FS3 Storyteller's Guide
Version: FS3.1

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Welcome, Storytellers

As a Storyteller, your primary job will be setting up the specifics of the FS3 system for your game. This guide helps you to customize FS3. A complete sample configuration is given at the end of this guide.

Storytellers are also responsible for resolving combat situations. The basics of the combat system are described in the Player's Guide. This guide covers the advanced dice mechanics and special situations.

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Abilities

The first thing to do is to customize your ability list.

Attributes

Attributes can be anything you want, from broad skill spheres (Academic, Technical, Social) to more traditional RPG attributes (Intelligence, Dexterity, etc.)

Things to bear in mind:
- Attributes cannot change with experience, so it might be best to avoid attributes that are malleable, like Strength or Beauty.
- The more attributes you have, the more trouble you'll have preventing people from min-max-ing points between attributes and skills.

Action Skills

Cardinal rule of FS3:

Limit the number of action skills.

One of the hallmarks of FS3 is the distinction between Action Skills, which are relevant to the conflict in the game, and Background Skills, which are fluff skills to promote character depth.   Another hallmark is a fast, easy character creation experience because the skill list is limited.

Generally games should have no more than 10-12 action skills.   Focus on the things that are likely to come up in conflict situations. Combat skills, Perception checks, Healing rolls and vehicle piloting are pretty standard. But don't leave out life-or-death skills that might be peculiar to your setting, like Swimming in a nautical game.

If you find yourself needing more than a dozen action skills, consider:

- *Are your skills too narrow?*
  For instance: Instead of separate skills for Rifles, Pistols, SMGs, etc. consider one over-arching Firearms skill. They're really not all that different.
- *Are you including skills that really don't matter?*
  For instance: Do you really need to have Demolitions as an Action Skill for the 1 or 2 explosives experts you may or may not ever get? Or can that just be handled as a Background profession skill for those people?

Language Skills

These are easy; just list the available languages.

Background Skills and Quirks

Players often have a hard time coming up with background skills and quirks. Sometimes the freedom to pick anything can be overwhelming, and having a list for ideas can be a great help.

Common Knowledge

Consider ahead of time what sorts of things you would consider 'common knowledge' that does not require a skill. This will help you guide players who might be putting skill points into silly things just to have them.

Ruling Attributes

There will never be a perfect 1-1 correspondence between skills and attributes. You will always be able to find situations where different attributes fit the same skill. Just pick the one that fits the majority of situations.

Character Creation

Once you have an ability list, you can start thinking about how many abilities you want people to have.

Ability Points

The number of ability points you give in character creation will depend on a number of factors:

- The power level of your game. An ultra heroic game will require more points than a gritty one.
- How many attributes you have. You'll probably want to give characters enough points to have average in every attribute and above average in a couple.
- How many action skills your typical character will need.
- How many background skills you require. Bear in mind that most background skills will only be at low levels, so they probably won't need a ton of points.
- Don't forget to give them enough points for fluency in their native language.

Ability Limits

To avoid character min/max-ing, you'll probably want to set some limits on what abilities characters can choose. You can customize:

- How many "high-rating" abilities a character can have. This includes attributes and all kinds of skills. You can customize what rating constitutes a "high-rating" ability.
- The minimum number of background skills a character must have. Requiring more background skills gives more well-rounded characters, but forces people to put more thought into things.
- The maximum number of points they can spend on action skills. Limiting this helps discourage characters from focusing exclusively on action skills.
- The maximum number of points they can spend on attributes. Limiting this prevents characters who are gifted in everything.

Ability Levels

Players familiar with other systems will tend to highball their ancillary skill ratings when creating FS3 characters. In particular, they will tend to have too many skills in the 4-6 range. This range should be reserved for skills that are truly at a professional level of competence; something a character could make a living at. It would be unusual for someone to have that high of a rating in hobbies or casual interests.

Ironically, people also tend to *lowball* professional skills that they should have in the 7-9 range. This range is absolutely fair for characters with a good many years of experience, or younger characters who are just exceptionally gifted in their area of expertise.

Some Storytellers shy away from or discourage characters with skills in the 10-12 range. This is really not necessary.   When you look at the ability roll charts, there's not *that* much difference between rating 7 and rating 10.   It gives an advantage, but not an overpowering one. There's nothing wrong with wanting to be an expert in something.

Experience

This section talks about awarding and limiting experience points.

