

# [explorers] Quick Reference Sheet

## Difficulty Levels

Difficulty	Dice Pool	Description
easy	1 dice	A routine task for anyone who knows anything about the task at hand or one which can be reasonably accomplished even by a total newbie.
average	2 dice	Some difficulty, but within the range of normal activity for someone with even a little training. Something that anyone who knows what he's doing will usually succeed at.
challenging	3 dice	Circumstances are adding up or the task is inherently quite difficult. An expert has about a 50/50 chance to succeed, less trained characters still have a reasonable chance to succeed, though maybe not immediately.
hard	4 dice	A difficult task under non-optimal circumstances, even a master might need more than one try to succeed. At this level, success is almost impossible for people untrained in the ability being tested.
very hard	5 dice	Don't even try unless you are very good - or lucky.

## Ranged Weapons Damage

weapon type	damage
small pistols, light primitive weapons	2x
heavy pistols, heavy primitive weapons	3x
most rifles	4x
heavy rifles, small vehicle weapons	5x
heavy vehicle weapons	8x
tank cannon, missile, etc.	10x

## Melee Weapons Damage

weapon	damage
Fists or blunt weapons	1x
Small sharp weapon/animal	2x
Large sharp weapon/animal	3x
Giant sharp weapon/animal	4x

## Ranged Combat Modifiers

### Size

building	vehicle	human	dog	bottle	coin
-2	-1	-	+1	+2	+3

### Cover

nothing	< 1/2	> 1/2	most
-	+1	+2	+3

### Movement

target moves	+1 difficulty
attacker moves	-1 attack pool

### Range

short (< 10% range)	normal (<= range)	long (> range)
-1	-	+1 per range

## Skill Levels

%	untrained
+1	novice
+2	adept
+3	professional
+4	expert
+5	master

## Wound Modifiers

total damage	dice penalty
0 - 4	-
5 - 9	-1
10 - 14	-2
15 - 19	-3
20 - 24	-4
25 - 29	down
30+	dying

## Healing

Action	roll	heal
First Aid	Survival vs. 2	3 combat wounds per victory
Med Bay	automatic	4 lasting wounds per hour