skills</i>	35
Con Games	35
Breaking and Entering	36
Card Mechanic/Pick Pocket	36
Gambler	36
Hacker	37
Shadowing and Surveillance	37
Streetwise	37

<i>Educational Skills</i>	37
Advanced Education	37
Ancient History	37
Lawyer	37
Research (and Journalism)	38
<i>Occupational Skills</i>	38
Craft/Artistic/Singing/Music	38
Drive/Pilot Vehicle/Ride Animal	38
Police Procedure [also Investigator]	38
Run Business	38
<i>Military Sciences</i>	39
Climbing/Rappelling	39
Demolitions	39
Solider Training	39
Stealth	39
Traps	39
Woodland Lore	39
<i>Social Skills</i>	40
Courtesan	40
Diplomat	40
Etiquette	40
Interrogator	40
Revelry	41
Showmanship	41
Vamp	41

JAGS₂ COMBAT 42

<i>Step One: Roll Initiative</i>	42
<i>Step Two: Taking Your Turn</i>	43
General Actions Chart	43
<i>How To Resolve Attacks</i>	44
<i>How To Resolve Blocks and Dodges</i>	44
<i>Resolving Moves</i>	45
<i>Resolving Grapples</i>	45
<i>Resolve "Aim Weapon" and Feint Actions</i>	47
<i>Resolve A Hit the Deck Action</i>	47
<i>Resolve Drawing a Weapon</i>	47
<i>Special Strikes: Kicks and Crosses</i>	47

Weapons In JAGS₂ 48

<i>Melee Weapons</i>	48
<i>Guns and Bows</i>	49

Damage In JAGS₂ 50

<i>Two Types Of Damage</i>	51
<i>Impact Damage Table</i>	51
<i>Penetration Damage Table</i>	51
<i>Armor and Armor Saves</i>	52
<i>Shields</i>	54
<i>Effects of Wounds</i>	55
<i>The Condition Chart (Based on Total DP)</i>	56
<i>Wound Effect Chart: CON Roll based on Wound Taken</i>	56
No Effect	57
Stunned	57
Dazed	57

Unconscious	57	Charisma Effects	60
Internal Damage	57	Charisma and Skills	60
Dying	57	<i>Persuade</i>	61
Dead	57	<i>Recruitment</i>	61
RESISTED ATTACKS	58	<i>Charm</i>	61
<i>Resisted Attack Chart</i>	58	<i>Intimidation</i>	61
<i>Sample Resisted Attacks</i>	59	Odds and Ends	62
Poison	59	<i>Impact Damage Table</i>	63
Paralysis	59	<i>Penetration Damage Table</i>	63
Terror	60		

JAGS: Just Another Gaming System

Way back in time—back in the mid 1990’s—we started playing around with our own ideas for a generic universal system. The two games that we played and loved the most (and still love) were Hero and GURPS 3rd Edition they were brilliant and inspired and we were very happy with them (and their recent evolutions exist today and we’re thrilled).

These two games gave us what we were looking for: a unified rules set that was easily applicable to any adventure we wanted to run—and a great deal of what we did didn’t fit into any genre seamlessly, which is why the universal nature of the games appealed to us.

But we had some of our own ideas—things we thought didn’t work the way we wanted or ideas we felt were clever that didn’t appear in the framework of either game. And so, over time, and with effort, we created JAGS. To us, it’s certainly *not* Just Another Gaming System—but we’re well aware of the perils of taking oneself too seriously.

In 2001 we released JAGS on the web, for free. We released it for free because we felt that was the easiest way to get it out there—to let people see it—and we were able to do so with no risk to ourselves financially.

We’re very proud of JAGS and the source material we’ve made for it. We’re committed to bringing more of our game worlds to life and releasing it in PDFs, free of charge, with high quality artwork and writing—but we’re also, here, doing something else.

JAGS is complex. JAGS is “balanced” (for some definitions of “balanced”). JAGS covers lots of special cases. JAGS uses fractional math. All that a barrier to some people as well—there are people who, legitimately, just don’t like that approach—and we realized, early on, that JAGS could be hard to teach to people who were just interested in sitting down and playing.

So we’ve created JAGS₂, half the rules. *All* the cool. We hope you enjoy it!

--The JAGS Team



JAGS₂ INTRODUCTION

Hello and welcome to JAGS₂! After about a decade of playtesting, refinement, and a good deal of thought, this is our latest effort to create a working, balanced, and easy to learn RPG. JAGS₂ is the rules-lite(er) system that shares much of the same design philosophy as JAGS (and a compatible but not identical rules-engine) while clocking in at a lot fewer pages! Hopefully we've learned something in the 2 years we've been live on the internet and you'll find this easy to pick up and run with!

Some Notations

WHY JAGS₂?

The Gray Boxes:
These boxes contain examples or other "stand out" bits that we want to highlight.




This means there's an important point that you *don't* want to miss!

This deserves, and will get, a much longer piece (designers notes!). But since many people won't read those, we wanted to say a few things here.

- **Graduating to JAGS:** We do not expect people who like, and play JAGS₂ to ever "graduate" to JAGS (you're encouraged to check it out—but JAGS₂ isn't conceived as "beginners JAGS.") The two games are different in a few fundamental ways—but they are compatible and can be easily interchanged. If conflicted, pick what you like best from the two.
- **What will our continued support be?** We plan to continue making great products for JAGS. Very few for JAGS₂. Why? Because JAGS₂ is supposed to be compatible. Sure—not every book is 100% compatible (the full JAGS Martial Arts offer far more options than JAGS₂ mere two) but most of the world books will be. Where new books vary greatly we'll try to include updates.
- **Is JAGS₂ Rules-Lite JAGS?** Firstly at approximately 60 pages we don't consider it "lite" at all (and the rules-lite crowd certainly won't)—but it's far lighter on the fractions, special-case rules, and the like. On the other hand, JAGS₂ has two different ways to pay for skill roll—something JAGS doesn't have. That's more complex! In a nutshell we felt JAGS₂ will fill a niche that JAGS doesn't. Maybe you'll agree.
- **A note on Pronunciation:** JAGS₂ is pronounced "Jags Two." We're using the sub-script because: a) JAGS₂ is conceptually sort of a subset of the full-blown JAGS rules and b) The notation strikes us as cool (your mileage may vary and I'm already getting tired of hitting the subscript button ...). We write it as 'JAGS-2' online where other better formatting may not be available.

Running Commentary

The side-bars are supposed to contain running commentary on the rules as well as:

 Reference to the *full* JAGS (if you see this symbol it means the discussion is about where the rule came from or what more there is to be found in the full JAGS system.

Q: Designers Notes. With this symbol you'll find notes as to *why* we did something (i.e. what we were thinking)

Differences Between JAGS and JAGS₂

Here are some of the major differences between JAGS and JAGS₂:

- Expanded List of Enhancements and Defects. Because we're trying to "keep it tight" the full JAGS book has more Enhancements, Defects, and Archetype attributes.
- JAGS combat and weapons usage is a bit more complex.
- JAGS skills cost fractional points (where a skill might cost 4pts in JAGS₂ the same skill at the same roll might cost 3.5pts in JAGS). Otherwise the skills and rolls work identically.
- JAGS has all sorts of rules for falling, driving, lifting and throwing, bleeding, drowning, etc. You can reference them if you need them. The JAGS₂ rules will have some basic notes on how to handle things like that—but we don't go into detail.

Realism?

Is JAGS more *realistic* than JAGS₂? How can you define that term when both allow you to play a magic-wielding character? Or an alien race? JAGS has fair amount more "cause and effect" built into it (the World-Mechanic rules define collisions as Elastic or Inelastic, for example—something JAGS₂ doesn't bother with). But we think neither is "more realistic."

THE JAGS₂ ROLL

At the core of the JAGS₂ system is a simple dice mechanic known as the JAGS-roll. It's a 4d6 roll (the dice are added together) where sixes are treated as zeros. This roll is used to check for success or failure of in-game actions like using a skill, surviving damage, making an attribute (AKA "STAT") check, and determining how much damage your character might have inflicted on someone.

In many circumstances the game system will also want to know *how well you succeeded or failed*. Usually your skill or stat will give you a "target number" (the number the total on your dice must be equal to or less than to succeed). If you roll, say, three below that number, then you'd say you "made it by 3." JAGS considers that a moderate success. Rolling five or more below that target number gives you a "Major Success." If, for example, you roll above that number by 5 or more then you have a "Major Failure."

JAGS Rolls

Basic JAGS Roll: Roll 4 dice, count the numbers. Treat 6's as zeroes.

Term	What it is	Notation
Target Number	The number you have to roll equal to or less than	12- means roll a 12-or-less to succeed
Success (also minor success)	Rolled equal-to or less than the target number.	"made it by 0" means you rolled the exact target number.
Major Success	Rolled 5 or-less than the target number.	You would say "I get a major success" or "Made it by plus five." (or "plus six" or whatever).
Critical Success	Rolled 10 or-less than the target number.	"Crit-success" or "plus eleven" (or whatever margin you made it by.
Failure (also minor failure)	Rolled more than the target number by 0 to 4.	"Missed it."
Major Failure	Rolled between 5 and 9 more than target number.	"Major failure" or -7 or whatever it was missed by.
Critical Failure	Rolled 10 or more above target number.	"critical failure" (also "I'm screwed")

Roll Under Notation

Usually in JAGS₂ you are trying to roll *under* a number. Let's say the GM calls for an AGILITY roll to cross a narrow beam between two buildings. Your AGILITY is a 12. That means you need to roll a 12 *or less* to "make" (succeed) with the roll.

You throw the dice and get 6,4,2,1. This adds up to 7 (remember the 6 is treated as 0). This is less than 12 so you "made it."

The way of listing a roll number is traditionally with a "-" (dash). A skill with which you have a 14-or-less roll would be written 14-.

Percents for the JAGS roll

Roll

'X or Less'	Percent
0	%0.063
1	%0.359
2	%1.156
3	%2.719
4	%5.393
5	%9.752
6	%15.855
7	%23.939
8	%33.624
9	%44.428
10	%55.701
11	%66.505
12	%76.100
13	%83.963
14	%90.208
15	%94.563
16	%97.326
17	%98.878
18	%99.642
19	%99.931
20	%100.00

Some Rolls Do Not Have A Target Number

For damage rolls, for example, you just roll and want to get as high as you can. For some "random-event" type rolls it's the same thing.

What Sorts of things Have Rolls?

Well, primarily the two things in JAGS₂ that you make rolls for are Stats (a numerical value that tells how strong, fast, smart, etc. you are) and Skills, a description of something you know how to do (and a numerical measure of how good you are at it).

Example 1 (Make a Stat Roll): I have a character with a Strength of 13. That gives me a 13 or less roll (written 13- in these rules, where “-” means ‘or less’). If I am asked by the Game Master to perform a “feat of Strength” then I’ll make a JAGS roll and if the numbers on the dice add up to 13 or lower then I’ve succeeded.

Example 2 (Make a Skill Roll): I have a character with the skill Computers and it has a 15- roll. When I am trying to write a computer program to re-route my space ship’s power system, then my numbers must add up to a fifteen or less for me to be successful.

Example 3 (Roll on the Wound Table): When I get shot in a fight and I am wounded, and the game rules call for me to make a Constitution roll on the “Wound Table.” What that means is that I make my Constitution roll (say my character has a CON Statistic of 12, so I have a 12- roll). Then I do the following:

The term “Roll on the Wound Table” means that there is a table in the book (look at the very back of this book; you’ll see the Wound Table along with a whole bunch of other tables). We’ll worry about the exact rules in the combat section, but in this case, you make your roll and: *you determine how many points you made it or missed it by.*

So let’s say I have a 12 CON, Stat rolls are the same as the Stat, so that’s a “12 or less” roll. And I roll a 10 (average). That means I “made the roll” by 2 ($12 - 10 = 2$). Essentially I rolled “2pts under” what I needed to.

If I rolled, say, a 14, then I “*missed it by 2*” since I rolled over my target number of 12 and exceeded it by 2pts.

Then I look on the chart for my wound type and find the result (if it was a Minor Wound then the result is Stunned, if you care to check).

Example 4 (Roll at -4): Let’s say I’m trying something that is *harder than average*. Imagine trying to write a *really tough* computer program instead of an “average one.” Difficulty is represented by the GM assigning negative numbers to the Roll number. So if you had a 15- Computer skill and had to write a *really hard* program that’s at -4. Then your roll becomes an 11- ($15 - 4 = 11$). If the program is *really easy* then the GM can say “Roll at +3” (or something). The roll goes from a 15- to an almost-can’t-miss 18-

Hey, Wait a Minute!

Stats are things like Strength—and they have a numerical rating, right? Okay—what’s the *average* human Strength?

JAGS Guys: “Um, it’s a 10. All normal, adult characters begin with a 10 Strength.”

Reader: “Both genders? Everyone?”

JAGS Guys: “Right. All characters. If you want to be a little weaker—or a lot weaker ... or stronger than normal you can do that when designing your character.”

Reader: “And, let’s say I’m a strong guy—how strong is that?”

JAGS Guys: “Well, a person with a Strength of, say, 13 is like one of those big guys you see at the muscle gym.”

Reader: “And he has a 13 or less Strength roll?”

JAGS Guys: “Correct. And if he’s you know, really strong—then he could have up to, say, a 16- roll. That’s about max human.”

Reader: “Riiiiigh. Okay. What about a superhero? You can play superheroes in JAGS, can’t you?”

JAGS Guys: “Ummm ... yes. They can have much higher Strengths.”

Reader: “So I *could* have a Strength roll of, say, a 1000 *or less*? With a roll that goes from zero to twenty that’s pretty academic.”

JAGS Guys: “Yes. Good point. Okay—firstly, Strength is kinda special that way. Even super-smart super heroes don’t have, say Reasons of 1000. Also, if you are arm wrestling another super-human with, say, an 800 Strength then, when comparing the values there’s a special system we use. It’s explained below.”

Reader: “I knew this was going somewhere.”

FAILURE OPTIONS

When you make a stat or skill roll you either make it or miss it—and as we noted above there are degrees of failure. Here are guidelines for determining exactly what is meant when a roll is failed (note: this usually means a statistic or skill roll, in combat, a failed to-hit roll usually just means you missed your target).

The simplest meaning when you “blow a roll” is that you just didn’t know how to do it—you missed the shot, or something. But there are some tasty options that we think can add to the game. Traditionally the GM decides what, exactly, is the result of a failure—and that’s good for most play: but all the participants should have input into what judgment is rendered.

Failure	Possible Effect
You Missed The Roll? What Happened?	Sometimes when a roll is blown the GM can ask the player “What went wrong?” Whatever it was, it doesn’t have to be the character’s fault. For example, if an Etiquette roll is missed, it may not mean the character acts uncouth or doesn’t remember his manners—it could mean that someone else spoils the moment (another NPC at the party) or that the character turns around at the wrong moment and accidentally runs into a waiter carrying drinks—not the character’s fault—but not likely to win points with the guests either. If the character has Expert Level in the skill it’s more likely that the attempt went wrong for reasons unrelated to expertise. If the character’s a novice it’s more likely a matter of lack of knowledge. One advantage of this technique is that if the GM and players are in synch it can be a very interesting way to introduce new information (characters, etc.) into the game world. While entire chapters could be written on this, a general rule is that players would be wise to work with the GM when introducing new information about important characters or locations—and that includes other NPC’s that are created by other players as well (wards, contacts, and other people the players have “brought into the game” in some fashion).
You need to complete another task.	If you try to hack mega-corp’s bank and blow the roll the GM may rule that you don’t get in through front-line security—but you have figured out the name of the employee you need to call and try to talk into giving out their password over the phone. If an expert mechanic tries to repair a car and fails, it’s not likely that he “doesn’t know how to fix it” but “needs to get a new part.” How hard this secondary task is and what different skills it might require will be dictated by how badly the roll was blown and how expert the character is.
Something Else Went Wrong	Maybe while trying to steal a car the cops showed up. Maybe while putting the moves on a target you want to charm information out of, you got unexpected competition—from the target’s suddenly arrived wife. Whatever the case, the roll didn’t work because of unexpected interference. Depending on how badly you blew it you may be able to turn the situation around.
I need more time!	For science and engineering rolls (mainly—but for other things as well) a miss by a little (the roll blown by -1 or -2, for an Average or Expert level skill) might just mean you need more time and then you’ll be successful. That might be a few more days—or, in a combat zone, a few more minutes. It’s up to the GM.

Difficulty For rolls Difficult Tasks

If you are trying a task that the GM thinks is more difficult than the average sort of task for that skill then there will be “negative modifiers” assigned. For example, a Chemist trying to analyze an alien metal might be told to “roll at -4” this means their skill is reduced by 4 for purposes of making that roll. If the guy had a 14- Skill (“Fourteen or less”) then the roll becomes a 10- (increasing the chances of failure).

In many cases in combat, stunt driving, etc. there are commonly negatives to you roll. Having an “Expert Level” or “Master Level” skill (this is explained in the skill book) allows you to ignore some or all of those negatives because you’re so good those tough tasks are “ordinary.”

Easy Tasks: Sometimes a task is easy—then there are positive modifiers. A guy with 15- Shoot Gun skill has a 15 or less roll to hit a human sized target at pretty close range (the weapon determines what “close range” is) but if the target is totally stationary and the character gets to line up a shot, that can go way up.

When Do I Roll?

Rolls are made when an action is declared and enough time has passed that it’s generally too late to abort and success is in question (you usually do not roll to pick up a coffee cup).

In practice the GM calls for a roll when something comes up (the character is in a crowd and someone they know is there: the GM calls for a Perception roll to “spot them”) but the converse can be true as well: if the player says “I scan the crowd for Janice” then we’d expect that there would be a roll that the player “called for.”

The reason to ask the GM before rolling is to determine if there are any difficulty modifiers or other conditions that apply (the GM might rule, in the crowd example, for instance, that no roll is necessary—outcome is not in question: you just see the person).

RESISTED VALUES

JAGS₂ has one more mechanic that's used when resolving direct opposition of two different abilities. This is called the Resisted Roll. The classic example is an arm wrestling contest—Strength vs. Strength. How do you tell who won?

The basic idea is that both characters would make STR rolls and whoever won it by more would win the match. This is a good, direct comparison of two different scores. But it only works well if the numbers involved are Statistics or Skills (which have "rolls"). Let's look at the rules:

Resistance of Stats and/or Skills: Each party makes their roll and whoever makes it by the most "wins the contest." There are some rules for more complex contests under Drama Rolls, an optional rule, further down.

Resistance Numbers: What happens if two "opposing values" don't have "rolls" to make? Well, first let's look at how this event can happen:

1. A gun has a "Damage Number" of, say 13 (a .357 Magnum). That *isn't* a 13- roll like a Strength of 13 is. That's just a number of 13. A big rifle does 31pts of Damage and a 31- roll doesn't make any sense (rolls are from 0 to 20). A battleship gun does like 33 *thousand* points of damage. So that's clearly not a roll number either.
2. Armor has a Penetration Resistance which is a number (not a roll) that tells how hard to penetrate it is. Sounds reasonable, right? A bullet proof vest might have a 16 PEN Defense number. A tank might have a 3000 PEN Resistance for its forward hull. Again, you can see these aren't "rolls." They're just numbers.
3. But when a guy wearing armor is struck by a weapon the guy gets an "Armor Save" against the armor "being penetrated" (this is all explained in the combat chapter). So let's say that I have a high-tech battle-vest (from, like the future, eh?) and it has a PEN defense of 50. You shoot me with a modern day rifle and it does 31pts of damage. How do we tell if the armor holds up?
4. The way we do that is we compare the two numbers and we do, indeed, make a roll. Now, if we were just to compare the numbers straight (and use the exact number as the roll) then we'd get me, my armor, making a *Fifty or less roll*. On 4d6, treating 6's as zeros, that means that even on the worst possible roll, a 20, I will make my roll by 30. If you, rolling against your damage of a 31, roll a *zero* then you've made your roll by 31. That would mean that the rifle could beat the armor like one time in a hundred thousand shots. *That isn't how it works*. We think that those numbers are big enough that a difference of 20pts isn't so large that there's no comparison.
5. In fact, we think that a score of a 31 against a 50 is more like a

What Sorts of Things Call For Resisted Rolls?

These are the places where Resisted Rolls are used in JAGS₂.

- **Armor Saves:** when armor is hit by a penetrating weapon it gets a "save" to "resist penetration.
- **Grappling contests.** When two people are wrestling they use Grapple Scores which are usually not Strength scores exactly.
- **Psychology Attempts:** When I try to charm you, I apply a number (my Charm rating, say) against your WIL roll.
- **Contests of Skills:** If two computer hackers are battling against each other then it's a roll of skill vs. skill (there may be several over the course of a battle, see the Drama Rolls section).
- **Stealth vs. Perception:** All characters have a "Perception roll" to notice things. Some sneaky characters have a Stealth Skill. In this case if I'm sneaking past you (or up on you) then I roll my Stealth Skill and if I make it by more than you make your Perception roll (and there's some possibility that you could miss me—Stealth isn't invisibility) then I sneak by.

Numbers vs. Stats

We discussed this over in the main section, but saying again doesn't hurt. Some things like weapons do, like, 10's or hundreds of points of damage. Rolls only go from zero to twenty.

If a space-ship gun's do 800pts of damage and space-ship armor is 900pts that is, we think, more like a comparison of Stats of 16 vs. 18 than a 100pt difference which if we used just a roll would make the 900 armor *always* totally ignore the 800pt attack. So we use a divisor for numbers of that size based on the rules on the next page.

contest of, say, a 16- roll against a 20- roll. That's what we (the game designers) think—so this is how you figure it out. The rules (listed below) say you *divide* both numbers by some factor and then compare the divided numbers as though they were a roll. If that sounds complex, don't sweat it. Look at the examples.

6. Applying the rules we can see that we compare the two numbers: 6 (weapon) vs. 10 (armor) and the combat rules say that the guy with the Armor makes an armor save to see if his armor holds up. The armor is 4pts greater than the attacking weapon and the adjusted number is a 10 so the Armor Save roll is $10+4 = 14$.
7. I roll and I roll a 14! That makes my Armor Save by Zero and my armor prevents "penetration" from occurring!
8. If you're still confused, take a look at the sidebar for more examples and explanations.



THE RULES

If the *smaller* of the two numbers being compared is equal or less than 20 then you just *use the numbers as their rolls*. Divide by "1."

If the smaller of the two numbers being compared is 21 to 100 then divide both numbers by 5.

If the smaller of the two numbers being compared is 101-200 then divide both numbers by 10.

