Read to the players at the appropriate time

Success

You will almost always roll a d20 to determine success, rolling less than or equal to a target number. A 1 is often a critical success and a 20 a critical failure, depending on circumstances.

Saving throws are made against attributes, usually against the Attribute Saving Throw number. Difficult saving throws are made against the Critical Saving Throw. Easy saving throws are made against the attribute itself. These numbers are in the upper left of your character sheet, under "Attributes". Attribute scores range from 0 to 40, and the normal human is between 10 and 15.

Skill rolls are made against the Base Chance of Success for the skill; this is the number to the far right of the skills column on your character sheet. Your skills are organized by their Governing Talent. If the Governing Talent is asterisked, you are talented in those skills and can Learn By Doing whenever you make a successful roll that materially helps the party. Roll against your Talent; if you succeed, your score in that Skill goes up by 1. Whenever a Skill score reaches a 0 or 5, its Base Chance of Success goes up by 1. Skill scores range from 0 to 100.

You can use your Base Chance of Success from the **Governing Talent** of a Skill in place of the skill. When you make a Saving Throw against a Talent, you use the Talent's score. Talent scores range up to 20, and the normal human probably varies from -2 to +3.

Occasionally your degree of success will depend on the **Effect Number** from your Skill roll; this is the difference between the number you needed and the number you rolled.

You each have Luck. Use 1 Luck to reroll a d20 *once*; 2 luck to reduce a Critical Effect one step.

Healing

Subdual damage **heals** every ten minutes of rest. Lethal damage **heals** per day of rest. There are other modifications to Healing Rate depending on circumstances and quality of care.

Immediate **First Aid** can restore up to 3 points damage if all three types of aid are applied:

- Successful application of First Aid BCS
- Bandaged using bandage supplies.
- One unit of medical supplies expended.

Fighting

Detailed Action Time

A Detailed Turn lasts six seconds and is broken into four Phases: Declaration, two Actions, and GM's Bookkeeping. On the Declaration Phase, you turn your Action Die up to the Option you're using this turn. On each of the Action Phases, you'll choose an Action from that Option. All Actions are simultaneous. I may choose to resolve some Actions in order of highest Deftness.

Attacking

Each combat skill has a Base Chance of Success just like any skill. You'll need to roll less than or equal to this on a d20 to hit your opponent. There are a lot of situational modifiers, called Restrictions, Distractions, and Situations that will modify this number up or down.

Defending

If you have a hand-to-hand combat skill, your Base Chance is followed by a slash and a lower number; the lower number is your Weapon Defense Ability. This is subtracted from an opponent's chance to hit when you're using that skill. If you're using a Missile Combat Skill while being attacked Hand to Hand, you may use an unarmed combat skill's Weapon Defense to defend; it will add a penalty to your own Base Chance with your missile.

Damage

Your damage in hand-to-hand combat is your character's **Hand Damage**. Each weapon has a **Weapon Damage Multiplier** which increases damage; they range from 1.1 to 1.8 or so. The easiest way to handle this is to roll your damage; multiply by the number to the right of the decimal; divide by ten; and round normally for the additional damage. If you're using a fire axe, it has a Weapon Damage Multiplier of 1.8. If your Hand Damage is 1d6 and you roll a 4, this means you do 4+3 (3.2) points damage. If you rolled 2, you would do 2+2 (1.6) points damage.

Armor will subtract its **Armor Class** from damage, and your clothing is Armor Class 1. If for whatever reason you're running around nude, you have an Armor Class of zero.

There are two types of damage in Daredevils: **subdual** and **lethal**. Firearms and pointed or sharp weapons do lethal damage; blunt weapons tend to do subdual damage.

When combined damage exceeds half your **Damage Resistance Total**, your character is **seriously wounded** and has penalties to Deftness, Speed, and all Base Chances. When combined damage exceeds your character's Damage Resistance Total, your character is **unconscious**; any further subdual damage counts as lethal. When lethal damage taken exceeds your character's Damage Resistance Total by more than your Health Group, your character is **dead**.

If a single attack causes more damage than your **Shock Factor**, you must make a Health Ability Saving Throw or fall unconscious for 50 minus Health combat turns.

