S.C.U.M.M.

Silhouette Core Uncoiled Minimalist Modification

Character Creation

Attributes

All Attributes start at 0 and zero is the number an average person has in all of his attributes. Player characters add five points to their attributes, up to a maximum of +3. Scores of +4 and beyond are approaching superhuman levels, and thus are outside the scope of many games. Players may also lower their attributes below zero (down to -3), but should do so with caution as it can potentially hurt some derived attributes, such as Combat Sense and Defense.

Alertness encompasses hand-eye coordination, reflexes, attentiveness to detail and overall awareness.

Body represents a combination of the character's body frame, general flexibility and overall muscle-tone.

Intelligence is the character's ability to use his mind in innovative ways and to learn and recall information.

Spirit is a measure of the character's charm and wit, but also of his determination and willpower.

Derived Attributes

Defense: 1 + Alertness + Body	**Combat Sense**: 1 + Intelligence + Spirit
Health: Average of Body and Spirit, rounded up.	**Stamina**: 5 + Body + Spirit
System Shock: 5 + Health	**Flesh Wound Threshold**: Stamina / 2, rounded up
Unarmed Damage: 3 + Body + Brawl skill / 5, rounded up	**Deep Wound Threshold**: Stamina
Armed Damage: 3 + Body + Melee skill / 5, rounded up	**Instant Death Threshold**: Stamina x 2

Defense is a measure of how good the character is at avoiding and enduring incoming attacks, whether by making the best use of available cover, or actually dodging and parrying blows. If for some reason character's Defense value is zero or below, treat the roll as an unskilled test (see Game Mechanics chapter for details).

Combat Sense is used primarily to detect ambushes and for initiative purposes. Initiative is rolled at the beginning of each combat round and rolling a fumble means that you cannot act that round. Characters that roll 7+ on their Combat Sense test may take one extra action without penalties. If for some reason character's Combat Sense value is zero or below, treat the roll as an unskilled test (see Game Mechanics chapter for details).

Health rates a character's resistance to illness, toxins and physiological shock. People who never seem to get sick and those who can drink large quantities of alcoholic beverages have a high Health rating.

Stamina is a rating of how much sheer physical punishment a character's body can tolerate. While a high Stamina will decrease the chances of injury, it is still quite easy for a character to be wounded by gunfire or other deadly weapons. Stamina is used to work out the Wound Thresholds, which determine when and if a character gets hurt.

Unarmed Damage is the Damage Multiplier of any Brawl skill attacks performed by the character.

Armed Damage is the Damage Multiplier of any Melee skill attacks performed by the character.

System Shock is a measure of how many injuries a character can take before going into shock and dying. If the total of System Shock and a character's wound-induced action penalties equals zero or less, the character goes into shock. System Shock is shown on the character sheet as a row of boxes — unused boxes are simply crossed out. As wounds are taken, boxes can be crossed out according to action penalties, representing the damage.

Skills

Skills fall roughly under each Attribute, but their uses are not exclusively limited to them. For example, a character could use his Intelligence attribute with his Brawl skill to determine which schools of Kung Fu his adversary has trained in. All beginning characters receive 40 Skill Points to purchase their starting skills. The costs of the skills are presented below. A beginning character cannot have a skill higher than four, but that certainly is not the limit of their potential. Any leftover Skill Points may be converted to Emergency Dice on one-to-one basis. Emergency Dice are described in Character Improvement section.

Alertness	Body	Intelligence	Spirit
Drive	Acrobatics	Business	Animal handling
Notice	Athletics	Computer	Disguise
Pistols	Brawl	Forgery	Etiquette
Rifles	Climb	Gamble	Intimidate
Sleight	Endurance	Investigation	Leadership
Stealth	Jump	Medicine	Persuasion
Throw	Melee	Navigate	Seduction
Tinker	Swim	Trivia	Streetwise

Skill Level:	1	2	3	4
Skill Point cost:	1	5	10	15

Skill Specialization

A character may obtain a Skill Specialization at a cost of 5 Skill Points. This gives the character a +1 modifier to his Skill test totals under certain conditions. For example, a soldier could have a Rifles specialization in "M-16," and thus add one to every roll made while using an M-16. The skill descriptions include suggested specializations, but the Gamemaster and players can add more should they wish. A character may purchase multiple different specializations in the same Skill, but no more than one specialization (i.e. +1 bonus, maximum) can be applied on a single die roll.

Alertness Skills

Drive
Specializations: Vehicle model
The Drive skill is the ability to control the movements of a vehicle. Although most modern characters are assumed to have a license and drive competently, to take a skill in this is unusual except for characters that use such vehicles often.

Notice
Specializations: Specific sense, night-time, tracking
Notice is the ability to perceive details that may be otherwise overlooked. This includes finding a clue hidden in a crime-scene, spotting a face among the crowd, reading the fine print on a legal document, etc. A careful observer may use the skill to empathize with the person he is observing and can sometimes make prudent assumptions about the inner workings of the target.

Pistols
Specializations: Specific model
This is a measure of the character's proficiency with revolvers, semi-automatic pistols and submachine guns. The skill also includes basic knowledge of the maintenance procedures.

Rifles
Specializations: Specific model
This is a measure of the character's proficiency with rifles, shotguns and assault rifles. The skill also includes basic knowledge of the maintenance procedures.

Sleight
Specializations: Pickpocket, magic tricks, shoplifting
The Sleight skill is a measure of how good the character is at the subtle movements required by activities like pickpocketing or stage magic. Abilities such as palming and concealing small objects upon one's person are also covered by this skill.

Throw
Specializations: Knives, grenades, darts
The Throw skill is the ability to accurately throw an object at a target. It is the skill used when throwing grenades and other offensive weapons. The sports and activities which use this skill are too numerous and varied to mention.

Tinker
Specializations: Vehicles, weapons, appliances, computers
The Tinker skill allows a character to build or modify machinery under time constraints (jury-rig a temporary repair), poor conditions (lack of proper tools) or to modify equipment in novel and desperate ways (install a car engine to power a boat). Items built or modified using this Skill, will only last as long as needed, and then fall apart; if used by anyone else, they also fall apart. A new Tinker test against the creation Threshold must be made whenever the item is pushed or takes damage; if failed, the item suffers a malfunction that requires one full-round action to fix. If fumbled, the item falls apart.

Body Skills

Acrobatics
Specializations: Tumbling, tightrope, trapeze
The Acrobatics skill is the ability to perform activities requiring tumbling, balancing, or gymnastics. The intensive training regimen involved keeps this skill from being too widespread.

