

# QUICK REFERENCE

## Character Creation

1. **Character Concept:** Create a concept that encompasses what you envision your character to be.
2. **Background:** Apply a background as dictated by the setting, adventure, or campaign.
3. **Abilities:** Assign die types to each Ability.
4. **Attributes:** Calculate or assign Attributes.
5. **Skills:** Purchase Skills up to the desired die type.
6. **Qualities:** Choose Qualities.
7. **Equipment:** Choose necessary equipment.
8. **Talents:** If creating a Weird Character, choose Talents.
9. **Finishing Touches:** Flesh out with additional characteristics such as age, name, homeland, height, and weight.

## Abilities

**Charisma (CHA):** governs interaction with other parties.

**Dexterity (DEX):** a measurement of physical body movement, agility, and quickness.

**Intelligence (INT):** the ability to think, remember, recall, and apply mental knowledge. **Uses:** Common Knowledge (Intelligence x2)

**Perception (PER):** measures the use of the five senses along with being a general understanding of the world around the character.

**Psyche (PSY):** reflects a character's creativity, engineering, artistic forms of knowledge, morale, and strength of the mind. **Uses:** Morale (Psyche + Spirit)

**Spirit (SPT):** represents a character's subconscious, faith, and emotion. It's used to gauge a person's beliefs and the channeling of inner emotions.

**Strength (STR):** represents a character's physical power and fitness. **Uses:** Stabilize (Strength + Vitality)

**Vitality (VIT):** a character's ability to overcome physical influences. **Uses:** Constitution (Vitality + Strength), Fortitude (Vitality x2)

## Attributes

**Combat Actions (CA):** how much a character is capable of doing during a single Combat Round. All characters have 3 Combat Actions.

**Defense (DEF):** a character's natural ability to avoid an attack. It serves as the target number of Unopposed Rolls during combat. Defense equals half the character's Dexterity die type, plus four.  $[(\text{Dexterity}/2) + 4]$

**Health (HLTH):** a character's mental and physical wellbeing and how much damage they can take during combat. Health is equal to the character's Strength plus Vitality die types.  $[\text{Strength} + \text{Vitality}]$

**Hero Points (HP):** a type of currency players can use to modify stories to favor their characters, reroll unfavorable dice results, add a bonus to a Skill Roll, move farther, or any number of possible bonuses. Each PC begins with 3 Hero Points that replenish at the beginning of each game session.

**Initiative (INIT):** how quickly a character responds during combat, establishing an order of turns during each Combat Round. Initiative is equal to the character's Dexterity plus Perception plus Acrobatics die types.  $[\text{Dexterity} + \text{Perception} + \text{Acrobatics}]$

**Language (LANG):** Each character is fluent in their native language. Characters do not need to roll to interact with others who speak their native language as they speak and understand each other.

**Speed (SPD):** the distance a character can move within one Combat Round. All characters have a default Speed of 30ft.

## Skills

**Basic Skills:** common Skills available to everyone and generally apply across all types of genres, settings, and campaigns. Basic Skills do not require focused training and can be used untrained.

**Specialty Skills:** Basic Skills that require some type of focus. They are listed within the Basic Skills list, denoted with an asterisk (\*), and cannot be taken as-is. Specialty Skills require focused training and cannot be used untrained.

**Skill Groups:** Skills utilized for specific reasons that pertain to a given setting, adventure, or campaign. There are three Skill Groups: knowledge, lore, and science.

## Skill Rolls

**Opposed Rolls:** Skill Rolls actively opposed by another character. The character declaring the action is called the Aggressor. The character opposing the action is called the Defender; the Defender must choose a Skill Roll that can affect the Aggressor's action. Each character makes a Skill Roll. Whoever rolls the highest wins the Opposed Roll. Ties go to the Aggressor as the Defender is establishing the Target Number to meet or exceed.

**Unopposed Rolls:** Skill Rolls not being actively opposed by another character. They still carry some type of uncertainty or consequence for failure, but the Target Number is based on a static number and difficulty.

**Difficulty Modifiers:** Modifiers added after the Ability + Skill combination roll is made. The sum of those two dice modified with the difficulty level is the final Skill Roll result.

Difficulty	Modifier	Auto Success
Trivial	+3	18
Routine	+2	20
Average	0	22
Challenging	-2	24
Hard	-4	26
Difficult	-6	28
Daunting	-8	None
Overwhelming	-10	None

**Success:** A Skill Roll equal to or greater than the Target Number. For Unopposed Rolls, the Target Number is 7; for Unopposed Combat Rolls, the Target Number is equal to the target's Defense value; for Opposed Rolls, the Target Number is equal to the Defender's Skill Roll.

**Failure:** A Skill Roll less than the Target Number.

**Skill Roll Modifiers:** applied to the sum of the Ability + Skill combination roll to determine if the Skill Roll result is equal to or greater than the Target Number.

**Critical Success:** A Skill Roll equal to or greater than the Target Number where both Ability + Skill combination dice roll the same number or the highest possible number on both dice; gain a single Hero Point to be spent immediately.

