

THE SAVAGE SOUL® 2021 TABLES

Attack Modifiers	Att
Winded	-1
Fatigued	-1
Unable to "See" Target	-3
Aiming	+2*
Draw & Attack	-2
Using "Off" Hand	-1
Multi-Weapon Attack	-3
Knockout Blow (Blunt)	-2
Body Blow (Blunt)	0
Preemptive Attack	-2

Ranged Attack Mods	Att
Range (per Increment)	-1
Moving	-2
Point-Blank (within 2m)	+1*
Less than Minimum Strength	-2
Attack a Moving Character	-2

Melee Attack Mods	Att
Prone (Melee)	-1
Sweeping Blow	-2
Combination Strike	-1*
Low Blow (Blunt)	-2

Passive Defense Mods	PD
Prone (vs Ranged)	+1
Inanimate/Helpless	-3
Cover (vs Ranged)	+1
Extreme Cover (vs Ranged)	+2
Target Speed	Table

Active Defense Mods	Def
Prone	-1
Cannot See Attacker	-3
From Behind (Dodge)	-3
Penetration (Ranged Block)	Var.
Hard Cover (vs Ranged)	+1
Extreme Hard Cover (vs Ranged)	+2

Speed	Mod	Speed	Mod
<10	+0	800+	+7
10+	+1	1600+	+8
25+	+2	3200+	+9
50+	+3	6400+	+10
100+	+4	12800+	+11
200+	+5	25600+	+12
400+	+6	51200+	+13

Ammo Quality	Effect
Poor (B, G, E)	CF=Damage
Poor (Primitive)	-1 Attack
Average	N/A
High	+1 Stun DF
Superior	+1 DC
Flawless	+1 DC & DF
Legendary	+2 DC

Wrestling Maneuver	SM
Grab	1
Tackle	2
Throw/Sweep	3
Snatch	4
Restrain/Pin	5
RA Choke-Out	Spec.
RA Mangle	Spec.
RA Strike	Spec.

Explosion	Damage
Inside Target	DC+7
In Contact with Target	DC+6
Within Half Blast Rad.	DC+5
Within Blast Radius	DC+RSM

Special Attack	Compete
Trick	Perf vs Int
Stealth Strike	Stealth vs Per
Intimidate	LD -2 vs LD/WP
Taunt	Perf vs LD/Int

Healing	DF
Barely Injured	10
Injured	11
Seriously Inj.	12
Critically Inj.	13
Dead/Destroyed	NA

Size	Size Delta
0-6	0
7	1
8	2
9	3
+1	+1

Which DR Applies?

Sharp Armor DR: Sharp/Sting hits that do not ignore armor.
Armor DR: All other hits that do not ignore armor.
Sharp DR: Sharp/Sting hits that ignore armor (or vs unarmored).
Base DR: All other hits (including all BTP and EMP hits).

Combat Spell Modifier	Bonus/Pen.
Concentrating	+0
Not Concentrating	-2
Special Reaction Spell	+0
Silent	-1
No Gestures	-1
No Mana Swirl	-1
Magical Component	+1/Q>Av.
Magical Focus (or Similar)	+1/Q>Poor
Range (per 20 Meters)	-1
Large Subject (S-O/Boon/Ench.)	-Size Delta

Spell Duration	Strain	Winded?	Fat.?
Flash	NA	Yes	Yes
Hostile	No	Yes	Yes
Mana	No	Yes	No
Strain	Yes	No	Yes
Continuous	Yes	No	Yes
On-Going	No	No	No

Ritual Spells
Ritual Spell DF = 7 + (PL x 2)
PL1 = 1 Hr; PL2 = 2 Hrs; PL3 = 4 Hrs; PL4 = 8 Hrs; PL5 = 16 Hrs. Time/2 = -2 Penalty

* Applies other benefits in addition to the listed modifier

Wound Level (WL) = Damage Class (DC) + Success Margin (SM) - Effective Damage Reduction (DR)

Wound Level Effects							Cumulative Injuries									
WL #	Wound Rating	IC Minimum	Stun DF	Stun Effect	Vs. Object	Current IC	New Wound Rating							Inj. Pen	Veh. Spd+	
							Sup	Min	Mod	Ser	Crit	Mrt	Dev			
1-2*	Superficial	Barely Inj.	6	Stun	NE	Uninjured	Bl	Bl	I	Sl	Cl	D	Dst	0	0	
3-4	Minor	Barely Inj.	7	Stun	NE	Barely Inj.	Bl	I	I	Sl	Cl	D	Dst	0	0	
5-6	Moderate	Injured	8	Stun	-1 Cond.	Injured	I	Sl	Sl	Cl	D	D	Dst	-1	0	
7-8	Serious	Seriously Inj.	9	Stun	-1 Cond.	Seriously Inj.	Sl	Cl	Cl	Cl	D	D	Dst	-2	-1/4	
9	Critical	Critically Inj.*	10	Uncon.***	-2 Cond.	Critically Inj.*	Cl	D	D	D	D	D	Dst	-3	-1/2	
10-11	Mortal	Dead	Auto	Uncon.***	-3 Cond.	Dead	D	D	D	D	D	Dst	Dst	NA	N/A	
12+	Devastating**	Destroyed**	Auto	Uncon.***	Destroyed	Destroyed	Dst	Dst	Dst	Dst	Dst	Dst	Obl	NA	N/A	
16+	Obliterating	Obliterated	Auto	Uncon.***	Destroyed	Obliterated	Obl	Obl	Obl	Obl	Obl	Obl	Obl	NA	N/A	

* Against Base Sharp DR, a "Sharp" weapon will inflict at least a Superficial Wound unless the WL is -5 or less. I.e., even a very tough character cannot easily ignore the effects of a cut. This rule does not apply to Objects or to characters with "Hard to Kill," "Heal/Harm as Object," or "Cannot Be Made Unconscious."
 ** Any "Energy" attack that inflicts a WL 12+ or increases IC to Destroyed will "Obliterate" its target.
 *** If a character becomes Unconscious while "Critically Injured," he will instead become "Comatose."

* Unless he is "Stabilized," a "Critically Injured" character must roll WP at DF 10 to resist Unconsciousness each time he performs any Action or Reaction. Additionally, the character must roll Body at DF 10 to resist Death at 2M, 10M, 1H, 4H, and 16H.
 When a character is injured, he must apply the Injury Penalty to his Will Power before making any applicable attempt to resist Stun/Unconsciousness. The DF for each Resistance Roll is based upon the WL of the attack (not the new IC).

Misses with Thrown Weapons
 A thrown weapon will miss its target by two meters for every point by which the target's Passive Defense exceeds the Attack Total. The miss distance, however, will never be more than half the distance between the attacker and the target. The GM should determine the direction of the miss using a scatter die or other method of his choosing.

Special Rules for Task Attempts
 For Attack and Active Defense, "Natural 1" = Automatic Failure.
 Otherwise, "Natural 1" = Reduce Attempt Total by 5 and add a d5. A second Natural 1 will automatically result in Critical Failure.
 For Active Defense, "Natural 10" = Automatic Success.
 Otherwise, "Natural 10" = Choose either to (1) accept result, or (2) reduce the Attempt Total by 5 and add another d10.
 CRITICAL FAILURE = FM of 5+ or double Natural 1s.