# THREATS AND HAZARDS

Threats and hazards are the environmental factors such as creatures, natural events such as earthquakes or tornadoes, and natural complications such as poison or disease. Threats may be generally categorized as combat and hazards may be categorized as non-combat. They may be further refined into:

* combat vs. intelligent
* combat vs. animal
* combat vs. non-intelligent
* non-combat vs. natural situation
* non-combat vs. man-made situation

# Combat Threats

Combat vs. intelligent implies combat between men and other men, or men and intelligent aliens, or even between men and intelligent machines; this could be a firefight or a car chase. Combat vs. animal seems relatively straightforward: combat vs. animal is combat between intelligent species and unintelligent species (animals), where the animal poses a serious threat, i.e. implies a close range encounter. Hunting is another ball of wax entirely, unless the hunted animal can somehow get close enough to change from hunted to attacker. Combat vs. non-intelligent also includes mechanical constructs that, while programmed in some way to pose a threat, do not really think. This would be the situation with getting past a wall equipped with motion detectors linked to machine guns. Not a thinking opponent, but one that would pose a serious threat. In all of the above cases, the opponent would have an initiative, attack test, damage test, defense rating, armor rating, and hit points.

The threat rating for combat situations is as follows:

**Character and Sentient Species Threat Rating**

Circle times 25

Initiative Bonus

Best Melee Skill rank plus Agility bonus/penalty plus 11

Melee Damage Dice times 6 plus Strength bonus/penalty

Best Unarmed Combat Skill rank plus Agility bonus/penalty plus 11

Unarmed Combat Damage Dice times 6 plus Strength bonus/penalty

Best Distance Attack Skill rank plus Agility bonus/penalty plus 11

Distance Damage Dice times 6 plus Strength bonus/penalty

Firearm Attack skill rank plus Dexterity bonus/penalty plus 11

Firearm Damage Dice times 6

Psychic/Spell Yes = Skill rank plus Int/Psy bonus/penalty plus 11

Psychic/Spell Damage Yes = 100

Combat Defense Rating

Spell/Psychic Defense Rating

Social Defense Rating

Physical Resistance Willpower bonus/penalty plus Toughness bonus/penalty

Mental Resistance Willpower bonus/penalty plus Presence bonus/penalty

Average Armor Rating (Impact plus Ballistic plus Energy)/3

Hit Points

Total Above and Divide by 50

**Critter Threat Rating**

Initiative Bonus

Number of Attacks (Melee only)

Best Melee Skill rank plus Agility bonus/penalty plus 11

Melee Damage Dice times 6 plus Strength bonus/penalty times # of attacks

Best Distance Attack skill rank plus Dexterity bonus/penalty plus 11

Distance Damage Dice times 6 plus Strength bonus/penalty

Psychic Spell or Special Attacks Yes = skill rank plus attribute bonus/penalty plus 11

Psychic Spell Damage Yes = 100

Combat Defense Rating

Spell/Psychic Defense Rating

Social Defense Rating

Physical Resistance Willpower bonus/penalty plus Toughness bonus/penalty

Mental Resistance Willpower bonus/penalty plus Presence bonus/penalty

Average Armor Rating (Impact plus Ballistic plus Energy)/3

Hit Points

Base Threat: Total Above and Divide by 50

Base Threat times 2 Ferocious, times 1.5 Aggressive, times 1 Dangerous, times .5 Non-threatening

To determine the relative threat of an opponent, total the opponents’ threat ratings and divide by the number of PCs. Compare the result to the average PC threat rating. The differential is the actual Character Point award for defeating the opponent(s), as stated in the “Improving Your Character” section. [Example: *Five scraggers attack three PCs. The scraggers each have a threat rating of 4 for a total of 20 and an average of 4. The PCs average threat rating is 6. The scraggers’ average threat rating is 66% of the PCs’, so the PCs will each get 3 character points if they defeat the scraggers. However, there are five scraggers and only three PCs, which adds 3 to the threat level, for a total of 6. This is a pretty even fight.*]