Athletics
Specializations: Running, football, parkour
Athletics represents the character's ability to engage in sporting and physical activities of all kinds. It also includes the necessary skills and knowledge of the rules and regulations along with the physical training required by athletic activities.

Brawl
Specializations: Striking, grappling, tripping, throwing
The Brawl skill measures the proficiency of a character in close-range combat using unarmed fighting techniques. A high rating in Brawl suggests that the character is using some form of martial art, such as karate or boxing.

Climb
Specializations: Free climbing, aid climbing, rappelling
This skill determines how well and fast a character can climb. A high Climb skill indicates that the character is knowledgeable in climbing equipment as well.

Endurance
Specializations: Running, rowing, cycling
Endurance skill determines how conditioned the character is to endure various long-time exertions. Running chases sometimes may be solved with a contested Endurance test.

Jump
Specializations: High jump, long jump, standstill
Use this skill to determine how far or high a character can jump. To jump, a character must make a Jump test, modified by Body and the defensive close modifier of the character's current movement. The basic Threshold is 3; this is modified by the condition(s) of the terrain (+3 if rough; +6 if slippery; +9 if crumbling; etc.). The MoS x 0.75 is the number of meters jumped horizontally. Vertical distance is MoS x 0.25 in meters.

Melee
Specializations: Knives, clubs, fencing
The Melee skill reflects how good a character is at attacking and/or defending with close-combat weapons, such as knives, cudgels or swords. This type of weapon use is probably the most widespread of all since it involves relatively little training and mostly inexpensive weapons, yet increases the amount of damage dramatically.

Swim
Specializations: Open-water, lifeguard, competitive
This skill determines how fast a character can swim, and also how well he handles in rough-water conditions. Swimming chases may be solved with a contested Swim test.

Intelligence Skills

Business
Specializations: Finance, management, accounting
Business is the ability to manage the affairs of a business, small or big. This could include anything from compiling product feasibility reports to the creation of marketing campaigns to promoting a product, whatever that product may be. Some player characters are likely to take this skill based upon their background. They may find it useful in a political campaign, but in a more action-oriented one, its utility may be limited.

Computer
Specializations: Programming, systems administration, hacking
The Computer skill covers both the use and maintenance of diverse computer systems. It is one of the many technical skills for mechanic-type characters to choose amongst, since computers are so common.

Forgery
Specializations: Electronic, written, art, counterfeiting
The Forgery Skill is the character's ability to accurately duplicate a variety of objects, such as official documents, works of art, money, and handwriting. It also encompasses the ability to recognize a forgery as such, and give an opinion as to the origin of the forgery based on the style and materials used in creating it. If a character attempts to use his skill to work in a related but unfamiliar field, a -2 penalty is imposed on the test.

Gamble
Specializations: Specific game, cheating, bookkeeping
Gambling represents the character's knowledge of the rules of games of chance. It further allows the character to estimate odds, cheat at most games (if required) and place bets on events.

Investigation
Specializations: Searching, surveillance, forensics
The Investigation skill allows the character to collect information on people, places and events. This information can be gathered by any means not covered by the Streetwise or Computer Skills. Player Characters may want to have this skill to one degree or another since it allows them to uncover facts about their antagonists which might otherwise remain hidden.

Medicine
Specializations: First aid, pharmaceuticals, holistic medicine
Medicine is the ability to diagnose and treat various pathological conditions, such as dangerous traumas, diseases and infections. Medicine skill is also required for any long term medical treatment such as aiding in recovery from disease, and for any type of serious internal surgery.

Navigate
Specializations: Night-time, map & compass, star position
Navigation represents the character's proficiency in the various techniques used to track one's positions and movements.

Trivia
Specializations: History, science, law, chemistry
While nowhere as specialized as true scientific skills (which are beyond the scope of this game), successful use of Trivia skill may allow the character to recall useful bits of information on various different topics.

Spirit Skills

Animal Handling
Specializations: Specific animal, performing tricks, training
The Animal Handling skill measures the ability of a character to care for and train various animal species. The skill includes knowledge of the animal's preferred foods, daily habits, and the signs of disease.

Disguise
Specializations: Specific disguise, theatrical effects, vehicles
This skill covers the physical aspects of changing the appearance of a person or item, including proper use of makeup, masks, and clothing. Actual impersonation of a specific person may be more difficult, however. Apply the MoS of the Disguise effort to the Threshold of any test to recognize the item or person for what it really is.

Etiquette
Specializations: Business, gangland, sophisticates
Etiquette reflects the character's familiarity with proper methods of social interaction within formalized settings. If a character attempts to use his skill to interact in a related but unfamiliar milieu, a -2 penalty is imposed on the test.

Intimidate
Specializations: Innuendo, stare-downs, physical violence
You can change someone's behavior through a successful use of the Intimidate skill. The specifics are left up to Gamemaster, but they usually impart some type of fear based effect.

Leadership
Specializations: Political, gang, cult, military
Leadership is the capacity to lead others, either by example or through inspiration.

Persuasion
Specializations: Fast-talk, bribing, diplomacy
You can propose an agreement to someone; a successful test persuades them accepting it as a good idea. Either the deal may involve physical goods, money, or promises. The difficulty of the test is based on three factors: who the target is, the relationship between the target and the character, and the risk vs. reward factor of the deal proposed.

Seduction
Specializations: Specific sexual orientation, body language, making an impression
Seduction measures a character's ability to sway others by the judicious use of looks and sex-appeal. The skill includes an understanding of what people find attractive and the ability to adapt to different preferences.

Streetwise
Specializations: Drugs, guns, prostitutes
Streetwise is a catch-all skill for interacting with the shadier elements of society and includes basic knowledge of the underground of a city the character is familiar with. Obtaining illicit drugs, illegal firearms or just finding out what is going on through nonstandard channels, are all activities which Streetwise encompasses.

Character Improvement

Experience Points are awarded by the Gamemaster at the end of each session. In general, an average of five XPs is awarded per session, as the GM sees fit.

Spending XPs

Emergency Dice
Everyone gets a certain number of lucky breaks in life. To represent these lucky breaks, any or all XPs can be converted to Emergency Dice, which are then spent to boost crucial die rolls. Each XP spent buys one Emergency Die. When spent, these are added to the dice already available for the roll. Unless the Gamemaster disagrees, up to five Emergency Dice may be spent on any single roll.

Emergency Dice can also be spent to save a character's life. When a player's character would be killed, the player can opt to spend five Emergency Dice and escape without damage. This is slightly situational though. One cannot dodge a nuke.

