

RoadKill

Distribute 30 pts:

Strength: Dmg
 Agility: Att/Dodge
 Intelligence: Skills
 Vitality: HP
 Willpower: Morale
 Upgrading Attributes: 1000xp

Score	Bonus
1-2	-2
3-4	-1
5-6	0
7-8	+1
9-10	+2

Skill Use:

D10+Stat bonus+ Skill vs. T#

Agility Skills

Hand to Hand

Fighting
 Boxing
 Brawling
 Martial Arts*
 Wrestling

Melee Weapons

Clubs
 Flails
 Knives
 Pikes/Spears
 Swords

Missile Weapons

Archery
 Energy Weapons
 Explosives
 Heavy Guns
 Machine Guns
 Small guns
 Thrown

Driving
 Escape
 Gymnastics
 Stealth

Ride
 Quickdraw
 Security
 Survival
 Tronics*

Intelligence Skills

Add Language*
 Animal Handling
 Boobytraps
 Chems*
 Bullet Reloading*
 Carpentry
 Cooking
 LeatherWorking
 Metalworking*
 Stoneworking

Strength Skills

Climbing
 Jumping
 Swimming*

Will Power Skills

Fastalkin
 Intimidation
 Oracle Reading*
 Perform

At Start 100XP for each Intelligence point. Each skill costs 100xp for a +1 bonus to use it.
 *Oldworld Skills need to be taught by someone with at least +5 in the skill to learn.

Sewing
 Etiquette
 Gambling
 Herbalism
 Jimmyrig
 Lore*
 Medicine
 Navigation
 Pilot*
 Scrounge

Skill Difficulty

Very easy	(0)
Easy	(3)
Average	(6)
Tough	(9)
Difficult	(12)
Tremendous	(15)
Heroic	(18)
Ludicrous	(20+)

Healing Rate:

1 HP every 24 hours
 (or 2HP for 24 hours of complete bedrest)
Medicine: T# = 5+ WP or HP lost
 Success = 1 pt regained.

Poison

Dmg/interval for Duration

Radiation

Vit vs T# / interval exposed, else Dmg/ interval (untill treated)

Disease

Exposure Check: Vit vs T#
 Incubation Period: Vit * X
 Damage: Dmg/ 24 hours
 (untill 2 Successful Vit Checks in a row)

Perks:

@ Resistance
 @ Lucky
 @ Jinxed
 @ Mutation
 @ Light sleeper
 @ Billy goat
 @ Speed
 @ Slowbleeder
 @ Fearless
 @ Charismatic
 @ Evasive Maneuver
 @ Bloodlust
 @ Road rage
 @ Wealthy
 @ Good quality
 @ Shelter
 @ Reputation
 @ Fasthealer

Modifiers:

Initiative Adjustments:

Intel. Bonus: +/-1 (or more)
 Larger opponent: -1 >
 Small Creature: +1 >
 Tangled or Hindered: -3
 Stunned / Prone: -8 (to Stand Up)
 MoS bonus

Attack/Dodge Roll:

Close Quarter Skill Bonus -/+
 Rear Attack: +1 to Attack
 Larger Opponent/Target: +1
 Small Opponent/Target: -1
 Stunned / Prone: -2
 Blocking: +2 (foregoes all attacks)*
 KamiKaze: +2 (foregoes Dodge, roll o)
 2nd Attack: -2 EVERY attack/dodge.
 Called Shot: -4

Fixin' things:

Parts Check: d10+parts on hand
 T# = 2xNeeded Parts.
 Skill T# = #Parts Needed.

Dmg-Soak = Dmg inflicted.

% Cover: Soft Hard

25%	+1	+1, +1Soak
50%	+2	+2, +2Soak
75%	+3	+3, +3Soak
95%	+4	+4, +4Soak

Attack roll-Defense roll=Margin of Success

Results

*A tie results in a reroll of initiative

MoS	-10	-9	-8	-7	-6	-5	-1	0	1-5	6	7	8	9	10
Dmg	-5	-4	-3	-2	-1	Ddg	*Reroll*	Hit	+1	+2	+3	+4	+5	

EACH Mos bonus point may be used for: Extra Damage inflicted OR Initiative Bonus OR 3' Push OR Attack roll Bonus.