

**Mecha**

Mecha can perform pins just like normal characters. Mecha use their Mecha Strength to maintain their pin on opponents. Mecha use their Mecha Strength attribute or Mecha Piloting skill to escape a pin. Using Mecha Piloting to escape a pin works just like using Reflexes for normal characters.

**Poison**

If a character is struck by a poisoned weapon, stung or bitten by a poisonous creature, or consumes poisoned food or drink, he must roll an Endurance check with a penalty based on the strength of the poison or suffer its effects. A weak poison may impose no penalty on this check. A deadly poison may impose a -5 penalty or greater. This check does not count as an action. If the check succeeds, the character is unaffected by the poison. If the check fails, the character suffers the effects of the poison until it works its way through his system.

Most poisons inflict damage each turn. Weak poisons inflict 1 point of damage each turn for 5 to 10 turns. Strong poisons inflict 3 points of damage each turn for 5 to 10 turns. Deadly poisons inflict 5 points of damage each turn for 5 to 10 turns. Poison damage cannot be Resisted. More exotic poisons may have any number of effects including making a character hallucinate, fall unconscious, or simply drop dead. The Narrator determines the effects of a given poison.

**Creating Poisons**

With the proper facilities and raw materials, a character can manufacture poisons and similar toxins by rolling a Science check with a penalty based on the complexity (or lethality) of the poison he is creating. A weak poison imposes no penalty and takes about two hours to create. A strong poison imposes a -3 penalty and takes eight hours to create. A deadly poison imposes a -5 penalty and takes a full 24 hours to create. A unique poison (like a deadly poison that takes effect days after it is administered or a poison with no antidotes or treatment options) can impose a penalty as high as -10 and may take weeks or months to create. A successful check creates up to six doses of a given poison at a time. Each dose can affect a creature as large as an adult human.

**Treating Poison**

A character can attempt to treat a poisoned character (including himself) by rolling a Medical check with a penalty equal to the penalty the poison imposes on the poisoned character's Endurance check. If the check is successful, the healer rids the character of the poison and he no longer suffers its effects. If the check fails, the healer's treatment is unsuccessful that turn and the poisoned character continues to suffer the poison's effects.

A healer can attempt to treat a poisoned character each turn until he succeeds or the poison works its way through the poisoned character's system. Treating a poisoned character takes up the healer's entire turn. On the turn in which a healer attempts to treat a poisoned character, the healer can do nothing other than taking a Normal Move.

Note that there are antidotes for many types of poisons that can be created within a few hours or found within medical facilities. Administering the proper antidote allows a healer to automatically rid the character of the poison without having to roll a Medical check. This counts as a normal action.

**Mecha**

Because mecha are unable to become poisoned, mecha do not suffer penalties from poison. However, the Narrator may rule that a mecha that has its fluids or fuel doctored with other chemicals suffers penalties similar to those that a poisoned character would suffer. To remove the bad fluids, a character must roll a Mechanical check to flush the proper systems within the mecha and add new fluids. This process could take several minutes to a few hours.

**Riding**

Even without the Driving skill, a character can sit atop and ride most trained mounts with little difficulty. In order to perform complicated actions while mounted, however, a character must roll a Driving check. A willing mount takes its actions during its rider's turn and obeys the rider's commands. While mounted, the rider and mount are generally considered a single creature and move on the rider's turn using the mount's Movement Rate, though they may be attacked and suffer damage separately. Listed below are several different actions that characters can attempt to perform while mounted.

**Make Mount Attack**

While mounted, a rider may direct his mount to attack one or more opponents. The attack relies on the mount's combat skills, not those of its rider. During the turn in which the mount attacks, the rider is unable to take any actions (other than leaping off the mount) unless he rolls a successful Driving check. If the check fails, the rider spends his entire turn struggling to hang onto his attacking mount. If the check is successful, the rider can take actions from atop his mount that turn. Rolling this check counts as an instant action.