Attribute Improvement
Improving the character's Attributes is possible but costly in Experience Points to reflect the time and deep commitment required. Raising one Attribute by one point costs 50 XPs. An attribute may usually not be raised higher than +3 this way. Beyond the purely rule-oriented issues, the player should also come up with detailed background information on the process – perhaps his character spends his free nights at the gym or the library?

Skill Improvement
All new skills must be purchased at level one; it is recommended that the players develop a background element to how their character acquired the skill. Ideally, there should be an in-game explanation — skills don't appear out of nowhere. Skills are improved one level at a time; levels cannot be skipped in order to save XPs.

Skill Level	1	2	3	4	5	6	7
XP Cost	1	5	10	15	25	35	50

Game Mechanics

The system uses the traditional six-sided die to add a random element. In a skill test, the number of six-sided dice rolled is equal to the skill level of the character involved. When two or more dice are rolled simultaneously, their results are not added together. Instead, the highest value rolled is considered to be the outcome of the die roll. If more than one "6" is rolled, each extra "6" adds one (1) to the total. If every die rolled turns up "1", the die roll is a Fumble and counts as an overall result of one, plus some unfortunate side effects (see Fumbles, below). The totals of die rolls are often influenced by modifiers, such as Attributes or situation modifiers. Modifiers are added to the total of a die roll. If negative modifiers lower the total below zero, the final result is zero.

Taking Average: When the character is not in a rush or being hurried or threatened, he is allowed to take 2 plus the skill level as a die result rather than roll for the action the character is attempting. This makes it possible to be automatically successful at tasks that are routine for someone at a given skill level.

Taking High: When the character has plenty of time (20 times the normal duration required for a given activity) and is not in a situation where a Fumble would be seriously harmful, he is allowed to take 4 plus the skill level as a die result rather than roll for the action the character is attempting. This allows characters to achieve high-end results by spending enough time and effort on them.

Fumbles

A Fumble is a mistake or mishap that can spell disaster. It is not necessarily caused by the incompetence of the character and may be the result of environmental factors. In general, the lower the skill level, the more likely something will go wrong. A Fumble counts as a result of 1, to which modifiers are applied (which means the test may even succeed, with enough positive modifiers), but something bad happens — the gun jams, the round kick hits the opponent but the character pulls a groin muscle, etc. The GM determines what happens.

Action Tests

Many actions involve an element of chance. In such situations, an Action Test is called for. Action tests consist of a die roll whose result is compared to a fixed difficulty value called a Threshold; a higher Threshold indicates a more difficult situation.

Threshold	Type	Example
2	Routine	Task requiring little thought
3	Easy	Task requiring some attention or skill
4	Moderate	Task that requires attention or skill
5	Challenging	Task that requires concentration and skill
6	Difficult	Requires much concentration or good skill
8	Very Difficult	Requires much concentration and good abilities
10	Extremely Difficult	Requires much concentration and high abilities
12	Near Impossible	Only the very best may attempt these tasks
14+	Pray for Divine Intervention	May the dice gods be in your favor!

If the die roll — with all modifiers (Attribute, situation, gear, etc.) added — surpasses the chosen Threshold, the test succeeds. The degree of success is defined by the Margin of Success (MoS): a value equal to the die roll (plus modifiers) minus the Threshold. The magnitude of the Margin of Success reflects the success of the action test. For example, a MoS of 1 is a marginal success, while a MoS of 6 would be a spectacular success.

If the die roll, again with modifiers added, is less than the Threshold, the test fails. The degree of failure is defined by the Margin of Failure (MoF): a value equal to the Threshold minus the die roll plus modifiers. A high Margin of Failure indicates a miserably failed action test. For example, a MoF of 1 would be a close call, while a MoF of 6 would be a real (and potentially deadly) failure. If the total die roll and the Threshold are equal, a draw occurs. In roleplaying situations, draws are often interpreted as marginal successes or ambiguous results.

Opposed Action Tests
Sometimes, two individuals will oppose each other's actions. When two or more individuals oppose each other's actions, an Opposed Action Test is called for. Each opponent makes a die roll using the appropriate Attribute or skill. Compare them: the highest result wins the test. The Margin of Success of an Opposed Action Test is equal to the winner's roll minus the loser's roll. If more than two participants are involved, separate Margins of Success are worked out between each of the participants as needed. Tied rolls result in draws; draws are wins for the resisting person.

Skill Tests
The skill test is the most common form of action test in the game. The number of dice rolled in a skill test is equal to the level of the skill being used for that particular test. The appropriate modifiers (Attribute and situation) are added to the result.

Unskilled Tests
Characters may need to accomplish a task for which they have no skill, though the task requires one. In these cases, two dice are rolled: the result is equal to the lower of the two individual dice. If either of the two dice rolled is a "1", a Fumble occurs and the result is 1, without modifiers. If no Fumble occurred, add the appropriate modifiers to obtain the final total roll. This is called an unskilled test and may be affected by Emergency Dice.

Attribute tests
Some situations require innate, instead of learned, abilities. Attribute tests are fairly rare since most actions that involve an Attribute are really learned abilities. Attribute tests are used when a truly broad reflection of a character's abilities is required. To perform an Attribute test, roll two dice (picking the highest result, as usual for Silhouette) and add the Attribute in question to the total.

Accumulated Successes
Some tasks require a long time and some efforts to accomplish. While a very skilled person could conceivably pull it off in one skill test, it is very unlikely (and downright impossible for some tasks, such as designing a new spaceplane). Extended tasks will have not only an associated Threshold, but also an associated MoS requirement. For instance, dislodging a stuck bulkhead might require a Body test versus 6, with an associated MoS requirement of 10. Each successful test budges the bulkhead a little and opens it completely once ten points of MoS are accumulated. Many tasks fit this rule, especially when time or a measure of progress is critical: hunting through a database/file cabinet for a specific piece of information, hotwiring a car, opening a lock when under fire, etc.

Action

An action is defined as anything initiated by the Player which requires a Skill or Attribute roll, or anything that normally requires the character's full attention. The Gamemaster has final say as to what counts as an action — reloading a weapon might not require a skill test, but it is definitely an action. During a round, a character may usually choose a movement mode and perform one action (e.g. shoot a gun, operate a complex control). Characters that rolled Initiative exceptionally well may perform two actions (see Initiative, later this chapter).

Multiple Actions (optional)
Character may choose to perform multiple actions (e.g. drive a car and shoot a gun at pursuers), but all those extra actions must be declared before any rolls are made. Extra actions are penalized by -1 each. Actions can be repeated — for example, a gun can be shot twice in the same round (at -1 each time, since it is one extra action).