Awarding XP

The most fair and realistic way to award XP is to base it on the passage of time in the game world. Above all else, learning and practicing skills takes time.

A general guideline of **1 XP per week** will allow advancement at a reasonable rate.

Immersive Learning

Extra XP should be awarded for people who are in immersive learning environments, such as military basic training or college.   The default XP award assumes that your characters are spending most of their time working, hanging out, taking care of their families, etc.   When they're spending most of their time studying, it's a different story.

One way to do this is to simply give out a bulk XP award that gives them enough points to buy all the skills they would learn in the training program.

Intense Environments

Also, if your theme involves constant life-or-death struggles, consider doubling the XP award to 2 XP per week. In these situations, it tends to be survival of the fittest, where you learn fast or die.

OOC Rewards

Of course, XP can also be handed out as OOC rewards for roleplay, completing adventures, etc.   This would be at the Storyteller's discretion, but exercise caution. It's easy to create XP inflation by doling out XP too freely, creating a disparity between older players and new players just joining the game.

Limiting XP

In addition to limiting how much XP you hand out, you may want to limit how it's spent. Otherwise it would be easy for someone to save up a ton of XP and become an expert in something overnight.   Two limits are recommended:

- A character can only raise one skill every 3 days.
- A character may only save up a maximum of 16 XP. (This is the cost of raising a skill from 11 to 12, in case they're saving up for that, plus a few extra.)

There will likely be legitimate exceptions to these rules, so they should be exercised at the Storyteller's discretion.

Combat

This section describes the customizations you'll need for the FS3 combat system.

Special Abilities

The combat rules require you to determine which abilities are used for the following rolls:
- Toughness (knockout and healing)
- Medicine
- First Aid
- Repair
- Jury-Rig
- Initiative

You could have dedicated abilities for these situations (in other words, a specific ability named "Toughness") or you can substitute whatever ability makes sense in your theme (for example, using a "BD" or "Constitution" attribute for toughness rolls).

Weapon list

Creating a weapons list is obviously important for the game. Consider whether you really want to make up different models of weapons (M16 Assault Rifle, AK47 Assault Rifle, etc.) or just lump everything into a generic category (Assault Rifle). It can be tedious creating all the statistics, and having too many weapons to pick from can be overwhelming for players on an online game in particular.

Most of the weapon statistics are pretty self-explanatory, based on the descriptions in the Player's Guide. A few bear special mention:

Weapon Stat	Notes
Defense Skill	For firearms, it is recommended that you use a raw ability level of "3" rather than any specific skill. Otherwise you'll end up with people missing left and right. There is really no skill involved in dodging bullets, anyway.
Lethality	When setting lethality modifiers, bear in mind the damage modifiers from hit location. Vital areas get +15 and critical areas get +30, so any lethality modifier more than +30 is going to be pretty extreme.
Penetration	See Penetration and Protection, page 10.
Recoil	20 is a good number for modern rifles. 30 for SMGs or weapons with worse recoil.
Effective Range	Remember that this is used as the upper bound for "Medium" range for the weapon.

Shrapnel	Anti-vehicle weapons are typically armor piercing and do not do shrapnel damage. Anti-personnel weapons usually have shrapnel.

Armor List

Armor statistics are not described in the Player's Guide, but they are pretty straightforward.

Armor Stat	Description
Hit Locations	Describes which hit locations are covered by the armor. For instance, military grade BD armor usually includes a long vest (covering the groin), a collar for the neck, and a helmet. A standard police vest usually covers only the torso.
Protection	See Penetration and Protection, page 10.
Armor Class	This is just a guide to tell players whether the armor is for vehicles or people. Vehicle armor is treated the same as personal armor, with a list of protected hit locations and a protection value.

Penetration and Protection

The key to selecting penetration and protection values is to keep them balanced with one another. The table below shows some sample values based on the modern world.

Weapon / Armor	Penetration / Protection Value
Knife	1
Interior wall (drywall / plaster)	1
Solid wood furniture	2
Anti-Personnel Shrapnel	3
Light BD armor (undershirt vest)	3
Light small arms (pistols, SMGs)	3
Military BD armor (kevlar vest)	4
Medium small arms (rifles)	4
Car door	4

Brick wall	5
Light Truck	5
Fighter Jet	5
Heavy small arms (12.5mm/.50cal)	8
Cargo aircraft / Bomber	8
Anti-Aircraft Missile	10
Light cannon (20mm)	10
Armored Personnel Carrier (APC)	15
Medium cannon (40mm)	20
Light tank	25
Anti-Tank Missile	70
Heavy tank	75

The best way to sanity-check your values is to plug the numbers from various scenarios into the armor formula. If, for example, you discover that your heavy machinegun regularly bounces off your fighter jet armor, you know you have a problem.

