



MODERN AGE





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ABILITY FOCUSES

- **ACCURACY:** Assault Rifles, Bows, Black Powder Weapons, Grenades, Longarms, Pistols, Shotguns, SMGs, Thrown
- **COMMUNICATION:** Animal Handling, Bargaining, Deception, Disguise, Etiquette, Expression, Gambling, Investigation, Leadership, Performance, Persuasion, Seduction
- **CONSTITUTION:** Propelling, Running, Stamina, Swimming, Tolerance
- **DEXTERITY:** Acrobatics, Crafting, Driving, Forgery, Initiative, Piloting, Riding, Sabotage, Sleight of Hand, Stealth
- **FIGHTING:** Brawling, Flexible Weapons, Grappling, Heavy Blades, Light Blades, Long Hafted, Short Hafted
- **INTELLIGENCE:** Anthropology, Art, Astronomy, Biology, Business, Cartography, Chemistry, Computers, Cryptography, Current Affairs, Earth Sciences, Electronics, Engineering, Evaluation, Explosives, History, Homemaking, Law, Medicine, Navigation, Occultism, Physics, Research, Security, Tactics, Theology, Tinkering
- **PERCEPTION:** Empathy, Hearing, Searching, Seeing, Smelling, Tasting, Touching, Tracking
- **STRENGTH:** Climbing, Intimidation, Jumping, Machining, Might, Steering
- **WILLPOWER:** Courage, Faith, Morale, Self-Discipline

THINGS TO REMEMBER ABOUT ABILITY TESTS

- Only one focus can apply to a test.
- Leave the dice on the table after a roll because the result of the Stunt Die may be important.
- The Stunt Die only counts for successful tests.
- In opposed tests, ties are broken by the Stunt Die, or the higher ability if Stunt Dice are tied.
- For basic tests, assess the situation and assign a difficulty.
- Circumstances can be represented with bonuses and penalties of 1-3.

ABILITY TESTS

ABILITY TEST RESULT =
3D6 + ABILITY + FOCUS (IF APPLICABLE)

BASIC TEST DIFFICULTY

TEST DIFFICULTY	TARGET NUMBER
Routine	7
Easy	9
Average	11
Challenging	13
Hard	15
Formidable	17
Imposing	19
Nigh Impossible	21

ADVANCED TESTS

TASK DIFFICULTY	SUCCESS THRESHOLD
Easy	5
Average	10
Challenging	15
Hard	20
Formidable	25

SOCIAL ENCOUNTERS

SIMPLE = 3D6 + COMMUNICATIONS +
FOCUS (IF APPLICABLE) +/- NPC ATTITUDE MODIFIER

DETAILED = 3D6 + COMMUNICATIONS + FOCUS (IF APPLICABLE)
TO MOVE ATTITUDE 1 STEP, + FINAL ROLL TO GET WHAT YOU
WANT; OR GRAND GESTURE (ADVANCED TEST)

ATTITUDES

3D6 ROLL	ATTITUDE	SIMPLE INTERACTION MODIFIER
3 or less	Very Hostile	-3
4-5	Hostile	-2
6-8	Standoffish	-1
9-11	Neutral	+0
12-14	Open	+1
15-17	Friendly	+2
18+	Very Friendly	+3

MAKING ATTACKS

ATTACK ROLL ≥ DEFENSE = HIT

DEFENSE = 10 + DEXTERITY + LEVEL BONUS (IF ANY) +
SHIELD BONUS (IF ANY)

ATTACK ROLL MODIFIERS

MODIFIER	CIRCUMSTANCE
-3	Melee attacker in heavy snow. Combat in a lightless room.
-2	Melee attacker in the mud. Ranged attack vs. defender engaged in melee combat. Combat at night.
-1	Rain, mist, or smoke obscures the defender. Combat in low light conditions.
0	Normal circumstances.
+1	Attacker is on higher ground. Defender is prone. Melee attacker and allies outnumber defender 2 to 1.
+2	Melee attacker and allies outnumber defender 3 to 1. Defender is drunk.
+3	Defender is unaware of the attack.

HAZARD CATEGORY

CATEGORY	DAMAGE
Minor Hazard	1d6
Moderate Hazard	2d6
Major Hazard	3d6
Arduous Hazard	4d6
Harrowing Hazard	5d6
Murderous Hazard	6d6

THINGS TO REMEMBER ABOUT HAZARDS

- They may sometimes be avoided with appropriate ability tests.
- Determine damage using the **Hazard Category** table.
- Ability tests may allow characters to mitigate the damage. A successful test usually means half damage (rounded down).
- Some hazards have special effects.
- Some hazards are one-offs, but others reoccur.

