

Combat Bonuses						
	No Skill	Affinity	Major Affinity	Skill or Affinity + Releated Skill	Sniper Additional	Sharps- hooter Additional
	Slow reloads, cannot use special weapon features	Normal Reloads				Single shot rifles only
Single Shot	0	0	0	+WP Bonus		+(PP- 15)/5
Aimed Shot (2 actions)	Not Possible	Not Possible	+2	+3 +WP Bonus	+2	
Called Shot (2 Actions, no evading)	Not Possible	Not Possible	Not Possible	+WP Bonus		+(PP- 15)/5
Aimed Called Shot (3 actions, no evading)	Not Possible	Not Possible	Not Possible	+3 +WP Bonus	+2	
Burst	-3	0	0	+1 +WP Bonus		+(PP- 15)/5
Called Burst (2 actions, no evading)	Not Possible	Not Possible	Not Possible	+1 +WP Bonus		+(PP- 15)/5
Shooting Wild	-6	-6	-6	-6		
Two Weapons	-12	-12	-12	-12 <i>-6 with WP -2 on hand, -6 offand w/WP Paired paired</i>		

* WP Bonus details - generally level/3 rounded down, see Chaos Earth pg 136 for exceptions (flamethrower, grenade launcher)

* Sharpshooter Bonus Details - Chaos Earth pg 136

* Sniper Details -- Chaos Earth pg 118

Called shots allow for selecting a target area.

Element Unlocking

being present

being on time (3pm)

being first to arrive

bringing food

holding a child (including furbabies) when we start

give away after returning from a long break

writing or illustrating part of the story

You must give at least one gem to another player, generally to thank them for adding to your enjoyment of the game.

Combat Flow

1. establish positions

2. start timer

3 roll initiative

4. call out actions

- if you can call out before the 3 minute mark your attacks will resolved first in rotation for resolution (upto +6 initiative)

- if you make the same action for the whole melee you will get an extra attack

- if you take more than 5 minutes you'll lose an action

- exception: if you need extra time to determine whether an action is in character you will not lose an action for that

5. resolve actions in initiative order

- if an action needs to have extra info that's fine

- if an action needs to be replaced you will lose an action to replan.

- you may attempt to dodge an otherwise undodgeable attack by rolling and getting a natural 20 (also at the cost of an action)

6. return to 1

Skill Rolls

Roll against your skill <= is success 100% is a failure

Roll again if you have time to check your work

Affinities

Major Affinity penalties less than 10% ignored most other penalties halved

Minor Affinity penalties less than 10% ignored

Major Affinity to Luck 1 in a 100 odds seem to happen to you half the time

Minor Affinity to Luck 1 in 10 odds seem to happen to you half the time

Major Affinity to Strange you have been abducted by aliens, lived in a haunted home, etc.

Minor Affinity to Strange you have seen ghosts, seen fairies or felt fairy rings

Missing Skills

Major Affinity 10% bonuses and penalties as normal

Minor Affinity 5% bonuses halved penalties as normal

Commonly seen skills i.e. driving 2%

Not commonly seen or portrayed accurately 0%

Perception

Perception Bonus +

Paranoia Choose +1 or +2

Skill (Pick one) +Skill/30%

Minor Affinity +1

Major Affinity +2

Place an appropriate token in front of you. If your perception finds something I will ask what skill you're using to watch.

