

**LEADERSHIP POTENTIAL TABLE**

| CHARACTER'S<br>LEADERSHIP | TARGET'S MENTAL RESISTANCE |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|---------------------------|----------------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|                           | 2                          | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 21                        | 4                          | 4  | 4  | 5  | 5  | 6  | 6  | 7  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 20                        | 4                          | 4  | 5  | 5  | 6  | 6  | 7  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 19                        | 4                          | 5  | 5  | 6  | 6  | 7  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 18                        | 5                          | 5  | 6  | 6  | 7  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 17                        | 5                          | 6  | 6  | 7  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 |
| 16                        | 6                          | 6  | 7  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 |
| 15                        | 6                          | 7  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 |
| 14                        | 7                          | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 |
| 13                        | 8                          | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |
| 12                        | 9                          | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |
| 11                        | 10                         | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |
| 10                        | 11                         | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |
| 9                         | 12                         | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |
| 8                         | 13                         | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |
| 7                         | 14                         | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |
| 6                         | 15                         | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |
| 5                         | 16                         | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |
| 4                         | 17                         | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |
| 3                         | 18                         | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |
| 2                         | 19                         | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |

This table is used in any situation where the PC wants to assert authority over an NPC: an example would be a policeman shouting at a fleeing robber to stop. If the policeman sounds commanding enough, the robber might stop, or at least hesitate momentarily. This chart allows a PC to try to get an NPC to stop what he is doing and pay attention. That is what happens with the first roll. If the NPC is paying attention, the PC can roll again to try to persuade the NPC to do something. A string of successful rolls can get a weak-willed NPC to do just about anything, including becoming the PC's friend and loyal follower (though that would take several days and would require fresh rolls in the case of flagrant abuse).

**POISON INTENSITY TABLE**

| CON<br>SCORE | POISON INTENSITY |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |
|--------------|------------------|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|
|              | 2                | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 21           | *                | * | * | * | * | * | * | * | *  | *  | 1  | 1  | 2  | 2  | 3  | 3  | 4  | 5  | 5  | 5  |
| 20           | *                | * | * | * | * | * | * | * | *  | 1  | 1  | 2  | 2  | 3  | 3  | 4  | 4  | 5  | 5  | D  |
| 19           | *                | * | * | * | * | * | * | * | 1  | 1  | 2  | 2  | 3  | 3  | 4  | 4  | 5  | 5  | D  | D  |
| 18           | *                | * | * | * | * | * | * | 1 | 1  | 2  | 2  | 3  | 3  | 4  | 4  | 5  | 5  | D  | D  | D  |
| 17           | *                | * | * | * | * | * | 1 | 1 | 2  | 2  | 3  | 3  | 4  | 4  | 5  | 5  | D  | D  | D  | D  |
| 16           | *                | * | * | * | * | 1 | 1 | 2 | 2  | 3  | 3  | 4  | 4  | 5  | 5  | D  | D  | D  | D  | D  |
| 15           | *                | * | * | * | 1 | 1 | 2 | 2 | 3  | 3  | 4  | 4  | 5  | 5  | D  | D  | D  | D  | D  | D  |
| 14           | *                | * | * | 1 | 1 | 2 | 2 | 3 | 3  | 4  | 4  | 5  | 5  | D  | D  | D  | D  | D  | D  | D  |
| 13           | *                | * | 1 | 1 | 2 | 2 | 3 | 3 | 4  | 4  | 5  | 5  | D  | D  | D  | D  | D  | D  | D  | D  |
| 12           | *                | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 4  | 5  | 5  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 11           | 1                | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5  | 5  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 10           | 1                | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 9            | 2                | 2 | 3 | 3 | 4 | 4 | 5 | 5 | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 8            | 2                | 3 | 3 | 4 | 4 | 5 | 5 | D | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 7            | 3                | 4 | 4 | 5 | 5 | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 6            | 4                | 4 | 5 | 5 | D | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 5            | 4                | 5 | 5 | D | D | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 4            | 5                | 5 | D | D | D | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 3            | 5                | D | D | D | D | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 2            | D                | D | D | D | D | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |

Where the table gives a result of "\*", the poison's Intensity Level is too low to cause any harm.

Number results from 1 to 5 are the number of six-sided dice to roll. Their total is subtracted from the character's Hit Points as damage. When a character's Hit Point total reaches 0 or less, the character dies in 60 seconds unless healed back to a positive tally AND all the Hit Point damage caused by the poison is completely healed (representing that the poison itself has been neutralized).

A result of "D" means the character will die in 60 seconds unless the poison is neutralized, regardless of how many Hit Points it has.

Robots and Androids are never affected by poison.

