Genera

Tables, Equations & Abbreviations

Functions
Artifacts. Powers, Skills. Talents, Traits

Acute Awareness I & II (F2,2 / *A2,2)	Navigation I & II (F2,3 / *A2,3)
Aqualung I & II (*F2,3 / *A1,2)	Night Vision (F3 / *A2)
Aquatic (F3 / *A2)	Nullify (F3)
Armored I & II (F2,3 / A1,2)	Physic I & II (F2,2 / A2,2)
Animal Whisperer (F1)	Polyglot I & II (F2,3 / *A2,3)
Battle Cry (F3)	Psychic Warfare I & II (F1,2)
Berserker (F3 / *A2)	Psycho-Therapeutics I & II (F2,3)
Bolster I & II (F3,2)	Public Defender (F2/A0)
Camouflage (F2 / *A2 per Environ)	Push Me Pull You (F1)
Conversion (F3)	Rallying Cry (F3)
Cut & Run I & II (F2,2)	Resources I, II & III (F2,3,3)
Engineering I & II (F2,2)	Subterfuge I & II (F3,2)
Extended Reach I & II (F1,2)	Telekinesis (F2)
Foraging I & II (F1,2)	Telepathy (F3)
Last Ditch Effort (F1)	Thaumaturgy I, II & III (F2,3,3)
Military Strategy (F2)	Warding I & II (F1,1)
Minstrelsy I & II (F2,2)	World Lore I & II (F1,2)

* Not available in the QuickStart

Character Level	1	2	3	4	5	6
XP to Next Level	0-29	30-74	75-187	188-469	470-1174	1175+
Characteristic Points (CP)	3	+1	+1	+1	+1	+1
Function Points (FP)	4	+3	+3	+3	+3	+3
Reputation Points* (RP)	-	-	+1	-	-	+1

* Optional rule not used in the QuickStart

Injury Inflicted		Player Character Level					
		1	2	3	4	5	6
Weapon Weight	Light	1	1	1	1	2	2
	Heavy	1	1	1	2	2	3

Basic Equations

Attack Value (**AV**) = **1D6 + CV + LV**

Defense Value (**DV**) = **1D6 + CV + LV**

Resource Check (**RC**) = **1D6 + MD ≥ CR** (where **CR** = item's Availability)

Characteristic Points (**CP**s) = **3** + (**1** / **LV**)

Function Points (**FP**s) = **4** + (**3** / **LV**)

Reputation Points (**RP**s) = 0 (+1 at Levels 3 and 5)

Action Checks

Compare the sum of **D6 + Characteristic Value (CV)** against a **Challenge Rating** (**CR**).

If result **> CR**, Action succeeds. If result **< CR**, Action unsuccessful. If result **= CR**, the Action has a mixed result.

Combat Checks

Compare the sum of combatants **Attack Value (AV)** against opponents **Defense Value (DV)**.

If **AV > DV**, Attack succeeds. If **AV < DV**, Attack unsuccessful. If **AV = DV**, the Attack has a mixed result.

Action Difficulty	Assured	Easy	Moderate	Difficult	Arduous	Legendary
Challenge Rating	- / 1	2 / 3	4 / 5	6 / 7	8	9 / +

Unprepared or heavy weapons suffer **-1** to combat initiative. Attacks in the Interstice suffer **-1**.

How far is a Pace

A Pace is a variable unit of length roughly equivalent to **2½** feet, **30** inches, or **76** centimetres.
There are roughly **120** Paces in 100 yards; **131** Paces in 100 meters; **2112** Paces in 1 mile.

