

CHARACTER TYPES VS JUNCTURE

Netherworld					Big Bruiser Everyman Hero Ex-special Forces Gambler Karate Cop Magic Cop Martial Artist Medic Masked Avenger Ninja Old Master Private Investigator Scrappy Kid Spy Thief
69	Supernatural Creature Sorcerer	Ghost			
1850			Killer Transformed Animal		
1996	Journalist			Maverick Cop	
2056	Abomination Cyborg Monster Hunter	Techie			

ABILITIES OVERVIEW

	Abilities	Skills
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. Subtracted from damage opponent deals to you	BODY [Bod] Move [Mov] Strength [Str] Constitution [Con] Toughness [Tgh]	
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	CHI [Chi] Fortune [For] Kung Fu [Fu] Magic [Mag]	Gambling Arcanoware Device Creature Power Medecine (69 juncture) Sorcery
Personal magnetism Ability to think clearly, remember things and solve puzzles Alertness and observation Resisting persuasions and overcoming magical effects that target the mind	MIND [Mnd] Charisma [Cha] Intelligence [Int] Perception [Per] Willpower [Wil]	Deceit Intimidation Leadership Seduction Info Journalism Medecine
Motor skills involving the entire body Fine motor skills and hand-eye coordination Reaction time to external stimuli. Affect initiative in combat	REFLEXES [Ref] Agility [Agl] Dexterity [Dex] Speed [Spd]	Intrusion Martial Arts Driving Guns Sabotage

$$(AV + dice) - Dif = Outcome$$

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. Subtract 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 Boxcars fail to meet Difficulty or when you get a negative 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 - alert average person)
- Tricky
(picking a basic lock, repairing a computer, trailing wary individual)
- Tough
(picking sophisticated lock, sneaking up on trained guard, outrunning - attack dogs)
- Real tough
(hiding in brightly-lit area, safely leaping from speeding car, intimidating - undead monster)
- Forget it
(deflecting bullets with a sword, leaping fifteen feet straight up, defusing - missile while riding it)
- Two words: Im Possible!
(walking along a trail of bullets to foe, punching right through one foe to hit - another, leaping Grand Canyon)