**MENTAL RESISTANCE TABLE**

| ATTACKER'S<br>MENTAL<br>RESISTANCE | DEFENDER'S MENTAL RESISTANCE |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|------------------------------------|------------------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|                                    | 1                            | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 21                                 | 2                            | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | *  |
| 20                                 | 3                            | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | *  | *  |
| 19                                 | 4                            | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | *  | *  | *  |
| 18                                 | 5                            | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | *  | *  | *  | *  |
| 17                                 | 6                            | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | *  | *  | *  | *  | *  |
| 16                                 | 7                            | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | *  | *  | *  | *  | *  | *  |
| 15                                 | 8                            | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | *  | *  | *  | *  | *  | *  | *  |
| 14                                 | 9                            | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | *  | *  | *  | *  | *  | *  | *  | *  |
| 13                                 | 10                           | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | *  | *  | *  | *  | *  | *  | *  | *  | *  |
| 12                                 | 11                           | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  |
| 11                                 | 12                           | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  |
| 10                                 | 13                           | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  |
| 9                                  | 14                           | 15 | 16 | 17 | 18 | 19 | 20 | 21 | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  |
| 8                                  | 15                           | 16 | 17 | 18 | 19 | 20 | 21 | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  |
| 7                                  | 16                           | 17 | 18 | 19 | 20 | 21 | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  |
| 6                                  | 17                           | 18 | 19 | 20 | 21 | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  |
| 5                                  | 18                           | 19 | 20 | 21 | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  |
| 4                                  | 19                           | 20 | 21 | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  |
| 3                                  | 20                           | 21 | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  |
| 2                                  | 21                           | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  |

\* The mental attack fails automatically unless modifiers to the die roll drive the number below 21.

Example: A player character (Defender) has a Mental Resistance score of 12 and is being attacked by a mutant (Attacker) with a Mental Resistance score of 17. Using the chart, we see that the mutant must roll a 17 or higher on three dice for the attack to work.

Robots and computers are not affected by mental attacks of any kind. Androids have special circuits to simulate intelligence, and those circuits are susceptible to the effects of mental attacks.

**RADIATION RESISTANCE TABLE**

| RADIATION<br>RESISTANCE<br>SCORE | RADIATION INTENSITY |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |
|----------------------------------|---------------------|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|
|                                  | 2                   | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 21                               | -                   | - | - | - | - | - | - | - | -  | -  | -  | -  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | D  |
| 20                               | -                   | - | - | - | - | - | - | - | -  | -  | -  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | D  | D  |
| 19                               | -                   | - | - | - | - | - | - | - | -  | -  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | D  | D  | D  |
| 18                               | -                   | - | - | - | - | - | - | - | -  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | D  | D  | D  | D  |
| 17                               | -                   | - | - | - | - | - | - | - | 1  | 2  | 3  | 4  | 5  | 6  | 7  | D  | D  | D  | D  | D  |
| 16                               | -                   | - | - | - | - | - | - | 1 | 2  | 3  | 4  | 5  | 6  | 7  | D  | D  | D  | D  | D  | D  |
| 15                               | -                   | - | - | - | - | - | 1 | 2 | 3  | 4  | 5  | 6  | 7  | D  | D  | D  | D  | D  | D  | D  |
| 14                               | -                   | - | - | - | - | 1 | 2 | 3 | 4  | 5  | 6  | 7  | D  | D  | D  | D  | D  | D  | D  | D  |
| 13                               | -                   | - | - | - | 1 | 2 | 3 | 4 | 5  | 6  | 7  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 12                               | -                   | - | - | 1 | 2 | 3 | 4 | 5 | 6  | 7  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 11                               | -                   | - | 1 | 2 | 3 | 4 | 5 | 6 | 7  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 10                               | -                   | 1 | 2 | 3 | 4 | 5 | 6 | 7 | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 9                                | 1                   | 2 | 3 | 4 | 5 | 6 | 7 | D | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 8                                | 2                   | 3 | 4 | 5 | 6 | 7 | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 7                                | 3                   | 4 | 5 | 6 | 7 | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 6                                | 4                   | 5 | 6 | 7 | D | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 5                                | 5                   | 6 | 7 | D | D | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 4                                | 6                   | 7 | D | D | D | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 3                                | 7                   | D | D | D | D | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |
| 2                                | D                   | D | D | D | D | D | D | D | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  | D  |

Where the table gives a result of "-", the radiation's Intensity Level is too low to cause any harm.

Number results from 1 to 7 are the number of six-sided dice to roll. Their total is subtracted from the character's Hit Points as damage. When a character's Hit Point total reaches 0 or less, the character dies in 60 seconds unless healed back to a positive tally AND all the Hit Point damage caused by the radiation is completely healed (representing that the radiation itself has passed through the creature's systems).

A result of "D" means the character will die in 60 seconds unless the radiation is neutralized, regardless of how many Hit Points it has.

Robots are immune to radiation under intensity level 16.