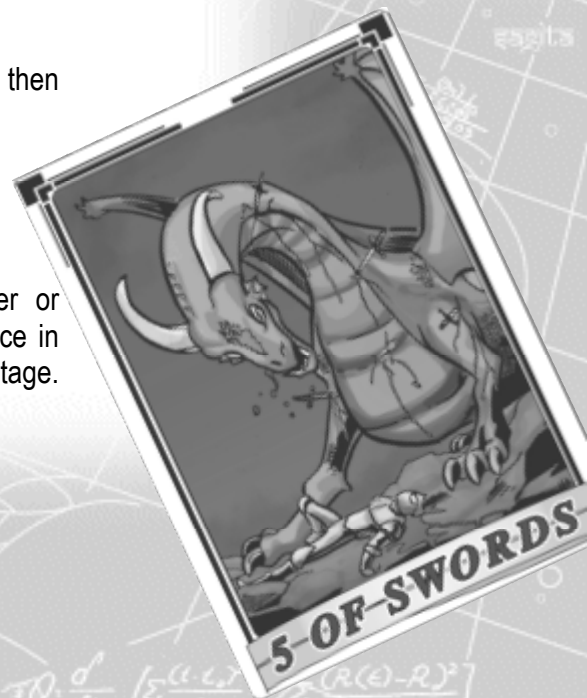
If the smaller of the two numbers being compared is 201 to 500 then divide both numbers by 25.

If the smaller of the two numbers being compared is 501 to 1000 then divide both numbers by 50.

And so on, increasing the divisor by 25 each time.

Computing the Roll

Depending on the rules, usually one person (either the attacker or defender) makes a roll. The roll starts at 10- and then the difference in numbers is added or subtracted (it's added if the roller has the advantage. Subtracted if the roller is at the disadvantage).



Resisted Roll Examples

A Connecticut Yankee is transported back to Medieval France (hey, *what!?*) and winds up staring down an armored knight with his .357. The .357 does 13pts of Damage (don't worry too much about this: just know its acting value is 13). The Plate Armor has a Penetration Defense value of 9pts. That value comes from a chart in the armor table. Don't think too hard about it—just know: Plate has PEN DEF of “9pts.”

Okay. The gun is fired. The combat rules are employed. The Knight is hit. Now, what happens? Well when you look at the rules for Armor Save for (in the Combat book) you see that it says:

1. The numbers being compared are 9 vs. 13, with advantage to the gun.
2. The smaller of the two numbers (9) is less than 20, so the numbers are just directly compared: the difference is 4pts, *advantage* .357.
3. The Armor's roll starts at a base 10- (this is the general rule) and then it's reduced to a 6- when the difference is subtracted from it.
4. The knight has good armor for the era—but he has to roll a 6 or less to prevent penetration from happening.

The knight (run by the GM) rolls a 9 and it's not good enough. The bullet makes a neat little hole in the armor.

Example 2: A Dragon Bites

In another game, a guy with plate armor (9pts PEN DEF) is bitten *by a dragon!* The dragon is big and bad and its bite does an incredible 30pts PEN damage. This is, like, enough to bit through a horse in a few good chomps. The armor is in TROUBLE.

1. The lowest number is below 20. That means the values are directly compared.
2. This means that a 30 is compared to a 9. The difference is 21, advantage: Dragon.
3. The guy running the knight thinks “This isn't very fair.” His roll starts at a 10- and is reduced by 21pts to a -11 or less. He can't roll less than a zero so his armor is just totally eclipsed. Ouch.

Example 3: Bigger Numbers

A rider in the post-apocalyptic outer wastelands is wearing a Commando Suit. It has 42pts of PEN defense. He's hit by a powerful high-velocity bullet doing 30pts of PEN damage.

1. The numbers are 42 vs. 30. The lowest number is 30 so both are divided by 5.
2. The difference is 8 vs. 6 = 2pts. advantage: Armor. The roll starts at 10- and goes to a 12- roll.
3. The guy gets a (decent) Armor Save of 12-.

Success Charts

In many cases, just winning or losing a resisted contest isn't quite the end of the story. For Resisted Attacks (like poison) and Psychology Attempts (wherein, for example, you try to persuade people to do something that's not in their best interest) what you made it by counts.

This is the Resisted Attack Chart. It's used for things like *Paralysis Venom* where the Venom is said to have a 15-roll vs. your CON.

The Venom (the GM) rolls and you roll at -1 per point the venom made its roll by.

So you have a barbarian warrior with a studly CON of 13. The Venom has a 15- Roll.

The GM's die roll is an 11: the Venom *succeeds* by 4. You roll at “-4” against a 9 or less Target Number. You roll a 10. This blows your CON roll by 1: a -1 Miss on the table.

Resisted Roll

Defender Made/Missed By	Effect
+4 or better	No effect
+3 to +1	Minor Effect
0 to -3	Standard Effect
-4 to -6	Major Effect
-7 to -9	Critical Effect
-10 or worse	Catastrophic Effect

That's Standard Effect. Checking the rules (in the combat section) for Standard Effect you can see that you lose 2pts of REA for 3 rounds (you feel your limbs go all tingly and numb).

When Are Resisted Rolls Called For?

Resisted rolls are called for in the following situations:

Situation	Description
Armor Saves	When a character with armor is hit with a Penetrating attack (one that primarily does internal damage like bullets, knives, swords, etc.) then Armor gets a "saving roll" to "convert the damage to Impact" (or 'blunt' damage) which is usually much less severe. This is handled by comparing the damage of the weapon to the Penetration Defense of the armor and assuming the weapon rolled a 10.
Grappling Contest	Wrestling, take-downs, and ground fighting are handled with a Resisted Contest. The Score is based on the size and weight of each of the fighters as well (in some cases) as training. Usually the character acting makes the roll and the character defending is assumed to have rolled a 10.
Poison and other weird "Resisted Attacks"	There is a category of "Resisted Attacks" that includes things like poisons, drugs, psionic attacks, sonic disruption, magical effects like being turned to stone, death rays, etc. These "strange attacks" don't just work against Damage Points. They are resolved as a Roll vs. Roll contest where the character and the attack each make a roll (a Death Ray <i>does</i> have a 17- Cause Death ability and its roll against your CON. Good luck!) The amount the character misses or makes it by determines the actual result (there is a Resisted Attacks table in the combat section).
Psychology Attempts	Really attractive characters may try to charm their way past a guard. Born leaders may try to rally troops. Bad mo-fo's may try to stare down a cycle gang with intimidation. These are handled by the Psychology rules and it's Roll vs. Roll where the stats are usually the character's Intimidate Score (or Persuade or whatever) vs. the target's Willpower (WIL) scores. The amount the targets make it or miss it by determines the effects (there is a psychology table in the combat section).
Contest of Skills	When two skills are at odds or a skill and a statistic (Stealth vs. Perception) this is handled as a Roll vs. Roll and ties mean nothing happened immediately and you roll again when the GM determines it's time to re-evaluate. Other examples might be two computer experts trying to hack each other's security or an engineer trying to make a tricky design vs. another engineer trying to figure out how the system works.

Drama Rolls Method (an advanced rule)

An advanced rule that can be employed to heighten the drama of a non-combat task is to use the Drama Rolls Method. Usually this is done when: the GM (traditionally) decides to increase the tension or draw out a non-combat task that would normally be handled by a *single* skill roll. It's a judgment call as to when to use the Drama Rolls Method. We suggest that everyone participate in the discussion if it's important.

In this case the GM sets a "success number" that must be achieved before the task is finished. The player then makes skill or stat rolls normally and keeps track of a running score of what they made or missed each roll by. Usually each roll takes some amount of in-game time.

When the final sum reaches the success number, the task is complete. The GM may rule that if the sum reaches a low enough negative number then it's a complete irrevocable, failure (for some reason) but more likely the situation will stop when time runs out or the character gives up.

Alternatively the GM can give a set number of rolls to two or more parties and whoever has the highest total at the end "wins." Both these techniques are advanced and you don't need to use them until you feel comfortable with the basic rules.

Drama Roll Example 1:

A character is picking a complicated lock. The GM sets the success number at 15 and says each roll takes 2 seconds. When the player makes a roll he adds that score to his total. When he misses it, he subtracts that number. A roll made by 0 (exactly the skill-roll number) doesn't change it either way. A guard will come by in 8 seconds ...

Drama Roll Example 2:

Two cars are racing and the roll is Drive Car Skill. The GM rules that the race course is "10 rolls long."

Each racer makes 10 rolls. If the roll is made by 3, the player adds +3 to their total. If missed by, say, 2, the player subtracts 2. In the end, whoever has the higher total won the race!

CHARACTER POINTS

Characters have *characteristics* like stats (how strong or fast or smart you are) enhancements (like how attractive you look), skills (knowing how to program computers, for example), etc. They may also have 'special abilities' like cybernetic enhancements, telepathy, or super powers. You get these by "paying for them." Your "money" is "Character Points." The GM determines how many you start with when the game begins.

There are two types of Character Points: "*Basic*" (or 'ordinary') Character points and *Archetype* (also called 'weird stuff') points. What's the difference? Well, it's like this: Basic Character points are used to buy STATS and Skills, and Enhancements and Defects. You usually get between 30 and 150 Basic Character points to spend ... and being (for example) fairly quick, costs 15pts. Being handsome might cost 4.

Archetype points are different. Archetype points buy "unusual abilities." Ideally, for a given genre Archetype (or Stereotypes ... or Classes if you prefer) will be spelled out. Generic RPG fantasy consists of Fighter, Mage, Rogue, Priest archetypes, for example. Archetype points are used to purchase *special abilities* specific to those classes.

Archetype points are also spent to make the character a different Race (like Elves in fantasy ... or aliens in science fiction). Archetype points are usually much fewer in number (a "standard number" being 8 ... and being a Dwarf, for example, cost 4pts).

Character Point Totals

Here are how character points *might* be assigned in JAGS₂.

Character Type	Character Points	Archetype Points
Competent, possibly adventure capable everyday guy	50	4-8
Beginning but promising character	30	4-8
Heroic Adventurer	75	8
Special Forces trooper	100	8-12
High Fantasy character where some players are, for example, Dragons and other <i>powerful</i> characters.	100	16-24
Talented Martial Arts Masters	125-150	4-12

Archetype Pts. Vs. base Character Pts.

Usually most genres will break up into some standard archetypes (a fantasy game would have barbarians, knights, archers, rouges, wizards, priests, etc.) And those will be (largely) defined by their special archetype abilities.

However, there are some exceptions. If the genre includes various races, those sets of abilities are usually purchased with archetype points as well. And, in the example of magic, *currently* a wizard's spell casting abilities are purchased with normal points.

What's going on here?

Well, for one thing, the Archetype system came late in JAGS design phase. As we reexamine everything we're trying to make it more in line with our (relatively) new philosophy.

Secondly, archetype points are few (usually 4-12) and base character points are many (30-150, usually). Some things (like magic with many different spells) don't easily fit within a 4 or 8pt framework.

So the system isn't 100% "clean." Yet.

If this seems sloppy or troubling, consider this: in the JAGS Fantasy book (which is compliant with JAGS₂ it spells out pretty clearly what is bought with what—there's a list of special archetype abilities and everything else is bought with normal 'base character points'). If you want to be a wizard, you can use your archetype points to buy some enhancements (power gems) and things like that.

We'll be the first to point out that JAGS and JAGS₂ aren't perfect—but we're also committed to keeping our eyes open about it—and continuing work on it to help improve.

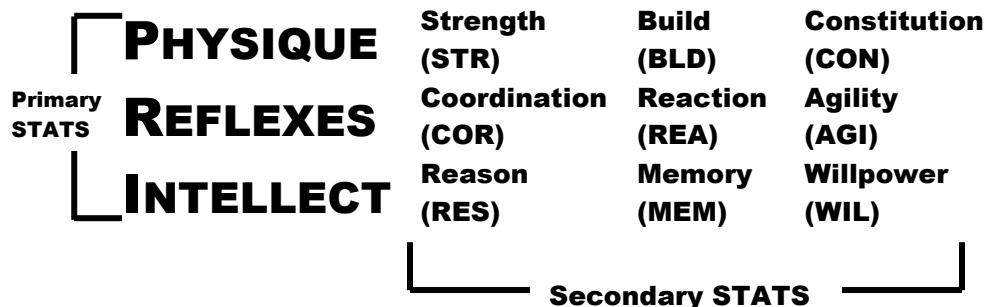
BUYING STATS

Stats represent the basic physical and mental attributes of your character. There are three broad Primary Stats (Physique, Reflexes, and Intellect) and each has three Secondary Stats “underneath it.”

All Primary Stats start at a normal-adult-human value of 10. Each Secondary Stat is equal to its Primary Stat (if your Physique is 11 then your STR is 11, BLD is 11, and CON is 11) unless *specifically* changed by the player. For example, you might be normal height, weight, and strength but unusually tough and healthy—that would mean you increased your CON but your PHY was 10.

STATS

Here are the basic JAGS₂ Statistics



PRIMARY STAT

Definition

PHYSIQUE	How big and tough and strong you are.
REFLEXES	Reflexes determines how quick and dexterous you are.
INTELLECT	Intellect is a measure of what your mind is like.

SECONDARY STAT

Abbreviation

Definition

Strength	STR	How much you can lift/damage with punch.
Build	BLD	How big and heavy you are.
Constitution	CON	How resistant to damage and disease.
Coordination	COR	Eye-Hand Coordination. Roll to hit with a ranged weapon/pick a lock.
Reaction	REA	Reaction <i>speed</i> .
Agility	AGI	Roll to dodge a blow, walk a tightrope.
Reason	RES	Problem solving capability.
Memory	MEM	Roll to see if you remember or know things.
Willpower	WIL	Roll against to do something painful or resist mind control!

Creating JAGS₂ Characters

Here are the things you purchase to create a character (using Basic Character Points):

Stats

The physical and mental capability of your character. There are 3 Primary stats, nine secondary stats (all initially equal to their Primary), and a handful of “figured characteristics” or Tertiary Stats.

Enhancements and Defects

Are you handsome or ugly? Are you a fast reader? Likeable? Just can't get the hang of programming a VCR? All of these are enhancements and defects (defects get you more points to spend—but just a few ... mainly they're for character definition).

Background

Rich? Wealthy? Famous? Wanted by the FBI (hey, it could be all of these!) Backgrounds that are bad get you (a few) points. Backgrounds that are sweet cost a few.

Skills

Can you kill with your hands? Play electric guitar? Recite Shakespeare and Plato? Program a computer? All the training and education your character has is represented with skills.

BUYING PRIMARY STATS

To purchase Primary Stats, use the table below. For a normal person, all Primary Stats (and, for that matter, Secondary Stats) start at a value of 10. This is "average."

- The cost in character points to purchase the stat you want is listed on the chart.
- If the cost is *negative* it means you are "selling your stat"—this means you are intentionally decreasing your score to make your character weaker. There may be consequences to being below average in some aspect!

Cost To Buy Primary Stats

STAT

Cost

7	8	9	10	11	12	13	14	15	16	17	18	19	20
-20	-10	-5	0	5	15	30	50	75	105	140	180	255	275

Example

Here is an example of a character purchasing Primary Stats. All start at 10. The guy is supposed to be tough and fast—but not all that bright.

Cost	Stat	Score
15	PHY	12
15	REF	12
-5	INT	09

Total: 25pts

Q: Why aren't there rules for stats below 7? Primary stats don't go lower than 7 in JAGS and JAGS₂ for a number of reasons (although figured stats might). One is that REA's of less than 8 don't work well (so 7 is the outside limit for that). Another is that very small things (like, say, field mice) have *very* low STR's, BLD's, and Damage Points—but they usually have pretty decent CON's (I mean they *do* die from disease—but an organism with a CON or less than 7 would be extinct in the wild). If you are playing a very weak or very small character, there are other ways to get to lower stats than selling a Primary Stat. Furthermore, in JAGS₂ you can get lower Secondary Stats using the Stat Defects in the next section!

Stat Value	PHY	REF	INT
20	Super human	Super human	Super human.
16	Normal human maximum. Massive: bench press 600+ lbs. Arnold Schwarzenegger.	Normal human maximum. Lightning Quick: Bruce Lee, Jackie Chan or Jet Li ... Erol Flynn.	Normal human maximum. Genius: Einstein, Tesla, Hawking, Newton, Da Vinci.
14	Massively strong. An incredible constitution. Power lifter, huge linebacker.	Olympic athlete.	Highly gifted.
12	Guy who works out at the "muscle head" gym.	Athlete	Gifted
10	Average	Average	Average
09	Younger teenager, small framed person.	Clumsy, a little awkward—but not <i>too</i> bad.	A bit slow but gets by okay.
08	Sickly unless CON is raised. Very slight and weak.	Highly uncoordinated. Borderline disabled.	Illiterate in a literate world, can't hold more than a menial job.
07	Essentially crippled. Needs help walking.	Requires day-to-day assistance.	Requires assistance getting around town.

BUYING/SELLING SECONDARY STATS

Secondary Stats all start equal to their Primary Stat (if your Physique is 9, your STR is 9, your BLD is 9, and your CON is 9). If you want to be, say especially smart or especially weak you buy a *Modifier* that changes a *specific* Secondary Stat (or group of them). Some have a negative cost (being weak) because they're considered "bad."



NOTE: No chosen Modifier can change a single Secondary Stat more than once (you cannot take Brilliant and Nerd—both change RES). And: you may have no more than THREE Secondary Stat Modifiers not counting Light.

▶ In JAGS (full blown JAGS) you do purchase Secondary Stats with points (instead of Enhancements or Defects). The change was made because we felt that being able to specify something like "Obese" when buying more Build or defining a character as Clumsy when selling AGI or COR helped character definition.

Modifier	Cost	Effect
Powerful	10	You have highly developed muscles: +2 STR
Fat or Obese	-3	You are corpulent. +3 BLD, +1 DP. Reduce Initiative rolls by 2. +1 Base Damage.
	-5	Obese: You are hugely fat. +8 BLD, +2DP. Reduce AGI bonus by 2. Reduce Initiative by 3. +2 Base Damage
Light (or Short/Thin)	0	-1 to -3 BLD (this can be taken by anyone—with no in-game consequence)
Big or Huge	10	You are tall and broad: +1 STR, +3 BLD, +3 DP. You do +1 Damage in Hand to Hand Combat.
	10	Huge: You are massive. +8 BLD, +8 DP. You do +2 Damage in Hand To Hand Combat. Should have STR of 12+
Resilient	10	You are healthy and have powerful recuperative abilities. +2 CON
Tough	10	You are unflinchingly tough and resistant to damage. +7 DP.
Dexterous Fingers or Excellent Eye-Hand	5	Your fingers are sensitive and you have excellent fine motor. +2 for skills like gem-cutting (a craft), lock picking (breaking and entering), and disarming traps. This does <i>not</i> apply to Combat skills.
	10	Excellent Eye-Hand: You have great eye-hand coordination. +2 to COR (this improves <i>all</i> COR based skills (Combat and non-combat)).
Quick	10	You are fast! +2 to REA.
Nimble	15	You are agile! +2 to AGI.
Butter Fingers	-5	You get -2 to COR and must make rolls more commonly or drop things—especially if nervous.
Clumsy	-5	You get -1 to AGI. GM may call for rolls to see if you bump into things.
Slow	-10	You get -2 to your REA.
Brilliant	8	You're very smart! +2 to RES.
Photographic Memory	6	You have perfect recall. +2 MEM and you get rolls to recall extremely minor details.
Resolve	4 (10)	You get +2 to WIL. The cost (10) is in games with Magic or Psionics. Ask the GM.
Dumb	-3	You are, well, not so bright. -2 to RES and the GM can call for rolls to see if you do something inappropriate or otherwise thick headed.
Wishy-washy	-3	You have -2 to WIL and the GM can call for rolls if someone is trying to talk you into something you know you shouldn't do.
Absent Minded	-1	You get -2 to MEM and the GM may call for rolls to see if you remember things most people would have no problem remembering (i.e. you are always forgetting your car keys).
Athletic	10	You are a natural athlete. +1 STR, +1 AGI
Lion Hearted	10	You have the heart of a lion: +1 CON, +1 WIL
Nerd	6	You fit the stereotype of the geeky, underdeveloped "brain." +2 RES, -1 STR and BLD.
Couch Potato	1	You watch a lot of TV. +1 BLD, +1 MEM. MEM rolls can be made at +2 to remember TV trivia.
Bulked Up	15	You have bulked yourself up with training. +3 STR, +3 BLD, +3 DP, -1 REA.
Weak	-7	You are underdeveloped. -2 STR, -2 BLD.

Example Continued

Now the player wants to modify things a bit. He purchases Powerful (a PHY enhancement) and Quick, an REF Modifier. These give +2 to STR and +2 to REA accordingly.

Cost	Stat	Score				
15	PHY	12		STR 14	BLD 12	CON 12
15	REF	12		COR 12	REA 14	AGI 12
-5	INT	09		RES 09	MEM 09	WIL 09

Total: 25pts (for Primary Stats)

+10pts for Powerful

+10pts for Quick



FIGURED STATISTICS

Figured stats aren't purchased: they're *calculated* from Primary or Secondary stats. They are Physical (Damage Points, Perception Roll, Initiative, Ground Speed, and HTH Damage) and Psychological (Intimidate, Persuade, Entrance, and Recruit).

PHYSICAL FIGURED STATS

Damage Points

Damage Points (DP) are a measure of how much damage your character can take. This is your Constitution (CON), plus a general Physique bonus (see chart) plus any modifiers for being Tough.

Perception Roll

If the GM wants to check and see if you saw someone sneaking up on you, if you managed to pick out the book you were looking for while glancing at a library shelf full of books, or if you can find a trail in the woods at night, a Perception roll can be used. The formula is Reason (RES) + Any Keen Senses Enhancements.

Initiative Roll

When you get to act in combat is determined by your Initiative Roll. This is equal to your Reaction Speed (REA) plus any modifiers (Natural Fighter makes you act sooner. Being Fat slows you down, etc.)

Physique	Damage Point Bonus
7	-3
8	-2
9	-1
10	+0
11	+1
12	+2
13	+4
14	+7
15	+11
16	+18
17	+23
18	+28
19	+38

Ground Speed

Characters have a speed (in yards per second) for walking, running, and sprinting. Usually if you are stopped you must run for 1 second before getting up to sprinting speeds. The formula is Reaction Speed (REA) plus any Fast Runner type enhancements.