Action Types
The Gamemaster decides whether an action initiated by a character is automatic, standard, simple, or impossible.

Automatic Actions: These are tasks that require little time or concentration (e.g. opening a door, walking on a sidewalk, shouting for help). They are not actions at all and do not require skill tests. Thus, they always succeed unless something complicates them, in which case they may become Standard or Simple Actions.

Standard Actions: These are actions that could either fail or succeed (e.g. forcing open a locked door, walking on a tightrope, shouting for help while muffled). These require an Action test consisting of a modified dice roll which is compared to either a Threshold value or an opponent's own dice roll.

Simple Actions: they are actions that don't need a test but take time — standing up, kneeling, etc. Other examples include drawing or sheathing a weapon, opening a door, picking something up, getting something from a pack or pocket, loading a firearm, or controlling an animal. One simple action can be made at no penalty; taking two such actions becomes a standard action and will incur the standard penalty as well as Attribute or Skill tests for actions that may not normally require them.

Readying: is a Standard Action and allows the character to do something even after his turn is over. It is essentially a way of holding one's action until a specified event occurs. An example of readying is, "I draw my gun and will shoot anything that comes out of that doorway." Should someone walk out of the doorway, before that person can perform any actions the readied character may fire at them. If the turn ends and the Readied Action does not come up, a character may choose to stay readied into the next round, or forgo the Readied Action and roll for initiative the next round as normal. A character can remain with their Readied Action in definitively (until fatigue sets in).

Initiative

Initiative determines who acts first in a combat round. To determine who gains initiative, all combatants roll an opposed Combat Sense test. No Margin of Success is determined; instead the combatant with the highest result will act first. The next highest will act second and so on for the remaining combatants in decreasing order. Those with tied results act simultaneously Any character who fumbles the test is confused for a moment by the panic and chaos of the situation and cannot begin to perform any action except duck — but he may continue any action that began in a previous round and requires more than a round (e.g. treating a wounded buddy). Characters that have rolled 7+ on their Initiative test may perform two actions. The roll for initiative is repeated at the beginning of every combat round.

Movement Types

There are four standard types of movement: crawling, normal, running and sprinting. Other types of movement, such as climbing and swimming, are covered elsewhere. Crawling means the character lies flat on the ground. It is not a very fast way to move, but it offers excellent protection in ranged combat (though it places one in a bad position in close combat). If you are crawling or prone, you may not sprint next round.

Normal movement means that the character is moving at a somewhat hurried pace, able to rapidly change direction and otherwise react to the environment. Running is a fast way to move, but it impedes most actions that the character can attempt (such as accurately firing a weapon). Sprinting is an all-out run, with the character giving everything he's got. Nothing except moving can be attempted while sprinting and sudden changes of direction are next to impossible. Add your Body Attribute and Athletics skill values together and consult the following chart to find out your movement rates in meters per round.

	Body + Athletics skill										
Mode	0	1	2	3	4	5	6	7	8	9	10
Sprinting	20	25	30	35	40	45	50	55	60	65	70
Running	13	16	20	23	26	30	33	36	40	43	46
Normal	7	8	10	12	13	15	17	18	20	21	23
Crawling	2	2	3	3	4	4	5	5	6	6	7

Action Modifiers

The type of movement used by a character will affect their chances of succeeding at an action, be it an offensive one (like firing a gun) or a task of some kind (opening a hatch while running alongside a vehicle). Movement also affects the defense of a character — in general, the faster one move, the harder the character is to hit or otherwise affect. Movement Modifiers for close combat do not apply when running.

Movement	Action modifier	Defense Modifier
Prone	+0	-3/+2*
Crawling	-1	-2/+1*
Running	-2	+2
Sprinting	n/a	+3
Climbing	n/a	-2

*Modifier before the slash is for Close Actions, after the slash for Ranged Actions

Injuries effects on movement
Severe injuries are very painful and crippling. They will affect the way a character can move, whether they are treated or not. Injuries are discussed at greater length later.

Flesh wound is a catch-all term for painful but generally non-life- threatening injuries such as minor gunshot wounds, deep cuts or minor concussions. Characters with Flesh wounds cannot sprint, but they can maintain a steady, if painful, jogging pace.

Deep wounds are more severe injuries: compound fractures, punctured or crushed organs, damage to major blood vessels, etc. Characters with a single Deep wound can move no faster than a walk. Characters with more than one Deep wound are reduced to crawling and cannot stand unassisted.

Climbing
Climbing is a special movement case, since gravity and skill come into play. In order to move up, down or across a wall or slope, a character must make a successful Climbing skill test. To move one-fourth the character's walking speed requires a standard action, while a full-round action allows movement of up to one-half the character's walking speed. Failure means the character makes no progress that round and stays where he is. A failure with a MoF of 4 or greater, or a Fumble, indicates the character has begun to lose his grip and must spend the next round regaining it (with a successful Climbing test). Once the grip is lost, each additional failed test gives a -1 modifier to further tests (cumulative). When the character can no longer pass the test (i.e., the Threshold cannot be met in any way), he falls.

Falling
Falling is very damaging to the body. A number of damage equal to the number of meters fallen is gained. This is compared to the Wound Thresholds, like any other attack (see Injuries, in Damage section). For example, falling one meter causes 1 point of damage; falling two meters causes 2 points of damage, and so on. For example, a four-meter fall would cause, using the 4 points of damage. This is a Flesh wound for most people — a badly sprained ankle, or a broken wrist perhaps.

Jumping
To jump, a character must make a Jump test, modified by Body and the defensive close modifier of the character's current movement. The basic Threshold is 3; this is modified by the condition(s) of the terrain (+3 if rough; +6 if slippery; +9 if crumbling; etc.). The MoS x 0.75 is the number of meters jumped horizontally. Vertical distance is MoS x 0.25 in meters.

Close Combat

To affect a wary target, the attacker must defeat the defender in an opposed test. For combat, the attacker rolls his skill in the attack form being used (Melee or Brawl). The defender either uses his Defense value (to avoid being hit), Melee Skill (to parry with a weapon) or Brawl Skill (for unarmed blocks).

Attackers should add the appropriate modifier from the modifier list to their roll depending upon environmental and other circumstances. Attacking unwary targets requires the attacker to pass a standard (not opposed) skill test with a Threshold number of 1 plus the defender's modifiers (like movement and cover). However, unlike a normal attack, the attacker must roll the lower of two skills: either his chosen attack skill or his Stealth skill. Untrained individuals tend to be noisy or otherwise mess up surprise attacks by alerting the victim at the last moment.

