



The Artificial Act



GM Screen



Multiply the hit points by each cm of thickness.

Hex Walls a=10 hp=2 per cm
 light plastics a=2 hp=1 per cm
 dirt a=1 hp=1 per cm
 earthworks a=3 hp=1 per cm
 plastics a=3 hp=1 per cm
 brick/stone a=4 hp=1 per cm
 industrial plastics a=4 hp=2 per cm
 iron a=8 hp=2 per cm
 steel a=15 hp=2 per cm
 super hard plastics a=5 hp=2 per cm
 hardened steel a=30 hp=3 per cm

Critical Hits

Head Damage x2
 Body Standard Damage
 Shoulder -1 HP per turn due to blood loss.
 Arm 1/2 Damage Str -15 Agi -20
 Hand 1/4 Damage Str -5 Dex -20
 Groin Incapacitation 1D10 turns, -1 HP per turn due to blood loss.
 Leg 1/2 Damage Str -20 Agi -10
 Foot 1/4 Damage Str -10 Agi -10

Roll Percentile Hit Location

01-06 Left Foot
 07-12 Right Foot
 13-18 Left Leg
 19-24 Right Leg
 25-28 Groin
 29-34 Left Hand
 35-40 Right Hand
 41-47 Left Arm
 48-55 Right Arm
 55-74 Body
 75-81 Left Shoulder
 82-88 Right Shoulder
 89-00 Head

Strength Tables

level- lifting encumbered	welding
10 36 kg 10 kg	1-2 kg
20 73 kg 40 kg	2-4 kg
30 109 kg 60 kg	3-6 kg
40 145 kg 80 kg	4-8 kg
50 182 kg 100 kg	5-10 kg
60 218 kg 120 kg	6-12 kg
70 254 kg 140 kg	7-14 kg
80 291 kg 160 kg	8-16 kg
90 327 kg 180 kg	9-18 kg
100 364 kg 200 kg	10-20 kg

NO. OF ACTIONS

	BASE 1/2	1/4	1/8
2	1	1	2
3	1	2	3
4	1	2	4
5	1	3	4
6	1	3	6
7	2	3	7
8	2	4	8
9	2	4	9
10	2	5	10
15	2	7	11
20	3	10	15
25	4	13	20
30	4	15	25
35	5	18	30
40	5	20	35
45	6	23	40
50	7	25	50
60	8	30	60
70	9	35	70
80	10	40	80
90	12	45	90
100	13	50	100

STR+HTH Damage

10-40 1 Point
 41-60 2 Points
 61-80 3 Points
 81-100 4 Points
 101-120 5 Points
 121-130 6 Points
 131-140 7 Points
 141-150 8 Points
 151-160 9 Points
 161-170 10 Points
 171-180 12 Points
 181-190 15 Points
 191-200 20 Points

Meters Per

Km/h Turn	Meters Per
10	42
20	83
30	125
40	167
50	208
60	250
70	292
80	333
90	375
100	417
150	625
200	833
250	1 km
300	1.25 km
350	1.46 km
400	1.7 km
500	2 km
1,000	4 km

Meters Per Turn Running

STR	Full	1/2	1/4	1/8
10	15	17	18	20
20	15	18	21	25
30	15	20	25	30
40	20	25	30	35
50	25	30	40	40
60	30	35	40	45
70	35	40	45	50
80	40	45	50	55
90	45	50	55	60
100	50	55	60	65
110	55	60	65	70
120	60	65	70	75
130	60	66	73	80
140	65	71	78	85
150	65	73	81	90
160	70	78	87	95
170	70	80	90	100
180	75	85	95	105
190	75	87	98	110
200	80	92	103	115

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10	15	17	18	20
20	15	18	21	25
30	15	20	25	30
40	20	25	30	35
50	25	30	40	40
60	30	35	40	45
70	35	40	45	50
80	40	45	50	55
90	45	50	55	60
100	50	55	60	65
110	55	60	65	70
120	60	65	70	75
130	60	66	73	80
140	65	71	78	85
150	65	73	81	90
160	70	78	87	95
170	70	80	90	100
180	75	85	95	105
190	75	87	98	110
200	80	92	103	115

Half Hit Points

When a character is at half their hit points the following effects are imposed.
 Movement is cut in half
 Must roll vs Con or incapacitated for 2D10 turns
 Must have surgery performed within 1D10 or will die from wounds.
 -20 CDF to all attributes

Overfire

For every Overfire there is a chance that the weapon will fail. This chance of failure is different for different types of weaponry. Roll a 1D100 each time the gun Overfires.

Projectile Guns 10%
 Projectile Artillery 25%
 Plasma Guns 20%
 Plasma Artillery 30%

If the roll is equal or under the percentage listed, roll on the failure table below.

