



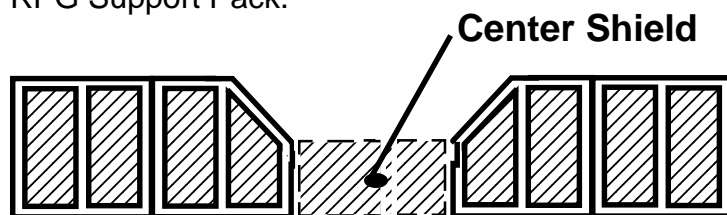
View of assembled Tri Tac Game Shield

GAME SHIELD -- What do I do with this PDF?

- 01 Print it on white paper.
- 02 Take it to your local Happy Print, Kinko's, Insty Prints or other high tech printing shop.
- 03 Have them print it Double Sided on Bright Orange, Yellow or other Astrobright color. You will need 2 of each panel as this shield is double sided for GM and player.
- 03b Convince the copy counter clerk this copyrighted material is licensed to you to copy and produce a RPG Game shield. You may need a blunt instrument. Tri Tac Games grants you permission to produce a shield.
- 04 Cut off excess corner edge at center so you can see your players.
- 05 Laminate it
- 06 Spiral Wire Bind the long edges or just use a little magic tape to hold large and cur sections as example above. Do not bind the center two panels. There will be a 5th piece depending on the game played.

CENTER EXPANSION

Each Tri Tac game will have a center expansion that adds to the RPG you are playing. These are included with the game or here under the specific RPG Support Pack.



Notification and License for Use

This copy of the TTS Game Shield is intended for use of the GM and may not be reproduced for resale in any shape or form.

Production Notes:

This shield PDF may be changed or upgraded. The current version is **1.02 October 2000**

Shield Design

Rich Tucholka

Tri Tac Game Shield PDF © 2000 by Tri Tac Games and Richard Tucholka. **Tucholka@Hotmail.com**

Skill & Situation Modifiers

OPTIONAL/POSSIBLE MODIFIERS

Any number of unusual situations can modify your dice rolls on Stats or Skills. These are a few Optional examples of such modifiers. Remember that these modifiers are options for the GM or players to use at the GM's discretion.

PERSONAL / STRESS MODIFIERS

These modifiers are optional for personal difficulty. The GM may wish to use them for special situations. They can apply to most repair, fabrication, dexterity, and agility feats.

HEALTH MODIFIER

01	Fresh, Healthy (Extreme)	+05
02	Fresh / Healthy	+03
03	Healthy / Normal	+0
04	Sick, Cold, Flu etc.	-03
	(Character at 75% of Constitution)	-05
	(Character at 50% of Constitution)	-10
	(Character at 25% of Constitution)	-15
	(Character's Been Shot)	-25
	(Character's Been Physically Abused)	-15
	(Character's in Shock)	-30
05	Tired	-05
	(Very Tired)	-10
	(Exhausted)	-20
06	Pushed to Physical Limit	-30
07	Under Effects of Drugs	-10
	(Under Effect of Narcotics)	-20
	(Under Effect of Mind Altering Drugs)	-40
08	Drunk (Mild)	-05
09	Drunk (Heavy)	-20
10	Drunk (Roaring)	-40

PSYCHOLOGICAL

01	General Annoyance	-02
02	Continued Annoyance	-05
03	Rampant Annoyance	-08
04	Total Annoyance	-10
05	Fear	-10
06	Fear (Extreme)	-20
07	Revulsion	-20
08	Revulsion (Extreme)	-40
09	Forced Against Will	-05
10	Forced at Gunpoint	-10

FABRICATION MODIFIER

01	Lack of Tools	-05
02	Lack of Technology	-10
03	Lack of Materials	-10
04	Fabrication Under Stress or Combat	-05
05	Fabrication in Hostile Environment	-10
06	Old Parts, Undependable	-10
07	Lack of Instructions	-10
08	Complete Tools Available	+10
09	Complete Information Available	+10
10	Prepackaged "How-To" Kit	+15

REPAIR MODIFIER

01	Familiar Design	+15
02	Semi-Familiar Design	+05
03	Unfamiliar Design	-05
04	Something Never Attempted	-10
05	More Than Three Failures at Attempt	-10
06	More Than Six Failures at Attempt	-20
07	Semi-Foreign Design	-10
08	Foreign Design	-15
09	Totally Alien Design	-20
10	Archaic / Old Design	-05

SITUATION MODIFIER

01	Cole/Wet	-10
02	Cold/Freezing	-20
03	Hot/Steaming	-10
04	Hot (Excessive)	-20
05	Ground (Unstable)	-10
06	Ground (Extreme Instability)	-20
07	Working Under Critical Time Limit	-20
08	Being Shot At	-30
09	Under Water/Low Gravity	-20
10	Under Turbulant Water/High Gravity	-40

WOUNDSHOCK MODIFIER

01	Extremity Wound	-05
02	Arm / Leg Wound	-10
03	Chest / Abdominal Wound	-20
04	Head Wound	-30
05	Pain, (Moderate)	-05
06	Pain (Heavy)	-10
07	Stun (Moderate)	-15
08	Stun (Heavy)	-40
09	Burns / Blast (Moderate)	-10
10	Burns / Blast (Heavy)	-30

USE of Skills Works This Way

SKILL + Modifier = Chance of Success. Roll a d100 Equal to or Under your Chance of Success to Accomplish the Task.

