

## QUICK-START GUIDE

**1. Choose whether you wish to use a Character Template or generate a Custom Character.**

**2. Generate Ability Scores (Str, Dex, Con, Int, Wis, Cha)**

**Method A:** Roll 3d6 and arrange as you wish.

**Method B:** Roll 4d6 and drop the lowest, in order.

If you do not have at least one 16 or higher, you may replace one score with a 16. If you do not like the scores rolled, discard the set and start again.

You may choose to make an older character and modify your abilities accordingly (see Age).

Every attribute has a modifier equal to (attribute / 2, round down) - 5.

**3. Generate Secondary Attributes**

**Starting SAN:** The higher of (Wis x 5) or (Cha x 5).

**Maximum SAN:** Starts at 100.

**Sanity Threshold:** Wis / 2.

**Move:** 6 squares unless modified by size or feat.

**Attack Bonuses:**

**Melee:** BAB (3/4 level, rounded down) + Str modifier {+ special size modifier for Grapple}

**Ranged:** BAB (3/4 level, rounded down) + Dex modifier

**Arcane:** BAB (3/4 level, rounded down) + Cha modifier

BAB starts at 0 unless you take the Improved BAB feat.



**Defense Scores:**

**Reflex (Ref):** 10 + Dex modifier + your level + Ref defense bonus

**Willpower (Will):** 10 + Wis modifier + your level + Will defense bonus

**Fortitude (Fort):** 10 + Con modifier + your level + Fort defense bonus

Your defense bonuses are determined by your character template. If generating a custom character, you have 4 points to allocate to defense bonuses, with no more than +3 on any one bonus.

**Damage Threshold:** Equal to Fort defense unless modified by feats or equipment.

**4. Determine Hit Die/Hit Points**

Determined by your character template. If generating a custom character, your hit die is d6 and your starting hit points are (18 + Con mod), unless you take the Improved Hit Die feat.

**5. Choose Five (+Int mod) Trained Skills**

Determined by your character template. If generating a custom character, you have your choice of (5 + Int mod) trained skills. You get +5 to checks made with those skills, as well as access to "trained only" applications of those skills.

**6. Choose Five Feats**

Determined by your character template. If generating a custom character, you begin with Weapon Familiarity (Simple) and your choice of five feats for which you meet the prerequisites.

**7. Choose Flaws (If Any)**

You are not required to take a flaw. If you choose to, however, you gain a bonus feat for each flaw you take. You may take up to two flaws total.

**8. Flesh Out Character**

Characters need at least a name, equipment, and known languages (if any). An interesting hook, background, description, or connection to the rest of the group is also desirable.

Level	XP	BAB	Awards
1 <sup>st</sup>	0	+0	Starting feats and skills
2 <sup>nd</sup>	1,000	+1	+1 skill checks
3 <sup>rd</sup>	3,000	+2	Feat
4 <sup>th</sup>	6,000	+3	+1 skill checks, +1 to 2 ability scores
5 <sup>th</sup>	10,000	+3	Feat
6 <sup>th</sup>	15,000	+4	+1 skill checks
7 <sup>th</sup>	21,000	+5	Feat
8 <sup>th</sup>	28,000	+6	+1 skill checks, +1 to 2 ability scores
9 <sup>th</sup>	36,000	+6	Feat
10 <sup>th</sup>	45,000	+7	+1 skill checks
11 <sup>th</sup>	55,000	+8	Feat
12 <sup>th</sup>	66,000	+9	+1 skill checks, +1 to 2 ability scores
13 <sup>th</sup>	78,000	+9	Feat
14 <sup>th</sup>	91,000	+10	+1 skill checks
15 <sup>th</sup>	105,000	+11	Feat
16 <sup>th</sup>	120,000	+12	+1 skill checks, +1 to 2 ability scores
17 <sup>th</sup>	136,000	+12	Feat
18 <sup>th</sup>	153,000	+13	+1 skill checks
19 <sup>th</sup>	171,000	+14	Feat
20 <sup>th</sup>	190,000	+15	+1 skill checks, +1 to 2 ability scores



## Actions/Round

Full-Round *or*

Standard + Move *or*

Move + Move *or*

3 Swift Actions

## You May Trade:

Standard -> Move

Standard -> 2 Swift

Move -> 2 Swift

You get 1 Swift action per round for free.

## Special Actions

**Free:** You may take a reasonable number of free actions on your own turn.

**Reaction:** You take a reaction immediately, whether or not it's your turn.

## Second Wind

Once per day, if you are reduced to 1/2 your maximum hit points or less, you can catch a second wind as a swift action. This heals 1/4 your total hp (rounded down) or the total of your Con score, whichever is higher.

## Natural Healing

Once/day, a living creature with no persistent conditions who gets 8 consecutive, uninterrupted hours of rest regains its level in hp. The Treat Injury skill can also regain lost hp.

# UNCANNY Midnight Tales

by John "The Gneech" Robey

## Standard Actions

**Aid Another:** To aid an ally's next skill check or attack roll, make the same kind of skill check or an attack against DC 10; if successful, your ally gets +2 on their next roll. You can't take 10 to aid another.

