

## **Sabotage 4.0**

Sabotage is a gaming system designed to take work away from players and game masters. It does this whilst at the same time allowing game masters to alter and scale games to how they like to run their sessions. The rules allow for a fast paced play system giving players the freedom to explore their characters and their development without the constrictions of rules and regulations on their every move.

Sabotage was developed by a group of players who wanted to put the ROLE by into RPG's. They felt that too many gaming systems were too restrictive on game play and turned the game from the fun aspect of playing somebody you are not and into a stats and figures showdown.

As with all systems, these rules are not marked down in stone, you as a player or games master can change and alter them as you see fit and you will notice that there are places in the game where we have allowed a sliding scale to allow you to change the way the game is played.

These Rules are what we call the CORE Sabotage 4.0 system. They can be used with any gaming setting and as I continue to write for the system I will be adding extra rules that slot into place on the current system, these will be called add-ins and I will make them available as and when they are ready.

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## Character Creation

### POINTS

Sabotage character creation is a point based system. The reason for this is that it ensures that all players have a starting point which is equal. Everything starting characters get are determined by their CORE. The Core is a series of 6 attributes which each give the player an option and opportunity to develop their character in a certain way.

It is important to mention that the characters CORE is more than just what determines their abilities, but it also explains what they have been doing with their lives up until the point of play. If a player makes a soldier character but has low physical attributes then they will need to come up with a very good reason why this is the case.

The Core Attributes are listed below and are rated from 1-20. It is suggested that characters start with 70 points to spend in these attributes but as the GM you can decide if you want to increase or lower this amount.

Average humans are considered to have 50 points on their Core attributes with each score having between 6-10. This gives you an idea of how much emphasis we put on the characters as being heroes.

Attributes can be rolled to achieve certain tasks in the game, to do this simply roll 1d20 and if it is equal to or lower than the rating of the attribute then the check has succeeded (subject to any modifiers). A roll of a 1 is always a success and a roll of a 20 is always a fail on these checks.

### Core Attributes

#### POWER –

A characters power is how much raw strength of force of effort they have within their physical being. It is a measure of the stress and force their muscles and body can dish out on command. It is also a measure of how well developed their body is and how large they are.

**Skills** – Your power score dictates your skill score for all power related skills

**Weight Restrictions** – Your power score multiplied by 2 is how much weight you carry on yourself without suffering fatigue (see Endurance). You can increase this by multiplier further by taking Fatigue (see Endurance). For each point of Fatigue you take you can increase the Multiplier by 1.

**Lift** – Your Lift is how much force or weight you can lift in one straight push or pull and is equal to your power multiplied by 5. You can increase this by multiplier further by taking Fatigue (see Endurance). For each point of Fatigue you take you can increase the Multiplier by 1.

**Damage** – All Hand to Hand combat Base Damage has Power added to it. (see combat)

## **AGILITY** –

A characters Agility determines their speed and co-ordination. It also shows their sense of balance. It shows how well developed their nervous system is.

**Skills** - Your Agility score dictates your skill score for all Agility related skills

**Dodge** – This is a one time Modifier that affects people trying to attack you. Apply your agility score to your Dodge score.

**Movement Points** – Your Agility score dictates how many Movement Points you have (see Movement)

**Damage** – All Ranged combat Base Damage has Agility added to it. (see combat)

**Initiative** – Your Agility added to your Intellect gives you your initiative which is spent on actions during combat. See combat section.

## **ENDURANCE** –

Your Characters Endurance is a measure of how fit and healthy they are. It is often rolled to see if your character can withstand great amounts of physical stress and is also a measure of how well a character can resist toxins and diseases.

**Skills** - Your Endurance score dictates your skill score for all Endurance related skills.

**Health** – Your Endurance multiplied by 10 is you characters Health score. This shows how much damage your character can take before they die.

**Fatigue** – Your Endurance also gives you your Fatigue points. Fatigue shows how much your character can do before they start getting tired and make mistakes. This will be explained later in the Combat Section.

## **INTELLECT** –

Your Characters Intellect shows how much knowledge and intelligence they have. It determines how quickly they can think on their feet and is often rolled to get clues in the game or recognise patterns in information.

**Skills** - Your Intellect score dictates your skill score for all Intellect related skills.

**Number of Skills** – Your intellect is added to the Base Skills number to show how many skills your character may begin with. The Base skills number is explained in the skill section and is simply a measure of how many starting skills characters begin with.

**Initiative** – Your Agility added to your Intellect gives you your initiative which is spent on actions during combat. See combat section.

## MORALE –

Morale is a measure of the character will to survive. It measures how mentally strong they are and dictates the level of their common sense. It also decides how quickly a character can act in stressful situations.

**Skills** - Your Morale score dictates your skill score for all Morale related skills.

**Luck** – Your Morale is also you Luck score which can be used to add to or subtract from any skills rolls you make in the game. Your luck can run out though and refreshes at the start of every gaming session you play.

## SOCIAL –

Your social attribute is more than just how good looking your character is. It is a measure of how well they interact with people and it is also an indication of how well they have done in life and how wealthy they are.

**Skills** - Your Social score dictates your skill score for all Social related skills.

**Wealth Level** – Your wealth level is a measure of how rich you are in the game.

Everything you buy is measured by your wealth level. The maximum Wealth level you can have is equal to 35 so even with a very high Social Attribute you are still not the wealthiest you can be.

**Destiny Points** – Destiny Points are for your character to spend on extra perks or advantages for your character (see Destiny Rewards later)

## DEVELOPING ATTRIBUTES

Due to the nature of the Core Attributes in the game and their impact on pretty much everything else that makes the character, it is very difficult to improve your attributes. GM's should use common sense when allowing characters to adjust their attributes.

If they have worked hard over a long period of time to develop one of the core attributes then it should be raised accordingly, but be also aware that this might cause other attributes to be neglected and as such lowered.

