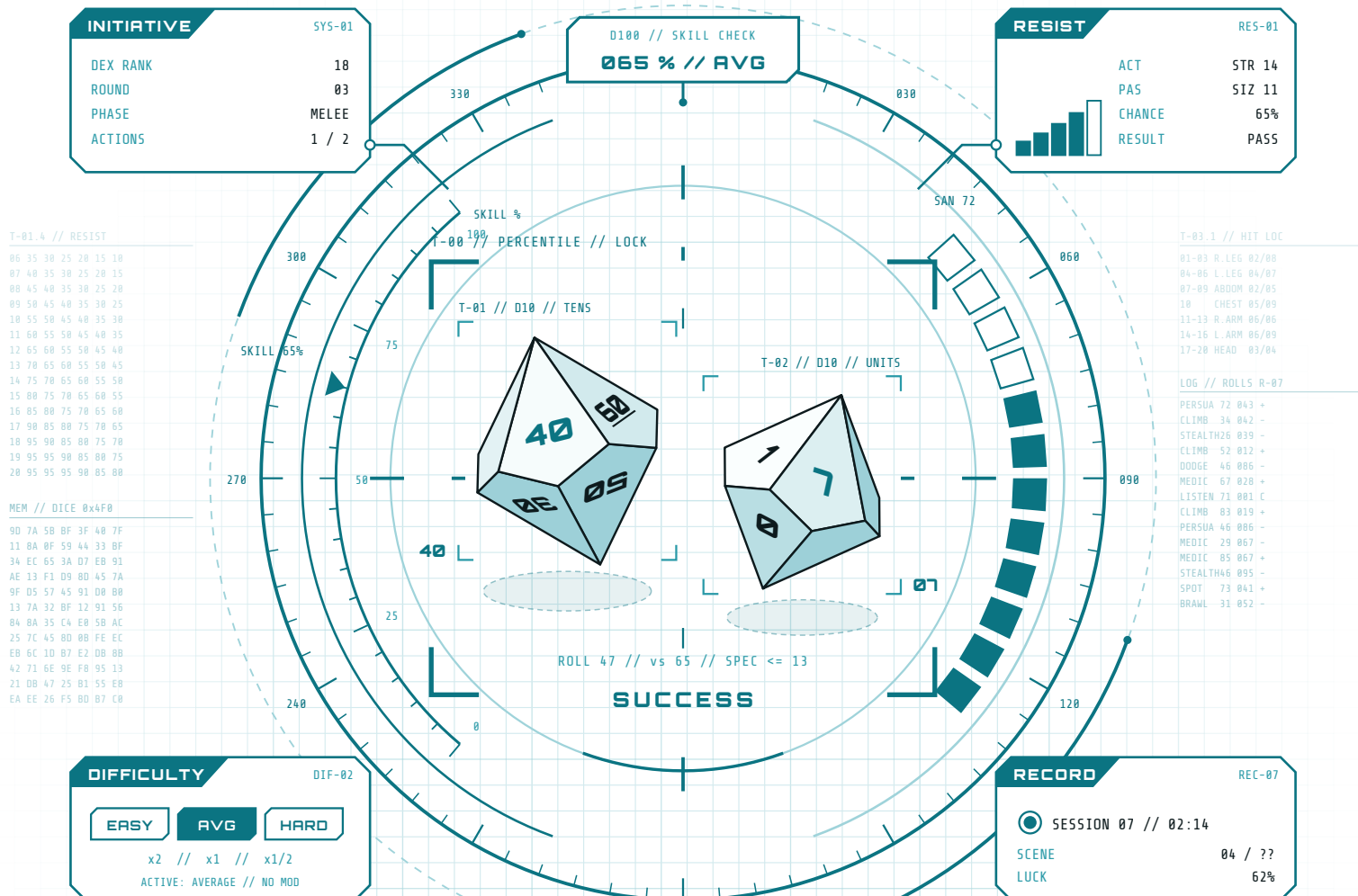




GAMEMASTER SHEETS // SET OF 14

FILE // BR:UGE // GM-00 // COVER // A4 // REV 1.0

BASIC ROLEPLAYING

UNIVERSAL GAME ENGINE

SHEET REGISTER

GM 01-14 // 9 TABS // A4

01	CORE MECHANICS	TAB 01 // CORE	08	WEAPONS: HISTORIC	TAB 05 // WEAPONS
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05	CHARACTERISTICS	TAB 03 // CHARS	12	SANITY & SIZE	TAB 07 // SANITY
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FILE // GM-01 // BR:UGE

CORE MECHANICS

ACTION ROLLS, DIFFICULTY AND RESISTANCE

GM SCREEN
CLEARANCE ■■■■

01

01

CORE

ACTION ROLLS

01-01

Roll D100 equal to or under the modified rating. Lower is better. There are five degrees of result:

- **Critical** — roll $\leq 1/20$ of the rating (see table).
- **Special** — roll $\leq 1/5$ of the rating; a roll in both ranges counts as critical.
- **Success** — roll $\leq$ the rating.
- **Failure** — roll above the rating. 96+ always fails unless the action is Automatic.
- **Fumble** — top 1/20 of the failure chance; 00 always fumbles.

A skill with a base chance of 05% or more always succeeds on 01-05, whatever the modifiers.

T-01 SKILL RESULTS

RATING	CRITICAL	SPECIAL	FUMBLE
01-05	01	01	96-00
06-10	01	01-02	96-00
11-15	01	01-03	96-00
16-20	01	01-04	96-00
21-25	01-02	01-05	97-00
26-30	01-02	01-06	97-00
31-35	01-02	01-07	97-00
36-40	01-02	01-08	97-00
41-45	01-03	01-09	98-00
46-50	01-03	01-10	98-00
51-55	01-03	01-11	98-00
56-60	01-03	01-12	98-00
61-65	01-04	01-13	99-00
66-70	01-04	01-14	99-00
71-75	01-04	01-15	99-00
76-80	01-04	01-16	99-00
81-85	01-05	01-17	00
86-90	01-05	01-18	00
91-95	01-05	01-19	00
96-00	01-05	01-20	00
101+	+1 per 20	+1 per 5	00

RESISTANCE TABLE

Chance = 50% + (active × 5) - (passive × 5). The active side is the one trying to change something: STR vs. a boulder's SIZ, a venom's POT vs. CON.

A difference of 10 or more is automatic (GM may still let 01 succeed or 00 fail). Skills are never used; for skill vs. skill on this table, divide both ratings by 5.

- PP vs. PP — powers that control
- POT vs. CON — poison, disease
- POW vs. POW — contest of will
- STR vs. STR — force, wrestling
- Damage vs. CON — knockout, stun
- STR+SIZ vs. STR+SIZ — overbearing

☒ automatic success
☐ automatic failure

PLA→	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	50	55	60	65	70	75	80	85	90	95														
2	45	50	55	60	65	70	75	80	85	90	95													
3	40	45	50	55	60	65	70	75	80	85	90	95												
4	35	40	45	50	55	60	65	70	75	80	85	90	95											
5	30	35	40	45	50	55	60	65	70	75	80	85	90	95										
6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95									
7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95								
8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95							
9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95						
10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95					
11		05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95				
12			05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95			
13				05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95		
14					05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	
15						05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
16							05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
17								05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
18									05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
19										05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
20											05	10	15	20	25	30	35	40	45	50	55	60	65	70
21												05	10	15	20	25	30	35	40	45	50	55	60	65
22													05	10	15	20	25	30	35	40	45	50	55	60
23														05	10	15	20	25	30	35	40	45	50	55
24																05	10	15	20	25	30	35	40	45

01-04

02

FILE // GM-02 // BR:UGE

COMBAT OUTCOME

ROUND SEQUENCE, ATTACK AND DEFENSE MATRIX, DAMAGE

GM SCREEN
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COMBAT ROUND

02-01

ROUND SEQUENCE - 12 SECONDS

- Statements** — intentions declared in DEX order, highest first. Parries and dodges need no statement.
- Powers** — instant powers go off in INT order. Using a power is the round's action.
- Action** — count down DEX ranks. In one rank: missile weapons, then long, medium, short weapons and unarmed.
- Resolution** — compare attack and defense on the matrix below.

OPTION: INITIATIVE

Each combatant rolls DEX+1D10 (powers: INT+1D10) and keeps the result for the fight.

ONE ACTION ON YOUR DEX RANK

- **Move** — about 30 m if unengaged; 6-15 m acts at ½ DEX rank, 16-29 m at ¼.
- **Attack** — with up to 5 m of movement. Each extra attack or action: -5 DEX ranks; nothing happens below rank 1.
- **Engage / disengage** — disengaging succeeds if every parry and dodge that round succeeds.
- **Any time** — parry, dodge, speak. Each defence after the first: -30% cumulative.
- **Fight defensively** — give up attacking for one free additional Dodge without the -30% step.

COMBAT OUTCOME

02-02

ATTACK ↓ PARRY / DODGE →	CRITICAL	SPECIAL	SUCCESS	FAILURE	FUMBLE
CRITICAL	BLOCKED Parried or dodged, nothing else.	HIT Normal damage, armor applies. Parrying item takes 2.*	SPECIAL HIT Full damage** + special effect, armor applies. Parrying item takes 4.*	CRITICAL Max damage + dm, armor ignored (or choose special).	CRITICAL Max damage + dm, armor ignored. Defender rolls a fumble.
SPECIAL	BLOCKED Melee parry: attacking weapon takes 1.*	BLOCKED Parried or dodged, nothing else.	HIT Normal damage, armor applies. Parrying item takes 2.*	SPECIAL HIT Full damage** + dm + special effect, armor applies.	SPECIAL HIT As left, and the defender rolls a fumble.
SUCCESS	BLOCKED Melee parry: attacking weapon takes 2.*	BLOCKED Melee parry: attacking weapon takes 1.*	BLOCKED Parried or dodged, nothing else.	HIT Roll damage normally, armor applies.	HIT As left, and the defender rolls a fumble.
FAILURE	MISS No damage, no effect. The defender does not need to roll.				
FUMBLE	MISS + FUMBLE The attack misses completely and the attacker rolls on the appropriate fumble table (GM 04).				

- ☐ blocked
- ☐ hit
- ☐ special hit
- ☒ critical

* If the parrying weapon or shield is destroyed, the attack still hits: roll normal damage and subtract the points used to destroy it; armor still protects. A weapon destroyed while attacking still delivers its damage. ** Full damage means the weapon's usual result for that level of success, not its maximum: a great sword deals 2D8 on a success, 2D8 plus bleeding on a special and 16, ignoring armor, on a critical. Damage modifier is always rolled separately.

DAMAGE BY RESULT

02-03

- **Critical** — weapon's maximum damage plus a rolled dm; ignores armor unless countered by a critical parry.
- **Special** — normal damage plus the weapon's special effect.
- **Missile dm** — thrown weapons and bows add ½ a positive dm (round up), or the full negative dm. Firearms and energy weapons add none.