**Aid Another (Suppress Enemy):** Select an opponent and make an attack against Ref defense 10. If successful, that opponent takes -2 to their next attack roll.

**Attack a Target:** Most normal attacks require a single standard action.

**Attack a Held/Carried Object:** A held, carried, or worn object has a Ref defense of 10 + its size modifier + the Ref defense of the holder (not counting armor or natural armor).

**Charge:** Move your speed (minimum 2 squares) in a straight line, then make a melee attack at the end of your movement. You gain +2 to your attack roll and -2 to your Ref defense until the start of your next turn. You cannot charge through low objects, obstructed terrain, or squares occupied by enemies, but allies do not hinder your charge.

**Disarm:** Make a normal melee attack roll against your opponent, who gets +10 to their Ref defense. If your opponent is holding the weapon with more than one hand, you get -5 to your attack roll. If the attack succeeds, your opponent is disarmed. If you disarm your opponent with an unarmed attack, you take the weapon. Otherwise it's at your opponent's feet.

**Fight Defensively:** Take -5 to your attack rolls to get a +2 dodge bonus to your Ref defense until the start of your next turn, or take no attacks (also called Full Defense) to get a +5 bonus. If you are trained in Acrobatics, you get a +5 dodge bonus when you fight defensively, or +10 for Full Defense.

**Grab:** A grab is treated as an unarmed attack except it doesn't deal damage and you take -5 to the attack roll. You can only grab one opponent up to one size larger than yourself. Until it breaks the grab, the target takes -2 attack rolls unless it uses a natural or light weapon, and it cannot move. Breaking the grab is a standard action and automatically clears one grabber per level (of the target's choice).

**Grapple:** A grapple attack is an improved version of the grab attack. You can only make a grapple attack if you have the Pin or the Trip feat. A grappling attack is treated as an unarmed attack except that it deals no damage. If the grappling attack hits, you and the target both make opposed grapple checks. If your check equals or exceeds the target's check result, the target is grappled. The effect depends on the specific feat or combination you are using. Alternatively, if you are armed with a light weapon, you may deal damage with that weapon if you win the opposed check; no attack roll is necessary.

## Move Actions

**Move:** Move from 1 square up to your speed as a move action. (*Saga Edition* does not include a 5' step.) Climbing, jumping, or swimming are also covered by this action.

**Manipulate an Item:** Includes drawing/holstering a weapon, picking up an object, opening a door, switch weapon modes (automatic to single fire), etc.

**Stand Up:** Standing up from a prone position requires a move action; if you are trained in Acrobatics, you can stand as a swift action with a DC 15 Acrobatics check.

**Withdraw:** You can withdraw from combat as a move action. The first 1 square of your movement must take you out of your opponent's threatened area by the shortest possible route. If you must move more than 1 square to escape the threatened area, you can't withdraw and must move normally (possibly provoking an attack of opportunity).

## Swift Actions

**Activate an Item:** Starting a car, turning on a flashlight, etc.

**Aim (2 swift actions):** Take 2 consecutive swift actions in the same round to more carefully line up a ranged attack. When you do, you ignore all cover bonuses to your target's Ref defense on the next attack. You lose the benefits of aiming if you lose line of sight or if you take any other action before making your attack.

**Catch a Second Wind:** Once per day, if you are reduced to 1/2 or less your maximum hp, you may spend a swift action to heal 1/4 of your total hp (rounded down) or your Con score, whichever is higher.

**Drop an Item:** You can drop an item so it falls in your fighting space or an adjacent square.

**Fall Prone:** Falling prone is a swift action; if you are trained in Acrobatics, you can fall prone as a free action with a DC 15 Acrobatics check.

**Recover (3 swift actions):** If you are not afflicted by a persistent condition, you can spend three swift actions in the same round or across consecutive rounds to move +1 step on the condition track.

## Full-Round Actions

**Coup de Grace:** You can use a melee weapon (or ranged weapon if you are adjacent to your target) to deliver a *coup de grace* to a helpless target. You automatically score a critical hit, dealing double damage. A defender reduced to 0 hp by a *coup de grace*, or who is already unconscious or disabled, dies instantly.

**Full Attack:** As a full-round action, you can make more than one attack. You must be wielding two weapons or a double weapon (such as a quarterstaff) or using a special ability that grants extra attacks. You may resolve your attacks in any order desired, declaring the target of each attack immediately before making the attack roll. Extra attacks granted from different sources are cumulative. Any penalties associated with gaining an extra attack apply to all attacks that character makes until the start of his next turn.

**Run:** You can run as a full-round action, moving up to four times your speed in a straight line (or three times your speed in a straight line if wearing heavy armor or carrying a heavy load).

## Optional Critical Hit Effects

Option	Description
Adrenalin Surge	You gain a +1 morale bonus to all attacks, defense scores, damage, skill, and ability checks until the end of your next round. If below 1/2 hit points, you also regain hit points equal to your level.
Bleeding Wound	Every turn, as a free action, roll d20 + 1/2 your level vs. the target's Fort defense to make them bleed for an additional 1d4 damage (plus your level bonus for damage). On any turn this attack misses, the wound stops bleeding.
Blinded	As a reaction, roll d20 + 1/2 your level vs. the target's Fort defense. If successful, they are blinded for 1d4+1 rounds. If failed, no extra damage. (Alternatively, the target may be deafened instead of blinded.)
Bull Rush	As a reaction, get a free bull rush against your target as if you had the Bull Rush feat, regardless of whether you meet the prerequisites. You do not need to be able to reach the target – a ranged attack may have forced them to jump away from it. (Note that you can only perform a bull rush on a target up to one size larger than yourself.)
Cleave	As a reaction, if your normal damage drops your foe, you may immediately make an identical attack against another foe. Unlike the regular cleave feat, you may do this in ranged combat as well, as long as your weapon can fire again.
Daze	As a free action, roll d20 + your level vs. the target's Fort def to leave them dazed for one round in pain or surprise. Only works on creatures of size large or smaller.
Declaw	Target may not use one of its natural attacks (bite, claw, etc.) of your choice until it takes a second wind.
Disarm	As a reaction, get a free disarm attempt against your opponent as if you had the Improved Disarm feat, regardless of whether you meet the prerequisites. You do not need to be able to reach the target – a ranged attack that strikes their arm may force them to drop their weapon, for instance.
Evade	Gain a +5 dodge bonus to your Ref defense until the end of your next round.
Hurt	If the target is at the top of the condition track, they immediately move -1 persistent step down the condition track. This only works on creatures of size large or smaller.
Leg Injury	Foe loses 1 square of movement. This effect may stack with itself. Only works on creatures of size large or smaller.
Slowed	Target may only take a single standard action, a single move action, or 2 swift actions on their next turn.
Trip	As a reaction, get a free trip attempt on your target as if you had the Trip feat, regardless of whether you meet the prerequisites.
Triple Critical	Roll your attack again with the exact same modifiers and defense values. If this second attack succeeds, do triple damage instead of double. If it fails, do no extra damage.
Woozy	Foe takes a -2 penalty to all attacks, defense scores, damage, skill, and ability checks for 1d4+1 rounds. This does not stack with condition track penalties. This only works on creatures of size large or smaller.

## CONDITION TRACK

<b>NORMAL</b> No modifiers.	+0
<b>-1</b> To all Defenses, attacks, skill or ability checks.	-1
<b>-2</b> To all Defenses, attacks, skill or ability checks.	-2
<b>-5</b> To all Defenses, attacks, skill or ability checks.	-5
<b>-10</b> To all Defenses, attacks, skill or ability checks. Move at 1/2 speed.	-10
<b>HELPLESS</b> Unconscious or slain.	n/a



Simple Melee	Dmg	Size	Type	Price	Notes
Unarmed Strike	1d4	small	bludgeoning	n/a	small creatures: 1d3
Brass Knuckles	1d6	small	bludgeoning	\$1	small creatures: 1d4
Knife	1d6	tiny	slashing/piercing	\$2	may be thrown
Sap	1d6	tiny	bludgeoning	\$1	
Club/baton	1d6	tiny	bludgeoning	\$1	
Hatchet	1d6	small	slashing	\$3	
Mace/bat	1d8	medium	bludgeoning	\$3	bat is 2-handed
Spear	1d8	medium	piercing	\$5	may be thrown
Gun butt (pistol)	1d6	small	bludgeoning	per gun	
Gun butt (rifle)	1d8	medium	bludgeoning	per gun	2-handed
Quarterstaff	1d6/1d6	large	bludgeoning	\$2	double weapon
Simple Ranged	Dmg	Size	Type	Price	Notes
Sling	1d4	small	bludgeoning	n/a	
Bow	1d8	medium	piercing	\$1	2-handed
Hand Grenade	4d6	tiny	slashing	\$8	thrown, area effect, 2-sq. radius
Advanced Melee	Dmg	Size	Type	Price	Notes
Axe (wood or fire)	2d8	medium	slashing	\$6	2-handed
Dagger	2d4	small	slashing/piercing	\$4	may be thrown
Machete	2d6	small	slashing	\$1	
Morningstar	2d8	medium	bludgeoning/piercing	\$15	
Rapier	2d6	medium	piercing	\$6	small for purposes of Weapon Finesse
Sword	2d8	medium	slashing/piercing	\$15	

Default Weapon Ranges				
Type	Point Blank (+0)	Short (-2)	Medium (-5)	Long (-10)
Thrown <sup>1</sup>	0-6 squares	7-8 squares	9-10 squares	11-12 squares
Simple Weapons	0-6 squares	7-24 squares	25-50 squares	51-80 squares
Pistols	0-10 squares	11-30 squares	31-60 squares	61-80 squares
Rifles	0-20 squares	21-60 squares	61-150 squares	151-300 squares
Heavy Weapons	0-50 squares	51-100 squares	101-250 squares	251-500 squares

<sup>1</sup>Includes grenades and thrown melee weapons such as knives or spears.

Target Condition	Modifier
Disabled/Unconscious	Target is considered helpless
Flanked	You get +2 on melee attacks against target
Flat-footed	Target is denied Dex bonus to Ref defense
Has concealment	You take -2 to attack rolls/-5 to Perception checks against target
Has cover	Target gains +5 cover bonus to Ref defense
Has improved cover	Target gains +10 cover bonus to Ref defense
Has total concealment	You take -5 to attack rolls and Perception checks against target
Has total cover	Target cannot be attacked
Helpless	Target is prone and denied Dex bonus to Ref defense. Target's Dex is treated as 0, giving it a -5 Dex mod to Ref defense.
Prone	You get +5 to melee attacks/-5 to ranged attacks against target

## Common Firearms (Piercing Damage)

Pistol	Dmg	Size	Rounds	Price	Notes
Derringer	3d4	tiny	2	\$20	range as simple weapon, swift action to cock hammer
small revolver (.38 Colt)	3d4	small	6	\$25	
large revolver (.45 Colt, Webley)	3d6	small	6	\$30	
small semiautomatic (.45 Colt)	3d6	small	8	\$45	
large semiautomatic (Po8 Luger)	3d8	medium	8	\$60	
Rifle	Dmg	Size	Rounds	Price	Notes
Lever-action Carbine (Winchester)	3d6	medium	5	\$28	2 swift actions to chamber round
Bolt-Action Civilian (Mauser M1898)	3d8	medium	5	\$40	1 swift action to chamber round
Bolt-Action Military (Lee-Enfield Mk III)	3d8	medium	10	\$50	1 swift action to chamber round

Shotgun	Damage <sup>1</sup>	Size	Rounds	Price	Notes
12-Gauge (Winchester pump-action)	3d8/3d6/2d6/1d6	medium	5	\$45	range as pistol, 2 swift actions to chamber a round
Short-barrel 12-Gauge	4d8/3d6/2d6/1d6	medium	5	\$45	range as simple weapon, 2 swift actions to chamber a round
Double-barrel 12-Gauge	3d8/3d6/2d6/1d6	medium	2	\$45	may fire both barrels without chambering; then requires reload
Browning Auto-5 Shotgun	3d8/2d8/1d8/1d6	medium	4	\$60	range as pistol

<sup>1</sup>Shotgun damage is listed by range band: PB/S/M/L. Solid slug ammunition does the "short" range damage at all ranges.

Explosive	Dmg	Size	Price	Notes
"Molotov Cocktail"	2d6	tiny	n/a	thrown, area effect, 1 square radius, catch fire (SWSE p. 255)
Dynamite Stick	5d6	tiny	\$1	area effect, 1 square; may be thrown
Dynamite Pack (three sticks)	8d6	small	\$3	area effect, 1 square; 1 square splash radius
Dynamite Pack (per additional +3 sticks)	+1d6	(var.)	+\$3	+1 square splash radius

## Military Firearms (Piercing Damage)

Weapon	Dmg	Size	Rounds	Price	Notes
Thompson M1921	3d6	medium	20, 30, or 50	\$225	autofire, range as pistol
M1918 Browning Auto.	3d8	large	20	\$180	autofire, range as rifle, restricted to military, bipod mount

## Exotic Weapons

Weapon	Dmg	Size	Type	Price	Notes
Bullwhip	1d6	medium	slashing	\$3	reach 3 squares (cannot hit adjacent squares), may pin or trip
Flamethrower	3d6	large	fire	\$500	7-square line, all within effect catch fire (SWSE p. 255), 2-handed, restricted to military, 10 uses



Vehicle Action	Type
All-out Movement	Full round
Attack run	Standard
Attack with vehicle weapon	Standard
Avoid collision	Reaction
Dogfight	Standard
Full stop	Swift
Increase vehicle speed	Swift
Move	Move
Ram	Full round
Quick-Fix ("Reroute Power")	3 swift

## THE SKILL LIST

Skill	Attribute	Untrained?
Acrobatics	Dex	some
Climb	Str	yes
Deception	Cha	yes
Decipher Script	Int	no
Drive	Dex	some
Endurance	Con	yes
Gather Information	Cha	yes
Initiative	Dex	yes
Jump	Str	yes
Knowledge	Int	some
-Anthropology, Archeology, Bureaucracy, Geography, History, Mythos*, Occult, Religion, Science, (Specialty), Tactics, Worldly		
Mechanics	Int	some
Perception	Wis	some
Perform	Cha	some
Persuasion	Cha	yes
Photography	Wis	no
Psychoanalysis	Wis	some
Pilot	Dex	some
Ride	Dex	yes
Security	Int	some
Stealth	Dex	yes
Survival	Wis	some
Swim	Str	yes
Treat Injury	Wis	some

Sanity Award	Amount
None	-
Low	1 point
Typical	1d4
High	1d6
Very High	2d4
Extreme	2d6
Maximum	2d8
Accomplished major goal(s)	+1 step
No "Mythos" elements this adventure	+1 step
"High stress" adventure	+1 step
Extreme SAN loss	+1 step
Failed major goal(s)	-2 steps
Failed minor goal(s)	-1 steps
"Low stress" adventure	-1 step
No SAN loss	-2 steps

SAN Loss <sup>1</sup>	Shocking Situation
0/1d2	Surprised to find mangled animal carcass
0/1d3	Surprised to find human corpse
0/1d3	Surprised to find human body part
0/1d4	Finding a stream flowing with blood
1/1d4+1	Finding a mangled human corpse
0/1d6	Awakening trapped in a coffin
0/1d6	Witnessing a friend's violent death
1/1d6	Seeing a ghoul
1/1d6+1	Meeting someone you know to be dead
0/1d10	Undergoing severe torture
1/d10	Seeing a corpse rise from its grave
2/2d10+1	Seeing a gigantic severed head fall from the sky
1d10/d%	Seeing an evil deity

<sup>1</sup>Loss on a successful check/loss on a failed check.

Experience	XP Award <sup>1</sup>
Minor Goal/Encounter	100
Key Goal/Encounter	300
Major Goal/Encounter	500
Per Session <sup>2</sup>	100
Roleplaying Bonus <sup>2</sup>	100

<sup>1</sup>This is the base award. Multiply by the average level of the party and divide by the number of characters to determine individual XP.  
<sup>2</sup>This is awarded at the end of each session; the others are only awarded at the completion of a scenario.

1d20	Random Temporary Insanity
1	Character faints (can be awakened by vigorous action taking 1 round; thereafter, character is -1 persistent step down the condition track until duration expires).
2	Character has a screaming fit.
3	Character flees in panic.
4	Character becomes paranoid.
5	Character shows physical hysterics or emotional outburst (laughing, crying, and so on).
6	Character babbles in incoherent rapid speech or in logorrhea (a torrent of coherent speech).
7	Character develops an attachment to a "lucky charm" (embraces object, type of object, or person as a safety blanket) and cannot function without it.
8	Character gripped by intense phobia, perhaps rooting them to the spot.
9	Character becomes homicidal, dealing harm to nearest person as efficiently as possible.
10	Character has hallucinations or delusions (details at the discretion of the GM).
11	Character gripped with echopraxia or echolalia (saying or doing whatever those nearby say or do).

Sanity Check	SANITY SCORE						Ranks in Knowledge (Mythos)
+19	100	99	98	97	96	0	
+18	95	94	93	92	91	1	
+17	90	89	88	87	86	2	
+16	85	84	83	82	81	3	
+15	80	79	78	77	76	4	
+14	75	74	73	72	71	5	
+13	70	69	68	67	66	6	
+12	65	64	63	62	61	7	
+11	60	59	58	57	56	8	
+10	55	54	53	52	51	9	
+9	50	49	48	47	46	10	
+8	45	44	43	42	41	11	
+7	40	39	38	37	38	12	
+6	35	34	33	32	31	13	
+5	30	29	28	27	26	14	
+4	25	24	23	22	21	15	
+3	20	19	18	17	16	16	
+2	15	14	13	12	11	17	
+1	10	9	8	7	6	18	
+0	5	4	3	2	1	19	
n/a	INSANE						20

1d20	Random Temporary Insanity
12	Character gripped with strange or deviant eating desire (dirt, slime, cannibalism, and so on).
13	Character performs compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, constantly checking to see if gun is loaded, and so on).
14	Character develops psychosomatic blindness, deafness, or the loss of the use of a limb or limbs.
15	Character loses ability to communicate via speech or writing.
16	Character has uncontrollable tics or tremors (-5 to all Str- or Dex-based skills, checks, attack rolls, and Ref defense).
17	Character has amnesia (memories of intimates usually lost first; Knowledge skills useless).
18	Character falls into a stupor (assumes fetal position, oblivious to events around them).
19	Character becomes catatonic (can stand but has no will or interest; may be led or forced to simple actions but takes no independent action).
20	Roll twice and combine.

Actions/Round
Full-Round <i>or</i>
Standard + Move <i>or</i>
Move + Move <i>or</i>
3 Swift Actions
<b>You May Trade:</b>
Standard -> Move
Standard -> 2 Swift
Move -> 2 Swift
You get 1 Swift action per round for free.
<b>Special Actions</b>
<b>Free:</b> You may take a reasonable number of free actions on your own turn.
<b>Reaction:</b> You take a reaction immediately, whether or not it's your turn.

Second Wind
Once per day, if you are reduced to 1/2 your maximum hit points or less, you can catch a second wind as a swift action. This heals 1/4 your total hp (rounded down) or the total of your Con score, whichever is higher.

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Once/day, a living creature with no persistent conditions who gets 8 consecutive, uninterrupted hours of rest regains its level in hp. The Treat Injury skill can also regain lost hp.

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**Aid Another (Suppress Enemy):** Select an opponent and make an attack against Ref defense 10. If successful, that opponent takes -2 to their next attack roll.

**Attack a Target:** Most normal attacks require a single standard action.

**Attack a Held/Carried Object:** A held, carried, or worn object has a Ref defense of 10 + its size modifier + the Ref defense of the holder (not counting armor or natural armor).

**Charge:** Move your speed (minimum 2 squares) in a straight line, then make a melee attack at the end of your movement. You gain +2 to your attack roll and -2 to your Ref defense until the start of your next turn. You cannot charge through low objects, obstructed terrain, or squares occupied by enemies, but allies do not hinder your charge.

**Disarm:** Make a normal melee attack roll against your opponent, who gets +10 to their Ref defense. If your opponent is holding the weapon with more than one hand, you get -5 to your attack roll. If the attack succeeds, your opponent is disarmed. If you disarm your opponent with an unarmed attack, you take the weapon. Otherwise it's at your opponent's feet.

**Fight Defensively:** Take -5 to your attack rolls to get a +2 dodge bonus to your Ref defense until the start of your next turn, or take no attacks (also called Full Defense) to get a +5 bonus. If you are trained in Acrobatics, you get a +5 dodge bonus when you fight defensively, or +10 for Full Defense.

**Grab:** A grab is treated as an unarmed attack except it doesn't deal damage and you take -5 to the attack roll. You can only grab one opponent up to one size larger than yourself. Until it breaks the grab, the target takes -2 attack rolls unless it uses a natural or light weapon, and it cannot move. Breaking the grab is a standard action and automatically clears one grabber per level (of the target's choice).

**Grapple:** A grapple attack is an improved version of the grab attack. You can only make a grapple attack if you have the Pin or the Trip feat. A grappling attack is treated as an unarmed attack except that it deals no damage. If the grappling attack hits, you and the target both make opposed grapple checks. If your check equals or exceeds the target's check result, the target is grappled. The effect depends on the specific feat or combination you are using. Alternatively, if you are armed with a light weapon, you may deal damage with that weapon if you win the opposed check; no attack roll is necessary.

## Move Actions

**Move:** Move from 1 square up to your speed as a move action. (*Saga Edition* does not include a 5' step.) Climbing, jumping, or swimming are also covered by this action.

**Manipulate an Item:** Includes drawing/holstering a weapon, picking up an object, opening a door, switch weapon modes (automatic to single fire), etc.

**Stand Up:** Standing up from a prone position requires a move action; if you are trained in Acrobatics, you can stand as a swift action with a DC 15 Acrobatics check.

**Withdraw:** You can withdraw from combat as a move action. The first 1 square of your movement must take you out of your opponent's threatened area by the shortest possible route. If you must move more than 1 square to escape the threatened area, you can't withdraw and must move normally (possibly provoking an attack of opportunity).

## Swift Actions

**Activate an Item:** Starting a car, turning on a flashlight, etc.

**Aim (2 swift actions):** Take 2 consecutive swift actions in the same round to more carefully line up a ranged attack. When you do, you ignore all cover bonuses to your target's Ref defense on the next attack. You lose the benefits of aiming if you lose line of sight or if you take any other action before making your attack.

**Catch a Second Wind:** Once per day, if you are reduced to 1/2 or less your maximum hp, you may spend a swift action to heal 1/4 of your total hp (rounded down) or your Con score, whichever is higher.

**Drop an Item:** You can drop an item so it falls in your fighting space or an adjacent square.

**Fall Prone:** Falling prone is a swift action; if you are trained in Acrobatics, you can fall prone as a free action with a DC 15 Acrobatics check.

**Recover (3 swift actions):** If you are not afflicted by a persistent condition, you can spend three swift actions in the same round or across consecutive rounds to move +1 step on the condition track.

## Full-Round Actions

**Coup de Grace:** You can use a melee weapon (or ranged weapon if you are adjacent to your target) to deliver a *coup de grace* to a helpless target. You automatically score a critical hit, dealing double damage. A defender reduced to 0 hp by a *coup de grace*, or who is already unconscious or disabled, dies instantly.

**Full Attack:** As a full-round action, you can make more than one attack. You must be wielding two weapons or a double weapon (such as a quarterstaff) or using a special ability that grants extra attacks. You may resolve your attacks in any order desired, declaring the target of each attack immediately before making the attack roll. Extra attacks granted from different sources are cumulative. Any penalties associated with gaining an extra attack apply to all attacks that character makes until the start of his next turn.

**Run:** You can run as a full-round action, moving up to four times your speed in a straight line (or three times your speed in a straight line if wearing heavy armor or carrying a heavy load).

## Optional Critical Hit Effects

Option	Description
Adrenalin Surge	You gain a +1 morale bonus to all attacks, defense scores, damage, skill, and ability checks until the end of your next round. If below 1/2 hit points, you also regain hit points equal to your level.
Bleeding Wound	Every turn, as a free action, roll d20 + 1/2 your level vs. the target's Fort defense to make them bleed for an additional 1d4 damage (plus your level bonus for damage). On any turn this attack misses, the wound stops bleeding.
Blinded	As a reaction, roll d20 + 1/2 your level vs. the target's Fort defense. If successful, they are blinded for 1d4+1 rounds. If failed, no extra damage. (Alternatively, the target may be deafened instead of blinded.)
Bull Rush	As a reaction, get a free bull rush against your target as if you had the Bull Rush feat, regardless of whether you meet the prerequisites. You do not need to be able to reach the target – a ranged attack may have forced them to jump away from it. (Note that you can only perform a bull rush on a target up to one size larger than yourself.)
Cleave	As a reaction, if your normal damage drops your foe, you may immediately make an identical attack against another foe. Unlike the regular cleave feat, you may do this in ranged combat as well, as long as your weapon can fire again.
Daze	As a free action, roll d20 + your level vs. the target's Fort def to leave them dazed for one round in pain or surprise. Only works on creatures of size large or smaller.
Declaw	Target may not use one of its natural attacks (bite, claw, etc.) of your choice until it takes a second wound.
Disarm	As a reaction, get a free disarm attempt against your opponent as if you had the Improved Disarm feat, regardless of whether you meet the prerequisites. You do not need to be able to reach the target – a ranged attack that strikes their arm may force them to drop their weapon, for instance.
Evade	Gain a +5 dodge bonus to your Ref defense until the end of your next round.
Hurt	If the target is at the top of the condition track, they immediately move -1 persistent step down the condition track. This only works on creatures of size large or smaller.
Leg Injury	Foe loses 1 square of movement. This effect may stack with itself. Only works on creatures of size large or smaller.
Slowed	Target may only take a single standard action, a single move action, or 2 swift actions on their next turn.
Trip	As a reaction, get a free trip attempt on your target as if you had the Trip feat, regardless of whether you meet the prerequisites.
Triple Critical	Roll your attack again with the exact same modifiers and defense values. If this second attack succeeds, do triple damage instead of double. If it fails, do no extra damage.
Woozy	Foe takes a -2 penalty to all attacks, defense scores, damage, skill, and ability checks for 1d4+1 rounds. This does not stack with condition track penalties. This only works on creatures of size large or smaller.

## CONDITION TRACK

<b>NORMAL</b> No modifiers.	<b>+0</b>
<b>-1</b> To all Defenses, attacks, skill or ability checks.	<b>-1</b>
<b>-2</b> To all Defenses, attacks, skill or ability checks.	<b>-2</b>
<b>-5</b> To all Defenses, attacks, skill or ability checks.	<b>-5</b>
<b>-10</b> To all Defenses, attacks, skill or ability checks. Move at 1/2 speed.	<b>-10</b>
<b>HELPLESS</b> Unconscious or slain.	<b>n/a</b>

Hazard	Effect
Acid	Each round attack +5 vs. target's Fort defense; 2d8 acid damage on success, or 1/2 on miss until acid is washed off or treated (Treat Injury DC 15, requires first aid kit).
Blindness	Blinded creature can't see; takes -2 to Ref defense and loses Dex bonus to Ref defense, moves at 1/2 speed, and takes -5 to Perception checks. All opponents have total concealment.
Falling	Attack +20 vs. target's Fort defense; 1d6 for every 2 squares fallen on success, or 1/2 on miss.
Fire	Each round attack +5 vs. Fort defense; 1d6 fire damage on success, or 1/2 on miss until flames are out (putting them out is a full-round action).
Smoke	Each round attack +5 vs. Fort defense; 1d6 damage and move -1 step on condition track on success, or 1/2 and no movement on condition track on miss. All characters in smoke have concealment.

Simple Melee	Dmg	Size	Type	Price	Notes
Unarmed Strike	1d4	small	bludgeoning	n/a	small creatures: 1d3
Brass Knuckles	1d6	small	bludgeoning	\$1	small creatures: 1d4
Knife	1d6	tiny	slashing/piercing	\$2	may be thrown
Sap	1d6	tiny	bludgeoning	\$1	
Club/baton	1d6	tiny	bludgeoning	\$1	
Hatchet	1d6	small	slashing	\$3	
Mace/bat	1d8	medium	bludgeoning	\$3	bat is 2-handed
Spear	1d8	medium	piercing	\$5	may be thrown
Gun butt (pistol)	1d6	small	bludgeoning	per gun	
Gun butt (rifle)	1d8	medium	bludgeoning	per gun	2-handed
Quarterstaff	1d6/1d6	large	bludgeoning	\$2	double weapon
Simple Ranged	Dmg	Size	Type	Price	Notes
Sling	1d4	small	bludgeoning	n/a	
Bow	1d8	medium	piercing	\$1	2-handed
Hand Grenade	4d6	tiny	slashing	\$8	thrown, area effect, 2-sq. radius
Advanced Melee	Dmg	Size	Type	Price	Notes
Axe (wood or fire)	2d8	medium	slashing	\$6	2-handed
Dagger	2d4	small	slashing/piercing	\$4	may be thrown
Machete	2d6	small	slashing	\$1	
Morningstar	2d8	medium	bludgeoning/piercing	\$15	
Rapier	2d6	medium	piercing	\$6	small for purposes of Weapon Finesse
Sword	2d8	medium	slashing/piercing	\$15	

Default Weapon Ranges				
Type	Point Blank (+0)	Short (-2)	Medium (-5)	Long (-10)
Thrown <sup>1</sup>	0-6 squares	7-8 squares	9-10 squares	11-12 squares
Simple Weapons	0-6 squares	7-24 squares	25-50 squares	51-80 squares
Pistols	0-10 squares	11-30 squares	31-60 squares	61-80 squares
Rifles	0-20 squares	21-60 squares	61-150 squares	151-300 squares
Heavy Weapons	0-50 squares	51-100 squares	101-250 squares	251-500 squares

<sup>1</sup>Includes grenades and thrown melee weapons such as knives or spears.

Target Condition	Modifier
Disabled/Unconscious	Target is considered helpless
Flanked	You get +2 on melee attacks against target
Flat-footed	Target is denied Dex bonus to Ref defense
Has concealment	You take -2 to attack rolls/-5 to Perception checks against target
Has cover	Target gains +5 cover bonus to Ref defense
Has improved cover	Target gains +10 cover bonus to Ref defense
Has total concealment	You take -5 to attack rolls and Perception checks against target
Has total cover	Target cannot be attacked
Helpless	Target is prone and denied Dex bonus to Ref defense. Target's Dex is treated as 0, giving it a -5 Dex mod to Ref defense.
Prone	You get +5 to melee attacks/-5 to ranged attacks against target

## Common Firearms (Piercing Damage)

Pistol	Dmg	Size	Rounds	Price	Notes
Derringer	3d4	tiny	2	\$20	range as simple weapon, swift action to cock hammer
small revolver (.38 Colt)	3d4	small	6	\$25	
large revolver (.45 Colt, Webley)	3d6	small	6	\$30	
small semiautomatic (.45 Colt)	3d6	small	8	\$45	
large semiautomatic (Po8 Luger)	3d8	medium	8	\$60	
Rifle	Dmg	Size	Rounds	Price	Notes
Lever-action Carbine (Winchester)	3d6	medium	5	\$28	2 swift actions to chamber round
Bolt-Action Civilian (Mauser M1898)	3d8	medium	5	\$40	1 swift action to chamber round
Bolt-Action Military (Lee-Enfield Mk III)	3d8	medium	10	\$50	1 swift action to chamber round

Shotgun	Damage <sup>1</sup>	Size	Rounds	Price	Notes
12-Gauge (Winchester pump-action)	3d8/3d6/2d6/1d6	medium	5	\$45	range as pistol, 2 swift actions to chamber a round
Short-barrel 12-Gauge	4d8/3d6/2d6/1d6	medium	5	\$45	range as simple weapon, 2 swift actions to chamber a round
Double-barrel 12-Gauge	3d8/3d6/2d6/1d6	medium	2	\$45	may fire both barrels without chambering; then requires reload
Browning Auto-5 Shotgun	3d8/2d8/1d8/1d6	medium	4	\$60	range as pistol

<sup>1</sup>Shotgun damage is listed by range band: PB/S/M/L. Solid slug ammunition does the "short" range damage at all ranges.

Explosive	Dmg	Size	Price	Notes
"Molotov Cocktail"	2d6	tiny	n/a	thrown, area effect, 1 square radius, catch fire (SWSE p. 255)
Dynamite Stick	5d6	tiny	\$1	area effect, 1 square; may be thrown
Dynamite Pack (three sticks)	8d6	small	\$3	area effect, 1 square; 1 square splash radius
Dynamite Pack (per additional +3 sticks)	+1d6	(var.)	+\$3	+1 square splash radius

## Military Firearms (Piercing Damage)

Weapon	Dmg	Size	Rounds	Price	Notes
Thompson M1921	3d6	medium	20, 30, or 50	\$225	autofire, range as pistol
M1918 Browning Auto.	3d8	large	20	\$180	autofire, range as rifle, restricted to military, bipod mount

## Exotic Weapons

Weapon	Dmg	Size	Type	Price	Notes
Bullwhip	1d6	medium	slashing	\$3	reach 3 squares (cannot hit adjacent squares), may pin or trip
Flamethrower	3d6	large	fire	\$500	7-square line, all within effect catch fire (SWSE p. 255), 2-handed, restricted to military, 10 uses

Damage From Falling Objects				
Obj. Size	Example	Attack	Dmg	Str DC
Tiny	Book	-5	1d4	-
Small	Rifle	-2	1d6	-
Medium	Locker	+0	2d6	5
Large	Motorcycle	+2	4d6	10
Huge	Car	+5	8d6	15
Gargantuan	Plane	+10	12d6	20
Colossal	House	+20	20d6	25

Vehicle Action	Type
All-out Movement	Full round
Attack run	Standard
Attack with vehicle weapon	Standard
Avoid collision	Reaction
Dogfight	Standard
Full stop	Swift
Increase vehicle speed	Swift
Move	Move
Ram	Full round
Quick-Fix ("Reroute Power")	3 swift