

WASTE-LAND BEASTS

MONSTER HD	DAMAGE
1	d4 (2)
2	d6 (3)
3	2d4 (4)
4	d10 (5)
5	d12 (6)
6	d6 + d8 (7)
7	2d8 (8)
8	3d6 (9)
9	2d10 (10)
10	d10 + d12 (11)

OUT OF ACTION

1	KO'd - Just knocked out.
2	Beaten - Disadvantage on all tests for the next hour.
3	Battered - STR, DEX and CON are temp. -2 for the next day.
4	Busted - STR or DEX stat is permanently reduced by 2
5	Broken - CHA, STR, or DEX stat is permanently reduced by 4.
6	Dead - Rest in peace

LUCK POINTS

Luck Points can be traded in at any time to improve the level of success of a single roll, from a **Dismal** failure to a failure, a failure to a success, a success to a **Good** success, or a **Good** success to a **Great** success.

Luck Points can also be used to create one fact of story fiction that does not invoke direct mechanical benefits to die rolls greater than -2.

BURST FIRE

Drawback: Downgrade **Ammo Die** automatically when using.

Advantage on **DEX** test to hit and inflict +2 damage.

AUTO FIRE

Drawback: Downgrade **Ammo Die** twice automatically.

Disadvantage on **DEX** test to hit. Affects 1d6 targets **Close** together. Roll extra damage die for each success.

COVER

In a fire fight, a character or foe may use an action to take cover if this is possible given the environment. Targets with cover are harder to hit, and characters must achieve a **Good** success (roll below 1/2 **DEX** rounded down) on a ranged attack test to do so.

Characters using cover gain **Advantage** on **DEX** tests to avoid damage.

DEGREES OF SUCCESS

ACTION	GOOD	GREAT
Initiative	Advantage on next action	+1 Bonus Action
Attack	+1/2 damage die.	+1 damage die
Attack 2-handed	+1/2 damage die/ stagger foe	+1 damage die/ stagger foe
Defense	Advantage on next action	Free counter-attack

Good= rolling under 1/2 Stat rounded down. Great= rolling a natural "1"

*Dismal failure (rolling 20) on Initiative, Disadvantage on defense vs foe.
...on Defense: +d6 damage
...on Attack: Foe gets free counterattack.
Test weapon or armor durability for both attack and defense dismal failures.*

LIGHT ARMOR

TYPE	ARMOR POINTS	RESISTANCE (RES)
Helmet	1	-
Heavy Jacket	2	1
Small Shield	2	-
Leather Jacket	3	1
Full Leathers	4	1

MEDIUM ARMOR

TYPE	ARMOR POINTS	RESISTANCE (RES)
Large Shield	3	-
Make-shift	5	2
Riot Gear	6	2

HEAVY ARMOR

TYPE	ARMOR POINTS	RESISTANCE (RES)
Tactical Armor	7	3
Combat Armor	8	3

ARMOR PENALTIES

Any Armor that has a resistance rating imposes that resistance rating as a penalty to all **DEX** tests, with the exception of attack (not defense) rolls.

TYPE	DEXTERITY (DEX) PENALTY
Light	+1
Medium	+2
Heavy	+3