STATS & SKILLS

STATISTIC MODIFIERS

01	ABSOLUTE EASY	+40
02	SUPER EASY	+20
03	REAL EASY	+10
04	EASY	+05
05	AVERAGE	+0
06	SLIGHTLY DIFFICULT	-05
07	DIFFICULT	-10
08	VERY DIFFICULT	-20
09	ALMOST IMPOSSIBLE	-40
10	IMPOSSIBLE	-60

DAMAGE MODIFIERS

01	ALMOST NONE	-25
02	LITTLE	-15
03	NOT MUCH	-10
04	LESS THAN NORMAL	-05
05	NORMAL	+0
06	MORE THAN NORMAL	+05
07	CONSIDERABLE	+10
08	EXCESSIVE	+15
09	MONSTROUS	+25
10	DISASTEROUS	+30

PSI TALENT CHANCE

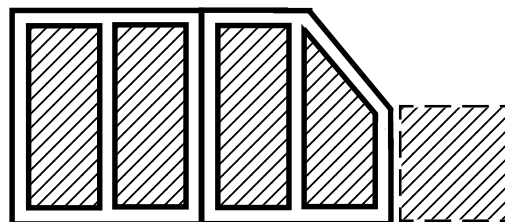
01	Anti PSI
02	Borderline Anti PSI
03-95	No PSI Talents
96	Borderline PSI
97	One PSI Talent
98	Two PSI Talents
99	Three PSI Talents
00	Four PSI Talents

INDUCED PSI CHANCE

01	Anti PSI
02	Borderline Anti PSI
03-75	No PSI Talents
76-85	Borderline PSI
86-90	One PSI Talent
91-95	Two PSI Talents
96-98	Three PSI Talents
99-00	Four PSI Talents

GAME SHIELD

Copy onto Card Stock. Cut angle .25 inch from line. Join with tape or laminate left and right sides separately as a fifth shield segment is included in each TTS Concept Game or here.



GM LEFT SIDE
PLAYER LEFT

RECOVERING WKP

General Rest	+10
Sleep	+20
Light Meditation	+10
Heavy Meditation	+20

PSI TALENTS

01-20	TELEPATHY
21-25	POSTCOGNITION
26-30	PRECOGNITION
31-35	REMOTE VIEWING
36-40	WILD TALENT
41-45	EMPATHY
46-50	TELEKINESIS
51-55	PYROKINESIS
56-60	CRYOKINESIS
56-65	PSI LINKING
66-70	HEALING
71-75	SELF CONTROL
76-80	MIND CONTROL
81-85	SPECTRALKINESIS
86-90	PSI SHIELDING
91-95	PSI TAP
96-97	ATTACK
98	LEECH
99	TELEPORT
00	MIND TRANSFER

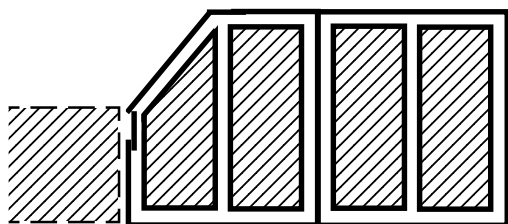
No Matter What you Roll these CHANCE RULES are Always in Place

A d100 Roll of 01-02 is always a **SUCCESS** no matter the modifier.

A d100 Roll of 99-00 is always a **FAILURE** no matter the modifier.

GAME SHIELD

Copy onto Card Stock. Cut angle .25 inch from line. Join with tape or laminate left and right sides seperately as a fifth shield segment is included in each TTS Concept Game



