

PERSONAL WEAPONS

WEAPON	Tri-Stat		d20 SYSTEM		
	DAMAGE	DAMAGE	ABILITIES	DISABILITIES	SKILL
Bladed Weapons					
Axe	10	[[1d8]]	Muscle-Powered	Inaccurate Melee	Melee (Axe)
Broadsword	12	[[1d10]]	Muscle-Powered	Melee	Melee (Sword)
Knife or Dagger	6	[[1d4]]	Concealable Muscle-Powered	Melee	Melee (Knife)
Long Sword	12*	[[1d8*]]	Muscle-Powered	Melee	Melee (Sword)
Short Sword	8	[[1d6]]	Concealable Muscle-Powered	Melee	Melee (Sword)
Spear	10	[[1d8]]	Muscle-Powered	Melee	Melee (Polearm)
Blunt Weapons					
Bo, Staff or Pipe	6*	[[1d6*]]	Knockback Muscle-Powered	Melee	Melee (Polearm)
Club, Baseball Bat	6	[[1d6]]	Knockback Muscle-Powered	Melee	Melee (Club)
Nunchuku or Chain	6	[[1d6]]	Flexible Muscle-Powered	Melee	Melee (Whips/Chains)
Whip, Rope, or Belt	4	[[1d4]]	Concealable Flexible Muscle-Powered	Low Penetration Melee	Melee (Whips)
Bows — 2 Armour, 20 Health Points / [[1 Armour, 20 Hit Points]]					
Crossbow	12	[[1d10]]	none	Slow, Limited Shots (1)	Archery (Crossbow)
Long Bow	10	[[1d8]]	none	Limited Shots (1)	Archery (Bow)
Pistols — 4 Armour, 30 Health Points / [[2 Armour, 30 Hit Points]]					
Light Pistol	8	[[1d6+1]]	Concealable	Low Penetration Short Range	Gun Combat (Pistol)
Heavy Pistol	12	[[1d8+1]]	Concealable	Short Range	Gun Combat (Pistol)
Machine Pistol	10	[[1d8]]	Auto-Fire Concealable	Inaccurate Limited Shots (6) Spreading Short Range	Gun Combat (Auto-fire)
Magnum Revolver	14	[[1d8+2]]	Concealable	Limited Shots (6) Short Range	Gun Combat (Pistol)
Medium Pistol	10	[[1d8]]	Concealable	Short Range	Gun Combat (Pistol)
Revolver	8	[[1d6+1]]	Concealable	Limited Shots (6) Short Range	Gun Combat (Pistol)
Rifles — 5 Armour, 35 Health Points / [[3 Armour, 35 Hit Points]]					
Assault Rifle	14	[[1d8+2]]	Auto-Fire Spreading	Limited Shots (6)	Gun Combat (Auto-fire)
Heavy Assault Rifle	18	[[2d6+2]]	Auto-Fire Spreading	Inaccurate Limited Shots (6)	Gun Combat (Auto-Fire)
Hunting Rifle	14	[[1d8+2]]	none	none	Gun Combat (Rifle)
Light Rifle	8	[[1d6+1]]	none	none	Gun Combat (Rifle)
Sniper Rifle	20	[[2d8+1]]	Accurate	Limited Shots (6)	Gun Combat (Rifle)
Shotguns — 5 Armour, 35 Health Points / [[3 Armour, 35 Hit Points]]					
Shotgun	18**	[[2d6+2**]]	Spreading	Limited Shots (6) Low Penetration Short Range	Gun Combat (Rifle)
Heavy Shotgun	22**	[[2d8+2**]]	Spreading	Limited Shots (6) Low Penetration Short Range	Gun Combat (Rifle)

* Requires two hands to wield properly; delivers +4 damage when wielded two-handed.

** Some shotguns are "double-barreled" and can fire both barrels at once. If so, an additional 8 [[+1d6]] damage is delivered. Double Barreled shotguns have the Limited Shots (2) Disability.

NOTE: When two values are listed, the values presented in double-square brackets indicate the d20 System values. Numbers outside of the brackets are for the **Tri-Stat System**.

If only one value is listed, it is for use with both the d20 System and the **Tri-Stat System** unless clearly indicated otherwise.