There are other Game Add-Ins that may effect attributes and increase them, but these will be published by the Scarlet Warrior team as and when available.

## DESTINY POINTS

The Social Core Attribute gives characters a number of destiny points. The points allow a player to purchase various extra items or traits that help a character and give them more advantages.

Destiny points can be spent on lots of different things and these tend to change for each setting you play in. We have however created some suggestions below.

## Destiny Points

Wealth – 5 Destiny Points = +1 wealth level

Core – 10 Destiny Points = +1 to any Attribute

Skilled – 1 Destiny Point = +5% to any skill

Home – 1-20 Destiny Points = A living place (extravagance depends on points)

Rank – 1-20 Destiny Points = A rank or political status (Rank depending on Points)

Membership – 1-20 Destiny Points = Member of an exclusive club or organisation

## SKILLS

All characters have skills; these are measured between 1 and 96 and are checked by rolling a 1d100 percentile dice and trying to get equal too or below your skill score. The Game Master may apply modifiers to this dice roll to reflect the difficulty of the task the character is performing.

No matter what bonuses are in effect and despite whatever the skill score might be in a skill the roll of 100 (00) is always a fail

There are 3 sorts of skill rolls a character may make.

- 1. Skill Check** – This is a simple roll to determine if a action works or not
- 2. Opposed Skill Check** – This is where two opponents roll to see who comes out on top of a situation. The one who succeeds by the greatest amount wins the check.
- 3. Support Skill Check** – This is when a character rolls a skill check to try to add positive modifiers to another skill or some other character skill check. For example a character with knowledge of a particular mountain might be able to roll a support roll for another character who is using their Navigation Skill.

## SKILL LEVEL

A characters skill score is determined by multiplying that skills associated Core Attribute by what is called the Skill Level. This can be anything between 2 and 6, but we suggest 4 or 5. This is totally dependant on what sort of game your Games Master wants to run.

If they want a game where the characters are considered to be well experienced then the Skill Level should be high, however if they want a game where the characters are considered to be new and fresh recruits then the Skill Level might be lower to reflect this.

## NUMBER OF SKILLS

The number of skills a character may have is determined by adding their Intellect score to the **Base Skill Number**. We suggest that the Base skill number should be between 5 (for very few skills) and 20 (for a high skill game).

## DEVELOPING SKILLS

In sabotage skills naturally develop on their own. The Game Master sets what is called the **Development Level** which is how many times a character must successfully make their skill roll in that skill before it goes up by 1 point.

We suggest that this level be set between 1 (for a quick character advancement game) to 5 (for a slow character advancement game). Always note that characters may ask the GM if they can make skill rolls but it is always the GM's decision that is final on whether a skill requires rolling or not.

### Elite Skills (optional rule)

It is assumed that a character may have one or more skills they are a master at. This is what the Elite skills rule is for. Elite skills advance just like the other skills in the character's skill list until they reach 96%. Then it costs them double the Development Level to continue rising to eventually 150%. This represents that the character is so good at doing that skill they rarely fail and as such only when they have penalties, although a natural 100% rolled is always a fail.

Their total skills divided by 10 (round down) is the limit to how many elite skills a character may have and if they choose to have an elite skill it is considered to take up to skill slots.

## CUSTOMISED SKILLS

Characters may also further customise their skills by making them 1<sup>st</sup> Level or 2<sup>nd</sup> Level. For each Level applied the skill adds 10% to its score. This is where a character begins to narrow down what their skills does even further.

For example if a character has Armed Combat as a skill, they may customise the skill to Armed Combat – Blades. This would add 10% to the skill but would mean the character can only use Blades melee combat.

The character then may add another 10% level of customisation and now have the skill Armed Combat – Blades – Broadsword. Again this would limit the skill even further but would give the character a much higher skill rating.

## DEFAULT SKILLS

If a character does not possess a skill yet they would like to still attempt what it covers they can do so but their skill roll will be equal to their raw Attribute that the skill gets its score from.

For example if the character does not possess armed combat and has picked up a sword to fight with their score with that sword would be equal to their Agility attribute. Default skills do NOT develop like other skills.

## FUMBLES & CRITICALS

If a character rolls a natural 100% (rolling a 0 0 on 2d10) when attempting to perform a skill this is considered to be a Fumble. A fumble should at first certainly result in the character failing whatever action they were attempting to perform and depending on the GM's judgement should also have some other negative result.

If a character rolls below 10% of their skill score this is considered to be a Critical and usually doubles the effect the character was wanting to achieve. In combat this adds a multiplier to the damage caused by the weapon they are using.

## SUPPORT SKILLS

A character may decide to use any of their skills to support another skill. The GM has always the final decision on whether a skill can be used to support another skill. If a character has Demolitions Knowledge and the Demolitions skill for example they might be able to use one to support the other.

To support a skill the character must make a successful skill roll on the supporting skill. If they succeed they get to add 10% of the supporting skills score to their main skill roll as a bonus.

## SKILL TYPES

There are Four types of skills. These are :-

- Knowledge Skills
- Action Skills
- Technical Skills
- Social Skills

Knowledge skills are skills that show a character knows about a particular subject or area of interest. They are more often rolled to come up with further information about some sort of problem the character is facing and can often be very useful in supporting other skills characters have.

Action skills are skills that allow characters to perform physical actions. These actions are usually combat based or designed to increase movement.

Technical Skills are skills which allow characters to build and repair technology. Technical skills can also include design skills which are used to support construction technical skills.

Social Skills are skills which help characters effectively interact with each other. The skills are often used to manipulate or dominate another person and in some way gain an advantage. Social skills also seem to allow characters a chance to gain more wealth.

There is no limits to how many of each of the four types of skills a character can have, within the confines of the maximum limit of skills the character can choose.