# Non-combat Hazards

Non-combat vs. a natural situation would be rescuing a child from a flood, entering a burning house, getting caught in a tornado, etc. Non-combat vs. man-made situations are typically against traps or against situations where time is against the hero, such as getting the nuclear power plant under control before it reaches critical mass, disarm the terrorist’s bomb, etc. Non-combat situations may pose a serious hazard to a hero, but generally cannot be combated with weapons. Typically, the hazard should receive a rating from the GM as to how much damage (in D6) the hazard will generate if encountered. The damage may be one-shot or per round. [*Example: Angus attempts to disarm a bomb; the bomb has a damage rating based on the amount and type of explosive present, and is a single damage roll if it goes off. Conversely, Dark jumps in a freezing river to rescue a child; the GM gives the river a rating of 2D6 per round. Dark takes 2D6 each round he is in the river due to cold, being battered on submerged objects such as rocks, and possibly from being struck by other floating objects.*]

The hazard rating for non-combat situations is the damage rating (the number of D6) times the number of rounds of damage divided by five. A bomb made of a kilo of C4 would be rated at 40D6 of damage times one round of damage and divided by 5, resulting in a hazard rating of 8. If it took Dark 5 rounds to make the rescue cited above, the hazard rating would be 2 (2D6 times 5 rounds divided by 5 equals 2).

# Developing Combat Encounters

Combat threats must be developed by the GM. The GM may randomly determine encounters or he may simply pick the nature of the encounter. Random encounters may be used if the GM is not advancing a storyline (or if he needs a diversion from the storyline). These encounters may be as simple as meeting a bear in the woods or as complex as being involved in a drive-by shooting.

In storyline encounters, the GM develops the scenario or campaign, including NPC stats and personas, maps, locales, clues, news, and whatever else the GM desires. The PCs are then introduced to the storyline and their actions within its parameters determine the outcome of the story.

Sometimes random encounters become the beginning of a storyline. For example, as bystanders in a drive-by shooting, a character’s friend or family member is injured or killed. The character desires revenge and begins an investigation to find the miscreants. This forces the GM to develop a scenario or even a campaign that includes stats for the gang members, a map to their hideout, clues for the character to discover, and so on until the players confront the gang.

# Intelligent Threats

Character species NPCs and intelligent creatures need to be played by the GM as intelligent beings, with those of higher intelligence played appropriately. Intelligent opponents are not necessarily going to sit fat, dumb, and happy at their base until the PCs arrive to slaughter them. Intelligent opponents would be likely to hunt down the PCs first. Their base would be protected with hired help or technological devices appropriate to available assets. If the PCs find the base, they may have to contend with sentries, motion detectors, mine fields, and booby traps. The NPCs may have trained animals, such as attack dogs. The doors will be locked and solid. Firing ports and fields of fire may be laid out. The NPCs should consider tactics such as using knockout gas or hand grenades. If things are going badly, the NPCs may retreat and attempt to escape. The NPCs may have secret doors and/or escape tunnels.

Intelligent aliens should not be just like humans with different physical forms. They should have their own motivations and ways of doing things that may not be readily intelligible to humans. [*Example: On Jorune, until the PCs understand that the Ramian raiding parties are looking for their healing limilate, their actions may make not make any sense. If the PCs assume the Ramians are simply looking for loot and guard the trading post, they probably miss the Ramians heading for the farming village where the limilate is grown.*]

Now if the NPCs are dumb, play them that way. But if they are supposed to be smart, then play them appropriately and make it as tough on the PCs as it should be.

# Animal Threats

Animals should be played as, well, animals. Most animals are motivated by basic needs: food, shelter, mates, and evading danger. Herbivores will usually run from danger. In the case of some herd animals, they will bunch up and the males will confront the danger from the edge of the herd. If food is readily available, the animal will not travel away from it of its own accord. If you get between a mama bear and her cubs, watch out!

Of course, certain animals have additional motivations, such as a fascination with shiny objects. But animals will generally not try to take them from a person. Rather, they will wait until the person leaves the immediate area and then move in to take possession.