WEAPON	Tri-Stat		d20 SYSTEM		
	DAMAGE	DAMAGE	ABILITIES	DISABILITIES	SKILL
Assault Weapons — 5 Armour, 35 Health Points / [[3 Armour, 35 Hit Points]]					
Light Mini-Gun	12	[[1d8+1]]	Accurate Auto-Fire Spreading	Limited Shots (6) Static	Gun Combat (Auto-fire)
Heavy Mini-Gun	22	[[2d8+2]]	Auto-Fire Spreading	Limited Shots (6) Static	Gun Combat (Auto-fire)
Machine Gun	20	[[2d8+1]]	Auto-Fire Spreading	Static	Heavy Weapons (Machine Gun)
Submachine Gun	10	[[1d8+1]]	Auto-Fire Spreading	Limited Shots (6) Short Range	Gun Combat (Auto-fire)
Heavy Weapons — 4 Armour, 30 Health Points / [[2 Armour, 25 Hit Points]]					
66 mm LAW	40	[[3d6+6]]	Area Effect Burning Penetrating	Inaccurate Limited Shots (1) Self-Destruct	Heavy Weapons (Launcher)
Light Anti-Tank Weapon					
Thrown Weapons					
Concussion Grenade	30	[[2d10+1]]	Area Effect x3 Concealable	Limited Shots (1) Self-Destruct Short Range	Thrown Weapons (Grenades)
Thrown Knife	4	[[1d4]]	Concealable	Limited Shots (1) Short Range	Thrown Weapons (Blades)
Non Lethal Ranged Weapons — 3 Armour, 25 Health Points / [[2 Armour, 25 Hit Points]]					
Tear Gas Grenade	30	[[2d10+1]]	Area Effect x2 Enduring	Inaccurate Limited Shots (1) Self-Destruct Slow Toxic	Heavy Weapons (Grenades)
Taser	12	[[1d8+1]]	Stun	Low Penetration Short Range	Gun Combat (Pistol)
Pepper Spray	12	[[1d8+1]]	Concealable Irritant Stun	Melee Range Limited Shots (6) Toxic	none
Ordnance — 10 Armour, 60 Health Points / [[5 Armour, 60 Hit Points]]					
120 mm Heat (M1 Abrams Tank)	80	[[5d6+10]]	Area Effect Burning Long Range Penetrating	Limited Shots (1)	Heavy Weapons (Launcher)
120 mm Sabot (M1 Abrams Tank)	100	[[6d6+12]]	Accurate Long Range Penetrating x2	Limited Shots (1)	Heavy Weapons (Launcher)
Stinger Missile	60	[[4d6+8]]	Area Effect Homing Long Range Penetrating	Backblast Limited Shots (1) Only Air Targets Self-Destruct Slow Static	Heavy Weapons (Launcher)
Tomahawk Missile	140	[[7d6+14]]	Accurate x4 Area Effect x3 Long Range x8 Penetrating x2	Limited Shots (1) Self-Destruct Slow Static Stoppable	Heavy Weapons (Launcher)

IMPROVISED WEAPONS

OBJECT	Tri-Stat		d20 SYSTEM		ABILITIES & DISABILITIES	STRENGTH REQUIREMENT
	DAMAGE	DAMAGE	DAMAGE	DAMAGE		
Bus	30	[[2d10+1]]	Area Effect Inaccurate Low Penetration	Superstrength Level 4 / [[Strength 56]]		
Car	24	[[2d8+3]]	Area Effect Inaccurate Low Penetration	Superstrength Level 2 / [[Strength 42]]		
Dumpster	18	[[2d6+2]]	Inaccurate Low Penetration	Superstrength Level 2 / [[Strength 40]]		
Manhole Cover	24	[[2d8+3]]	Low Penetration	Body 16 / [[Strength 28]]		
Park Bench	8	[[1d6+1]]	Low Penetration	Superstrength Level 1 / [[Strength 32]]		
Steel Girder	30	[[2d10+1]]	Spreading Inaccurate	Superstrength Level 3 / [[Strength 48]]		
Telephone Pole	20	[[2d8+1]]	Spreading Inaccurate	Superstrength Level 2 / [[Strength 40]]		
Stop Sign	6	[[1d4+1]]		Body 10 / [[Strength 18]]		

SUITS OF ARMOUR

ARMOUR TYPE	ARMOUR VALUE	PENALTIES
Ancient Armour		
Light Mail	6 / [[3]]	-2 on physically-oriented checks
Partial Metal Armour	10 / [[5]]	-4 on physically-oriented checks
Full Metal Armour	12 / [[6 to 8]]	-6 on physically-oriented and combat checks
Modern Armour		
Leather Jacket	2 / [[1]]	None
Soft Body Armour	8 / [[4]]	-2 on physically-oriented checks
Tactical Shields	16 / [[8]]	-4 on physically-oriented and combat checks
Buckler	8 / [[4]]	None
Standard Shield	12 / [[6]]	Requires one free hand to use
Heavy Shield	16 / [[8]]	Requires one free hand to use, -4 on physically-oriented checks
Tactical Shield	20 / [[10]]	Requires one free hand to use, -2 on physically-oriented checks

STATIC OBJECT ARMOUR RATINGS

OBJECT	ARMOUR RATING	OBJECT	ARMOUR RATING
Bench/Table, Metal	8 / [[4]]	Steel Cables	8 / [[4]]
Bench/Table, Wood	4 / [[2]]	Steel Girder	30 / [[15]]
Cement Barrier	30 / [[15]]	Stop Sign	6 / [[3]]
Door, Wooden	8 / [[4]]	Telephone Pole, Metal	20 / [[10]]
Door, Vault	50 / [[25]]	Telephone Pole, Wood	16 / [[8]]
Dumpster, Metal	18 / [[9]]	Tree, Giant	40 / [[20]]
Furniture, Wood	4 / [[3]]	Tree, Large	30 / [[15]]
Ladder, Metal	8 / [[4]]	Tree, Medium	20 / [[10]]
Manhole Cover	24 / [[12]]	Tree, Small	10 / [[5]]
Melee Weapons	Equal to the weapon's damage [[the weapon's maximum damage]]		

