

Beyond the Supernatural RPG quick reference sheet

Alignment: The moral fiber/compass and conscious of your character (see page 139).

Attributes: These are the physical and mental stats that evaluate the strengths and weakness of your character. See page 132 for details about each of them.

Hand-to-Hand Combat: This section details your character's hand-to-hand training and the culmination of the characters bonuses (from attributes, experience, training, skills, etc.) used during combat situations. See page 158 for combat rules.

Perception: A roll that's made (using a D20 + any bonuses) to notice, see, hear, or recognize a clue or concealment. See page 170 for details.

I.S.P.: Short for "Inner Strength Points", these points are spent by a psychic character when using a psychic ability. When all I.S.P. are used up, the character cannot use any more psychic powers until he gets some points back. Note that I.S.P. will fluctuate throughout the game (See *Multipliers* below).

S.D.C.: Short for "Structural Damage Capacity", which represents a characters physical resistance to damage. Unless otherwise stated, all of the S.D.C. of a living thing must be reduced to zero before the *Hit Points* can be affected by normal attacks.

Hit Points: This is the number of points of damage a character can take before dying. Lost Hit Points are not recovered without medical attention and recuperation (or affected by *Psychic Healing* abilities). When half of your Hit Points are gone, your character is hurt badly and **Blood Loss** rules kick in (see page 136).

Armor: If you're wearing armor, note the "A.R." (Armor Rating) and the "S.D.C." If an attack roll to strike is *less* than the A.R. of your armor, the armor absorbs the damage, which is subtracted from the armor's S.D.C. When the S.D.C. is depleted, it no longer affords protection and is useless. See page 137 for details.

Saving Throws: Occasionally, a character must roll to save against exotic attacks like poison, gas, disease, drugs, etc. Rolls are determined by using a D20 and rolling higher than the "roll needed" number.

Horror Factor: All monsters and supernatural creatures have a Horror Factor. The H.F. represents either the hideous appearance of its overwhelming aura of evil and power, or a combination of the two. Rolls to save are determined by using a D20+bonuses (if any).

Skills: When using a skill, a *Skill Check* is rolled using 2D10 as a *percentage roll* to determine if the character successfully performed a specific skill. The roll must be *under* the current skill ability to be successful.

Multipliers: Psychics will see their I.S.P. number go up and down throughout the adventure, based on the proximity of the supernatural. See page 30 for details.

Critical Strike: A roll of a "Natural 20" is always a Critical Strike (which does double damage), and can only be defended by another natural 20.

Miss: A roll of 1-4 to strike (after bonuses/penalties) is always a miss. A roll of a "Natural 1" always misses, regardless of bonuses.

Beyond the Supernatural scratch paper sheet

Character Name:

Physical S.D.C. Tracker: Base Amount: _____

Current: _____

Hit Points Tracker: Base Amount: _____

Current: _____

Armor Tracker: Armor Rating: _____ Base S.D.C.: _____

Current: _____

Ammunition Tracker:

Weapon: _____ Ammo Available: _____

Ammo tracker: _____

Weapon: _____ Ammo Available: _____

Ammo tracker: _____

Weapon: _____ Ammo Available: _____

Ammo tracker: _____

Weapon: _____ Ammo Available: _____

Ammo tracker: _____

Weapon: _____ Ammo Available: _____

Ammo tracker: _____

Weapon: _____ Ammo Available: _____

Ammo tracker: _____

Weapon: _____ Ammo Available: _____

Ammo tracker: _____

Penalties accumulated: _____

Items found (or lost) during the adventure: