

MELEE WEAPONS' CHARACTERISTICS

Weapon	Class	Type	Length	Mass	HP	Damage	Cost
Broadsword	A1	S/T	0.8m	1.6kg	30	1D10	65
Cutlass	A1	S	0.6m	1.0kg	25	1D4+1	30
Epee	A1	T	0.9m	0.8kg	30	1D6	36
Foil	A1	T	0.8m	0.7kg	20	1D4+1	28
Longsword	A1	S/T	0.8m	1.0kg	30	1D6	40
Rapier	A1	T	0.8m	1.0kg	30	2D4+1	40
Saber	A1	S	0.7m	1.4kg	30	1D8	49
Scimitar	A1	S	0.9m	1.7kg	30	2D6	77
Small Sword	A1	T	0.7m	0.7kg	30	2D4	29
Bastard Sword	A1-2	S/T	1.0m	2.1kg	25	2D8/2D10	105
Katana	A1-2	S	1.1m	1.4kg	25	2D6/2D8	385
Claymore	A2	S	1.2m	2.9kg	20	2D12+1	174
Greatsword	A2	S	1.6m	2.4kg	20	2D12	168
No-Dachi	A2	S	1.9m	2.2kg	20	2D12	1045
Zweihander	A2	S	2.0m	2.9kg	20	4D6+2	290
Bodkin	B1	T	0.3m	0.4kg	15	1D6+1	6
Dagger	B1	T	0.3m	0.3kg	20	1D6	5
Kukri	B1	S	0.5m	0.6kg	25	1D4+1	15
Long Knife	B1	T	0.6m	0.9kg	20	1D6+1	23
Stiletto	B1	T	0.3m	0.3kg	10	1D4+1	5
Tanto	B1	S	0.3m	0.3kg	20	1D4+1	25
Wakizashi	B1	S	0.7m	1.0kg	30	1D6	175
Battle Axe	C1	S	0.8m	2.1kg	30	2D6-1	17
Broad Axe	C1	S	0.6m	2.2kg	30	1D8+1	13
Double Bladed Axe	C1	S	0.8m	2.6kg	30	1D12	22
Hatchet	C1	S	0.5m	1.7kg	25	2D4-1	9
Tomahawk	C1	S	0.4m	1.5kg	25	1D6	6
Beaked Axe	C2	S	2.3m	2.9kg	25	2D8+3	67
Bearded Axe	C2	S	1.4m	2.3kg	25	2D6+1	32
Halberd	C2	S	2.2m	2.8kg	25	3D6+1	62
Naginata	C2	S/T	2.5m	2.5kg	25	1D12+3	63
Pole Axe	C2	S	2.1m	2.4kg	25	2D8+1	50
Scythe Axe	C2	S	2.4m	2.4kg	25	4D6-2	58
Jitte	D1	B	0.5m	1.4kg	45	2D4	6
Sai	D1	T	0.5m	1.3kg	45	1D6	6
Blackjack	E1	B	0.3m	1.2kg	15	1D4	5
Club	E1	B	0.8m	1.8kg	25	1D8	5
Light Mace	E1	B	0.5m	1.5kg	30	1D6	10
Tonfa	E1	B	0.6m	1.0kg	45	1D4	6
Warhammer	E1	B	0.7m	2.0kg	30	1D12	14
Heavy Mace	E2	B	0.8m	2.2kg	30	2D6	25
Quarterstaff	E2	B	1.8m	1.5kg	30	2D6+1	6
Tetsubo	E2	B	1.9m	2.9kg	45	2D10	55
Brass Knuckles	F1	B	0.1m	1.0kg	15	+1D4	5
Bite	F1	S	0.0m	0.0kg	Head	1D4	0
Cestus, Light	F1	B	0.0m	0.5kg	15	+1	5
Cestus, Medium	F1	B	0.0m	1.0kg	15	+2	10
Cestus, Heavy	F1	B	0.0m	1.5kg	15	+3	15
Claw	F1	S	0.0m	0.0kg	Arm	1D4	0
Extender Claws	F1	T	0.2m	0.2kg	10	1D6+1	7
Fist	F1	B	0.0m	0.0kg	Arm	1D3	0
Kick	F1	B	0.2m	0.0kg	Leg	1D6	0
Warglove	F1	B	0.0m	1.5kg	15	+1D4+1	20
Short Spear	G1	T	1.3m	0.8kg	25	1D6	11
Short Trident	G1	T	1.3m	1.4kg	25	1D6+1	18
Long Spear	G1-2	T	1.5m/2.0m	1.2kg	25	1D8/1D12	24
Long Trident	G1-2	T	1.5m/2.0m	2.0kg	25	1D8+1/1D12+1	40
Boar Spear	G2	T	1.5m	2.0kg	25	2D6+1	30
Harpoon	G2	T	2.1m	1.9kg	25	2D6	40
Pike	G2	T	5.5m	3.5kg	25	2D8+2	105
Cat-o-nine tails	H1	B	0.8m	0.5kg	12	1D4+1	4
Chain flail	H1	B	0.9m	2.0kg	18	1D8	18
Whip	H1	SE	2.5m	1.4kg	15	2D4+1	35
Grappling Chain	H2	BE	5.0m	3.0kg	15	2D8	15
Bola	I1	BE	1.0m	1.0kg	8	1D8	3
Net	I2	BE	1.5m	2.0kg	10	1D4	6
Nunchaku	I2	BE	1.2m	1.2kg	18	1D8+1	15
Battlescythe	J1	S	1.0m	2.1kg	25	1D10	25
Sickle	J1	S/T	0.4m	1.7kg	25	1D4+1	68

CHARACTERISTICS OF ANCIENT BODY ARMOR

Name	Armor Type	Mass/Hit number covered	Energy Protection	Impact Protection	Cost
Clothes*	1	0.2%	1	1	1.0 smu/kilogram mass
Leather*	1	0.4%	2	2	2.0 smu/kilogram mass
Heavy Leather**	1	0.6%	3	3	3.0 smu/kilogram mass
Cuirboilli	1	0.8%	4	4	4.0 smu/kilogram mass
Ring mail	1	1.0%	5	5	5.0 smu/kilogram mass
Chain mail	1	1.2%	6	6	10.0 smu/kilogram mass
Scale mail	1	1.4%	7	7	12.5 smu/kilogram mass
Plate	1	1.6%	8	8	15.0 smu/kilogram mass

* = may be worn over or under ancient or modern armor except Webbing.

** = may be worn under ancient body armor.

SHIELDS' CHARACTERISTICS

Name	Protection	01-25	26-50	51-75	76-100	101+	RATE	Price	Mass
Buckler	6	50	125	200	275	400	3 AP	15	4.5 kg
Heater	12	25	100	175	250	400	4 AP	20	5.5 kg
Kite	18	75	150	225	300	400	5 AP	25	6.3 kg
Tower	24	100	175	250	325	400	6 AP	30	10.0 kg

CHARACTERISTICS OF MODERN BODY ARMOR

Name	Armor Type	Mass/Hit no. covered	Energy Protection	Impact Protection	Cost/Hit number covered
L-mirror	1	0.2%	15 (laser only)	1	1.0 smu
Reflect	1	0.2%	12	2	1.5 smu
Webbing	1	0.3%	4	6	17.5 smu
Solan	1	0.4%	6	4	1.5 smu
Torlan	1	0.4%	3	8	1.5 smu
Screen	1	0.4%	8	3	1.5 smu
Morlan	1	0.4%	5	5	1.5 smu
Styrane	2	0.5%	7	7	3.5 smu
Kevlan	2	0.6%	4	15	4.0 smu
Solex	2	0.6%	15	4	4.0 smu
Flak	2	0.7%	8	8	4.5 smu
Korvan	2	0.8%	10	7	5.0 smu
Tolex	2	0.9%	7	10	5.0 smu
Protek	3	1.2%	12	12	10.5 smu
Laminat	3	1.5%	14	14	14.0 smu
Shock	3	1.8%	16	16	17.5 smu

CHARACTERISTICS OF MODERN POWERED SUITS

Armor Type	Description	Protection	Mass	Cost
0	Bare skin	0	0	
1	Light Environmental Suit	10	0.15 x Body Weight	800
2	Full EVA suit (space suit)	15	0.25 x Body Weight	2,400
3	Light Combat armor	20	0.30 x Body Weight	4,000
4	Scout Suit	25	5.00 x Body Weight	25,000
5	Command Suit	35	8.00 x Body Weight	30,000
6	Marauder I Suit	60	12.00 x Body Weight	200,000
7	Marauder II Suit	90	18.00 x Body Weight	400,000

STR+SIZ	DAMAGE (melee weapons)	DAMAGE (thrown weapons)
01-15	-1D4	-1D4
16-31	0	0
32-41	+1D4	+1D2
42-50	+1D6	+1D3
51-58	+1D8	+1D4
59-66	+2D6	+2D3
Each additional +8	+1D6	+1D3

SITUATIONAL MODIFIERS FOR ANCIENT MISSILE WEAPONS

Range:	Medium Range	+0%
	Long Range	Divide attack percentage by two
	Extreme Range	Divide attack percentage by four
Firer:	Moving	-25%
	Evading	-25%
	Blinded	-50%
Target:	Moving	-25%
	Immobilized	+15%
	A vehicle	+25%

SITUATIONAL MODIFIERS FOR MODERN WEAPONS

Range:	Point Blank	+35%
	Short Range	+15%
	Medium Range	+0%
	Long Range	Divide attack percentage by two
	Extreme Range	Divide attack percentage by four
Firer is:	Braced	+09%
	Moving	-15%
	Evading	-15%
	Blinded	-50%
Target is:	Moving	-06%
	Evading	-25%
	Immobilized	+15%
	A Vehicle	+25%
Weapon firing mode:	Automatic fire	-25%
	Wide beam (energy weapon)	+25%
	Gyrosteadied weapon	+10%

MISSILE WEAPONS' CHARACTERISTICS

Weapon	Mass	HP	Damage	Cost	Range	Delay
Blowgun	1.0kg	5	1D6	5	12m	10 AP
Compound bow	1.8kg	15	2D8	200	150m	4 AP
Composite bow	1.4kg	12	2D6	180	120m	4 AP
Longbow	1.4kg	12	2D6	200	120m	4 AP
Horse bow	0.7kg	12	1D8+1	200	90m	4 AP
Light Crossbow	3.6kg	20	1D10	160	120m	15 AP
Medium Crossbow	5.2kg	25	2D10	240	150m	30 AP
Heavy Crossbow	6.8kg	30	3D10	360	180m	45 AP
Javelin	1.7kg	20	2D8	20	30m	2D4-1 AP
Mortar	40.0 kg	30	2D10+40	24000	1600m	2D4+3 AP
22 pistol	0.3kg	10	2D4	150	100m	4 AP
32 pistol	0.5kg	10	2D6	200	100m	4 AP
35 pistol	0.5kg	10	3D8-1	300	100m	4 AP
38 pistol	0.6kg	10	3D6	250	100m	4 AP
357 magnum	1.2kg	10	4D6	350	100m	4 AP
45 pistol	1.1kg	10	3D8	300	100m	4 AP
44 magnum	1.4kg	10	4D8	400	160m	4 AP
needler	1.0kg	10	special	600	80m	4 AP
tangler	1.2kg	10	special	450	80m	4 AP
taser	0.4kg	10	special	500	5m	6 AP
Handblaster	0.8kg	10	4D6	550	180m	4 AP
LPC-1	1.1kg	8	1D4	60	160m	1 AP
LPC-2	1.2kg	8	1D6	80	160m	1 AP
LPC-3	1.3kg	8	1D8	120	160m	1 AP
LPC-4	1.4kg	8	2D4	140	160m	1 AP
LPC-5	1.5kg	8	2D4+1	160	160m	1 AP
LPC-6	1.6kg	8	2D6	180	160m	1 AP
LPP-1	1.0kg	8	2D4	80	160m	3 AP
LPP-2	1.1kg	8	2D4+1	115	160m	3 AP
LPP-3	1.2kg	8	2D6	150	160m	3 AP
LPP-4	1.3kg	8	2D6+1	185	160m	3 AP
LPP-5	1.4kg	8	2D8	220	160m	3 AP
LPP-6	1.5kg	8	2D8+1	255	160m	3 AP
Magstunner	1.0kg	10	special	1250	180m	4 AP
SonicStunner	1.0kg	10	special	1000	120m	4 AP
22 rifle	4.3kg	12	1D8+1	500	240m	4 AP
23 Stoner rifle	3.8kg	12	4D8	950	320m	4 AP
24 Gruder rifle	3.9kg	12	6D6	1500	460m	4 AP
30 M5 rifle	5.2kg	12	5D8	2500	1000m	4 AP
308 rifle	4.4kg	12	2D6+1	650	200m	4 AP
Shotgun	3.1kg	12	special	550	40m	4 AP
Grenade launch.	1.2kg	6	special	1235	200m	2D4+3 AP
RifleBlaster-1	3.0kg	12	4D8	1000	460m	4 AP
RifleBlaster-2	3.0kg	12	6D6	1350	600m	4 AP
RifleBlaster-3	3.0kg	12	8D6	2400	600m	4 AP
RifleBlaster-4	3.0kg	12	10D6	3750	600m	4 AP
RifleBlaster-5	40.0 kg	12	8D8	8000	600m	4 AP
LRC-1	5.0kg	10	2D4	580	380m	1 AP
LRC-2	5.2kg	10	2D4+1	650	380m	1 AP
LRC-3	5.4kg	10	2D6	720	380m	1 AP
LRC-4	5.6kg	10	2D8	800	380m	1 AP
LRP-1	5.0kg	10	2D6+1	870	380m	3 AP
LRP-2	5.2kg	10	2D8	980	380m	3 AP
LRP-3	5.4kg	10	2D8+1	1080	380m	3 AP
LRP-4	5.6kg	10	3D6	1200	380m	3 AP
LTC-1	30.0 kg	12	2D6	2100	600m	1 AP
LTC-2	40.0 kg	12	3D4	2400	600m	1 AP
LTC-3	50.0 kg	12	2D6+1	2700	600m	1 AP
LTP-1	30.0 kg	12	2D8+1	3150	600m	3 AP
LTP-2	40.0 kg	12	3D6	3600	600m	3 AP
LTP-3	50.0 kg	12	2D8+2	4050	600m	3 AP
Shoulder Rocket	12.5 kg	15	2D10+20	6500	1000m	2D4+3 AP
Ingram M19	2.8kg	12	3D8-1	900	100m	2 AP/4 AP
Uzi Mark 7	3.5kg	12	3D8-1	1200	200m	2 AP/3 AP
Rock	0.5kg	-	1D6	0	24m	6 AP
Throwing dagger	0.3kg	18	1D6	7	24m	3 AP
Thrown Dart	0.3kg	12	1D4+1	5	24m	3 AP
Shuriken	0.3kg	10	1D3	3	24m	6 AP
Hatchet	1.5kg	25	1D6	6	24m	4 AP
Sling	1.0kg	-	1D8	2	60m	2D4+3 AP

NON-COMBAT SKILLS' BASE VALUES AND TRAINING COSTS

Skill	Base	Category	00-25	26-50	51-75	76-100	101+
ACTING	0%	SPECIAL	150	350	1000	1650	2650
ADMINISTRATION	0%	KNOWLEDGE	50	100	200	350	450
ALGEBRA	0%	KNOWLEDGE	100	250	550	1050	1600
ANALYSIS	0%	KNOWLEDGE	100	250	550	1050	1600
ARCHEOLOGY	0%	KNOWLEDGE	100	250	550	1050	1600
ARMORER	0%	SPECIAL	100	250	550	1050	1600
ASTROGATION	0%	KNOWLEDGE	100	250	550	1050	1600
ASTROPHYSICS	0%	KNOWLEDGE	100	250	550	1050	1600
BARGAINING	6%	PERSUASION	150	350	650	1000	1350
BIOCHEMISTRY	0%	KNOWLEDGE	100	250	550	1050	1600
BIOLOGY	0%	KNOWLEDGE	100	250	550	1050	1600
BIOPHYSICS	0%	KNOWLEDGE	100	250	550	1050	1600
BOTANY	0%	KNOWLEDGE	100	250	550	1050	1600
BRIBERY	0%	SPECIAL	100	250	650	1350	2000
BUSINESS LAW	0%	KNOWLEDGE	100	250	550	1050	1600
CAMOUFLAGE	12%	STEALTH	75	150	300	600	1200
CARTOGRAPHY	0%	KNOWLEDGE	100	250	550	1050	1600
CHEATING	9%	MANIPULATION	50	150	400	900	1350
CHEMISTRY	0%	KNOWLEDGE	100	250	550	1050	1600
CLIMBING	6%	MANIPULATION	50	100	200	400	800
COMMAND SKILL	0%	SPECIAL	100	250	550	800	1050
COMMAND SUIT OPS	0%	MANIPULATION	50	100	250	400	550
COMM. SYSTEM OPS	0%	KNOWLEDGE	100	250	550	1050	1600
COMPUTER SCIENCE							
Applications	0%	KNOWLEDGE	100	250	550	1050	1600
Artificial Int	0%	KNOWLEDGE	100	250	550	1050	1600
Data Base	0%	KNOWLEDGE	100	250	550	1050	1600
Gen. Prog.	15%	KNOWLEDGE	100	250	550	1050	1600
Operating Sys	0%	KNOWLEDGE	100	250	550	1050	1600
Real Time Sys	0%	KNOWLEDGE	100	250	550	1050	1600
Security Sys	0%	KNOWLEDGE	100	250	550	1050	1600
CONTACT XENOLOGY	0%	OBSERVATION	150	350	1000	1650	2650
COSMOLOGY	0%	KNOWLEDGE	100	250	550	1050	1600
CNTR-INSURGENCY	0%	KNOWLEDGE	100	250	550	1050	1600
CNTR-INTEL.	0%	KNOWLEDGE	100	250	550	1050	1600
CREDIT LAW	0%	KNOWLEDGE	100	250	550	1050	1600
CRIMINAL APPR.	0%	KNOWLEDGE	100	250	550	1050	1600
CRIMINAL LAW	0%	KNOWLEDGE	100	250	550	1050	1600
CULTURAL ANTHRO	0%	KNOWLEDGE	100	250	550	1050	1600
DIPLOMACY	0%	PERSUASION	150	350	1000	1650	2650
ECOLOGY	0%	KNOWLEDGE	400	600	800	1000	1200
ECONOMICS	0%	KNOWLEDGE	100	250	550	1050	1600
ENGINEERING							
Chemical	0%	KNOWLEDGE	125	250	500	1000	1500
Civil	0%	KNOWLEDGE	125	250	500	1000	1500
Comm. Systems	0%	KNOWLEDGE	125	250	500	1000	1500
Computer	0%	KNOWLEDGE	125	250	500	1000	1500
Contragravity	0%	KNOWLEDGE	125	250	500	1000	1500
Electrical	0%	KNOWLEDGE	125	250	500	1000	1500
Jump Drive	0%	KNOWLEDGE	125	250	500	1000	1500
Life Support	0%	KNOWLEDGE	125	250	500	1000	1500
Mechanical	0%	KNOWLEDGE	125	250	500	1000	1500
Naval	0%	KNOWLEDGE	125	250	500	1000	1500
Power systems	0%	KNOWLEDGE	125	250	500	1000	1500
Robotics	0%	KNOWLEDGE	125	250	500	1000	1500
Sensor & ECM	0%	KNOWLEDGE	125	250	500	1000	1500
Shield Gen.	0%	KNOWLEDGE	125	250	500	1000	1500
Weapon Sys.	0%	KNOWLEDGE	125	250	500	1000	1500
EVAL. TREASURE	6%	KNOWLEDGE	125	250	500	1000	1500
FIRST AID	0/6%	KNOWLEDGE	50	100	200	300	400
FORGERY	9%	MANIPULATION	50	150	500	850	1200
GENERAL RELATIV.	0%	KNOWLEDGE	100	250	550	1050	1600
GENETICS	0%	KNOWLEDGE	100	250	550	1050	1600
GEOCHEMISTRY	0%	KNOWLEDGE	100	250	550	1050	1600
GEOLOGY	0%	KNOWLEDGE	100	250	550	1050	1600
GEOMETRY	0%	KNOWLEDGE	100	250	550	1050	1600
HIDE IN COVER	6%	STEALTH	100	200	400	800	1200
HIDE ITEM	6%	MANIPULATION	100	250	550	1050	1600
HISTORY	0%	KNOWLEDGE	100	250	550	1050	1600

NON-COMBAT SKILLS' BASE VALUES AND TRAINING COSTS

Skill	Base	Category	00-25	26-50	51-75	76-100	101+
IMMUNOLOGY	0%	KNOWLEDGE	100	250	550	1050	1600
INTELLIGENCE	0%	KNOWLEDGE	100	250	550	1050	1600
JUMPING	24%	MANIPULATION	75	150	300	450	600
LEGAL SEMANTICS	0%	KNOWLEDGE	50	100	250	500	800
LINGUISTICS	0%	KNOWLEDGE	150	350	650	1350	2000
LISTEN	30%	OBSERVATION	50	100	250	400	550
LOCK PICKING	3%	MANIPULATION	150	350	650	1350	2000
MAP MAKING	12%	MANIPULATION	50	100	150	250	400
MARAUDER I OPS.	0%	MANIPULATION	50	100	350	600	850
MARAUDER II OPS.	0%	MANIPULATION	75	150	400	650	900
MARTIAL ARTS							
Disarm	0%	PARRY	250	550	1050	1600	2100
Evade	0%	DODGE	250	550	1050	1600	2100
Hand-to-Hand	0%	ATTACK/PARRY	250	500	1000	1500	2000
MEDICINE	0%	KNOWLEDGE	100	250	550	1050	1600
METEOROLOGY	0%	KNOWLEDGE	100	250	550	1050	1600
MOLECULAR BIO.	0%	KNOWLEDGE	100	250	550	800	1050
MOVE QUIETLY	9%	STEALTH	75	150	300	600	900
NUCLEAR PHYSICS	0%	KNOWLEDGE	100	250	550	1050	1600
OCEANOGRAPHY	0%	KNOWLEDGE	400	600	800	1000	1200
ORATORY	6%	PERSUASION	150	350	1000	1650	2650
PALEONTOLOGY	0%	KNOWLEDGE	100	250	550	1050	1600
PATHOLOGY	0%	KNOWLEDGE	100	250	550	1050	1600
PHARMACOLOGY	0%	KNOWLEDGE	100	250	550	1050	1600
PHYSICAL ANTHRO.	0%	KNOWLEDGE	100	250	550	1050	1600
PHYSICS (GEN.)	0%	KNOWLEDGE	100	250	550	1050	1600
PICK POCKETS	6%	MANIPULATION	100	250	550	800	1050
PILOTING	0%	KNOWLEDGE	100	250	550	800	1050
PLANETOLOGY	0%	KNOWLEDGE	100	250	550	1050	1600
PRIVATE I-S LAW	0%	KNOWLEDGE	100	250	550	1050	1600
PROCEDURAL LAW	0%	KNOWLEDGE	100	250	550	1050	1600
PSYCHOLOGY	0%	KNOWLEDGE	100	250	550	1050	1600
RAPID ODDS CALC.	9%	KNOWLEDGE	75	150	300	600	1200
READ AND WRITE LANGUAGE							
L'Doran Univ	Intx4	KNOWLEDGE	50	150	400	900	1350
Other	0%	KNOWLEDGE	175	350	700	1400	2100
Own	Intx5	KNOWLEDGE	50	100	250	500	800
RIDING	0%	PERSUASION	50	150	350	500	650
ROBOPSYCHOLOGY	0%	KNOWLEDGE	100	250	550	1050	1600
RUNNING	15%	MANIPULATION	125	250	500	1000	1500
SCOUT SUIT OPS	0%	MANIPULATION	50	100	250	400	550
SENSE AMBUSH	9%	OBSERVATION	125	250	500	1000	1500
SENSOR&ECM OPS.	0%	KNOWLEDGE	100	250	550	1050	1600
SET AMBUSH	6%	STEALTH	100	200	400	800	1600
SKIING	0%/30%	MANIPULATION	50	150	350	500	650
SOCIODYNAMICS	0%	KNOWLEDGE	100	250	550	1050	1600
SOCIOLOGY	0%	KNOWLEDGE	100	250	550	1050	1600
SPACE LAW	0%	KNOWLEDGE	50	100	250	500	800
SPEAK LANGUAGE							
L'Doran Univ	Intx5	KNOWLEDGE	100	150	350	650	1000
Other	0%	KNOWLEDGE	150	400	650	1350	2000
Own	Intx6	KNOWLEDGE	100	250	550	650	800
SPOT CHEATING	9%	OBSERVATION	50	100	350	600	850
SPOT HIDDEN	6%	OBSERVATION	50	150	350	450	600
SPOT TRAP	6%	OBSERVATION	50	150	350	450	600
STATISTICS&PROB.	0%	KNOWLEDGE	100	250	550	1050	1600
STREETWISE	0%	SPECIAL	100	250	550	800	1050
SWIMMING	24%/0%	MANIPULATION	50	100	200	400	800
TAX LAW	0%	KNOWLEDGE	400	700	1000	1300	1600
TACTICS	0%	KNOWLEDGE	100	250	550	1050	1600
TOPOLOGY	0%	KNOWLEDGE	100	250	550	1050	1600
TOXICOLOGY	0%	KNOWLEDGE	100	250	550	1050	1600
TRACKING	6%	OBSERVATION	50	100	200	400	600
TRAP SET/DISARM	6%	MANIPULATION	100	250	550	1050	1600
VEHICULAR OPS	15%	MANIPULATION	50	150	350	500	650
WEAPONS SYS OPS	0%	KNOWLEDGE	150	250	550	1050	1600
XENO BIOLOGY	0%	KNOWLEDGE	150	250	550	1050	1600
XENOLINGUISTICS	0%	OBSERVATION	150	350	1000	1650	2650
XENOPSYCHOLOGY	0%	OBSERVATION	150	350	1000	1650	2650

BONUSES, DAMAGE AND HIT POINTS

ACC = $(2 \times (\text{INT} + \text{DEX})) + \text{WIL} - 52$
 ATT = $\text{STR} + (2 \times (\text{INT} + \text{DEX})) + \text{WIL} - 63$
 DOD = $(2 \times \text{INT}) + \text{WIL} + (2 \times \text{DEX}) - \text{BLD} - 42$
 KNO = $(2 \times \text{INT}) + \text{WIL} - 31$
 LUC = $(\text{INT} + \text{WIL})/2$
 MAN = $\text{STR} + (2 \times (\text{INT} + \text{WIL})) + (1.5 \times \text{DEX}) - 68$
 OBS = $2 \times (\text{INT} + \text{WIL} - 21)$
 PAR = $\text{WIL} + (2 \times \text{DEX}) + (\text{STR} + \text{INT})/2 - \text{SIZ} - 22$
 PER = $\text{WIL} + \text{CHA} + (\text{INT} + \text{CHA})/2 - 32$
 STE = $(2 \times (\text{INT} + \text{DEX})) - (\text{WIL} + (2 \times \text{SIZ})) + 9$

HIT POINTS

- (a) multiply SIZ by 2/3, and round fractions up;
 (b) multiply CON by 1/3, subtract 3, and round fractions up;
 (c) multiply END by 1/4, subtract 5, and round fractions up;
 (d) multiply WIL by 1/8, subtract 1, and round fractions DOWN;
 (NOTE: Fractions are rounded DOWN in this calculation, in direct opposition to the usual practice throughout the rest of this rule set, where fractions are typically rounded up).
 (e) add the results of calculations (a) through (d) and the result is the number of hit points that the character can sustain.

SPECIAL BASE PERCENTAGES FOR WEAPONS

Weapon or Shield	Base %
Axes, one handed	18%
Axes, two handed	15%
Clubs, one handed	30%
Clubs, two handed	24%
Crossbow	12%
Entangling Weapons, one handed	12%
Entangling Weapons, two handed	6%
Javelin, thrown	18%
Knives	30%
Mortars	6%
Muscle powered bows	6%
Natural Weapon augmentors	33%
Natural Weapons	36%
Parrying weapons (Jitte, Sai)	6%
Pistol, machine	6%
Pistol, recoil type	15%
Pistol, recoilless type	24%
Rifle, automatic	10%
Rifle, recoil type	24%
Rifle, recoilless type	30%
Shield, heater	15%
Shield, kite	21%
Shield, round	12%
Shield, tower	27%
Shoulder fired rocket	9%
Sickles, one handed	18%
Sickles, two handed	12%
Slings	6%
Spears, one handed	18%
Spears, one or two handed	15%
Spears, two handed	21%
Swords, one handed	15%
Swords, one or two handed	12%
Swords, two handed	9%
Submachine gun	9%
Thrown objects	30%
Thrown dart	15%
Thrown hatchet	15%
Thrown knife	15%
Whips/Flails, one handed	18%
Whips/Flails, two handed	12%

For tailless bipeds (Bjora, Humans):

1D20 roll	Specific Area	Hit Points and END points/Total
01-02	Head	0.25 (round fractions up)
03-05	Right Arm	0.30 (round fractions up)
06-08	Left Arm	0.30 (round fractions up)
09	Chest	0.45 (round fractions up)
10-12	Abdomen	0.40 (round fractions up)
13-16	Right Leg	0.35 (round fractions up)
17-20	Left Leg	0.35 (round fractions up)

HIT LOCATION AND POINT DISTRIBUTION TABLES

For tailed bipeds (Altani, H'Reli, Korli, L'Drey, Sanchenzii, and Uquoi):

1D20 roll	Specific Area	Hit Points and END points/Total
01-02	Head	0.25 (round fractions up)
03-05	Right Arm	0.30 (round fractions up)
06-08	Left Arm	0.30 (round fractions up)
09	Chest	0.45 (round fractions up)
10-11	Abdomen	0.40 (round fractions up)
12-15	Right Leg	0.35 (round fractions up)
16-19	Left Leg	0.35 (round fractions up)
20	Tail	0.25 (round fractions up)

For tailed quadrupeds (Skiltaire and Stage 1 Dakti):

1D20 roll	Specific Area	Hit Points and END points/Total
01-02	Head	0.25 (round fractions up)
03-06	Right Fore Leg	0.35 (round fractions up)
07-09	Left Fore Leg	0.35 (round fractions up)
10-11	Forequarters	0.45 (round fractions up)
12-13	Hindquarters	0.45 (round fractions up)
14-16	Right Hind Leg	0.35 (round fractions up)
17-19	Left Hind Leg	0.35 (round fractions up)
20	Tail	0.25 (round fractions up)

For tailed centauroids (Ata'a):

1D20 roll	Specific Area	Hit Points and END points/Total
01-02	Head	0.25 (round fractions up)
03-04	Right Arm	0.30 (round fractions up)
05-06	Left Arm	0.30 (round fractions up)
07-08	Chest	0.45 (round fractions up)
09-10	Right fore leg	0.35 (round fractions up)
11-12	Left fore leg	0.35 (round fractions up)
13	Forequarters	0.40 (round fractions up)
14-15	Hindquarters	0.40 (round fractions up)
16-17	Right hind Leg	0.35 (round fractions up)
18-19	Left hind Leg	0.35 (round fractions up)
20	Tail	0.25 (round fractions up)

For Insectoid Flyers (Stage 2 Dakti):

1D20 roll	Specific Area	Hit Points and END points/Total
01-03	Head	0.25 (round fractions up)
04	Right Fore Leg	0.20 (round fractions up)
05	Left Fore Leg	0.20 (round fractions up)
06	Right Fore Wing	0.10 (round fractions up)
07	Left Fore Wing	0.10 (round fractions up)
08-11	Thorax	0.40 (round fractions up)
12	Right Rear Wing	0.10 (round fractions up)
13	Left Rear Wing	0.10 (round fractions up)
14	Right Middle Leg	0.20 (round fractions up)
15	Left Middle Leg	0.20 (round fractions up)
16	Right Rear Leg	0.20 (round fractions up)
17	Left Rear Leg	0.20 (round fractions up)
18-20	Abdomen	0.45 (round fractions up)

Treat damage to the abdomen area as per damage to the chest area of humanoids; treat damage to the thorax as per damage to the abdomen area of humanoids.

For Crablike octopods (Stage 3 Dakti):

1D20 roll	Specific Area	Hit Points and END points/Total
01-02	Head	0.25 (round fractions up)
03-04	Right Arm	0.35 (round fractions up)
05-06	Left Arm	0.35 (round fractions up)
07-14	Body	0.50 (round fractions up)
15	Right Fore Leg	0.30 (round fractions up)
16	Left Fore Leg	0.30 (round fractions up)
17	Right Middle Leg	0.30 (round fractions up)
18	Left Middle Leg	0.30 (round fractions up)
19	Right Rear Leg	0.30 (round fractions up)
20	Left Rear Leg	0.30 (round fractions up)

Treat damage to Body as per damage to Chest in humanoids.