

SIR JELLY'S

Totally Awesome

ECLIPSE PHASE

Reference Sheet

Some values have been slightly altered. According to the EP book, all kinetic weapons can fire in ALL modes, this was altered. Any OTHER alteration is denoted with an asterisk (*)

WIL Test for Stress	DV
Spectacular failure	1d10 / 2
Betrayal by trusted friend	1d10 / 2
Extended Isolation	1d10 / 2
Extreme violence (viewing)	1d10 / 2
Extreme violence (committing)	1d10
Face of certain death	1d10
Losing loved one	1d10 / 2
Watching Loved one die	1d10 + 2
Responsible for loved ones death	1d10 + 5
Witnessing/inflicting torture	1d10 + 2
Torture (moderate suffering)	2d10 + 3
Torture (severe suffering)	3d10 + 5
Alien encounters (non-sentient)	1d10 / 2
Alien encounters (sentient)	1d10
Encountering hostile aliens	1d10 + 3
Encounter highly advanced tech	1d10 / 2
Encountering Exsurgent tech	1d10 / 2
Encountering Exsurgent infectees	1d10
Encountering Exsurgent life forms	1d10 + 3

V 1.1	Weapon	AP	DV
BLADE	Diamond Ax (334)	-3	2d10 + 3 +(SOM / 10)
	Flex Cutter (334)	-1	1d10 + 3 +(SOM / 10)
	Knife (334)	-1	1d10 + 2 +(SOM / 10)
	Mono- Sword (334)	-4	2d10 + 2 +(SOM / 10)
	Vibroblade (334)	-2	2d10 +(SOM / 10)
	Wasp Knife (334)	-1	1d10 + 2 +(SOM / 10)
	CLUB	club (334)	-
extendable baton (334)		-	1d10 + 2 +(SOM / 10)
shock baton (204)		-	1d10 + 2 +(SOM / 10) + shock
UNARMED	Bioware Claws (304)	-1	1d10 + 1 +(SOM / 10)
	Cyberclaws (307)	-2	1d10 + 3 +(SOM / 10)
	Densiplast Gloves	-	1d10 + 2 +(SOM / 10)
	Eelware (304)	-	shock (204)
	Shock Gloves (204)	-	1d10 +(SOM / 10) + shock
	Unarmed	-	1d10 +(SOM / 10)

Combat modifiers

Called shot (197)	-10 to hit. Mos 30+ required, otherwise normal hit.
Disarming (197)	(SOM x 3 -30) to hold on to weapon. Called shot to hand for example
Charging (197)	-10 to hit. + 1d10 dmg
Charging (receiving)	+20 to hit charger
Blind attack (195)	Perception test. -30 to hit if pass. If fails. MOX x 2 to hit.
Multi targets (mele) * (202)	Normal for first target. -20 cumulative for each subsequent up to 4. Must be 1m appart
Multi targets (sa) (202)	Two targets. -20 to hit second target.
Multi targets (bf) (202)	Targets 1m apart. No penalty. More than 1m apart, -20 like with (sa)
Multi targets (fa) (202)	No penalty. Each target must be within 1m of previous target
Reach advantage (204)	Mele combat modifier +10 for attacking and defending
Surprise (204)	Opposed infiltration skills to be noticed. -20 for ambushee. If unnoticed, ambush is successful, if noticed. Ambushees suffer -30 to initiative.
Touch-only attack (206)	+20 to mele. Do no damage. Usefull for psi or applying drug patches or poison.
Multiple mele weapons (206)	+1d10 per additional mееle weapon. +10 to defense per extra weapon against melee.
Multiple ranged weapons (206)	Each one treated as a separate attack. With a -20, -40, -60 modifier respectively. Ampidextrous has its usual offsetting effects (1x ampidextrous , -0, -20, -40)
Shock damage (204)	DUR - current damage + energy armor test. Incapacitated 1 action per 10 MoF. -30 on next action if they succeed
Wounds (207)	-10 for every action, per wound.

Other Combat Options

Throw back a grenade (200)	REF + COO + COG test. Catching and throwing back is a standard throwing attack.
Jump on grenade * (200)	REF + COO + WIL test. Grenade + 2d10 damage to character. No other damage.
Kickdown, knockdown (202)	Roll attack and defense as usual, knocked back 1m per 10 Mos, 30+ for knock down.
Subdue opponnet (204)	Unarmed combat attack. Need Mos 30+.
Break free from grapple (204)	Opposed unarmed combat or SOM x 3 checks. Subdued character suffers -30 to test.
Suppressive fire * (204)	Complex action. Takes 20 shots. -30 to hit any exposed targets. Single shot damage.

