



Special skills that are affected by this table:

Electronic Bypass, Explosives/Demolition, Hacking, Lock picking, Psychological Warfare and Combat Medic

Each player begins with two special skills. If the skills chosen by the player are among those listed on this chart those skills automatically start at 40%.

As long as circumstances allow, a player may repeat an attempted task until it is completed. If the player is not locked in "Phase Time" by combat, the number of actions is not relevant. The CC will determine how much time is required to perform the task relative to what ever else is taking place in the game.

Special Skill percentage increases for that specific skill by 5% every time it is used successfully.

To use this matrix:

Find your skill percentage in the first column. If this is the first time your character has attempted this task your percentage of skill is 0%. The number next to your percentage of skill is the minimum number rolled from a 20-sided die needed to be successful.

Percent	Roll Needed	Actions Used	Medical Treatment
0%	20	6	1
5%	19	6	1
10%	18	5	1
15%	17	5	2
20%	16	5	2
25%	15	4	3
30%	14	4	3
35%	13	4	4
40%	12	4	4
45%	11	3	5
50%	10	3	5
55%	9	3	6
60%	8	3	6
65%	7	2	7
70%	6	2	7
75%	5	2	8
80%	4	2	8
85%	3	1	9
90%	2	1	9
100%	1	1	10

Percent – percentage of skill.

Needed Roll – minimum roll needed to complete the task.

Actions Used – Number of actions to complete the task.

Medical Treatment – how many hit points may be given back to an injured player