



SURVIVAL TEST TABLE

Wilderness Terrain	Threshold	Damage Value
Mild (Forest, Plains, Urban)	1	2
Moderate (Foothills, Jungle, Swamp)	2	4
Tough (Desert, High Mountains)	3	6
Extreme (Arctic, Antarctic)	4	8

Situation	Dice Modifiers
Camping/Survival gear on hand	+2
No food or water	-2
Heat/climate control available	+1
Inappropriate clothing/armor	-1 to -4
Extended travel or exertion	-1 to -4
Toxic terrain	-2 to -4
Weather conditions:	
Poor	-1
Terrible	-2
Extreme	-4
Character injured	-Wound Modifier



making a Running Test. The Sprinting specialization applies to this test. Each hit adds 2 meters to the character's distance for that Combat Turn (see *Movement*, p. 138). The gamemaster may apply modifiers for various types of terrain (slippery, rocky, and so on) and other conditions.

Characters that run for extended periods of time may suffer from fatigue (see *Fatigue Damage*, p. 154).

USING STEALTH SKILLS

When using most of the skills in the Stealth skill group—Infiltration, Palming, and Shadowing—the character makes an Opposed Test against the target's Perception + Intuition. Apply any appropriate Perception modifiers (see p. 117) to the target.

At the gamemaster's discretion, the target may use an appropriate Stealth skill in place of Perception. A character skilled in Shadowing, for example, could use Intuition + Shadowing to notice someone tailing him.

Lance uses his Infiltration skill to sneak past a guard, rolling Agility 3 + Infiltration 4 and getting 3 hits with his 7 dice. The gamemaster rolls a Perception 3 + Intuition 3 test for the guard, but applies a -2 modifier as the guard is bored and sleepy. The guard gets 1 hit on 4 dice, so Lance moves past undetected.

Using Disguise

The Disguise skill also uses Opposed Tests, except that the character crafting the Disguise rolls her Disguise + Intuition only once. The gamemaster records the number of hits rolled and uses this result as a threshold for any Perception + Intuition tests made to pierce the disguise later on.

Gwyn plans to sneak inside a corp facility disguised as the security guard she has bound and gagged in her closet. After getting her disguise in place, she makes a Disguise + Intuition Test and scores 3 hits. That means that anyone who takes a close look will have to make a Perception + Intuition (3) Test to see through the disguise.

USING SURVIVAL

Gamemasters can call for Survival Tests to determine how well a character braves the outdoors—finding edible food and water, for example, or finding protection from the elements and critters. Survival can also be used for getting by on the streets in urban environments, finding shelter in abandoned areas, dumpster diving, and so forth. Thresholds and modifiers for these tests are given on the Survival Test Table.

Characters who spend long periods outdoors risk exhaustion, dehydration, starvation, bug bites, damage from exposure, and worse. Each day requires a Survival Test with a threshold based on the harshness of the environment (as noted on the Survival Test Table). If the test fails, the character suffers Stun damage based on the harshness of the environment ($DV = \text{threshold} \times 2$); she may not resist this damage. This Stun damage cannot be recovered until the character reaches civilization (or at least a situation where she is not forced to rely upon survival skills) and is able to rest for an 8-hour period.

If a character's Stun damage track is filled, she collapses from exposure and fatigue and can no longer make Survival Tests. Unless helped by others, she will continue to rack up damage from exposure each day, overflowing from Stun to Physical, until dead.

USING SWIMMING

Swimming requires a Complex Action. The movement rate for swimming is noted on the Swimming Rates table in meters per Combat Turn. Characters can make a Swimming Test and add 1 meter to this distance per hit.

Swimming characters suffer from fatigue in the same manner as running characters (see *Fatigue Damage*, p. 155).

SWIMMING RATES

Metatype	Swimming Rate (m/turn)
Dwarf	4
Elf	6
Human	5
Ork	5
Troll	7

