

Project Unnamed

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Table 1: Armour list

Armour	ABS	Weight	E-cell size
Heavy cloth	1	3–7 kg	N/A
Boiled leather	2	4–8 kg	N/A
Studded leather	3	6–10 kg	N/A
Ribbed leather	4	8–12 kg	N/A
Band mail	4	9 kg	N/A
Chain mail	5	15 kg	N/A
Plate mail	6	20 kg	N/A
Impact-resistant vest	6†	6 kg	N/A
As above, with trauma plates	8	12 kg	N/A
Chameleon suit	2	5 kg	C
Light power armour	5	25 kg	C
Infantry armour	10	150 kg	D
Scout armour	9	170 kg	D
Command armour	12	200 kg	D

†Against projectile weapons only

Table 3: Attack and parry table

Attack	Parry	Result
Fumble	Fumble	Both parties take full damage from opponent's weapon
Fumble	Fail	Roll fumble for attacker as normal
Fumble	Success	Roll fumble for attacker, add normal damage from defender
Fumble	Special	Roll fumble for attacker, add full damage from defender
Fumble	Perfect	Roll fumble for attacker, add full damage from defender, attacker is disarmed
Fail	Fumble	Defender takes normal damage from attacker
Fail	Fail	No damage
Fail	Success	No damage
Fail	Special	No damage, attacker is disarmed
Fail	Perfect	Attacker takes normal damage from defender, attacker is disarmed
Success	Fumble	Defender takes full damage from attacker, defender is disarmed
Success	Fail	Defender takes normal damage from attacker
Success	Success	No damage
Success	Special	No damage
Success	Perfect	Attacker takes normal damage from defender, attacker is disarmed
Special	Fumble	Defender takes full damage, defender is disarmed
Special	Fail	Defender takes full damage
Special	Success	Defender takes normal damage
Special	Special	No damage
Special	Perfect	No damage
Perfect	Fumble	Defender is instantly killed
Perfect	Fail	Defender takes full damage, no armour
Perfect	Success	Defender takes full damage
Perfect	Special	Defender takes normal damage
Perfect	Perfect	No damage

Table 4: Attribute roll modifiers

Difficulty	<i>Multiplier</i>
Very easy	7.5
Easy	6.25
Normal	5
Hard	3
Very hard	1
Impossible	0.5

Table 5: Equipment

Item	Weight (kg)	Cost (Cr)
Air tank, SCUBA	4	100
Air tank, combat suit	6	800
Air tank, refill	<i>N/A</i>	80 – 200
First-aid kit	0.5	25
Lockpick, electromechanical	1	1500
Lockpick, electronic	0.2	3000
Lockpick, mechanical	0.1	500
Power cell A	0.05	1
Power cell B	0.1	5
Power cell C	0.5	20
Power cell D	2	100
Power cell E	4	250
Rations, 1 day	0.5	30
Rope (30 m)	4	60
Toolkit	1	45

Air tank refills vary in cost, depending on the exact air mix.
 Toolkits contain a screwdriver, allen and torx bits, hex sockets.

Table 6: Weapons fumble table

Roll	Result
01-25	Attacker drops weapon
26-40	Attacker drops weapon, flies off D6+6 metres
41-50	Attacker stumbles over own feet, defenceless in next round
51-60	Attacker stumbles over own feet, falls over. Defenceless in next round and takes D4-1 damage
61-70	Attacker hits herself, take normal weapons damage (for projectile weapons, see 26-40).
71-80	Attacker hits friend (if fighting alone, see 61-70) for normal damage
81-90	Attacker armour malfunctions. If she is wearing tech armour, the power starts glitching (-15% to all attacks), if non-tech armour it starts loosening (-1 to protection).
91-95	Attacker falls over and hits herself with her own weapon (even with projectile weapons). D4-1 from fall damage, normal weapons damage.
96-99	Attacker weapon malfunctions. If it is a projectile or beam weapon, there is a 15% chance that the weapon explodes, imparting normal damage. If it's a knife, sword, spear or the like, the weapon simply breaks apart and cannot be repaired.
00	Attacker weapon malfunctions as per 96-99, attacker falls falls over (taking D4-1 fall damage) and attacker's armour malfunctions as per 81-90

Table 7: Language skills

Level	Description
0	Does not speak nor understand at all
1	Can make herself understood and understand spoken and written communication. Will have misunderstandings.
2	Can speak and understand the language fairly well, will still have the occasional misunderstanding and lack words for several important concepts
3	Uses the language on the same level as a native, though has obvious dialect or accent.
4	Uses the language well, has only faint traces of dialect or accent, can usually mimic accents and dialect, to a degree.
5	Very proficient in the use of language. Never makes unintentional linguistic mistakes.