JAMES M. WARD'S

TM

# METAMORPHOSIS ALPHA

UNIVERSE

## GAME MASTER'S SCREEN





**DOING THINGS TABLE**

| ABILITY<br>SCORE | DIFFICULTY LEVEL |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |  |
|------------------|------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|--|
|                  | 2                | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |  |
| 42               | A                | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  |  |
| 41               | A                | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  |  |
| 40               | A                | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  |  |
| 39               | A                | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  |  |
| 38               | A                | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  |  |
| 37               | A                | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  |  |
| 36               | A                | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | 1  |  |
| 35               | A                | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | 1  | 2  |  |
| 34               | A                | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | 1  | 2  | 3  |  |
| 33               | A                | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | 1  | 2  | 3  | 4  |  |
| 32               | A                | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | 1  | 2  | 3  | 4  | 5  |  |
| 31               | A                | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | 1  | 2  | 3  | 4  | 5  | 6  |  |
| 30               | A                | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |  |
| 29               | A                | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  |  |
| 28               | A                | A  | A  | A  | A  | A  | A  | A  | A  | A  | A  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  |  |
| 27               | A                | A  | A  | A  | A  | A  | A  | A  | A  | A  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |  |
| 26               | A                | A  | A  | A  | A  | A  | A  | A  | A  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |  |
| 25               | A                | A  | A  | A  | A  | A  | A  | A  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 |  |
| 24               | A                | A  | A  | A  | A  | A  | A  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 |  |
| 23               | A                | A  | A  | A  | A  | A  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 |  |
| 22               | A                | A  | A  | A  | A  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 |  |
| 21               | A                | A  | A  | A  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 |  |
| 20               | A                | A  | A  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |  |
| 19               | A                | A  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |  |
| 18               | A                | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |  |
| 17               | 1                | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |  |
| 16               | 2                | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |  |
| 15               | 3                | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 |  |
| 14               | 4                | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 |  |
| 13               | 5                | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 |  |
| 12               | 6                | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 |  |
| 11               | 7                | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 |  |
| 10               | 8                | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |  |
| 9                | 9                | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |  |
| 8                | 10               | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |  |
| 7                | 11               | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |  |
| 6                | 12               | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |  |
| 5                | 13               | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |  |
| 4                | 14               | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |  |
| 3                | 15               | 16 | 17 | 18 | 19 | 20 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 | 21 |  |

**COMBAT TABLE**

| WEAPON<br>CLASS | ARMOR CLASS |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|-----------------|-------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|                 | 21          | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8  | 7  | 6  | 5  | 4  | 3  |
| 21              | 10          | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | m  | m  | m  | m  | m  | m  | m  |
| 20              | 9           | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | m  | m  | m  | m  | m  | m  |
| 19              | 8           | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | m  | m  | m  | m  | m  |
| 18              | 7           | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | m  | m  | m  | m  |
| 17              | 6           | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | m  | m  | m  |
| 16              | 5           | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | m  | m  |
| 15              | 4           | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | m  |
| 14              | 3           | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 13              | H           | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 12              | H           | H  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 11              | H           | H  | H  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 10              | H           | H  | H  | H  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 9               | H           | H  | H  | H  | H  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 8               | H           | H  | H  | H  | H  | H  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 |
| 7               | H           | H  | H  | H  | H  | H  | H  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 |
| 6               | H           | H  | H  | H  | H  | H  | H  | H  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 |
| 5               | H           | H  | H  | H  | H  | H  | H  | H  | H  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 |
| 4               | H           | H  | H  | H  | H  | H  | H  | H  | H  | H  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |
| 3               | H           | H  | H  | H  | H  | H  | H  | H  | H  | H  | H  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |

## SAMPLE DIFFICULTY VALUES

- 2 Picking up something (CN)
- Seeing something far away (MR)
- 3 Quickly pressing buttons (D)
- Getting something from a backpack (D)
- 4 Selecting something from a pile (MR)
- Making a Robot happy (LP)
- 5 Making a weapon out of furniture (MR)
- Cutting tough material (CN)
- 6 Putting on new armor (MR)
- Picking out alien rabbit from real ones (MR)
- 7 Making a bow and arrow (MR)
- Calming down a wild animal (LP)
- 8 Replacing batteries in a known device (D)
- Shouting a warning during battle (CN)
- 9 Making friends with an angry 10 feet tall dog (LP)
- Finding rocks to throw at the dog (D)
- 10 Feeding a hungry deadly fish safely (D)
- Making a pit trap (MR)
- 11 Tricking a foolish Robot (MR)
- Jumping a pit with lots of gear on (CN)
- 12 Balancing on tree limbs (D)
- Scaring a nervous alien (LP)
- 13 Fighting the effects of heavy gravity (CN)
- Finding a working ray gun in an old armory (MR)
- 14 Bluffing enemies into retreat (LP)
- Playing poker with a computer – and winning! (MR)
- 15 Flirting successfully (MR)
- Throwing someone in peril a rope (D)
- 16 Picking a lock (MR)
- Fixing broken machines with no skill at it (MR)
- 17 Taming a mutant mount (LP)
- Tricking a really smart AI (LP)
- 18 Dismantling bombs without blowing up (MR)
- Testing for poison (MR)
- 19 Intimidating an Android (LP)
- Finding your way home in the dark (MR)
- 20 Using acid without getting hurt (MR)
- Lifting something heavy (CN)
- 21 Doing something acrobatic that's really stupid (D)

(CN) Constitution Difficulties

(D) Dexterity Difficulties

(MR) Mental Resistance Difficulties

(LP) Leadership Potential Difficulties

## IMPROVISED, MODERNIZED AND PRIMITIVE WEAPONS

This category covers ancient swords from weapons collections, spears made from broom handles to recently manufactured hand-to-hand combat weapons such as knives and bows. Pretty much any weapon that isn't an explosive or a firearm falls into this category. It is suggested that the GM assigns ranges, weights etc and keeps track of these as there can be a lot of variations of a single type of weapon.

*Sword / Spear / Pole Arm (IC 1, WC 20 Dmg. Varies, Melee Weapon):* These weapons work by cutting or puncturing the target. They can do a range of damage, from one to three dice, at the determination of the GM.