REA	Walking	Running	Sprinting
7	1 y/s	2 y/s	3 y/s
8	1 y/s	3 y/s	4 y/s
9	2 y/s	3 y/s	5 y/s
10	3 y/s	4 y/s	6 y/s
11	3 y/s	4 y/s	6 y/s
12	3 y/s	4 y/s	6 y/s
13	4 y/s	5 y/s	7 y/s
14	4 y/s	5 y/s	7 y/s
15	4 y/s	8 y/s	7 y/s
16	4 y/s	8 y/s	10 y/s
17	4 y/s	8 y/s	10 y/s
18	4 y/s	10 y/s	12 y/s

Hand To Hand Damage

How much damage you do with a strike is STR – 10pts. This might be 0 or even negative (if your STR is less than 10)—but mark it down anyway. This is referred to as your Base Damage (weapons add to it). Being big will add to this (Enhancements like Big, Huge, or even Fat). The formula is Strength minus 10 with bonuses for being Big, Huge, Fat, etc.

Grapple Roll

Your Grapple Roll is a measure of how well you wrestle. Mostly it's a matter of Strength—but Size counts too. And so does training. You have two Grapple Scores, an Offensive and Defensive score. Most people's Offensive Grapple are better than their defensive (the exception being some specifically trained martial artists).

Formula: STR + each 5pts of BLD above 10 (round up) + Training Bonus (if any). Example: a STR 13 guy with a BLD of 13 gets a Grapple of 14 (13 for the STR) and +1 for being big.

Your Offensive Grapple gets +2 added (+20% if you're being picky or the numbers are really big).



CHARISMA FIGURED STATS

How enticing, repulsive, persuasive, intimidating, or inspiring a character is can be quantified in the JAGS₂ rules. A character with presence or an aura of danger about him may be successful at intimidating people above and beyond his "innate" physical capabilities. Similarly, if a *player* is not good at playing a seductress—but the *character* is then these rules will be highly useful.

There are 4 Basic Charisma Actions:

-

Charm: The character simply tries to make the character *like* him. This can be a simple use of charisma or an *Entrance* attempt where the character inspires love or lust (sexual attraction). It can be used to distract targets, for personal reasons, to get information, or simply to be popular at parties.

- **Intimidate:** The character tries to make the target fear him. This is a psychological fear—if the character is decked out with weapons and armor many will fear the character anyway.
- **Persuade:** The character tries to manipulate the target to do what he wants them to. This can have a number of different approaches from fast talking a target to go along to simply being charismatic guy that people want to help.
- **Recruit:** This is the term for an attempt to inspire loyalty in someone or to take command of a situation and, if necessary, lead. It usually applies to troops or henchmen under the character's command but it can also be used to rally crowds, calm down a hysterical person, or otherwise "take command by force of personality."

COMPUTING CHARISMA ROLLS

Charisma rolls are predominantly determined by Enhancements and Defects (see below). Use the chart below to determine each score (roll) in for each type.

Formula for Charisma: Start at a value of 10 for each type and then add the appropriate numbers. Drop fractions

Attribute	Cost	Charm	Intimidate	Persuade	Recruit
Presence	2,4,8,12		+2 Level		+1 Level
Likeable	2,4,8,12	+1.5 / Level		+1.5 / Level	
Leader	2,4,8,12			+1 / Level	+2 / Level
Exotic	2,4,8,12	+2 / Level		+1.5 / Level	
Attractive	2,4,8,12	+1.5 Level		+1.5 Level	
Statuesque	2,4,8,12	+1 / Level	+1 / Level	+1 / Level	+1 / Level
Rugged	3		+2		+2
Flair	1,2,4	+1			
Bad Rep	-2/-4	-1 / Level	+5 / Level	-1 Level	-5 / Level
Baaaad Rep	1,2,4,8	-.5 / Level	+1 / Level		+1 / Level
Good Rep	2,4,8,12	+1 / Level		+5 Level	+5 Level
Ugly	-2/-4	-2 or -6		-1 or -3	-1 or -3
Obese	-5	-2			
Cute	1	+1	-2		-1
Scary	1	-2	+1	-1	
Serious	1	-1	-1		+1
Studious	1	-1	-1	+1	
Fun	1	+1	-2		-1
Loud	1	-1	+1	-1	
Nasal Voice	-2	-1		-1	
Beautiful Voice	4	+1		+1	

Q: Why Charisma Rules—and When?

People role-play a lot of different ways. These rules govern interactions between players and NPC's (in some cases, with some groups PC-to-PC interaction) in a way that is specified by dice rolls. That, by itself, violates what we'll call *sovereignty of character* for a lot of people ("Don't tell me my character's scared! I determine how she feels.") And that's not something we want to do lightly—if at all.

These rules are here because:

- We charge points for appearances, for personal presence, for leadership ability, etc. If we had no rules as to how that worked in game mechanics, that wouldn't be right.
- The rules are presented as optional. Before play, the participants are encouraged to discuss how they feel these rules should be used (and this can apply to the whole game—but this area is, we think, particularly sticky). Our group's default is that many NPC's are influenced by Charisma rules—but not "Named NPC's" and not PC's (so Han Solo can't charm Darth Vader—but he can charm the girl he meets in the space bar, for example).
- The rules allow for players to play characters they themselves would have trouble acting out (a stuttering player, playing a smooth talker, for example). We feel that's a strength.

Okay, so what does my roll mean?

The effects of Charisma rolls are discussed in the Combat Section. While most applications of Charisma *won't* be combat oriented, we removed the "general game mechanics section" from JAGS₂ so there's no better place to put them.

Essentially you make your roll as "An attempt to Persuade" (or Intimidate or whatever) and your target makes a WIL roll at -1 per point you made your roll by. Then there's a chart to see what the general effects were.

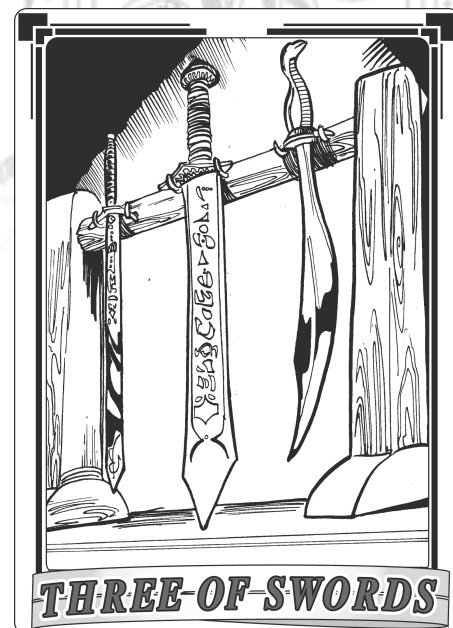
Situational Modifiers

Known Lvl 3 or 4 Combat Skill		+1 / +3		+5
Frightening Appearance	-2	+2	-1	+5
Heavily Armed/Show of Power		+1 to +3		+1

Charisma Example

A Military Commander has Level 2 Statuesque appearance (tall, lean, and chiseled looking), Level 2 Leadership (a natural leader), and Level 1 Presence (a strong—but not overwhelming aura of danger).

Attribute	Lvl	Charm	Intimidate	Persuade	Recruit
Statuesque	L2	+1	+1	+1	+1
Leader	L2			+1	+4
Presence	L1		+2		+1
Final Score		11	13	12	16
Actual Roll		11-	13-	12-	16-



ENHANCEMENTS / DEFECTS

Enhancements and Defects are ways of defining a character beyond simple modifications to your stats. These are purchased with *basic character points* (as are stats and skills and background).



NOTE: You may only have up to -10pts of Defects although if you take a single high-priced defect (Blind) then you may have more. Defects in JAGS and JAGS₂ are intended to add definition to characters more than "balance them."

Notes

In JAGS these are divided up by "stat" (although they don't directly affect stats) and there are a lot of them. Here we've gone for fewer of them. We're trying to be just a bit broader in some cases (instead of four or five ways to be tough, there are two), get a bit more of a sense of humor in some cases (a couple of ways to be ugly), and try to be both broader and a bit more geared towards playing stereotypes. We'll doubtless hear what you think.

PHYSICAL TRAITS

Ambidextrous [12]

You get 1 extra attack (shot) for free when using fire-arms or swords if you have one in each hand. This attack may be at the same or a separate opponent. It must be made in conjunction with another attack (i.e. the character must be able to launch at least one

attack that turn ... and then gets 2 or more).

Asthma [-4]

You must make a CON roll each second after the 2nd of exertion. If failed you will have an asthma attack (-4 to all rolls). If failed by 5 or more, you will collapse.

Bad Eyesight (Wears Glasses) [-1 or -3]

If you wear glasses or contacts, that's worth -1. If your vision is *bad* and you don't (in low-tech world for example) then you get -3. This gives -4 to Perception rolls and -3 to hit things at a range greater than 4 yards

Beautiful Voice [4]

You get +1 to rolls like Showmanship, Musical performance rolls (if you sing), and even rolls (in Psychology) to persuade, recruit, and entrance. You can get jobs in radio!

Blind [-15]

You are blind! You can't see and need help to get around. Combat rolls are at -6 *if* you make an 8- roll to be aiming in the right direction (if you miss the 8-roll for a turn, you won't hit anything).

Crippled [-4,-12]

You are impaired in some serious fashion. Sometimes this may get you good parking but mostly it's a big freaking obstruction to doing what you want. For -4pts you *need* a cane to walk (you move at about 3y/sec max and don't get your AGI bonus in combat), are missing important fingers or one entire hand, or some other moderate problem. At -12 you are wheelchair bound or otherwise seriously impaired.

Deaf [-2,-4]

You can't hear anything or hear very badly. For -2pts you get -4 to all hearing Perception rolls. At -4 you have to use sign language.

Fast Runner [2]

Adds +2 to your effective REA for purposes of Ground Speed.

Hearty [2]

You get +2 to CON rolls vs. disease. You get +1 to CON rolls vs. Poison.

Hunch Back [-2]

You get -1 to your AGI (due to the hump) and +1 BLD. Your movement rate in running is 2/3rds normal.

Iron Jaw [8,16]

You get 1pt of Armor at the first level and 2pts at the second level. This has no Penetration resistance. At the 16pt level you also get +1 to CON.

Nasal Voice [-2]

You have a loud, grating, or nasal voice. When you speak, others cringe. This effects the Charisma rules but is otherwise just roleplayed as a turn-off for many people.

Natural Fighter [2]

You get +2 to Initiative rolls.

One eyed [-3]

You wear a patch. You get -1 to perception rolls and -1 to all *Aim* maneuvers.

Peg-Leg [-4]

You hobble around. No AGI bonus (this may be "wheel-chair bound" in higher tech societies) and you move at 1/4 normal rate.

Toughness [varies]

You have extra damage points. This costs 1pt per point up to 4 and then 2pts per point.

Ugly [-2, -4]

At the -2 level of ugliness, you're just *unattractive*. Maybe you look okay—but there's a bad scar. Maybe you're overweight and drab looking? Whatever. It's not *bad*—just ... not good. At the -4 level you are *disfigured* and people may be shocked to see you!

Visible Mark [-1]

You have a distinguishing feature: a tattoo, a really bad hook nose, a scar that is visible but not necessarily ugly (if you do take Ugly, you can't have this too). If the tattoo is not normally visible (i.e. you wear suits to work mostly) then you get no points for it.

Young [-1]

You are under the age of adulthood and lack certain rights.

MENTAL TRAITS



A Note on Character Hijacks:

A character hijack is any game event that places the PC under GM control or dictates a course of action. Some players find this *very* disruptive or damaging to play. Here is our take on this.

1. Situational modifiers should always be considered for WIL rolls (and other effects): a character grieving for their slain family will not be forced to play out *curious* or *lecherous*, for example. The GM may ultimately adjudicate when this is in effect but the participants together should discuss.

2. When action is hijacked, this simply means that the GM is responsible for either having a defect appear as an important part of play or for giving a player a complication that they'd signed up for in taking it.

We would consider it poor form to have a defect *resolve* a situation in which the player is emotionally

invested.

3. Even where "GM Control" is granted or a player is advised to control their character in a certain fashion, player input should be paramount. A player who fails a Greedy roll need not be played as an automaton but may be asked to invest more effort in roleplaying that line of action.

4. The exact effects of "enforcing" a defect are left up to the participants—a really good bribe might better entice a Greedy character than a modest one. A character with a temper might be more antagonized by taunts than an accidental slight ... or perhaps vice versa: it's up to the participants to decide.

5. If the player is no longer interested in having the defect apply to the character, Experience can be used to buy it off. Or, with GM permission, a defect can even be *dropped* immediately and the player must pay earned XP for it until it's paid off.

Bad Judgment [-2]

You have ... bad judgment. The GM can call for a WIL when you are presented with something that seems attractive but really is a bad idea. If the roll is failed, your character does it (this doesn't apply to suicidal things—just standard, every day bad judgment).

Disturbed [-2 or -4]

You are "disturbed." At -2 points you do/say things that put others off around you (WIL roll each 3 hours you are with someone). At -4pts the GM might play your character as an NPC for amusement value! (more seriously, there is something wrong/bizarre going on in your head). Pyromaniac or kleptomaniac is an example of a 4pt behavior.

Drunkard [-2 or -4]

You are (most likely) an alcoholic ... or at least drunk a lot. For -2pts you drink to impairment once a week and may or may not have serious consequences in

your life (thus far) from it. The GM may have black-out episodes and such occur. At -4pts you often *adventure* or participate in the campaign drunk, may be hard to rouse, etc. Revelry skill is suggested but at the -4pts, you will be impaired much of the time anyway.

Flair [1,2,4]

You have innate style! When you throw something together off the rack it comes off looking like a fashion plate. When you walk into a room, people *notice*. Flair has effects in the Charisma section but also gives +1 per level to Etiquette and at the 4pt level +1 to Showmanship. It also tends to get you *envied* by those who are jealous and have less (if any) flair!

Hard to Fool [2,4,8]

At the 2pt level you get +2 to perception rolls to spot people sneaking up on you. At 4pts, you get RES rolls at +2 to spot con-games, see through Con Artist rolls, and you get an itchy feeling when something isn't right about a situation. At the 8pt level you are almost never surprised (+4 to spot anything fishy). You also get basic RES rolls to tell if someone is lying (this is ultimately up to the GM—but works on most liars—even accomplished ones).

Leader [2,4,8,12]

You're a natural leader. You get bonuses to recruit people (see the psychology section).

Likeable [2,4,8,12]

You're naturally likeable! You get bonuses to persuade people (see the Charisma section).

Mathematical Genius [4]

You can do instant mathematics in your head (even complex equations). You always compute tip correctly for your restaurant check! This allows the

character to ignore -2pts of negative modifiers to a computer, physics, or engineering roll.

Musical Genius [4]

You are a talented with an instrument! You get +2 to musician skill rolls.

Perceptive / Keen Senses [2,4,8]

You are very perceptive. For 2pts you get +1 to all perception rolls. For 4, +2 and for 8 +4. These are *doubled* if the sense is other than sight and hearing. Usually a roll by +5 or more will do things like track someone by scent or tell Coke from Pepsi (or whatever).

Phobic [-1 or -2]

You have a strong fear of something moderately common (or pretty uncommon but *very strong*). The GM decides what it is—but at -2pts you will be hesitant to go in the woods for fear of snakes (for example). Severe phobias (crippling agoraphobia, for example) are not covered here: it's un-playable.

Presence [2,4,8,12]

You have great presence and get pluses to your roll to Intimidate people (see the charisma section).

Speed Reader [4]

You can burn through stacks of printed material in a matter of minutes with normal comprehension. Read Moby Dick in a day!

BACKGROUND

Baaad Reputation [1, 2, 4, 8]

You are known as what is colloquially called a "bad ass." At the 1pt level you're known to be tough. At the

2 or 4pt level, pick a specific legend that is known. At the 8pt level people believe you are extremely dangerous (the legend may be outrageous!)

Bad Reputation [-1 to -4]

The word is out on you—and it isn't good. A bad rep for -1pt is something like "troublemaker." For -2 or -3 it could be something like "womanizer", coward, or thief. At level 4, it's more like *traitor*. In addition to the problems with Charisma, there may be other effects in NPC's reactions. If the character is traveling or otherwise known only to a certain segment of the population the GM may reduce the points acquired.

Enemy [-1, -3, or -5]

You have an enemy, nemesis, or the enmity of some group. At -1pts this is a rival or harassment. At -3pts it becomes a real bother (a cycle gang wants to beat you up). For -5pts the danger is real (wanted by the cops and they're on your trail).

Good Reputation [2,4,8,12]

People have heard good things about you—maybe *very good*. A reputation can have a specific aspect such as a reputation for honesty or a reputation for being a good man to have back you up on a "job." If this is the case (and the GM rules that the aspect is less than universal in its application—honesty is pretty universal to be well liked for—being a skilled and dedicated criminal *isn't* then the cost may be reduced by one level.

Ward [-2]

There is someone you have to take care of. A child, a side-kick, etc. This person is danger-prone or otherwise gets into trouble!

Wealth [1,2,4,8,12]

You've got money—maybe *lots*. For 1pt you have

about \$20,000 in spare cash (or are otherwise have a good reserve for your demographic—for a group playing teenagers that might be \$2,000 in the bank). For 2pts you are 'wealthy' (luxury car, decent home in a country club). You get this for free with an Expert Level skill. For 4pts you are *rich*. Large house in a high profile country club, a summer home somewhere else. Elite sports car. European vacations. For 8pts you are *loaded*. You have multiple homes, a chauffeur, etc. At 12pts you are massively rich. You have servants, a fortune 100 corporation, a private jet and a castle to hold meetings at.

Write Up [-2]

If you do a 1-page write up on your character, you get two points for it! This is handy to do things like the following: (a) Give the GM an idea of what you'd like to see your character doing during play. (b) Create a background with "plot hooks." (c) Get into your character's head.

PERSONALITY AND APPEARANCE

Attractive [2, 4, 8, 12]

You are sexy and attractive looking. This comes in four levels from simply nice looking or "cute"/"pretty" to Adonis/Aphrodite level where you are stunning and unearthly in your beauty. This has effects that are detailed in the Psychology section.

Bad Tempter [-2]

You might have a chip on your shoulder or a hair trigger fuse when it comes to losing your temper. If your character is a violent one this may actually be Rage. The GM may call for WIL rolls to retain control.

Big Mouth [-2]

You blurt out stuff you *really* shouldn't say (the GM may call for WIL rolls for you to keep your mouth

shut). This can reveal secrets, start fights, and offend hosts.

Code of Honor [-1 to -3]

You live by a code that has some serious impact. For -1pts this may be as minor as modern "gentleman" behavior. At -2 it's a knight's code. A -3, the character does some strange things religiously (code of silence, for example).

Coward [-4]

You are afraid to fight! You get -4 to all Initiative rolls and must make WIL rolls each turn for the first three turns of combat or run. Even if you do make WIL rolls you fight in hand to hand combat at -2 to hit. You must make a WIL roll at -2 to "march into combat." If failed you will try to find a way not to go to the encounter (be it a bar-fight, a report that someone's stealing your car, etc.) Being really mad can give +1 to +4 to WIL rolls for this.

Curious [-2]

You have an insatiable sense of curiosity that often gets you into trouble.

Envious [-1,-2]

You're constantly envying what others have that you don't! You can be petty or mean to them. You're also involved in serious one-ups-manship! If this applies to a specific discipline (*intellectual vanity*) then it's -1pt.

Exotic [2, 4, 8, 12]

You are beautiful in an *unusual* manner. Perhaps you are from a foreign locale. Maybe your eyes or hair is unusual and striking. Whatever the case you stand out—are more easily identified, and have effects described in the Psychology section.

Greed [-2]

They say everyone is greedy but you're worse than normal! You don't want to pass up a buck even if you *know* it's a bad idea. You'll take moderate risks for a little and *high* risks for a lot. You may also do unwise or illegal things in the pursuit of money.

Grim [-1]

You are dark or sullen and have no operating sense of humor (or maybe a very black one).

Honorable [-2]

You treat others with the respect they treat you (this is not the same as always giving someone a fair chance)—you don't assume the worst if you don't know, however.

Lousy Liar [-3]

You have a really hard time lying. Maybe you stutter. Maybe you tell really poor convoluted lies. Whatever. The GM can call for WIL rolls to see if your character is able to tell a convincing falsehood. This gives a -4 to skills like Con Games or Charisma attempts that involve falsehoods.

Lousy Driver [-2]

You're a hazard behind the wheel! You'll back up through the garage door, ram the car behind you when parallel parking, and make wrong-way turns while jabbering onto a cell-phone with your passenger. You can't have Drive Vehicle skill above a 12- and the GM can call for -2 rolls whenever wanted to see if you make some unnecessary error.

Lust [-2]

You are a sucker for the opposite sex and you are always on the prowl! Unlike most PC's Psychology attempts like Charm or Vamp *might* apply to your PC.

Naive [-2]

You are un-worldly and inexperienced (no Street skills unless you somehow learned them without the social background). You haven't been in combat. You've never been far from home. You might *think* you know what the 'real world' is like ... but you're wrong!

Obnoxious [-1 to -3]

You have some bad habit that others find offensive. At the -1 level it could be something like humming or making snarky remarks. At the -3 level it could be really bad body odor, a total lack of social graces, or something similar.

Personality Types [1]

Personality types aren't about looks—they're about actions and ... presence. A player may choose any one: Cute, Serious, Scary, Fun, or Loud for their character for 1pt.

Pride [-2]

You're an overconfident, cocky bastard. This combines overconfidence with *arrogance*! You believe you are better than you are—and let everyone know it!

Problems with Authority [-4]

You have issues with authority! If there are rules—you want to break them. Laws? Bend them. Curfew? Sneak back after dark. You are not necessarily a criminal but you're always trying to get around rules and regs.

Rugged [3]

You have a rough but handsome appearance. This may not indicate a perfect or sculpted body—but rather a sense of capableness and a worn-ness that suggests experience.

Slick [-2]

You aren't *smooth* ... but you *think* you are. You'll try to put the moves on people you have no chance with, tip the host in an expensive restaurant a buck, and otherwise go through life acting like you're cooler than you really are. Maybe you're in on the joke. Probably not!

Sloth [-2]

You're always late with assignments, always caught sleeping when there's a job to do, etc. You take 2x as long as most to complete a task and have difficulty keeping a job.

Statuesque [2, 4, 8, 12]

You appear "striking" and are cut to a perfect mold. Although definitely attractive, the character appears both strong and 'flawless' to a classical mold (no defect that disfigures you can be taken). This has effects detailed in the Psychology section. This may also be described as Rugged.

Swashbuckler [-2]

You are a showoff who enjoys daring feats and theatrical risks. You will never do something the boring way if you can come up with a showy one!

ARCHETYPE TRAITS (WEIRD STUFF)

Archetype points are used to buy special Genre Convention abilities (races in fantasy, mutations or cybernetics in a post-apocalypse game, etc.) What if the game has no *definitive* genre (the GM has a modern day adventure where the nature of the challenges is unknown, for example). Well, here are some unusual traits that can apply almost anywhere:

Lucky Miss! [4]

You are hard to hit in combat. Three times in combat you can call for a -3 to be hit. This *replaces* your AGI bonus. If you are hit, you take a -5 Damage Modifier (a hit by, say, 3 becomes a hit by -2).