## SKILL LIST

What follows below is a suggested basic skill list of the sort of skills used in the game. Please note that your setting may include other skills you want your characters to choose from and players should always be encouraged to come up with their own skills which may be specific to their characters and their style of play. Always remember it is the GM who determines what a skill can and cannot do.

### Knowledge Skills

SKILL	DESCRIPTION	ATTRIBUTE
Ancient History	The Knowledge of the uncommon History of a culture	INT
Armed Cbt Know	Knowledge of hand melee weapons	INT
Astral Physics	The knowledge of stellar physics	INT
Ballistics Know	The Knowledge of Missiles & Rockets	INT
Biology	The knowledge of Life and living organisms	INT
Cartography	The Knowledge of Maps and their use	MOR
Chemistry	The knowledge and theory behind chemicals & elements	INT
Computer Know	The Knowledge and theory behind computers	INT
Cryptology	The Knowledge of codes and code breaking	INT
Demolitions Know	Knowledge of Bombs and Explosive materials	INT
Electronics Know	The Knowledge of Electronic systems	INT
Geography	The knowledge of Land masses and their information	INT
Geology	The knowledge of rocks, crystals and minerals	INT
Gunnery Know	Knowledge of large weaponry – Canons, Mini-guns etc	INT
History	The Knowledge of the common History of a culture	INT
HPA Know	The Knowledge of Heavy Planetary Artillery	INT
Medical Knowledge	The Knowledge of Medical Procedures and operations	INT
Navigation	This skills enables a character to plot courses	MOR
Physics	The knowledge of the natural laws of the universe	INT
Research	Allows the Character to look through data for answers	INT
Sensor B/R	The Building and Repair of Sensors	INT
Sensor Use	The use of advanced sensors	MOR
Ship ID	Ability to spot and identify Ships from sight	INT
Ship Know	Knowledge of different ships and there designs	INT
Unarmed Cbt Know	Knowledge of the ideals of martial arts and their origins	INT
Weaponry Know	The knowledge of hand held weapons and rifles	INT
Tactics	The knowledge of combat operations and their indications	MOR

## Action Skills

<b>SKILL</b>	<b>DESCRIPTION</b>	<b>ATTRIBUTE</b>
Acrobatics	Flips, tumbles and high leaps	AGL
Acrobatics Combat	Rolls, dives and spins	AGL
Alertness	Rolled to negate surprise	MOR
Armed Combat	The use of hand held melee combat weapons	POW
Ballistics	The deployment of Missiles and Torpedoes	INT
Camouflage	The use of foliage to hide large objects	MOR
Climbing	Climbing anything from buildings to cliffs	POW
Communications	The operation of communication systems	INT
Computer	The use and programming of computer systems	INT
Dancing	Getting down and getting Jiggy with it.	AGL
Demolitions	The Use and deployment of bombs and explosives	MOR
Doctor	Doctor medical skills – Requires General Medical also	MOR
Electronics	Comprehensive use of Electronic systems	INT
Endurance	The successful roll of endurance grants 50% more fatigue	END
Field Aid	Basic first aid	MOR
General Medical	General Medical skills – Requires Field Aid also	MOR
Gunnery	The use of large hand held weapons, cannons etc	AGL
Gunnery Ships	Use of large Ship Based Weapons	AGL
Gunnery Vehicle	Use of large Vehicle mounted weaponry	AGL
HPA	The use of Large Heavy Planet based Artillery	INT
Observation	A skill rolled for when characters are scanning a area	MOR
Pilot Air	Pilot planetary air based vehicles	AGL
Pilot Gravity	Pilot an Anti-Grav vehicle	AGL
Pilot Robot	Pilot Robots, Mechs and Exo-Skeletons	AGL
Pilot Space	Pilot space bearing vessels	AGL
Pilot Vehicle	Pilot ground based vehicles	AGL
Ride Beast	Riding of animals and beasts of burden	MOR
Running	A movement skill – doubles movement points for 1rd	AGL
Sensor Operations	The use of advanced sensors	INT
Stealth	Allows the character to perform actions without being detected	AGL
Surgeon	Surgery Medical Skills – Requires Doctor Medical also	MOR
Swimming	Movement skill – doubles movement in the water	POW
Un-armed combat	The use of martial arts and hand and feet combat ways.	POW
Weaponry	The use of hand held weapons and rifles	AGL
Weight Lifting	Doubles Lift capability when skill rolled	POW

## Technical Skills

<b>SKILL</b>	<b>DESCRIPTION</b>	<b>ATTRIBUTE</b>
Armed Cbt Tech	The Building and Repair of melee Weapons	INT
Ballistics Tech	The Building and Repair of Missiles & Rockets	INT
Computer Tech	The Building of and Repair of Computer systems	AGL
Demolitions Tech	The Building of and Repairing of Bombs and explosives	MOR
Electronics Tech	The Building and repairing of electronic systems	AGL
Engineering Tech	The Building and repair of large structures (ships, houses)	INT
Gunnery Tech	The Building and Repair of large weaponry	INT
HPA Tech	The Building and Repair of Artillery	INT
Mechanics Tech	The Building and Repair of Vehicles.	AGL
Narcotics Tech	The Creation of drugs.	INT
Sensor Tech	The Building and Repair of Sensors	INT
Weaponry Tech	The building and repair of Hand Held weapons	AGL
Art Tech	The ability to create works of art	MOR
Robotic Tech	The Building and Repairing of Robots and Exo-skeletons	INT
Armour Tech	The Building and Repairing of Armour	POW
Carpentry	The ability to work and manipulate wood	AGL
Architecture	The ability work with creating large buildings	INT
Black Smithing	Working and Manipulating metal	POW
Survival	The ability to survive in the wilderness	MOR