Overfire Failure Table

1-60 Gun jams, repair roll required.
 61-90 Barrel melts, must be replaced.
 91-100 Barrel explodes, Character takes 1d10 x the PB damage of the weapon.

Jumping

Characters can jump is based on their Strength attribute and their build.

Vertical Jump

Str	Light	Med	Heavy
10-19	15 cm	10 cm	5 cm
20-29	30 cm	20 cm	10 cm
30-39	45 cm	30 cm	15 cm
40-49	60 cm	40 cm	20 cm
50-59	70 cm	45 cm	20 cm
60-69	75 cm	50 cm	25 cm
70-79	80 cm	55 cm	30 cm
80-89	85 cm	60 cm	35 cm
90-99	90 cm	65 cm	40 cm
100	1 m	70 cm	45 cm

Horizontal Jump

Str	Light	Med	Heavy
10-19	1m	.50m	.25m
20-29	1.5m	.75m	.5m
30-39	2m	1m	.75m
40-49	2.25m	1.5m	1m
50-59	2.5m	2m	1.5m
60-69	2.75m	2.25m	1.75m
70-79	3m	2.5m	2m
80-89	3.25m	2.75m	2m
90-99	3.5m	3m	2.25m
100	4m	3.25m	2.25m

Healing

Healing occurs every 6 days. Each six day period, the character rolls against Constitution.

Full	1/2	1/4	1/8
1	2	3	4

With quality care (a person with the general medicine skill) and bed rest the healing period is lowered to four days. With proper facilities, quality care, and bed rest the healing period is brought to two days.
 Any damage over half of the character's Hit Points will require surgery, (proper facilities are mandatory)
 failure means the patient will die in 1D10 days from taking the damage.

NPC Stats

	Geetin	Gijoomn	Kerdi	Chez Hound	Chez Warr	Chez Pilot	Chez Priest
Con	50	45	10	30	80	25	30
Str	45	50	150	40	80	25	30
Agil	45	50	80	70	70	50	20
Ref	40	45	75-20	60	50	50	30
Dex	35	45	20	10	65	60	45
Blv	30	30	15	10	20	30	30
Cha	30	30	5	20	40	30	45
Int	30	30	70	40	40	40	40
I.Q.	20	20	10	15	40	40	80
Psy	20	20	80	100	40	40	45
H.P.	15	15	200	10	35	7	15
B.P.	n/a	n/a	110	180	250	n/a	500
A.R.	n/a	n/a	15	5	n/a	n/a	n/a

Armor

Type	Head	Shoulder	Body	Arms	Hands	Groin	Legs	Feet
Gijoomn	9-5	9-3	7-10	5-5	3-2	7-3	5-6	3-2
Geetin	9-5	5-3	5-5	5-3	-	5-3	-	3-2
Gijoomn Pilot	9-5	5-3	7-10	5-3	-	5-3	-	3-2
Chez Warrior	10-10	15-10	15-20	10-10	5-2	10-8	10-10	10-5
Chez Pilot	10-10	-	10-15	5-5	-	-	-	5-5
ASO Troop	9-5	9-3	7-10	5-5	3-2	7-3	5-6	3-2
ASO Scout	9-5	5-3	5-5	-	-	5-3	-	3-2
ASO Light	9-5	5-3	7-10	5-3	-	5-3	-	3-2
Seimrahn Heavy	10-5	10-5	8-15	5-5	3-1	8-5	5-8	5-5
Seimrahn Light	10-5	8-5	7-8	1-1	-	7-5	1-1	5-5