Table 8: Magic power loss

INT	Loss	Multiplier
2	99.1%	110.2
3	98.0%	49.0
4	96.4%	27.6
5	94.3%	17.6
6	91.8%	12.3
7	88.9%	9.0
8	85.5%	6.9
9	81.6%	5.4
10	77.3%	4.4
11	72.6%	3.6
12	67.3%	3.1
13	61.7%	2.6
14	55.6%	2.2
15	49.0%	2.0
16	42.0%	1.7
17	34.5%	1.5
18	26.5%	1.4
19	18.1%	1.2
20	9.3%	1.1

Table 9: Magic power channeling table
 Maximum power is $2 * \sqrt{(1.1W)^3}$ ($W = \text{WIL}$).

WIL	Max W
2	11
3	36
4	85
5	166
6	287
7	456
8	681
9	970
10	1330
11	1770
12	2300
13	2920
14	3650
15	4490
16	5450
17	6540
18	7760
19	9130
20	10650

Table 10: Teleportation, maximal range

Self range is $\frac{1}{1+e^{-\frac{p-9}{1.8}}}$.

PER	Self	Willing, concious	Unwilling unconcious	Inanimate
3	69	23	5	10
4	117	39	9	17
5	196	65	15	28
6	318	106	24	45
7	495	165	38	71
8	729	243	56	104
9	1000	333	77	143
10	1271	424	98	182
11	1505	502	116	215
12	1682	561	129	240
13	1804	601	139	258
14	1883	628	145	269
15	1931	644	149	276
16	1960	653	151	280
17	1977	659	152	282
18	1987	662	153	284
19	1992	664	153	285
20	1996	665	154	285

Table 11: Opposed rolls percentage table

	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
3	50	45	40	35	30	25	20	15	10	5	F	F	F	F	F	F
4	55	50	45	40	35	30	25	20	15	10	5	F	F	F	F	F
5	60	55	50	45	40	35	30	25	20	15	10	5	F	F	F	F
6	65	60	55	50	45	40	35	30	25	20	15	10	5	F	F	F
7	70	65	60	55	50	45	40	35	30	25	20	15	10	5	F	F
8	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	F
9	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5
10	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10
11	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15
12	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20
13	S	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25
14	S	S	95	90	85	80	75	70	65	60	55	50	45	40	35	30
15	S	S	S	95	90	85	80	75	70	65	60	55	50	45	40	35
16	S	S	S	S	95	90	85	80	75	70	65	60	55	50	45	40
17	S	S	S	S	S	95	90	85	80	75	70	65	60	55	50	45
18	S	S	S	S	S	S	95	90	85	80	75	70	65	60	55	50

Table 12: Energy cell descriptions

Type	Weight	Size	Typical usage
A	50g	3 cm x ∅1 cm	Flashlights, portable igniters, larger clocks and the like
B	100g	17 mm x 26 mm x 44 mm	Weapons, long-term low-powered items, radios, cell phones and the like
C	0.5 kg	10 cm x 10 cm x 10 cm	Some weapons, larger computers, environment suits
D	2 kg	0.3 m x 0.1 m x 0.15 m	Combat suits, vehicle-carried beam weapons
E	20 kg	1.0 m x 0.3 m x 0.3 m	Vehicle power source

Table 13: Skill increment tables

Skill level	Increment	Expected result
0-25	3D4	8
26-45	D10	6
46-60	D8	5
61-70	D6	4
71-80	D4	3
81-90	D3	2
91-95	D2	2
96-99	1	N/A

Knowledge skills	
Skill level	Base cost times
0-1	1
2-3	2
4	3

Table 14: Skill modification table

Difficulty	<i>Multiplier</i>
Very easy	1.5
Easy	1.25
Normal	1.0
Hard	0.6
Very hard	0.2
Impossible	0.1

Table 15: Space ship hull table

Section size	Single sphere		Four spheres		Hull section cost
	volume (m ³)	weight (tons)	volume (m ³)	weight (tons)	
6 m	900	70	3600	630	10 000
10 m	4200	200	17000	1800	35 000
15 m	14000	440	57000	3900	70 000