## Social Skills

SKILL	DESCRIPTION	ATTRIBUTE
Military Etiquette	The knowledge of how to behave in an Military Force	SOC
Streetwise	Allows the character to blend in, when in urban areas	SOC
Politics	The knowledge of how to conduct and interact politically	SOC
Bureaucracy	The knowledge of administration systems	SOC
Corporate Etiquette	The knowledge of how to behave in an Corporation	SOC
Ambassador Ett	The knowledge of how to behave as an ambassador	SOC
Hypnotism	The ability to implant suggestion in people – victim gets a MORALE roll to negate effects	SOC
Negotiation	Ability to effectively gain and advantage in negotiations	SOC
Seduction	The ability to seduce people into being attracted to you	SOC
Cool Skill	No matter what... you always look good	SOC
Fashion Sense	The ability to wear and keep up with the latest trends	SOC
Leadership	The ability to inspire and effectively lead.	SOC
Subterfuge	The ability to effectively lie	SOC
Investigation	The ability to effective gather information	SOC
Interrogation	The ability to force somebody to provide you with info	SOC
Assimilation	Ability to quickly adopt different cultures and blend in.	SOC
Teaching	Ability to effectively teach your own skills to another	SOC
Intimidation	Ability to frighten people into doing what you want	SOC
Performance	Ability to act as somebody else	SOC
Sing	Ability to sing	SOC

## Other Skills

We know that the skills above are in no way every possible skills your characters may need. As mentioned earlier please feel free to come up with any new skills you feel your characters may need.

### SKILL MODIFIERS

When rolling skills the GM may impose a negative or positive modifier to the roll. These are to represent the stressful conditions a character may be under when completing an action.

Some modifiers are down to the environment the character is in and some are down to the tools being used or maybe the time restraints the character is under. Alternatively a character can choose to take their time when performing a certain task and as such may gain a positive modifier.

Whilst below there is a table showing the more common modifiers, GM's are encouraged to come up with their own modifiers.

### Skill modifiers – Negative Modifiers

<b>Modifier Reason</b>	<b>Modifier</b>
Time Constraints – Rushed	-7% per 1 point of Action Pool
Volatile Environment	-20%
Hostile Environment	-40%
Light – Low light	-10%
Light – Star Light	-20%
Light – 10% Visibility	-50%
Light – Blind	-75%
Fatigue overrun – See Fatigue later	-10% per Point over run
50% Loss of Health (see combat)	-25%
Prone (on the floor, hanging of a cliff)	-30%
Restricted (Handcuffs, ropes etc)	-45%
Poor Tools/Equipment	-20%
Improvised Tools/Equipment	-40%
No Tools/Equipment	-60%

### Skill Modifiers – Positive Modifiers

<b>Modifier Reason</b>	<b>Modifier</b>
Time Modifier	-7% per 1 point of Action Pool
Ideal Environment	+20%
Sensor amplification – Magnification etc	+20%
Ideal Tools/Equipment	+10%
Excellent Tools/Equipment	+25%
More Hands	+10% per Person
Additional Player Support skill	+ 10% of supporting players skill score
Good information/intelligence	+10%
Excellent information/intelligence	+25%

There are also other skill modifiers as part of the combat section but these are specifically used when in combat rounds. These are explained later.

## **ACTIONS & INITIATIVE**

In combat all the things a character does are broken up into actions. To decide just how many actions a character can do and when they do them, we use a special a special number of points called an Action Pool.

A characters action pool is determined by adding together their Intellect and their Agility and then rolling 1d10 and adding the result. This is what is called you initiative. Each action pool point is equal to roughly 1 second.

Whoever has the highest initiative or action pool acts first, but as they spend their action pool their pool lowers and as such they lose initiative. For example if Character one has an initiative of 24 and Character two has an initiative of 26. Clearly Character two goes first, but if their action costs 3 action pool points, bringing their action pool down to 23, then their next action must wait until Character one has acted on initiative 24. This continues until nobody has any action pool left, this is called a Round.

Actions come in three different forms. These are listed below along with their explanations and their action pool costs.

**FREE ACTIONS** – Free actions are actions which don't require you to roll a dice. They can be anything from simple talking to opening a door or a window.  
ACTION POOL Cost – 3 points

**NORMAL ACTIONS** – Normal actions are actions which require you to roll a dice. This can be anything from rolling a skill or rolling one of the Core Attributes. This skill roll must be without penalty however. Normal actions can also allow a character to move their full movement in feet.  
ACTION POOL Cost – 5 points

**COMPLEX ACTIONS** – Complex actions are actions which require greater thought and concentration. They also include any actions which require a dice roll which effected by a negative penalty.  
ACTION POOL Cost – 10 points

### **Delaying actions**

A character may choose to delay their action. To do this the character simply announces that instead of taking their action when they are suppose to in the order of initiative they will delay their action. Doing this allows them to simply state any time afterwards when they want to act. However any action pool lost in waiting for the “right time” to act is lost and cannot be gained.

For example in the scenario above Character two clearly goes first in initiative due to their Action Pool of 26, but instead of acting the character chooses to delay their action until a certain event. On initiative of 13 that even occurs and the character jumps in and announces that they will act on 12. However the action pool points the character lost in the delay (26-12 = 14) cannot be gained back.

### Initiative Ties

In the event of when two characters have the same Action Pools the one with the most Intellect goes first. If this is still the same than the character with the highest Agility goes first. If one of the characters has delayed their action then they will always go first in the event of an initiative tie, despite what their Intellect and Agility are.

### **MOVEMENT**

Characters move a number of feet equal to their Agility in a single Normal Action. This score is called the characters Movement Points. Different environments may reduce the number of feet the character can move in that Normal Action.

These different environments are listed below.

Environment	Movement Points Cost per 1 Foot Distance
Urban	1
Flat Ground	1
Rocky	2
Hills	2
Mountains	3
Mountains – Climbing	4
Snow	4
Sand	4
Forest	5
Jungle	5
Calm Water – Swimming	6
Stormy Water – Swimming	7

Some skills modify a characters movement by either reducing a characters movement point cost or by increasing a characters movement points in that environment. In the end it is always the GM who decides what a movement skills does.

