BLUE PLANET Damage & Initiative Information Sheet

AV Rounds 1 to 5 5 4

Initiative Tracker

Calculating Initiative

- 1. Roll 2D10 against a Target Number of 5+Reflexes
- 2 Subtract the lowest dice from the TN to get the Action Value (AV).
- 3. Initiative is ordered by counting from the highest AV down.
- 4. If anyone rolls higher than the TN, their final AV is a negative number, and the count goes past 0 until everyone acts.

Multiple Actions:

A character with an AV of 3+ can act later on in the same round. Subtract 3 from their AV to get the AV for their next action. If their AV is 6+, repeat this process twice to give them 3 actions. (Negative AVs do not count.)

Holding Actions:

A character can hold their action, allowing them to interupt later on. Actions can be held for the entire encounter. Multiple actions must be re-calcualate based on the character's new AV.

Common Initiative Modifiers

| Neural Interface Bonus Electrodes Neural Jack | +1 to Initiative +2 to Initiative |
|---|--------------------------------------|
| Signal Transmission | No Effect |

| Direct Link | No Effect |
|---------------------|------------------|
| Local Relay Station | -1 to Initiative |
| Satellite Relay | -2 to Initiative |
| | |

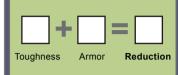
Misc.

Dodge Attack Loose Action Aiming +1 per Action

Calculating Damage

Roll 3d10. The character takes a different wound level based on the amount of dice that rolls under the attack's Damage Rating, 1 success is a Minor wound. 2 successes are a Maior wound, and 3 sucesses are a Critical wound. Remember that Called Shots can increase the Damage Rating, and that Toughness + Armor reduce it.

Damage Reduction



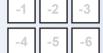
Wound Chart

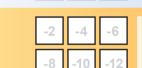
Maior

KO/Stun Check

First Aid revives







secs

Effect: -1 to all Attributes per wound. (Minor wounds can be healed by First Aid.)

> Effect: -2 as above. Stun Check: TN= 5+Will (-2 only). If the AV is -5, character is KO, if it's -1 to -4, they're stunned. Stunned characters can only take minor actions (No rolls). AV x 10 = rounds unconscious/stunned without First Aid.

Effect: -3 as above. Death Check. TN= 5+Fitness (-3 only).

If Death Check is survived, make a Stun Check at Will (-3).

They will be dead after 10+AV rounds without First Aid.

If the AV is -5, character dies instantly. If it's -1 to -4, they're dying.



& KO/Stun Check **First Aid stabilizes**

Total Wound Penalty

Suffocation & Drowning

Base humans can hold their breath for (Endurance x 30) + (Aquatics x 10) + 100 seconds before passing out. After that, they are KO and will die in 60 + (Endurance x 15) seconds.

Diver Aquaforms can hold their breath for 50 min. but once that deadline is reached. they use the rules above.

Cetes can hold their breath for 8 min, after which they use the rules above.

Breath Control Limit

Other Special Damage Sources

Death Track (10+AV Rounds)

Falling. Damage Rating = 1 x metres fallen. If the fall is less than 3 metres, an Agility roll can be made to avoid any damage.

Hypothermia. Damage Rating = 5 (Characters take damage every hour for air temperatures of < 0°C or every 10 min for water < 5°C). Damage increases by 1 for every -10°C. Shelter or heat will reduce damage, as will insulating clothes. to their Damage Rating.)

Fire and Electricity. Base Damage Rating = 3 per round of exposure. Increase by 1 for every round the character remains in contact. Only specialist or very heavy armour is effective.

Explosions. Reduce Damage Rating by 1 for every 2 metres between centre of blast and target. (Underwater blasts add 3