However, bears (the Far Side notwithstanding) do not attack hunters and take their guns. Deer do not charge humans if there is another escape route. Use examples from nature when playing animals and make them believable.

**Non-Intelligent Threats**

These are generally threats posed by devices. This could be technological devices, such as robotic war machines or magical devices, such as golems. In either case, these are non-thinking creations with a pre-programmed imperative (such as: kill anything that enters this room) that engage in combat with the PCs. These devices should be played within the strict guidelines of their programming. Note that programming such as “kill any men that enter the room” *could* allow female characters or children to freely pass through the room. These devices will single-mindedly pursue their purpose exactly as programmed.

Devices that have been programmed to the level of artificial intelligence qualify as intelligent opponents and should be played as such.

# Natural Hazards

Some of these hazards can also result from man-made causes or situations. These hazards include weather, fire, landslides, and so forth.

* **Falling:** any type of a fall can cause damage, but a long fall is generally worse than a short one. Getting tripped and falling to the ground will cause damage if the character fails an agility test. If a character falls as the result of a failed test, such as a balance or climbing test, he will likely take damage. Falling damage is one d6 per 10 feet (3 meters), or portion thereof that a character falls. The maximum damage from falling at one gravity (earth) is 20d6 plus the character’s size rating in d6. Also, any critical failure (oops) on a test resulting in a fall or in attempting to avoid or mitigate a fall will also add 1d6 to the falling damage.
* **Slippery Surfaces:** Slippery surfaces such as icy streets/sidewalks or greasy garage floors provide a falling hazard. Characters must make an agility test to avoid falling. The test will have a base target of 16 and the GM may add modifiers to reflect more slippery surfaces, or unexpected slippery surfaces. In addition, movement speed over the surface will be reduced to half normal. Finally, any physical actions taken while on the slippery surface will be at a –5 penalty and the action will require another agility test or cause the character to fall.
* **Fire/Extreme Heat:** Fire can be a hazard at almost anytime anywhere: automobiles and buildings can catch fire as common examples. Fires range from the flame on a match to raging forest fires. The GM will rate fires from 1d6 to 20d6 damage per round. A very small fire, such as from a match or cigarette lighter will only cause 1 point of damage per round, and only if flesh comes in contact with it. Small fires, such as torches and campfires will also do damage only if contact is made, but these fires will cause 1d6 and 2d6 damage respectively. A bonfire or house fire will cause 1d6 damage per round within 6 feet (2 meters) of it, and 4d6 if in contact. Larger and or hotter fires will be adjudged by the GM. Note that smoke inhalation from a bonfire or larger can cause additional (suffocation) damage. Beginning with bonfires, close proximity to the fire will cause 1d6 damage per 400 degrees Fahrenheit and contact will cause 1d6 damage per 100 degrees Fahrenheit. Heat damage from special chemicals, such as white phosphorus (WP), will do contact damage to the portion of the body struck: WP may burn through an arm, and will cause the loss of use of the limb (max damage 75%), but body and head contact will take the full damage, likely causing death. Note that WP cannot be extinguished by rolling in the dirt or dousing with water.
* **Smoke:** Smoke has two hazards. The first is obscuring vision. A character inside smoke may not see other hazards and thereby be subject to those hazards. As an example, a character inside a burning garage might fall into the grease pit. See the combat charts for effects on combat tests. Second, the character will take suffocation damage as noted under “lack of air/suffocation.”
* **Lava:** Lava is molten rock, and is governed by the fire/extreme heat rules.
* **Lack of air/suffocation:** Characters can hold their breath for a number of rounds equal to toughness times three plus one appropriate skill rank, such as scuba diving or endurance. This assumes that the person has the opportunity to do breathing exercises and fill their lungs with air. When the character cannot prepare, the GM will determine the amount of air/time available by rolling percentile dice and multiplying the total by the resulting percentage. The longest a human with 18 in toughness could hold his breath would be 324 seconds, or almost five and a half minutes. Divide the time by 5 and the person will take a –1 penalty on all actions for each fifth of his total time or portion thereof that he has held his breath. When a person can no longer hold his breath, he begins to suffocate. Each round following, he takes 1d6 of non-lethal damage, doubled. In the first round he takes 1d6, in the second he takes 2d6, in the third he takes 4d6, and so on. Remember that while the character becomes unconscious when he takes 100% of his hit points, he will not actually die until he takes 200% of his hit points in non-lethal damage. Normally, a character that is suffocating will regain hit points at the same rate he took them once he is moved into a breathable atmosphere. The character will recover points to half his hit point level at this rate, but must heal the other 50% normally. Note that the damage from choke attacks is 50% lethal damage due to the crushing damage to the soft tissues of the neck.
* **Drowning:** Drowning is treated like suffocation with the added complication that once the character has stopped holding his breath, he will inhale water. Before the character can start breathing again, the water must be at least partially cleared from the lungs using CPR techniques. The character may make a constitution test with a bonus equal to the first aid skill of any rescuers to start breathing again.
* **Poison:** There are four vectors for poisons to be introduced to a character’s system: ingestion (eating or drinking), physical contact, subcutaneously, or airborne (breath). Poisons may be damaging, debilitating, or deadly. Damaging poisons do direct damage to a character’s hit points. Debilitating poisons typically attack a character stat. Paralytic poisons are debilitating poisons that render a character unable to move by reducing agility. Deadly poisons are usually damaging poisons with the extra ability to cause instant death, no matter the number of remaining hit points of the character attacked. Some “deadly” poisons inflict non-lethal damage, rendering the target unconscious rather than dead.

