

COMBAT ACTIONS		
ACTION	REFERENCE	TYPE
<i>Initiative Actions</i>		
Delay	Page 357	Free Action
Press	Page 357	Free Action
Regroup	Page 357	Free Action
Ready	Page 357	Full Action
<i>Attack Actions</i>		
Standard Attack	Page 362	Half Action
Burst Attack	Page 362	Half Action
Disarm	Page 363	Half Action
Strike an Object	Page 364	Half Action
Trip	Page 367	Half Action
Autofire	Page 362	Full Action
Coup de grace	Page 362	Full Action
Cover Fire	Page 362	Full Action
Grapple	Page 364	Full Action
Strafe Attack	Page 364	Full Action
Suppressive fire	Page 365	Full Action
<i>Movement Actions</i>		
Standard Move	Page 373	Half Action
Charge	Page 374	Full Action
Run	Page 374	Full Action
Total Defense	Page 375	Full Action
Withdraw	Page 375	Full Action

OTHER ACTIONS		
ACTION	REFERENCE	TYPE
<i>Other Common Actions</i>		
Activate an item	Page 353	Free Action
Drop an item	Page 353	Free Action
Drop to the ground (i.e. drop prone)	Page 353	Free Action
Speak	Page 353	Free Action
Aim a ranged weapon	Page 375	Half Action
Draw or holster a weapon	Page 375	Half Action
Feint	Page 375	Half Action
Move a heavy object	Page 376	Half Action
Open a door	Page 376	Half Action
Pick up an item	Page 376	Half Action
Retrieve a stored item	Page 376	Half Action
Stand up from being prone	Page 376	Half Action
Stabilize a dying character	Page 376	Half Action
Taunt	Page 377	Half Action
Threaten	Page 377	Half Action
Trick	Page 377	Half Action
Move an extremely heavy or awkward object	Page 376	Full Action
Refresh	Page 376	Full Action
Use a skill or feat	Page 376	See description
Other actions	Page 376	Per the GM

ATTACK MODIFIER			
CONDITION	MELEE AND UNARMED	RANGED	LOSES DEX BONUS?
Attacker takes an aim action (See page 375)	+0	+1	No
Attacker takes a brace action (See page 375)	+0	+2	No
Attacker Flanking defender	+2	+0	No
Attacker on higher ground than defender	+1	+0	No
Attacker prone	-2	-2 ¹	No
Attacker moving twice his speed or faster ²	+0	-2 ³	No
Defender sitting or kneeling	+2	-2	No
Defender stunned, cowering or off balance	+2	+2	Yes
Defender climbing	+2	+2	Yes
Defender in crouching position	+0	-1	No
Defender in high crawl position	+3	-3	No
Defender in low crawl position	Per Prone	Per Prone	Per Prone
Defender surprised or flat-footed	+0	+0	Yes
Defender running	+0	-2 ³	No
Defender grappling (Attacker not)	+0	+0 ⁴	No ⁴
Defender pinned	+4	-4	Yes
Defender prone	+4	-4 ⁵	No
Defender has cover	Per Cover rules (See page 368)		
Defender concealed or unseen	Per Concealment rules (See page 368)		
Defender helpless	See Helpless Defender rules (See page 368)		

¹ This penalty does not apply when the attacker's weapon is braced (See pg 375).

² This condition applies if the character moved twice his speed or faster during their last initiative count.

³ If both the attacker and defender are running, each suffers a -4 circumstance penalty to attack each other.

⁴ If this ranged attack hits, then randomly determine which grappling combatant is struck. The defender loses his Dexterity bonus to Defense (if positive).

⁵ This penalty does not apply when the attacker is adjacent to the defender.