To attack an inanimate object requires a skill test with a Threshold equal to 1 plus any applicable modifier. This assumes that the target is man-sized or larger; if not, refer to the Aiming rule. If the attacker wins the test, the attack hits or. If the defender wins or the result is a tie, the attack misses or the action fails. If the attacker Fumbles, he overshoots or otherwise finds himself open and is subject to a Free Strike. If the defender Fumbles, he slips or otherwise finds himself in a bad defensive position and is subject to a Free Strike. If both fumble, ineffective blows are exchanged and nothing happens.

If you are successful, you may either deal damage normally, or attempt one of the following maneuvers:

Grappling

Grappling attempts are always made with Brawl skill. If successful, instead of dealing damage you may choose to start a grapple. The grappling characters cannot move normally, and can't make attacks against anyone else. On each grapplers turn, an Opposed Brawl test is made. The winner can deal normal unarmed damage, move the opponent up to his crawling speed, or end the grapple. Grappled characters count as being unaware against other attacks made against them.

Disarming

Disarm attempts are more difficult to pull off. You must have at least 2 Margins of Success, and the opponent may try to instantly rectify the situation with a successful Alertness test with a Threshold equal to your original attack. If the opponent succeeds, nothing happens. If he fails, his weapon leaves his grasp. If you were using Brawl skill in disarming your opponent, you now hold his weapon. If not, the weapon is on the ground. If you feel that it is important to determine where the weapon is exactly, you may use some random method for this.

Tripping

If you decide to attempt tripping your opponent, he is entitled to make an Alertness or Body test (opponent's choice) with a Threshold equal to your original attack to resist it. If he succeeds nothing happens, but if he fails he is knocked prone, and thus has a -3 defense modifier until he gets up, and may not sprint on his next turn.

Shoving

If you decide to attempt shoving your opponent, he is entitled to make an Alertness or Body test (opponent's choice) with a Threshold equal to your original attack to resist it. If he succeeds nothing happens, but if he fails you may shove him backward up to your Body+1 score in meters. You may do a follow-up move if your current movement score permits it, but it is not necessary.

Ranged Combat

To affect a wary target within sight and range, the attacker must defeat the defender in an Opposed Skill test. The attacker rolls his skill in the attack form being used (Pistols, Rifles or Throwing). The defender rolls his Defense. Attackers should add the appropriate modifiers to their roll depending upon what range they are attacking from and other factors. Weapon ranges may be found in the Equipment section.

Attacking unwary targets requires the attacker to pass a standard (not Opposed) skill test with a Threshold number of 1 + defender's modifiers (like movement and cover). To catch a target unaware usually requires some prior planning, laying an ambush; targets may make an Opposed Notice test against the attacker's Stealth test (minus modifiers for range, conditions, etc). Success means the target notices the attacker and can take defensive actions; this can sometimes happen long before the attacker was ready to fire. To attack an inanimate object requires a Skill test with a Threshold equal to 1 plus any applicable modifier. This assumes that the target is man-sized or larger; if not; refer to the Aiming rule below.

If the attacker wins the test, the attack hits. If the defender wins or the result is a tie, the attack misses or the action fails. If the attacker Fumbles, he jams his weapon (one standard action is required to clear it). If the defender Fumbles, he slips or otherwise finds himself in a bad defensive position and is at -3 for the next Initiative test.

Aiming
A character can spend a few combat rounds steadying his aim to improve his odds to hit. Add one die to the attacker's roll per combat round spent aiming, up to a maximum of +3. The character may not move while aiming. Burst fire attacks cannot be aimed at specific body locations. A character can aim at a specific small target or body part (e.g. chest, arm or leg, abdomen). Aiming at a torso-sized target removes one die from the skill test. Aiming at a limb-sized target removes two dice from the skill test. Aiming at a head-sized target removes three dice from the skill test.

The victim's normal Wound Thresholds are halved (round up) for all shots aimed at vital locations, such as the head. Shots aimed at specific limbs are useful as non-fatal attacks — they cannot cause Instant Death, unless through trauma (see Trauma and Resuscitation in Injuries section).

Burst Fire
Some weapons are capable of burst fire. Burst attacks usually consist of firing a tight burst towards a single opponent. The attacker may decrease a number of his dice, up to a maximum of -2. If the attack succeeds, the amount of dice decreased is added to the attack's Margin of Success, thus increasing the damage. The amount of ammunition spent in such attack is five times the number of dice decreased. If the weapon does not have this much ammo left, burst fire is not possible. This is a bit unrealistic, but is done to ease bookkeeping.

Spraying Targets
Weapons capable of burst fire can be used to attack multiple targets in a single action by spraying the burst across the targets. Thus, people or objects between the targets can be hit as well. A player must declare that he is spraying fire before any attacks are made. The player then chooses the targets of his attack. Maximum number of targets that possibly can be attacked is three. All targets must be within the weapon's firing arc and no more than one meter apart (if they are, count each empty one-meter space as a target). Each attack is rolled separately, and each individual target may not be attacked more than once per round by the same weapon. This type of attack always uses and requires at least 10 ammunition to use.

Suppression Fire

Suppression fire is a military term for putting lots of lead in the air, to make others keep their head down. Suppression fire may be done with burst-capable weapons. The attacker chooses an area (up to 5-meter wide at the weapon's Medium range band), then rolls his attack normally. Record the result and add 2 to it: that's the Saturation Fire Threshold. Anyone or anything which enters that saturated zone later during the combat round must beat the Saturation Threshold or take damage. If the defender fails, the Margin of Failure is multiplied by the Damage Multiplier of the weapon and the resulting damage is treated as usual.

If the defender is already in the suppressed zone before the attack and under cover, they cannot move this round unless they first pass a Spirit Attribute test against a Threshold of 4.

Attackers can augment the size of the area affected by spreading the projectiles around. This doubles the width of the area affected, but divides the Saturation Fire Threshold in half (rounded up).

There are two limitations to Saturation fire: the saturation zone must be within the medium range of the weapon or closer and the weapon uses 15 shots of ammunition or 30, if the area is widened. If the weapon doesn't have this much ammo left, suppression fire may not be attempted.

Combat Modifiers

The following modifiers commonly apply to an attacker's attempt to hit or affect a target, but it is not an exhaustive list. Special circumstances might call for special modifiers. Don't forget possible movement, injury or other modifiers.