## ARMOR CLASSES

- AC 21: Human flesh
- AC 20: Metal shield, cured animal hide
- AC 19: Hardened leather armor
- AC 18: Hardened leather armor plus a shield; or  
Fatigues
- AC 17: Duralloy shield
- AC 16: Hardened leather armor plus a duralloy shield
- AC 15: Force field; or  
Weapon mounted force field
- AC 14: Force field plus a duralloy shield
- AC 13: Riot armor (plastic vest and helmet with visor)
- AC 12: Riot armor plus a duralloy shield
- AC 11: Riot armor, duralloy shield, and a force field; or  
Radiation suit
- AC 10: Full body armor; or  
Space suit
- AC 9: Full body armor plus a duralloy shield
- AC 8: Full body armor, duralloy shield, plus a force field
- AC 7: Sensor armor
- AC 6: Light powered armor
- AC 5: Medium powered armor
- AC 4: Heavy powered armor
- AC 3: Duralloy armor
- AC 2: Duralloy armor plus force field, or  
Chaban armor package

## ANIMAL ARMOR CLASSES

- AC 21: Human flesh
- AC 20: Thin animal hide, soft fur, feathers
- AC 19: Medium animal hide, short fur, small scales
- AC 18: Thick hide, thick fur, medium scales, feathers
- AC 17: Extremely thick hide, thick scales
- AC 16: Quills
- AC 15: Chitin
- AC 14: Bone plates
- AC 13: Hardened shell

## ANIMAL WEAPON CLASSES

- WC 21: Herbivore bites, small antlers, horns, tusks and claws.  
Hooves and feet. Use common sense when determining damage – any sort of armor is likely to prevent injury.
- WC 20: Omnivore bites, medium antlers, horns, tusks and claws.
- WC 19: Carnivore large bites, antlers, horns, tusks and claws.
- WC 17: Tails
- WC 16: Talented\* herbivore bites, small antlers, horns, tusks and claws.
- WC 15: Talented\* omnivore bites, medium antlers, horns, tusks and claws.
- WC 14: Talented\* carnivore bites, large antlers, horns, tusks and claws.
- WC 2: A luck swipe – a player character can use all of his remaining Luck for the session (must be at least two points) to declare a lucky swipe. He then gets to use WC2 when making the attack.

\* Talented weapon use is found on Page 77.