Poisons will be assigned a poison rating and an effect rating by the GM. The poison rating will indicate how powerful the poison is and how difficult it is to resist. The effect rating is the number of dice of damage or the debilitation points it inflicts. This will be followed by a description and duration, such as paralysis or unconsciousness. When a character becomes subject to a poison attack, he makes a Physical Resistance test with a target of 16 plus the poison rating. If this test is successful, the poison effects will be reduced by half (both effect rating and duration). Each additional success will reduce the effect rating by one die and duration proportionate to one less die. An Oops on the initial constitution test will result in double effects. In the case of deadly poisons, unless the character’s constitution test has reduced the effect to 0, he must make an additional constitution test 16 plus the poison rating or die.

[*Example: Angus is bitten by a venomous snake. The GM determines that the snake’s poison formula rating 5, effect 5 agility/paralyze 10 minutes. Angus must make a Physical Resistance test 16+5=21. If he fails, his agility will be reduced by 5d6, and if agility is reduced to 0, he will be paralyzed for 10 minutes. If his test is successful, he will reduce his agility by 5d6/2 for 5 minutes, which may still paralyze him; if not paralyzed his reduced agility score would be used temporarily to calculate any penalties to his actions and movement rate.*]

[*Example: Sundance is hit with a poison dart. The poison formula is rating 10, effect 20/death (a deadly poison). Sundance must make a Physical Resistance test 26 or take 20d6 damage. If he succeeds in his test, he takes 10d6 damage (which may kill him anyway). If Sundance has not been killed by the damage, he must succeed at a second test or die outright.*]

[*Example: MJ is slipped a drug in her drink. The GM determines that the poison (drug) is a deadly narcotic with rating 5, effect 10/non-lethal/unconscious 1 hour. MJ must make a Physical Resistance test 16+5=21, or take 10d6 non-lethal damage which will dissipate after one hour. If she succeeds in the first test, she will take 5d6 non-lethal damage instead of 10 and the duration will be halved, She must then succeed in a second test or be rendered unconscious for 1 hour (30 minutes if she succeeded at the first test. If the second test were successful, the duration would be halved (quartered if the first test was successful).*]