Situation	Attack Modifier	Defense Modifier	Example
Point blank range	+1	0	Just outside of melee reach
Short range	0	0	Within few meters
Medium range	-1	0	Within dozen meters
Long range	-2	0	Within few dozen meters
Extreme range	-3	0	Within hundred meters
Light cover	0	+1	Shrubs, tall grass, garbage cans
Heavy cover	0	+2	Rocks, vehicles, trees
Very brightly or poorly lit area	-1	0	Searchlights, moonlight
Very dimly lit area	-2 or -3	0	Starlight, fog
Completely dark	-4	0	Pitch black area
Intoxicated	-1 to -3	-1 to -3	From a few drinks to nearly passed out
Multiple opponents	0	-1 per foe	More than one foe in the same round
Using off-hand	-1	0	Using the hand that's not favored.

Damage

If an attacker hits an opponent, he does an amount of damage equal to his weapon's Damage Multiplier times the Margin of Success of the attack.

<u>Damage = Damage Multiplier x Margin of Success</u>

This damage total is compared with the Wound Thresholds of the victim. If the damage equals or surpasses any of the three Thresholds, the effect of only the highest one exceeded affects the victim. If an injury does damage less than the target's Flesh wound Threshold, the target suffers a minor injury that is somewhat painful, but has no game effects (bruise, minor cut, etc.).

Armor

Personal armor, if any is worn, adds its Armor Points to each Wound Threshold individually, when the character is under physical attack; the modified Wound Threshold should be noted in parentheses after the original Wound Threshold. Shots aimed at locations that are not covered by a character's body armor are not affected by the Armor Rating. If a specific location is not declared as the target of an attack, the Armor Rating of the victim's torso is used.

Injuries

There are three types of injuries. Flesh Wounds are nasty but not crippling wounds; Deep Wounds are immediately life-threatening injuries; Instant Death requires no further explanation.

Each level of injury has an associated wounding Threshold. Wound Thresholds are the amount of damage an attack must cause to produce a certain type of wound. An attack produces the type of injury whose Wound Threshold is equal to or under the amount of damage inflicted by the attack; only the most severe of the possible results is applied.

Action Penalties are negative modifiers to all actions that reflect the pain and distraction induced by wounds. A character is penalized -1 to all tests per Flesh Wound and -2 to all actions per Deep Wound. For example, a character with two Flesh Wounds and one Deep Wound would have a -4 penalty to all tests: -2 from the Flesh Wounds and another -2 from the single Deep Wound.

Hit Location and Damage

Though it is often best to leave damage as a generic entry to keep play fluid, sometimes more details are required (for called shots, for example — see Aiming in Ranged Combat section for more). Different areas handle damage in different ways. If a limb is incapacitated it cannot be used in action or combat in any way.

Arms and Legs: An arm or leg can only take a certain amount of damage until it is incapacitated. Two Flesh wounds or a single Deep wound will render a limb useless (in addition to the standard Action Penalties). An Instant Death result is considered a Deep wound, but crushes or severs the limb. Ignore any additional damage aimed at an incapacitated limb.

Head or Vitals: A hit to the head or other sensitive area (groin, throat, etc.) can be painful indeed. The defenders Wound Thresholds are halved (round up) for the purposes of these attacks. Armor still has its full effect, if it covers that area. Characters who receive a Deep wound aimed at the head must make a Health test to remain conscious.

Random Hit Locations (optional)

If random hit locations are desired, make a normal 2d6 roll. The percentile chance for each result occurring is shown for your convenience.

Result	Location	% chance
2 and 12	Head	5,56%
3-4	Left leg	13,89%
5	Left arm	11,11%
6-8	Torso	44,45%
9	Right arm	11,11%
10-11	Right leg	13,89%

Knockouts

Anytime a character suffers a Wound, he may be knocked unconscious from pain or cranial trauma. The character must pass a Health test versus a Threshold of 1 (remember to apply the wounds' action penalties!) to avoid unconsciousness. If the character fails the test, he will become unconscious for 1d6 minutes per Flesh wound plus 1d6 hours per Deep wound. If the character fumbles the unconsciousness test, he slips into a coma. Most comas are unpredictable in duration and severity, and make excellent plot devices.

Unarmed Damage

It is possible to die from unarmed combat, though it's generally not the idea. Fists are usually used to knock out an adversary. Likewise, untrained fighters lack the skills required to inflict true harm; if a character doesn't have the Brawl skill, he is restricted to inflicting Bruise Damage only. Therefore, unarmed damage is treated differently from other types of wounds.

The Character Sheet has two columns of modifiers placed next to the System Shock column. One of them shows the Action penalty incurred by wounds; the other shows the Action penalty when bruised in unarmed combat. Unarmed fistfights proceed just like normal combat, with damage being compared to the Wound Thresholds and penalties applied as "wounds" are taken. For example, a "Flesh wound" will lower the System Shock by one, but not give any penalty; a more solid "Deep wound" immediately after will lower the SS by two more points, past the "-1 Action" threshold — the character is dizzy after a solid hit.

Unlike actual wounds, however, these just represent fatigue and bruises and will disappear after a short time (see Recovery from Injuries, later this chapter). Should enough hits be taken to surpass the System Shock, however, the character begins to sustain normal (real) damage from further attacks and is subject to Knockout tests (see previous page). If both unarmed damage and actual wounds are taken simultaneously, the bruise damage affects shock and healing just like a real wound.

Death

There are two ways a character can die in combat: instant kill or because of trauma. If a character receives damage that surpasses his Instant Death score, he is instantly dead. These injuries are those that are beyond the help of medical science (e.g. head blown off, decapitation, skull utterly crushed or cut in half). The character cannot be recovered, unless the setting being played in features magic or very advanced science that can bring dead people back to life.

Trauma and Resuscitation

The other method of death is by trauma. A character begins to die of trauma as soon as his injury action penalty lowers his System Shock rating (Health +5, minimum of 1) to zero or less. The character may be resuscitated by modern medical techniques if he is reached soon after "death." The time between apparent death and irrevocable death is equal to twice the character's original System Shock rating plus the character's current action penalty in minutes. If a character's action penalty plus twice his System Shock rating is less than or equal to zero, the trauma is too severe to save the character and he dies.

To make a resuscitation test, a medic must pass a Medicine Skill test with a Threshold of one. This test is modified by the victim's action penalty due to injuries. Due to the large action penalty, it is very difficult to resuscitate a dying person unless one's character is a well-trained medic. Advanced equipment and/or fast-acting pharmaceuticals may give bonuses to this roll. A failed test accomplishes little and wastes one minute of time. If the test succeeds, the victim is stabilized. If the test is Fumbled, the victim dies immediately.