**Mount/Dismount**

It counts as a normal action for a rider to get onto his mount. During his turn, a rider can attempt to vault into the saddle as an instant action by rolling a Reflexes check. If the check fails, the rider does not get into the saddle, lands prone on the ground, and the attempt counts as a normal action. If the check succeeds, the rider gets into the saddle as an instant action and can take up to a Normal move with his mount that turn. If the rider moved no more than a few feet to get to his mount, successfully vaulted into the saddle, and took no other actions that turn, he can take up to a Max Move with his mount that turn. This movement still counts as a normal action.

It counts as an instant action to dismount. If a mount falls, is slain, or throws its rider, the rider can attempt to land safely by rolling a Reflexes check. If the check succeeds, the rider lands safely on his feet. If the check fails, the rider lands prone and must spend a normal action to get to his feet. After dismounting, a rider can move up to his Normal Move that turn.

### Mounted Charge/Trample Attack

A rider may perform a charge attack while mounted as described in the charge attack action system (p. 58). Just like a normal charge attack, a successful mounted charge attack inflicts five additional points of damage. Alternatively, the rider may choose to have the mount perform a trample attack, which works exactly as a mounted charge, save that the damage is based on the mount's Strength and weaponry, not those of its rider. A mounted charge relies on the rider's combat skills to strike. A trample attack relies on the mount's combat skills.

A defender may attempt to meet a mounted charge or trample attack by setting a weapon and rolling a Brawling or Melee attack roll contested with the attacker's attack roll. The defender may choose to meet either the rider or his mount. If the defender wins against the mount, the mount suffers damage from the weapon plus five additional points of damage from the momentum of the charge and the rider must roll a Driving check with a -3 penalty to stay in the saddle. If the defender wins against the rider, the rider suffers the above damage and must roll a Driving check with a -3 penalty to stay in the saddle. Of course, if the defender loses, he suffers damage from the charge attack.

### Obey Command

To make his mount perform an action it would not normally attempt (like running towards a predator or into a burning building), the rider must roll a Driving check contested with the mount's Resolve check. If the mount is combat trained, the rider gains a +3 bonus to his Driving check. This check counts as an instant action and can be attempted only once each turn. The rider must roll this check each turn that he wishes to make his mount perform actions that it is not willing to perform. If the rider succeeds, the mount takes the directed action. If the rider fails, the mount balks and does not attempt the action that turn. If the mount is being mentally controlled by another character through the use of a gimmick, the rider's check automatically fails. An unwilling animal without any sort of harness cannot be forced to obey through the use of the Driving skill.

### Stay in Saddle

If a mount stumbles, trips, or rears up, the Narrator might ask the rider to roll a Driving check to stay mounted. If the mount tries to throw its rider off, the rider must roll a Driving check contested with the mount's Strength check. If the rider fails, the mount throws him off and he lands prone. If the rider succeeds, he is able to stay in the saddle that turn and may roll a Driving check to make the mount obey (see the obey command entry above) at the beginning of his next turn. Attempting to stay on a bucking mount uses up the rider's entire turn. If a character is simply hanging onto a bucking mount and not directly attempting to stay in the saddle or control the mount, he may use his Strength instead of Driving in the contested check.

### Mecha

A non-sentient mecha's ability to ride an animal is limited by its pilot's Mecha Piloting skill. When riding an animal, a non-sentient mecha's pilot uses his Driving or Mecha Piloting skill, whichever is lower, to perform riding actions. Sentient mecha must roll a Driving check to perform riding actions. Of course, an animal must actually be large and strong enough to carry around the mecha in order for the mecha to be able to ride it.

### Slam

A character can grab and slam an opponent to the ground or against a nearby hard object. To slam an opponent, the attacker first rolls a Brawling check to grab him. This counts as a normal action. If the check succeeds, the attacker immediately rolls a Strength check contested against the opponent's Strength or Reflexes check (opponent's choice) to slam him. This counts as an instant action.

If the opponent wins the contested check by using his Strength score, he can choose to either automatically free himself from the grab or free himself and automatically grab the attacker (and attempt to crush, pin, or slam the attacker during his next turn). If the opponent wins the contested check by using his Reflexes score, he automatically frees himself from the grab, though he may not choose to automatically grab the attacker.