T-02 SPECIAL DAMAGE

SPECIAL	WEAPONS	EFFECT
Bleeding	Edged	+1 HP on DEX rank 1 each later round. Stamina to hold it closed (actions Difficult); First Aid stops it.
Crushing	Blunt, unarmed	Damage modifier doubled (none → +1D4). Stamina roll or stunned 1D3 rounds. Parrying item may break.
Entangling	Whip, net, rope	Target held this round and next; needs 3 m distance. Agility or STR vs. STR to break free.
Impaling	Pointed, firearms	Weapon dice and bonus doubled; dm rolled once. Hand weapon may stick: Difficult skill roll to pull free.
Knockback	Throws, shields	Damage vs. SIZ on the resistance table; loser flies 1 m per 5 points and makes Agility or falls.

MISSILE FIRE

02-04

T-02 RANGE & CONDITIONS

SITUATION	DISTANCE	EFFECT
Point blank	within DEX/3 m	Easy
Normal	listed range	—
Medium	up to 2× range	Difficult
Long	up to 4× range	1/5 skill
Fast-moving target		-50%
Light shadow / light fog		-10% / -25%
Darkness, cover, prone beyond DEX/3 m		Difficult
Scope, laser sight (1 round aiming)		range mods ½
Bipod / tripod (1 round aiming)		+40%, then +20%

Missile fire cannot normally be dodged or parried. Slow missiles may be blocked with a shield in place of skill: half/small 15%, full 30%, large 60%; kneeling behind full 60%, large 90%. Bullets and beams cannot be blocked.

ARMOR VS. LATER WEAPONS

Primitive and ancient armor gives ½ AV (round up) vs. firearms and energy weapons; modern armor gives ½ AV vs. energy weapons; advanced armor protects fully.

FILE // GM-03 // BR:UGE

INJURY & HEALING

HIT LOCATIONS, WOUNDS AND RECOVERY

GM SCREEN
CLEARANCE ■■■■

03

HIT POINTS BY LOCATION

03-01

Option. Head, abdomen and each leg get 1/3 of total HP, chest 4/10, each arm 1/4, rounded up. Damage counts against the location and the total; the total decides death. Do not combine with major wounds.

MAX HP	1-2	3	4	5	6	7	8	9	10	11-12	13-15	16-17	18	19-20	21
Each leg	1	1	2	2	2	3	3	3	4	4	5	6	6	7	7
Abdomen	1	1	2	2	2	3	3	3	4	4	5	6	6	7	7
Chest	1	2	2	2	3	3	4	4	4	5	6	7	8	8	9
Each arm	1	1	1	2	2	2	2	3	3	3	4	5	5	5	6
Head	1	1	2	2	2	3	3	3	4	4	5	6	6	7	7

LOCATIONS, WOUNDS & HEALING

03-02

T-03 HUMANOID HIT LOCATIONS

D20	LOCATION	COVERS
01-04	Right leg	Hip to foot
05-08	Left leg	Hip to foot
09-11	Abdomen	Hip joint to lower ribs
12	Chest	Ribcage to neck and shoulders
13-15	Right arm	Entire arm
16-18	Left arm	Entire arm
19-20	Head	Neck and head

Cover, mounts and positions can rule locations out. A mounted attacker vs. a foe on foot rolls 1D10+10.

DAMAGE TO ONE LOCATION

- **≥ location HP** — Leg: useless, falls prone. Arm: useless, drops what it holds. Abdomen: both legs useless, prone; bleeds to death in 10 minutes (1 HP per round) unless First Aid or a Stamina roll. Chest: falls coughing blood, no actions; same bleeding. Head: unconscious; medical aid or Stamina within 5 minutes, or dies.
- **≥ 2x HP** — a limb never takes more than 2x its HP from one blow (excess is lost), but the victim is incapacitated and in shock, bleeding 1 HP per round until aid or a Difficult Stamina roll. Head, chest, abdomen: unconscious, 1 HP per round.
- **≥ 3x HP** — limb severed or maimed; lose 1 HP in that location for good. Head, chest or abdomen: instant death.

HEALING

Natural healing 1D3 HP per week, rolled by the GM and spread over the wounds. First Aid restores 1D3 per wound at once (fumble: -1 HP). Medicine treats major wounds and non-injury HP loss.

T-03 CONDITIONS OF MEDICAL CARE

CARE	CONDITIONS	WEEKLY HEALING
Poor	Unsanitary, stressful, patient exerting, or no care	Difficult First Aid or Medicine roll each week or no healing; a fumble costs 1D3 HP.
Decent	Clean, restful, care given, light exertion	Heals 1D3 HP per week.
Excellent	Full bed rest and full-time quality care	1D3 HP per week, plus a First Aid or Medicine roll for more.

ARMOR IN PLAY

ARMOR VALUE	Subtract AV from each hit that is not parried or dodged; 0 or less means no damage. A critical ignores armor. Shield parry plus armor: subtract both.
LATER WEAPONS	Primitive and ancient armor: ½ AV (round up) vs. firearms and energy weapons. Modern: ½ AV vs. energy weapons. Advanced: full (GM may halve vs. energy).
HELMETS	Add to the suit's AV; without one, -1 AV (light) or -2 (heavy).

WOUNDS

- **Minor** — less than ½ total HP in one wound. Several minor wounds adding up to the major wound level: Luck roll or unconscious. Down to 1-2 HP: out for up to an hour.
- **Major** — ½ total HP or more in one wound. Shock: fights on for as many rounds as HP remain, then collapses; at 2 HP or less, unconscious for an hour at once. Luck roll: success heals cleanly, failure means a permanent result below. Not used with hit locations.
- **Fatal** — 0 HP or less. Prone, no actions; dies unless medical aid in this round or the next brings HP back to 1+.

T-03 MAJOR WOUNDS

D100	MAJOR WOUND (FAILED LUCK ROLL)
01-10	Leg, ankle, back or knee: a lasting limp or bent posture. -1D3 DEX and MOV. Can fight.
11-20	Disfigured nose, hands, ear or face. -1D3 CHA; cannot be disguised. Can fight.
21-30	Wrist, hand, arm, shoulder or thigh muscle, nerves, fingers. -1D3 STR. Can fight, but not with a shield.
31-40	Lung, gut, kidney or liver damage. -1D3 CON and MOV; HP may drop. Can fight.
41-50	Head, sight or face: Listen/Insight, missile skills or Communication capped at 65%, or Luck rolls for Mental skills. -1D3 INT. Can fight.
51-60	As 01-10, but one or both limbs lost. -1D6 DEX and max MOV. Cannot fight.
61-70	As 11-20, worse mutilation. -1D6 CHA. Can fight.
71-80	As 21-30. -1D6 STR; check dm. Can fight.
81-90	As 31-40. -1D6 CON and MOV; check HP and dm. Cannot fight.
91-92	Face and vocal cords. -1D6 CHA. Can fight.
93-94	Broken bones, severed ganglia. -1D6 DEX; one-handed melee weapons only. Fights with one arm.
95-96	Nerve damage to one arm. -1D6 DEX; only the other arm works. Fights with one arm.
97-98	Nerve damage to both arms. -1D6 DEX; hands useless. Cannot fight except kicks and head butts.
99	Vicious mutilation. -1D3 each CHA, DEX and CON. Cannot fight.
00	Mutilated after collapsing. -1D4 from four characteristics (GM). Cannot fight.

No limb named: 1D6, 1-3 left, 4-6 right. Regaining the lost points removes the effect; recalculate derived values after any loss.

LAYERING

Soft armor adds its AV and ENC under or over hard armor. Two hard layers: add AV, triple the lesser one's ENC.

FIT & ENC

Listed ENC is for SIZ 11-15: ×0.8 for SIZ 6-10, ×1.2 for 16-20, ×1.4 for 21-25. Outside Fits SIZ: cannot be worn.

DONNING, DAMAGE

1 round per AV point to put on; remove 3 AV per round (Agility: 4). Damaged armor: AV halved (round down); damaged again: no AV, penalties stay.

04

FILE // GM-04 // BR:UGE

FUMBLES & SPOT RULES

MISHAPS AND THE SITUATIONS THAT COME UP MOST

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FUMBLE TABLES

04-01

Roll on the table that fits the action; the GM rolls for NPCs and adapts or rerolls results that make no sense. A fumble and a malfunction can happen on the same roll.

T-04 MELEE ATTACK FUMBLES

D100	RESULT
01-15	Lose next round; helpless.
16-25	Lose next 1D3 rounds; helpless.
26-40	Fall prone.
41-50	Drop weapon.
51-60	Weapon flies 1D10 m.
61-65	Weapon loses 1D10 HP.
66-75	Vision obscured: -30% for 1D3 rounds.
76-85	Hit nearest ally, normal (else 41-50).
86-90	Hit nearest ally, special (else 51-60).
91-98	Hit nearest ally, critical (else 61-65).
99	Roll twice more.
00	Roll three times more.

T-04 MELEE PARRY FUMBLES

D100	RESULT
01-20	Lose next round (or this one); helpless.
21-40	Fall prone.
41-50	Drop weapon.
51-60	Weapon flies 1D10 m.
61-75	Vision obscured: -30% for 1D3 rounds.
76-85	Wide open: foe hits automatically.
86-90	Wide open: foe gets a special hit.
91-93	Wide open: foe gets a critical hit.
94-98	Roll twice more.
99-00	Roll three times more.

T-04 MISSILE ATTACK FUMBLES

D100	RESULT
01-15	Lose next attack or activity.
16-25	Lose next 1D3 rounds.
26-40	Fall prone.
41-55	Vision obscured: -30% for 1D3 rounds.
56-65	Drop weapon; it lands 1D6-1 m away.
66-80	Weapon takes 1D6 damage (no HP: as 81-85).
81-85	Weapon breaks.
86-90	Hit nearest ally, normal (else 56-65).
91-95	Hit nearest ally, special (else 66-80).
96-98	Hit nearest ally, critical (else 81-85).
99	Roll twice more.
00	Roll three times more.

T-04 NATURAL ATTACK & PARRY FUMBLES

D100	RESULT
01-25	Lose next round (or this one).
26-30	Lose next 1D3 rounds.
31-50	Fall prone.
51-60	Prone, twisted ankle: -1 MOV for 1D10 turns.
61-75	Vision obscured: -30% for 1D3 rounds.
76-85	Strain: lose 1 HP (attacking limb).
86-90	Hit nearest ally, normal (else 76-85).
91-94	Hit nearest ally, special (else 76-85).
95-98	Hit a hard surface: normal damage to self.
99	Roll twice more.
00	Roll three times more.