GM RIGHT SIDE
PLAYER RIGHT

**TTS
GAME
SYSTEM
SHIELD**

©2000 Tri Tac Games

BODY AREAS

01-10 (A) HEAD

90% Kills or Triple Damage

11-13 (B) UPPER CHEST/NECK

75% Kills or Double Damage

14-24 (C1) INNER CHEST

80% Kills or Double Damage

25-44 (C2) OUTER CHEST

30% Kills or Normal Damage

45-52 (D) ABDOMEN INNER

45% Kills or Double Damage

53-59 (E) ABDOMEN OUTER

20% Kills or Double Damage

60-74 (F) ARM

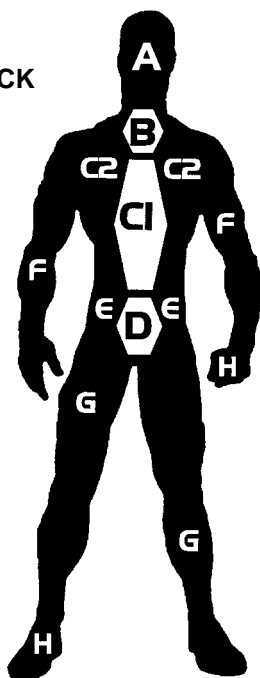
05% Kills or Half Damage

75-95 (G) LEG

05% Kills Normal Damage

96-00 (H) HAND/FOOT

0% Kills Normal Damage



OPTIONAL MODIFIERS FOR COVER AND ACCURACY

SIZE

Very Small	-20
Small	-10
Medium	+0
Large	+10
Gigantic	+20

SPEED

Very SLOW	+20
Slow	+10
Medium	+0
Fast	-10
Lightning Fast	-20

DISTANCE

Point Blank	+20
Very Short	+15
Short	+10
Medium	-05
Long	-10
Extreme	-20

TERRAIN

Grass, High (crops)	-20
Hills	-10
Hills, Low	-05
Rocky	-10
Mountainous	-15
Jungle	-15
Jungle, Dense	-20
Sandy	-05
Sand Dunes	-10
Swamp	-05
Swamp, Dense	-10
Swamp, Tropical	-15
Trees, Wide Spaced	-05
Trees, Light Forest	-05
Trees, Heavy Forest	-10
Trees, Coniferous	-15
Tundra	+0

WEATHER

Fog, Light	-10
Fog, Medium	-20
Fog, Heavy	-30
Light, Attacker Facing Bright	-15
Light, Target Silhouetted	+10

**FAST
Stun & Kill**

01-02	GRAZE 10% Chance Stun
03-04	MINOR WOUND 20% Chance Stun

05-08	SERIOUS WOUND 40% Chance Stun
07-08	CRITICAL WOUND 80% Chance Stun

09	DEATH 10% Chance Last Act
10	INSTANT DEATH Victim Killed Instantly

Rain, Light	-10
Rain, Heavy	-20
Rain, Downpour	-30
Smog, Light	-10
Smog, Heavy	-15
Snow, Dry	-05
Snow, Wet	-10
Snow, Heavy	-15
Snow, Blizzard	-30
Sunny, Clear	n/a
Sunny, Hazy	-05
Water, Clear, (Target Submerged)	-10
Water, Murky, (Target Submerged)	-20
Wind	-05
Wind, High	-15
Wind, Hurricane	-35
Sand, Windblown (No Eye Protection)	-30
Sand, Windblown (Eye Protection)	-15
Smoke	-10
Smoke, Dense	-30
Smoke, Dense, & High Heat	-40

CITIES

Close Buildings	-05
Cobblestones	-05
Falling Target	-20
Jumping Target	-20
Target Recovering From Fall	+10
Ladder / Rope (Climbing)	-05
Ladder / Rope (Descending)	+05
Rope,Swinging	-30
Night, Overcast	-30
Roof, Minor Incline	-10
Roof, Major Incline	-20
Rubbish, Low	-15
Rubbish, High	-25
Steps	-10
Steps Narrow	-15
Swimming	-15
Moonlight, Clear / Bright	-15
Moonlight, Shadowy	-25
Dawn / Dusk	-10
Water, Waist Deep	-05
Crowd, Light	-15
Crowd, Dense	-30
Crowd, Panic	-50

VEHICLES

Fast Moving (Target Inside)	-20
Slow Moving (Target Inside)	-10
Fast Moving (Attacker Inside)	-20
Slow Moving (Attacker Inside)	-10
Animal Back/Motorcycle	-20
Aircraft/Helicopter	-30

ROAD

Dirt Road	-05
Rough Road	-15
Cratered Road	-30
Off Road	-20

DEVICES

Aimed Shots	+05
Optical Scope	+20
Laser Sight	+20



TARGET IS STANDING

+05	CloseRange
+0	Medium Range
-05	Far Range

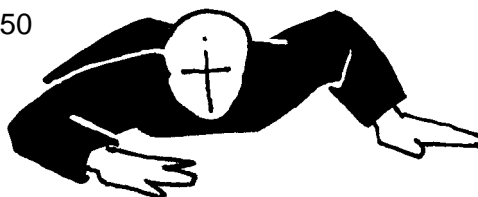
TARGET IS CROUCHING

+0	CloseRange
-10	Medium Range
-15	Far Range



TARGET IS PRONE

-05	CloseRange
-10	Medium Range
-20	Far Range



Remember that these Accuracy Modifiers are OPTIONAL for Game Play

Use these Modifiers for Firearms and Projectile Weapons

Try Not to use them all ---Remember they are Optional