|                                 |                                            | IC | WC    | Sh    | Med      | Long          | Wt       | Power    | RoF   | MAG      | Dam                                              |
|---------------------------------|--------------------------------------------|----|-------|-------|----------|---------------|----------|----------|-------|----------|--------------------------------------------------|
| <b>LASER WEAPONS</b>            |                                            |    |       |       |          |               |          |          |       |          |                                                  |
| 1                               | Forman Arms Ltd. Lt. Laser Pistol          | 3  | 11    | 1-10  | 11-20    | 21-50         | 4 lb.    | 1 x IV.  | 1     | 20       | 3d6                                              |
| 2                               | Forman Arms Ltd. Md. Laser Pistol          | 3  | 5     | 1-10  | 11-40    | 41-100        | 5 lb.    | 1 x IV.  | 1     | 20       | 5d6                                              |
| 3                               | Forman Arms Ltd. Hv. Laser Pistol          | 4  | 5     | 1-20  | 21-50    | 51-125        | 6.5 lb.  | 1 x IV.  | 1     | 20       | 6d6                                              |
| 4                               | Forman Arms Ltd. Laser Assault Rifle       | 4  | 5     | 1-50  | 51-75    | 76-250        | 10 lb.   | 1 x V.   | 1     | 50       | 9d6                                              |
| 5                               | Forman Arms Ltd. Laser Sniper Rifle        | 5  | 5     | 1-100 | 101-250  | 251-500       | 12 lb.   | 1 x V.   | 1     | 25       | 10d6                                             |
| 6                               | Tamar Arms Ltd. Silver Eagle Target Pistol | 3  | 11    | 1-10  | 11-20    | 21-50         | 4 lb.    | 1 x IV.  | 1     | 12       | 2d6                                              |
| 7                               | Liberator Arms Laser Target Pistol         | 3  | 11    | 1-10  | 11-20    | 21-50         | 4 lb.    | 1 x IV.  | 1     | 12       | 2d6                                              |
| 8                               | Liberator Arms Lt. Laser Pistol            | 3  | 11    | 1-10  | 11-20    | 21-50         | 5 lb.    | 1 x IV.  | 1     | 20       | 3d6                                              |
| 9                               | Liberator Arms Md. Laser Pistol            | 3  | 11    | 1-10  | 11-30    | 31-75         | 5 lb.    | 1 x IV.  | 1     | 20       | 4d6                                              |
| 10                              | Liberator Arms Laser Hunting Rifle         | 4  | 5     | 1-50  | 51-75    | 76-250        | 8.5 lb.  | 1 x V.   | 1     | 20       | 7d6                                              |
| 11                              | Forman Arms Ltd. Mark IV. Laser Cannon     | 6  | 5     | 1-250 | 251-2000 | 2001-50 miles | 60 lb.   | 1 x VII. | 3     | 250      | 10d6                                             |
| <b>SONIC / METAL DISRUPTORS</b> |                                            |    |       |       |          |               |          |          |       |          |                                                  |
| 12                              | Forman Arms Ltd. Sonic Pistol              | 4  | 11    | 1-10  | 11-25    | 26-75         | 4.5 lb.  | 2 x IV.  | 1     | 25       | *                                                |
| 13                              | Forman Arms Ltd. Sonic Assault Rifle       | 4  | 5     | 1-30  | 31-55    | 56-150        | 11 lb.   | 2 x V.   | 1     | 50       | *                                                |
| 14                              | Tamar Arms Ltd. Sonic Eagle Pistol         | 4  | 11    | 1-15  | 16-30    | 31-90         | 4.5 lb.  | 2 x IV.  | 1     | 25       | *                                                |
| 15                              | Tamar Arms Ltd. Sonic Eagle Rifle          | 4  | 5     | 1-40  | 41-80    | 81-200        | 12 lb.   | 1 x V.   | 1     | 25       | *                                                |
| 16                              | NewGen Screamer Pistol                     | 4  | 11    | 1-10  | 11-25    | 26-50         | 5 lb.    | 2 x IV.  | 1     | 20       | *                                                |
| 17                              | Forman Arms Ltd. Sonic Cannon              | 6  | 9     | 1-100 | 101-250  | 251-500       | 60 lb.   | 1 x VII. | 1     | 100      | **                                               |
| <b>PROTEIN DISRUPTORS</b>       |                                            |    |       |       |          |               |          |          |       |          |                                                  |
| 18                              | NewGen Bubblegun Pistol                    | 3  | 11    | 1-10  | 11-35    | 36-75         | 6 lb.    | 1 x V.   | 1     | 20       | ***                                              |
| 19                              | Forman Arms Ltd. Disruptor Pistol          | 3  | 11    | 1-10  | 11-40    | 41-100        | 4.5 lb.  | 1 x V.   | 1     | 25       | ***                                              |
| 20                              | Forman Arms Ltd. Disruptor Assault Rifle   | 3  | 5     | 1-50  | 51-75    | 76-250        | 15 lb.   | 1 x V.   | 1     | 50       | ***                                              |
| 21                              | Forman Arms Ltd. Disruptor Cannon          | 4  | 9     | 1-75  | 76-200   | 201-400       | 85 lb.   | 1 x VI.  | 1     | 100      | ****                                             |
| 22                              | JAC Disruptor Assault Rifle                | 4  | 10    | 1-50  | 51-75    | 76-200        | 17 lb.   | 1 x V.   | 1     | 50       | ***                                              |
| <b>SLUG PROJECTORS</b>          |                                            |    |       |       |          |               |          |          |       |          |                                                  |
| 23                              | ARESTech Target Slug Pistol, 5mm           | 3  | 18    | 1-10  | 11-35    | 36-80         | 2 lb.    | -        | 3     | 10       | #                                                |
| 24                              | ARESTech Defender Slug Pistol, 5mm         | 3  | 18    | 1-10  | 11-40    | 41-100        | 2.5 lb.  | -        | 3     | 15       | #                                                |
| 25                              | ARESTech Huntsman Slug Rifle, 7mm          | 5  | 15    | 1-50  | 51-100   | 101-250       | 9 lb.    | -        | 3     | 20       | #                                                |
| 26                              | ARESTech Thunder Shotgun, 12mm             | 4  | 16    | 1-20  | 21-50    | 51-75         | 8 lb.    | -        | 1     | 12       | #                                                |
| 27                              | JAC Slug Pistol, 7mm                       | 3  | 18    | 1-10  | 11-40    | 41-100        | 3.5 lb.  | -        | 3     | 10       | #                                                |
| 28                              | JAC Slug Assault Rifle, 7mm                | 5  | 15/19 | 1-50  | 51-100   | 101-250       | 10 lb.   | -        | 3 / 6 | 25 / 100 | #                                                |
| 29                              | Forman Arms Ltd. Slug Pistol, 7mm          | 3  | 18/21 | 1-10  | 11-40    | 41-100        | 2.0 lb.  | -        | 3 / 6 | 10       | #                                                |
| 30                              | Forman Arms Ltd. Slug Assault Rifle, 7mm   | 5  | 15/19 | 1-50  | 51-100   | 101-250       | 10 lb.   | -        | 3 / 6 | 30       | #                                                |
| 31                              | Victory Inc. Slug Pistol, 7mm              | 3  | 18    | 1-10  | 11-40    | 41-100        | 3 lb.    | -        | 3     | 10       | #                                                |
| 32                              | Victory Inc. Slug Assault Rifle, 7mm       | 5  | 15/19 | 1-50  | 51-100   | 101-250       | 10 lb.   | -        | 3 / 6 | 30       | #                                                |
| 33                              | Victory Inc. Slug Sniper Rifle, 7mm        | 6  | 5     | 1-75  | 76-150   | 151-300       | 15 lb.   | -        | 1 / 3 | 10       | #                                                |
| 34                              | Victory Inc. Slug Machine Gun, 7mm         | 7  | 12    | 1-50  | 51-100   | 101-250       | 18.5 lb. | -        | 6     | 100/250  | #                                                |
| 35                              | Victory Inc. Assault Shotgun, 12.5 mm      | 4  | 16    | 1-20  | 21-50    | 51-75         | 10 lb.   | -        | 1     | 12       | #                                                |
| <b>PLASMA WEAPONS</b>           |                                            |    |       |       |          |               |          |          |       |          |                                                  |
| 36                              | Forman Arms Ltd. Plasma Pistol             | 6  | 11    | 1-20  | 21-40    | 41-60         | 5.5 lb.  | 1 x VII. | 1     | 360      | 4d6                                              |
| 37                              | Forman Arms Ltd. Plasma Assault Rifle      | 6  | 10/12 | 1-40  | 41-75    | 76-150        | 16 lb.   | 1 x VII. | 1 / 3 | 360      | 6d6                                              |
| 38                              | Sentinel Arms Plasma Pistol                | 7  | 11    | 1-20  | 21-40    | 41-60         | 5.2 lb.  | 1 x VII. | 1     | 300      | 4d6                                              |
| 39                              | Sentinel Arms Plasma Assault Rifle         | 7  | 10/12 | 1-40  | 41-100   | 101-200       | 15.6 lb. | 1 x VII. | 1 / 3 | 300      | 6d6                                              |
| 40                              | Liberator Arms Defender Plasma Pistol      | 7  | 11    | 1-20  | 21-45    | 46-75         | 5 lb.    | 1 x VII. | 1     | 360      | 4d6                                              |
| 41                              | NewGen PocketDragon Plasma Pistol          | 5  | 11    | 1-30  | 31-60    | 61-100        | 6 lb.    | 1 x VII. | 1     | 120      | 10d6                                             |
| <b>STUN WEAPONS</b>             |                                            |    |       |       |          |               |          |          |       |          |                                                  |
| 42                              | Tamar Arms Ltd. Stun Baton                 | 3  | 20    | Melee |          |               | 5 lb.    | 1 x V.   | 1     | 12       | S                                                |
| 43                              | Tamar Arms Ltd. Stun Pistol                | 3  | 18    | 1-10  | 11-20    | 21-40         | 4 lb.    | 1 x V.   | 1     | 12       | S                                                |
| 44                              | Forman Arms Ltd. Stun Baton                | 3  | 20    | Melee |          |               | 5 lb.    | 1 x V.   | 1     | 10       | S                                                |
| 45                              | Forman Arms Ltd. Energy Prod               | 3  | 20    | Melee |          |               | 5 lb.    | 1 x V.   | 1     | 10       | 8d6                                              |
| 46                              | Forman Arms Paralysis Dart                 | 3  | 21    | 1-15  | 16-30    | 31-40         | 1 lb.    | 1 x II.  | 1     | 3        | P                                                |
| <b>SHAVER WEAPONS</b>           |                                            |    |       |       |          |               |          |          |       |          |                                                  |
| 47                              | JAC Shaver Mark I Pistol                   | 3  | 13    | 1-10  | 11-30    | 31-75         | 5.3 lb.  | 3 x V.   | 6     | 100      | 1d6                                              |
| 48                              | JAC Shaver Mark III Rifle                  | 4  | 13    | 1-25  | 26-100   | 101-300       | 15 lb.   | 1 x VII. | 12    | 250      | 1d6                                              |
| 49                              | JAC Shaver Mark IV Cannon                  | 7  | 12/15 | 1-100 | 101-200  | 201-500       | 90 lb.   | 3 x VII. | 9/18  | 2000     | 1d6                                              |
| <b>GRENADE LAUNCHERS</b>        |                                            |    |       |       |          |               |          |          |       |          |                                                  |
| 50                              | Forman Arms Ltd. Grenade Launcher          | 4  | 18    | 1-50  | 51-100   | 101-150       | 8.5 lb.  | 1 x IV   | 1     | 1        | ##                                               |
| 51                              | ARESTech Auto Grenade Launcher             | 5  | 18    | 1-50  | 51-100   | 101-150       | 23.5 lb. | 2 x V    | 1/3   | 24       | ##                                               |
|                                 | RoF                                        |    |       |       |          | ****          |          |          |       |          | See Protein Disruptor Cannon Table for damage    |
|                                 | MAG                                        |    |       |       |          | #             |          |          |       |          | See ammunition descriptions for damage or effect |
|                                 | *                                          |    |       |       |          | ##            |          |          |       |          | See grenade descriptions for damage or effect    |
|                                 | **                                         |    |       |       |          | S             |          |          |       |          | Stun                                             |
|                                 | ***                                        |    |       |       |          | P             |          |          |       |          | Paralysis                                        |

