

Technical Skill Rolls (p.57)

### Single System Breakdown Table (p.76)

Randomize	Breakdown Class	Repair Time	Tech Skill	Target # on 1D20
01-05	Class 0	1d6 minutes	0	10+ 1DM per expertise level
06-10	Class 1	10 minutes	1	9+ 1DM per expertise level
11-14	Class 2	30 minutes	2	8+ 1DM per expertise level
15-16	Class 3	1 hour	3	7+ 1DM per expertise level
17	Class 4	2 hours	4	6+ 1DM per expertise level
18	Class 5	4 hours	5	5+ 1DM per expertise level
19	Class 6	8 hours	6	4+ 1DM per expertise level
20	Class 7	12 hours	6	3+ 1DM per expertise level

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### Multi System Breakdown Table (p.77)

Randomize	Breakdown Class	Repair Time	Tech Skill	Target # on 1D20
01-06	Class 1	10 minutes	1	10+ 1DM per expertise level
07-11	Class 2	30 minutes	2	9+ 1DM per expertise level
12-15	Class 3	1 hour	3(10%)	8+ 1DM per expertise level
16-17	Class 4	2 hours	4(20%)	7+ 1DM per expertise level
18	Class 5	4 hours	5(30%)	6+ 1DM per expertise level
19	Class 6	8 hours	6(40%)	5+ 1DM per expertise level
20	Class 7	12 hours	7(50%)	4+ 1DM per expertise level
21-22	Class 8	16 hours	8(60%)	3+ 1DM per expertise level
23+	Class 9	24 hours	9(70%)	2+ 1DM per expertise level

**MediTech** can diagnose known diseases 20% plus 5% per skill level. (p. 58) A correct diagnoses will allow a MediTech to use medical equipment to treat with 80%(+DMs) chance of success.

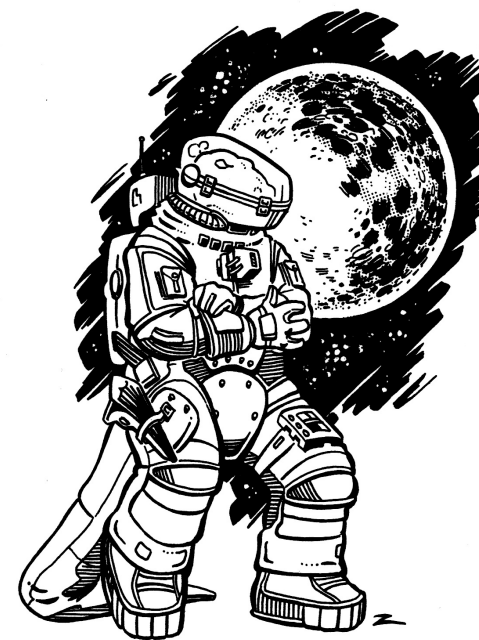
Routine forms of medical research have a 75% plus 3% per skill level chance of success. (p. 46)

Diagnoses of known diseases is 40% plus 5% per skill level without computer access. Chance is greater/modified if advanced consultation available. (p. 46)

Routine forms of scientific research have a 71% plus Intelligence and skill level chance of success. (p. 46)

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## Scientific Research Table (p.48)

#Sciences	Complexity	Major Science DM	Related Science DM
Single	1-10	9 x skill level	N/A
Two	1-10	8 x skill level	1 x skill level
Three	1-11	7 x skill level	1 x skill level
Four	1-13	6 x skill level	1 x skill level
Five	1-14	5 x skill level	1 x skill level
Six	1-15	4 x skill level	1 x skill level
Seven	1-16	3 x skill level	1 x skill level

Each level of complexity is a -5% DM to the success chance. Add -1% DM for each additional science over the first.

**Complexity x -(5%+ (#sciences-1))**

## Scientific Research Time Required (p.48)

Complexity	1 Science	2 Sciences	3 Sciences	4 Sciences	5 Sciences	6 Sciences	7 Sciences
01	1-2	3	4	5	6	7	8
02	3	4	5	6	7	8	9
03	4	5	6	8	10	12	15
04	5	6	8	10	12	15	20
05	6	7	10	15	15	20	25
06	8	8	12	20	20	25	30
07	10	10	15	25	25	30	35
08	12	12	18	30	30	35	40
14	15	20	35	35	40	15	45
10	16	18	25	40	40	45	50
11	18	20	30	45	45	55	60
12	20	25	35	50	50	60	70
13	22	30	40	55	55	70	80
14	24	35	45	60	60	80	90
15	26	40	50	65	65	90	100
16	30	45	55	70	70	100	110

## Forgery

Forger's Skill Level	+4% x Skill Level.
Forger's Intelligence	+1% x Intelligence.
Forger's Dexterity	+2% x Dexterity.
Scientific Knowledge	+1% x sum of skill levels in Chemistry, Physics, Linguistics.
CrimeTech Scrutiny	-3% x Skill Level in Forgery/Counterfeiting.
Suspicion	-2% x 1d6(2d6 in Police States, 3d6 in war time)
Military Installation	-10%
Cultures Tech	-2% x Tech Level

## CRs

Intuition CR  
Intelligence CR  
Bravery CR (combat)  
Bravery CR (personal)

## Target #

1D20, 11 or less.  
1D20, 11 or less.  
2D6, 7 or greater.  
2D6, 4 or greater.

## DMs

-1 per point <14, +1 per point >14.  
-1 per point <6, +1 per point >11.  
(see table p. 24)  
(see table p. 24)

## CRs

Shock Resistance CR  
Surprise CR  
Balance CR  
Initiative CR

## Target #

1D20, SR or less.  
1D20, Agility or less.  
1D20, Agility or less.  
1D20 +Dexterity.

## DMs

-4 to +4, SM discretion.  
  
  
(see table p. 26)