COVER AND CONCEALMENT				
DEGREE	EXAMPLE	COVER DEFENSE BONUS	COVER REFLEX BONUS	CONCEALMENT DEFENSE BONUS
One-quarter	Standing behind a short wall	+2	+1	+1
One-half	Fighting from around a corner	+4	+2	+2
Three-quarters	Peering around a corner	+7	+3	+3
Nine-tenths	Standing behind a slightly open door.	+10	+4 ¹	+4
Total	Entirely behind a solid wall	-	-	+6

¹ No damage if your save is successful, half damage if you fail

FLUID INITIATIVE MODIFIERS	
EVENT	COUNT MODIFIER
Character Aims Weapon	+2
Character braces weapon	+1
Character moves to higher ground than all opponents	+1
Character successfully makes a save to reduce blast damage to 0	-
Character's speed is reduced by terrain	-1
Character is target of suppressive fire	-1
Character fires a tactical weapon	-2
Character successfully makes a save to reduce blast damage to 1 or higher	-2
Character loses 1 or more wounds	-2 ¹
Character becomes fatigued	-3
Character uses a weapon for which they do not possess the appropriate Weapon Group Proficiency	-4 ²
Character fails a save to reduce blast damage	-5
Character suffers a critical hit (and loses 1 or more wounds)	-5 ¹

¹ These modifiers do not stack when they apply to the same injury (i.e. a critical hit inflicts 1 or more wounds reduces the character's initiative counts by 5, not 7)

² This modifier is applied only once for each applicable weapon the character uses during each combat round, regardless of how many times they use the weapon.

ATTACKING WITH TWO WEAPONS

FEAT/LIGHT WEAPON	MAIN HAND	OFF-HAND	2ND OFF-HAND
Standard attack modifiers with two weapons	-6	-10	N/A
Character possesses <i>Ambidexterity feat only</i>	-6	-6	N/A
Character possesses <i>Two-Weapon Fighting feat only</i>	-4	-8	N/A
Character wielding light weapon in off-hand <i>only</i>	-4	-8	N/A
Character possesses <i>both</i> Ambidexterity and Two-Weapon Fighting Feat	-4	-4	N/A
Character possesses Ambidexterity feat <i>and</i> wields light weapon in off-hand.	-4	-4	N/A
Character possesses <i>both</i> Ambidexterity and Two-Weapon Fighting Feat <i>and</i> wields two light weapons in off-hand.	-2	-2	N/A
Character possesses Improved Two-Weapon Fighting feat (which includes the effects of Ambidexterity and Two-Weapon Fighting)	-4	-4	-9
Character possesses Improved Two-Weapon Fighting feat and wields light weapon in off hand	-2	-2	-7

EXAMPLE OPPOSED CHECKS

TASK	SKILL	OPPOSING SKILL
Sneak up on someone	Move Silently	Listen
Con someone	Bluff	Sense Motive
Hide from someone	Hide	Spot
Win a car race	Drive	Drive
Pretend to be someone else	Disguise	Spot
Steal a key chain	Sleight of Hand	Spot
Create Fake ID	Forgery	Forgery

OBJECT HARDNESS AND WOUND POINTS

OBJECT	HARDNESS	WOUND POINTS
Paper	0	2/inch of thickness
Cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Ice	0	3/inch of thickness
Glass	1	1/inch of thickness
Pottery	1	1/inch of thickness
Leather	2	1/inch of thickness
Drywall	3	6/inch of thickness
Hard Plastic	4	8/inch of thickness
Wood	5	10/inch of thickness
Bone or Ivory	6	12/inch of thickness
Concrete	7	14/inch of thickness
Stone	8	15/inch of thickness
Reinforced Concrete	9	20/inch of thickness
Metal (Iron, etc...)	10	30/inch of thickness
Strong Metal (Steel, etc.)	15	35/inch of thickness
Super Strong Material	20	40/inch of thickness