Vehicle list

The vehicle statistics are also pretty self-explanatory:

Piloting Skill	The skill used to pilot the vehicle. Has no game effect; it's just for reference.
Toughness	Use the same scale as personal ability levels.
Armor	Specify which type of armor (from the armor list) applies to this vehicle.
Hit Location Chart	Specify which hit location chart (from the hit location chart list) applies to this vehicle.
Weapons	Standard weapons loadout for the vehicle. This is just a guide, not a restriction, since there may legitimately be multiple weapons loadouts.
Dodge Bonus	A modifier applied to defense rolls while piloting the vehicle. May be a penalty if negative.

Hit Locations

The Player's Guide gives a hit location chart for people, so you only need to worry about hit locations if you have vehicles or some kind of non-humanoid assailants (bug-eyed monsters with six legs, for instance). In those cases, it is necessary to define a hit location chart for that type of vehicle/creature.

This section will walk through the steps involved in creating a hit location chart, using a Battlestar Galactica Viper space fighter as an example.

1. Determine all available hit locations.

   Example: For a Viper, there would be: Cockpit, BD, Engine, Right Wing, Left Wing. We could further divide BD up into Nose/Tail if we wanted, or include some secondary targets like Controls, Landing Gear or Weapons, but we'll choose not to for this example for the sake of brevity.

2. Determine the default hit location, typically the center of mass.

   Example: This would be the Viper's BD.

3. Determine which hit locations are Vital or Critical.

   Example: We'll dub Engine and Cockpit to be Critical and BD to be Vital. The wings aren't terribly important to a Viper since it normally flies in space.

4. Determine which hit locations have a higher percentage for crew injuries. In other words, where do the people sit?

   Example: Vipers don't have passengers, so the only person is the pilot, sitting in the Cockpit.

5. For each hit location, imagine a bullseye superimposed over that target point with three bands of color – green / yellow / red.   Now choose 5 hit locations in the green zone, 5 in the yellow zone, and 5 in the red zone. Remember that you can use the same hit location more than once to increase its chances of being rolled.

   Arrange the hit locations in order, red first, green last, and you've got your hit location chart for that targeted area.

   For the default hit location, all 15 values should represent hits somewhere on the target. For large target areas (like the torso on a human), there should be a fair chance of hitting exactly where you aimed at. For smaller hit locations, the chance of hitting exactly where you aimed should be smaller , and you should have some values on the chart represent a Near Miss.

Example: Let's take the Viper's Body first. The red zone would include the Body and perhaps the Engine. The yellow zone would include the Body, Cockpit, and both Wings. The green zone would include the Body, Wings, Engine.

Thus the final 15 values for BD could be:
Left Wing Right Wing Engine Engine Body Left Wing Right Wing Body Body Cockpit Engine Engine Body Body Body

We repeat that process for all the other hit locations.
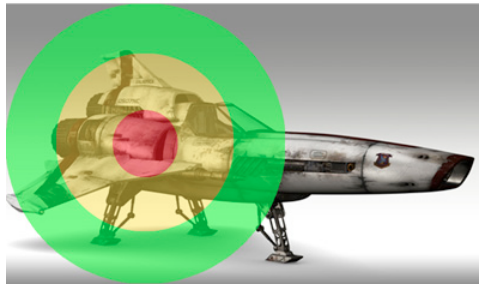
Combat

Action Resolution

This section details the advanced combat actions and how to resolve them.

Aim

Aiming is automatically successful, and will give a bonus of +30 to attack that same target next turn. Spending more than one turn aiming does not increase the modifier, and the modifier is lost if you switch targets.

Suppress

Suppression is resolved by making an attack roll as normal. If the attack "hits", no damage is done but it applies a number of Suppression Points equal to twice the difference between the attacker and defender's roll results. Suppression Points apply a modifier to

For example: Bruno fires his pistol to suppress Tom. Bruno rolls a +1 and Tom rolls a -1, giving a difference of +2. This inflicts 4 Suppression Points on Tom.