Luck [2,4,8]

You are unusually fortunate. For 2pts you may re-roll any roll once a game session and get +1 to any random rolls the GM makes to see what's going on with you. At 4pts you can re-make any 3 rolls during a game session and random checks get +2. You may also substitute a 14- roll once for a skill or stat check that luck is involved with (i.e. probably not arm wrestling but a roll to hit with a untrained shot would count). At 8pts any 5 rolls can be re-made, the character gets +4 to situational checks, and the character gets 2 16- rolls which can be substituted. At this level, Luck is a *life-style* and the character may live on lottery money, run into exactly the right people all the time, etc.

Dreamer [4]

You have strange and often prophetic dreams. Perhaps your subconscious is offering you insight—or perhaps you are reading omens from the spirit world.

Extraordinarily Tough [12]

You get +8 DP. Once in combat you can make a CON roll at +4. Once a play session you may "heal" 3/4 of all damage taken (up to a Critical Wound). This takes 2 seconds. It has no visible or medical effect (after being shot, beaten up badly, etc.) you fall down, recover and then seem to be basically okay (wounds leak blood, etc ... but you aren't dying). If you were unconscious, dead, dying, etc. you remain down for 2 seconds and then are fine.

Hard To Kill [4]

The character is hard to kill. Any Dead or Dying result will be ignored (the character will be unconscious for hours). This will not save the character if he is left in a damaging position, takes 5x his DP, is decapitated, etc.

Instinct [4]

You get a scratchy feeling on the back of your neck when people are following you—or a bad feeling before walking into danger. The GM can call for an Instinct roll (RES+2 or WIL+2, player's choice) to detect danger, to feel if he is being followed, or otherwise feel "if something is going down."

Malice [4]

Once per combat the character may strike for +2 (PEN) or +4 (IMP) damage. This may be declared *after* the strike hits.

Nature Friend [4]

You have an affinity for animals and nature. You have a green thumb and plants you care for will flourish. Natural animals respect and like you (and may come to you for help if injured). In the woods, an RES roll will find your way.

Psychic Link [2]

You have a link to a kindred soul (who must also buy this). You know if they're in trouble. You have an idea of where to find them; you get impressions of what is happening to them.

See Inner Person [12]

When you meet someone you can size them up pretty well! You can, with a WIL roll, tell if they are of character, if they are actively planning to betray you, and otherwise get a sense of what kind of person they are (a mob hit man would give you cold chills. A serial killer might cause a character to faint).

Sensitive [4]

You are tuned into the "other side." Ghosts may manifest to you. Readings with Tarot Cards may prove spookily accurate. You respect (and maybe fear) séances.

Shadow Friend [8]

The shadows like you and you have a special relationship with darkness. You get +2 to stealth. Even mild shadows will hide your face. You ignore -3pts of darkness modifiers (you see *well* in dim light). In normal light you are at -2 to Perception rolls and in bright light (a very sunny day) you are in *pain*.

Storm Friend [8]

The weather matches your mood! Anger may bring thunderstorms. Sadness, rain showers. This is not a super power but happens more subtly than that. If battling out in a lightning storm, however, lightning may well strike your targets! Large storms (hurricanes) won't hurt you—although incidental damage may be hazardous.

Synchronicity [8]

Synchronicity is when unrelated events come together in a meaningful way for you (like picking up a book (and a keen interest) in Norse Mythology and then seeing an "ODIN" license plate--when you go and talk to the guy, he's a Norse Mythos scholar).

With this advantage the character is aware and in touch with Synchronicity. The universe's inner workings are somewhat available to him. When looking for 'information' (clues, a course of action, etc.) he may get signals from unrelated sources. The GM should make a secret WIL roll and, if made by 4+, the character will get--and recognize--some message.

NOTE: The message may not be completely clear. A character investigating a crime scene might see a bright red truck and know it's a message. When he re-visits the scene, he notices that there's a bright red tile on the floor ... moving the tile he finds a clue...

Twisted Genius [8,12]

You are a mad scientist. To qualify you must have the following:

Level 1: More points in INT than *either* REF or PHY

Level 2: More points in INT than *both* REF and PHY put together.

You must still have the science skills (at Level 2 or better). The GM should rule that some inventions are at -3 to -10 (depending on how hard and expensive).

These modifiers are reduced by Level 3 skills. You get the following advantages:

Level 1: Weird Science

+1 to RES, your L3 or L4 skills have a strange twist to them. You may invent things that the GM rules are plausible but unlikely (usually that means no force fields, psionic technology, etc.) You may make 1 invention per month of game time (the invention may take more than a month and you don't get to save points but you can have more than one project going at a time). Just having this doesn't give you the lab and materials necessary: the campaign may center on getting them.

Level 2: Mad Science

You get +2 to RES. You can make one invention per month per point of RES above 10. Your inventions will be capable of bizarre things (anything the GM agrees to). Often there will be unintended side effects. Furthermore, the Mad Scientist is *driven* to create things.

Unusual Gear [2,4]

You have some sort of abnormal edge in terms of gear. This might mean having a normal firearm in a game where the characters are normal high-school students or having a magical sword when the characters are starting adventurers. At the 4pt level this represents a serious edge and must be allowed by the GM.

Will To Fight [4]

You get +4 DP and a *minimum* CON roll of a 12- (or your CON, whichever is higher).



JAGS₂ SKILL RULES

You've seen the Stats and Enhancements and Background rules: now for the skills! Skills represent an area of training, study, or experience. Skills are things like a study of literature, knowledge of nuclear physics, or practice of karate. Skills, like stats and enhancements, cost base character points.

HOW SKILLS WORK

Skills have a Roll and a Level of Mastery (or just Level). Your Roll is the target (roll-under) number on a JAGS Roll to see if you succeeded. The Level of Mastery determines how advanced your training is in that skill.

A talented but relatively inexperienced Karate master, for example might have Karate at Level 2 with a 15- roll—he's accurate but doesn't know some of the special moves or ways to generate power that a high level black belt (Level 3) would know.

Level of Mastery	Level	Typical Roll	Description
Beginner	1	12-	You are a novice. Even if your roll succeeds you are still limited in what you can do with the skill. This could represent an Associates degree from a college.
Professional	2	13- to 14-	You have the skill at an "average" level for a practitioner of the art. This would be a Bachelors degree or a Masters in a collegiate skill—or a low-level Black Belt in a martial art.
Expert	3	15-	You are highly advanced in the skill. This is the equivalent of a Ph.D. in an area of science, a high level black belt in a martial art, or a well recognized author, for example.
Master	4	16 or more	You are "World Class" in the skill. The master of a martial art form would be Level 4. The top men in a scientific discipline would be level 4 (Stephen Hawking, for example).

Example	Skill	Level	Roll
'Brilliant' High school chemistry student	Chemistry	1	12-
Scientist at major lab	Chemistry	2	14-
Head scientist at major lab	Chemistry	3	15-
Stunt-Driver	Drive Car	3	16-
Multi-Platinum Rock Star Guitarist	Musical Instrument	4	18-
College graduate who took a lot of history (but didn't major in it)	Advanced Education	2	12-

▶ We made a lot of changes to the JAGS skill system. Most profoundly we changed the point costs and the fact that JAGS₂ skills are not implicitly based on Stats—that means you can have a very high Karate roll without necessarily having a high Agility.

There are no longer fractional point costs in common usage in the game (skills at very low levels still cost a half or quarter point because they're "almost useless," however).

Finally, skill groups are new to JAGS₂. We think they're a cool idea though. See what you think.

What's the Difference between a High Level and a High Roll?

Glad you asked. For some skills the answer is very clear: higher levels give you special abilities (for example, with Karate you always use your Roll to hit—Level determines how much damage you do).

For some disciplines it's not so simple. The skill Actor allows you to fake an emotion convincingly—if you make your roll. The difference between Level 2 and Level 3 is what depth of emotion can be reasonably faked. It also, if you *are* an actor, by profession—instead of, say, a con-man—determines if you are famous or not.

Usually a Level 4 skill implies that the character is recognized and wealthy due to his ability with the skill.

You Can't Do That With Level 1 Chemistry!

The GM is the final arbiter of what can be done with a given level of skill. A character with Level 1 chemistry cannot analyze metal taken from the hull of an alien ship (they might tell, for example, if it's *conductive* but not determine chemical composition). But if it's fuzzy usually the GM will allow a Level 2 skill to roll at -3 against a Level 3 task.

Example of Skills

Here is an example of skills a Police Officer might have. This is an average "beat cop"—he or she is serviceable with a gun, is a pretty good driver compared to the average person (but not a stunt-man level expert), knows the law, radio call-signs, and how to process/investigate a crime scene (but isn't a detective). Finally, there's a bit of "streetwise" picked up from working with the underworld day in and out.

Lvl	Cost	Roll Cost	Skill	Typ	STAT	Level	Roll
0		4	Shoot Gun	C	**	2	13-
0		2	Drive Police Car	N	**	2	13-
0		2	Police Procedure	N	**	2	13-
-1		2	Streetwise	N	**	1	12-

Notes: The character is Professional Level in all of his skills save for Streetwise (where he's not *that* knowledgeable—he may not've been a cop for a long time).

COMBAT AND NON-COMBAT SKILLS

There are two types of skills: Combat Skills and Normal Skills. Combat skills are more expensive than normal skills (i.e. the same roll at the same level will cost more character points) but otherwise they work the same.

▶ In JAGS Hard Sciences are considered "Difficult" and cost the same as Combat skills. We've removed this distinction for the purposes of simplicity.

LINKING SKILLS TO STATS

Okay, so skills have a Level and a Roll. What else? Well let's say you're playing a genius with a 14 RES and you want to know a bunch of sciences. It makes sense that you might learn them better (i.e. have a better roll) than someone with a 09 RES ... who's a little slow).

When buying a skill, you pay for the Level and the Roll. What you pay for the Roll can be done one of two ways:

- 1 Just buy the roll. You want a 16- for a Combat Skill (Difficult)? Check the chart, that's 12pts)
- 2 *Link to Stat.* There's a second chart for linking. You have a 14 AGI and the skill is *linkable to Agility*? You can get a Combat Skill roll of STAT+2 for 8pts. *Note:* "linking to a stat" *only* affects the cost of the skill. It has NO bearing on how the skill is used or envisioned in the game.

Ignoring negative Modifiers

Another big deal about Levels is the ability to ignore negative modifiers. When a task is very difficult (picking one of the new style locks, for example) the GM will assign a difficulty number to the roll. This number assumes Level 2 skill (a very complex lock is at -6, say—a locksmith would have to work all day to pick it ... at least according to the guy we talked to when he replaced the locks on my house).

At Level 1, such a task is probably *impossible*—or, at least, the negative modifiers are *doubled*. At Level 2 the roll is standard. Roll at the given negative. Level 3 practitioners can ignore up to -3pts of difficulty related modifiers (unless the modifier is applied from someone's dodge score in combat). A Level 4 skill can ignore -6pts of negative modifier.

Missed? Roll Again at -2

If you miss a skill roll and have time to try again (out of combat)—the usual response is to let the character keep trying at a cumulative -2 to his roll (so the third attempt is at -4). At some point the character will give up. The GM can decide if the modifiers are reset after a day or so ... or the task turned out to be beyond the character's capability. If the GM is using the Drama Rolls technique then you just keep track of what the roll was missed by and keep on rolling.

A Failed Roll Indicates Complications

A cool idea picked up from The Forge (www.indie-rpgs.com) is that a failed roll can simply indicate there was some manner of complications in the mix—of course secret agent Maxwell Slick can hot wire a car—he's an international super-spy! If he missed his roll it doesn't mean he's just unable to start the Chevy nova he's trying to take possession of—it means the cops happened to show up just as he was getting in ... or that someone who was sleeping in the back seat under a blanket just woke up! Often this can be made even cooler by letting the *player* decide what happens (GM retains final authority in a standard game).

Note: It is cheaper to link-to-stat if you have a stat of 13 or above, however if you only want a handful of skills at high rolls, it makes more sense to just buy the roll unless you want the high stats too.

Sample Skill

Name: Breaking and entering

Type: Non Combat

Stat: None. *May* be linked to COR (picking locks). May be linked to RES (for high tech games)

Description: You've been trained/had experience in breaking into places. This includes (at the appropriate time) knowledge of security systems and cameras and such.

Beginner	A roll will break into lightly secured places: cars without expensive security, homes that are not "locked up tight," interior doors (if already inside an office, for example).
Professional	You are skilled at disarming basic security systems and picking most locks. Difficult systems are at -3 to -6.
Expert	You can get into secured installations with a roll (this may require help to circumvent guards, make distractions, etc.—but you can make the plan). You can open safes.
Master	You can put together a plan to get into Fort Knox ... you know how to open computerized time vaults (or how to dig around them). You know where to "attack" to neutralize a facilities' security systems. Most plans involve teams of specialists—you have contacts at that

Name: The common description of the skill (Karate, for example).

Type: There are two types: Combat and Non Combat. Combat skills are, by their nature, a little more expensive.

STAT: The secondary stat that the skill *may* be associated with. You will have an option to "link" your skills to your stats if you choose.

Description: Short discussion of the skill in general.

Why is Breaking and Entering Linked To COR?

Breaking and Entering contains knowledge of security systems, knowledge of how high tech installations work, and how guard patters and cameras interlock ... at the high levels at least. Why link it to eye-hand coordination instead of Reason (problem solving) or Memory (a learned skill)?

The reason is that the nature of the skill varies at different technology levels.

In what we'll call 'Traditional Fantasy' (you know, dungeons, elves, dwarfs, rogues, warriors, priests, ... ahem ... dragons—you know, *that* fantasy tradition) security systems consist of magic (for which we ruled you need a magician) and locks (for which you require nimble fingers).

When playing in a far future campaign the COR Link won't make sense so you can use RES. If, in some hypothetical far future, all weapons are targeted by force of will, then the Shoot Gun combat skill might link to WIL—mostly the linkages were a judgment call on our part and are not *fundamental* to the skill design.

Note that if you (as the GM) change the linkages, give some thought to whether you are simply having everyone buy the highest RES they can and not worry about any other stat.

PAYING FOR SKILLS

When buying skills for your character you pay for two things: the level and the roll. These are paid for separately (but both out of Base Character Points).

When buying a skill, this is how you do it:

- 1 Choose your skill: pick it from the list. Is it a Combat Skill or Non-Combat? If it's a combat skill, it cost a bit more.
- 2 What level are you? Beginner? Average? Advanced? Or Expert? Pay for your Skill Level.
- 3 Do you want to Link the skill to one of your stats or just buy the roll? If you're not sure which is better, just purchase the roll. The skill description tells which Stat the skill will be linked to. *The **ONLY** thing that linking applies to is Skill Roll Cost. It has **NO** bearing on the use of the skill or the Level Cost.*

COST FOR SKILL LEVELS (Beginner To Master)

Skill Level	Combat	Non Combat
Beginner (Level 1)	-1pt (minimum of .5)	-1 pt (minimum of .5)
Professional (Level 2)	0pts	0pts
Expert (Level 3)	4pts	2pts
Master (Level 4)	16pts	12pts

COST FOR BUYING COMBAT SKILL ROLL

Combat Skill Not Linked to STAT

ROLL	8-	9-	10-	11-	12-	13-	14-	15-	16-	17-	18-	19-	20-
COST	.25	.5	1	2	3	4	5	6	12	20	28	36	44

Combat Skill Linked to STAT

ROLL	STAT-3	STAT-2	STAT-1	STAT	STAT+1	STAT+2	STAT+3	STAT+4	STAT+5	STAT+6
COST	.5	1	2	3	4	6	10	14	18	22

Example: Shoot Gun is based on COR (eye-hand coordination) according to its description. A gunslinger wants Shoot Gun at Expert Level (3) on a 16- roll. His COR is 12. The Level cost is 4pts (on the chart, a combat skill at Expert Level costs 4pts). The cost for the roll if the skill is *not linked* is 12pts (on the chart, a roll of a 16- costs 12pts). It'd cost 14pts if he did link it (STAT+4).

COST FOR BUYING NON-COMBAT SKILL ROLL

Non-Combat Not Linked to Stat

ROLL	10-	11-	12-	13-	14-	15-	16-	17-	18-	19-	20-
COST	.25	.5	1	2	3	4	5	13	21	27	35

Non-Combat Skill Linked to Stat

ROLL	STAT-2	STAT-1	STAT	STAT+1	STAT+2	STAT+3	STAT+4	STAT+5	STAT+6	STAT+7
COST	.25	.5	1	2	3	4	6	14	22	30

I Can't Decided Whether or Not to Link My Skills to STATS

Why, oh, why do we have two different ways to buy skill roll? It's probably the most complex part of JAGS2. We did it because our experience was that highly *trained* characters (those with lots of points spent on *roll*) were *far* less efficient than "talented beginners" (lots of points in Stat and next to no points on roll). We didn't like that.

If you have a stat of a 13 or better, it pays to *link* skills to that stat. If you have more than 2 skills using the same stat and want them at high rolls, an investment in stat may pay off as well.

Remember: Linking is a Cost issue *only*. A linked skill is used identically to an un-linked one.

COMBAT SKILLS

Acrobatics (Dodge)

Difficulty: Combat

Stat: AGI

Description: You are experienced in tumbling and gymnastics. This is useful for Olympic tryouts—but in combat it allows for a better dodge.

Beginner	At Level 1 the skill is useful primarily for making rolls and flips (instead of AGI).
Professional	You can use Acrobatics skill as a 5 REA dodge (instead of AGI).
Expert	You can perform an Acrobatics Dodge (using Acrobatics skill instead of AGI) for 3 REA (like a Block).
Master	Your acrobatic dodge is at +2 if you spend 5 REA and it applies fully against ranged attacks.

Brawler

Difficulty: Combat

Stat: AGI

Description: You are experienced in streetfighting and unarmed combat. You must have a minimum of a 13- roll to get the DP bonus.

Beginner	You block at skill -1 (-4 against weapons). You hit at skill +1 (a "miss" by -1 counts as a hit by 0).
Professional	You block at skill (-4 against weapons). You hit at skill +1 (a "miss" by -1 counts as a hit by 0). One strike per turn does +3 damage.
Expert	You block at skill (-4 against weapons). You hit at skill +1 (a "miss" by -1 counts as a hit by 0). All strikes hit for +1 damage but one strike per turn does +4. You get +4 DP.
Master	You block at skill+1 (-4 against weapons). You hit at skill +1 (a "miss" by -1 counts as a hit by 0). All strikes hit for +2 damage but one strike per turn does +6. You get +8 DP.

Heavy Weapons/Gunner

Difficulty: Combat

Stat: COR

Description: This skill is used to hit with heavy weapons (vehicular mounted weapons) that require operator skill but are not aimed and sighted like a normal firearm. NOTE: if the weapons are *fixed* to a vehicle (i.e. do not swivel or don't swivel much) then use the Combat Driving/Pilot skill.

Beginner	Double all negative modifiers.
Professional	A standard roll to hit.
Expert	Ignore up to -3 pts of range/size/speed/visibility modifiers.
Master	Ignore up to -6 pts of range/size/speed/visibility modifiers.

Knife Fighter

Difficulty: Combat

Stat: AGI

Description: You are trained with knife fighting techniques..

Beginner	You can use this skill to hit with a knife and block knife thrusts at skill -3.
Professional	You use this skill to hit with a knife. You can block at skill -1.
Expert	You can block at skill. You strike for +1 base damage with a knife. You get 1 extra "free" 0 REA attack along with another normal attack.
Master	You block at skill+1, You strike for +2 base damage with a knife. You get two "free" 0 REA attacks (each must be made along with another normal attack).

Martial Artist

Difficulty: Combat

Stat: AGI

Description: You are trained in the martial arts and fight with a precision fighting style! Note: this is a simplification of the martial arts from JAGS—use them for more depth and flavor! You must have a minimum of a 12- roll to get the extra attacks.

Beginner	You block at Skill -2 (-4 against weapons).
Professional	You block at skill-1 (-4 against weapons), strike for +1 damage barehanded.
Expert	You block at skill (-2 against weapons), and strike for +2 damage barehanded. You may make one free attack (for 0 REA) along with a normal attack. It may be against the same or a different target.
Master	You block at skill+1 (-1 against weapons) and strike for +4 damage barehanded.

Melee Weapons

Difficulty: Combat

Stat: AGI

Description: You are trained with weapons of Hand to hand combat. These include swords, axes, hammers, maces, and flails. This skill is used to hit with these instead of AGI.

Beginner	You have just started your training. You block at Skill-2. You can only strike once per turn no matter how fast you are.
Professional	You are adept with weapons. You block at skill-1.
Expert	You are an expert fighter who has probably seen several battles. You block at skill. You strike for +1 base damage.
Master	You are super-skilled with hand to hand weapons. You block at skill+1. You strike for +2 damage. You get 1 free (0 REA) attack along with a normal attack <i>if the weapon allows it</i> .

Shield

Difficulty: Combat

Stat: AGI

Description: You are trained in the use of a shield to protect you (anyone can carry one—you get more usefulness out of it). The size of your shield also gives you a bonus (see the combat section).

Beginner	You can use a "shield block" for 5 REA (the cost of an attack). It blocks at skill +1
Professional	You can use a shield to block at skill for 3 REA. Or skill +1 for 5 REA (instead of an attack)
Expert	You can use a shield to block at Skill+1 for 3 REA or skill +2 for 5 REA (instead of an attack).
Master	You can use a shield to block at skill+2 for 3 REA or skill+4 for 5 REA instead of an attack).

Shoot Gun/Bow

Difficulty: Combat

Stat: COR

Description: You are trained with ranged weapons.

Beginner	You use the roll to hit—but all negative modifiers are <i>doubled</i> . You may fire a bow once every 3 turns (costs 5 REA each turn to load).
Professional	You use the roll to hit normally. You may fire a bow every other turn (costs 5 REA each turn to load).
Expert	You may ignore up to -3 pts or rage/speed/size/visibility modifiers. A bow may be fired every turn (using two 5 REA actions).
Master	You ignore -6pts of negative modifiers. A bow may be fired for 5 REA. A gun user gets a free (0 REA) attack along with any other firing action.

Staff Fighter

Difficulty: Combat

Stat: AGI

Description: You are trained in the use of a Staff as weapon (a martial arts weapon). You do not need to have any martial art.

Beginner	You block at Skill -1.
Professional	You block at Skill.
Expert	You block at skill +1. You get 1 free (0 REA) block per turn.
Master	You block at skill +2. You get two free 0 REA blocks per turn and one free (0 REA) attack along with another, normal attack).