|                      |              | IC | WC | SH   | MED    | LONG    | WT     | ROF | MAG | DAM  |
|----------------------|--------------|----|----|------|--------|---------|--------|-----|-----|------|
| <b>ALIEN WEAPONS</b> |              |    |    |      |        |         |        |     |     |      |
| 1                    | Bloom Goth   | 8  | 11 | 1-50 | 51-75  | 76-150  | 14 lb. | 1   | 10  | 10d6 |
| 2                    | Bloom Harken | 8  | 10 | 1-15 | 16-30  | 31-50   | 6 lb.  | 1   | 50  | 6d6  |
| 3                    | Bloom Tar    | 8  | 16 | 1-20 | -      | -       | 8 lb.  | 1   | 1   | *    |
| 4                    | Coral        | 5  | 18 | 1-20 | -      | -       | 9 lb.  | 1   | 1   | **   |
| 5                    | Coral Ack    | 5  | 18 | 1-10 | 11-20  | 21-30   | 5 lb.  | 1   | 10  | **   |
| 6                    | Coral Tar    | 5  | 18 | 1-15 | 16-50  | 51-75   | 18 lb. | 1   | 75  | **   |
| 7                    | Ormten Star  | 7  | 16 | 1-40 | 41-120 | 121-250 | 15 lb. | 7   | -   | 7d6  |
| 8                    | Talooge Tube | 7  | 7  | 1-50 | 51-125 | 126-250 | 30 lb. | 1   | 1   | 9d6  |
| 9                    | Tant         | 6  | 19 | 1-15 | 16-30  | 31-50   | 15 lb. | 1   | 1   | 8d6  |
| 10                   | Vol          | 6  | 20 | 1-30 | -      | -       | 12 lb. | 1   | 1   | 8d6  |
| 11                   | Zenta        | 6  | 20 | 1-15 | 16-30  | 31-50   | 16 lb. | 1   | 1   | *    |