COMBAT SPOT RULES

04-02

AIMED ATTACK	Each 5 DEX ranks spent aiming adds 1/10 of the skill (round up), cumulative, to the first missile shot; no effect beyond 2x base range. Aiming at a body area is Difficult (5 DEX ranks of aim offset it); an unarmored spot ignores armor. Interrupted: Idea roll to keep the aim.
AMBUSH	Stealth vs. Listen, Sense or Spot. Unseen shooters: a free round of Easy attacks that cannot be dodged or parried (if seen, defences are allowed). Undetected melee attackers: attacks Easy, defences Difficult.
BACKSTAB, HELPLESS	An attack on an engaged foe's back is Easy (a Difficult Listen or Sense roll allows a Difficult defence). Helpless target: Easy, no defence; GM may allow POWx1 for a lucky break.
BIG & LITTLE TARGETS	Target over 2x your SIZ: +20%. Under half your SIZ: -20%. Large objects Easy, tiny ones Difficult.
COVER	Partly covered target: the attack is Difficult. A roll between the halved and the full chance hits the cover instead (damage may go through).
DARKNESS	Use the environment modifiers. In total darkness a Difficult Sense or Listen roll halves the penalty.
DESPERATE ACTION	All actions spent: a Difficult Agility roll allows one more action on the last DEX rank, always Difficult. No attack or move next round.
DISARMING	Grapple and use the disarm effect, or declare a Difficult attack on the weapon: damage vs. the holder's STR on the resistance table; success drops it, excess damage hits its HP. Dodge negates; parry only if the target suspects it.
DRAWING A WEAPON	Draw 5 DEX ranks; sheathe and draw another 10; drop and draw 5. With 101%+ skill: free.
ENCLOSED SPACE	Under 1 m of room: melee weapons over SIZ/ENC 1.5 Difficult, 2.5+ may be Impossible. Under ½ m: weapons of SIZ/ENC 1 Difficult.

FIRING INTO COMBAT	-20%; firing while engaged is Difficult. A roll between the modified and the normal chance hits a bystander (worst Luck roll). Dense crowd, any target will do: +5% per extra body.
FORTIFIED POSITION	Attacks on a defender behind a solid bulwark are Difficult; fully behind it, immune to small missile fire.
KNOCKOUT ATTACK	Declare it; Difficult attack at the head. Damage after armor ≥ major wound: 1 damage and out for 1D10+10 rounds. Less: only minimum weapon damage.
PRONE	Own attacks, parries and dodges Difficult; no positive dm; no 2H weapons. Melee and medium-range missile attacks on a prone target Easy, long-range Difficult. Firearms, crossbows and energy weapons at full skill (+10% option). Getting up replaces the attack; a Difficult Dodge stands up and still allows one.
PULLING BLOWS	Declare it: roll smaller dice (down to D2) or fewer dice, and less or no dm; fixed bonuses stay.
QUICKDRAW	Both hold their action. The one who waits needs an Easy Spot roll or cannot defend; on a success, DEX vs. DEX decides who fires first. Later defences are Difficult.
SUPERIOR POSITION	Half again higher than the foe (about 1 m; mounted counts): +10% attack and parry, +1 on the D20 hit location roll. Lost against a long weapon if you have none.
SUPERIOR NUMBERS	At most five melee attackers on one human-sized target; two with large weapons in tight spaces, eight with long spears.
SWEEP ATTACK	Giant or long, massive weapon: Easy, half damage, hits everyone in the arc. Avoid with Jump, or parry and win STR vs. damage. Blunt sweeps knock back.
MASS COMBAT	Each turn of a battle: Luck roll; failure 1D6 damage, fumble 2D6; armor counts.

SEE ALSO // **Firearms spot rules** (autofire, explosions, area attacks, shooting up or down, firing on the move, malfunctions, reloading) on **page 9** · **Muscle-powered combat** on **page 7** · **Hostile environments** on **page 10**

FILE // GM-05 // BR:UGE

CHARACTERISTICS

WHAT THEY MEASURE, HOW TO ROLL AND DERIVE THEM

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05

THE CHARACTERISTICS

05-01

CHAR	ROLL	HUMAN	CHAR. ROLL	MEASURES – WHEN TO CALL FOR IT	AT 0
STR	3D6	3-21	Effort x5	Brawn: lifting, carrying, pushing, holding on; weapon minimums; damage modifier. Feats of strength usually go STR vs. SIZ on the resistance table, Effort when no SIZ applies.	Bedridden
CON	3D6	3-21	Stamina x5	Health and endurance: fatigue, poison, disease, drowning, staying awake, strong drink. Part of HP and FP.	Dead
SIZ	2D6+6	8-21	—	Height, mass, bulk. No roll; used vs. resistance (standing firm, squeezing through) and for HP and dm. High SIZ hampers stealth.	Vanishes
INT	2D6+6	8+, no cap	Idea x5	Reasoning and memory: hunches, deductions, recalling details, grasping strange tech, a nudge when players are stuck.	Vegetative
POW	3D6	3+, no cap	Luck x5	Will, spirit, magic: fortunate coincidences, escaping random peril. Base for PP and SAN; key for powers.	Catatonic
DEX	3D6	3-21	Agility x5	Balance, speed, deftness: keeping footing, catching, quick hands. Sets DEX rank in combat.	Immobile
CHA	3D6	3+, no cap	Charm x5	Presence and appeal: first impressions, getting waved through the door, being the one people turn to.	Odious
EDU^{opt}	2D6+6	+1 per 10 yrs	Know x5	General knowledge of one's culture and era: facts and trivia, not specialist knowledge (that is Knowledge or Science).	Void

Characteristic rolls are D100 vs. characteristic x5 when no skill fits. Easy x10, Difficult x2 or x1 for desperate tasks. Physical maximum 21 for humans; mental characteristics can rise without limit. Generation options: roll 3D6 seven times and assign (SIZ and INT at least 8); 2D6+6 for everything in high-powered games; redistribute up to 3 points; no starting value above 21.

DERIVED CHARACTERISTICS

05-02

DERIVED	CALCULATION	NOTES
Damage modifier (dm)	STR+SIZ → table	Added to melee and brawling damage; ½ (round up) for thrown weapons and bows if positive; none for firearms.
Hit points (HP)	(CON+SIZ) ÷ 2, round up	At 1-2 unconscious; at 0 dies at the end of the next round. Option: full CON+SIZ for heroes.
Major wound level	½ HP, round up	One wound of this size or more is a major wound.
Power points (PP)	= POW	Fuel powers; at 0 faint. Extra PP up to 2x POW fade after sleep.
Experience bonus	½ INT, round up	Added to experience rolls, not to the points gained.
Movement (MOV)	10 for humans	Walk 1 m per MOV, run up to 5 m per MOV; about 30 m per combat round.
Fatigue points (FP)^{opt}	STR+CON	-1 per round of strenuous action; below 0, -1% per point to all rolls; 1 back per minute of rest.
Sanity (SAN)^{opt}	POWx5	See GM 12. Does not change when POW changes later.

If a characteristic changes, every value derived from it changes at once.

T-05 DAMAGE MODIFIER

STR+SIZ	DM	STR+SIZ	DM
2-12	-1D6	57-72	+3D6
13-16	-1D4	73-88	+4D6
17-24	None	89-104	+5D6
25-32	+1D4	105-120	+6D6
33-40	+1D6	121-136	+7D6
41-56	+2D6	each +16	+1D6 more

T-05 POWER POINT RECOVERY

MAX PP	ASLEEP	AWAKE
1-24	1 / hour	1 / 2 hours
25-48	2 / hour	1 / hour
49-72	3 / hour	1 / 40 min
73-96	4 / hour	1 / 30 min
97+	+1 / hour	+1 / hour

CHARACTER CREATION IN BRIEF

- Age 17+1D6. Characteristics, then characteristic rolls x5, then derived values.
- Personality package: 13 skills +20 each (or roll 1D4).
- Profession pool by power level (right), personal pool INTx10.
- Option: personal pool INTx15 / x20 / x25 for heroic / epic / superhuman.

T-05 SKILL CATEGORY MODIFIERS (OPTION)

CATEGORY	PRIMARY	SECONDARY	NEGATIVE	SIMPLE
Combat	DEX	INT, STR	—	DEX/2
Communication	INT	POW, CHA	—	CHA/2
Manipulation	DEX	INT, STR	—	DEX/2
Mental	INT	POW, EDU	—	INT/2
Perception	INT	POW, CON	—	POW/2
Physical	DEX	STR, CON	SIZ	STR/2

Primary: ±1% per point above or below 10. Secondary: ±1% per 2 points (round toward 0). Negative: -1% per point above 10, +1% per point below. The simple option uses ½ of one characteristic instead (round up).

T-05 STARTING SKILL POINTS

POWER LEVEL	POOL	SKILL CAP	EDU POOL
Normal	250	75%	EDUx20
Heroic	325	90%	EDUx25
Epic	400	101%	EDUx30
Superhuman	500	none	EDUx40

Skills already above the cap from bonuses get no more points. GM may cap skills outside the profession at 50%.

06

FILE // GM-06 // BR:UGE

SKILLS

BASE CHANCES, COMPETENCY AND IMPROVEMENT

GM SCREEN
CLEARANCE ■■■■

SKILL LIST & BASE CHANCES

06-01

SKILL	CATEGORY	BASE %
Appraise	Mental	15
Art	Manipulation	05
Artillery	Combat	05
Bargain	Communication	05
Brawl	Combat	25
Climb	Physical	40
Command	Communication	05
Craft	Manipulation	05
Demolition	Manipulation	01
Disguise	Communication	01
Dodge	Physical	DEX×2
Drive	Physical	20 / 01 ¹
Energy Weapon	Combat	15
Etiquette	Communication	05
Fast Talk	Communication	05
Fine Manipulation	Manipulation	05
Firearm	Combat	20
First Aid	Mental	30
Forbidden Lore (option)	Mental	00
Fly	Physical	DEX×4 / ½DEX ²
Gaming	Mental	INT+POW
Grapple	Combat	25
Heavy Machine	Manipulation	01
Heavy Weapon	Combat	20
Hide	Physical	10
Insight	Perception	05
Jump	Physical	25
Knowledge	Mental	05 / 00
Language (own)	Communication	INT×5 ³

SKILL	CATEGORY	BASE %
Language (other)	Communication	00
Listen	Perception	25
Literacy (option)	Mental	00 / = Language
Martial Arts	Combat	01
Medicine	Mental	05
Melee Weapon	Combat	20
Missile Weapon	Combat	15
Navigate	Perception	10
Perform	Communication	05
Persuade	Communication	15
Pilot	Physical	01
Projection	Physical	DEX×2
Psychotherapy	Mental	01 / 00
Repair	Manipulation	15
Research	Perception	25
Ride	Physical	05
Science	Mental	01
Sense	Perception	10
Shield	Combat	15
Sleight of Hand	Manipulation	05
Spot	Perception	25
Status	Communication	15 / varies
Stealth	Physical	10
Strategy	Mental	01
Swim	Physical	25
Teach	Communication	10
Technical Skill	Mental	05
Throw	Physical	25
Track	Perception	10

¹20% for common vehicles, 01% for unfamiliar ones.²DEX×4 for winged beings; ½ DEX for everyone else (packs and gliders use Pilot).³Or EDU×5 if EDU is used.