If a GM decides to give a penalty to a characters movement skill roll then that movement is considered to be a COMPLEX action as opposed to a NORMAL action. This simply reflects the time taken by the character to move at the quickest speed possible.

Characters should think carefully when faced with this dilemma as they may move further choosing to complete a modified Normal movement action than trying to move further using a Penalised Complex Action.

### **FATIGUE**

A characters Endurance gives them a Fatigue score. This is a measure of how long a character can keep performing actions under times of stress. Fatigue gets reduced by one for every round a character has to roll for initiative. Fatigue can also be reduced if the GM has a reason to do so.

If a characters fatigue score reaches zero and the character continues they receive a -10% per point past this border. This is called Overrun. If a character overruns by the same amount of points as their original fatigue score then they must stop and rest.

## **COMBAT**

Combat in sabotage is split between Ranged combat and Melee combat. Each of these are listed below. There are 3 stages to combat. The first is a roll to hit an opponent using a suitable skill. This skill check is heavily affected by a number of modifiers.

The second stage is to decide damage being caused. This is done by determining that the base damage of a characters weapon and then applying a number of multipliers which are determined by craftsmanship of the weapon, ammunition, skill modifiers and the weapons internal workings.

The third stage is the applying of damage to the opponent and determining how this affects the opponents armour and health.

### **Melee Combat**

Melee combat is anything where one character attempts to hit another at close range with a non projectile weapon. A melee combat attack costs the same Action Pool as a Normal action, unless the attack has a negative modifier in which case it becomes a Complex action, in line with the normal action rules.

In melee combat there are always one attacker and one defender. There may be more than one attacker but there combat is worked out on their turn of the initiative.

### **Combat Skill Roll**

To begin with the attacker rolls to hit the defender using one of their combat skills.

This combat skill is modified first and foremost by the DODGE score of the defender. This is equal to the defenders Agility score. There are then several other skill modifiers then taken from the list below.

<b>Melee Modifier</b>	<b>Modifier</b>
Dodge	Dodge Modifier of Opponent
Attacker is on Higher Ground	+10%
Attacker is on Lower Ground	-10%
Attacker is Moving	-10%
Attacker is Outnumbered	-5% per opponent (Max – 50%)
Attacker is using a Called Shot (see below)	-40%
Attacker is Behind Cover	- 1 to 100 % (depending on cover)
Defender Behind Cover	- 1 to 100 % (depending on cover)

Please also be aware that the standard skill modifiers mentioned in the skills section also apply to combat skill rolls.

## Called Shots

A called shot is where an attacker chooses to attack a specific place or spot on the defender. This might be to disarm an opponent or attack an un-armoured point. This modifier is always a -40% to attack.

## DAMAGE

Melee damage, like all damage, is calculated by first determining a weapons base damage. This base damage is based on the size of the melee weapon and it's damage type. This is then added to the attackers Power core attribute and this is the base damage of a melee weapon.

<b>Weapon Damage Type</b>	<b>Base Damage (+ Power Damage Adj)</b>
Small Blades	10
Medium Blades (1 Handed)	20
Large Blades (2 Handed)	30
Small Pointed	10
Medium Pointed (1 Handed)	20
Large Pointed (2 Handed)	30
Small Blunt (Includes Unarmed Combat)	5
Medium Blunt (1 Handed)	10
Large Blunt (2 Handed)	20
Small Flails/Constriction	5
Medium Flail/Constriction (1 Handed)	10
Large Flail/Constriction (2 Handed)	15

Once base damage is determined there may be a certain number of multipliers which multiply the base damage even further. Some suggested standard multipliers are listed below, but GM's may want to come up with their own, reflecting their setting and their game. All weapons start with a Multiplier of 1 (damage x 1).

<b>Multiplier Type</b>	<b>Multiplier</b>
Customised Weaponry	1
Exceptional Craftsmanship	1
Master Craftsmanship	2
Called Shot	1
Weapon On Fire	1
Critical Skill Roll (see Skills Section)	1
Huge Sized Weapons	1
Gigantic Sized Weapons	2
Opponent is Vulnerable to Weapon	1

Some suggested multipliers are special weapons with a magical nature or perhaps weapons which are surrounded with a energy fields. This should be something that fits in with the setting of the game and suggests something unusual about the characters weapon. Multipliers are always an indication of the speciality of certain weapons.

## HEALTH & ARMOUR

Once an attacker's damage has been determined, this damage is removed from the defender Health. A defender's Health is determined by taking their Endurance and multiplying this by 10. If a character loses all of their Health they immediately lose consciousness and fall to the floor. They then lose 10 Health per round until they lose the same amount of health again and then they die.

A character with a medical skill can stabilise a character that has lost all of their health and allow them to heal. A character Heals at a rate of their Endurance every day of rest. With medical help this rate is doubled.

### Armour

If a defender is wearing armour then this protects them from any harm caused. Every type of Armour gives a number of Armour Points. These AP are reduced first before health. When a suit of armour loses all of its AP's it is considered defective and needs repairing by somebody with the correct technical skill.

### Ranged Combat

Ranged combat is any combat where an attacker throws or uses missile weapons to hit an opponent. This includes guns and missiles. A Ranged combat attack costs the same Action Pool as a Normal action, unless the attack has a negative modifier in which case it becomes a Complex action, in line with the normal action rules.

Unlike Melee combat it is possible for a character to attack more than one defender in a single action by using burst fire. Bursts are used with automatic weapons and allow a character to sacrifice negative skill modifiers to either cause more damage to a single opponent or spray more than one opponent.

### Combat Skill Roll

To begin with the attacker rolls to hit the defender using one of their combat skills. This combat skill is modified first and foremost by the DODGE score of the defender. This is equal to the defender's Agility score. There are then several other skill modifiers then taken from the list below.