Weapon Stats

Name	Range	PB	Shrt	Med	Long	Ex	ROF	Payload	Mass
Kel Laser Staff	C	12	11	5	3	1	1	30	8 Kg
Kel Heavy Laser Staff	C	45	45	15	10	5	1	20	10.5 Kg
Kel Particle Beam	A	130	100	30	5	1	1	10	30 Kg
Geetin Plasma Sphere	C	20	15	10	5	1	1	3	5.2 Kg
Gijoomn Plasma Sphere	C	20	18	12	8	2	1	6	5.8 Kg
Kerdi Plasma Cannon	C	30	30	20	15	10	4	10/hour	n/a
Kerdi Heavy Plasma	C	100	100	60	50	30	2	2/hour	n/a
Kerdi Lasers	C	8	8	4	2	1	4	Unlimited	n/a
Chezbah Plasma Pistol	B	25	20	15	10	5	1	15	4.3
Chezbah Plasma Gun	C	60	50	40	20	5	1	12	16 Kg
Chezbah Plasma Gun Laser	C	8	8	4	2	1	1	100	
G-82	B	10	10	9	8	5	15	30	2.1
M-240B	B	15	15	12	10	8	30	300	10.15 Kg
ASO gmm Pistol	B	10	10	9	8	5	6	10	.8 Kg
AVVW 678 Rocket Launcher	D	200	150	100	50	10	1	2	5.2 Kg
AK-140	B	12	12	10	8	4	15	30	4.3 Kg
Projectile Rifle	C	10	10	9	8	5	2	10-30	2.2 Kg
I-CA gmm Pistol	B	11	11	10	8	5	5	10	1 Kg
VA 2 Rocket Launcher	C	250	100	100	50	10	1	1	10 Kg
Shotgun	A	20	15	10	8	5	2	1-2-6	2.2 Kg
Seimrahn Laser Pistol	C	10	10	5	3	1	1	50	2.4 Kg
Seimrahn Laser Gun	D	10	10	7	5	3	1	100	3 Kg
Seimrahn Heavy Laser	C	40	40	20	15	10	1	25	8.2 Kg
Particle Beam Pistol	A	80	40	10	1	1	1	3	6 Kg
Seimrahn Particle Beam	A	150	120	50	10	1	1	5	18 Kg
Seimrahn Plasma Pistol	B	20	15	10	5	1	3	7	3.1 Kg
Seimrahn Plasma Gun	B	20	20	15	10	3	3	7	5.5 Kg

Expanded Range Classes

Range	PB	Shrt	Med	L	Ex
A	1	5	10	15	20
B	3	15	30	75	300
C	10	30	100	500	1K
D	100	500	1K	5K	10K
E	100	1K	5K	10K	30K
F	500	5K	10K	30K	100K
G	1K	10K	30K	100K	300K
H	5K	30K	100K	300K	1000K
I	10K	100K	300K	1000K	3000K
J	30K	300K	1000K	3000K	9000K
Mod.	+5	+0	-10	-20	-50

The numbers here are in meters, a number with a "K" after it means thousands, (a 1 with a "K" means 1,000) or Kilometers.

General Modifiers

Simple Task	+40
Extremely Easy	+30
Very Easy	+20
Easy	+10
Hard	-10
Using/firing wrong handed	-20
Called shot	-15
Darkness	-40
Low light	-20
Subdued light	-10
Target under soft cover	-10
Target under hard cover	-25
Moving target	-20
Fast moving target	-40
Small target	-10
Large target	+10
Aimed shot (-2 actions)	+15
Line of sight obstructed	-10

CDF Modifiers

1 day without food -10 from all attributes
 5 days without food -40 from all attributes
 > 5 days without food -1 HP/day
 Wounded half HP -20 all attributes
 Stress Points =1/2 Psy -10 I.Q., Int, Cha and Psy

Skills:

Acids - I.Q.	Defeat Security - I.Q.
Ambush - I.Q.	Detect Ambush - Int
Anthropology - I.Q.	Doodeg - Ref
Archaeology - I.Q. (2)	Drug Recognition - Int
Architectural - I.Q. (2)	Drug Resistance - Psy
Artillery Operation - Dex	ECOM - Dex
Artillery Repair - Dex	ECM - Dex
Bartending - Cha	Electronics - I.Q.
Biology - I.Q. (2)	Electronics Engineering - I.Q.
Blinding - Cha	Explosives - Dex
Botany - I.Q. (2)	Explosives Disposal - Dex
Camouflage - Int	First Aid - I.Q.
Carrying - Con	Foraging - Int
Chemistry - I.Q. (2)	General Medicine - I.Q. (3)
Climbing - Con	Hide - Int
Code Cracking - I.Q.	HTH Combat - Agi
Command - Cha	Hunting - Int
Computer Operation - Dex	Immunitation - I.Q.
Computer Programming - I.Q.	Intimidation - Cha
(2)	Iron Will - Psy
Concealed Object - Int	Jamming - I.Q.
Construction Bunker - I.Q.	Law enforcement - I.Q.
Construction Mantrap - I.Q.	Mapping - I.Q.
Construction Road - I.Q.	Marital Arts - Agi
Construction Shelter - I.Q.	Mathematics - I.Q.
Construction Vehicle Trap - I.Q.	Mechanical Engineering - I.Q.
Culture -specific-> - I.Q.	Mechanical - Psy

Fame Points

Storytelling				
Fail	Full	1/2	1/4	1/8
Challenge	1	2	3	4

Heroic deed 1
 Save a Life 1-4
 Save an Innocent 2-6
 Defeat Famous Person 75% of their fame

Crime Points

Murder	1-5
Theft	1
Property destruction	1

Experience Table

At the end of a game, The GM awards experience according to the following criteria.