USING SKILLS

06-02

T-06 SKILL RATINGS

RATING	LEVEL	GM GUIDELINE
00-05	Novice	Amateur; roll every time, even Easy tasks.
06-25	Neophyte	Beginner; roll even for Easy tasks.
26-50	Amateur	Routine tasks without a roll if no stress.
51-75	Professional	Makes a living at it; roll only when there is risk. Training alone stops at 75%.
76-90	Expert	Fair chance at Difficult tasks; advanced degree or many years.
91+	Master	Famous in the field. Reaching 91% in play restores 2D6 SAN once.

ACTING WITHOUT SKILL

Use the category bonus as the chance (experience check allowed), or a wild 01% — POW×1 if blind luck could help (no check).

SECRET ROLLS

GM may roll hidden for Appraise, Art, Bargain, Command, Craft, Disguise, Etiquette, Fast Talk, Gaming, Hide, Insight, Knowledge, Language, Listen, Literacy, Medicine, Navigate, Perform, Persuade, Psychotherapy, Research, Science, Sense, Sleight of Hand, Spot, Status, Stealth, Strategy, Teach, Technical Skill and Track.

EXPERIENCE

- ▶ Successful use under pressure: tick the box, once per skill per adventure. No tick for Easy or Automatic rolls, attacks on the helpless, or an augmenting skill when the main roll fails.
- ▶ After the adventure (about a week of downtime): roll D100 + experience bonus. Above the current rating: +1D6 (or announce +3 instead). Epic +1D8, superhuman +1D10.
- ▶ At 100% or more, the total must reach 100+.
- ▶ Training from someone better, or research, also raises skills, but not above 75% on its own.

OVER 100%

Better special and critical chances. Combat skills of 100%+ can split into several attacks of at least 50% each, 5 DEX ranks apart.

HOUSE EDIT

HOUSE RULE — MAIN SKILLS ONLY. No specialisations. Weapon skills are the Chapter 3 main skills: Melee Weapon, Missile Weapon, Firearm, Energy Weapon, Heavy Weapon, Artillery, Brawl, Grapple, Throw, Shield.

FILE // GM-07 // BR:UGE

WEAPONS: PRIMITIVE

STONE, WOOD AND SINEW

GM SCREEN
CLEARANCE ■■■■

07

PRIMITIVE WEAPONS

07-01

NOTE = FOOTNOTE NUMBERS BELOW THE TABLE // SKILL = MAIN SKILL, HOUSE RULE (MELEE / MISSILE / ENERGY / HEAVY = _ WEAPON) // dm = DAMAGE MODIFIER // RANGE IN METRES (x2 DIFFICULT, x4 1/5 SKILL) // MAL = MALFUNCTION ROLL // SIZ/ENC (AMMO WEIGHT)

T-07 PRIMITIVE MELEE WEAPONS

WEAPON	NOTE	SKILL	DMG	SPECIAL	RANGE	HANDS	HP	PARRY	STR/DEX	MAL	VALUE	SIZ/ENC
Axe, Hand		Melee	1D6+1+dm	Bleeding	Short	1H	12	Yes	7/9	—	Cheap	0.5
Club, Heavy		Melee	1D8+dm	Crushing	Medium	2H	22	Yes	9/7	—	Cheap	2.0
Club, Light		Melee	1D6+dm	Crushing	Medium	1H	15	Yes	7/7	—	Cheap	1.0
Fist	1	Brawl	1D3+dm	Crushing	Short	1H	—	No	—	—	—	—
Grapple	2 3	Grapple	Special	Entangle	Short	2H	—	No	—	—	—	—
Head Butt		Brawl	1D3+dm	Crushing	Short	—	—	No	—	—	—	—
Kick		Brawl	1D3+dm	Crushing	Short	—	—	No	—	—	—	—
Knife		Melee	1D3+1+dm	Impaling	Short	1H	15	Yes	4/4	—	Cheap	0.2
Net	4 5	Melee	Special	Entangling	Medium	1H/2H	6	Yes	12/10	96-00	Cheap	3.0
Spear, Long		Melee	1D10+1+dm	Impaling	Long	2H	15	Yes	11/9	—	Cheap	2.0
Spear, Short		Melee	1D6+1+dm	Impaling	Long	1H/2H	15	Yes	7/8	—	Cheap	2.0
Torch	6 7	Melee	1D6+flame	Crushing	Medium	1H	15	Yes	6/9	96-00	—	1.0

1 Brawl can parry Brawl or Grapple attacks.

2 See the Grapple skill.

3 Grapple can parry Brawl or Grapple attacks.

4 See Entangling.

5 Malfunction: the net is tangled; a full round and a Difficult Agility roll to clear it.

6 See Fire and Heat.

7 Malfunction: the torch goes out.

T-07 PRIMITIVE MISSILE WEAPONS

WEAPON	NOTE	SKILL	DMG	SPECIAL	RNG (M)	HANDS	HP	PARRY	STR/DEX	MAL	VALUE	SIZ/ENC
Axe, Hand (thrown)		Missile	1D6+½dm	Bleeding	20	1H	12	No	9/11	—	Cheap	0.5
Blowgun	1 2	Missile	1D3	Impaling	30	2H	4	No	—/11	—	Cheap	0.5
Bola (damaging)		Missile	1D4+½dm	Crushing	15	1H	1	No	9/13	—	Cheap	3.0
Bola (snaring)	3	Missile	Special	Entangling	15	1H	1	No	9/13	—	Cheap	3.0
Boomerang	4	Missile	1D4+½dm	Crushing	50	1H	3	No	9/11	—	Cheap	0.5
Bow, Self		Missile	1D6+1+½dm	Impaling	80	2H	6	No	9/9	—	Cheap	0.5
Club, Light (thrown)		Throw	1D6+½dm	Crushing	20	1H	15	No	9/7	—	Cheap	1.0
Dart	5	Missile	1D6+½dm	Impaling	20	1H	4	No	—/9	—	Cheap	0.5
Javelin		Missile	1D6+½dm	Impaling	25	1H	10	No	9/9	—	Cheap	1.5
Knife (thrown)		Throw	1D3+½dm	Impaling	10	1H	15	No	7/11	—	Cheap	0.2
Lasso	3	Throw	Special	Entangling	10	2H	1	No	9/13	—	Cheap	1.0
Net (thrown)	3 6	Throw	Special	Entangling	5	1H	6	No	9/12	96-00	Cheap	3.0
Rock (thrown)		Throw	1D2+½dm	Crushing	20	1H	20	No	5/5	—	—	0.05
Sling	7 8	Missile	1D8+½dm	Crushing	80	1H	2/12	No	7/11	—	Cheap	0.1 (0.1)
Spear, Short (thrown)		Missile	1D6+1+½dm	Impaling	15	1H	15	No	12/10	—	Cheap	2.0
Spear, Long (thrown)		Missile	1D10+1+½dm	Impaling	15	1H	15	No	12/10	—	Cheap	2.0

1 Blowgun darts are usually poisoned (see Poisons).

2 Blowgun 4 HP; each dart 0-1 HP.

3 See Entangling.

4 Thrown to return: Agility roll to catch it next round. Several boomerangs: 1 attack per round.

5 Darts are often poisoned (see Poisons).

6 Malfunction: tangled; a full round and a Difficult Agility roll to clear it.

7 Sling 2 HP; sling stone 12 HP (lead or stone).

8 Sling weight; bracketed value is each stone.

MUSCLE-POWERED COMBAT

07-02

THROWN WEAPONS

Damage modifier halved (round up); with several dice of dm, each die is halved. Fighting in melee with a throwing weapon you have no melee skill for: Difficult. Small thrown weapons (knives, axes) cannot hit beyond 2x range.

ENTANGLING

Any entangling weapon may try it: Difficult, no damage, target held as for the special result. Needs 3 m of space (garrote excepted). Next round: Agility or STR vs. STR to break free; a Dodge negates it.

WEAPON LENGTH

Long beats medium and short: strikes first whatever the DEX. It can hold off a short weapon until that wielder succeeds with a parry or dodge; once inside, attacks on the long-weapon user are Easy, theirs Difficult (parries too).

TWO WEAPONS

No extra attack or parry unless both skills are 100%+ (split attacks, each Difficult). Off hand Difficult unless the weapon is made for it. DEX 16+ may be ambidextrous.

MOUNTED COMBAT

Combat skills capped at Ride; Dodge Difficult; superior position vs. foot. Charge: use the mount's dm. A set spear adds the charging mount's dm. Knockback or a major wound unseats; Luck roll or 1D6.

FIRE & HEAT

Candle 1 per round; torch 1D6 (Luck or clothing catches, 1D6 per round); bonfire 1D6+2; intense heat 3D6. Armor helps for 1D3 rounds. Burns over ¼ HP: Luck or lose 1D4 characteristic points (at least 1 CHA).

IMPROVISED PARRY

Missile weapons parry at ½ base chance or 20%, whichever is higher; improvised parrying items lose at least 1 HP per successful parry.



FILE // GM-08 // BR:UGE

WEAPONS: HISTORIC

ANCIENT, MEDIEVAL AND RENAISSANCE ARMS

GM SCREEN
CLEARANCE ■■■■

HISTORIC WEAPONS

08-01

NOTE = FOOTNOTE NUMBERS BELOW THE TABLE // SKILL = MAIN SKILL, HOUSE RULE (MELEE / MISSILE / ENERGY / HEAVY = _ WEAPON) // dm = DAMAGE MODIFIER // RANGE IN METRES (x2 DIFFICULT, x4 1/5 SKILL) // MAL = MALFUNCTION ROLL // SIZ/ENC (AMMO WEIGHT)

