

## QUICK REFERENCE ACTION POINT MENU

<p>Move 5 feet on the ground: 1 AP for every 5 feet.          Move 5 feet over uneven terrain, or if you are hindered/encumbered: 2 AP          Swim 5 feet: 2 AP          Climb five feet: 2 AP          Jump over an obstacle waist high or lower: 2 AP          Stand up from the prone position: 2 AP          Crawl* 5 feet on the ground: 4 AP          Sprint 50 feet: 5 AP          Interact with object: 2 AP          Use a skill (if you ask the GM): 2 AP, then you would make the skill roll.</p>	<p>Unarmed attack (Punch, kick, headbutt etc): 4 AP          Attack with simple weapon (bat, club, staff): 4 AP          Attack with blade weapon: 4 AP          Attack with gun: 5 AP          Attack with bow: 5 AP (includes nocking arrow)          Any attack with off hand: +2 AP to the cost.          Reload firearm: 2 AP per slug.          Careful aim: 4 AP          Grapple, push, or pull a target: 3 AP each round.          Choke a grappled enemy: 3 AP per round          Break a grapple/choke: 3 AP          Treat bleeding/burning/injured status: 5 AP          Wake an unconscious person: 10 AP          Use a teke ability: 2 AP</p>
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## WEAPONS

Weapon	Damage modifier	Max. range	Notes
Unarmed strike	-3	Melee	
Simple melee	-2	Melee	Clubs, bats, metal pipes, etc.
Blades	-1	Melee	Daggers, knives, hatchets, etc.
Bows	+0	Long	Compound bow is +0 dmg
Sixgun	+0	Long	
Scattergun	+X	Medium	+3 dmg at melee range, +1 at short, -1 at medium.
Long Gun	+1	Extreme	Slug capacity: 1
Repeater	+0	Extreme	

### DODGING MODIFIERS.

- 1 for simple melee weapons and unarmed (including thrown)
- 2 for blades (including thrown)
- 3 for ranged damage from guns and bows

## **BODY LOCATIONS.**

- 1= Left Leg
- 2= Right Leg
- 3= Torso
- 4= Right Arm
- 5= Left Arm
- 6= Head

## **VEHICLE LOCATIONS.**

- 1: Left front/tire
- 2: Right front/tire
- 3: Front/Engine
- 4: Right rear/tire
- 5: Left rear/tire
- 6: Cabin: Ignores vehicle and damages driver directly.

## **INJURIES.**

If your arm is injured, any action taken with that arm costs +1 extra AP.

If your leg becomes injured, movement costs double the AP.

If your torso becomes injured, dodges cost +1 extra AP.

If your head is injured you become snakebit on all Mental energy skill rolls until the injury is healed.

## **COMBAT RANGES.**

Melee: This is adjacent range, 0-5 feet. Some melee weapons may have additional range, such as a chunk on a chain. Long guns and bows are snakebit on their damage roll at melee range.

Short: This 6-50 feet away. This is the range for thrown weapons, bows and all guns.

Medium: This is 51-100 feet away. This is the range for all guns and bows (except scatterguns, which are snakebit on their damage roll).

Long: This is 101-300 feet away. Pistols and bows are snakebit on their damage roll.

Extreme: This is 301-500 feet away. This is the range of only long guns and their damage roll is snakebit.

## **DISTANCES.**

Spell (20 miles). Max a human can walk in a day.

League (100 miles). Max a horse can run in a day.

Stretch (500 miles). Max a vehicle can drive in a day (12 hours).