**Critical Failure:** A Skill Roll less than the Target Number where both Ability + Skill combination dice roll the same number; the GM gains a Hero Point to use against that character or has something detrimental happen.

**Automatic Success:** If the sum of the Ability + Skill combination die types is equal to or greater than this value, the action is considered a Success without a Skill Roll being required.

**Untrained Skill Roll:** A Skill Roll made with only the linked Ability and not the Skill.

**Cooperative Rolls:** Choose an Ability + Skill combination that relates to providing assistance and make a Skill Roll with an Average difficulty. A Success provides a +2 bonus to the other character's subsequent Skill Roll.

**Group Rolls:** Skill Rolls made for an entire group using the group's average

die type for the chosen Ability + Skill combination.

## BASIC SKILLS

**Acrobatics:** perform acrobatic maneuvers and make quick reactions that require finesse and precision. **Uses:** Dodge (Dexterity), Jump (Dexterity)

**Athletics:** prowess in regards to performing physical activities. **Uses:** Climb (Strength), Fight (Dexterity), Marathon (Vitality), Swim (Strength), Throw (Strength)

**Awareness:** detect things, by using the five senses, or understand the world around them, by interpreting others' actions. **Uses:** Evade (Dexterity), Insight (Psyche), Search (Perception)

**Crafting\*:** create common and uncommon items associated with some type of art form or hand-crafting/forging. **Uses:** Appraise Armor (Intelligence), Craft Sword (Psyche), Demolition (Intelligence)

**Deception:** mislead others through lying, trickery, or illusions. **Uses:** Bluff (Charisma), Disguise (Psyche), Taunt (Spirit)

**Diplomacy:** honest interaction between parties. **Uses:** Command (Spirit), Influence (Charisma), Negotiate (Intelligence), Oratory (Psyche)

**Firearms:** use projectile weapons that have some type of bullet, superheated element, or explosive. **Uses:** Shoot-large (Strength), Shoot-small (Dexterity), Suppressive Fire (Strength)

**Gaming:** betting and organized gameplay including cheating and detecting if others are cheating. **Uses:** Compete (Vitality), Gamble (Psyche), Play (Intelligence)

**Husbandry:** control and command animals, perform general domestication, and ride mounted animals during combat. **Uses:** Animal Handling (Intelligence), Domesticate (Psyche), Ride (Dexterity)

**Intimidation:** pressure others into admitting something wrong, cracking under the pressure of the character, break someone's will, etc. **Uses:**

Frighten (Spirit), Interrogate (Charisma)

**Investigation:** searching through physical objects, media, libraries, open spaces, or electronic interfaces to gather information or clues and deciphering the clues that have already been found.

**Uses:** Crime Scene Investigation (Perception), Forensics (Psyche), Research (Intelligence)

**Language\*:** knowledge of a language other than a native one. **Uses:** Communicate (Intelligence), Translate (Psyche)

**Mechanisms:** bypass locks, traps, and security systems; fix common, mechanical, or simple items. **Uses:** Bypass Security (Intelligence), Pick Lock (Intelligence), Repair-simple (Dexterity)

**Medicine:** apply first aid and treat damage and trauma. **Uses:** First Aid (Intelligence), Surgery (Psyche)

**Melee:** use hand weapons for close combat. **Uses:** Melee Attack-large (Strength), Melee Attack-small (Dexterity), Parry-large (Strength), Parry-small (Dexterity)

**Networking\*:** recall facts about or utilize persons within specific organizations or generalized groups. **Uses:** Call in a Favor (Charisma), Contact (Intelligence)

**Operating\*:** utilize different types of air, land, or sea vehicles. **Uses:** Astral Navigation (Intelligence), Fly (Intelligence), Race (Intelligence), Repair-vehicle (Dexterity), Seafaring (Dexterity)

**Performing\*:** execute familiarity of the performing arts. **Uses:** Ballet (Dexterity), Concert (Psyche)

**Ranged:** use simple missile weapons such as bows, slingshots, and other non-firearm weapons. **Uses:** Ranged Attack-tension (Strength), Ranged Attack-trigger (Dexterity)

**Resist:** persevere through external stimuli that cause fatigue or mental stress. **Uses:** Persist (Vitality), Willpower (Psyche)

**Stealth:** hide, move silently, and perform acts without others noticing. **Uses:** Eavesdrop (Perception), Move Silently (Dexterity), Sleight of Hand (Dexterity)

**Streetwise:** speak with people for the purpose of gathering information, following leads, or locating an individual. **Uses:** Inquire (Charisma), Locate (Intelligence)

**Survival:** stay alive by locating food, water, and shelter. **Uses:** Build Shelter (Strength), Explore (Perception), Forage (Intelligence), Hunt (Dexterity)

**Tracking:** follow anyone or anything through any type of terrain or across vast distances using visual or electronic means. **Uses:** Chase (Vitality), Follow Footprints (Perception), Surveil (Intelligence)

## KNOWLEDGE SKILLS

**Archaeology:** the study of mortal activity by recovering and analyzing material left behind by a given culture. **Uses:** Excavation (Psyche)

**Astronomy:** the study of the stars, including the sun, in relation to basic observation and movement. **Uses:** Observation (Perception)