* **Drugs:** Drugs are treated similar to poison (see narcotic example above). However, drugs for recreational or over the counter drugs may have a low rating, but additional injection/ingestion may be cumulative. Alcohol is treated in that manner. [*Example: Alcohol – Debilitating Poison, Rating 2 (half that for beer or wine), Effect 1/intelligence, agility, dexterity, constitution, one hour. The rating is cumulative for additional drinks within a four-hour period. When agility or dexterity reach zero, the character cannot move. When intelligence reaches zero, the character passes out. If constitution reaches zero, the character dies. Each hour, the character reduces the cumulative total by 1, representing his system removing alcohol. If a character has eight drinks during the evening out (4 hours), he is at –5 on each stat listed (8 drinks –1 per each of the three subsequent hours) unless he makes his constitution test at 16+(8-3)=21, in which case he would be at –3 in all the stats listed, regaining 1 point per hour he doesn’t drink.*]

* **Disease:** Disease is treated similarly to poisons. Typically, diseases are spread by contact, airborne, or subcutaneous vectors. Diseases are rated by their virulence: mild, average, or potent. Mild diseases will not cause permanent damage or death (unless the target is already weakened by age or already ill, etc.). Average diseases can cause permanent damage or death, but are usually fended off successfully. Virulent diseases usually cause permanent damage or death. Disease will further received a disease rating and an effect rating. Mild diseases will be rated from 1-5 in each rating, average diseases from 6-12, and virulent from 13+. Diseases, like poisons, can be debilitating or paralytic, but unlike poisons, each of these will inflict non-lethal damage. An example for these categories would be small pox and polio. Diseases will also have an incubation period and an episode period. The incubation period is the time prior to symptoms manifesting. The character receives a Physical Resistance test against the disease rating to throw off the disease during this time. Episode periods are when the effects of the disease are measured. At the beginning of each episode, the character must make a Physical Resistance test with a target of 16 plus the disease rating plus 5 to throw off the disease. If this test is successful, the character will take half the effects, but will be in recovery at the end of the episode. If the character succeeds at the test 16 plus disease rating, but does not achieve the plus five level, he takes half the effects and remains diseased. Characters failing the test remain diseased and take full effects of the episode. An Oops result usually means the effects are doubled.

[*Example: Common cold, airborne or contact, mild, rating 5, effect 2. Incubation: 24-48 hours. Episode: 24 hours. Symptoms: Sneezing, congestion, water eyes, and fever. A character infected with a cold takes 2d6 non-lethal damage and reduces all tests by 2 for the duration. A typical cold lasts 5 days.*]

[*Example: Smallpox, airborne or contact, average, rating 12, effect 12. Incubation: 24-48 hours. Episode: 24 hours. Symptoms: High fever, facial scabs. A character infected with smallpox takes 12d6 non-lethal damage each episode and is –12 on all actions for the duration. Characters who recover will have permanent scarring (pox) from the facial scabs and have appearance reduced by 2 permanently.*]

[*Example: Pneumonic Plague: airborne or contact, potent, rating 20, effect 12. Incubation: 24-48 hours. Episode: 24 hours. Symptoms: High Fever, buboes (swollen pustules). A character infected with pneumonic plague takes 12d6 damage each episode and is – 12 on all actions for the duration. Characters who recover will have mild scarring from the buboes, but in most cases this will not affect appearance.*]

[*Example: Ebola: contact, rating 20, effect 20. Incubation: 24 hours. Episode: 12 hours. Symptoms: High fever, vomiting, diarrhea, internal and/or external bleeding. A character infected with Ebola will usually die. However, each person/creature infected prior to him will reduce the rating and effect by one each, so if a person is the tenth infected, he will be dealing with an 11/11 version of the disease.*]