Environmental Effects

Microgravity (199,203)	Movement x 1.5. effective ranges for all weapons is doubled
Macrogravity * (199)	Effects of 1 wound for every 0.2g over 1, unless aclimated. Acclimation time is 0.2 gs per 12 hours(acclerated), 0.2 gs per week (passive)
Underwater (201)	-20 to all physical tests
Vacuum (201)	Characters survive 1 minute if curled in ball with lungs emptied
Falling* (197)	Does 1d10 for every 2 meters fallen

	Weapon	AP	DV	Ammo	Firing Modes			Ranges Short	(-10) Medium	(-20) Long	(-30) Extreme
					SA	BF	FA				
FIREARM	Light Pistol (335)	-	2d10 + 0	10	x	-	-	10	25	40	60
	Medium Pistol (335)	-2	2d10 + 2	12	x	-	-	10	30	50	70
	Heavy Pistol (335)	-4	2d10 + 4	16	x	x	-	10	35	60	80
	Submachine Gun (335)	-2	2d10 + 3	20	x	x	x	30	80	125	230
	Automatic Rifle (335)	-6	2d10 + 6	30	x	x	x	150	250	500	900
	Sniper Rifle * (335)	-12	2d10 + 10	12	x	x	-	180	400	1100	2300
	Machine gun * (336)	-4	2d10 + 6	50	x	x	x	100	300	600	1200
RAILGUN	Light Pistol (335)	-3	2d10 + 2	10	x	-	-	15	37	60	90
	Medium Pistol (335)	-5	2d10 + 4	12	x	-	-	15	45	75	105
	Heavy Pistol (335)	-7	2d10 + 6	16	x	x	-	15	52.5	90	120
	Submachine Gun (335)	-5	2d10 + 5	20	x	x	x	45	120	187	345
	Automatic Rifle (335)	-9	2d10 + 8	30	x	x	x	225	375	750	1350
	Sniper Rifle * (335)	-15	2d10 + 12	12	x	x	-	270	600	1650	3450
	Machine gun *(336)	-7	2d10 + 8	50	x	x	x	150	450	900	1800
BEAM	Cyber-hand Laser	-	2d10	50	x	-	-	30	80	125	230
	Laser Pulser (338)	-	2d10	100	x	-	-	30	100	150	250
	Stun Mode (LP)	-	1d10		x	-	-	30	100	150	250
	MicrowaveAgonize(339)	-	-	100	x	-	-	5	15	30	50
	Roast Mode (MA)	-5	2d10	50	x	-	-	5	15	30	50
	Particle Beam Bolt(339)	-2	2d10 + 4	50	x	-	-	30	100	150	300
	Plasma Rifle (339)	-8	3d10 + 12	10	x	-	-	20	50	100	200
	Stunner (339)	-	1d10 / 2	200	x	-	-	10	25	40	60
SPRAY	Buzzer (340)	-	nano	3	-	-	-	5	15	30	50
	Freezer (340)	-	incapac	20	x	-	-	5	15	30	50
	Shard Pistol (340)	-10	1d10 + 6	100	x	x	-	10	30	50	70
	Shredder (340)	-10	2d10 + 5	100	x	x	-	10	40	70	100
	Sprayer (340)	drug	drug	20	x	-	-	5	15	30	50
	Torch (340)	-4	3d10	20	-	-	-	5	15	30	50
	OTHER	Seeker Micromissile (339)		(page 339)		x	-	-	70	180	600
Seeker Minimissile (339)			(half standard damage)		x	-	-	150	300	1000	3000
Seeker Standard Missle			see "greandes + seekers"		x	-	lol	300	1000	3000	10000
Blades (334)			normal weapon damage					SOM /5	SOM /2	SOM	SOM x2
Minigrenades (340)			(half standard grenade damage)					SOM /2	SOM /2	SOM x2	SOM x3
Standard Grenades (340)			see "greandes + seekers"					SOM /5	SOM /2	SOM	SOM x3
GRENADE + SEEK	Weapon	AP	DV	Effective Armor	AMMO TYPES	Ammo (337)	AP Modifier	DV modifier			
	concussion (340)	0	1d10 / 2	E		Armor Piercing (337)	-5	-2			
	frag (341)	-4	3d10 + 6	K		Bug (337)	+1	0			
	EMP (341)	-	-	-		Capsule (337)	+1	-1d10			
	smoke/gas (341)	-	-	-		Flux (337)	by type	by type			
	High-Explosive (341)	-	3d10 + 10	E		Hollow point (337)	+2	+1d10			
	HEAP (341)	-8	3d10 + 12	K		Jammer (337)	-	no damage			
	Overload (341)	AV x2	1d10 / 2	K		Reactive (337)	-2	+2			
	Plasmaburst (341)	-6	3d10 + 10	E		Reactive AP (337)	-6	-1			
	Splash (341)	-	-	-		Splash (337)	-	no damage			
	Thermobaric (341)	-10	3d10 + 5	E		Zap (337)	+2	-half + shock			

Fire modes and rate of fire

Single shot (ss)	Single shot weapons may only be fired once per complex action
Semi-Automatic(sa)	Quick, repeated fire. Fired twice in same action turn. Each shot is a separate attack
Burst-Fire (bf)	When 3 shots are fired per trigger pull. +1d10. Two per action turn
Full automatic (fa)	One fa attack per action turn. Up to 3 targets. +1d10 +10 for single target. Uses 10 ammo
Full defence (198)	Expending all energy to dodge. +30 to defend. May use freerunning instead of fray.
Sweeping fire (194)	If player misses first beam attack, they get +10 to hit against the same target. BEAM only
Concentrated fire (195)	One shot, 1.5x damage. Can be decided after rolling to hit, but not after damage roll. BEAM only