<b>Ranged Modifier</b>	<b>Modifier</b>
Dodge	Dodge Modifier of Opponent
Attacker is on Higher Ground	+10%
Attacker is on Lower Ground	-10%
Attacker is Moving	-10%
Attacker is Outnumbered	-5% per opponent (Max – 50%)
Attacker is using a Called Shot (see below)	-40%
Attacker is Behind Cover	- 1 to 100 % (depending on cover)
Defender Behind Cover	- 1 to 100 % (depending on cover)
Range Increment (see range below)	-20% per Increment
Attacker is in Melee Combat	-25%
Burst Fire	-10% per Burst

Please also be aware that the standard skill modifiers mentioned in the skills section also apply to combat skill rolls.

### Called Shots

A called shot is where an attacker chooses to attack a specific place or spot on the defender. This might be to disarm an opponent or attack an un-armoured point. This modifier is always a -40% to attack.

### Range

All ranged weaponry has a Range increment. This is an indicator of how far away an opponent can be before a negative multiplier affects the attacker's skill check.

<b>Weapon Type</b>	<b>Range Increment (in Feet)</b>
Thrown – Non Aerodynamic*	Power
Thrown – Aerodynamic	Power x 2
Bows	Power x 3
X-Bows	30
Pistols	50
SMG's	100
Rifles	150
Sniper Rifles	300
MG's	200
Cannons	100
Mini Guns	200
Ballistic	200
Energy Pistols	100
Energy Rifles	300
Energy Cannons	200
Small Artillery	500
Medium Artillery	1000
Large Artillery	5000
Large Ballistics	10,000

\* Non aerodynamic weapons are normal items thrown which are not designed to be thrown.

There is equipment which will negate some range increment skill modifiers, allowing a character to shoot at longer ranges without penalty. Remember that any combat skill checks that have a negative modifier are considered to be COMPLEX actions and there for cost 10 points from a character Action Pool.

## DAMAGE

Ranged Damage, like all damage, is calculated by first determining a weapons base damage. This base damage is based on the size type of weapon and it's damage type. This is then added to the attackers Agility core attribute and this is the base damage of a Ranged weapon.

<b>Weapon Damage Type</b>	<b>Base Damage (+ Agility Damage Adj)</b>
Ranged Piercing	10
Ranged Blade	20
Ranged Blunt	5
Bullets	25
Automatic Rounds	20
Cannon Shells	50
Missile	100
Grenade	75
Energy Round	50
Auto Energy Round	40
High Yield Energy Canon Round	75
Artillery Shell	250

Once base damage is determined there may be a certain number of multipliers which multiply the base damage even further. Some suggested standard multipliers are listed below, but GM's may want to come up with their own, reflecting their setting and their game. All weapons start with a Multiplier of 1 (damage x 1).

<b>Multiplier Type</b>	<b>Multiplier</b>
Customised Weaponry	1
Exceptional Craftsmanship	1
Master Craftsmanship	2
Called Shot	1
Critical Skill Roll (see Skills Section)	1
Incendry Rounds	1
High Explosive	2
Burst Fire	1 per Burst Aimed at Target
Opponent is Vulnerable to Weapon	1

### Burst Fire

Burst fire is used to describe fully automatic weapons fire. When a character fires a burst of automatic fire they can choose to either direct all of that fire at one target or distribute the bursts amongst a number of targets close together.

Each burst uses up 5 rounds of ammunition and gives the character a -10% to their combat skill roll. There is however equipment which can provide recoil compensation to remove the skill penalties for a certain number of burst fire increments.

### Area of Effect

There are weapons which cause area of effect damage. This means that everybody in the area of effect gets that damage. Weapons that cause area of effect are Grenades, Cannons, Ballistics and Artillery. The exact area of effect is dependant on the weapon itself.

### HEALTH & ARMOUR

Once an attacker's damage has been determined, this damage is removed from the defender Health. A defenders Health is determined by taking their Endurance and multiplying this by 10. If a character loses all of their Health they immediately lose consciousness and fall to the floor. They then lose 10 Health per round until they lose the same amount of health again and then they die.

A character with a medical skill can stabilise a character that has lost all of their health and allow them to heal. A character Heals at a rate of their Endurance every day of rest. With medical help this rate is doubled.

### Armour

If a defender is wearing armour then this protects them from any harm caused. Every type of Armour gives a number of Armour Points. These AP are reduced first before health. When a suit of armour loses all of its AP's it is considered defective and needs repairing by somebody with the correct technical skill.

### WEALTH

A characters wealth level determines their lifestyle, their income, how much money they have in their possessions and property and how much starting cash they have to spend on equipment.

If a character gains wealth in the game and their wealth increases after they start the game then the only things that change are their income, their liquidation cash and their lifestyle. A character's liquidation is a lump sum of money gained if the character sells up everything they have. If a character chooses to liquidate their wealth level drops immediately to 0.

A characters lifestyle is rated from 1 to 35 just like their wealth level. This is a general indication of how they live. Generally speaking a rating from one to five is considered to be living in low class or close to poverty. A rating of six to ten is middle class and is generally the life style of most people. A rating of ten to fifteen means the character is living in high class lifestyle, usually retained for the rich executives or well to do. Any rating above fifteen is considered to be a luxury lifestyle and is granted to the rich and famous.

The table below shows the levels of wealth and their benefits.

<b>Wealth Attributes</b>	<b>Credits</b>
Lifestyle Rating	1 Point per 1 level of Wealth
Liquidation	Wealth Level X 50,000 Credits
Income (once per month)	Wealth Level X 2000 Credits
Start Credits	Wealth Level X 5000 Credits

Sabotage is designed to be a system that can be used in any setting and as such the currency your game may use might be different on a great many levels. It is for this reason we have referred to all equipment and wealth in CREDITS. This is purely a guideline for you to determine how much services and equipment are. You may refer to Credits as being Dollars, Pounds or maybe even Gold Coins depending on your games setting and Tech Level (see below).