Did the player stay in character?	+2
Did the player cooperate?	+1
Was the player an active participant?	+2
Did the player use their head?	+1
Did the character avoid violence?	+1
Was the character good or noble?	+1
Was the character brave or heroic?	+2
Good humor award.	+1

Advancement Tables

The rate that a character raises skill levels is strongly dependent on the I.Q. attribute. Find your character's I.Q. on the chart, and the skill level already possessed, this will give you the ratio of skill points raised by the experience points expended. One Experience point raises . . .

I.Q.	Current Skill Level	Attribute Level
1-25	26-50	3 Exp. +3
10-24	+2	10-30 +2
25-40	+3	31-60 +1
41-75	+5	61-99 +2
76-90	+8	3 Exp. +3
91-99	+10	+5

Attribute Advancement

Attribute advancement is not dependent on I.Q., only the current attribute level applies. A minimum of 3 experience points must be expended to raise an attribute.

Stress Points

Combat	3
Wounded	2
Dangerous situation	1
Trapped	1
Failing an important roll	1
Abnormal occurrence	1
Long term pain	1 per day
Facing heavy odds	1
Facing impossible odds	3
Death of a comrade	3

Common map measurements

These are the most commonly used measurements that are used when moving through the hexes that make up the populated underground.

Distance between parallel walls	10,017.8 Meters
Distance between opposite points	11,457.97 Meters
Thickness of a wall	200.2 Meters
Length of a wall	5773.5 Meters
Distance between large doorways	1098 Meters
Distance between doorways (big or small)	248.7 Meters
Height of large doorway	80 Meters
Width of large doorway	120 Meters
Height of small doorway	10 Meters
Width of small doorway	30 Meters
Height of a Hosedent	143.6 Meters
Width of a Hosedent	111.5 Meters
Hight of Hosedent Door	14 Meters
Width of Hosedent Door	24.7 Meters

Defeat Security - I.Q.	Meloe Combat - Agi
Detect Ambush - Int	Military Intelligence - I.Q.
Doodeg - Ref	Navigation Land - I.Q.
Drug Recognition - Int	Navigation Subterranean - I.Q.
Drug Resistance - Psy	Parry Blow - Ref
ECOM - Dex	Persuasion - Cha
ECM - Dex	Physics - I.Q. (2)
Electronics - I.Q.	Pick locks - Dex
Electronics Engineering - I.Q.	Pilot Automobile - Dex
Explosives - Dex	Pilot <specific> - Dex
Explosives Disposal - Dex	Pilot E - Suit - Dex
First Aid - I.Q.	Pilot Anti-Grav - Dex
Foraging - Int	Pilot Tank - Dex
General Medicine - I.Q. (3)	Politics - I.Q.
Hide - Int	Propaganda - I.Q.
HTH Combat - Agi	Psychology - I.Q. (2)
Hunting - Int	Radio - Dex
Immunitation - I.Q.	Read/Write-specific-> I.Q. (2)
Intimidation - Cha	Repair Electronics - Dex
Iron Will - Psy	Repair Machinery - Dex
Jamming - I.Q.	Resist Intimidation - Psy
Law enforcement - I.Q.	Resist Fatigue - Psy
Mapping - I.Q.	Running - Con
Marital Arts - Agi	Scm. Sign Language - I.Q. (3)
Mathematics - I.Q.	Scrambler - Int
Mechanical Engineering - I.Q.	Seduction - Bly
Mechanical - Psy	Sensors - I.Q.
	Signal Triangulation - I.Q.

Sniper - Agi (2)	Sociology - I.Q. (2)
Speak <specific> - I.Q. (2)	Speak Keirath - I.Q. (2)
Speak Keirath - I.Q. (2)	Speak Schmirah - I.Q. (2)
Speak Schmirah - I.Q. (2)	Speak Chezbah - I.Q. (2)
Sprinting - Str	Stealth - Agi
Storytelling - Cha	Street Fighting - Agi
Structural Recognition - I.Q.	Structural Recognition - I.Q.
Style - Bly	Style - Bly
Surgery - Dex (2)	Survallance - Int
Swimming - Str	Swimming - Str
Swimming Distances - Con	Theology - I.Q. (2)
Tracking - Int (2)	Tracking - Int (2)
Weapon Repair - Dex	Weapon Repair - Dex
Weight Lifting - Str	Weight Lifting - Str
Welding - Dex	Welding - Dex
WS <specific> - Agi	WS <specific> - Agi
WS Grenade - Agi	WS Grenade - Agi
WS Keirath Weapons - Agi	WS Keirath Weapons - Agi
WS Knife - Agi	WS Knife - Agi
WS Pistol - Agi	WS Pistol - Agi
WS Gun - Agi	WS Gun - Agi