Thrown Weapon (knife/Spear/Axe)

Difficulty: Combat

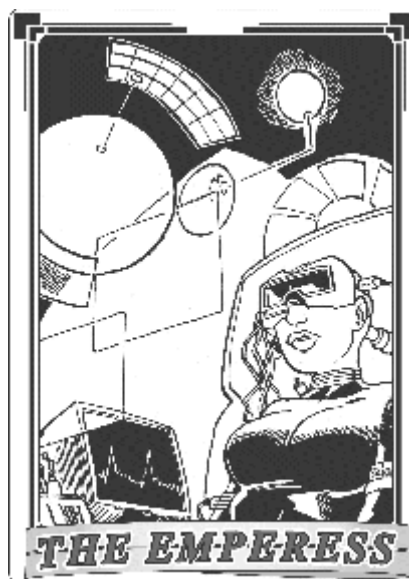
Stat: COR

Description: You can throw a weapon so that it lands appropriately (point/blade first). It is a Medium action (5 REA) to draw a weapon and a Medium action (5 REA) to throw it. Usually a character can carry many, many knives, two or three axes or spears.

No Skill	If you have no skill with throwing things then bladeless items like grenades or rocks are simply thrown with COR. The Range modifier is -1/3yds for
-----------------	---

	something that's not balanced well (an oddly shaped rock), -1/5yds if it is (a ball, a grenade, a good rock).
Beginner	If you hit, there's still a 50% chance (roll one die) that the blunt side hit first (for Impact damage).
Professional	A hit does appropriate Penetrating damage with a thrown weapon.
Expert	You can draw a weapon for 0 REA if you make a skill roll (5 REA otherwise).
Master	You throw weapons for +2 base damage.

SCIENCE SKILLS



Bio-Sciences

Difficulty: Non Combat

Stat: RES

Description: You are skilled in Biology and Botany and Ecology and other such sciences.

Beginner	You have a basic knowledge of biology and physiology.
Professional	You can perform dissections on new animals (and learn about their bio-systems), perform autopsies, work to predict the effects of existing drugs, study bio-chemical reactions, etc. A roll could be used to improve a pesticide or figure out what a species might be vulnerable to.
Expert	You can create new bio-chemical compounds (drugs), study bizarre life forms, and make predictions about what complex and unusual new species might do when introduced into new environments (The "T-Rex" will eat Los Angeles!). You might be called in to help clean up environmental disasters.
Master	You are capable of vast improvements in bio-medicine. You can come up with ways to salvage the most dire environmental disasters, find new drugs in rain-forests, etc. You are a leader in your field.

Chemist

Difficulty: Non Combat

Stat: RES

Description: You are a skilled chemist, able to analyze and create new compounds. For creation of *medicines*, see Bio-Sciences.

Beginner	You can perform basic analysis and experiments on compounds. This can help identify things, use acids and bases, and even create low-powered explosives.
Professional	You are a skilled chemist. You can perform complicated analysis, create high-powered explosives, and otherwise generate useful compounds.
Expert	Expert Chemist/Material Sciences: you can create new polymers and other useful materials (useful for making high tech armor, for example). You can run a large lab and analyze complex substances.
Master	You are a world class chemist.

Computer Science

Difficulty: Non Combat

Stat: RES

Description: You are skilled in the operation and programming of computer systems.

Beginner	You can use computers at a highly proficient level. This includes office software, internet searches, and operating systems.
Professional	You are a computer programmer. You can create programs and have an excellent level of knowledge about protocols, computer security, and things of that nature. NOTE: Hacking is a separate but related skill.
Expert	You are an expert computer programmer. You can write code in 1/4 th the time of a Level 2 programmer and can architect large web sites and complex systems.
Master	You can write code in 1/10 th the time of an average coder. You can do things with a computer even skilled technicians wouldn't believe possible.

Doctor

Difficulty: Non Combat

Stat: RES

Description: You are trained in medical sciences. Unlike most skills, Level 4 Doctors are top-level specialized surgeons (and are therefore a good deal more common).

Beginner	At Level 1 you can apply first aid. This will stop bleeding (you can stabilize a Dying result) and will usually restore damage points based on the available technology (recover a Minor Wound with a few hours of modern day treatment).
Professional	You are a general practitioner. You can prescribe drugs and otherwise treat illnesses and wounds.
Expert	You are a surgeon. You can perform advanced medical care.
Master	You are a top-flight specialized surgeon (and one of the best in the world).

Engineer

Difficulty: Non Combat

Stat: RES

Description: You are trained in electronics and mechanics (at the higher levels, civil engineering as well).

Beginner	You have the equivalent of a late high school/beginning college level of learning. You can fix basic problems. You are a skilled handyman.
Professional	You can repair a car, wire a house, and do other professional level jobs.
Expert	You are an engineer. You can design new devices or vehicles. These must be based on existing premises.
Master	You can invent totally new designs. You can improve existing designs by about 100% (GM's decision, could be more or less depending on what and how much is improved).

Physicist

Difficulty: Non Combat

Stat: RES

Description: You are a mathematician and physicist.

Beginner	Basic physics: you understand basic Newtonian physics. You can work out moderately complex real-world problems.
Professional	You are skilled in higher mathematics and can work out highly complex problems.
Expert	You are an expert physicist, often dealing in the realms of the theoretical. You understand chaos theory, quantum mechanics, and Einstein's theories.
Master	You are a world class luminary in the field of physics. You are working in the deep theoretical realm.

STREET SKILLS

Con Games

Difficulty: Non Combat

Stat: MEM

Description: You are a grifter or con-man, skilled at winning people's confidence (which is usually a prelude to taking their money). This usually works well as a prelude to a Persuade roll.

Beginner	Basic Cons: You understand things like rigged barbets, crooked dice, and other such simple cons. This can be used to make money (but if you blow the roll there are usually risks involved). A roll blown by 3 or more usually results in a very suspicious mark. A roll blown by 5 means the con artist better run.
Professional	Smooth Talker: You can talk <i>very</i> persuasively. A roll against a target's RES will make them inclined to do as you suggest. A successful roll will either convince the target to make a seemingly reasonable snap-decision (give you some temporary help) or give +2 to a Persuade roll. A failure will (likely) result in the target being more suspicious of you.
Expert	As above but it gives +3 to a Persuade roll. At this

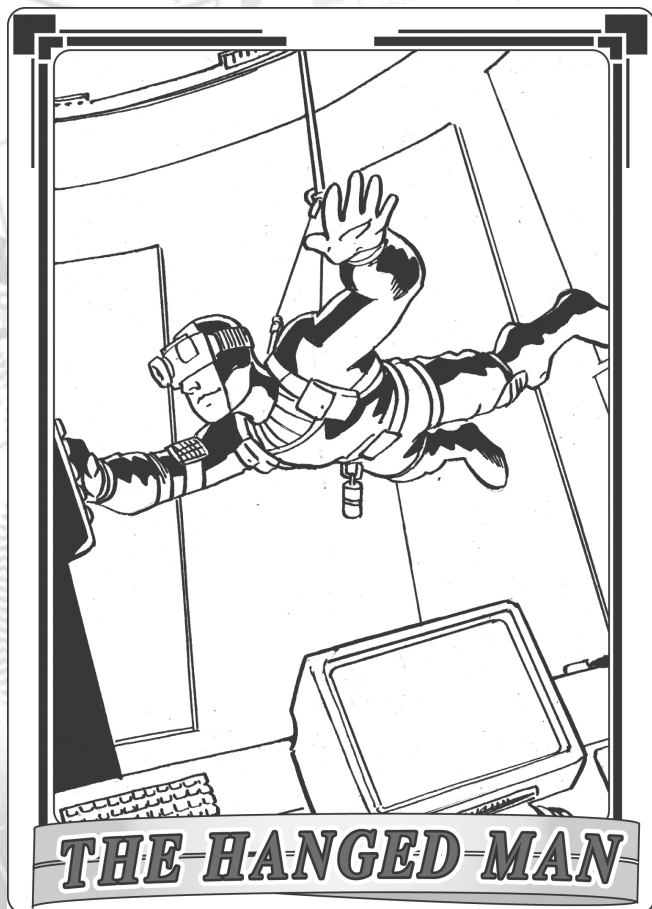
Master

level you are skilled in running Long Cons—complex confidence games with multiple levels of psychological advantage.

As above but it gives +4 to a Persuade roll. It can also be used to "talk your way out of anything." The GM decides what "anything" is but it's pretty damn persuasive.

Master

You can put together a plan to get into Fort Knox ... you know how to open computerized time vaults (or how to dig around them). You know where to "attack" to neutralize a facilities' security systems. Most plans involve teams of specialists—you have contacts at that level.

**Breaking and Entering**

Difficulty: Non Combat

Stat: None. May be linked to COR (picking locks). May be linked to RES for high tech games.

Description: You've been trained/had experience in breaking into places. This includes (at the appropriate time) knowledge of security systems and cameras and such.

Beginner	A roll will break into lightly secured places: cars without expensive security, homes that are not "locked up tight," interior doors (if already inside an office, for example).
Professional	You are skilled at disarming basic security systems and picking most locks. Difficult systems are at -3 to -6.
Expert	You can get into secured installations with a roll (this may require help to circumvent guards, make distractions, etc.—but you can make the plan). You can open safes.

Card Mechanic/Pick Pocket

Difficulty: Non Combat

Stat: COR

Description: This is the skill used to cheat at cards. It is also used to be a stage magician ... or even pick pockets.

Beginner A roll will pull off a basic card trick (Three Card Monte). A failed roll will mean observers get Perception rolls (RES) to figure it out.

Professional You are an excellent card mechanic and/or pick pocket. You can improvise tricks and otherwise rig betting hands. A roll against RES will steal a wallet. A failed roll gives an RES roll at -2 to catch something.

Expert You can steal wrist watches by rolling against RES with a handshake. A roll gives an RES roll at -4 to catch something.

Master You are almost magical: even if you fail a roll, the observers must make an RES roll at -8 to see anything happening. You can steal a shirt off of someone without taking their vest off (don't ask us how).

Gambler

Difficulty: Non Combat

Stat: MEM

Description: You are a trained, expert gambler. You understand odds, betting strategies, and bluffing. JAGS C-13: The Thirteen Colonies has some gambling rules in it that can be used.

Beginner Basic gamesman. You can play any major Casino game and understand the rules and odds (i.e. not in your favor).

Professional Professional Gambler: You are a professional player (usually this means poker). A roll will mean you make money—how much is determined by the GM and the specific game). You can also "bluff." A roll to bluff means that you do not reveal any stress in a stressful situation (holding an unloaded gun to a terrorists head, for example). Hard bluffs are at -1 to -3.

Expert Card Counter: You're good enough that casinos will usually kick you out. You make enough to live on by gambling. You can pull hard bluffs at no negative.

Master You are a master gambler. You earn a wonderful living playing cards or dice and get +2 to Bluff.

Hacker

Difficulty: Non Combat

Stat: RES

Description: You are skilled at breaking into systems, finding out about people (tracing them) via the Internet and otherwise using computers for illicit purposes.

Beginner You can get old games, access to porn sites, and other mediocre internet goodies.

Professional You can hack web-sites, get latest releases of games off the internet, get credit card numbers, and, with rolls at -2 to -6 access hardened systems.

Expert You are an expert hacker (ignore -3pts of difficulty modifiers). You can also track people and find out about people on the web. You are adept in social engineering as well and know what dumpsters to look in and how to present yourself on the phone to organizations you want to penetrate.

Master You can hack hardened military systems. You are capable of getting into anything that has a phone line or network connected to it.

Shadowing and Surveillance

Difficulty: Non Combat

Stat: MEM

Description: You are skilled at following people and keeping out of sight.

Beginner With a roll, an inattentive person will not notice you behind them for approximately 5 min (roll each 5 min). If missed, the person gets a perception roll. If the person is nervous or might have any reason to think or check for followers, their RES is rolled against your skill. If they beat or match your roll, they see you.

Professional You need roll only once per 30 min. Their perception roll is at -2 to begin with. If you have this skill you can roll against it instead of RES to see if *you're* being followed (and not at -2).

Expert As above but they are rolling at -3 and you roll only once every hour.

Master As above but they roll at -6 and you only roll once every day.

Streetwise

Difficulty: Non Combat

Stat: MEM

Description: You know the streets well. You probably grew up there.

Beginner You know many common criminals and how street-level crimes get committed.

Professional

You are aware of what goes on in the mid-echelon of the underworld. You have some good mid-to-high level contacts and know how to move contraband and fence common goods.

Expert

You have knowledge of unusual crimes, know how to fence exotic goods, and know a really big slice of the players at all levels of the underworld.

Master

You are highly connected. You know everything and everyone that is important in the underground.

EDUCATIONAL SKILLS

Advanced Education

Difficulty: Non Combat

Stat: MEM

Description: You have had some basic schooling above what is the norm for your culture. Usually the GM will allow a MEM roll to know something "most people learn in high school."

Beginner Excellent primary school education. You can use this skill to replace a MEM roll to know things a "high school student" would know (whatever that translates to in the game culture).

Professional You may apply the roll to History, Literature, Art, and Philosophy areas. Your knowledge is broad and not deep but is "college level."

Expert You have an advanced (Ph.D. level) education in one of the above areas. You may also speak a second language.

Master You are a world-class scholar in all of the above areas. You know the entirety of the breadth of knowledge relevant to the culture you have studied in. You may speak 1 major language for each point of skill-roll above 10.

Ancient History

Difficulty: Non Combat

Stat: MEM

Description: You are skilled in Archeology and Anthropology (yes, dinosaurs are different from early man—if you want to get that complex split this into two skills).

Beginner You can assist on dig sites, work with exploration teams, and otherwise contribute as a junior assistant.

Professional You are skilled in the analysis of bones and ancient artifacts from a dig. You speak 1 ancient language and know the details of 1 ancient culture.

Expert You are an expert: you speak 1 ancient language per point of roll above 10. You are familiar with 1 culture per point of roll above 10.

Master You know the secrets of vanished cultures and species. You know all ancient languages and all ancient cultures.

Lawyer

Difficulty: Non Combat

Stat: MEM

Description: You are trained in law.

Beginner	Para-legal: you can assist and research cases. You understand courtroom procedure and how to file motions and such.
Professional	You are a practicing lawyer. Some cases will be at -1 to -6 based on how far outside your general specialty and how difficult they are.
Expert	You are multi-disciplinary: ignore -3pts of difficulty.
Master	As above but ignore -6pts of difficulty.

Research (and Journalism)

Difficulty: Non Combat

Stat: MEM

Description: You are skilled in research and talking to people.

No Skill	Anyone can use a library or the Internet without the skill. The difference is in how long information will take to get and how obscure information can be found.
Beginner	Research Assistant: you are skilled in getting information out of a library and other records halls. Rolls can be at -1 to -6 based on the obscurity of the situation.
Professional	You are skilled at getting an interview and tracking down leads. A roll will let the character know how to proceed with a story (note: this is complimentary to Police Procedure Level 3—the knowledge is not so much forensic as knowing journalistic techniques)
Expert	A roll will usually get people talking, even if they are reluctant.
Master	You can interview people without them realizing they are being interviewed. You can get information out of sources that are usually very hostile or difficult to crack.

OCCUPATIONAL SKILLS

Craft/Artistic/Singing/Music

Difficulty: Non Combat

Stat: None (may be COR or RES based for some disciplines)

Description: You are skilled in a craft, form of artwork, or musical skill.

Beginner	Novice: you can produce basic forms of the art and/or craft. You can't make a living doing it.
Professional	You can produce commercial art, serviceable crafts, play at local night clubs, etc.
Expert	Star: you are a known name in the field. Your crafts are of excellent quality (a musician might have a gold-record album). You make a very good living with the skill. A musician will have

Master

Super Star: you are a top-class name in the field. If you are a musician, you have platinum records, coffee table books devoted to you, etc.

Drive/Pilot Vehicle/Ride Animal

Difficulty: Combat or Non Combat

Stat: COR (for steered vehicles—no stat for boats or large starships)

Description: You can maneuver a vehicle. Most people can do this to a degree with common vehicles—just having this skill represents some training. There are vehicle combat rules (forthcoming) that define this skill. Some vehicles with fixed guns (fighter aircraft) buy the skill as a combat skill.

Beginner	Basic Training: You can maneuver a difficult vehicle (like riding a horse—something an untrained person may have a very hard time doing).
Professional	Professional Driver: you are trained in defensive driving and advanced vehicle operation.
Expert	Stunt-Driver: you can perform dangerous maneuvers with a vehicle fairly safely (a skidding—controlled reverse, for example). At this level you can "drive anything" or "fly anything."
Master	You are one of the world's top drivers/pilots/whatever. You can routinely do what others find impossible. At the GM's discretion you may extend this mastery to all vehicles.

Police Procedure [also Investigator]

Difficulty: Non Combat

Stat: MEM

Description: You are trained in the skills of a security or police agent.

Beginner	You know procedure: basic rights, arrest procedure, radio call signs, police response times, etc.
Professional	You are a practiced security agent. You can use this skill up to a 12- as a perception roll to spot trouble. You know how to handle a crime scene so as not to contaminate it and how to question witnesses.
Expert	You are a <i>Police Detective</i> (you might also be a private investigator). You know how to look for clues, probe into testimony, etc. A roll should at least give you an idea of where to start.
Master	Cinematic detective: you break cases in under 24 hours, make startling deductions, find the most esoteric connections "elementary," etc.

Run Business

Difficulty: Non Combat

Stat: RES

Description: You are trained in economics, administration, and other such business skills.

Beginner	Novice: you understand the basic principles of economics (from a working knowledge if nothing else). You can make a small business somewhat profitable with enough successful rolls.
Professional	You are a professional business owner. A major application of this skill is that a roll can determine

Expert

what something is worth.

You are an expert business owner/administrator/economist. You get asked to help figure out what the effects of things will be on the economy, run a successful large business, or assist in the running of a mega-corp.

Master

You have started and successfully manage a megacorp.

MILITARY SCIENCES

Climbing/Rappelling

Difficulty: Non Combat

Stat: AGI

Description: You can scale walls or rappel down them (or from an aircraft).

Beginner

You are skilled at climbing: climb at 2 yards per second up "normally climbable" surfaces (trees) with a roll. If you can get your hands up on a ledge, a roll will get you over it.

Professional

Using ropes and spikes you can climb a mountain, throw a grappling hook through a window and go up a wall, and otherwise scale surfaces.

Expert

Barehanded climber: you can climb rock surfaces and some buildings barehanded. A roll failed by 5 usually means a fall. A roll failed usually means you are stuck (and a second roll failed may mean badly stuck).

Master

You can scale almost sheer surfaces. It's spooky. You climb anything rational at 4yards per second!

Demolitions

Difficulty: Non Combat

Stat: MEM

Description: You are trained with high explosives.

Beginner

You can set and use simple explosives successfully. This roll may be substituted for a RES roll to keep from blowing yourself up.

Professional

You are a demolitions expert: you can blow up buildings and bridges with appropriate amounts of explosive (something very difficult to do if you don't know how).

Expert

You can build and/or disarm devious bombs. You know the tricks of wiring and triggers: roll vs. a bomb-maker's skill to disarm (or against your skill to create a bomb).

Master

You roll against other's skills of a lower level at +4.

Solider Training

Difficulty: Non Combat

Stat: MEM

Description: You are trained by the military (this assumes modern but can be varied).

Beginner

You know chain of command, military etiquette, and

Professional

how to conduct yourself in a combat zone. A roll will answer questions about what you should do.

Special Gear operation: you can make rolls to use the radio, drive military gear, and operate complex weapon systems (guided missiles). Machine guns and man portable rocket launchers require a COR based Combat skill. You can command squad and platoon level operations.

Expert

You are skilled in parachuting, strategy, and tactics as they apply to your branch of the service. You can command company and division level operations.

Master

You can command theater level operations.

Stealth

Difficulty: Non Combat

Stat: AGI

Description: You are trained in moving silently and keeping hidden.

No Skill

Moving at half walking speed will force a PER roll at -0 to -3 (based on shoes, carpet, etc.) to *hear* the character.

Beginner

Walk silently: moving at normal speed, a roll will give listeners a -3 to hear the character.

Professional

When moving with any sort of cover (shadows, hedges, etc.) a roll will give viewers -1 per each point it was made by to see or hear the character.

Expert

You can do sniper-style camouflage. With the proper preparation (a suit) you can get -2x what you make a roll by vs. being seen (even if they are right next to you) so long as you don't move. When moving it's -1x what you make your roll by.

Master

As above but multiply by 2 (so 2x when not moving, 4x when still). You're almost invisible.

Traps

Difficulty: Non Combat

Stat: MEM and/or COR

Description: You are trained in setting and disarming traps. Disarming a trap requires a COR roll or a skill roll *linked* to COR. If a single skill (Traps) linked to COR is taken, it can be done with one roll. Otherwise there is a roll to find the trap and a COR roll to disarm it.

Beginner

You take double negatives for any difficulty modifiers.

Professional

A standard roll to find traps. A COR (or skill linked to COR) to disarm it.

Expert

Disarming is at +2.

Master

Rolls to disarm are at +4.

Woodland Lore

Difficulty: Non Combat

Stat: MEM

Description: You are trained in survivalist skills, navigation (on land), hunting, and tracking.

Beginner	You can provide food for yourself each day with a roll. A roll will get you oriented if you are no more than one day lost (if you miss two rolls in a row, you're lost until you stumble across a trail). It will protect you from rain or start a fire.
Professional	You can provide food for yourself and one other. You can keep protected from very cold or hot weather, and you can orient yourself with a successful roll. You can hunt common game successfully.
Expert	Guide: You can lead parties at double rate through the wilderness. You can supply up to Roll-10 people with food each day (and store the remainder if any). You can hunt exotic and dangerous beasts (safari).
Master	You can support Roll-7 people per day. You travel through the wilderness as though on roads (and lead parties at 3x normal rate). You can locate animals thought to be extinct.

SOCIAL SKILLS

Courtesan

Difficulty: Non Combat

Stat: MEM

Description: You are a member of a government or court. In modern-day this is simply "politics." It involves skill with political machinations, telling when someone is lying, and figuring out other's motives. Rolls may be made against other schemers to guess their next moves or to create political solutions (with as much misdirection as necessary).

Beginner	Heraldry: you know the 'color's of each individual. This means you can make a roll to determine what faction someone belongs to and how that faction behaves.
Professional	You are familiar with the basic political forces and the issues. A roll will let you guess what the most likely move is by a rival politician—or what a workable political solution might be to a given problem.
Expert	Deeper Games: You can create fairly opaque schemes and see through less crafty ones.
Master	Power behind the Throne: you are a master schemer. A roll will tell you a deep amount about other's plans, reveal subterfuge, and can find out traitors. It will also formulate a complicated and threat resistant plan (there are plots within your plots).