Abbreviations (and value ranges for **CVs**)

PC	- Player Character		**AV**	- Attack Value [**1D6** + **CV** + **LV** ≥ **DV**]
NPC	- Non-Player Character		**DV**	- Defense Value [**1D6** + **CV** + **LV** ≥ **AV**]
CV	- Characteristic Value		**AC**	- Action Check [**1D6** + **CV** ≥ **CR**]
BD	- Body [**0 - 3**]		**RC**	- Resource Check [**1D6** + **MD** ≥ **CR**]
MD	- Mind [**0 - 3**]		**AR**	- Availability Rating [**0 - 9+**]
SO	- Soul [**0 - 3**]		**CR**	- Challenge Rating [**0 - 9+**]
SP	- Spirit [**0 - 3**]		**FP**	- Function Points [**4** + (**3** × (**Level** - **1**))]
ST	- Stamina [**Body** + **Spirit** + **LV**]		**CP**	- Characteristic Points [**3** to start]
SN	- Sanity [**Mind** + **Soul** + **LV**]		**RP***	- Reputation Points [**0** to start]
IN	- Integrity [**Soul** + **Spirit** + **LV**]		**KP***	- Karma Points [**0** to start]
AD	- Advantage [**+1**, **+2**, or **+3** to a roll]		**XP**	- Experience Points [**0** to start]
DA	- Disadvantage [-**1**, -**2**, or -**3** to a roll]		**LV**	- Level [**1 - 6**]
MR	- Movement Rate [approx. **12** Paces]		**GR**	- Grade [Drudge **1**, Boss **2**, Leader **3** or **4**]

* Optional rules not used in the QuickStart

Classification   CR Mitigation

Vast Fortune	**=**	120+
Great Fortune	**=**	80 to 119
Large Fortune	**=**	51 to 79
Small Fortune	**=**	30 to 50
High Worth	**=**	20 to 29
Mid Worth	**=**	9 to 19
Low Worth	**=**	1 to 8
No value offset	**=**	0 (undesirable items)

When procuring a resource, it's Availability (from 1 to 10) serves as the **CR** for an **AC** on **MD**.

Weapons	Tech Level	Type	Weight	Range
Dagger, Knife. etc.	1	M/R	Light	1 / 9
Sword, Machete, Mace	1	M	Light	2
Axe, Mongwanga	1	M/R	Light	2 / 20
Great Axe, Great Sword	1	M	**Heavy**	3
Bow	1	R	Light	90
Warhammer	1	M	**Heavy**	2
Spear	1	M/R	Light	3 / 30
Pistol, Rifle	2	R	Light	90/120
Shotgun / Machine Gun	2	R	**Heavy**	45
Grenade	2	R	**Heavy**	9
Laser pistol	3	R	Light	90
Laser Sword	3	M	**Heavy**	2
Laser Rifle	3	R	**Heavy**	120

Mount / Vehicle Type	Load	Base Movement Rate (MR)	Miles per Hour
Human	up to 30 lbs	**12**	3
Horse	up to 600 lbs	**64**	16
Chariot	up to 90 lbs	**32**	8
Donkey	up to 320 lbs	**8**	2
Camel	up to 480 lbs	**16**	4
Raft (poled)	up to 225 lbs	**6**	1.5
Rowboat (small)	up to 90 lbs	**6**	1.5
Rowboat (large)	up to 300 lbs	**8**	2
Bike	up to 45 lbs	**48**	12
Motorcycle	up to 135 lbs	**140**	35
Car	up to 850 lbs	**180**	45
Truck	up to 2185 lbs	**160**	40
Airship (small)	up to 20 tons	**140**	35
Airship (large)	up to 100 tons	**120**	30

[**MR** = **MPH*** x **4**; thus **MPH*** = **MR** ÷ **4**. *at moderate speed. Swimming is ½ normal walking **MR**. Human characters may hold their breath for **2** x **BD** minutes (minimum of **1**.]

NPCs

Drudge (**GR** = **1**)

Drudge Characteristics: Drudges typically have Primary Characteristic values of **1 / 0 / 0 / 0**.

Drudge Functions: a Drudge may have **1-2** Functions. If there are very many Drudges, each Drudge should have fewer Functions and should specialize in some way.

Drudge Injury: a Drudge will have 1 Attack (Melee or Ranged) which inflicts **1** Injury.

Drudge Stamina: a Drudge will have a **ST** value not exceeding its **LV** (from 1-6).

XP for Defeat: 1 x LV -1 if defeated in Conflict by death, **1 x LV** if defeated in Conflict without death. or **2 x LV** if Conflict is avoided.