SAMPLE OBJECTS

OBJECT	HARDNESS	WOUND POINTS	DC TO BREAK
Drywall (1 in.)	3	6	10
Sandbags (12 in)	5	120	13
Wooden Door (1 in)	5	10	13
DDO	5	10	12
Computer	5	15	14
Cue ball	6	36	21
Rope (1 in. diameter)	0	2	23
Chain	10	5	26
Handcuffs	10	10	26
Metal bars	10	15	30
Metal Door (5in. Thick)	10	150	35
Concrete wall (24in. Thick)	7	336	40
Blast door (24in Thick)	15	840	45

EXAMPLE ABILITY CHECKS

TASK	KEY ABILITY
Forcing open a jammed or locked door	Strength
Tying a rope	Dexterity
Holding one's breathe	Constitution
Navigating a maze	Intelligence
Recognize a stranger you have never seen before	Wisdom
Getting yourself noticed in a crowd	Charisma

DIFFICULTY EXAMPLES

DIFFICULTY	DC	EXAMPLE
Very Easy	0	Notice Something Large in plain site
Easy	5	Climb knotted Rope
Average	10	Hear a patrol walking 10m away
Tough	15	Disarm an Explosive
Challenging	20	Climbing an uneven surface with slight handholds.
Formidable	25	Break into a secure Computer system
Heroic	30	Leap across a 10m chasm
Super Heroic	35	Convince guards you are someone you aren't even though you have no ID
Nearly Impossible	40	.

ATTACK ACTIONS

ATTACK OPTION	DESCRIPTION
Standard Attack	Single standard attack action on a target of the character's choice
Autofire	Character selects a number of 3-shot volleys, -1 penalty to hit for each volley fired. For every 4 points over the target's defense, another hit is scored. On a critical only the first round's damage is applied directly to the targets wounds.
Burst Attack (Narrow)	Suffer a -3 penalty with the attack check, but gain a +2 bonus to the damage roll. Uses up three rounds.
Burst Attack (Wide)	Gain a +1 bonus with the attack check, no affect on damage. Uses up 3 shots.
Coup de Grace	Helpless character must make a Fort Save (DC 10 + damage) or die.
Cover Fire	Offer +4 dodge bonus to Defender of a single ally against enemies in your line of fire for 1 round. Uses 5 rounds.
Disarm	Make opposed attack roll; if you win, your target is disarmed
Feint	Bluff check opposed by opponents Sense Motive; if you succeed, target may not add Dex bonus to Defense on next attack.
Grapple	Special (See page 369 of the Stargate SG-1 RPG)
Refresh	If you are the target of no attacks this round, you may use an action die to recover the result in vitality points.
Strafe Attack	Target a number of adjacent squares up to 1/2 your remaining ammo. -2 attack penalty per square beyond first; all targets suffer the same damage; uses 2 rounds per square.
Strike Object	Special (see page 364 of Stargate SG-1 RPG_
Suppressive Fire	One target in your line of sight suffers a -4 penalty to attack and skill rolls for 1 round. Use 5 rounds
Taunt	Make a Bluff check opposed by the target's Sense Motive. If you succeed, your target must attack you next round.
Trip	Melee touch attack, if you hit, make a Strength check opposed by Strength or Dex, if you succeed your target is prone.



INJURY AND DEATH		
LEVEL	DAMAGE	EFFECTS
Fatigued	0 Vitality Points	Strength and Dexterity scores are reduced by 2. May not run or charge. Fortitude Saving Throw (DC 10) or become stunned for 1d6 rounds
Unconscious	0 Wound Points	Character falls to the ground unconscious, becomes helpless, and may take no actions
Dying	-1 to -9 Wound Points	Make a Fortitude Save every hour with a DC of 10+1 per hour of unconsciousness. Failed saving throw indicates death
Dead	-10 Wounds Points or Less	Dead. Without a sarcophagus it is a one way trip
Destroyed	-25 Wound Points	Remains are destroyed, only DNA remains. Not even a sarcophagus can revive the character.
Extremely Deadly Situations	When a character suffers 50 or more points of damage in a single hit, they must make a Fortitude save (DC 15). Failure indicates death.	