Notes:
A fully automatic firearm can suppress up to 5 targets in a single turn, expending 1 bullet per target. Each target requires a separate attack and defense roll.

Reload

Certain weapons have a limited number of attacks before they must be reloaded. Reloading takes a full action.

Subdue

A subdue attempt is resolved by making an attack roll as normal. If the attack "hits", the target is subdued. No damage is done.

Notes:
The attacker cannot take any other action (other than "free" actions) while subduing another character; if he does, the other character automatically escapes.

Escape

An escape attempt is resolved by making an attack roll as normal. If the attack "hits", you escape and may take a normal action next turn.

Rally

Rally requires no special roll, but immediately allows the rallied character to make another Knockout Roll. If the Knockout Roll succeeds, the character is no longer knocked out.

Treat

The healer makes a first aid ability roll. If successful, it applies 1 Healing Point to the wound (see Healing Damage, page 24). This cuts the wound modifiers from that wound in half, and also allows a knocked out character to immediately make another Knockout Roll. If the Knockout Roll succeeds, the character is no longer knocked out.

Notes:
First aid can only be used within an hour of the initial injury, and can only be attempted once per wound, regardless of whether the roll is successful or not. The Storyteller will determine the specific ability to use for first aid rolls.

Modifiers

Countless modifiers may impact either the attack roll or defense roll, at the discretion of the players or Storyteller. The following table outlines some common modifiers, and indicates whether they apply to attack rolls, defense rolls, or both.

Situation	Modifier	Applies To Attack or Defense Roll
Stance	See stance modifier table, below.	Both
Wound Modifiers	Light: -5 Moderate: -20 Serious: -50 Critical: -80	Both
Luck	+50	Both
Suppression	-5 for every Suppression Point (up to -25)	Attack
Attacking with a melee weapon*	+30	Attack
Weapon accuracy	Based on weapon stat.	Attack
Recoil	Based on weapon stat.	Attack
Range	0 for short range -15 for medium range -30 for long range	Attack

	Range is based on weapon.	
Defending against a melee weapon*	+30	Defense

* - The melee weapon modifier is there to prevent slugfests where everyone keeps missing, which is frustrating and unrealistic.

Stance modifiers are given in the table below.

Stance	Effects
Normal	None
Banzai	+30 to attack rolls -50 to defense rolls
Evade	-50 to attack rolls +30 to defense rolls
Cautious	-15 to attack rolls +15 to defense rolls
Cover	Attacks aimed at you have a chance of hitting the cover instead. See Cover, page 19.

Hit Location

FS3 uses a custom hit location system. Where the attack hit affects damage, determines whether armor applies, and is generally useful for roleplay.

Imagine a dartboard superimposed over the target, with the bullseye centered at the point you're aiming for. This is illustrated in the pictures below, showing the effects of aiming at the chest, head, and hand.
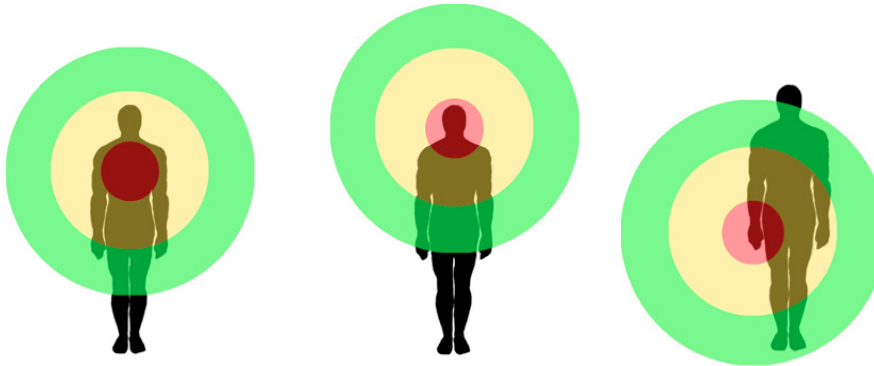
If you roll well enough, you're going to hit the bullseye. The worse you roll, the further from the bullseye you're going to hit. You might still hit the target – albeit in a different spot than you intended – or you might miss completely.

To determine hit location:

1. Roll 2d8 and add the difference between the attacker's roll result and the defender's roll result.
2. Find the row in the table below corresponding to the targeted hit location.
3. Find the column corresponding to the modified die roll. This tells you the hit location. A result of '--' means that you missed.