Boss (GR = 2)

Boss Characteristics: Bosses typically have Primary Characteristic values of **2 / 1 / 0 / 0**.
Boss Functions: a Boss should have **2-3** Functions.
Boss Injury: a Boss will have **1** type of Attack (Melee or Ranged) which inflicts **2** Injuries; and another that will inflict only **1** Injury.
Boss Stamina: a Boss will have a **ST** value not exceeding **GR + LV + 1** (from 3-9).
XP for Defeat: 2 x LV -1 if defeated in Conflict by death, **3 x LV** if defeated in Conflict without death. or **4 x LV** if Conflict is avoided.

Leader (GR = 3 or 4)

Leader Characteristics: Leaders typically have Primary Characteristic values of **3 / 2 / 0 / 1**.
Leader Functions: a Leader should have **3-6** Functions.
Leader Injury: a Leader will have 1 Attack (Melee or Ranged) which inflicts **3** Injuries; and another which will inflict **2** Injuries.
Leader Stamina: a Leader will have a **ST** value not to exceed **GR x 2 + LV** (from 7-14).
XP for Defeat: 3 x LV -1 if defeated in Conflict by death, **4 x LV** if defeated in Conflict without death. or **6 x LV** if Conflict is avoided.

Enjoying the Fruits of Karma*

- **1 KP** may be spent to relieve **1d2** Injuries to any PC or NPC's Stamina, Sanity, or Integrity.
- **1 KP** may be spent to enjoy **+1** on any roll.
- **2 KP** may be spent to relieve **1d3** Injuries to any PC or NPC's Stamina, Sanity, or Integrity.
- **2 KP** may be spent to enjoy **Advantage** on any roll.
- **3 KP** may be spent to Act or Move **twice** during a Turn.
- **3 KP** may be spent to relieve **1d6** Injuries to any PC or NPC's Stamina, Sanity, or Integrity.
- **3 KP** may be spent to enjoy **Extra Advantage** on any roll.

Enjoying the benefits of Reputation*

- **1 KP** may be spent to gain **1 FP**.
- **1 KP** may be spent to call in a small favor and enjoy **+1** on any Resource Check.
- **2 KP** may be spent to gain **2 FP**.
- **2 KP** may be spent to call in a middling favor and enjoy **Advantage** on any Resource Check.
- **3 KP** may be spent to gain **2 FP**.
- **3 KP** may be spent to call in a great favor and enjoy **Extra Advantage** on any single Resource Check.

Doors* (durability as a CR)

Wooden Doors - may be Easy (**2 / 3**), to moderate (**4 / 5**), to difficult (**6 / 7**).
Stone Doors - may be moderate (**4 / 5**), difficult (**6 / 7**), or even Arduous (**8 / 9**).
Metal Doors -may be difficult (**6 / 7**), Arduous (**8 / 9**), or even Legendary (**10+**).
Secret Doors - To spot a secret door, a character must be actively searching their immediate area and make an **AC** (on **BD** - if using keen physical senses to get past obscurations; **MD** - if using special knowledge to spot deft craftsmanship, or **SP** - if trying to sense a Ward). The challenge to spot a secret door may range the entire gamut of Challenge Ratings (CR).

Locks & Traps*

The difficulty of *opening* a lock, *cracking* a safe or *detecting*, *disarming*, and/or *circumventing* a trap may run the gamut of **CR**s.
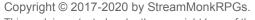
Picking a lock or **cracking a safe** requires an **AC** (on **BD**, **MD** or **SP**).
Detecting Traps - character must make an **AC** (**BD** or **MD**). If result = **CR**, they learn location; if **>** they also identify its function.
Disarming Traps - character must have identified the trap, then make a further **AC** (**BD** or **MD**) against trap's **CR** to disarm it.
Circumventing Traps - character must have detected the trap, then make a further **AC** (**BD**) against trap's **CR** to get around it.

[See Dungeoneering, pg 44, to learn more.]

* Optional rules not used in the QuickStart

Genera ®

ScreamMonkRPGs