T-08 HISTORIC MELEE WEAPONS

WEAPON	NOTE	SKILL	DMG	SPECIAL	RANGE	HANDS	HP	PARRY	STR/DEX	MAL	VALUE	SIZ/ENC
Axe, Battle		Melee	1D8+2+dm	Bleeding	Medium	1H	15	Yes	9/9	—	Average	1.0
Axe, Great		Melee	2D6+2+dm	Bleeding	Medium	2H	15	Yes	11/9	—	Average	2.0
Axe, Wood		Melee	1D8+2+dm	Bleeding	Medium	2H	20	Yes	8/7	—	Inexpensive	1.5
Blackjack		Melee	1D8+dm	Crushing	Short	1H	10	No	7/7	—	Inexpensive	0.2
Cestus		Brawl	1D3+2+dm	Crushing	Short	1H	10	Yes	11/7	—	Average	0.1
Claw		Brawl	1D4+1+dm	Bleeding	Short	1H	10	Yes	9/9	—	Average	0.1
Dagger		Melee	1D4+2+dm	Impaling	Short	1H	15	Yes	4/4	—	Average	0.5
Flail		Melee	1D6+dm	Crushing	Medium	1H	7	Yes	7/6	—	Average	2.0
Flail, Morningstar		Melee	1D10+1+dm	Crushing	Medium	2H	12	Yes	11/7	—	Average	2.0
Garrote	1	Grapple	Special	—	Short	2H	1	No	8/12	—	Inexpensive	0.1
Gauntlet, Armored		Brawl	1D3+1+dm	Crushing	Short	1H	7	Yes	7/5	—	Average	As armor
Halberd		Melee	3D6+dm	Bleeding	Long	2H	25	Yes	13/9	—	Average	3.0
Hammer		Melee	1D6+dm	Crushing	Medium	1H	15	Yes	9/7	—	Inexpensive	1.5
Hammer, Great		Melee	1D10+3+dm	Crushing	Long	2H	15	Yes	9/9	—	Average	2.5
Hammer, Sledge		Melee	2D6+2+dm	Crushing	Medium	2H	15	Yes	11/7	—	Inexpensive	2.0
Hammer, War		Melee	1D6+2+dm	Crushing	Medium	1H	20	Yes	11/9	—	Average	2.0
Katana	2	Melee	1D10+1+dm	Bleeding	Medium	1H/2H	15	Yes	11/11	—	Expensive	1.5
Knife		Melee	1D3+1+dm	Impaling	Short	1H	15	Yes	4/4	—	Inexpensive	0.5
Lance	3	Melee	1D8+1+dm	Impaling	Long	1H	15	Yes	9/8	—	Inexpensive	3.5
Mace, Heavy		Melee	1D8+2+dm	Crushing	Medium	2H	20	Yes	14/9	—	Average	2.5
Mace, Light		Melee	1D6+2+dm	Crushing	Medium	1H	20	Yes	7/7	—	Average	1.0
Maul, War		Melee	1D10+2+dm	Crushing	Medium	2H	20	Yes	13/7	—	Average	2.5
Naginata		Melee	2D6+2+dm	Bleeding	Long	2H	15	Yes	7/11	—	Expensive	2.0
Pike		Melee	1D10+2+dm	Impaling	Long	2H	15	Yes	11/7	—	Inexpensive	3.5
Rapier		Melee	1D6+1+dm	Impaling	Medium	1H	15	Yes	7/13	—	Expensive	1.0
Saber		Melee	1D8+1+dm	Bleeding	Medium	1H	20	Yes	7/11	—	Average	1.5
Sai	4	Melee	1D6+dm	Crushing	Medium	1H	20	Yes	5/11	—	Inexpensive	1.0
Scimitar		Melee	1D8+1+dm	Bleeding	Medium	1H	19	Yes	8/8	—	Average	1.5
Scythe		Melee	2D6+1+dm	Impaling	Long	2H	20	Yes	12/10	—	Inexpensive	2.5
Sickle		Melee	1D6+1+dm	Impaling	Medium	1H	12	Yes	7/9	—	Inexpensive	0.5
Staff, Quarter		Melee	1D8+dm	Crushing	All	2H	20	Yes	9/9	—	Cheap	1.5
Staff, Short		Melee	1D6+dm	Crushing	Medium	1H	15	Yes	7/9	—	Cheap	0.5
Sword Cane		Melee	1D6+dm	Impaling	Medium	1H	12	Yes	7/11	—	Expensive	1.0
Sword, Bastard	2 5	Melee	1D10+1+dm	Bleeding	Medium	1H/2H	20	Yes	13 or 9/9	—	Average	2.0
Sword, Broad		Melee	1D8+1+dm	Bleeding	Medium	1H	20	Yes	9/7	—	Average	1.5
Sword, Great		Melee	2D8+dm	Bleeding	Med./Long	2H	18	Yes	14/13	—	Expensive	3.5
Sword, Long		Melee	1D8+dm	Bleeding	Medium	1H	15	Yes	7/9	—	Average	1.5
Sword, Short		Melee	1D6+1+dm	Impaling	Medium	1H	20	Yes	5/5	—	Cheap	1.0
Trident		Melee	1D6+1+dm	Impaling	Long	1H/2H	18	Yes	9/7	—	Average	2.0
Wakizashi		Melee	1D6+1+dm	Bleeding	Medium	1H	13	Yes	7/9	—	Expensive	1.0
Whip		Melee	1D3-1	Entangle	Long	1H	4	No	9/10	—	Cheap	0.5

1 See Choking, Drowning, and Asphyxiation.

2 Used one-handed: ½ damage modifier.

3 Tournament lances are usually blunt and do crushing specials.

4 Sai are traditionally blunt, used mainly for parrying and striking.

5 STR 13 one-handed, STR 9 two-handed.

T-08 HISTORIC MISSILE WEAPONS

WEAPON	NOTE	SKILL	DMG	SPECIAL	RNG (M)	HANDS	HP	PARRY	STR/DEX	MAL	VALUE	SIZ/ENC
Arbalest	1	Missile	2D6+4	Impaling	90	2H	14	No	11/9	93-00	Average	10.0 (0.5)
Bow, Composite		Missile	1D8+1+½dm	Impaling	120	2H	12	No	13/9	—	Average	0.5 (0.5)
Bow, Long		Missile	1D8+1+½dm	Impaling	90	2H	10	No	11/9	—	Cheap	0.5 (0.5)
Crossbow, Heavy		Missile	2D6+2	Impaling	55	2H	18	No	13/7	97-00	Average	8.0 (0.5)
Crossbow, Light		Missile	1D6+2	Impaling	40	2H	10	No	9/7	96-00	Average	3.5 (0.5)
Crossbow, Medium		Missile	2D4+2	Impaling	50	2H	14	No	11/7	95-00	Average	5.0 (0.5)
Crossbow, Repeating	2	Missile	1D6+2	Impaling	60	2H	12	No	9/7	91-00	Expensive	7.5 (0.5)
Knife, Throwing		Missile	1D4+½dm	Impaling	20	1H	10	No	—/11	—	Cheap	0.2
Shuriken		Missile	1D3+½dm	Impaling	20	1H	5	No	—/13	—	Cheap	0.1

1 STR 11 with a cranequin (hand-crank); STR 15 without one.

2 Magazine of 6, 8, 10 or 12 bolts; reloading takes one combat round per bolt.

FILE // GM-09 // BR:UGE

WEAPONS: MODERN

FIREARMS AND MODERN MELEE WEAPONS

GM SCREEN
CLEARANCE ■■■■

09

MODERN WEAPONS

09-01

NOTE = FOOTNOTE NUMBERS BELOW THE TABLE // SKILL = MAIN SKILL, HOUSE RULE (MELEE / MISSILE / ENERGY / HEAVY = ... WEAPON) // dm = DAMAGE MODIFIER // RANGE IN METRES (x2 DIFFICULT, x4 1/5 SKILL) // MAL = MALFUNCTION ROLL // SIZ/ENC (AMMO WEIGHT)

T-09 MODERN MELEE WEAPONS

WEAPON	NOTE	SKILL	DMG	SPECIAL	RANGE	HANDS	HP	PARRY	STR/DEX	MAL	VALUE	SIZ/ENC
Brass Knuckles		Brawl	+2	Crushing	Short	1H	18	No	5/—	—	Cheap	0.1
Chainsaw		Melee	2D8	Bleeding	Medium	2H	20	No	11/11	97-00	Average	8.0
Knife, Butcher		Melee	1D6+dm	Impaling	Short	1H	12	No	5/7	—	Cheap	0.3
Knife, Pocket		Melee	1D4+dm	Impaling	Short	1H	9	No	—/5	—	Cheap	0.1
Knife, Switchblade		Melee	1D4+dm	Impaling	Short	1H	7	No	—/5	99-00	Cheap	0.1
Taser, Contact	1	Brawl	Special	—	Short	1H	7	No	5/7	97-00	Cheap	0.3

1 Stuns the target (see Stunning).

T-09 MODERN MISSILE WEAPONS

WEAPON	NOTE	SKILL	DMG	SPECIAL	RNG (M)	HANDS	HP	PARRY	STR/DEX	MAL	AMMO	VALUE	SIZ/ENC
Flamethrower	3	Heavy	2D6+fire	—	25	2H	6	No	10/8	93-00	6	Expensive	8.0
Gun, Machine	2	Firearm	2D6+4	Impaling	90	2H	11	No	9/5	00	40	Expensive	3.0
Gun, Mini-		Heavy	2D6+4	Impaling	400	2H	14	No	16/12	98-00	4,000	Expensive	6.0
Gun, Submachine	2	Firearm	1D8	Impaling	40	1H/2H	8	No	9/6	98-00	32	Expensive	2.0
Pistol, Derringer		Firearm	1D6	Impaling	3	1H	5	No	5/5	00	1 or 2	Average	0.3
Pistol, Flintlock		Firearm	1D6+1	Impaling	10	1H	8	No	7/5	95-00	1	Average	1.0
Pistol, Heavy		Firearm	1D10+2	Impaling	15	1H	8	No	11/7	00	8	Average	1.5
Pistol, Light		Firearm	1D6	Impaling	10	1H	6	No	5/5	00	8	Average	0.7
Pistol, Medium		Firearm	1D8	Impaling	20	1H	8	No	7/5	98-00	12	Average	1.0
Revolver, Heavy		Firearm	1D10+2	Impaling	20	1H	14	No	11/5	00	6	Average	1.5
Revolver, Light		Firearm	1D6	Impaling	15	1H	10	No	5/5	00	6	Average	0.7
Revolver, Medium		Firearm	1D8	Impaling	25	1H	12	No	7/5	00	6	Average	1.0
Rifle, Assault	2	Firearm	2D6+2	Impaling	90	2H	12	No	10/5	00	30	Expensive	3.5
Rifle, Bolt-action		Firearm	2D6+4	Impaling	110	2H	12	No	7/5	00	5	Average	3.0
Rifle, Elephant		Firearm	3D6+4	Impaling	100	2H	12	No	13/5	00	2	Average	4.5
Musket		Firearm	1D10+4	Impaling	60	2H	12	No	9/5	95-00	1	Average	3.5
Rifle, Sniper	5	Firearm	2D10+4	Impaling	250	2H	10	No	12/7	98-00	11	Expensive	4.0
Rifle, Sporting		Firearm	2D6	Impaling	80	2H	12	No	7/5	00	6	Average	3.0
Shotgun, Automatic	6	Firearm	4D6/2D6/1D6	Impaling	10/20/50	2H	14	No	11/5	00	8	Expensive	4.0
Shotgun, Double-barrel	6	Firearm	4D6/2D6/1D6	Impaling	10/20/50	2H	12	No	9/5	00	2	Average	3.5
Shotgun, Sawed-off	6	Firearm	4D6/1D6	Impaling	5/20/—	1H	14	No	9/5	00	1 or 2	Average	2.0
Shotgun, Sporting	6	Firearm	4D6/2D6/1D6	Impaling	10/20/50	2H	10	No	7/5	00	5	Average	3.0
Spray, Chemical	7	Firearm	Special	—	2	1H	2	No	3/7	91-00	6	Average	0.2
Taser, Dart	1	Firearm	Special	—	DEX	1H	8	No	3/7	95-00	1	Expensive	0.5

1 Stuns the target (see Stunning).

2 Burst fire capable (see Autofire).

3 A target hit is on fire and takes 1D6+2 per round until it is put out (see Fire and Heat).

4 Usually fitted with a bipod, which doubles the chance; without a bipod or similar stabiliser, -10% to the base chance.

5 Usually scoped, which doubles the range; without a scope the range is 125 m.

6 Damage by range band: first band = first dice, and so on. Sawed-off shotguns are ineffective beyond 20 m.

7 Low-POT contact poison (e.g. 2D6+12 POT, instant, blindness if the target loses vs. CON). Aiming at the eyes is Difficult; at point-blank range the Easy bonus cancels this out.