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BUILDING ARMOUR

TYPE OF BUILDING	AWKWARD SIZE	ARMOUR RATING
Phone Booth	1	5
Wood Shed	2	10
Three-Bedroom House	3	15
Small Office Building (6 Floors)	4	20
Mid-Sized Office Building (12 Floors)	5	25
Large Office Building (24 Floors)	6	30
Skyscraper (50 Floors)	7	35

DAMAGE PERCENTAGE — TRI-STAT ONLY

DICE ROLL	RESULT
2-5	Maximum Damage
6-10	75% of Maximum Damage
11-16	50% of Maximum Damage
17-20	25% of Maximum Damage

CRITICAL HITS — TRI-STAT ONLY

DICE ROLL	RESULT (A)	RESULT (B)	RESULT (C)	RESULT (D)
2-5	175% Damage	250% Damage	200% Damage	400% Damage
6-11	150% Damage	200% Damage	200% Damage	300% Damage
12-20	125% Damage	150% Damage	200% Damage	200% Damage

KNOCKBACK

Add:
+ **Percentage of Maximum Damage delivered** [[Damage Inflicted]]
+ **Attacker's Attack Combat Value** [[1/2 Attacker's Base Attack Bonus]] (only if the character possesses the ACV Knockback Combat Technique)

Multiply by:

x **Critical Hit damage multiplier, if the attack delivered a critical hit or Called Shot to Vital** – **Tri-Stat only**

Subtract:

- **Target's Body Stat** [[One half target's Constitution]]
- **Target's Immovable Attribute Level** x 20
- **Target's Force Field Attribute Level** x 20 (only for Force Fields without the Full Impact Disability)

CRASHING AND FALLING DAMAGE

SPEED	FALLING DISTANCE	Tri-Stat		d20 SYSTEM
		DAMAGE	DAMAGE	
20 kph [[20 mph]]	up to 4 metres [[9 feet]]	10	[[1d6+2]]	
30 kph [[30 mph]]	5 metres to 9 metres [[10 to 29 feet]]	20	[[2d6+4]]	
50 kph [[50 mph]]	10 metres to 29 metres [[30 to 89 feet]]	30	[[3d6+6]]	
100 kph [[100 mph]]	30 metres to 59 metres [[90 to 179 feet]]	50	[[4d6+8]]	
150 kph [[150 mph]]	60 metres to 149 metres [[180 to 449 feet]]	70	[[5d6+10]]	
200 kph [[200 mph]]	150 metres to 499 metres [[500 to 1499 feet]]	90	[[6d6+12]]	
500 kph [[500 mph]]	500 metres [[1500 feet]]	120	[[7d6+14]]	
1,000 kph [[1,000 mph]]		150	[[8d6+16]]	
2,500 kph [[2,500 mph]]		180	[[9d6+18]]	
each additional 2,500 kph [[2,500 mph]]		+30	[[+1d6+2]]	

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ATTACK CHECK MODIFIERS

ATTACK SITUATION	MODIFIER
Attacker is:	
Taking an action to aim	+2, or +3 with scope
Attacking Multiple Targets with one action (Tri-Stat Only)	-4 per additional target
Attacking with two weapons (same target)	-8
Attacking with two weapons (different targets)	-12
Attempting a Combined Attack	-2 per attacker after the first
Attempting to Touch the Target	+6
Making a Total Attack	+2
Firing personal weapons from a moving vehicle	-2 or -4
Firing personal weapons while piloting a vehicle	-8
Firing personal weapons while swimming or performing acrobatics	-4
In an awkward position (on the ground, etc.)	-4

Attacker is Attempting a Called Shot:

Disarming (with melee attack)	-4
Disarming (with a ranged attack)	-8
Targeting a partially armoured point	-4
Targeting a vital spot	-8
Targeting a Weak Point	-2, -4, or -6

Target is Moving at:

up to 99 kph [[99 mph]]	no modifier
100 to 499 kph [[100 to 499 mph]]	-2
500 to 999 kph [[500 to 999 mph]]	-4
1,000 to 4,999 kph [[1,000 to 4,999 mph]]	-6
5,000 to 9,999 kph [[5,000 to 9,999 mph]]	-8
10,000 to 49,999 kph [[10,000 to 49,999 mph]]	-10
50,000 kph [[50,000 mph]]	-12

Target beyond melee range, and:

Concealed by trees or brush	-2
Concealed by darkness, fog, or smoke	-4
Taking cover	-2 to -6

Range Modifiers:

Attacking at up to twice range	-4
Attacking at up to five times range	-8

DEFENSE CHECK MODIFIERS

DEFENSE SITUATION	MODIFIER
Dodge/Parry Defense	No Modifier
Block Defense	+2
Total Defense	+2 [[+4]] per attack sacrificed
Defending Against Multiple Attacks	-4 [[-2]] per additional attack (cumulative)
Defending Against Undetectable Assault	-8
Defending When Surprised	Defense Check Not Possible
Defending Against Critical Hit	Defense Check Not Possible

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