For the Gamemaster

Resolving Skill use

If your **BCS in a Skill is less than your BCS with the Governing Talent** plus any inherent accuracy of the tools you're using, use the Talent. Among weapons, only firearms have inherent accuracy. Inherent accuracy is applied only to Talent BCSs, not to Skill BCSs. (p. 7, 41)

If **two Skills are required** to perform an Action (such as Seamanship and Driving for driving a motorboat, or Autofire and Rifle for shooting a fully automatic rifle), the Skill scores are averaged to determine the BCS.

Tasks—building and designing things—are resolved by rolling until Task Points accumulated exceed the Task Value of the Task. (p. 7)

- Determine the Task Period for each roll; this is often a minute or an hour for Practical Skills, an hour or a day for Knowledge Skills.
- Determine the Task Value of the Task. About three times the expected Task Periods.
- Determine the Difficulty, which reduces the BCS roll required, and thus the Effect Number gained from the roll.
- The BCS roll provides, if successful, Effect Number + 1 Task Points. Some Tasks also provide negative Task Points on failed rolls.
- Critical Failures reduce Task Points accumulated by the Effect Number; Critical Successes double the Effect Number.
- On a Critical Failure, or if the Task Points accumulated drops below zero, parts are often required, ranging from $1.00 to $1.50 times the Difficulty times 2d6.
- Tools have a die that increases (on a success) or decreases (on a failure, even when the Task doesn't normally lose points on a failure) the number of Task Points accumulated; tools are also affected by Critical rolls.

Medical Specialization Skills require two rolls: first, a roll on the Specialization to determine an Effect Number, if any; and then a roll on Advanced Medical using the Effect Number as a bonus.

Contacts

The Task Period for finding contacts is a day. Use appropriate subculture. Task Value: 15. (p. 58)

The quality of the contact is determined by the GM making a second roll against the character's BCS. Use the Effect Number to modify a Reaction Roll d100 roll. Look up the Value Number on the Contact Quality table. (p. 58)

If they don't have an appropriate sub-culture, they can do legwork. Triple the Task Value, and use the character's Wit AST in place of the Sub-culture BCS. (p. 59)

PCs with a Skill in the same field as the Expert contact sought may attempt to ensure a higher quality expert. They make a BCS roll in that skill. The Effect Number is added to (and negative numbers count) the Expert Quality table result. (p. 59)

Combat

A character is **Engaged** if they are within melee weapon range of a facing active unfriendly character. A character that does not cease movement when they would become Engaged is subject to a **free attack** from a ready hand weapon or body part. (p. 23)

Overall Defense Ability is the character's Combat Dodge Ability plus any Weapon Defense Ability from hand-to-hand combat. A character using a missile attack can use their Brawl or Martial Arts WDA but suffer this same number as a penalty to their BCS.

Restrictions and **Distractions** give a penalty of 1 to BCS. Restrictions are things in weapon reach that get in the way of fighting, and Distractions are mental or perceptual things that get in the way of concentrating (such as flashing lights, or concern for an ally). Concern for an ally in the line of fire may be ignored but this will mean that the ally will be hit if the shooter makes a Critical Miss. Other distractions can be ignored if the attacker makes a Will CST.

If the damage done exceeds the character's Shock Factor, they must make a Health AST to remain conscious; if they fail, they are unconscious for 50-Health Turns.

Hopeless attacks (zero or lower roll required) might be a hit on a roll of 1: roll again against raw BCS. A success is a hit, and another 1 is a Critical Hit. If the player must roll a 1 to hit, roll again against the raw BCS for a Critical Hit.

Brawling Skill allows use of "**any weapon that comes to hand**" at ½ BCS. (p. 12)

Preemption and Surprise

A character who initiates the action that results in entering Detailed Action Time might at GM's discretion get one free Action Phase before Detailed Action Time begins.

If one or more characters surprise other characters (GM's discretion) they can get a full Detailed Turn to act before the surprised characters. Surprised characters can only use their Weapon Defense Ability if (a) a weapon is available, and (b) they make a Speed AST.

Throwing Things

The Strength Rating of the item thrown should not exceed the character's Strength Group; if so, the difference shifts the range penalties up. Heavy, non-aerodynamic items have ranges reduced by 50%. Characters may use their Throwing BCS or their Deftness (see page 27 for DFT table).

Grappling

Grappling is a Task using Brawling Skill with a Task Value of the opponent's Strength. (p. 12) Characters without an Unarmed Combat skill who grapple may substitute their averaged Deftness and Speed CSTs as a BCS in the Brawling Skill.