FIREARMS SPOT RULES

09-02

AUTOFIRE

Burst +20%, full auto +40% vs. one target. Fail: all miss. Success: roll a die equal to the shots fired for the number of hits; only the first can be special or critical. Spread targets: one unmodified roll each. Tight group: +20%.

EXPLOSIONS

About 2 m of radius per D6. Full dice at the centre, -1D6 per 2 m outward (dynamite 5D6: 4D6 at 3-4 m ... nothing past 10 m). Hit locations: split over 1D4. May knock back. Demolition can raise a charge by up to 50% or halve it.

AREA ATTACKS

Dodge to avoid entirely, or Agility to halve it behind cover; either way you end up prone. Armor counts.

SHOOTING UP / DOWN

Steeper than 45°: Difficult. Firing upward -10%, downward +10%.

FIRING ON THE MOVE

Skill capped at Drive, Pilot or Ride (on foot: Agility). Sideways Difficult (bows excepted); behind: 1/5 skill and a control roll.

MALFUNCTION

Roll at or above Mal. Revolver, bolt-action, double-barrel: dud round, cleared in one round. Automatic, pump, lever: jam, 1D6 rounds and a Firearm or Repair roll (96-00 ruins it).

RELOADING

One round: two cartridges into any gun, or swap a clip, cell or pack; a belt takes two rounds. Load and fire in one round at ½ DEX rank.

10

FILE // GM-10 // BR:UGE

WEAPONS: ADVANCED

VIBRO, ENERGY AND BEAM WEAPONS

GM SCREEN
CLEARANCE ■■■■

ADVANCED WEAPONS

18-01

NOTE = FOOTNOTE NUMBERS BELOW THE TABLE // SKILL = MAIN SKILL, HOUSE RULE (MELEE / MISSILE / ENERGY / HEAVY = ... WEAPON) // dm = DAMAGE MODIFIER // RANGE IN METRES (*2 DIFFICULT, *4 1/5 SKILL) // MAL = MALFUNCTION ROLL // SIZ/ENC (AMMO WEIGHT)

T-10 ADVANCED MELEE WEAPONS

WEAPON	NOTE	SKILL	DMG	SPECIAL	RANGE	HANDS	HP	PARRY	STR/DEX	MAL	VALUE	SIZ/ENC
Axe, Vibro-		Melee	2D8+4+dm	Bleeding	Medium	2H	20	Yes	11/5	98-00	Average	3.0
Knife, Vibro-		Melee	2D4+2+dm	Bleeding	Short	1H	16	Yes	7/7	99-00	Average	0.5
Lance, Stun	1	Melee	1D6+dm+stun	Knockback	Long	2H	18	Yes	9/5	98-00	Average	2.5
Sword, Energy	2	Melee	2D10+dm	Impaling	Medium	1H	30	Yes	11/15	99-00	Priceless	1.0
Sword, Monofilament	2 3	Melee	3D12	Bleeding	Medium	1H	12	No	5/15	91-00	Expensive	0.5
Sword, Vibro-		Melee	2D6+3+dm	Bleeding	Medium	1H	18	Yes	9/7	97-00	Expensive	1.5
Whip, Shock	1	Melee	1+½dm+stun	Entangle	Long	1H	10	No	7/9	97-00	Average	1.0

1 Roll damage and match it against the target's CON on the resistance table. If the target loses, it is stunned for 1D3+1 rounds (see Stunning).

2 The target's armor value is halved against this weapon (round up).

3 On a fumble, make a Difficult Agility roll or the blade hits you as well, in addition to the melee fumble roll.

T-10 ADVANCED MISSILE WEAPONS

WEAPON	NOTE	SKILL	DMG	SPECIAL	RNG (M)	HANDS	HP	PARRY	STR/DEX	MAL	AMMO	VALUE	SIZ/ENC
Pistol, Blaster		Energy	1D8+2	Impaling	15	1H	14	No	7/5	99-00	30	Average	1.0
Pistol, Disintegrator		Energy	3D4+1	—	10	1H	12	No	7/5	96-00	10	Expensive	1.0
Pistol, EM Pulse	1	Energy	2D6 vs. tech	—	15	1H	12	No	7/5	98-00	20	Average	1.0
Pistol, Flechette	2	Energy	2D4	Impaling	15	1H	14	No	5/7	99-00	6	Average	0.8
Pistol, Laser		Energy	1D8	Impaling	30	1H	14	No	5/5	99-00	20	Average	1.0
Pistol, Plasma		Energy	2D10+2	Impaling	20	1H	18	No	7/5	98-00	12	Expensive	1.2
Pistol, Shock		Energy	2D4	Knockback	15	1H	12	No	5/5	98-00	12	Average	1.0
Pistol, Stun	3	Energy	2D6 stun	Knockback	15	1H	16	No	5/5	00	12	Average	1.0
Rifle, Blaster		Energy	2D8+3	Impaling	60	2H	20	No	9/5	99-00	20	Average	1.0
Rifle, Disintegrator		Energy	3D6+2	—	30	2H	18	No	9/7	96-00	10	Expensive	2.0
Rifle, EM Pulse	1	Energy	3D8 vs. tech	—	75	2H	18	No	7/5	98-00	12	Average	2.0
Rifle, Laser		Energy	2D8	Impaling	100	2H	20	No	7/7	99-00	20	Average	1.5
Rifle, Plasma		Energy	2D10+4	Impaling	70	2H	18	No	9/7	98-00	16	Expensive	2.0
Rifle, Shock		Energy	3D8	Knockback	50	2H	18	No	9/7	98-00	12	Average	1.5
Rifle, Sonic	4	Energy	1D3+2	Knockback	50	2H	16	No	7/7	97-00	36	Average	2.0
Rifle, Stun	5	Energy	2D8 stun	Knockback	50	2H	22	No	7/5	00	24	Average	1.5

1 Vs. a robot, machine or EM-using target: match damage against its CON. Success stuns the device for 1D3+1 rounds; damage above its HP knocks it out. EMP damage is temporary and restored with Repair.

2 Half damage (round up) vs. hardened armor (metal, plastic, plates). Fires one cluster shot or a long burst that empties the magazine; each shot is a separate 2D4 attack.

3 Match damage against the target's CON. If the target loses, it is stunned for 1D3+1 rounds.

4 Damages living targets every round it hits. Vs. unliving targets, match the damage against CON, armor value or HP (GM's choice); on a loss it shatters or stops working.

5 Match damage against the target's CON. If the target wins, it takes only the minimum 2 damage; if it loses, it is stunned for 1D3+1 rounds.

Many advanced missile weapons can fire bursts (see Autofire, GM 09). Someone from a culture without energy weapons needs a Difficult Idea roll to work one out.

HOSTILE ENVIRONMENTS

18-02

VACUUM	Exhale at once (Idea roll to remember) or take 1D6+2 per round. Hemorrhage 1, 2, 4, 8 ... damage per round; each suit AP may delay it a round. Stamina or eardrums burst. After CON×2 rounds, sight rolls are Difficult.
ZERO GRAVITY	Agility roll each round, or combat and Physical actions are Difficult (and you may face the wrong way). Unbraced: every impact knocks back, half of it to the attacker too; impact damage halved.
STUNNING	Stun weapon hit: damage after armor vs. current HP on the resistance table; success stuns for that many rounds. Stunned: no attacks, Idea roll per defence, attacks on them Easy. Energy stunners ignore primitive and medieval armor; advanced armor is insulated.

T-10 RADIATION

POT	INTENSITY	CON VS. POT	FAILURE
5	Low	Every 30 days	Rashes, headache, hair loss, nausea.
10	Moderate	Every week	Also bed-bound 2D10 hours; two failures in a row: cancer (GM).
15	Medium	Every day	Illness 2D10 days, 1 damage; 2 failures: blind 1D10 days; 3: cancer. Contaminates others (low).
20	High	Every hour	As above, 1D3 damage, blindness (permanent after 10 days); fail CON×1: sterile.
25	Acute	Every minute	All the above, 1D6 burns per turn, dies in CON/2 hours without treatment.
30+	Fatal	Every round	1D4 burns per round, no action, death in 1D3 rounds.

First Aid is useless against radiation; Medicine can do little.

FILE // GM-11 // BR:UGE

ARMOR & SHIELDS

PROTECTION FROM HIDES TO POWERED ASSAULT ARMOR

GM SCREEN
CLEARANCE ■■■■

11

ARMOR & SHIELDS

11-01

T-11 PRIMITIVE, ANCIENT AND MEDIEVAL ARMOR

ARMOR	NOTE	AV	RANDOM AV	BURDEN	ENC	SKILL MODIFIER	FITS SIZ	TIME	LOCATIONS	VALUE
Helmet		+1	+1 point	Light	0.5	-5% Perception skills	±1	1	Head	Cheap
Hide		1	1D3-1	Light	3.5	None	±3	1	All	Cheap
Chain		7	1D8-1	Moderate	20.0	-20% Physical skills	-2	3	All	Expensive
Clothing, Heavy		1	1D2-1	None	2.5	None	±2	1	All	Cheap
Helmet, Heavy		+2	+2 points	Light	2.5	-50% Perception skills	±0	1	Head	Average
Helmet, Light		+1	+1 point	None	1.5	-15% Perception skills	±1	1	Head	Inexpensive
Lamellar		6	1D8-1	Moderate	18.0	-15% Physical skills	±1	2	All but head	Expensive
Leather, Soft		1	1D6-1	Light	3.5	None	±2	2	All	Inexpensive
Leather, Hard		2	1D6	Moderate	5.0	-10% Physical skills	±1	2	All	Average
Leather, Cuirbouilli		3	2D3	Light	5.0	-10% Physical skills	±0	2	All	Expensive
Padded/Quilted		1	1D2-1	None	3.0	None	±2	1	All	Inexpensive
Padded/Quilted, Heavy		2	1D3-1	Light	4.0	-5% Physical skills	±1	2	All	Inexpensive
Plate, Full		8	1D10	Cumbersome	25.0	-25% Physical skills	-1	5	All but head	Expensive
Plate, Half		7	1D8	Moderate	18.0	-20% Physical skills	-1	4	All but head	Expensive
Ring		5	1D6	Light	10.0	-10% Physical skills	±1	2	All but head	Average
Scale		6	2D4-1	Moderate	20.0	-15% Physical skills	±1	2	All but head	Average