### TECH LEVEL

As sabotage can be used to run in any setting, there is a need to define exactly which setting each object a character can purchases comes from. This is determined by the settings Tech Level. Tech Levels are measured from 1 to 11 and each level shows a different level of our own development.

<b>Tech Level</b>	<b>Description</b>
<b>1</b>	Stone Age – Neolithic man. Very little technology and even this is limited to simple tools and hunting weapons
<b>2</b>	Tribal Age – Barbaric tribes with again simple tools and weapons, but far more tactics and survival knowledge
<b>3</b>	Fantasy Age – Simple animal based technology and basic blacksmithing producing melee and bow based missile weapons
<b>4</b>	Medi-Evil Age – Large armies, basic medi-evil artillery. A mix of different metal tools and weapons.
<b>5</b>	Renaissance Age – A time of new exploration and development of science and philosophy. Basic gunpowder chemical weapons
<b>6</b>	Industrial Age – Steam based technology and basic non automatic weaponry.
<b>7</b>	Electronic Age – Pre-Nuclear time with advanced automatic weaponry and the dawn of computer systems
<b>8</b>	Nuclear Age – Advanced weapons and computer system and atomic weapons and energy sources.
<b>9</b>	Fusion Age – Advanced and renewable energy sources result in advanced computer system and advanced automatic weaponry
<b>10</b>	Space Age – A time of expansion and exploration into space. Interaction and discovery of new aliens and civilisations.
<b>11</b>	Energy Age – Advanced technology and energy weapons. Space borne civilisations and kingdoms.

These tech levels are only suggestions and if you are the GM using the sabotage system in your game, feel free to amend these as you see fit.

## EQUIPMENT

All of the equipment below are suggestions and you are advised to choose which parts of the tables you want to use in your games.

### CLOTHES & SUITES

Type	Cost	TL	Description
Standard Garbs	50	1	Normal Clothes
Fine Garbs	100	3	Special Occasions
Executive Garbs	200	5	Business Dress
Pro-Garbs	300	6	High-Class Business Dress
Fashion Garbs	400	8	The Latest Fashion and Specialist Sellers
Inter-stellar Garbs	500	10	Very Rare top designer fashions
Cbt Webbing	100	8	
Combats	80	8	+5% to stealth (Urban, Jungle, Forest, Arctic, Night)
Hostile Environment Suits	250	10	Protects against cold/heat/high winds ect.
Zero-G Emergency Suit	1000	10	Allows 50 minute survival in zero-g environment
Camo-Suit	300	10	+25% to Stealth
Stealth Suit	600	10	+50% to Stealth
Masked Holo Suit	1000	10	+50% to Stealth and Sensor Masked

### SENSORS

Device	Cost	TL	Description
Binoculars Optical	250	7	1-5 KM Range
Binoculars Digital	500	9	5-10 KM Range
GPS	1000	8	Global Positioning system.
Rad Scanner	1000	9	Scans Radiation
Movement Detector	1000	10	Scans 30ft range for movement
Medi-Scan	500	10	Scans Biological status of a person
Engineer-Scan	500	10	Scans Materials and structures
SPS	2500	10	Stellar Position System
Mini- Radar	1000	11	1 mile range
Mini-Ladar	2000	11	1 Mile Range- Can ID target.
Torch Thin beam	200	7	200ft
Torch Wide beam	300	7	300ft
Sonic Scan	1000	10	50ft
VidCam – Mini	1500	8	
VidCam – Pro	2000	8	
IR & UV Goggles	500	9	Removes Dark skill modifiers

## COMMUNICATIONS

Device	Cost	TL	Description
Radio Comm	100	6	Small efficient Radio – 1 Klick
Booster Comm	250	7	Small advanced radio – 5 Klick
Advanced Comm	500	8	Top Tech Radio – 25 Klick
Field Pack Comm	1000	7	Field Pack Radio – 1 Planet
Sub-space Comm	2500	10	Small Sub-space communications – 1 system
Las Comm	1000	10	Laser Communication – 25-klicks

## ELECTRONICS

Device	Cost	TL	Description
Computer Memory	1/1	7	
Computer CPU	10/1	7	
Holo-Projector	500	9	10 ft range
Smart Flash Flare	1000	8	1000ft Radius illumination.
Electro-Lock	100	9	Std electronic lock
Advanced Electro-Lock	500	10	Advanced Mag-lock. –10% to open
ID Lock system	700	9	Retinals ID scan Lock. –20% to open
Voice ID Lock system	1000	9	Voice ID Lock. –30% to open
DNA Scan	1500	9	DNA scan lock –40% to open
Laser Detection Grid	100/10ft	10	10ft beam that can trigger alarms when broken.
Mini-Core	1000	10	Standard Computer Unit
PADD	50	11	Personal Accumulated Data Display
Crystal Diodes	2000	11	Connects with Data Crystals.
Head Visor Holo Display	1000	10	Used to display information sent to the visors receptor

## EXPLOSIVES

Explosives	Cost	TL	Damage & Area of Effect
Dynamite	100	6	150 Dmg– 10 ft radius per stick
Plastic Explosives	200	7	200 Dmg – 30 ft radius per charge
Chemical Explosives	150	7	170 Dmg – 15 ft radius per 1KG
Gas Bomb	200	7	200 Dmg – 15 ft Radius per Unit
Energy Cell Explosives	400	9	300 Dmg – 20 ft Radius Per Cell
Plasma Explosives	800	9	400 Dmg – 30 ft Radius per Coil
Singularity Explosives	2000	10	500 Dmg – 50 ft Radius per Device
EMP Pulse Explosives	1500	11	Shuts down Electronics in 50 Ft Radius
Atomics – Mini Nuke	1000	8	400 Dmg – 150 ft Radius per Rod

A character with the correct demolition skill can alter and reduce any of the damage or area of effect of any explosives listed above.