Example: Kelly successfully stabbed Michael. Kelly rolls a 5 on hit location, modified to a 7 because of the difference between the attack roll (+1) and the defense roll (-1). Kelly didn't specify a hit location in particular, so it is assumed he was aiming for the chest. Consulting the "chest" row of the hit location table shows that Kelly hit the abdomen instead.

Targeted Hit Location	Hit Location Roll														
	1 or less	2	3	4	5	6	7	8	9	10	11	12	13	14	15+
Abdomen (AB) *Vital*	HD	NK	LH	RH	LA	RA	LL	RL	CH	CH	AB	AB	AB	AB	AB
Chest (CH) *Vital*	LL	RL	LH	RH	LA	RA	AB	HD	NK	AB	CH	CH	CH	CH	CH
Head (HD) *Critical*	--	--	--	--	RA	LA	AB	CH	CH	NK	HD	HD	HD	HD	HD
Left Arm (LA)	--	--	HD	LL	CH	NK	LL	CH	LH	CH	LA	LA	LA	LA	LA

Left Foot (LF)	--	--	--	--	RH	LH	RL	RF	LL	LL	LF	LF	LF	LF	LF
Left Hand (LH)	--	--	--	RA	RH	CH	AB	CH	LA	LA	LH	LH	LH	LH	LH
Left Leg (LL)	--	CH	LA	RH	LH	AB	RF	AB	RL	LF	LL	LL	LL	LL	LL
Neck (NK) * Critical *	--	--	--	--	RA	LA	AB	CH	CH	HD	NK	NK	NK	NK	NK
Right Arm (RA)	--	--	HD	RL	CH	NK	RL	CH	CH	RH	RA	RA	RA	RA	RA
Right Foot (RF)	--	--	--	--	LH	RH	LL	LF	RL	RL	RF	RF	RF	RF	RF
Right Hand (RH)	--	--	--	LA	LH	CH	AB	CH	RA	RA	RH	RH	RH	RH	RH
Right Leg (RL)	--	CH	RA	LH	RH	AB	LF	LL	RF	AB	RL	RL	RL	RL	RL

Certain hit locations are designated as "Vital" or "Critical". Hits to these locations will apply a modifier to the damage result according to the table below. See Determining Damage, page 19.

Hit Location Type	Damage Modifier
Critical	+30
Vital	+15
Neither	0

Armor

Some characters may wear body armor to protect them from damage. Most armor will only protect certain body parts, so the first step is using the hit location to determine whether the armor even comes into play.

The effect of armor is based on the weapon's Penetration statistic and the armor's Protection stat, specified in the weapons and armor lists.

To determine the effect of armor:

1. Determine the Penetration and Protection values of the weapon and armor.

2. Consult the table below to determine the Stop Chance, which is the chance of the armor stopping the attack.
3. Roll percentile dice.
4. A roll of 100 means that the hit bypasses the armor completely.
5. A roll less than or equal to the Stop Chance means that the armor stops the attack completely.
6. Otherwise roll percentile dice again. The maximum result is equal to the Stop Chance. This is the damage modifier.
7. Apply the damage modifier to the damage roll. See Determining Damage, page 19.

```
Stop Chance = ((((Penetration/Protection) * 2) – 1) * 25) + 10
              Yes, you'll need a calculator.  Sorry.
```

Example: Bob got shot in the chest (armor protection 4) with a rifle (pen 4).   Stop Chance is 35, so there's a 35% chance that the armor will stop the bullet completely. If it doesn't - lethality will be reduced anywhere from 0 to 35%.

Cover

If someone is behind cover, there is a chance that the attack will hit the cover instead of the intended target. To determine the effect of cover:

1. If the attacker got a Roll Result of +3 on his attack roll, he has hit an exposed body part. Cover does not apply.
2. If it is clear what body parts are covered, you can use the hit location to determine whether cover applies.   For example: Someone is crouched behind a crate and the hit location is the leg.
3. Otherwise roll percentile dice. There is a 75% chance that cover will apply.
4. If cover applies, treat it like armor. Determine the damage modifier based on the Protection value of the cover and the Penetration value of the weapon.
5. Apply the damage modifier to the damage roll. See Determining Damage, page 19.

Note: If the character is wearing body armor, the effects of armor and cover are cumulative.

Determining Damage

Wounds in FS3 are tracked individually, contributing to an overall wound modifier based on how hurt you are.