Diplomat

Difficulty: Non Combat

Stat: RES

Description: You are trained in mediation and arbitration. This can be used to settle disputes, make demands in a pleasant fashion, or talk you way out of getting beat up by angered cycle gangs.

Beginner	A roll will allow you to phrase something that isn't nice in a polite fashion. It's a good skill for a PR person to have when writing letters to angered customers (for example).
-----------------	---

Professional

Diplomacy: a roll can cool tempers, bring parties back to the negotiating table, and otherwise smooth over problems.

Expert

Negotiator: You can talk down hostage situations, settle divorces amicably, and resolve international incidents.

Master

You can talk the guy running the bulldozer that's going to demolish your friend's house into laying down in front of his own bulldozer while you and said friend slip off for a drink.

Etiquette

Difficulty: Non Combat

Stat: MEM

Description: You are trained in the social graces appropriate to your world (or others!)

Beginner	Basic Etiquette: you know which fork to eat with, good table manners, how to approach the arch-duke, etc.
Professional	You are a smooth courtesan. A roll can be used to send subtle signals, compliment a host or hostess in a classy fashion, or otherwise blend in smoothly with high society.
Expert	Your excellent tastes make you appear to be a person of exquisite class. You know when to break the rules and when to follow them. You can show up rivals with a contest of skills.
Master	You can apply your etiquette to situations you've never been in before. You have an instant grasp of other culture's social morays.

Interrogator

Difficulty: Non Combat

Stat: MEM or WIL

Description: You are skilled in extracting information from people (it is also used to help *resist* intimidation. The tact by which one gains the target's confidence is the Con Artist skill. This skill is the more abrupt use of pressure *without* resorting to physical abuse. Using the Charisma rules and *intimidate* attempts will assist with this skill. Usually the skill is rolled against the target's WIL or the target's Interrogator skill (both parties roll and the one who succeeds by more wins).

Beginner	A roll will allow the character to apply basic pressure tactics to good effect ('good cop/bad cop'). It will get information out of low level criminals.
Professional	A roll will let an interrogator distinguish truth from lies. A hardened subject may not talk much—but what he or she gives up will be verified (roll vs. WIL, a win by 3+ will detect a falsehood). A win by +0 to +3 will crack a moderately resistant subject. A win by +4 to +6 will crack a career criminal. A win by +7 will crack a hardened subject. In normal conversation, a skilled interrogator can get information out of a subject with a roll vs. RES (the interrogator simply presses and seems interested). This is a useful skill for journalists.
Expert	A +3 win will crack a career criminal. A +5 win will

Master

crack a hardened subject. Falsehoods are detected on a win. The interrogator will spot subtle flaws in a target's story.
A successful roll will crack just about anyone.

Revelry

Difficulty: Non Combat

Stat: MEM or CON

Description: You are an experienced party animal. In addition to being fun at the bar, you can really handle your alcohol. NOTE: in the JAGS system there are specific rules for being intoxicated should you want them.

Beginner You hold liquor a little better than normal. You're known at the local pub.

Professional When you show up the party starts. You can drink a lot and still get everyone home safe. In the right circumstances you'll quickly be known as a hero of happening parties!

Expert You are the life of the party. You get invited to high society events because when you're there it rocks. You can drink prodigious amounts.

Master You function better drunk than sober. You are renowned for your ability to handle alcohol.

Showmanship

Difficulty: Non Combat

Stat: MEM

Description: You are trained in putting on a great performance. This skill is the compliment to, for example, Musical Instrument—the craft skill is the raw talent. The Showmanship roll is the rest of the performance. This is also the skill to be a standup comic.

Beginner You put on a decent (if not too varied) show. This can



Professional

Expert

Master

get applause at local night clubs.

You are a skilled performer. You can play medium sized venues, open for title acts, etc. A professional level showmanship roll will make up for a lack of real talent a lot of the time. This roll will allow you to be charmingly or at least interestingly theatrical (whether on stage or, say, when getting bad service in a restaurant).

You are an expert performer. You play large venues. You can make a great living on your stage presence. In smaller groups you can exude charisma with a proper roll.

You are world class. You play Carnegie Hall. You have fans, etc.

Vamp

Difficulty: Non Combat

Stat: MEM

Description: You are skilled at the sexual come-on. This can be used to get people to let their guard down, "score" with the opposite sex, or otherwise seduce targets.

Beginner A roll will get you further than you would otherwise get—but it's usually clear to the target you're trying a come-on (but it's a good one!)

Professional You can figure out how to present yourself so that your target will be interested. Some targets are very tough to work (marines in an embassy, for example). These are at -1 to -6. Targets that are *not* difficult to seduce (nerdy scientists, for example) can be pumped for information with a successful roll and a few nights of work.

Expert You ignore -3pts of difficulty. You can get information out of targets that are difficult to crack.

Master You are a master/mistress of seduction. Men/Women fall into your arms and you can barely stop it. You hear about all sorts of stuff you don't want to know.



JAGS₂ COMBAT

One of the most exciting elements in traditional roleplaying is combat and, in most RPG's, it's also the way characters are most likely to get killed. The combat rules in JAGS₂ allow you to play out second-by-second shoot-outs, sword fights, or martial arts battles. The body of the JAGS system has (or will have, as it evolves) more such rules for car chases, "cyberpunk" hacking, mind duels, and similar such key-points of exciting resolution in the game (again, as they are traditionally played).

Here are the rules for running combat:

STEP ONE: ROLL INITIATIVE

When it becomes clear that someone's gonna make a move combat has begun. The GM will ask for everyone to *roll Initiative*. This is a roll against your Initiative (which is equal to your REA unless you have some modifiers like Natural Fighter ... or Cybernetics). When asked you tell the GM how much you made it or missed it by.

The character who makes his or her roll by the most acts first, and so on in order. If there is a tie, the higher REA value acts first. If those are tied, roll one dice for each person in the tie and the highest value acts first (keep rolling if those are tied).

Example of Initiative

Three people are in a fight: Fred, Sid, and Nancy.

Fred: REA 13

Sid: REA 12

Nancy REA 12

The GM takes a sheet of scrap paper and draws a chart:

Round	FRED	SID	NANCY
Round 1			

He then calls for Initiative rolls. Fred rolls a 10, Sid rolls a 10, Nancy rolls a 15. Fred *made his roll* by 3. Sid *made his roll* by 2. Nancy *missed her roll* by 3. As the players call out their numbers the GM jots them down:

Round	FRED	SID	NANCY
Round 1	+3	+2	-3

Thus, Fred will act first, followed by Sid, followed by Nancy.

▶ JAGS has a lot of (we think) cool options for the combat system. For one thing, weapon speeds are handled by making a strike with an Axe cost more REA than a strike with a sword—we find that's more balanced (the Axe does more damage).

Here we've simplified that somewhat. These sidebars will contain some of the more complicated options from the full JAGS rules set which can help with some circumstances in the game.

Waiting

Let's say you win Initiative but you don't know what you want to do yet. You have the option of *waiting*. When waiting you simply delay taking your action until you decide to. Any time before someone slower *starts their turn* (usually done by *declaring an action*) you can take your turn. You must then take your whole turn until you *end it*.

Ending Your Turn ("saving blocks")

When you run out of REA to spend, your turn is over—but let's say you want to strike one guy and then block two slower people's attacks? You simply roll for the strike—and then say "I'm ending my turn."

For the rest of that round you can take any *Short* action you want—but no more strikes or moves.

Six Second Turns

In JAGS₂ Combat Rounds are six seconds long for the same amount of REA expenditure. The big difference is that instead of getting one second of movement, you usually get 3 (and you can get all six for running flat-out if you take some other penalties).

The rationale for this was that six-second rounds are more cinematic in nature (allowing for longer movement). For more dynamic movement options look at JAGS *Fast Company*.

STEP TWO: TAKING YOUR TURN

When it is your turn to go (Fred's turn comes first in the above example), you get to act. You may strike, shoot, run-away, whatever. Note: you can always do things like talk (and although each round is 6 seconds in theory, if the GM wishes to expand the amount of discourse allowed as poetic license, there's no mechanical problem with that).

When you take your turn, you spend REA to "buy actions" (you get it all back at the beginning of next turn). What kind of actions can you buy? How much do they cost? Here's the chart:

General Actions Chart

Action	Type	REA Cost
Block (parry) strike with shield or weapon	Short	3
Dodge strike or shot	Short	3
Hit the deck (dive for cover)	Short	8
Attack	Medium	5
Draw a weapon/Grab something	Medium	5
Grab Someone	Medium	5
Take a step, change facing	Medium	5
Start running/run away	Long	8
Keep on running if running the past second	Long	5
Aim Gun	Varies	3,5, or 8
Feint with a HTH Attack	Varies	5 or 8
Defuse a bomb, pick a lock	Varies	Varies

Acting Out of Turn (Reaction): When someone declares an action that affects you directly (this is spelled out more clearly in the side bar: *What Can I Respond To?*) you may take an action of a faster Type (a Short blocking action may be taken as a reaction to a Medium attack, a Medium Strike may be taken against someone doing a Long Move action, and so on).

SHORT Actions: These are commonly called "defensive" actions and can be taken *in response* to someone's medium action. That is, if someone says, "I strike you with my sword." You can take a "Block" action to parry the blow.

MEDIUM Actions: Medium actions are the strikes, steps, and advances and retreats of combat. When it is your turn to go, you can take several actions for as much REA as you have to spend.

LONG Actions: Running into and out of combat is a Long Action (if you charge someone, they will get a Reaction move to hit you on the way in, for example).

Example of Taking Actions In Combat

Johan, a warrior with a 12 REA gets to go. Here are some of his options:

Moves	REA
2 Strikes	5+5
1 strike, 2 blocks	5 + 3 + 3
Block and then run away	3 + 8

Optional Uses for Extra REA

If my character has a 12 REA and I choose 2 strikes, the cost is 10pts—I have 2 REA left. That's not enough to block ... or move ... or anything.

That's under the standard rules—however, there are some optional rules that can assist with that.

Full Swing: +3 REA, +2 Damage.

Retreating Block: +2 REA, -2 to be hit or +2 to block. You lose ground and the attacker gains ground.

Side Step: 2 REA, -1 to be hit for entire turn. You spend a little REA "moving sideways" and you are at an additional -1 to be struck by Hand to Hand attacks for the rest of the turn. This is a Medium action (you can only declare it on your turn).

What Can I Respond To?

Response actions can be taken to any action that "affects you." That could be a strike directed at you, someone moving to engage you (or just moving into range) etc. There are some gray areas: if someone makes a long move towards a large bomb to set it off, probably everyone in the room can fire. If someone is running away from combat with someone else it's not so clear—it's a GM's call. Usually you can't block strikes directed at someone else ... but even that's (cont'd)

HOW TO RESOLVE ATTACKS

When you decide to attack, select a target and roll to hit. The roll to hit is against your Weapon Skill or AGI (for hand to hand strikes) or COR (for ranged or thrown weapons). There may be some negative modifiers:

Attack To-Hit Modifiers

- 1 AGI BONUS If you are not tied down, mobile, and aware of an attack you are at -1 to be hit for each point of AGI above 10 by hand to hand attacks. This is halved (round down) for ranged attacks.
- 2 TARGET SIZE Small targets are at -1 to be hit for each ½ man-size and +1 to be hit for each 2x man-size.
- 3 TARGET SPEED Each 15mph of speed gives a -1 to be hit.
- 4 RANGE MODIFIER Further away targets are hard to hit (by ranged attacks). Ranged weapons have a "range" stat (for handguns it is -1/5 yards). For each [range] number of yards the target is at -1 to be hit. If light conditions are bad (or there's fog or smoke) the GM will call for a Perception roll at the start of each round at a given negative (-3 for smoke). If you miss it you fight at that negative for the round.
- 5 VISIBILITY MODIFIER

Example: a soldier has a 13- Shoot Gun skill (infantry rifle). It has a Range score of -1/100 yards. He attempts to shoot an enemy soldier running towards him.

1. The incoming soldier has an 11 AGI. That is -0 to be hit at range (but -1 in Hand to hand combat)
2. The enemy soldier is man-sized. There is no size modifier.
3. The enemy soldier is running at about 6 yards a second—that's roughly 12mph. No modifier for speed.
4. The enemy is about 50 yards away—a long distance for a handgun but no problem for a rifle.
5. The day is clear: there are no visibility modifiers.

The roll is a 13: this is a success (albeit barely one) and the soldier is hit. A roll of a 14 or higher would miss.

HOW TO RESOLVE BLOCKS AND DODGES

When trying to defend against an incoming attack you may either Block or Dodge (hitting the deck is a somewhat more advanced option). To perform a block or dodge, spend the appropriate REA (3 to Block, 5 to Dodge unless you have Expert or Master level Acrobatics skill) and roll against either AGI or your Weapon's skill Block Score (usually something like Skill-1 ... see the Melee Weapon's Skill).

If your Block Roll matches or exceeds the amount the attacker made their weapons skill roll by you deflect it.

Ranged attacks are at -4 to be blocked or dodged unless you are using a shield.

What Can I Respond To Cont'd.

not so clear. If you are "declared as a bodyguard" for someone (and are generally right next to them and being attentive) then the GM would probably be correct in allowing you to block incoming attacks aimed at them.

Covering the Doorway

The rules allow someone with a 15 REA to Step (into view), Fire (shoot a weapon) and Step behind cover. They can do this each turn and because each move is a Medium action no one can respond by snapping a shot off. Here are some solutions to this 'problem.'

- 1) **Waiting:** Although under the general rules you can't interrupt anyone's turn with yours, an optional rule is to allow you to simply interrupt actions. If you don't shoot until they declare "and I step back behind the wall," too-late. You missed your chance. But if you are waiting and wish to take your turn after their initial step into view, that's fine.
- 2) **A "Covering" Action:** As an 8 REA Long Action you can cover a target or doorway. Then, once, you can Respond to a Medium action *with* a Medium action. That means that if a person is covered and says "I shoot at the guy with the gun on me," you can respond with "I shoot him first."

Blocks and Dodges

If an attacker makes his roll by 5 you have to block or dodge by 5. Even if you're at -4 to be hit and he'll only have "hit you by 1" you are rolling against his *weapon skill* not his weapon skill after all the to-hit modifiers. For best results, when running combat, shout out "Hit by 5" (or whatever) and then the block roll is rolled ("blocked by 4—the attack hits!") and then compute what you actually hit by ("his AGI Bonus was -2 so you hit by 3").

RESOLVING MOVES

A Move is the action you declare when you want to get somewhere (charging into or out of combat is a common reason—moving to attack a distant opponent is another). There are two kinds of moves: the Step and the Full Move.

The Step is a 5 REA Medium action. It moves you roughly 1-2 yards (in JAGS this is more specifically spelled out) and allows facing changes. It is a sort of "generic move around in combat action." Other combatants may not take an attack as a Reaction to a Step.

The Full Move is a different story. It costs 8 REA to start the move and 5 over subsequent turns to keep going. No matter how much REA is paid for it, though, it is a long action.

Other similar actions:

- Stand up from *completely* prone: Two 5-REA Medium actions.
- Stand up from "knocked down," or down on one knee: 5 REA Medium Action.
- Close or Open A Door: 5 REA Medium Action
- Step or duck behind a wall (if right next to it): 5 REA Medium Action

Distance Moved: In most combat situations a Move action takes you up to 3x your move-per-second. JAGS₂ Combat rounds are 6 seconds long and you can technically run 6x your move (if you're in a track and field event, for example)—but you lose all your AGI modifier against being hit and are at an additional +2 to be hit if someone aims or is striking you in hand-to-hand combat as you go by.

RESOLVING GRAPPLES

If you decide to Grab or "Wrestle" (Grapple) with someone, use these rules.

1. You roll to hit using AGI or an unarmed combat skill.
2. If they want to "Grapple you back" they must spend 5 REA then and there.
3. If they don't "grapple you back" you roll assuming they rolled a 10. If they do, you both roll.
4. If it's a tie, you have each other Grabbed (that is, your hands are on them—but you aren't hindering their action other than movement).
5. If both parties were grappling (both spending REA) then whoever won can choose an effect off the chart below.

Advanced Moves

Here are some optional rules for more dynamic combat!

Free Step: If a character makes his Initiative roll by +5 or more (i.e. a character with a 12 REA rolls a 7 or less) then he gets a *free step* with any attack (the step must be in the direction of the attack). This can also be a free change of direction—or anything else a move action can be used to do).

Charge: A character may Charge into Combat. This costs 10 REA. The character makes up to a full move and finishes with a standard strike for +1 damage. If the target attacks on the way in (it's a Long Action) then the target *may not block* the strike—so it's his choice—an un-blocked attack on the charger—or a block against the attack!

▶ JAGS has a complex, intricate grappling and ground fighting system. This is a little piece of it. If it interests you—and it makes certain martial arts like Jujitsu worth checking out, take a look!

Battle Maps

We tested a game using plastic miniatures and a battle map (it was fantasy). For that game I stated that a "step" was "three squares" where as a full move was 3x the character's move in yards—translated to squares (so like 18 squares).

Since the squares were "five feet" this effectively changed everyone's movement rates. We didn't worry about it and I suspect that if you are worried about that level of accuracy in translation that you look at JAGS which has some more intense rules (and 1-second combat turns of the same game-mechanics length).

6. If you lost but they didn't "grapple you back" then they can only choose "break the grapple" as a move.

Won by	Tie	1 to 4	5 to 9	10+
Effect	Grabbed but not grappled	Minor Edge	Major Edge	Critical Edge

Grabbed: Neither party can move without either breaking the Grab first or spending the REA to move and then scoring a Major Edge (in which case the loser is dragged along). Both parties lose their AGI bonus vs. being hit.

Break Grab or Break Grapple Attempts: This costs 5 REA and allows a roll. The roll must be equal to the success level of the hold (so a Clinch is broken with a Minor Edge).

Minor Grappling Edge:

Tie Up or Free Weapon Arm: A weapon can be neutralized until it is freed.

Clinch: You can clinch your target (draw them close) so that they are at -3 to hit you (you can't hit them while clenching).

Major Grappling Edge:

Take Down: Both parties fall down. Characters are at -3 to attack from the ground and at +2 to be hit.

Hold: A held character cannot use a weapon save for bio weapons or other innate attack forms. All attacks launched by either party in a Hold are at -4 to the Damage Modifier roll.

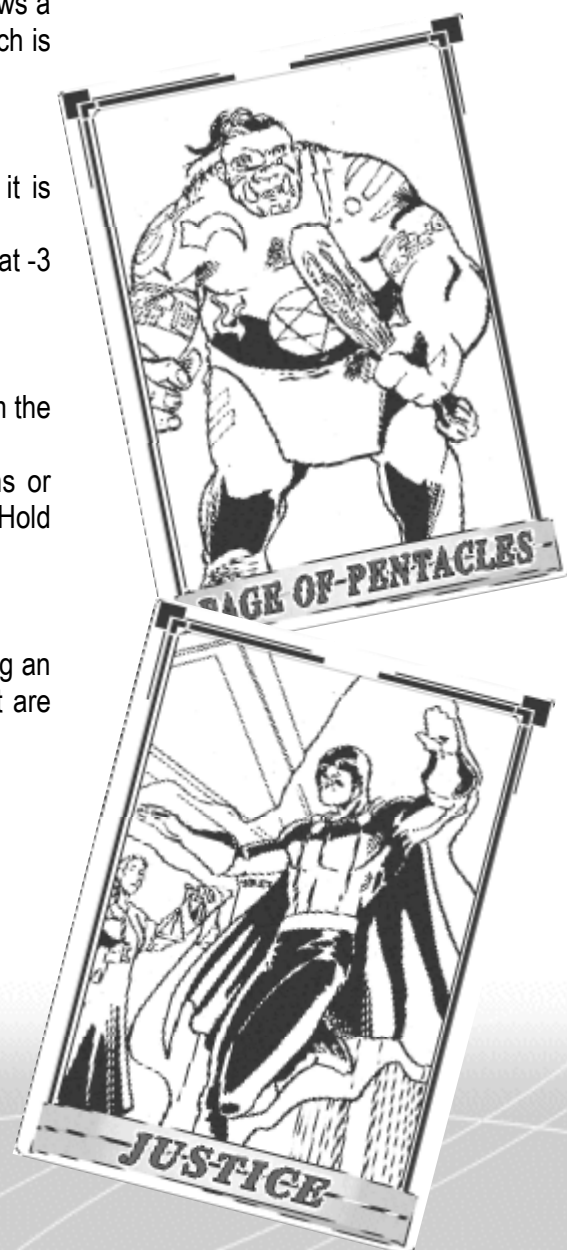
Critical Edge:

Pin: A pinned character can (usually) take no action other than making an attempt to break the pin. No attacks that require physical movement are useful.

NOTE: In the full JAGS rules many more possibilities exist.

Improving a Grapple

If you grapple and get the same "edge" you had, you can *twice in a row* you can improve it (go from a clinch to a Hold, or a Hold to a Pin).



RESOLVE "AIM WEAPON" AND FEINT ACTIONS

Ranged weapons (or thrown ones) can be aimed. Taking a 3 REA short action gives +1 to hit. A 5 REA Medium Action gives +2, and an 8 REA Long Action gives +3 (note: if you take a Long Aim action your target will get a Reaction move to shoot back—before you fire—if he has the REA to spend). Once a single shot is fired the Aim bonus is gone.

A Feint with a HTH attack is similar to "Aim." The extra REA is spent for a greater chance to hit. Spending 5 REA gives +1 to hit. Spending 8 REA gives you +2 to hit—and if your opponent attacks you, he *does not get a block*.

RESOLVE A HIT THE DECK ACTION

If you absolutely have to get out of the way of an explosion or other such attack, you may take an 8 REA "hit the deck" action to do a rolling dive for cover. This action is a short 4 yard move that leaves *completely prone* (Two 5 REA Medium action to stand up). This move requires that you make an REA roll and *beat* the Initiative score of your attacker—otherwise they get to shoot you as you dive—but at -2 to be hit.

RESOLVE DRAWING A WEAPON

Normally drawing a weapon is a 5 REA Medium action—however Expert (Level 3) weapon users can perform a Quick Draw for 0 REA if they make a skill roll. If they fail the roll the weapon is drawn for 5 REA (you must have 5 REA to try a Quick Draw).

SPECIAL STRIKES: KICKS AND CROSSES

Here are some optional rules to add more flavor to unarmed combat: kicks and crosses.

Kick: A kick costs 6 REA and is at -1 to hit. It hits for +2 Base Damage.

Cross: A "right cross" (also could be a haymaker or uppercut) may be thrown *once* a turn (even if you have the REA for more). After throwing it, you are at +1 to be hit and -1 to block attacks until you get to go on your *next* turn. A Cross does +1 Base Damage.