T-11 MODERN ARMOR

ARMOR	NOTE	AV	RANDOM AV	BURDEN	ENC	SKILL MODIFIER	FITS SIZ	TIME	LOCATIONS	VALUE
Ballistic Cloth	1	3/5	1D3/1D6-1	Light	4.0	-10% Physical skills	±1	1	Arms, Chest	Expensive
Bulletproof Vest, Early		4	1D4	Moderate	11.0	-25% Physical skills	±1	2	Chest	Expensive
Bulletproof Vest, Modern	1	4/8	1D4/1D8	Light	8.0	-5% Physical skills	±3	2	Chest	Expensive
Clothing, Heavy		1	1D2-1	None	2.5	None	±2	1	All	Cheap
Flak Jacket		4	1D4	Moderate	8.0	-10% Physical skills	±2	1	Arms, Chest	Expensive
Helmet, Heavy		+6	+3 points	Light	3.5	-25% Perception skills	±1	1	Head	Average
Helmet, Light		+3	+2 points	None	2.5	-10% Perception skills	±2	1	Head	Inexpensive
Riot Gear	2	12/6	1D10+2	Moderate	12.0	-10% Physical skills	±1	5	All	Expensive

1 First value vs. melee and low-velocity missiles; second value vs. firearms.

2 Includes helmet.

T-11 ADVANCED ARMOR

ARMOR	NOTE	AV	RANDOM AV	BURDEN	ENC	SKILL MODIFIER	FITS SIZ	TIME	LOCATIONS	VALUE
Adaptive Mesh		6	1D4+2	Light	2.0	-5% Physical skills	±1	1	All	Expensive
Assault Armor, Light	1	8	2D6	Moderate	12.0	-10% Physical skills	±1	2	All	Expensive
Assault Armor	1	10	2D4+2	Moderate	16.0	-25% Physical skills	±1	3	All	Expensive
Energy Armor	2 3	1-20	—	Light	4.0	-5% Hide, Stealth, Perception per AV	Any	2	All	Expensive
Helmet, Heavy		+4	+4	Light	5.0	-15% Perception skills	±1	1	Head	Average
Helmet, Light		+3	+2	None	2.0	-5% Perception skills	±2	1	Head	Average
Powered Assault, Light	4	14	2D6+2	Cumbersome	36.0	-20% Physical & Manipulation	±1	4	All	Priceless
Powered Assault, Heavy	5	16	4D4	Cumbersome	48.0	-50% Physical & Manipulation	±1	5	All	Priceless

1 Includes helmet.

2 Wearer sets any AV from 1 to 20 (adjusting costs 5 DEX ranks). Each round it spends charges equal to its AV; a standard pack holds 200 charges, and each point of damage absorbed costs 1 more. No random AV.

3 Cannot be worn with other armor.

4 Includes helmet. STR +3 and DEX -3 while worn.

5 Includes helmet. STR +6 and DEX -6 while worn.

T-11 SHIELDS - ALL ERAS (PRIMITIVE → ENERGY)

SHIELD	AV/HP	DAMAGE	SPECIAL	BURDEN	LOCATIONS	STR/DEX	ENC	VALUE
Primitive	10	1D2+dm	Knockback	Light	Arm	5/7	2.0	Cheap
Buckler	15	1D2+dm	Knockback	Light	Arm	5/7	1.0	Average
Full Shield	22	1D4+dm	Knockback	Moderate	Arm, Chest, Head	11/9	5.0	Average
Half Shield	15	1D2+dm	Knockback	Moderate	Arm, Chest	5/7	3.0	Average
Heater	20	1D3+dm	Knockback	Moderate	Arm, Chest	9/9	3.0	Average
Hoplite	26	1D4+dm	Knockback	Cumbersome	Abdomen, Arm, Chest	12/8	7.0	Average
Kite	22	1D4+dm	Knockback	Moderate	Abdomen, Arm, Chest	11/9	5.0	Average
Large Round	22	1D4+dm	Knockback	Moderate	Abdomen, Arm, Chest	11/9	5.0	Average
Round	20	1D3+dm	Knockback	Moderate	Arm, Chest	9/9	4.0	Average
Spiked	20	1D3+dm	Impaling	Moderate	Arm, Chest	9/9	5.0	Average
Target	15	1D2+dm	Knockback	Light	Arm, Chest	5/7	3.0	Cheap
Riot Shield	16	1D3+dm	Knockback	Moderate	Abdomen, Arm, Chest, Head	9/9	3.0	Expensive
Energy Shield	25	1D2+dm	Knockback	Light	Arm, Chest	3/3	1.0	Expensive

All shields use the Shield skill (base 15%), also for shield attacks. Below the STR/DEX minimum all shield use is Difficult. Against missiles a shield blocks at a fixed chance instead of skill (half 15%, full 30%, large 60%; kneeling: full 60%, large 90%), stopping only normal successes; bullets and beams: base chance only. Slung shields (hit locations) add ½ AV to covered locations. Helmet AV by location: primitive 2; ancient light 4, heavy 8; modern light 6, heavy 8; advanced light 14, heavy 16.

12

FILE // GM-12 // BR:UGE

SANITY & SIZE

MENTAL STRESS, WEIGHT, BULK AND OBJECTS

GM SCREEN
CLEARANCE ■■■■

SANITY (OPTION)

12-01

- ▶ **Starting SAN** = POW×5. Later POW changes do not alter it.
- ▶ **Temporary Insanity Score (TIS)** = ½ starting SAN, fixed for life. For ordinary humans the GM may set TIS = POW.
- ▶ **SAN roll:** D100 ≤ current SAN. Losses read success/failure: "1/1D6" costs 1 on a success, 1D6 on a failure.
- ▶ **Temporary insanity:** losing SAN ≥ TIS within 5 minutes (one turn) — roll 1D6 type and 1D8 duration; ask the player to roleplay it.
- ▶ **SAN 0:** permanently insane; the character leaves play or becomes an NPC.
- ▶ **Maximum SAN** = 99 – the character's Forbidden Lore skill (option).
- ▶ **Repeated exposure** to the same horror may cost less, or nothing once the character is hardened.

T-12 SANITY LOSSES

SOURCE OF SAN LOSS	LOSS
Something unsettling or grotesque; a sudden scare	0/1
Minor unnatural creatures	0/1D3+
Scene of a violent death; finding a body	0/1D3
Finding a mutilated or mangled body	1/1D4
Witnessing a gruesome death	1/1D6
Suffering minor torture	1D3/1D6
Reality-challenging visions	0/1D8
Freakish and horrible monsters	1D2+/1D6+
A horrible transformation of oneself	1D6/2D10
Monstrous alien gods	1D10/1D100

T-12 INSANITY

ID6	TEMPORARY INSANITY
1	Catatonia — curls up in a fetal position.
2	Stupor — babbles or stares blankly.
3	Paranoia — lucid, but suspects everything.
4	Phobia — terror of something tied to the source.
5	Amnesia — forgets who they are or what happened.
6	Despair or death-wish*.

T-12 DURATION

ID8	DURATION
1	5 minutes
2	1 hour
3	2 hours
4	12 hours
5	1 day
6	2 days
7	1 week
8	2 weeks

* A character can never be forced into a suicidal act; use this result with care.

RESTORING SAN (NEVER ABOVE STARTING SAN)

- ▶ Defeating the source: up to ½ the potential loss it threatened, for everyone involved.
- ▶ Psychotherapy: a success restores 1D3-1.
- ▶ Reaching 91% in a skill in play: +2D6 once.
- ▶ Drugs or powers, at the GM's discretion.

SIZE & ENCUMBRANCE

12-02

T-12 COMPARATIVE SIZES — LOWER END

SIZ	IMPERIAL	METRIC
1	1-12 lb	0.5-5.4 kg
4	38-51 lb	17-23 kg
8	109-120 lb	49-54 kg
12	156-168 lb	71-76 kg
16	220-239 lb	100-108 kg
20	310-338 lb	141-153 kg
24	440-479 lb	200-217 kg
32	880-959 lb	399-435 kg
40	1,760-1,919 lb	798-870 kg
48	3,520-3,838 lb	1,597-1,741 kg
56	7,040-7,676 lb	3,193-3,482 kg
64	7.04-7.68 tons	6.4-7.0 t
72	14.1-15.4 tons	12.8-14 t
80	28.2-30.7 tons	25.6-27.9 t
88	56.5-61.5 tons	51.3-55.8 t
96	96 tons	87 t

SIZ covers volume and height as well as weight; use judgment. Humans: SIZ 10-13 is average, 8 small, 18 very large.

ENCUMBRANCE

- ▶ Carry ENC up to STR easily; ENC up to **STR+CON** for any length of time.
- ▶ A "thing" held in one hand (sword, pistol, rope, rock) is about 1-2 ENC. No ENC listed: start from SIZ, adjust for bulk.
- ▶ Each ENC above STR+CON: -1 MOV, -5% Agility, -5% Physical, Manipulation and Combat skills, and 1 extra FP per turn of exertion.
- ▶ Lifting and moving: STR vs. the object's SIZ on the resistance table, or an Effort roll.

T-12 OBJECT SIZES

OBJECT	FULL SIZ	SEGMENT
Potted plant	2-5	2-5
Glass window	3	3
Door	4-8	4-8
Chair	4-9	4-9
Table	4-12	4-12
Manhole cover	5	5
Fire hydrant	5	5
Glass door	8	8
Desk	10-20	10-20
Home interior wall	25-35	8
Home exterior wall	25-45	20
Brick wall	30-50	20
Concrete wall	30-50	20
Lamp post	30	10
Concrete and steel wall	35-55	25
Small air vehicle	40	10
Automobile	50	12
Vault door	60	20
Medium land vehicle	60	12
Steel beam	65	30

Objects have HP about equal to SIZ. Segment = a human-sized section to break through. Damage beyond AV reduces HP and lowers AV by the same amount.

T-12 ARMOR VALUE OF SUBSTANCES

SUBSTANCE	AV
1 cm of glass	1
5 cm thick door	3
3 cm of hardwood	6
12 cm of concrete	9
Large sandbag	20
3 cm of bulletproof glass	22
3 cm of steel plate	28

FILE // GM-13 // BR:UGE

OPTIONAL RULES

GM SCREEN
CLEARANCE ■■■■

13

CHECKLIST: WHAT EACH OPTION DOES AND WHERE TO FIND IT

Decide on the optional rules before character creation and tell the players which are in use. When unsure, try a rule for one session and drop it if it doesn't work. Page numbers refer to the **BR:UGE House Edit, clean edition (A4)**; the first page is the main entry.

