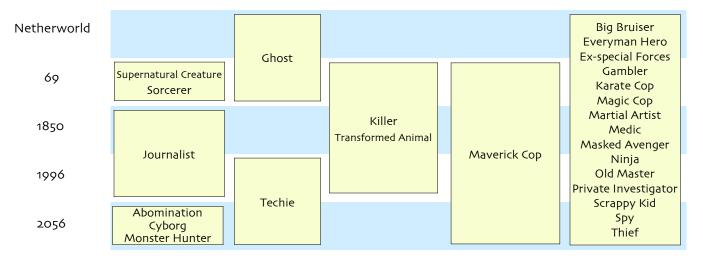
CHARACTER TYPES VS JUNCTURE



ABILITIES OVERVIEW

Distance in meters you can move while doing other things Affects damage with hands, kicks, or hand-held weapons (swords, etc.) Resistance to pain, poison, disease, etc. Substracted from damage opponent deals to you

Abilities

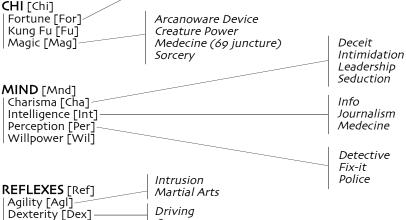
BODY [Bod] Move [Mov] Strength [Str] Constitution [Con] Toughness [Tgh]

Speed [Spd]

Each game session you may spend a number of Fortune Dice equal to Fortune Used to fuel Fu Schticks - determines how many can be used in a sequence Used to fuel magic Schticks. Also used to resist the effects of magic

Personal magnetism Ability to think clearly, remember things and solve puzzles Alertness and observation Resisting persuasions and overcoming magical effects that target the mind

> Motor skills involving the entire body Fine motor skills and hand-eye coordination Reaction time to external stimuli. Affect initiative in combat



Skills

Gambling

(AV + dice) - Dif = Outcome

Guns

Sabotage

TASK CHECK OVERVIEW

AV: Action Value (how good you are at a task)

AR: Action Result (how well you performed this time = AV + dice result)

DIFFICULTY: how hard the task you attempt is (see table for sample difficulties)

OUTCOME: how well you succeeded or failed = AR - Difficulty

Task check procedure

Roll two different-color six-sided dice, one representing Positive values, the other Negative values. Substract the negative value from the positive (giving either a positive or negative result). Add the dice result to your Skill Action Value [AV] to get the Action Result [AR] Compare the Action Result to the Difficulty of the action attempted, if AR > Difficulty you succeed. How well you succeed or fail is called the Outcome and is the difference between AR and Difficulty.

Notes

- Most checks are made with 'open' rolls -> any '6' is rolled again, adding result (either +/-)
- On open rolls, if both dice come up '6' it's called 'boxcars' and something special happens: reroll both dice, ignoring further instances of boxcars (but not single '6'). The unusual result can be either good or bad depending on final result.
- Fumbles occur when Boxcar's fail to meet Difficulty or when you get a <u>negative</u> AR.

Combat

Combat is resolved using the task check procedure:

- Difficulty is the Dodge AV of the opponent.
 Wound points = (Damage rating of weapon) + Outcome (Toughness of character)

Sample Difficulties

- Too easy to bother rolling for
 - (walking, breathing, ...)
- Simple

(personal grooming, cleaning a gun, making cookies)

A little tricky

(ducking a falling object, sneaking up on average person, punching –

- Tricky
- (picking a basic lock, repairing a computer, trailing wary individual)
- 10 Tough

(picking sophisticated lock, sneaking up on trained guard, ourunning – – attack dogs)

15 Real tough

(hiding in brightly-lit area, safely leaping from speeding car, intimidating -

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- undead monster) 20 Forget it
 - (deflecting bullets with a sword, leaping fifteen feet straight up, defusing
 - Two words: Im Possible!
 - (walking along a trail of bullets to foe, punching right through one foe to hit another, leaping Grand Canyon)