## MISC

Item	Cost	TL	Description
Grappling Line	50/spool	3	50ft/spool
Grappling Line Hook	100	3	
Grappling Line Arrow	150	3	
Grapple Line Launcher	500	7	400 ft Range
Mini-Las-Welder	1000	9	Welding kit
Mono-Filiment line	1000	9	10ft/spool – Slashing –3 damage
Ear-Phones	25	8	
Gas-Mask	50	8	
Oxygen Tank	50/Hour	8	
Flare	10	8	50ft Rad 10 rounds
Flare launcher	50	8	
Water Flask	10	7	Keeps cool
First Aid Kit	100	7	
Doctors Kit	250	7	
Surgeons Kit	500	7	
Engineering Tools	1000	7	
Mechanical Tools	1000	7	
Workshop	10,000	7	
Work Bay	25,000	7	
Electronics Kit	1000	7	
Electronics Workshop	20,000	7	
Restraints	50	7	Standard restraints
Advanced Lock Restraints	100	8	-50% to break out

## Melee Weapons

Weapon	Cost	TL	Damage Type
Knife	50	2	Small Blades
Baton	50	2	Small Blunt
Club	0-100	1	Medium Blunt
Sword	200	3	Medium Blades
Axe	200	3	Medium Blades
Spear	0-300	1	Medium Point
Large Axe	300	3	Large Blade
Large Sword	300	3	Large Blade
Pole Arm	150	3	Large Blunt
Whip	100	3	Medium Flail
Mace	100	3	Medium Blunt
Hammer	100	3	Medium Blunt
War Hammer	200	3	Large Blunt
Morning Star	150	3	Large Flail
Barbed Flail	200	3	Medium Flail
Cestus	100	3	Small Point
Knuckle Spikes	50	3	Small Point
Nun-Chucks	100	3	Medium Blunt

## Ranged Weapons

Weapon	Cost	TL	Damage Type & Details
Pistols	300	5	Bullets
SMG's	700	6	Automatic Rounds – Limited Ammo
Rifles	1000	6	Bullets
Sniper Rifles	8000	6	Bullets
MG's	10,000	6	Automatic Rounds
Cannons	15,000	7	Cannon Shells – 10ft Radius AOE
Mini Guns	15,000	7	Automatic Rounds
Ballistic	25,000	8	Missiles
Energy Pistols	7000	9	Energy Round
Energy Rifles	15,000	9	Energy Automatic – Full Automatic
Energy Cannons	20,000	10	Energy Canon round – 20 ft Radius AOE
Grenade Launcher	5000	7	Grenade – 10 ft Radius AOE

Take note that these are very simple suggestions for settings ranged weapons. In the future we will be posting settings which can be used with the Sabotage 4 system and these will include far more detailed descriptions and base damage types for weapons.

Item	Cost	TL	Description
Recoil Comp	100	7	Removes one Auto Fire Increment
Laser Sight	200	7	+10% to Attack skill check
Gun-Cam	100	8	Gun-Camera
Gun Sight Optical	100	7	-1 range Increment
Gun Sight Digital	500	8	-2 range Increments
Gun Sight Holo	1000	9	-3 range Increments
2 mount weapon pod	2000	10	Can hold 2 weapons and switch between them.
4 mount weapon pod	4000	10	Can hold 4 weapons and switch between them.
6 mount weapon pod	6000	10	Can hold 6 weapons and switch between them.
Gun Grav Mount	1000	10	Removes two Auto Fire Increments
Gun Gyro Mount	2000	11	Removes Three Auto Fire Increments
Gun TacCom Sentry system	5000	10	Will fire at 70% at all enemies within 3 Range Increments
Weapon Handle ID tag	500	9	Tags the ID of owner and scans users. Does not work if wrong user.
Self Disassemble	100	9	Remote controlled to disassemble on command.
Weapon Holster	50	6	
Stealth Weapon Holster	100	7	
Customised Weapon	+10%*	-	
Exceptional Weapon	+100%*	-	
Master Craftsmanship Weapon	+500%*	-	

\* This items cost is the listed percentage of the weapon.

## ARMOUR

Armour	AP	TL	Cost
Close fitting Chest armour	100	2	1000
Full Close fitting chest armour	250	3	2000
Bio Close fitting armour	500	7	4000
Security Grade Armour	700	6	6000
Riot Control Armour	900	6	7000
Standard Military Grade	1000	7	9000
Commando Grade	1200	7	10,000
Elite Soldier Grade	1500	8	15,000
Shield – Kote	50	2	100
Shield - Buckler	100	2	500
Shield - Large	200	2	1000
Energy disc	700	10	5000
Full Energy Field	1000	11	20,000
Block Armour field (stops only Melee Dmg)	100	11	5000
Absorber Material suit (only Melee Dmg)	1500	10	3000
Energy Repulsion Disc Emitter	500	10	5000
Mini-Bot Protector.	1000	11	2500

## NOTES FOR THE GAME MASTER

Finally a few points on running the Sabotage game. As you have probably noticed Sabotage removes a lot of what is determined to be the GM's role in other RPG's. In Sabotage you do not need to concern yourself with the character creation except where your individual setting comes into play. In sabotage we have removed the randomness of damage in combat. The reason for this is to allow you as a GM to concentrate more on the games plot and setting.

To make your games run even quicker we suggest you use the following system to handle the bad guys in your game.

### THREAT LEVEL

All bad guys have stats just like the characters, but this can be time consuming in setting up when designing your games and their adventures. Instead we suggest you assign your bad guys a threat level. By assigning a Threat level you instantly generate the following stats for your bad guys in the game.

Health – Threat level x 10

Skill Checks – Threat Level x 5%

Core Attributes – Threat Level

One last piece of advice on running a game in Sabotage. The system is designed to allow you all the freedom you can get to do the most important job as a GM. This is to concentrate on your story and the player's part in that story.

Have Fun.....