Recovery from Injuries

With time, almost any individual injury can be healed. Even missing limbs can be regrown in some settings. Only one wound heals at a time; Flesh wounds heal before Deep wounds do. The resuscitation resting period (see Constant Medical Aid below) occurs before Flesh wounds begin to heal. Comatose individuals heal normally, regardless of when they actually emerge from the coma. The rate of healing depends upon the availability of medical facilities.

Without Constant Medical Aid

Only minimal care is applied to the wound, such as a splint or bandage; the body is basically left to mend itself. Flesh wounds take one week to heal. Deep wounds take one month to heal and inflict a penalty of -1 to physical actions until the wounded can get proper rehabilitation treatments. Resuscitated individuals and those in long comas (over a week) will die without medical aid.

With Constant Medical Aid

To count as under constant medical aid, the healing process requires a properly staffed medical facility such as a hospital. The following healing rates assume that healing drugs (if available in the setting) are used. Flesh wounds take three days to heal. Deep wounds take two weeks to heal. Resuscitated individuals must spend one week recovering from the shock and trauma of resuscitation before their injuries begin to heal. Comatose individuals can survive on life support until they die of old age.

Carrying Capacity (optional)

The following table shows how much characters can carry based on their Body Attribute. Lightly encumbered characters get -1 action penalty, heavily encumbered -2. The last column shows the maximum weight that a character may lift. Half this amount may be temporarily lifted overhead and twice this amount may be dragged along. See also optional fatigue rules. If they are used in conjunction, they may add further penalties, depending on how long the character has been encumbered.

Body	No penalties	Lightly encumbered	Heavily encumbered	Deadlift
+3	0-58kg	59-76kg	77-114kg	115-140kg
+2	0-48kg	49-63kg	64-94kg	95-114kg
+1	0-40kg	41-53kg	54-79kg	80-94kg
0	0-35kg	36-46kg	47-69kg	70-79kg
-1	0-30kg	31-40kg	41-59kg	60-69kg
-2	0-25kg	26-33kg	34-49kg	50-59kg
-3	0-19kg	20-26kg	27-39kg	40-49kg

Fatigue (optional)

A living body is not a machine and will tire rapidly when submitted to heavy work or extreme conditions. To simulate this, the Gamemaster may award fatigue-caused penalties throughout the session; in time, these will affect the characters' performance, forcing them to rest periodically. Action penalties caused by excessive fatigue are applied to every action test — it is much harder to work and concentrate when tired. Even Appearance is affected — bags under the eyes and a slumped posture will certainly not help to seduce anyone.

Fatigue penalties are applied immediately after the period or activity in which they were gained; they are cumulative. Each player should keep track of his character's fatigue penalty; the Body Attribute is always added to this. If the total fatigue penalties drop to -5 or below, the character falls unconscious and will not wake until all fatigue has been eliminated.

Sleep: if the character is unable to get at least four hours of sleep after a full day awake, a fatigue penalty of -1 is applied to all actions until the next rest period. Should the character miss more than one night, another -1 is added per additional night missed; for example, after three nights without sleep, the character would be at -3 to all actions.

Work: a -1 penalty is gained for every eight hours of hard physical work (chopping wood, tilling the fields, tending the animals, etc.).

Travelling: a -1 penalty is applied for each day spent walking. A -1 is applied for each four hours of climbing, running or swimming.

Loads: if optional encumbrance rules are used, characters bearing half to three-quarter of their full capacity will suffer a -1 modifier per day. Characters carrying three-quarter to their full load will receive a -2 penalty per day, -1 per half day.

Combat: a typical fight (five minutes or less) gives a -1 modifier for a length of time equal to the fight itself. Longer combats, such as a pitched battle, will incur additional fatigue, determined by the Gamemaster (generally, it is better to break this down into a series of smaller encounters).

Temperatures: If the day is very hot or very cold, add -1 to the above. If the character is wearing body armor, add another -1 due to added heat and load.

Recovering from Fatigue

The most efficient way of losing fatigue penalties is to rest quietly (no movement, talking and thinking only). A -1 penalty is removed for a full half hour of rest; this cannot replace sleep, however. A full night of rest cancels a -2 penalty. A good night of sound sleeps cancels a -3 penalty. It is not possible to accumulate sleep for the future. Stimulant drugs (if available in the setting being played in) can be used to cancel fatigue points (see Drugs and Toxins chapter).

Equipment

All game mechanically meaningful equipment is given a relative Wealth Point value. This is not an exact science, but an approximation of item's usefulness to player characters. This is an equipment list for modern-equivalent games, thus for the sake of argument, let's say that one Wealth Point is somewhere between 50$ and 100$; an evening's work of pimping or pushing on the streets. Robbing a 7-11 might yield as much as ten Wealth Points! Beginning characters usually start with 10 Wealth Points.

Melee Weapons

Weapon	Damage Multiplier	Cost
Nightstick	AD+0	0
Knife*	AD+1	1
Baseball bat	AD+1	1
Machete	AD+2	2
Fire axe	AD+3	3

*May be accurately thrown at base range of Body + 1 meters. After that range, use normal weapon increments that are evident from gun range table below.

Guns

Weapon	Damage Multiplier	Range in meters*	Ammo	Cost
.22 revolver	2	4/8/16/32	6	2
.38 revolver	3	6/12/24/48	6	4
.45 revolver	5	7/14/28/56	6	7
6mm pistol	2	6/12/24/48	12	3
9mm pistol	3	6/12/24/48	12	5
.45 pistol	5	7/14/28/56	12	8
7.62 rifle	4	45/90/180/360	7	6
9mm rifle	5	50/100/200/400	7	8
.50 rifle	6	60/120/240/480	7	12
Shotgun	6	5/10/20/40	8	10
Automatic shotgun**	6	6/12/24/48	20	(14)
Assault rifle**	6	20/40/80/160	30	(18)
9mm SMG**	3	10/20/40/80	30	(15)
11mm SMG**	4	10/20/40/80	30	(20)

*(short/medium/long/extreme)
**May be used for burst fire. See Ranged Combat section for details

Armor

Armor	Value	Conceal	Cost
Leather	1	Somewhat	3
Light flak vest	3	Yes	10
Light flak suit	4	Yes	15
Medium flak vest	5	Somewhat	20
Heavy flak vest	7	No	(30)

Drugs and Toxins

Drugs and toxins are rated with three main Attributes: their Potency, their Effect and their Onset Time. The Potency is the Threshold for the victim's Health test to resist the effects. The Effect is the symptoms that a character who fails to resist will exhibit. The Onset Time is the longest period the toxin will require to take effect; the actual time until the effect occurs is equal to the Onset Time divided by the Margin of Failure of the Health test. Fumbled Health tests produce an onset time equal to one-tenth the normal value.