HEALING	
LEVEL	EFFECTS
Natural Healing	Regain 1 Vitality per character level, and 1 Wound Point per day of rest.
First Aid	
Stabilize a Dying Character	First Aid Check (DC 15) and patient stabilizes at current Wound level. If success is by 10 or more, patient restored to 0 Wounds.
Treat Poison	First Aid check vs. Poison's current phase.
Long Term Treatment	A successful First Aid Check (DC 15) doubles the patients natural healing.

SAMPLE AWARENESS CHECKS DCS	
CONDITION	DC/DC MODIFIERS
Nearest opponent group is not trying to hide it's presence	20
Nearest opponent group is trying to hide it's presence	25
Size of largest character within nearest opponent group ¹	+/-4 per size category above/below medium
Nearest group blends or contrasts with scenery ¹	+/- 5 (or more)
Nearest group benefits from concealment ¹	+ (Concealment modifier)
Nearest group consists of 6-10 characters	-2
Nearest group consists of 11-20 characters	-4
Nearest group consists of 21+ characters	-8
Leader's group engaged in distracting activity	+5

¹ This modifier applies only when opposed group's awareness check pits the acting group's Hide vs. its target group's Spot skills

² This modifier is reduced by any applicable bonus granted by the target group's gear.

WEATHER VISIBILITY	
CONDITIONS	VISUAL RANGE ¹
<i>Weather</i>	<i>Base Range</i>
Clear Skies	Line of Sight
Fog, light	20 ft. ²
Fog, moderate	10 ft. ²
Fog, dense	5 ft. ²
Hail	3/4 line of sight
Rain/snow light	3/4 line of sight
Rain/snow moderate	1/2 line of sight
Rain/snow heavy	1/4 line of sight
Sleet	1/2 line of sight
Storm, blizzard	10 ft.
Storm, dust storm	15 ft.
Storm, hurricane	10 ft.
Storm, snowstorm	20 ft.
Storm, thunderstorm	15 ft.
Wind, light through strong	Line of Sight
Wind, severe	1/2 line of sight
Wind, windstorm	20 ft.
Wind, hurricane or tornado	10 ft.
<i>Time of day¹</i>	
Day	1 x base visual range
Dawn/Dusk	1/2 x base visual range
Night	1/4 x base visual range
Light Source	+ gear's range

¹ No modifiers may increase a character's visual range beyond the lowest applicable range (Determined by weather)

² These conditions are considered "None" when the character uses infrared gear.

FACE AND REACH						
OPPONENT SIZE	EXAMPLE	DEFENSE MODIFIER	REACH	FACE	MAXIMUM ATTACKERS ¹	
Fine (F)	Fly	+8	Same Square	100/square	1 (in same square)	
Diminutive (D)	Gecko	+4	Same Square	25/square	1 (in same square)	
Tiny (T)	Opossum	+2	Same Square	4/square	1 (in same square)	
Small (S)	Child	+1	1 square	1 square	8	
Medium (M)	Adult human	0	1 square	1 square	8	
Large (L), tall	Gorilla	-1	2 squares	1 square	8	
Large (L), long	Polar Bear	-1	1 square	1 x 2 squares	10	
Huge (H), tall	Giraffe	-2	3 squares	2 x 2 squares	12	
Huge (H), long	Elephant	-2	2 squares	2 x 4 squares	16	
Gargantuan (G), tall	Office Building	-4	4 squares	4 x 4 squares	20	
Gargantuan (G), long	Humpback whale	-4	2 squares	4 x 8 squares	30	
Colossal (C), tall	Skyscraper	-8	5 squares	8 x 8 squares	36	
Colossal (C), long	Blue whale	-8	3 squares	8 x 16 squares	52	

² This number assumes that the combatant is completely surrounded with one small or medium attack in every adjacent square.