\* Immobilization

\*\* Radiation

## WEAPON CLASSES

- WC 21:** *Fists, daggers, and claws. Use common sense when determining damage – any sort of armor is likely to prevent injury.*
- WC 20:** *Clubs, swords, polearms, and other primitive, hand-held weapons.*
- WC 19:** *Projectile weapons without targeting systems: javelins, bows, home-made rifles and pistols.*
- WC 18:** *Rifles and pistols without laser sights.*
- WC 17:** *Sprayed, area attack weapons such as jets of defoliant or poison.*
- WC 16:** *Talented\* fists, daggers, and claws.*
- WC 15:** *Talented\* swords and polearms.*
- WC 14:** *Talented\* projectile weapons without targeting systems.*
- WC 13:** *Talented\* rifles and pistols without laser sights.*
- WC 12:** *Talented\* sprayed, area attack weapons.*
- WC 11:** *Small, personal energy weapons and pistols.*
- WC 10:** *Energy rifles.*
- WC 9:** *Energy cannon.*
- WC 8:** *Light-weight, disposable missile systems using hand-held launchers.*
- WC 7:** *Medium missile systems with re-usable shoulder launchers.*
- WC 6:** *Heavy Missiles systems with targeting computers and self – propelled or stationary launchers.*
- WC 5:** *Rifles, pistols, and most other weapons with laser sights.*
- WC 4:** *Wire-guided and infrared guided weapons that rely on the user keeping the crosshairs on the target.*
- WC 3:** *Self-guided weapons with artificial intelligence.*
- WC 2:** *A luck shot – a player character can use all of his remaining Luck for the session (must be at least two points) to declare a lucky shot. He then gets to use WC 2 when making the shot.*

\* Talented weapon use is something characters can acquire during the game. A character becomes talented with a particular type of weapon when he has killed 10 foes with it. These must be real fights against real foes – squirrel hunting doesn't count (hunting 6-foot-long radioactive squirrels would, however). The GM is the final arbiter on whether a fight counts. The main consideration should be whether the character was in any real danger. All 10 fights don't have to be with the same weapon, just with the same type of weapon. A character might use up to two or three laser pistols in the course of 10 fights, but he would then become talented with any laser pistol. If the weapon's class is already better than any of the talented classes, then the character gets a +2 bonus to hit with that weapon instead.

## WEAPON TABLES

Sonic Metal Disruptor Pistol &amp; Rifle Table

| PERCENTAGE OF METAL EXPOSED |           |           |           |
|-----------------------------|-----------|-----------|-----------|
| DIE ROLL                    | 0-10%     | 11-50%    | 51-100%   |
| 1                           | no damage | no damage | no damage |
| 2                           | no damage | no damage | 1d damage |
| 3                           | no damage | 1d damage | 2d damage |
| 4                           | no damage | 2d damage | 3d damage |
| 5                           | 2d damage | 4d damage | 4d damage |
| 6                           | 6d damage | 6d damage | 6d damage |

Sonic Metal Disruptor Cannon Table

| PERCENTAGE OF METAL EXPOSED |           |           |           |
|-----------------------------|-----------|-----------|-----------|
| DIE ROLL                    | 0-20%     | 21-50%    | 51-100%   |
| 1                           | no damage | no damage | no damage |
| 2                           | no damage | no damage | 1d damage |
| 3                           | no damage | 1d damage | 3d damage |
| 4                           | 1d damage | 3d damage | 5d damage |
| 5                           | 3d damage | 5d damage | 7d damage |
| 6                           | 5d damage | 7d damage | 9d damage |