Table 16: Space ship engine table I

In-system engines			
Engine	Weight range (t)	Volume	Cost
In-system A	0–250	30 m ³	30 000
In-system B	175–500	40 m ³	40 000
In-system C	400–1 000	55 m ³	70 000
In-system D	800–2 000	120 m ³	150 000
In-system E	1 800–5 000	250 m ³	300 000
In-system F	4 000–10 000	500 m ³	650 000

Table 17: Space ship engine table II

Warp drive engines			
Engine	Max weight (t)	Volume	Cost
Warp A	300	15 m ³	100 000
Warp B	700	20 m ³	120 000
Warp C	1 500	30 m ³	150 000
Warp D	4 000	45 m ³	180 000
Warp E	10 000	65 m ³	220 000
Warp F	25 000	90 m ³	260 000

Table 18: Space ship additional facilities

Facility	Size	Space use	Weight	Capacity	Cost
Air purifier	large	60 m ³	2 tons	40 persons	6 000
Air purifier	medium	45 m ³	1.5 tons	20 persons	8 000
Air purifier	small	30 m ³	1 ton	10 persons	10 000
Cabin	1, basic	12 m ³	N/A	1 person	700
Cabin	2, basic	18 m ³	N/A	2 persons	800
Cabin	4, basic	24 m ³	N/A	4 persons	900
Cabin	1, luxury	24 m ³	N/A	1 person	950
Cabin	2, luxury	32 m ³	N/A	2 persons	1 100
Cargo foam	N/A	N/A	5 kg / m ³	N/A	30 / m ³
Galley	small	15 m ³	1 ton	6 persons	750
Galley	large	30 m ³	1.5 tons	20 persons	3 000
Lander bay	small	200 m ³	N/A	1 small	15 000
Lander bay	large	300 m ³	N/A	2 small / 1 large	25 000
Laser battery	light	30 m ³	1 ton	N/A	35 000
Laser battery	heavy	45 m ³	1.5 tons	N/A	45 000

Table 19: Body guard skill template (42)

Skill	increments	average	
Beam pistols	3	35	
Pistols	3	35	
Spot hidden	4	41	Total cost: 42
Thrown weapon	2	16	
Vehicle:Car	5	47	
Zero-G maneuvering	2	2	

Table 20: Courier skill template (27)

Skill	increments	average	
Armourer	1	21	
Beam pistols	2	29	
Computer usage	1	2	
Dodge	2	27	
Hide	2	29	Total cost: 27
Knives	1	19	
Library usage	2	2	
Pistols	2	29	
Point swords	1	21	
Spot hidden	2	29	

Table 21: Gambler skill template (20)

Skill	increments	average	
Computer usage	1	2	
Dodge	2	27	Total skill cost: 20
Electronics	2	16	
Knives	3	33	
Spot hidden	2	29	

Table 22: Journalist skill template (53)

Skill	increments	average	
Computer usage	3	4	
Language:Other	3	3	Total cost: 53
Language:Native	2	5	
Library usage	4	4	
Spot hidden	3	35	

Table 23: Police skill template (49)

Skill	increments	average	
Computer usage	2	2	
Library usage	1	2	
Dodge	2	27	
First aid	4	32	Total cost: 49
Pistols	3	35	
Spot hidden	3	35	
Vehicle:Car	8	62	
Vehicle:Motorcycle	4	32	

Table 24: Private investigator skill template (36)

Skill	increments	average	
Beam pistols	3	35	
Computer usage	2	3	
Dodge	3	33	Total cost: 36
Library usage	4	4	
Pistols	3	35	
Ropework	2	29	
Spot hidden	5	47	

Table 25: Soldier of fortune skill template (58)

Skill	increments	average	
Armourer	2	29	
Beam pistols	2	29	
Beam rifles	2	29	
Climb	1	19	
Combat suit	5	41	Total cost: 58
Demolition	2	16	
Dodge	2	27	
Knives	4	39	
Pistols	1	21	
Rifles	2	29	
Ropework	1	21	

Table 26: Trader skill template (99)

Skill	increments	average	
Computer programming	4	4	
Computer usage	3	3	
Library usage	2	3	
Beam pistols	3	35	Total cost: 99
Deep space tactics	4	32	
Point or Edged swords	4	41	
Vehicle:Lander	3	24	
Vehicle:Spacecraft	5	38	