Resolving firearms combat

Firearms BCS is either the handgun or rifle BCS, or the **Combative BCS plus inherent accuracy** if this is better. There's also a +2 for point blank or +1 for short range. Number of shots for an autoloader is 1, 2, or 3, player's choice.

Damage is the totaled Base Damage Group of each shot that hits. Divide by 10 for the d10 damage, rounding up. Divide by 10 and round normally for the bonus. BDG 33 means 4d10+3. **There is a +10 per shot at point blank range**.

Critical Hits and Missile Special Effects

If damage done does not get through **Armor**, there is no Critical Effect or Missile Special Effect.

The chance for a **Missile Special Effect** is the Adjusted BDG for guns, or Damage Potential for Thrown weapons. Roll d100 against it. A Stopping result uses chance/10 for the Effect Number.

On a **Critical Hit** use the appropriate Critical Hit Enhancement table. If damage is done in the attack, roll d100 on the **Critical Hit Effect** table, adding the damage to the roll. PCs and Major NPCs can make a Health AST to reduce the Critical Hit Effect by one category.

If the adjusted BCS exceeded 20, a **Critical Miss** can be avoided on a Deftness AST.

If **ignoring friendly distractions**, a Critical Miss means an automatic successful hit on one friendly distraction, determined randomly.

Barriers and Armor

The Barrier Value of an obstruction reduces the BDG of **gunshots**; divided by 5 it reduces the Strength Group of **Thrown** weapons. **Hand-to-hand attacks** assess damage to the Barrier Value after a successful Strength AST. Excess points may be applied to targets beyond the barrier.

Normal clothing provides Armor Class 1; **work clothing** Armor Class 2; and **leather clothing** Armor Class 3. The Armor Class reduces the Damage Potential by the AC number.

Break down doors by overcoming the door's Barrier Value: the **Barrier Effect of the lock** plus the **Barrier Effect of anything securing the door** plus the **Barrier Value of the door**. **Bashing a door** takes one action phase per try; two characters can bash at a time; each **takes one point subdual per try**. A successful BCS roll does Strength Effect Die damage to the Barrier Value. A Critical Hit shifts a character's Strength Group up one. A Critical Miss does +1d6 subdual to the character. (p. 33) Heavy wood's barrier value is 10 per inch (½ inch is 5). See the materials chart.

Picking a lock requires only overcoming the lock's Barrier Effect. On a successful Lockpicking BCS, the character rolls their Deftness Effect Die plus the dice for any lockpicking tools they're using. Each attempt to pick a lock takes 1d10+1 Action Phases. **Cracking combination locks** uses Safecracking. Each successful BCS means one number of the combination has been cracked. (p. 33) A simple lock is a barrier of 5.

Damage and Healing

Falling

Falling greater than two meters means 1d10 subdual damage for every 2 meters fallen, round up. The height in meters is the chance on d20 of a Critical Effect. Add half the distance fallen to the Critical Hit Effects Table d100 roll. (p. 27)

Near Death Experiences

When the damage total **exceeds half of a character's Damage Resistance Total**, the character is Seriously Wounded. Deftness and Speed are at 50% and all BCS scores are at -4 until the character is fully healed. (p. 6)

Damage taken after reaching zero is all lethal.

When the lethal total exceeds the character's Damage Resistance Total plus their Health Group, the character dies.

Critical damage does not count toward Damage Resistance Total. It always has a location, and prevents the character from using that location. Head and Body Critical Damage means coma.

Healing

Subdual damage heals at Healing Rate per ten minutes at complete rest, or per hour if active.

Critical and **Lethal damage** heals per day, half to each if the character has both, rounded down. Modifications apply depending on care and activity.

Characters **regain consciousness** if their damage taken no longer exceeds their Damage Resistance Total. (p. 28)

Era Notes

Inflation means multiplying rulebook prices by 3-4, or dividing current prices by 5.

Police permits are required to **purchase a firearm**, which must be registered at the point of sale. Forbidden persons: under 18; narcotic addict; felony conviction within five years of end of sentence; mental institution within five years; mentally retarded; anyone possessing an unregistered firearm. Only licensed sellers may sell or give away any concealable firearm.

The **Independent News Service** is on the third floor of the Old Colony Building at 37 W. Van Buren Street/407 S. Dearborn Street next to the L, in suite 304. Kolchak has watched sports at **Louie's Gentleman's Club**, has consulted **Pop Stenvold** on **antique arms** (and been forced to listen to Pop's autobiography). Captain Winwood was in room 405 and Sgt. Orkin in 416.