* **Acid/Base:** Acids/bases are also rated for potency: Mild, average, or potent. Mild acids/bases do 1 point of damage each round in contact with flesh, average acids/bases do 1d6 damage each round in contact with flesh, and potent acids/bases do 2d6 damage each round in contact with flesh. This assumes a splash at least 3-4 inches in diameter. If fully immersed, the damage is 10 times as much. Acids/bases will do damage until the chemicals available for reaction are expended. For mild, this is one round, for average it is three rounds, and for potent it is five rounds. Acids/bases can be washed off/neutralized by treating the affected areas with water or with a solution of the opposite acid/base.
* **Weather:** The following weather related hazards are individually discussed below.
* **Wind:** Wind can hamper visibility by kicking dust into the air. Wind can also affect distance weapons, including firearms, by causing the projectiles to deflect off course. Add 1 to the target number per 10 miles an hour of wind. Very strong wind, such as is associated with hurricanes or tornadoes, can impeded movement to a significant degree, and can also inflict damage directly.
* **Lightning:** Lightning causes damage and can kill instantly. Lightning does 20d6 non-lethal damage and a Physical Resistance test with a target of 21 must be made or the character struck is killed.
* **Heat:** Characters operating in temperatures above 90 degrees Fahrenheit take 1d6 non-lethal damage per hour. A toughness test 16 reduces damage to half. Characters wearing inappropriately heavy clothing (including armor heavier than cloth) have a penalty of 4 on the test. Unconscious characters receive no toughness test and automatically take full damage. In temperatures above 110 degrees Fahrenheit, the test must be made every ten minutes, and in temperatures above 140 degrees Fahrenheit, the test must be made every minute.
* **Cold:** Characters operating in temperatures below 40 degrees Fahrenheit take 1d6 non-lethal damage per hour. A toughness test 16 reduces damage to half. Characters wearing inappropriately light clothing or metal armor have a penalty of 4 on the test. Unconscious characters receive no toughness test and automatically take full damage. In temperatures below 0 degrees Fahrenheit, the test must be made every ten minutes.
* **Rain:** Rain primarily hampers visibility. However, rain can cause slippery surfaces and mud slides. The discomfort of rain and the difficulty of holding wet objects adds two to all target numbers for tests conducted in the rain. This penalty is doubled in cold rain. Proper gear (raincoats, umbrellas, etc.) can reduce or eliminate this penalty.
* **Hail:** Hail is usually accompanied by rain. The hail itself can cause non-lethal damage ranging from 1 point per round (pea size hail) to 1d6 per round (golf ball size hail) to 2d6 per round (baseball size hail). Protective gear can reduce damage (impact armor protects).
* **Snow:** Snowfall primarily hampers invisibility; other effects are largely from cold. Snow on the ground can also impede movement, and result in slippery surfaces.
* **Ice:** Use the slippery surfaces rules for characters negotiating ice.
* **Fog:** Fog is treated like smoke for obscuring vision, but has no threat of suffocation.
* **Floods:** Characters caught in floods must make swimming tests to avoid drowning. In addition, in rapid waters, the character may be battered on submerged objects or by other floating objects. Characters take 2d6 non-lethal damage per round in such conditions (swimming test to take half damage). In addition, characters may be in danger of cold damage as well.
* **Earthquakes:** The character must make an agility test (16 plus the Richter scale rating of the quake) to avoid falling down. If a crevasse opens in close proximity to the character, he must make another agility test (same target) to avoid falling in. Characters may be struck by falling debris (2d6 damage), crushed (and trapped) by collapsing structures (4d6 to 20d6, depending on the structure, agility test same target to take half damage), or having a crevasse close on them (20d6 damage, agility test same target to get clear prior to the crevasse closing).
* **Landslides/Avalanches**: Landslides, rockslides, mudslides, and avalanches all follow these rules. When a slide occurs, the GM must determine the extent of the slide. The GM must also determine the force of the slide; roll 4d6 to determine the force. The force is the number of damage dice the slide will inflict on characters caught by the slide. It must also be determined whether the characters are on the edges of the slide where they may be partially involved, or if they are fully involved in the main debris field. Characters on the edge of the slide may make an agility test (target 16 plus the force of the slide) to avoid the slide; if the test fails, they are partially involved, but only take half damage. Characters in the main debris field may make an agility test (same target as above) to take half damage. Characters who take damage from a slide must also make an agility test (same target as above) to avoid being buried; if this test fails characters may make a second test to create an air pocket (a successful test provides one minute plus each one for each point higher than the target number of breathable air). Characters who are buried and run out of air are subject to the suffocation rules. Note that skiers, even in the main debris field, because of the higher speed they are capable of, may be able to avoid an avalanche, and should receive a plus five to the agility test; if the test succeeds by five or more, they completely avoid the slide.
* **Starvation:** Characters must have nutrition to keep functioning. A character can go three days without food without major consequence. The character will be at –1 to all skill tests cumulative for each day without food (-1 on day 1, -2 on day 2, -3 on day 3), due to the annoyance of hunger pangs. From the fourth day on, the character must make a constitution test (target 14) to avoid taking 1d6 non-lethal damage. This damage, if taken, cannot be healed until the character finds food. The constitution test has a cumulative -1 to the test each subsequent day without food. If the character loses consciousness due to lack of food, (i.e. is at 0 hit points), the character automatically takes 2d6 lethal damage per day.
* **Thirst:** Characters must drink approximately 1 gallon of water daily (including water in other drinks and food, although diuretic drinks such a alcohol, coffee, tea, and sodas only count for half). A character can go 1 day plus his constitution in hours without water without major consequences. After that, each hour the character must make a constitution test (target 16) to avoid taking 1d6 non-lethal damage. This damage, if taken, cannot be healed until the character finds water. The constitution test has a cumulative +1 to the target each subsequent hour without water. If the character loses consciousness due to lack of water, (i.e. is at 0 hit points), the character automatically takes 1d6 lethal damage per hour.