Table 27: Close combat weapons table

Name	Type	Damage	Weight	BV
Broadsword	ES	2D6+2	1.5 kg	12
Dagger	K	D4+1	0.5 kg	6
Epée	PS	2D6	1 kg	10
Foil	PS	2D6-1	0.7 kg	8
Gladius	ES	D6+2	1.5 kg	10
Katana	ES	2D6+3	1.5 kg	10
Machete	K	D6+2	0.7 kg	10
Rapier	PS	4D4	1.5 kg	11
Sabre	ES	2D6	1 kg	12
Spiked mace	C	D6+2	1 kg	6
Wakizashi	ES	D6+2	1.0 kg	7
PS – pointed sword	ES – edged sword	K – knife	C – club	

Table 28: Projectile weapons table

Name	Type	Damage	Weight	Rounds charges	Calibre E-cell	Range	Rate
Glock 17	P	2D6	0.625 kg	16 + 1	9 mm	30 m	8
Laser pistol	BP	2D6	1 kg	30	B	30 m	6
Laser rifle	BR	3D6	3 kg	20	C	250 m	6
Plasma pistol	BP	2D6	0.5 kg	20	A	20 m	3
Plasma rifle	BR	3D6	2 kg	20	B	90 m	3
Mauser rifle	R	3D6	4.5 kg	6	6.5 mm	450 m	3
Sniper rifle	R	3D6	5.3 kg	6	6.5 mm	3000 m	2
Assault Rifle (light)	R	2D6	4.5 kg	30	5.56 mm	450 m	30
Assault Rifle (heavy)	R	3D6+1	5.3 kg	20	7.62 mm	450 m	20
BP – Beam pistol	BR – Beam rifle			P – Pistol		R – Rifle	per CR

Table 29: Micro-gravity movement skills

0	Can get around, bumps into things and is likely to hurt herself or others. Can not, under any circumstances, attempt combat.
1	Can get around, bumps into things. All combat is with an extra Very Hard modifier.
2	Can get around, is ungraceful. Will occasionally bump into things, but usually just gently. All combat is at an extra Hard modifier.
3	Can get around well. Not graceful, as such. All combat is normal from this skill level and up.
4	Moves around very well in micro-gravity. The character can “herd” people with level 1–2 in this skill.
5	Extremely good at moving around in micro-gravity. All dodging is done with an extra Very Easy modifier. The character can “herd” anyone safely in micro-gravity.

Table 30: Skill summary

Skill	Base attr	Base chance	Cost
Armourer	INT	INT	2
Astrogation	INT	0	3
Beam pistols	PCN	PCN	2
Beam rifles	PCN	PCN	2
Climb	AGL,STR	AGL,STR	1
Clubs	AGL,STR	AGL,STR	2
Combat suit	PCN	5	4
Computer programming	know INT	0	5
Computer usage	know INT	1	1
Deep space tactics	INT	0	3
Demolition	INT	0	2
Dodge	AGL	AGL	1
Edged swords	PCN	PCN	3
Electronics	INT	0	2
First aid	INT	0	2
Hide	PCN	PCN	1
Knives	AGL	AGL	3
Language:...	know INT	varies	4
Library usage	know INT	1	1
Lock Picking	PCN	0	2
Pistols	PCN	PCN	2
Point swords	PCN	PCN	3
Ride horse	PCN	PCN	2
Rifles	PCN	PCN	2
Ropework	INT	INT	1
Spot hidden	PER	PER	2
Swim	know AGL	0	2
Thrown weapon	PCN	0	3
Throw object	AGL,STR	AGL	2
Vehicle:Aircraft (Jet)	AGL,PER	0	4
Vehicle:Aircraft (prop)	PER	0	3
Vehicle:Car	PER	PER	2
Vehicle:Hovercraft	PER	0	2
Vehicle:Lander	AGL,PER	0	4
Vehicle:Motorcycle	AGL,PER	0	2
Vehicle:Sail	INT	0	2
Vehicle:Ship	INT	0	3
Vehicle:Spacecraft	PER	0	4
Vehicle:Speedboat	AGL,PER	0	2
Wilderness survival	INT,PER	0	2
Zero-G maneuvering	know PCN	0	3
Magic power manipulation	INT	0	5
Magic teleportation	PER	0	5
Magic telekinesis	INT	0	5
Magic energy manipulation	WIL	0	5
Specific spell effect	Varies	0	4