Optional Rule: Weapon Reach

If you have a dagger, you have a disadvantage against someone with a broadsword—weapon reach rules are not necessary for many games—but we'll touch on them here in case you want to use them.

Ranges:

Short, Medium, and Long.

Short: Daggers, Short swords, punches, unskilled kicks. Range is 1 yard.

Medium: Broadsword, axes, maces. Any kick *from a level 3 Martial Artist or Brawler*. Range is 2 yards.

Long: Staves, pole arms, 2-handed weapons. Range is 3 yards.

Combat usually starts with 1 yard between the tips of the weapons: two unarmed fighters will be 1 yard apart (note: that doesn't mean their feet are 1 yard apart—just that the space between their fists—in the ready position are 1yard distance).

If combat starts further away (say two duelists facing each other at 3 yards distance) then they'll have to take some actions to get in striking range. That could be a Long action move—or a series of steps.

If a karate expert (Level 3 Martial Arts) is 2 yards away from a normal, unarmed man, he can kick his target immediately on his turn. The unarmed, untrained man must take a Step action to get in close.

Weapons in Close Combat

If you grab a person with a Medium weapon, it is at -2 to hit and -2 to the damage modifier roll. Long Reach weapons are useless until the Grab is broken. Short weapons suffer no penalty (so if you have a knife, get in close!)

WEAPONS IN JAGS₂

Weapons, whether they be swords and axes or assault rifles and hand grenades ... or lasers all have some common characteristics. Here are the rules for using weapons in JAGS₂!

MELEE WEAPONS

Melee Weapons use the Melee Weapons skill or AGI to hit (if you don't have any points in skill, double all negative modifiers to hit a target, including AGI bonus).

Weapon	Damage	STR Min	Att Lvl1	Att Lvl 2	Att Lvl3	Att Lvl 4	Reach	Notes
Small Knife	+2 PEN	None	1	2	3	4	Short	
Large Knife	+3 PEN	None	1	2	3	4	Short	
Short Sword	+4 PEN	9	1	2	3	3	Short	
Broadsword	+6 PEN	11	1	2	2	3	Medium	
2Hand Sword	+8 PEN	12	1	1	1	2	Long	
Axe	+7 PEN	12	1	1	2	2	Medium	May be thrown
Battle Axe	+8 PEN	11	1	1	1	1	Long	
Great Axe	+10 PEN	14	1	1	1	1	Long	Requires 13+ STR
Spear	+5 PEN	10	1	2	2	2	Long	May be Thrown
Club (baton)	+4 IMP	10	1	2	2	3	Medium	
Hammer/Mace	+9 IMP	12	1	1	1	1	Medium	
Great Maul	+12 IMP	14	1	1	1	1	Long	Requires 13+ STR
Baseball bat	+6 IMP	10	1	2	2	3	Medium	
Morning Star	+8 IMP	11	1	1	1	2	Medium	-2 to be blocked
Staff	+5 IMP	10	1	2	3	4	Long	Must have Staff Skill

Damage: This is the amount that is added to your Strength damage. PEN means the damage is Penetrating (sharp), IMP means the damage is Impact damage (blunt).

STR Min: If your STR is below this, you may not use the weapon.

Attacks: Although you must have the REA for each attack you make (5 REA per attack) weapons can still only make so many attacks per turn. This is based on your Melee Weapons (or Staff or Knife or whatever) skill level. For example, a Level 3 Melee Weapons fighter with 15 REA can make 2 strikes with a broadsword, 3 strikes with a Short sword, or 1 strike with a Battle Axe (even though he can theoretically pay for more).

Reach: Reach is an optional rule (See sidebar). It's essentially yards of striking distance.

Weapons Usage

Example

A warrior with a 13 STR wields a broadsword (+6 Damage). The warrior's punch damage is 3 (STR-10) and the broadsword's is +6. The total damage is 9.

Because the broadsword's damage is Penetrating, the total damage is penetrating! If the warrior picks up a Great Maul, he'll do 15 Impact Damage!

GUNS AND BOWS

Guns are a little simpler. Guns do Penetrating damage. They hit with COR or Shoot Gun/Bow skill.

Auto-Fire: Firing a weapon on full-automatic is a 10 REA action. It gets the listed number of attacks for the weapon. Alternately one attack can be exchanged for a +2 to hit.

Shotguns: Shotguns' damage is halved against any armor. Shotguns get +2 to hit (but that is *not* added to the to-hit roll for damage).

Recoil: Every additional shot in a turn takes a negative to-hit modifier due to recoil. For machine guns or other mounted weapons, the recoil modifier is reduced by 1 if the user is Level 3 and ignored if Level 4.

Basic Gun Table

Weapon	Damage	Range	ROF	Recoil	Clip	Notes
Small Pistol	4	-1/4y	2s / sec	-0	6	Hold-out gun
Standard Pistol	6	-1/5y	2s / sec	-0	9	9mm
Large Pistol	9	-1/7y	2s / sec	-1	6	.45 ACP
Huge Pistol	13	-1/8y	2s / sec	-2	6	.357 Desert Eagle
Massive Pistol	15	-1/9y	2s / sec	-3	6	.44 Automag
.22 Rifle	21	-1/50y	2s / sec	-0	8	Small hunting shell
.30-.06 Rifle	31	-1/100y	2s / sec	-1	8	Medium game shell
Huge Rifle	50	-1/150y	2s / sec	-2	8	Big game shell
Sub Machine Gun	9	-1/15y	4 attacks	-0	32	M-11
Heavy SMG	12	-1/20y	4 attacks	-1	32	Hekler and Koch MP5
Assault Rifle	24	-1/50y	3 attacks	-0	16	M16
Machine Gun	40	-1/100y	3 attacks	-1	--	Belt fed M60
Heavy MG	80	-1/200y	3 attacks	-2	--	Belt fed .50 – cal
Shotgun	24	-1/20y	2s / sec	-2	8	Pump shotgun

Bows

Bows have a STR. If the user's STR is less than that, it takes an additional second to fire the bow for each point below. Note that for modern day bows the Pull is reduced by 2. The rate of fire of a bow is based on the Level of the attacker. 1/2s means 1 shot every 2 seconds. Each second of loading takes a 5 REA Medium action.

Bow	Damage	Lvl1	Lvl2	Lvl3	Lvl4	Range	Pull (STR)
Light Crossbow	8	1/3s	1/2s	1/2s	1/1s	-1/15y	9
Heavy Crossbow	11	1/3s	1/2s	1/2s	1/1s	-1/15y	11
Short bow	7	1/3s	1/2s	1/1s	2/1s	-1/20y	9
Long bow	9	1/3s	1/2s	1/1s	2/1s	-1/20y	11
Heavy Long Bow	12	1/3s	1/2s	1/1s	2/1s	-1/20y	14

DAMAGE IN JAGS₂

Bodily damage is the usual result of a hit with weapons, explosions, falls, etc. Here is how to calculate damage and its effects. Note: the regular JAGS rules contain special rules for electricity and fire and damage to non-living objects (machines, animate skeletons, battle mecha, etc.) These rules are more streamlined.

Here's a basic overview of how the damage system works:

- 1 Every weapon/attack or hazard has a Base Damage Number.
 - ⚠ There are two types of damage Penetrating, (PEN) which is cutting and stabbing weapons, and Impact (IMP) which is blunt damage (falls, fists, clubs, etc.)
 - ⚠ With hand to hand weapons you add the weapon's damage to your Base Damage (bigger, stronger people do more damage with swords than smaller, weaker ones).
- 2 Both types of damage have a multiplier chart: you roll on the chart (a standard JAGS Roll) and that gives you either a positive or negative multiplier.
 - ⚠ When "rolling for damage" (on the damage charts) you add the amount you hit by to what you roll. Better hits tend to do more damage.
 - ⚠ If you hit by 4 or more with a PEN damage weapon, the number you hit by is doubled (a hit by 4 adds +8 to the number rolled when looking on the Penetration Damage chart!). This assumes you hit "vital targets" on the subject.
- 3 Armor's *Damage Resistance* is subtracted from the computed damage.
 - ⚠ If a PEN attack hits armor, the armor's wearer gets an Armor Save roll to "prevent penetration"—if this roll is successful the damage is rolled as Impact (much less serious).
- 4 The remaining damage (if any) is kept track of and compared to the Damage Point number of the target.
- 5 The target (if a living being) makes a CON roll to see how well it took the damage (this may result in it being killed). The more damage the target has taken and the amount of the damage compared to the standard DP number determine how "dire" the roll is. This is explained in the Damage section.

Non-Living Objects

In JAGS₂ non-living objects don't make CON rolls—they just take damage. Usually a machine will have two Damage Point values: Total DP and "Core Systems" DP.

Total DP is what it takes to wreck the entire object.

Core Systems is what it takes to disable it.

Shots that hit by 4+ will hit the Core Systems. Shots that hit by 0-3 will strike Core Systems on a roll of a 5 or a 6 on 1 die.

When either amount is gone, the object stops functioning. This is a simplification, of course, but a quick one that works fairly well (we hope).

Types of Damage?

Is Fire the same as electricity? How about lasers vs. shotguns? Is it all the same? In JAGS₂ the answer is yes—but JAGS has some variance in damage types that might appeal to you.

Healing

Characters heal a Minor Wound or less of Impact Damage at 1pt per minute.

A Minor to Major Wound of Impact damage at 1pt per hour.

A Major Wound or above of Impact Damage at 1/10th DP per day of rest with a CON roll.

Penetration damage is *all* healed at 1/10th DP per day of rest with a CON roll.

Other healing is dependant on the tech level:

Patched Up By the EMT's: Heal 2 dice of damage Impact or 1 dice of damage PEN. If you are below Hurt Condition (see conditions) they'll let you go home.

TWO TYPES OF DAMAGE

There are two basic types of damage in JAGS₂: Impact (IMP) and Penetrating (PEN). Impact is blunt trauma: fists, chair legs, maces, hammers, clubs, explosions, falls, etc. Penetrating damage is bloody: bullets, knives, swords, etc. The basic difference is that Impact damage is usually far less severe (does less points of damage) than PEN damage.



The amount the to-hit roll was made by is added to the Damage Modification Roll. If the attack is **PENETRATING** and hits by +4 or better (a "vital location hit") then the to-hit modifier is **doubled**.

Here are the Damage Tables for PEN and IMP damage:

Impact Damage Table

Roll plus to-hit Modifier	0	1	2-3	4-5	6-7	8-9	10-11	12	13-14	15	16-17	18-20	21-25	26-29	30+
Damage Multiplier	1pt	.1x	.25x	.33x	.5x	-3	-2	-1	1x	+1	+2	+3	1.5x	1.75x	2x

Penetration Damage Table

Roll plus to-hit Modifier	0	1	2-3	4-5	6	7-8	9-10	11	12-13	14	15-16	17-18	19-25	26-30	31-35	36-39	40+
Damage Multiplier	1pt	.1x	.25x	.33x	.5x	-3	-2	-1	1x	+1	+2	+3	2x	2.5x	3x	4x	8x

Exceptions and Odd Cases:

- The -3 to +3 numbers are short-hand for +/-10% to +/-30%. If playing with numbers over 10, use the percents.
- For very low Base Damage numbers, if a "lower" result is ever better (more damage) use that. So if a 2pt base damage IMPACT attack gets 2x damage (4) but the +3 result would result in 5pts, use 5pts.
- The minimum damage from an attack that hits is 1 if the Base Damage was 1 or higher.
- If the Base Damage of an attack is 0 or less then positive damage modifiers are needed to do even 1pt (a normal man strikes for 0 Base Damage—he will need to get a +1 result to do a pt).

Example of Impact Damage

A staff does +5 IMP damage. It is swung by a guy who does 2pts of Base HTH Damage (total Base Damage of 7). The staff wielder attacks an unarmored man, and hits by 5. The player rolls the four dice and gets a 6,5,5,3. This is a JAGS roll of a 13. He adds the 5 he hit by—a total of 18. The damage is Impact so he looks on the Impact chart and sees that the result is +3. The damage for the strike is 10 (5 for the staff, 2 for the wielder's HTH damage, and +3 for the quality of the hit).

Healing Continued

Medieval Physician: You heal 1 die of damage after a day of care. CON rolls to heal are at +2 after that (if the Medical skill roll is made). If the Medical skill is Level 3, the amount healed is 1die +2. If Level 4, 2 dice +2.

Healing in a Modern Hospital

You get 2d+2 after admission (in a day) and +3 to your CON roll to heal after that with minimal supervision.

Painkillers in Action-Adventure Gaming

In the right genre, popping some pills will get you back a Minor Wound's worth of damage points instantly (but expect to pay for it later!)

First Aid Kit and/or Medical Skill Roll

Although not entirely "realistic" a common convention we've seen in several games is for this to stabilize a character with Internal Bleeding or even Dying ... Sure, you can't stabilize someone with gauze and tape ... but it keeps PC's alive.

Example of PEN Damage

An unarmored man is struck with a broadsword. The attacker hits for 2pts of Base Damage (unarmed) and the broadsword's Base Damage is +6 PEN. This is a total of 8pts PEN damage.

The attacker has a 15- Melee Weapons skill and rolls a 2,1,3,1 for a total of 7 which means he hit by 8. The target has a 12 AGI ("AGI bonus of -2 to be hit). The to-hit modifier is reduced to a hit by 6. That is, the amount hit-by is 6.

This is a "vital location hit" since the amount hit by (also called the Damage Modifier) is 4 or higher (it's, as we said, 6). That means it *doubles* to +12.

The attacker makes a Damage Roll and gets a 4,5,2,1 for a total of 12. This is a final result of $12 + 12 = 24$ on the PEN chart: That's 2x damage. The damage from the broadsword hit is 16pts!

ARMOR AND ARMOR SAVES

When targets are armored they will take less damage from attacks—and armor may prevent penetration. Think of a guy who gets shot but is wearing a Kevlar vest: they may be bruised badly—but will not be bleeding to death if the vest stops the round. This is handled by an Armor Save.

When a Penetrating attack hits armor, the player whose character was hit gets an Armor Save to turn the attack from PEN to IMP (roll on the Impact table and do *not* double hits by 4+). The armor save value is calculated as follows:

The Armor Save:

The armor save is a *Resisted roll* where the armor rolls against the damage of the incoming attack. The incoming attack is *assumed to roll a 10*. There is no "roll for penetration" on the part of the attacker.

Armor Save Example

A sword thrust by a strong man does 9 PEN damage. The target is wearing Padded Chain with a PEN DEFENSE of 12. On the chart this gives the incoming attack a 9 or less roll and the armor a 12 or less roll. Since the incoming attack is *assumed to roll a 10* (a miss by 1) the Padded Chain has a 13- Armor Save.

The player rolls a 13, making it. The damage is converted from penetration to impact.

Explosions

Explosions do Impact damage that hits an area (the Blast Radius). In JAGS explosions are expressed as a base damage with a Radius (and the damage degrades at each increment of, say, 2 yards—the standard Radius for all explosions). That's a fine, if somewhat complex system.

A simple system is to say that explosions do damage within an area and that the damage abruptly stops outside that radius—it isn't "realistic"—but it is simple. Additionally, anti-personnel grenades do shrapnel damage along with blast damage. To simplify this, there's simply a single damage type.

Explosive	Dmg	RAD
Grenade	20	5y
TNT Stick	10	2y
Satchel charge	100	20y

Additionally, explosive attacks are at +1 to hit with for each 2 yards of Radius up to +8. The Damage Modifier, though, is always +4.

Falls and Falling Damage

Falling damage in JAGS is based on how heavy you are and how far you fall. For simplicity's sake, damage from a fall can be calculated thusly:

Distance	Damage
5y	5
10y	10
20y	30
30y	50
50y+	60

DEFENSE: Defense is the amount subtracted from computed damage. If an attack does fewer points of damage than the DEFENSE value then the attack completely bounces off the armor.

PENETRATION DEFENSE (PEN DEF): The amount of resistance the armor has to being penetrated. This value doesn't subtract from damage done—it's just used to make the Armor Save.

SAVE: When a Penetrating attack hits armor, it gets an Armor Save to turn the attack from PEN to IMP (roll on the Impact table and do not double hits by 4+). If the Base Damage of an attack is more than 4x the Defense of the armor, there is *no* Armor Save (it automatically fails).

STR: This is the STR value necessary to wear the armor. For each point of STR less than this number the user is at +1 to be hit and loses 1pt of REA each turn.

STEALTH: This modifier is subtracted from any Stealth rolls made while wearing the armor.

Fantasy Armor

Armor	Cost	Defense	PEN DEF	STR	Stealth
Light Leather	10c	2	4	9	-0
Heavy Leather	30c	3	5	10	-1
Mixed Armor	40c	4	6	11	-3
Padded Chain	250c	5	8	12	-4
Plate Armor	500c	6	9	13	-6
Fine Plate	N/A	7	10	13	-6
Heavy Plate	N/A	8	11	15	-8

Modern Armor

Armor	Cost	Defense	Pen DEF
Heavy Leather Jacket	\$150.00	1	2
Light bullet-proof vest	\$100.00	4	12
Heavy Vest	\$300.00	8	24



Armor Example

A knight wearing Padded Chain Mail is struck by a STR 12 man wielding a sword (for a total of 8 Base Damage).

- The attack to-hit roll is made by 7. The knight has an AGI of 11 and so is at -1 to be hit. The total to-hit modifier is a 6.
- Because the to-hit number of 6 is greater than or equal to 4 (the "vital hit number") *if* the armor doesn't make its armor save, the hit-by number will *double* to a +12 and the blow will probably do at least 2x damage!
- The Base Damage of the attack (8pts) falls into the area on the Armor Save Chart where the armor gets a 14-Armor Save
- The Knight's player rolls a 10, *making the save*.
- The attack: 8 BASE Damage, +6 hit-by modifier is rolled on the IMPACT damage chart. The +6 *does not double* (Impact damage never does).
- The roll is a 10. With the added hit-by modifier the total is 16, or +2 damage. The figured damage is 8 + 2 = 10.
- Because of the Defense of 5, the damage the Knight takes is 10-5 = 5pts.

Coverage: An Advanced Rule

Armor doesn't necessarily cover one's entire body. While this is done in movies so we can see the actor's faces and such, it may be of interest to people who want to play games where the characters "wear leather armor but have a metal breastplate." This adds some flavor (and, in settings like JAGS Have-Not, coverage with partial plates can be very handy for some types of play balance).

If you wish to use the optional coverage rules, this is how they work.

1. Armor is assigned a Coverage Value (if the Value is *full* then the armor *does* cover the whole body).
2. When the target is hit, if the hit is by *more than* the Coverage Number then the *attacking player* may decide whether or not to "hit around the armor" and avoid it.
3. If the decision is made to "avoid the armor" then the amount hit by for purposes of Damage Modifier is reduced by the Coverage Number. This happens before checking for a vital hit.

Note: The convention of the game is that armor doesn't stack. If you wear a metal breast-plate over leather, you don't get the combined effect when someone hits the breast plate. This may be considered a simplifying rule—but if you decide to stack it, it makes layering armor much more desirable.

Example: A character wears leather armor (2 Defense, 4 PEN Def with *Full Coverage*) and a Steel Breast Plate (6 Defense, 12 PEN Defense) with Coverage 4.

When the character is hit by +0 to +4 the attack always hits the breast plate. However, when he is struck by a hit by +6 (a great shot) the attacker may decide to hit by the full +6 against the Breast Plate or reduce it to a hit by +2 against the weaker Leather Armor.

SHIELDS

Shields are great defenses against hand to hand attacks.

Shields	Negative to be hit	Block Bonus	Strike Negative	STR Min
Small Shield	-1	+0	-0	9
Medium Shield	-2	+0	-0	10
Large Shield	-3	+1	-1	12
Huge Shield	-4	+2	-2	13

Negative To Be Hit: This may be *substituted* for your AGI Bonus. It does not stack.

Block Bonus: This is the bonus given to your Shield Skill block.

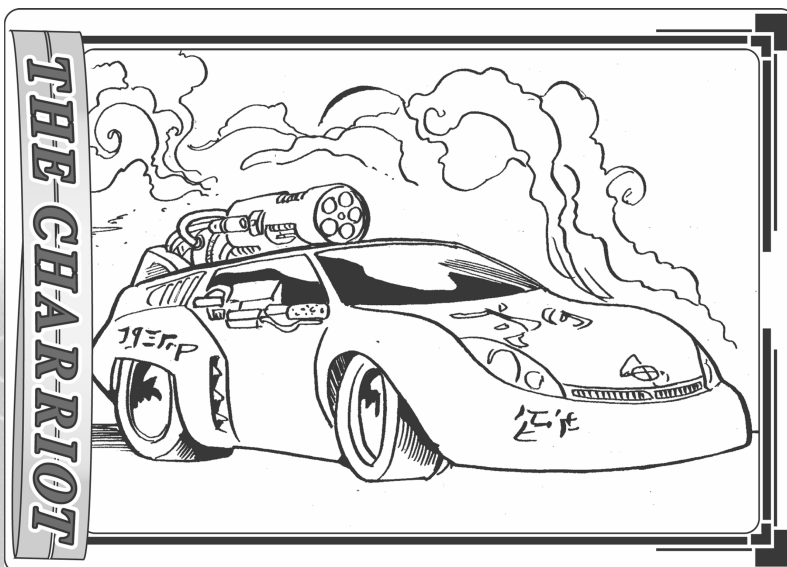
Combat Negative: all your strikes suffer this negative when you use the shield.

STR Min: You must have this STR to use the shield effectively.

EFFECTS OF WOUNDS

When a living target is hit, it may have to make a CON roll to see how well it takes the damage. Here is how that works.

- 1 All damage taken is kept track of.
The total amount of damage from any single hit counts as a "wound." Wounds come in four types: Sub-Minor, Minor, Major, and Critical. *The numbers in the chart do **NOT** Change unless the character gains more DP through experience. Damage during combat does **NOT** affect the figured scores.*
The amount of damage that constitutes a wound changes depending on how badly hurt you are—it sounds complex but it isn't that bad.
Mostly, 1/3rd of your damage points is a Minor Wound, 1x your damage points is a Major Wound, and 2x or more of your Damage points is a Critical Wound.
- 2 There is a Wound Table you roll on—making a CON roll. How well you make (or how badly you miss) your CON roll by determines the damage effect.
A character is *not* dead when they have taken "all their Damage Points." That's not how it works—a character with 10 DP (human normal) who has taken 10 DP may be up and fighting if they made their CON roll. They're just at Injured Condition. You are, however, usually "auto-dead" when having taken 5x your listed DP.
Damage effects can be things like "Stunned" or "Dazed", knocked unconscious, or even "dead."
- 3 If the total damage you have taken so far is high enough your condition on the "condition chart" (see below) may change your wound numbers (but, again, these calculations only need be done at character-generation time—not during play).
- 4



Condition Levels

Condition levels are Normal, Hurt, Injured, and Serious. Your condition level is based on *Total Damage Taken*—enough 1pt wounds will put you at Serious condition ... or one big wound for 2x your damage points.

