

Pie Shop Convenience Charts

Basic System Roll 1D12 and beat 10

Add skill and appropriate attribute (if applicable) to roll.)

GM may modify roll by +/-5

Successful Rolls

Result	How well did you do?
11-12	Acceptable, must try harder
13-14	Not bad, just what you expected
15-16	Very clever, pat yourself on the back
17-18	Smartarse
19-20	You do twice as well as you even hoped you would, masterful

Failed Rolls

Result	How badly did you do?
8-9	Well, you nearly made it
6-7	Try harder and you will fail more gracefully
4-5	Utterly pathetic, see how the people laugh at you
2-3	Break a leg trying to walk and chew gum at the same time
1	Whatever you tried to do, even reading, you have hurt yourself

Combat

Blood Loss

Attack damage only adds to tally mark total*	1 Bleed
Attack damage yields one wound*	2 Bleed
Attack damage does a wound in its own right	3 Bleed
Attack is a bullet wound	4 Bleed

Weapon Damages

Weapon	Damage Type	Tally Mark Damage
Fist/Kick	Bashing	2
Soft Club (Cosh)	Bashing	3
Hard Club (Truncheon)	Bashing	4
Hammer (Metal Club)	Bashing	5
Knife	Slashing	3
Medium Sword (Rapier, Short Sword)	Slashing	4
Large Sword (Katana, Broadsword)	Slashing	5
Cordless Power Drill	(Slashing)	4
Chainsaw	Slashing	7
Arrow (Longbow)	(Slashing)	4
Quarrel (Crossbow)	(Slashing)	4

Combat Round Summary

- 1) Add bleed rate to your current bleed total
- 2) Roll for Initiative
- 3) Highest Initiative attempts to damage opponent.
- 4) Record damage from tally marks or wounds
- 5) Gun user with next highest initiative who hasn't been damaged this round may fire,
- 6) Repeat step 5 until no more gun users are able to fire.
- 7) Roll for unconsciousness from previous or acquired wounds and/or bleeding.
- 8) Mop up or return to step 1