

# BLUE PLANET

## Damage & Initiative Information Sheet

### Initiative Tracker

#### AV Rounds 1 to 5

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

### Calculating Initiative

- Roll 2D10 against a **Target Number of 5+Reflexes**.
- Subtract the lowest dice from the TN to get the **Action Value (AV)**.
- Initiative is ordered by counting from the **highest AV** down.
- 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 interrupt later on. **Actions can be held for the entire encounter**. Multiple actions must be re-calculated based on the character's **new AV**.

### Common Initiative Modifiers

#### Neural Interface Bonus

Electrodes +1 to Initiative  
Neural Jack +2 to Initiative

#### Signal Transmission

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 **Major wound**, and 3 successes are a **Critical wound**. Remember that **Called Shots** can increase the Damage Rating, and that Toughness + Armor reduce it.

### Damage Reduction

$$\square + \square = \square$$

Toughness      Armor      Reduction

### Wound Chart

#### Minor

First Aid heals

-1	-2	-3
-4	-5	-6

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

#### Major

KO/Stun Check  
First Aid revives

-2	-4	-6
-8	-10	-12

**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.

#### Critical

Death Check  
& KO/Stun Check  
First Aid stabilizes

-3	-6	-9
-12	-15	-18

**Effect:** -3 as above. **Death Check.** TN= 5+Fitness (-3 only). If the AV is -5, **character dies instantly**. If it's -1 to -4, they're dying. They will be dead after 10+AV rounds without First Aid. If Death Check is survived, make a **Stun Check** at Will (-3).

### Total Wound Penalty

### Death Track (10+AV Rounds)

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### 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

 secs

### Other Special Damage Sources

**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.

**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 to their Damage Rating.)