Optional Effects of Conditions

Normal: No effect

Hurt: No effect in combat but your ability to do normal things is somewhat impaired.

Injured: You move at half rate. Strenuous exertion will start you bleeding. Most rolls are at -1.

Serious: You can't stand well. Most rolls are at -2. You are very badly impaired and you will be jeopardizing your health with any activity other than rest.

The Condition Chart (Based on Total DP)

Condition	A hit for this amount forces a roll on the Wound Table	
Normal Total Damage taken is Less than 1/3 DP	Sub Minor	1pt
	Minor Wound	1/3 rd DP
	Major Wound	1x DP
	Critical Wound	2x DP
Hurt Total Damage taken is 1/3 DP or more but less than 1x DP	Minor Wound	1pt
	Major Wound	1x DP
	Critical Wound	2x DP
Injured Total Damage taken is 1x DP or more but less than 2x DP	Minor Wound	1pt
	Major Wound	1/3 DP
	Critical Wound	1x DP
Serious Total Damage taken is 2x or more than DP	Minor Wound	--
	Major Wound	1pt
	Critical Wound	1/3 DP

Filling Out the Chart for Your Character

Your character has 12 Damage Points. Here's how it works:

Normal: <i>The character is at Normal if the Total Damage taken is 0 – 3pts</i>	SubM	0 - 3
	Minor	4 – 11
	Major	12- 23
	Crit	24+
Hurt: <i>The character is at Hurt if the Total Damage taken is 4-11</i>	Minor	1 - 11
	Major	12 - 23
	Crit	24+
Injured: <i>The character is at Injured if the Total Damage taken is 12-23</i>	Minor	1-3
	Major	4-11
	Crit	12+
Serious: <i>The character is at Serious if the Total Damage Taken is 24+</i>	Minor	--
	Major	1-3
	Crit	4+

How This Works:

A character with 12 DP has already been hit for 5pts of damage. His condition is Hurt (he is in the 4-11 Range). He is struck again for 2pts of damage. This is a *Minor Wound*: because he is at hurt condition any number from 1pt of damage to 11 causes a roll on the Minor Wound chart.

The Wound Effect Chart

When you suffer wound greater than Sub-Minor you make a CON roll on the Wound Effect Chart. The Row is based on the severity of the wound you suffered and the effect is determined by how much you made or missed your roll by.

Wound Effect Chart: CON Roll based on Wound Taken

Wound	No Effect	Stunned	Dazed	Unconscious	Internal Damage	Dying	Dead
Minor	+3 or more	+2 to +0	-1 to -3	-4 to -5	-6 to -10	Nil	Nil
Major	+8 or more	+7 to +5	+4 to +3	+2 to -1	-2 to -3	-4 to -5	-6 or worse
Critical	+10 or more	+9 to +7	+6 to +5	+4 to +0	-1 to -3	-4 to -5	-6 or worse

No Effect

The character absorbs the damage but is not hindered by it.

Stunned

Lose 5 REA being stunned! If you have already gone this turn, you suffer the REA loss next turn. If your weapon only gave you *one* attack per turn (like a big axe), lose that attack. A character with 15 REA and a handgun could normally fire 3x a turn (once for each 5 REA). If stunned, he'll drop to 10 REA and can fire twice (the gun isn't *limited* to 1 attack per turn). If the character had an axe and Level 2 skill (1 attack per turn) then they'd lose 5 REA *and* the attack—but have 10 REA to spend on whatever else.

Dazed

Lose your next turn (if you haven't gone already, lose that one). You may still block or dodge *once*, but at -3 (it's the only action you may take). Optionally, roll one die: on a 5 or 6 you are knocked down (5 REA action to get up). Each turn after the first, you make a CON roll at the beginning of the turn to recuperate.

OPTIONAL: Lose 2 Attacks and 8 REA. (This is instead of losing “the whole turn”). This is more like JAGS-proper.

Unconscious

You are knocked down and unconscious. You get a CON roll to recover in 3 seconds if at Hurt Condition or less. Otherwise you are out for a while (as determined by the GM).

Internal Damage

Bones are broken, internal bleeding is possible. You are unconscious. You will be out of commission for at least 1 week (barring healing of some sort). If left unattended, and having suffered Penetrating damage make a CON-2 roll or bleed to death in $[\text{CON}-7] \times 5$ minutes.

Note: The GM may rule that if the damage was from a puncture wound (an arrow) the character may be awake but dazed. This is also the sort of wound that might indicate a limb is chopped off—although JAGS₂ doesn't contain specific hit locations or exacting rules for limb-loss.

Dying

You are dying fast. You are unconscious and will die in CON seconds unless a medical roll is made.

Dead

You are clinically dead. Some lifesaving measures may still work but it doesn't look good.

Example of Taking Damage

An undamaged character with 12 damage points is shot for 18pts of damage. This is greater than 1x his DP but less than 2x—he was at Normal Condition (unhurt).

It is a Major Wound (looking at the chart).

He has a CON of 10 and rolls a 12 for his wound roll: a miss by 2 (-2 on the chart). This results in Internal Damage. He goes down bleeding.

He rolls a 10 for his CON roll to avoid bleeding to death: he misses his -2 CON check—he will die unless he gets medical assistance in 15 minutes.

Another Example

A character with 15 total DP (when fully healed) is struck for 4pts of damage. He's at Normal Condition (damage taken is 0 before he's hit—he was unhurt) and the 4pt blow is less *than* 1/3 his normal maximum DP.

On the wound table that's a Sub-Minor Wound. There *is no* roll for a sub-minor wound so he just absorbs the damage (a pretty hard hit) and keeps going.

Later in the same fight he's hit for 1pt of damage bringing total damage taken up to 5pts. His *Condition* changes to Hurt—but at the time of the hit it's still a Sub-Minor wound. Again, no CON roll to see how “well he took it”—he just sucks it up.

But then he's hit a *third time* for 1pt of damage. Now the abuse is adding up: He's now *at* Hurt condition (total damage taken is 5pts, 1/3rd his listed normal DP) and that makes a new 1pt wound *Minor*. That *does* force a CON roll on the Wound table along the Minor Wound row.

RESISTED ATTACKS

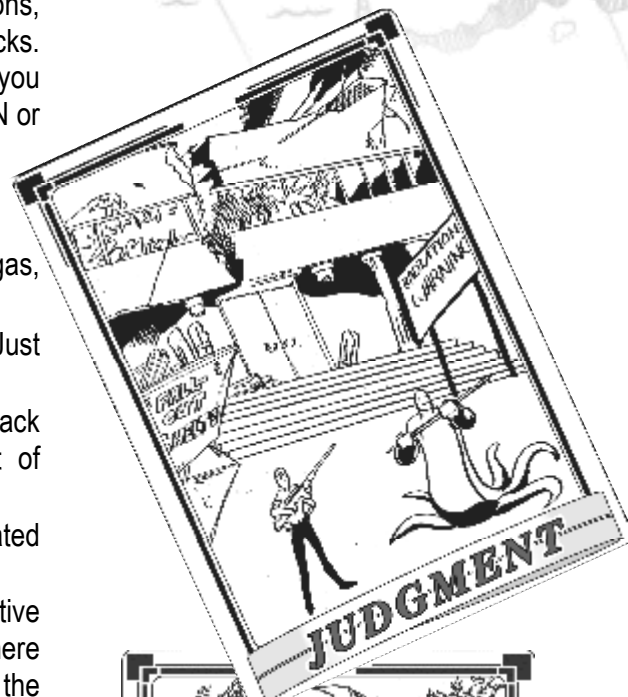
Resisted attacks are a term for a special kind of attack in JAGS₂. Poisons, mind control attempts, and diseases are all examples of Resisted Attacks. Rather than doing damage, Resisted attacks have "Effects" and when you are hit, it's the POWER of the attack against your Stat roll (usually CON or WIL for resisted attacks that work against the mind).

Steps to Resolve a Resisted Attack

- 1 Roll to hit normally (if it's a poison tipped arrow—if it's toxic gas, there's a roll to hit the area like an explosion).
 - ⚠ What you hit by doesn't matter with resisted attacks. Just if you hit.
 - ⚠ However, if the target is armored and your resisted attack is a blood toxin, you will have to do at least 1pt of Penetrating damage.
- 2 Roll against the POWER of the resisted attack. This is treated like a Stat roll.
 - ⚠ It is acceptable for the GM to lower or the effective POWER of a drug against larger or smaller targets—there are some rules for this in JAGS—but if you accept that the same knock-out drug that will take down an man probably won't phase an elephant you're in the right area.
- 3 For each point you made the roll by, your target makes a resistant check at -1. So if your poison makes a POWER roll by 5, the target makes a CON roll at -5.
- 4 Whatever the made it/missed it number is, check the Resisted attack chart
- 5 The target (if a living being) makes a CON roll to see how well it took the damage (this may result in it being killed).

Resisted Attack Chart

+4 or Better	+3 to +1	-0 to -3	-4 to -6	-7 to -9	-10 or worse
No Effect	Minor Effect	Standard Effect	Major Effect	Critical Effect	Catastrophic Effect



SAMPLE RESISTED ATTACKS

Here are some sample Resisted Attacks. More are listed in the JAGS Monsters book and JAGS Supers (Attacks).

Poison

Poisons (the standard kind, anyway) have a Base Damage and a Power. Here is a sample list:

Poison	PWR	Base Damage
Cobra Venom	17-	32
Arsenic in Drink	16-	16
Cyanide Tablet	17-	24
"Standard" Poisoned Weapon	13-	8
Semi-Deadly Scorpion	14-	12

Effect	Description
Minor Effect	Target takes ¼ Base Damage immediately and the same each 10s until a CON roll is made
Standard Effect	Target takes ½ Base Damage immediately and the same each 5s until a CON roll is made
Major Effect	Target takes ¾ Base Damage immediately and the same each 2s until a CON-1 roll is made
Critical Effect	Target takes 1x Base Damage immediately and the same each 2s until a CON-2 roll is made
Catastrophic Effect	Target takes 1.5x Base Damage immediately and the same each 1s until a CON-4 roll is made

Paralysis

The Paralysis toxin here is non-fatal (in real life your lungs or maybe even your heart stops—here it's just your major muscles that freeze up and loss of consciousness).

Effect	Description
Minor Effect	-2 Initiative (not REA) for 3 rounds.
Standard Effect	-2 REA for 3 rounds.
Major Effect	Stunned for 1 turn then Dazed for 2 turns. -3 REA for 3 turns.
Critical Effect	Stunned for 1 turn, Dazed for 2 turns, then unconscious for 3 turns.
Catastrophic Effect	Unconscious for several minutes.

Poison Example

A character is struck by a weapon coated with poison. It hits and scores penetrating damage. The Base Damage is 16. The POWER is 15. The target's CON is 12.

1. The attacker makes a POWER roll. He rolls an 11, making his roll by 4.
2. The defender now has to make a CON roll at -4, an 8-. He rolls a 9. This is a result of -1 (a miss by 1): Standard Effect.
3. The standard effect of poison is "½ base damage immediately and the same each 5 seconds." The target suffers 8pts of damage and will suffer 8 more each 5s until he makes a CON roll.

Terror

Terror is some kind of fear effect. It may be caused by the supernatural, some sort of "fear gas," or, at the GM's option, a really scary event. This is resisted with WIL. The Fearless Enhancement adds to rolls against Terror.

Effect	Description
Minor Effect	Spooked: Target jumps! -2 to Initiative Rolls next turn. Should role-play a sudden "fright."
Standard Effect	Shaken: -2 to Initiative rolls for 3 turns. Stunned. Target feels dread for the event or source.
Major Effect	Frightened: -3 to Initiative rolls for 5 turns, Dazed. Attacks to hit object of fear are at -2. Must make WIL roll not to flee.
Critical Effect	Horrified: -3 to Initiative rolls, loses 3 turns to running or cowering. Attacks are at -3. Must make another WIL-3 roll or flee the subject.
Catastrophic Effect	Terrified: Target faints. If the target has a bad heart roll vs. CON or suffer a heart attack!

CHARISMA EFFECTS

Although they don't do damage ... and may not even be hostile, Charisma effects are covered under the combat section. For a complete description of what these effects are, look at the Character Generation section to see how the numbers are generated and what they mean.

Charisma Effects in JAGS₂ are treated as Resisted attacks vs. WIL. A "No Effect" is treated as a "Minor Effect."

Charisma attempts, when done in combat, are 5 REA Medium actions—which may usually only be attempted once (in a given combat).

Charisma and Skills

Say you have an exotic appearance and the *Vamp* skill (the skill in putting the (sexual) moves on someone): how do they inter-relate? Firstly *Charm* can be done by anyone of a given gender to anyone else regardless of their sexual orientation—that's different from *Vamp*—so the two aren't necessarily identical (although the effects can be).

Using a skill (be it Con Artist or Diplomat for Persuade, Vamp for Charm, Interrogator for Intimidate, or Showmanship for Recruit) gets bonuses if you make your Charisma roll (it can get negatives if you *blow* your charisma roll—or the target is otherwise not swayed).

Persuade

Effect	Skill	Description
Minor Effect	-2	Target evaluates the offer on its logical merits only. If a skill was employed other than Diplomat, the target will probably be angered.
Standard Effect	+1	The target examines the proposal on its logical merits only.
Major Effect	+2	The target is motivated to do what the persuader asks. The target trusts and likes the persuader.
Critical Effect	+3	Trust is won! Even moderately hostile juries or targets are swayed. Something that is obviously a fairly bad deal may still be taken to please the target.
Catastrophic Effect	+4	The target is devoted in a lasting fashion to the persuader. Sacrifices will be undertaken gladly.

Recruitment

Effect	Skill	Description
Minor Effect	-2	Target is of unchanged loyalty and feels manipulated.
Standard Effect	+1	As above but target doesn't feel manipulated.
Major Effect	+2	Troops get +2 to WIL rolls in scary situations. Attentive crowds are swayed. Neutral characters will join as soon as they see some good or progress in the character's cause.
Critical Effect	+3	Troops rally to the character's side (+4 WIL). Crowds are swayed. Individuals called will see make personal sacrifices to the mission.
Catastrophic Effect	+4	Followers are fanatic (+8 WIL rolls). Crowds are totally under the character's command. Double agents switch sides. Assistants go way beyond the call of duty.

Charm

Effect	Skill	Description
Minor Effect	-2	All but the most naïve targets feel they are being manipulated.
Standard Effect	+1	Target is not especially attracted to the character. If the character is a knockout then it may be tone or actions that have put the target off.
Major Effect	+2	Target is very attracted. Perception rolls and RES rolls to notice trickery are at -2. Target will exercise poor but not horrific judgment.
Critical Effect	+3	Target is entranced: -4 to rolls to spot tricks. Target will execute very poor judgment.
Catastrophic Effect	+4	Target is in love—will do very foolish things..

Intimidation

Effect	Skill	Description
Minor Effect	-2	Target is no more intimidated than is logical. He may even feel he has the edge.
Standard Effect	+1	Target is no more intimidated than is logical.
Major Effect	+2	Target gets -2 Initiative rolls for the first round of attack if acting against the intimidator. Target is at -1 to RES or WIL rolls to avoid pressure or deception. Target may try to deal.
Critical Effect	+3	Target is scared and will run. -4 To initiative rolls and -2 to hit the character for the first three seconds of combat.
Catastrophic Effect	+4	Target will flee or cower or deal (some other surrender type effect).

ODDS AND ENDS

There are some things that didn't go well anywhere else so we're putting them here. Enjoy.

Experience Points: When we play, it's customary for each session or adventure to end with the characters getting extra points to spend. The rate of advancement and how many points are given is up to you as a group and could vary greatly dependant on the game (we've run lots of "single adventures" that ran several sessions or many hours but didn't grant the characters extra points at all).

If Experience (also called XP) are given out we advise that a determination be made about Archetype (Weird Stuff) points. For more "normal" games we don't usually give out any more (although the players can discuss this with the GM)—but for some genres like the post apocalypse JAGS Have-Not where the characters may acquire mutations or improve psychic abilities and such each 4 XP gets one Archetype point.

JAGS Fantasy: JAGS Fantasy has several races described that force one to purchase an "extra point of AGI" (or other stat). In JAGS₂ you can't do that. We suggest that one be forced to take the trait that improves that statistic and get the additional points as well.

An alternative is to *halve* the cost of the JAGS₂ trait (so if the race forces one to buy a point of AGI and get another for free then Nimble costs only 8pts—half—but the character gets the full +2 AGI).

JAGS Armors: JAGS Armors will have different PEN values if converted "correctly" to JAGS₂. Mostly we didn't worry too much about this in play-testing but where it was important we had the GM step in and adjust the value of the armor in accordance with the armor PEN values listed here. The usual number for PEN defense was 1.5x the armor's Damage Reduction (rather than a usual 2x in JAGS).

Undead And Automatons: JAGS has rules for the undead and robots and things like that. You can look them up—but if you want to simplify just give them a number of damage points (maybe 15 for a skeleton) and when they're gone it's destroyed. You could also, for example, reduce to-hit rolls or attacks per turn for each 1/3 damage taken (so if you hit the skeleton for 5 DP, an arm falls off, another 5 and a leg is gone, then it's "dead"). This will require some GM interpretation for JAGS₂, of course, but we hope it beats a lengthy sub-system.

Wound Effect Table

Wound	No Effect	Stunned	Dazed	Unconscious	Internal Damage	Dying	Dead
Minor	+3 or more	+2 to +0	-1 to -3	-4 to -5	-6 to -10	Nil	Nil
Major	+8 or more	+7 to +5	+4 to +3	+2 to -1	-2 to -3	-4 to -5	-6 or worse
Critical	+10 or more	+9 to +7	+6 to +5	+4 to +0	-1 to -3	-4 to -5	-6 or worse

Grappling Table

Won by	Tie	1 to 4	5 to 9	10+
Effect	Grabbed but not grappled	Minor Edge	Major Edge	Critical Edge

Impact Damage Table

Roll plus to-hit Modifier	0	1	2-3	4-5	6-7	8-9	10-11	12	13-14	15	16-17	18-20	21-25	26-29	30+
Damage Multiplier	1pt	.1x	.25x	.33x	.5x	-3	-2	-1	1x	+1	+2	+3	1.5x	1.75x	2x

Penetration Damage Table

Roll plus to-hit Modifier	0	1	2-3	4-5	6	7-8	9-10	11	12-13	14	15-16	17-18	19-25	26-30	31-35	36-39	40+
Damage Multiplier	1pt	.1x	.25x	.33x	.5x	-3	-2	-1	1x	+1	+2	+3	2x	2.5x	3x	4x	8x

Resisted Attack Chart

The defender made their defense roll by:

+4 or Better	+3 to +1	-0 to -3	-4 to -6	-7 to -9	-10 or worse
No Effect	Minor Effect	Standard Effect	Major Effect	Critical Effect	Catastrophic Effect

Action	Type	REA Cost
Block (parry) strike with shield or weapon	Short	3
Dodge strike or shot	Short	3
Hit the deck (dive for cover)	Short	8
Attack	Medium	5
Draw a weapon/Grab something	Medium	5
Grab Someone	Medium	5
Take a step, change facing	Medium	5
Start running/run away	Long	8
Keep on running if running the past second	Long	5
Aim Gun	Varies	3,5, or 8
Feint with a HTH Attack	Varies	5 or 8
Defuse a bomb, pick a lock	Varies	Varies

Weapon	Damage	STR Min	Att Lvl1	Att Lvl 2	Att Lvl3	Att Lvl 4	Reach	Notes
Small Knife	+2 PEN	None	1	2	3	4	Short	
Large Knife	+3 PEN	None	1	2	3	4	Short	
Short Sword	+4 PEN	9	1	2	3	3	Short	
Broadsword	+6 PEN	11	1	2	2	3	Medium	
2Hand Sword	+8 PEN	12	1	1	1	2	Long	
Axe	+7 PEN	12	1	1	2	2	Medium	May be thrown
Battle Axe	+8 PEN	11	1	1	1	1	Long	
Great Axe	+10 PEN	14	1	1	1	1	Long	Requires 13+ STR
Spear	+5 PEN	10	1	2	2	2	Long	May be Thrown
Club (baton)	+4 IMP	10	1	2	2	3	Medium	
Hammer/Mace	+9 IMP	12	1	1	1	1	Medium	
Great Maul	+12 IMP	14	1	1	1	1	Long	Requires 13+ STR
Baseball bat	+6 IMP	10	1	2	2	3	Medium	
Morning Star	+8 IMP	11	1	1	1	2	Medium	-2 to be blocked
Staff	+5 IMP	10	1	2	3	4	Long	Must have Staff Skill

Weapon	Damage	Range	ROF	Recoil	Clip	Notes
Small Pistol	4	-1/4y	2s / sec	-0	6	Hold-out gun
Standard Pistol	6	-1/5y	2s / sec	-0	9	9mm
Large Pistol	9	-1/7y	2s / sec	-1	6	.45 ACP
Huge Pistol	13	-1/8y	2s / sec	-2	6	.357 Desert Eagle
Massive Pistol	15	-1/9y	2s / sec	-3	6	.44 Automag
.22 Rifle	21	-1/50y	2s / sec	-0	8	Small hunting shell
.30-.06 Rifle	31	-1/100y	2s / sec	-1	8	Medium game shell
Huge Rifle	50	-1/150y	2s / sec	-2	8	Big game shell
Sub Machine Gun	9	-1/15y	4 attacks	-0	32	M-11
Heavy SMG	12	-1/20y	4 attacks	-1	32	Hekler and Koch MP5
Assault Rifle	24	-1/50y	3 attacks	-0	16	M16
Machine Gun	40	-1/100y	3 attacks	-1	--	Belt fed M60
Heavy MG	80	-1/200y	3 attacks	-2	--	Belt fed .50 – cal
Shotgun	24	-1/20y	2s / sec	-2	8	Pump shotgun

Bow	Damage	Lvl1	Lvl2	Lvl3	Lvl4	Range	Pull (STR)
Light Crossbow	8	1/3s	1/2s	1/2s	1/1s	-1/15y	9
Heavy Crossbow	11	1/3s	1/2s	1/2s	1/1s	-1/15y	11
Short bow	7	1/3s	1/2s	1/1s	2/1s	-1/20y	9
Long bow	9	1/3s	1/2s	1/1s	2/1s	-1/20y	11
Heavy Long Bow	12	1/3s	1/2s	1/1s	2/1s	-1/20y	14

