

# CRYPTWORLD™

## Action Table

Defense Column											
Attack Margin	Ability Checks		Skill Checks		46-60	61-75	76-90	91-105	106-120	121-135	136+
	1-15	16-30	31-45								
	1	2	3	4	5	6	7	8	9	10	
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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