The damage severity of a wound is based on a percentile dice roll modified by:
- The weapon's lethality statistic.
- Any damage modifiers resulting from hit location. See Hit Location, page 16.
- Any damage modifiers resulting from armor. See Armor, page 18.

- Any damage modifiers resulting from cover. See Cover, page 19.

All modifiers are cumulative, and are added to the percentile roll to give a final result.

Modified Damage Roll	Severity
40 or less	Light
41 – 80	Moderate
81 – 105	Serious
106 or higher	Critical

Suppression

Firearms combat is disconcerting, which is reflected by Suppression. Every time a character is fired upon, he receives a single Suppression Point.

If you deliberately try to keep someone's head down using the Suppress action, you can apply addition Suppression Points. See Suppress, page 14. Note that melee attacks do not inherently suppress someone, but you can deliberately suppress someone using the Suppress action, even with melee combat.

All attacks suffer a modifier of -5 for every suppression point. Thus, someone with 3 suppression points suffers a -15 modifier to attack. Suppression does not apply to defense rolls.

A character may have at most 5 Suppression Points at any given time. At the end of every turn, all characters subtract 2 Suppression Points from their total.

Weapon Stats

The Storyteller will define a list of weapons and their statistics. Obviously the weapons list for a medieval or historical game will vary wildly from the list for a sci-fi game, but all weapons share a number of basic characteristics:

Weapon Stat	Description
Weapon Type	Whether the weapon is a melee weapon (for close in combat), ranged weapon (for distance combat), or explosive weapon.
	There is also a special weapon type called "Defensive" which can be used for suppression but nothing else. This represents jamming/ECM weapons.
Class	Whether the weapon should be used against people or vehicles. See Weapons and Armor, page 25.

Attack Skill	The skill used for attack rolls.
Defense Skill	The skill that the defender uses for defense rolls when attacked by this weapon.
Lethality	A modifier to damage based on how lethal the weapon is. See Determining Damage, page 19.
Penetration	How effective the weapon is at penetrating armor. See Armor, page 18.
Damage Type	Whether the weapon does stun or physical damage.
Ammunition	How many times a weapon can fire before it has to be reloaded. Typically applies to ranged weapons, but certain melee weapons may have ammo as well.
Additional Stats for Ranged Weapons Only	
Automatic Fire	Whether the weapon is capable of automatic fire. See Automatic Fire, page 21.
Recoil	The modifier applies to subsequent bullets in a burst. See Automatic Fire, page 21.
Effective Range	The weapon's effective range, in meters. Short range is usually ½ this value and long range is twice this value.
Additional Stats for Explosive Weapons Only	
Blast Radius	The immediate blast radius of the explosion, in meters. See Explosions, page 22.
Shrapnel	Whether the weapon does shrapnel damage.

Special Attacks

This section details how to handle some common special attacks.

Automatic Fire

Some ranged weapons are capable of burst fire (3-round, or "short" bursts) or fully automatic fire (treated as a 10-round burst). Short bursts may only be directed at a single target.

Automatic fire is resolved just like a regular attack, but with one attack and defense roll *per bullet*.   All bullets after the first one receive a negative modifier based on the recoil statistic of the weapon multiplied by the number of bullets so far (excluding the first).

Example: Bob is firing full-auto. His weapon has a recoil modifier of 5. He makes 10 attack rolls total, the first with a -0 modifier, the second with -5, the third with -10, etc. Defense rolls, damage, armor, etc. must be determined separately for each of the bullets.

Full-auto fire can be directed at up to 5 targets in a single turn, with the bullets distributed as equally as possible among the targets. One bullet is "lost" between each target. Resolve all bullets against a single target before switching to the next one.

Example: This time Bob is firing full-auto at Jane, Harry and Marcus.   It is a 10-round burst, but he loses 1 bullet every time he switches targets. That leaves him with 8 bullets, divided among 3 people.   Jane gets 3, Harry gets 3, and Marcus gets 2.

Note: If a character doesn't have enough bullets in their clip for a complete burst, they can empty the clip and do a partial burst, as long as there are enough bullets for all the targets. The only change is that you'll make fewer attack rolls.

Explosions

Explosives do two types of damage - concussion and possibly shrapnel. Concussion is an automatic wound to the head representing the force of the explosion. Shrapnel is a number of separate wounds, each to a different hit location. Some explosive weapons don't do shrapnel damage; this usually means they are armor-piercing anti-vehicle rounds rather than anti-personnel rounds.

