

CRYPTWORLD™

Action Table

Defense Column										
Attack Margin	1-15	Ability Checks	Skill Checks	46-60	61-75	76-90	91-105	106-120	121-135	136+
	1	2	3							
0	LK	L	L	L	L	S	S	S	S	S
1-4	M	M	L	LK	L	LK	L	S	S	S
5-9	H	MK	M	L	L	L	L	L	LK	S
10-29	C	H	MK	M	M	M	LK	L	L	L
30-49	C	C	H	M	MK	M	M	MK	L	LK
50-69	CK	CK	C	H	H	H	M	M	M	M
70-89	CK	CK	CK	CK	H	H	H	H	M	M
90-94	CK	CK	CK	CK	CK	HK	H	H	H	H
95-99	CK	CK	CK	CK	CK	CK	HK	HK	H	H
100+	CK	CK	CK	CK	CK	CK	CK	HK	HK	H
ARMED COMBAT RESULTS						UNARMED COMBAT RESULTS				
Code	Result				Code	Result (Defender loses points from current STA)				
S	Scratch: Lose 1-2 points (see above), and mark one wound box.				S	Scant Damage: Lose 1-2 points (roll 1d10; 1-5=1, 6-10=2).				
L	Light Wound: Lose 2-20 points (1d10x2), and mark two wound boxes.				L	Light Damage: Lose 2-20 points (1d10x2).				
M	Medium Wound: Lose 4-40 points (2d10x2), and mark three wound boxes.				M	Medium Damage: Lose 4-40 points (2d10x2).				
H	Heavy Wound: Lose 6-60 points (3d10x2), and mark four wound boxes.				H	Harsh Damage: Lose 6-60 points (3d10x2), and mark one wound box.				
C	Crippling Wound: Lose 6-60 points (3d10x2), and mark five wound boxes.				C	Crushing Damage: Lose 6-60 points (3d10x2), and mark two wound boxes (or called shot, if specified otherwise).				
K	Knockdown: Defender knocked down and back 5 feet; must make DEX check to hold onto any hand-held items; all uncompleted actions this round are cancelled.				K	Defender knocked down and back 5 feet; all uncompleted actions this round are cancelled.				
COMBAT PROCEDURE										
1	Declare attack				4	Defender declares luck use (PCs, missile attacks only)				
2	Determine base damage				5	Attacker rolls specific check against strike number				
3	Determine strike number				6	Apply results				
SEQUENCE OF PLAY FOR ONE ROUND										
1	CM declaration				8	Side A melees				
2	PC declaration				9	Side B uses paranormal talents				
3	Initiative determination				10	Side B fires or throws missiles				
4	Side A uses paranormal talents				11	Side B moves				
5	Side A fires or throws missiles				12	Side A defensive missile fire				
6	Side A moves				13	Side B melees				
7	Side B defensive missile fire				14	Stamina loss and recovery				

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