GENERAL COMBAT STUNTS

SP COST	STUNT
1-3	(CORE) MOMENTUM: Gain +3 to initiative per SP spent, until the end of the next round.
1-3	(CORE) DUCK AND WEAVE: Gain +1 to Defense per SP spent, until the beginning of your next turn.
1-3	ADRENALINE RUSH: Temporarily regain Health per SP spent (GRITTY 2/PULPY 4/CINEMATIC 6). You lose this Health again at the end of your next turn, even if you would drop to 0.
1-3	TAKE COVER: If you can find cover in your immediate vicinity, gain a cover rating equal to the SP spent, up to the maximum rating available nearby.
1+	GUARDIAN ANGEL: You stand ready to interpose yourself between an ally and danger. Choose a character within 5 yards of you. If they would take damage before your next turn, 1 point of damage per SP spent transfers to you instead.
1+	SKIRMISH: Move yourself or your attack's target 2 yards in any direction for each 1 SP you spend; you can choose Skirmish more than once per turn.
1	WHATEVER'S HANDY: Immediately arm yourself with anything in your environment you can reasonably wield. It has the statistics of the closest weapon to its shape, size, and material, but attacks take a penalty of -1 or -2 from the Clumsy improvised weapon quality. The weapon also has the Fragile or Weak quality. See CHAPTER 4: EQUIPMENT for these improvised weapon qualities.
2+	GROUP TACTICS: Pick one ally to move 2 yards in a direction they choose for each 2 SP spent; you can choose Group Tactics more than once per turn.
2	BRUTAL STRIKE (STUN DAMAGE): This attack deals wound damage instead.
2	COLLATERAL DAMAGE: Destroy objects in your environment to create obstacles for your foes. Make the roll you used to generate the stunt again. A pursuer must beat that roll in an opposed test (using an ability and focus picked by the GM that fits the situation) to pursue you.
2	DOUBLE-TEAM: Choose one ally to make an immediate attack on your target, who must be within range and sight of the ally. Your ally must have a loaded missile weapon to attack at range.
2	KNOCK PRONE: Knock your enemy prone. Melee attacks against a prone foe gain a +1, but ranged attacks against a prone foe suffer a -1.
2	LIGHTNING ATTACK: Make a second attack against the same target or a different one within range and sight; you must have a loaded missile weapon to attack at range.
2	PRECISE FORCE (IMPACT DAMAGE): This attack ignores half the opponent's equipment-based armor, rounded down.
2	TAUNT: Roll Communication (Deception) vs. Willpower (Self-Discipline) against any target within 10 yards of you. If you win, they must attack or oppose you in some way on their next turn.
2	VICIOUS BLOW: Inflict an extra 1d6 of damage on this attack.
3	BLOCKADE: Move up to 3 yards to position yourself between a foe and something or someone else. Until the beginning of your next turn, that foe must succeed at a minor action Dexterity (Acrobatics) or Strength (Might) test vs. your Defense to reach whatever or whoever you're protecting.
3	EXPOSE: Destroy or move any one object in weapon range, such as a door or crate, that could provide cover. This can take out small sections of larger objects like pillars or walls. Some heavy and/or tough objects can be moved or destroyed only in Cinematic mode, at the GM's discretion.
3	PLAY DEAD: In the confusion, you drop to the ground and convince others you're slain. No one may attack you until the next round begins.
3	SHOCK AND AWE: When you succeed at a non-attack physical feat or take an opponent out, anyone who witnesses it rolls Willpower (Courage) or (Morale) vs. your Strength (Intimidation). If you win, they suffer a -1 to the next opposed roll they make against you, or a -1 to their Defense vs. your next attack against them, whichever comes first.
4	KNOCK OUT (STUN DAMAGE) [GRITTY]: If your opponent has less than half their Health left, you may roll an attack opposed by your target's Constitution (Stamina); if you win, they immediately fall unconscious.
4	SEIZE THE INITIATIVE: Move to the top of the initiative order until someone else seizes the initiative. You may get to take another turn before some others act again.
5	MAIM [GRITTY]: Roll an attack opposed by your target's Constitution (Stamina). If you win, you remove (with blades) or disable (with other weapons) one of their limbs or an organ (such as an eye). They take a -5 to relevant actions and the GM may rule that some actions become impossible.
5	LETHAL BLOW: Inflict an extra 2d6 damage on this attack.
5	INSTANT KILL (WOUND DAMAGE) [GRITTY]: If your opponent has less than half their Health left, you may roll an attack opposed by your target's Constitution (Stamina) roll; if you win, they die.

ACTIONS

MAJOR ACTIONS: All-Out Attack, Charge, Defend, First Aid, Melee Attack, Ranged Attack, Run/Chase, Stunt Attack

MINOR ACTIONS: Activate, Aim, Guard Up, Move, Prepare, Press the Attack, Ram, Ready, Stand Firm

VARIABLE ACTIONS: Use a Power, Reload

GAME MODE AND COMBAT

GAME MODE	TOUGHNESS	DAMAGE
Gritty	vs. Stun	Standard
Pulpy	vs. Stun and Impact Wound	+2 damage (attacks only)*
Cinematic	vs. All but Penetrating	+2 damage (attacks only)*

* This damage bonus does not apply to Hazards

COVER

RATING	ARMOR BONUS	RANGED ATTACK PENALTY
1	2	-1
2	3	-2
3	4	-3

Total Can't be attacked at range* Can't make ranged attacks*
 * In Gritty mode, or when using attacks that do penetrating damage, attackers take a -3 penalty to ranged attack rolls but might shoot through your cover. You can shoot through your own cover, at a -3 penalty to your ranged attack.