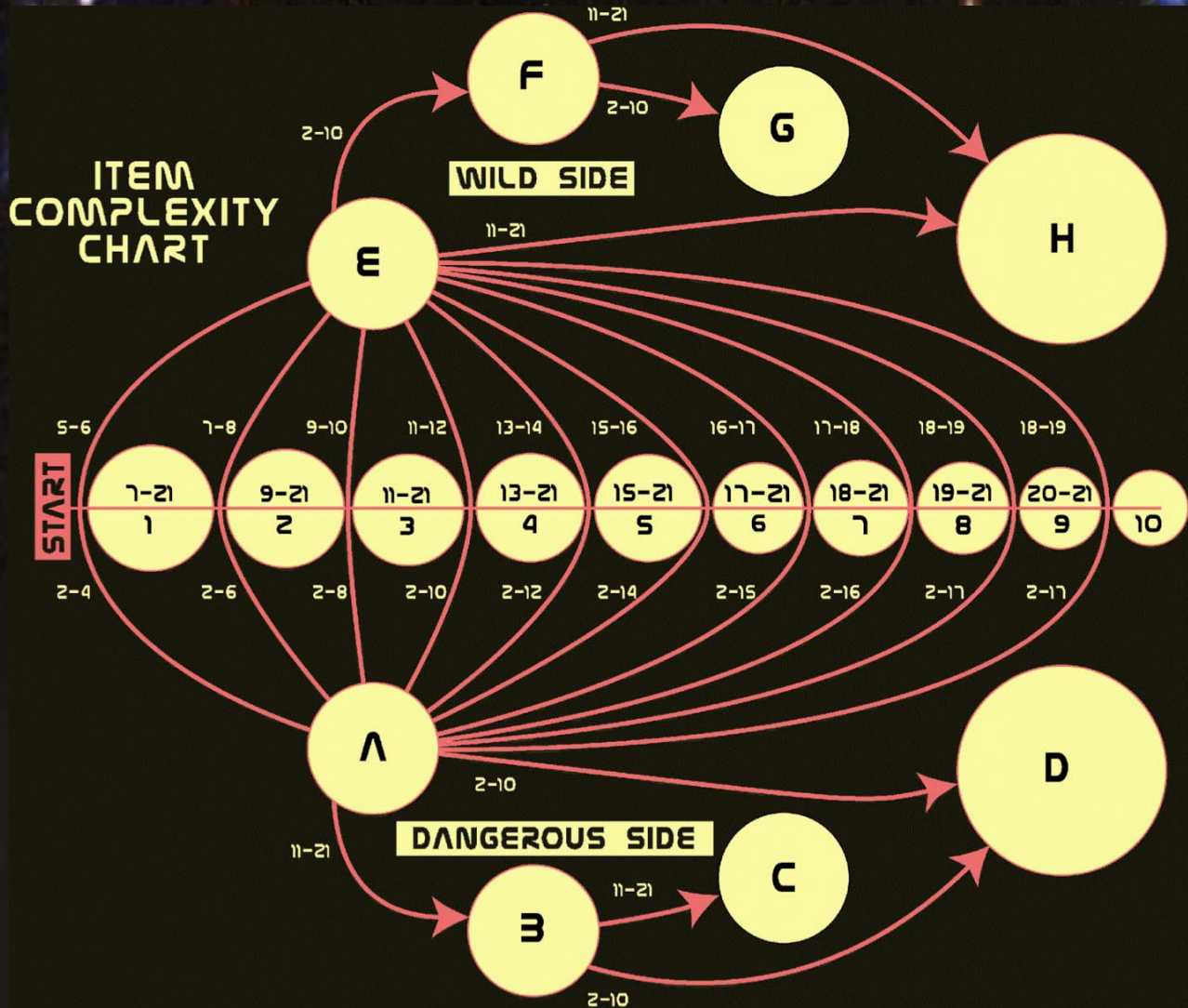
Protein Disruptor Pistol &amp; Rifle Table

| PERCENTAGE OF FLESH EXPOSED |           |           |           |
|-----------------------------|-----------|-----------|-----------|
| DIE ROLL                    | 0-10%     | 11-50%    | 51-100%   |
| 1                           | no damage | no damage | no damage |
| 2                           | no damage | no damage | 1d damage |
| 3                           | no damage | 1d damage | 2d damage |
| 4                           | no damage | 2d damage | 3d damage |
| 5                           | 2d damage | 4d damage | 4d damage |
| 6                           | 6d damage | 6d damage | 6d damage |

Protein Disruptor Cannon Table

| PERCENTAGE OF FLESH EXPOSED |           |           |            |
|-----------------------------|-----------|-----------|------------|
| DIE ROLL                    | 0-20%     | 21-50%    | 51-100%    |
| 1                           | no damage | no damage | no damage  |
| 2                           | no damage | no damage | 2d damage  |
| 3                           | no damage | 2d damage | 4d damage  |
| 4                           | 2d damage | 4d damage | 6d damage  |
| 5                           | 4d damage | 6d damage | 8d damage  |
| 6                           | 6d damage | 8d damage | 10d damage |





| COMPLEXITY | ITEM                                                  |
|------------|-------------------------------------------------------|
| 1          | Infrared Goggles, Bow and Arrows                      |
| 2          | Paralysis Rod, Gel Sprayer                            |
| 3          | Protein Disruptor, Laser Pistol                       |
| 4          | Slug Projector, Grav-Sled                             |
| 5          | Lesser Alien Systems, Paralysis Dart, Charging Outlet |
| 6          | Powered Armor, Water / Hydrogen Energy Converter      |
| 7          | Alien weapons, Gravity Generators                     |
| 8          | Space Suits, Engineering Units, Security Robots       |
| 9          | Medical Equipment, Ecology Units                      |
| 10         | Computers, Alien Devices, Vehicles                    |

| MENTAL RESISTANCE | COMPLEXITY ROLL MODIFIER |
|-------------------|--------------------------|
| 2-4               | -4                       |
| 5-6               | -3                       |
| 7-8               | -2                       |
| 9-10              | -1                       |
| 11-12             | 0                        |
| 13-15             | +1                       |
| 16-18             | +2                       |
| 19-20             | +3                       |
| 21                | +4                       |

### Credits

Layout and design by Craig J. Brain

Cover art by Jim Hollowy

Background image courtesy of NASA

With thanks to:

Brayden L. Bull, Jake Parker and Russ Westbrook



**JMW 101**  
**MSRP \$ Free**

[www.metamorphosisalpha.net](http://www.metamorphosisalpha.net)  
[www.mudpuppygames.com](http://www.mudpuppygames.com)