☐ Tick the rules in use. ♦ changed or added by the House Edit + optional in the book, not on its checklist

♦ recommended in Ch. 10: **PA** Postapocalyptic · **NF** Near-Future/Cyberpunk · **SX** Space Exploration · **SO** Space Opera

CHARACTERS & CREATION

CHAPTER 2 · 11 · 12

13-01

OPTIONAL RULE	PA	NF	SX	SO	PAGE
☐ Choosing Characteristic Values Roll 3D6 seven times and assign freely; SIZ and INT at least 8.	♦	♦	♦	♦	15
☐ Higher Starting Characteristics 2D6+6 for every characteristic: tougher, more capable heroes.			♦		15, 18
☐ Education (EDU) Characteristic 8th characteristic (2D6+6); skill pool becomes EDU×20/25/30/40.		♦			15, 17, 20
☐ Know Roll EDU×5 roll for general knowledge of one's own culture.		♦			15, 20
☐ Point-based Character Creation Buy characteristics from a pool (24 points at normal level).					17
☐ Step Six: Personality Pick or roll one of four packages: +20 to 13 skills.					16
☐ Cultural Modifiers Characteristic adjustments by culture or species.			♦		15, 19
☐ Increased Personal Skill Points Personal pool INT×15/20/25 at heroic, epic, superhuman.	♦	♦	♦	♦	17
☐ Total Hit Points HP = CON+SIZ, not halved; may apply to PCs and key NPCs only.			♦		21
☐ Hit Points per Location HP spread over body locations rolled on D20.					16, 21
☐ Fatigue Points FP = STR+CON, drained by exertion; includes Simple Fatigue.			♦		16, 22
☐ Distinctive Features Cosmetic features, number set by CHA; pure flavour.					22
☐ Creating New Professions Title, wealth level and ten skills of your own.					30
☐ Aging and Inaction Characteristic loss with age and long idle periods.					111
☐ Non-Human / Creatures as PCs PCs of other species, built from Chapter 11 stats.	♦	♦	♦	♦	15, 201
☐ Other Kinds of Power Points + Rename power points to suit the setting.					21
☐ Quickstart Characters ♦ Fast creation with set arrays and fixed skill boosts.					228

SKILLS

CHAPTER 2 · 3

13-02

OPTIONAL RULE	PA	NF	SX	SO	PAGE
☐ Skill Category Bonuses Characteristics shift every skill of a category. Not with Simpler.					16, 24
☐ Simpler Skill Bonuses Bonus = ½ primary characteristic, no penalties.					24
☐ Cultural Skills Culture grants or limits starting skills.					17, 30
☐ Augments & Complementary Add ⅓ of a related skill, or roll it to shift difficulty.					34
☐ Skill Ratings Over 100% Epic and superhuman play; wider special and critical ranges.	♦	♦	♦	♦	34, 105
☐ Literacy + Reading and writing as a separate skill.		♦		♦	41
☐ Forbidden Lore ♦ Sanity-costing knowledge; max SAN = 99 – Forbidden Lore.					39

POWERS

CHAPTER 4

13-03

OPTIONAL RULE	PA	NF	SX	SO	PAGE
☐ Projection DEX×2 skill to aim power attacks; needed for superpowers.					43, 85

SYSTEM

CHAPTER 5

13-04

OPTIONAL RULE	PA	NF	SX	SO	PAGE
☐ Opposed Skill Roll Systems Highest success, subtraction or the resistance table.					103-104
☐ Encumbrance Carried ENC slows and tires; pairs with Fatigue Points.					108

COMBAT

CHAPTER 6 · 8

13-05

OPTIONAL RULE	PA	NF	SX	SO	PAGE
☐ Statement of Intent Alternatives Drop it, reverse it or roll DEX+D10 initiative.					112
☐ Powers in the Action Phase Powers act in INT/DEX order alongside attacks.			♦		114
☐ Melee Hit Location Table D20 for where a hit lands; with Hit Points per Location.					114
☐ Attacks and Parries Over 100% Split a skill over 100% into several attacks or parries.		♦	♦		119
☐ Dodging Missile Weapons Dodge missiles at full skill; parry on a special or better.				♦	119
☐ Dying Blows One last action for the fatally wounded (Stamina roll).					119
☐ Random Armor Values Armor value rolled per hit. Not with Armor by Hit Location.					121
☐ Damage and Hit Locations Over location HP: useless; double: crushed or severed.					123
☐ Miniatures, Maps & VTTs + Figures and grids for exact movement and range.					124
☐ Armor by Hit Location Separate armor and armor value per body location.					162

MISCELLANEOUS

CHAPTER 5 · 9 · 10

13-06

OPTIONAL RULE	PA	NF	SX	SO	PAGE
☐ Fate Points Spend power points to adjust rolls or the story.					105
☐ Personality Traits Traits rated 0-100 that describe how a character acts.					185
☐ Allegiance Devotion to a deity or principle, earned by deeds.				♦	193
☐ Passions Love, Hate, Loyalty ... rated in percent; can augment rolls.				♦	195
☐ Reputation Fame and notoriety: how well known a character is.				♦	198
☐ Sanity ♦ SAN = POW×5; insanity per the Chapter 10 rule.		♦	♦		16, 199

CAMPAIGN NAME // GM // POWER LEVEL

NOTES HOUSE RULES // VARIANTS

FILE // GM-14 // BR:UGE

14

SOLO PLAY

SOLO SCREEN
CLEARANCE ■■■■

HERO OPTIONS • PLAYER-FACING COMBAT • ORACLE

No gamemaster, no party. These options keep a lone hero alive, and the oracle answers what a gamemaster would. Only the hero rolls: enemy skills become modifiers on the hero's roll. Page numbers refer to the **BR:UGE House Edit, clean edition (A4)**.

☐ Tick the options in use.

SOLO HERO

CHAPTER 2 • 3 • 5 • 6 • 12

14-01

SOLO OPTION	PAGE
☐ Quickstart Characters Set arrays, fixed skill boosts.	228
☐ Total Hit Points CON+SIZ for the hero and key NPCs; others keep (CON+SIZ)/2.	21
☐ Heroic Power Level Create the hero as Heroic: 325 skill points, maximum 90%.	11, 16, 17
☐ Simpler Skill Bonuses ½ primary characteristic, no penalties.	24
☐ Fate Points Re-roll or nudge the story; replaces the party.	105
☐ Statement of Intent Drop it: nothing to keep secret.	112
☐ Augments & Complementary A lone hero covers more ground.	34

ORACLE

YES • NO • BUT

14-02

ASK

01

Ask yes/no about the world. About the hero: **Is it there?** Luck • **Does the hero notice?** Idea • **Does the hero know?** Know • **Can the hero do it?** skill roll.

ROLL

02

Roll D100 against the chance below and read it like a skill roll (T-05.1). **Doubles** (11, 22 ... 00) also trigger a **random event**.

THE ANSWER IS ...	CHANCE	THE ANSWER IS ...	CHANCE
Certain	95%	50 / 50	50%
Near certain	85%	Unlikely	35%
Very likely	75%	Very unlikely	25%
Likely	65%	Long shot	10%

ROLL	RANGE	ANSWER	MEANING
CRITICAL	≤ 1/20 chance	YES, AND ...	a strong extra in your favour
SPECIAL	≤ 1/5 chance	YES, AND	a small extra
SUCCESS	≤ chance - 10	YES	plain yes
SUCCESS	last 10 below	YES, BUT	with a cost or catch
FAILURE	first 10 above	NO, BUT	a small comfort or opening
FAILURE	beyond	NO	plain no
FUMBLE	per T-05.1	NO, AND ...	and things get worse

BUT bands lie within 10 of the chance; special, critical and fumble take priority.

1010	RANDOM EVENT	1010	RANDOM EVENT
1	Elsewhere an event that matters later	6	Hero hit injury, debt or gear fault
2	NPC acts someone takes the initiative	7	Hero helped an opening, find or ally
3	Arrival a person, creature or vessel	8	System alert power, air, hull or tech fails
4	Thread + progress on a goal	9	Reveal a clue or secret surfaces
5	Thread - a setback to a goal	10	Twist not what it seemed

SCENE CHECK: at the start of each scene, describe what you expect, then roll D100. **Doubles:** the scene is interrupted, roll a random event. **Roll over 90:** the scene is altered, ask the oracle how.

PLAYER-FACING COMBAT

CHAPTER 6 • ONLY THE HERO ROLLS

14-03

ATTACK

01

Roll your weapon skill – ½ **the enemy's defence** (its Dodge or weapon skill). Levels of success come from the modified chance; fumbles use T-06.7-10.

NO ENEMY DEFENCE

02

No modifier if the enemy is surprised, helpless or cannot defend against the weapon (firearms, energy, heavy). Further attacks on it this round: defence –30, then halve.

DEFEND

03

Each enemy attack: roll Dodge or a parry + ½ (**100 – enemy attack**). Any success avoids it. –30% per extra defence; free shield parry and fighting defensively apply.

WHEN YOU FAIL

04

Normal hit, armor protects. Failed roll on **doubles** (11, 22 ... 88): enemy special. Fumble: enemy critical, plus your fumble table.

NO DEFENCE LEFT

05

Ambushed, unseen, out of defences, or no Dodge allowed: roll **100 – enemy attack** to avoid the hit.

MODIFIERS FIRST

06

Range, cover, darkness, Easy or Difficult apply before halving.

ENEMY SKILL LOOKUP

ATTACK: – ½ DEFENCE • DEFENCE: + ½ (100 – ATTACK)

14-04

ENEMY	ATK	DEF	ENEMY	ATK	DEF	ENEMY	ATK	DEF
05%	–3	+48	45%	–23	+28	85%	–43	+8
10%	–5	+45	50%	–25	+25	90%	–45	+5
15%	–8	+43	55%	–28	+23	95%	–48	+3
20%	–10	+40	60%	–30	+20	100%	–50	±0
25%	–13	+38	65%	–33	+18	105%	–53	–2
30%	–15	+35	70%	–35	+15	110%	–55	–5
35%	–18	+33	75%	–38	+13	115%	–58	–7
40%	–20	+30	80%	–40	+10	120%	–60	–10

Example: Firearm 60% against a guard who Dodges at 40%: roll 60 – 20 = **40%**. The guard shoots back at 50%; you Dodge at 55% + 25 = **80%**.

QUICK FOES

GRADE SETS ATTACK & DODGE • DMG = FULL DICE INCL. DB

14-05

GRADE	ATTACK	DODGE	HP	DAMAGE
Rabble	30%	20%	10	1D6
Trained	50%	35%	12	1D8
Veteran	65%	45%	14	1D10
Elite	80%	55%	16	2D6
Nemesis	95%	65%	CON+SIZ	2D8

EXAMPLE NPC	GRADE	STR	CON	SIZ	INT	POW	DEX	CHA	HP	AV	DMG
Thug	TRAINED	16	14	15	10	10	12	11	15	1	2D6
Alien, Grey	TRAINED	6	7	6	19	10	13	4	7	0	2D6
Alien, Xeno	VETERAN	13	10	13	7	7	16	3	12	2	1D12
Police Officer	VETERAN	14	14	14	14	14	14	14	14	8/4	1D8
Soldier	VETERAN	15	14	15	13	11	13	13	15	8/4	2D8
Detective	VETERAN	13	12	14	17	14	14	15	13	0	1D8
Maniac	ELITE	15	14	14	14	15	17	12	14	0	2D8
Crim. Mastermind	ELITE	11	12	12	12	17	16	14	12	0	1D8
Cyborg	NEMESIS	33	24	14	14	11	22	14	38	0	4D8