# Man-made Hazards

* **Secret doors:** Secret doors are not a hazard per se, but finding them should be rewarded with a hazard award. Secret doors should require a perception test target 20 to start, and may go up from there. The base award for locating a secret door is 1, with an additional 1 for each 10 points above 20 on the target test.
* **Explosive decompression:** This generally only happens in space. Explosive decompression inflicts 10d6 damage plus cold damage and requires an agility test 16 to prevent being sucked outside the ship or structure. Once all the air is gone, suffocation rules are also in effect.
* **Traps:** Traps generally encompass a spotting hazard and a damage hazard, although the trap could be a restraining trap that causes no damage. Traps can be restraining, damaging, or restraining and damaging. Spotting a trap and avoiding it should be handled similarly to secret doors for hazard awards. Traps that require less than 16 to spot should not allow a hazard award for spotting them. Traps that restrain without causing damage are worth one character point if caught in the trap. Traps that cause damage are rated as discussed in the Non-combat Threats section above. Traps that restrain may also allow for a character point award to escape them.
* **Barriers:** Barriers are a hazard insomuch as they restrain character actions. It is up to the GM to determine any character point awards for breeching barriers. Barriers are rated by armor value and hit points. The armor value shows how resistant to damage the barrier is, and the hit points (armor value times 10) is how much cumulative damage must be inflicted on the barrier to open a one foot diameter hole in it.

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| **Table 15-1**  **Barrier Table** | | |
| **Material (per inch thick)** | **Armor Value** | **Hit Points** |
| Soft Wood (pine, etc.) | 5 | 50 |
| Hard Wood (oak, etc.) | 9 | 90 |
| Stone (sand stone) | 12 | 120 |
| Stone (Granite) | 20 | 200 |
| Hard Plastic | 20 | 200 |
| Concrete (per inch) | 25 | 250 |
| Aluminum (per inch) | 10 | 100 |
| Steel (per inch) | 30 | 300 |

* **Electricity:** Electricity is hard to rate. Most people think in terms of voltage, but it is the amperage that actually matters. Rather than try to come up with tables or formulas based on converting voltage to amperage and so forth, the following table will give suggested damage based on various electrical sources. Electrical damage is non-lethal damage. The damage continues each round the character is in contact with the electrical source. High voltage sources can instantly kill a character; for any electrical source that does 8d6 or greater damage that a character touches, the character must make a toughness test target 16 plus one half the number of damage dice or die. For example, the target for an electrical shock from a 440V socket would be 11+4 (8 dice/2) =15.

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| **Table 15-2**  **Electrical Table** | |
| **Source** | **Damage** |
| Car Battery | 8d6 |
| 110V Wall Socket | 2d6 |
| 220V Wall Socket | 4d6 |
| 440V Wall Socket | 8d6 |
| High Power Line | 20d6 |
| Electric Fence (for stock) | 2d6 |
| Electric Fence (for people) | 4d6 |