Explosion damage is determined using a "zone" system. The table below shows the number of shrapnel wounds and the damage modifier for the five different explosive zones.

Zone	Shrapnel	Damage Modifier
0	4d4	+50
1	1d6	0
2	1d4	-25
3	1d4 / 2	-50
4	No Shrapnel	-100

You can determine the people affected by the explosion using the intended target point and the weapon's blast radius statistic:

Distance from Intended Target	Zone
Within the blast radius	0
Within double the blast radius	1
Further away	n/a – safe from explosion

Zones 2-4 come into play after the attack and defense rolls.   They represent situations where either the attacker didn't get the explosive quite where he wanted it, or the defender managed to dive away, get behind something sturdy, etc. before the blast.

If an attack roll fails (success level less than 1), it doesn't necessarily mean they missed completely. The roll result is subtracted from defender's zone. "Close" counts in hand grenades, after all.

Example: Jesse throws a grenade at Mike, intending it to land right next to him. This would have put Mike in Zone 0, but Jesse rolled poorly and got a -1 roll result.   This puts Mike in Zone 1 instead (0 – (-1) = 1).

If the defender rolls better than the attacker, the zone is further modified by the difference between the attack and defense rolls.

Example: Not only did Jesse roll poorly, Mike rolled a +1 on his defense roll.   The difference between the attack and defense roll is +2, so this puts Mike all the way out in Zone 3.

Once you've determined which Zone everyone ends up in, resolving damage is straightforward:

1. Apply a single concussion wound to the character's head.
2. If the weapon's shrapnel statistic says that it does shrapnel damage, roll the dice indicated in the explosive Zone table to determine how many pieces of shrapnel hit the person. Apply that many individual shrapnel wounds to the character.

Resolve each wound like a normal attack, only you don't have to make attack and defense rolls – the attack automatically hits.

- Shrapnel has a damage modifier based on the Zone and a penetration value of 3.
- Concussion has a damage modifier based on the Zone plus the weapon's damage modifier, and a penetration based on the weapon.

Healing Damage

Wounds heal slowly in FS3. For a wound to heal down to the next lower severity level, the character must accumulate a number of Healing Points shown in the table below.

Wound Level	Healing Points Required
Light	4
Moderate	6
Serious	8
Critical	12

Note: Stun damage wounds require $1/5^{th}$ the listed number of Healing Points, so they heal very quickly.

As soon as the wound has enough points, it automatically becomes one severity level lower. In other words, a Critical wound becomes Serious, a Serious wound becomes Moderate, etc.

Acquiring Healing Points – Simple System

In the simple system, a character gets 1 Healing Point per day, plus a bonus point if under a doctor's care. If a character has multiple wounds, the same number of Healing Points is applied to every wound.

Acquiring Healing Points – Advanced System

Storytellers may optionally use a more advanced system for determining Healing Points, which allows for more variable healing time and takes into account character toughness (tougher characters will heal faster) and doctor skill (poor care can slow healing).

Every 24 hours, both the injured character and his doctor (if applicable) may make ability rolls. The injured character rolls his toughness ability and the doctor rolls his medicine

ability. The Storyteller will determine the specific ability to use for toughness and medicine.

Notes:

- A doctor can make only one medicine roll per patient per day, and can tend to a maximum number of patients equal to ½ their medicine ability rating.
- Only one doctor can make a medicine roll for a single patient.
- Even if a character has multiple wounds, there is only one set of rolls per day. The same number of Healing Points is applied to every wound.

Daily Situation	Healing Points
Successful daily toughness roll.	1 point
Failed daily toughness roll.	0.5 points
Successful daily medicine roll.	2 points
Failed daily medicine roll.	*Lose* 1 point
Character is in a hospital.	0.5 points

Vehicle Combat

Vehicles in combat are treated similarly to people. There are, however, a few notable differences, described below.

The Storyteller will define the vehicle list and statistics for the game.

Weapons and Armor

Weapons are classified as either Personal weapons or Vehicle weapons. Although you can shoot a Personal weapon at a vehicle, chances are it's not going to do very much. A bullet may be able to pierce a car door, but unless it hits something critical in the engine, the car will run just fine.

Likewise, a main tank gun may have a damage modifier of 0, but that's against tanks. If that hits a person, you're going to have to find and assemble the body parts. Of course, aiming a tank gun at a person presents another set of challenges.

