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<b>Descriptive narrative</b>	In general, the game is an oral adventure described in concert between the players and the referee. Where possible players are allowed to successfully perform acts for which they are deemed to be suitably skilled or proficient.
<b>Contested actions</b>	When there is doubt that an act will succeed a <b>Reverse Roll</b> is made to decide.
<b>Reverse Roll</b>	Roll a d100. The units die must be equal to or under the target number for the roll to succeed (where a zero is read as 10). If successful, modifiers can then be applied to the percentile roll and the result level is read from the <b>Result Table</b> . Levels of success can then be 'stepped up' or 'stepped down' (e.g. armour).
<b>Target Numbers (TN)</b>	A number between 1 and 10 assigned by the referee. May be a modified or unmodified characteristic (e.g. Aim) or just a number, 8 is typical for a skill.

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<b>Aim</b>	Covers hand-eye coordination, shooting and throwing. Catching.
<b>Strike</b>	Rates agility, speed, athleticism and fighting prowess. Melee combat.
<b>Build</b>	Gauges strength, resilience and fitness. Tests of endurance. Lifting.
<b>Guts</b>	A measure of mental strength and determination. Willpower and charisma.
<b>Intuition</b>	Quantifies the character's quick-thinking ability, as well as their perception and instinct. Used for tests of wit, spotting, reading reactions and empathy.
<b>Luck</b>	Fortune often favours the brave. Tests of fate and random outcomes.

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<b>Success</b>	Rated in degrees from Limited to Fantastic success. Where there is competition the highest (final, modified) percentile result dominates. The lower rank success level still has some mitigating effect however, i.e. when opposing, some success is always better than failure. Sometimes successes are accumulated.
<b>Failure</b>	The task is failed. A roll of 01–05 <b>always</b> fails and the result is <b>Catastrophic</b> .
<b>Flipping</b>	For tests on a primary characteristic* <b>only</b> , percentile rolls can be 'flipped'.

## The Moment of Frenzy

<b>Initiative/Acting</b>	The first side to declare their intent <b>acts</b> first. The opponents and the initiators then take alternating <b>turns</b> at performing actions until combat ends.
<b>Reacting</b>	You can <b>react</b> in your opponent's turn. You then forego your next action (in your next turn). By definition you cannot react if you are not acted upon.
<b>Striking</b>	Melee blows are tests of Strike. The success level gives the wounds caused.
<b>Parrying/Dodging</b>	A melee blow can be parried/dodged. Success lessens the damage of the blow.
<b>Shooting</b>	Tests of Aim limited by the range of the weapon. Often modified by conditions.
<b>Aiming</b>	You may gain at most +1 to your effective Aim if you train on a target for a turn.
<b>Bursts</b>	Some guns can empty half their load for a step up to damage or an area effect.
<b>Reloading/removing</b>	Reloading a weapon or removing one from an impaled victim takes one turn.
<b>Wounds</b>	When all SP are used up, further SP damage is HP damage. When there are no further HP boxes unmarked a PC may die. Take a Luck test, Referee's call.
<b>Armour</b>	Roll equal to or above your AV on a d10 to step damage down one level.
<b>Healing</b>	SP are regained at 1 per hour, 2 if rested. Regain 1 HP per day, 2 if fully rested.

## The 'Being Boring' Rule

**Being Boring** (e.g. 'punch him') results in **at least** automatic failure. Use varied description with vigour!