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GAME MASTER'S KIT

ARMOR

ARMOR	ARMOR RATING	ARMOR PENALTY
Bullet-Resistant Cloth	2I/4B*	0
Heavy Leather	4I/0B	-1
Ballistic Plate	4I/6B	-2
Mail	6I/0B	-3
Steel Plate	8I/1B	-4
Bomb Suit	6I/6B	-5

UNARMED ATTACKS

WEAPON	DAMAGE	MIN. STR	I/P/B	S/W
FOCUS: BRAWLING				
Brawling Strike	1d3*	—	I	S
FOCUS: GRAPPLING				
Grappling Grip	1d3*	—	I	S

*Knuckle dusters or steel toecaps add +1 damage to unarmed attacks.

HAND TO HAND WEAPONS

WEAPON	DAMAGE	MIN. STR	I/P/B	S/W
FOCUS: SHORT HAFTED				
Axe	2d6	1	I	W
Club	1d6	-1	I	S
Baseball Bat	1d6+2	0	I	S
Hammer	1d6	0	I	W
Stun Baton	1d6	0	I	S
FOCUS: LONG HAFTED				
Sledgehammer	2d6+3	3	I	W
Staff	1d6+1	—	I	S
Spear	1d6+3	0	I	W
FOCUS: LIGHT BLADES				
Fencing Sword	1d6+3	0	I	W
Short Sword	1d6+2	-1	I	W
FOCUS: HEAVY BLADES				
Long Sword	2d6	1	I	W
Two-handed Sword	3d6	3	I	W
BRAWLING GROUP (ACCURACY)				
Light Chain	1d6	1	I	S
Heavy Chain	1d6+3	2	I	W

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SHIELDS

SHIELD	SHIELD BONUS
Riot Shield	+2*
Ballistic Shield	+3

*See description for special rules

RANGED WEAPONS

WEAPON	DAMAGE	MIN. STR	I/P/B	STUN/WOUND	RESOURCES TN	ROF	RANGE	CAPACITY	RELOAD
FOCUS: BLACK POWDER WEAPONS									
Blunderbuss	1d6+2	1	I	W	15	SS	15 yards*	—	1d6 Minor
Musket	2d6+1	1	I	W	14	SS	50 yards	—	1d6 Minor
FOCUS: PISTOLS									
Pocket Pistol	1d6	-1	B	W	10	SS	10 yards	—	Major
Revolver	2d6	1	B	W	12	SS*	65 yards	3	Major
SA Handgun	2d6	0	B	W	11	SA	55 yards	5	Minor
Stun Gun	1d6	0	I	S	10	SS	10 yards	—	Major
FOCUS: LONGARMS									
Anti-Materiel Rifle	3d6+3	2	B	W	15	SS	1000 yards**	3	Major
Carbine	2d6+2	0	B	W	13	SA	200 yards	4	Major
Hunting Rifle	2d6+2	1	B	W	11	SS	400 yards	4	Major
Sniper Rifle	2d6+2	1	B	W	14	SA	600 yards**	3	Minor
FOCUS: SHOTGUNS									
Double-Barreled	2d6+6	1	B	W	11	SS	50 yards	2	Major
Combat Shotgun	2d6+2	1	B	W	13	SA	75 yards	3	Minor
FOCUS: ASSAULT RIFLES									
Automatic Rifle	2d6+3	1	B	W	14	A	550 yards	6	Minor
FOCUS: SMGs									
PDW	2d6+1	0	B	W	14	A	260 yards	5	Minor
SMG	2d6	1	B	W	12	A	200 yards	5	Minor
FOCUS: BOWS									
Compound Bow	1d6+2	1	B	W	12	SS	60 yards**	—	Minor
Crossbow	2d6+1	1	B	W	14	SS	50 yards**	—	Major
Longbow	1d6+3	2	B	W	13	SS	200 yards**	—	Minor
FOCUS: THROWN									
Throwing Axe	1d6+1	1	B	W	11	SS	15 + STR yards	—	Minor
Throwing Knife	1d6	—	B	W	10	SS	15 + STR yards	—	Minor
FOCUS: GRENADES									
Blast	2d6	0	I	W	15	SS	15 + STR yards	—	Minor
Fragmentation	3d6	0	B	W	15	SS	15 + STR yards	—	Minor
Incendiary	3d6	0	I	W	14	SS	15 + STR yards	—	Minor

* See weapon description for special rules. **This weapon's maximum range is 2× its base range, instead of 1.5×.