No special rules are provided for firing vehicle weapons against people or vice-versa; this is left up to the Storyteller's discretion.

Hit Location

Each vehicle will have its own custom hit location table, but the basic principles are the same as people. You choose which part of the vehicle to aim at, and determine where you actually hit based on the success of the roll. Certain hit locations that are dubbed

Critical or Vital, like an engine or cockpit. Each vehicle has a default hit location representing its center of mass.
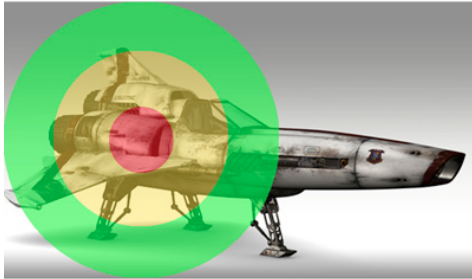
Explosives
Concussion damage from an explosive is not applied to the "Head", obviously, but to the center of mass. Many explosive vehicle weapons will not have shrapnel; they are usually armor piercing rounds not anti-personnel rounds.

Knockout
Vehicles have their own toughness ability rating. This is what you roll for Knockout at the end of a turn in which the vehicle is damaged.

Passenger Hits
When a vehicle is damaged, there is a chance the passengers inside will be injured. Roll percentile dice for each passenger, and consult the table below. If the die roll is less than the chance to be injured, the passenger is hurt.

Damage Severity	Chance for Passenger Hit	Number of Hits
Light	2%	1
Moderate	10%	1
Serious	25%	1d4 / 2
Critical	50%	1d4

If a passenger is hurt, consult the number of hits column to determine how many wounds they suffer. Resolve each wound like a normal attack, only you don't have to make attack and defense rolls – the attack automatically hits. Shrapnel from vehicle damage has a damage modifier of 0 and a penetration value of 3.

Healing
Vehicle repair works like healing, with Healing Points accumulated to reduce wound severity.   However, there are a few differences:

- Instead of medicine / first aid, wounds are treated using a repair skill specified by the Storyteller.
- Vehicle wounds require 1/5th the total number of Healing Points, because machines are a lot easier to fix than people.
- Vehicles don't heal by themselves; they only get better if someone is fixing them.

First aid on vehicles represents quick-fix jury-rigging, and can be done in the midst of combat using the Treat action.

Sample Configuration

Below is a sample FS3 configuration from a Battlestar Galactica game.

Skills

Attributes
- Academic - Book learning and scientific pursuits.
- Creative - Artistic and creative endeavors.
- Technical - Working with gizmos.
- Athletic - Running, jumping, and the like.
- Reactive - Things involving good reaction and hand/eye coordination, like driving, piloting, shooting, etc.
- Social - Dealing with people.

Action Skills
- Firearms
- Melee
- Alertness
- Stealth
- Viper Piloting
- Raptor Piloting
- ECM (for Raptor ECOs)
- Gunnery
- Repair
- First Aid
- Medicine

Notice that although there are separate action skills for piloting Vipers and Raptors, piloting anything else would be considered a background skill because it's not particularly relevant to the action in the game.

Background Skills
- A science - astronomy, biology, chemistry, geology, mathematics, physics, etc.
- A humanity - history, literature, psychology, philosophy, poetry, etc.
- A profession or trade - cook, waitress, bartender, accountant, programmer, carpenter, brewer, blacksmith, etc.
- A game - chess, roleplaying, poker, etc.
- An art - sculpting, painting, sketching, photography, etc.
- A form of expression - acting, singing, dancing, playing an instrument, writing
- A sport - baseball, football, gymnastics, etc.
- A craft or hobby - gardening, basketweaving, knitting, etc.
- An unusual interest - detective novels, game show hosts, etc.

Character Creation

Each character receives 80 points for abilities.

Ability limits:
- No more than 4 abilities at rating 7 or higher.
- No more than 32 points in attributes.
- No more than 32 points in action skills.
- 1-4 Quirks
- Minimum of 2 Background Skills

Experience

2 XP / week (Battlestar Galactica is an intense war/survival environment)
Maximum of 16 XP may be saved up at any given time
One skill raise every 3 days

Combat

Special Abilities:
- Initiative = Reactive
- Tougness = Athletic
- First Aid = First Aid
- Medicine = Medicine
- Repair = Repair
- Jury Rig = Repair