Fatal toxins inflict a number of damage points equal to their Potency times the Margin of Failure of the victim's Health test, divided by 5. Fatal toxins usually range between Potency 7 to 20 and often have Onset Times that are under one minute. Fumbled Health tests lead to a coma.

Sedatives induce drowsiness and unconsciousness. A Health test's Margin of Failure between 1 and 4 will cause an equal negative action modifier (same as injuries). The modifier will decrease by one per hour until it is gone. This modifier does not count in determining death by trauma, wound degeneration or stabilizing injuries, but it does affect Health rolls for knock-outs.

A Margin of Failure between 5 and 9 will cause unconsciousness for a number of minutes equal to the Potency times the MoF. Once the character awakens, he suffers the same effects as a victim who failed the roll by 4 or less.

A Health test failed by 10 points or more will cause an overdose, with the same effect as a fatal toxin of a Potency five points below the sedatives. Characters who fumble their Health test overdose with a MoF of 10.

Hallucinogenic and euphoric toxins cause altered perceptions which are often accompanied by strange emotional states. Their effects are similar to sedatives, except that the action penalties incurred are due to distorted perceptions. These are harder to overdose on: a Health test failed by 5 to 14 will incapacitate the victim with massive hallucinogenic experiences for duration similar to the unconsciousness induced by sedatives.

A Health test failed by 15 of more points will induce a fatal effect like a sedative. The damage inflicted is equal to the hallucinogen's Potency minus ten, multiplied by the MoF. A fumbled Health test counts as failed by 14 points.

Stimulants cause a feeling of excitation and anxiety. Anyone who's Margin of Failure is between 1 and 4 will gain a bonus to initiative equal to the Margin of Failure. The modifier will decrease by one per hour until it is gone. The character will have difficulty falling asleep.

A Margin of Failure between 5 and 9 will provide an initiative bonus of (10 - MoF). The modifier will increase by one per hour until it reaches 5, after which it will decrease at a rate on one per hour until it is gone. Falling asleep is impossible until the drug's effects have worn off.

A character failing or Fumbling his Health test by 10 or more will overdose and take damage as if affected by a fatal toxin of a Potency five points below the Potency of the stimulant.

Analgesic drugs numb pain. For every point of Margin of Failure to resist the effects, one point of action penalty can be ignored. This effect decreases by one per hour until it is gone. A Fumbled Health test indicates that the analgesic failed to help reduce the pain. If the Margin of Failure is greater than twice the character's System Shock, the character goes unconscious for a number of hours equal to the roll of one die.

Multiple Effects and Doses
Many drugs have multiple effects. They have just one Potency and Onset Time, and only one Health test is needed. The effects of each drug type are applied to the user according the Margin of Failure (if any). The rules assume that the victim was given a single dose. For each extra dose, add 10% to the Potency of the toxin (round down). Divide the Onset Time by the number of doses administered.

Sample Drugs and Toxins

Name	Potency	Effects	Onset Time
Alcohol	6	Sedative/Euphoric/Analgesic	15mins
PCP	12	Hallucinogenic/Stimulant/Analgesic	30mins
Cannabis	6	Euphoric	2mins
Barbiturates	10	Sedative/Euphoric	20mins

Addiction Rules (optional)
The main negative side effect of drugs (recreational or medical) is the dependency they often create in frequent users. This dependency can greatly affect one's quality of life, social relationship and health. The medical field divides drug addictions in two broad categories: psychological dependence and physiological addiction. For matters of simplicity, these rules cover mainly the physiological aspects of drug addiction. Long-term dependency is something that is best left for players and Gamemaster to adjudicate as they see fit.

Becoming Addicted
A drug's description can give the addiction's "onset time". A Threshold is listed for a Health test. Roll periodically, every time the interval comes up. Failure means the character is addicted.

Sample Drugs

Name	Addiction Rating	Interval	Health Threshold
Alcohol	5	3 weeks	3
PCP	6	10 uses	4
Cannabis	2	4 weeks	2
Barbiturates	7	2 weeks	6

Addiction
Whenever a character misses a daily dose, he must make a Health test vs. the drug's Addiction rating. If successful, the character experiences few side effects, but must test again the next day, and so on, until he's succeeded in a number of consecutive rolls equal to the Addiction rating, and is no longer considered as "addicted" to the drug, though he can still be "dependent" on it.

A Margin of Failure between 1 and 4 will give a corresponding action penalty (-1 to -4). The penalty decreases by 1 for each day of rest. These symptoms disappear if the drug is taken, though this reset the withdrawal period. A Margin of Failure of 5 to 8 incapacitates for a number of days equal to the MoF minus 4, then see previous. A failure by 9 or more (or a Fumble) causes life-threatening fevers or convulsions for a number of days equal to the MoF minus 8 (1 day for a Fumble), then see previous. A character that survives gains a +1 bonus in resisting further effects of withdrawal. The bonus is cumulative, so repeated attempts will free the character from addiction (but not dependence).

Medically-assisted Withdrawal
Medical institutions give a bonus of +1 to +4 (depending on the technology level) on the Body tests. Counseling groups, psychological treatment and the like can help characters get rid of dependence, but the highest bonus they can usually give is +2.

Disease

Diseases and illnesses are rated by Contagiousness, Onset Time, Virulence, and Effect. The Contagiousness of an illness is the Threshold of the Health test when the character comes into contact (modified to represent good or poor hygienic conditions, between -3 and +3). A successful roll means that the character does not contract the illness. A failed roll indicates that the character contracts the illness; the Margin of Failure is added to the illness' Virulence for that character. A Fumbled test results in the character contracting the illness at double the normal Virulence.

The Onset Time represents the longest incubation period. The actual time until the disease takes effect is equal to the Onset Time divided by the Margin of Failure of the contagion Health test. Fumbled contagion tests produce an Onset Time equal to one tenth the normal value.

Once a character contracts an illness and the Onset Time has expired, he must make a second Health test against the illness' Virulence (as modified by the first test). A successful Health test indicates that the character rides it out with minimal effects. A failed test indicates dangerous complications, according to each illness' description.

Converting from Silhouette Core to S.C.U.M.M.

- Alertness is the average of Agility and Perception. Body is the average of Build and Fitness. Intelligence is the average of Knowledge and Creativity. And Spirit is the average of Appearance, Influence, Willpower and Psyche. Round down.
- Divide all Damage multipliers and Armor points by five, rounded up.
- Some skills have not been ported to S.C.U.M.M., divide the points to other skills, ignore them, or add the skills into S.C.U.M.M. Your call.