**Biology:** the study of life and living organisms including physical structure, chemical processes, development, and evolution. **Uses:** Physiology (Intelligence)

**Chemistry:** the study of elements and compounds in regards to composition, structure, properties, behavior, and how they react to other elements and compounds. **Uses:** Compounding (Intelligence)

**History:** as an academic subject is the collection, organization, presentation, and interpretation of past events. **Uses:** Chronicle (Intelligence)

**Toxicology:** a multi-discipline science useful for identifying poisons, knowing what cures are available, understanding the potency of a poison, and being able to identify how to extract the anti-venom or serum to treat the poison. **Uses:** Create Poison (Psyche)

**Politics:** understand the various politics involved in running the cities, what people are in charge, what people are in charge of, and how to manipulate the system to get what you want. **Uses:** Debate (Charisma)

**Zoology:** a branch of biology that deals with indigenous animals, both living and extinct. **Uses:** Taxonomy (Intelligence)

## LORE SKILLS

**Arcana:** fundamental knowledge about arcane energy and how it can be weaved, pushed, or pulled to perform extraordinary feats. **Uses:** Sorcery (Intelligence)

**Demonology:** the basic study of demons. **Uses:** Evoke (Psyche)

**Divination:** the act of calling upon the gods and goddesses to grant the power needed to perform extraordinary deeds. **Uses:** Thaumaturgy (Spirit)

**Occult:** a form of archaic knowledge deeply rooted in everything that encompasses the evil desires of occult elders and zealots. **Uses:** Ritual (Psyche)

**Psychokinesis:** a psionic discipline where the wielder has control of the physical world around them. **Uses:** Psionics (Psyche)

**Shamanism:** a spiritual discipline involving a type of religion that places importance on a multitude of spirits in a deific fashion. **Uses:** Invoke (Spirit)

## SCIENCE SKILLS

**Clockwork:** the design and use of devices that use of gears and winding mechanisms to function as a power source. **Uses:** Gearsmithing (Psyche)

**Computers:** the advanced use of computers, computer-aided technology, and devices with some type of computer-like control mechanism. **Uses:** Hack (Intelligence)

**Cybernetics:** the knowledge of the mechanical and electrical components installed onto or into the character and the understanding of how to utilize them. **Uses:** Neurology (Intelligence)

**Electronics:** the design and use of uncommon electronic devices. **Uses:** Engineer (Psyche)

**Steampunk:** the design and use of devices with steam serving as a power source. **Uses:** Artifice (Psyche)

## Qualities

When applying a Quality, the following rules are considered:

- Only one Quality can be used at a time.
- During Combat, each Quality can only be used once during a Combat Round.
- There is no limit to how many times a Quality can be used during the course of a gaming session.
- During Combat, multiple Qualities can be used during a Combat Round, but only one can be used at a time.
- The chosen Quality must be applicable to the situation.
- The player should describe how or why the Quality is applicable; the GM can help out if needed.
- If the Quality does not apply, no Hero Point is gained.

**Positive Qualities:** considered beneficial to the character. They provide 1 Hero Point to be used immediately. Hero Points gained this way cannot be saved and are lost if not used immediately.

**Negative Qualities:** considered a hindrance to the character. They provide 1 Hero Point that can be used later. Hero Points gained this way can be saved for later, but only up to a maximum of 3 at any one time.

**Neutral Qualities:** can be a hindrance or a benefit to the character depending on the situation they are applied to.

## Hero Points

Each PC and major NPC gets 3 Hero Points each gaming session to provide them with an edge in many situations. These base 3 Hero Points replenish each

gaming session and cannot be carried over from one session to another.

**Earning Hero Points:** done through the use of Qualities or as a reward from the GM.

**Spending Hero Points:** the following is considered:

- Each benefit costs 1 Hero Point.
- More than 1 Hero Point may be spent at any given time.
- Advantages cannot be stacked to increase a bonus.
- The character must have enough Hero Points to spend them; Hero Points cannot be borrowed.
- Starting, stockpiled, and awarded Hero Points can be combined with Hero Points gained from positive Qualities.
- Starting, stockpiled, and awarded Hero Points do not require justification to spend; only Hero Points acquired by using positive Qualities require justification.
- Hero Points can be spent to aid another character during Cooperative Rolls.
- Hero Points can be spent to gain Automatic Success.
- Hero Points can be spent to gain Critical Success or avoid Critical Failure.
- Hero Points can be spent to improve Group Rolls.
- Positive Qualities with a leadership or teamwork component can be used to give another character a Hero Point to be spent on that character's next **Combat Action**.
- Hero Points affecting Skill Rolls can be spent before or after the dice are rolled.
- If a Hero Point is spent to affect a Skill Roll and the outcome is still unfavorable, one more Hero Point can be spent to change the outcome.

## EXAMPLE BENEFITS

- Add +2 to Damage.
- Add +d4 to Damage.
- Roll Vitality and reduce damage about to be taken by half the amount rolled.
- Add +1 to Defense for one Combat Round.
- Add +3 to a Skill Roll.

- Add +d6 to a Skill Roll.
- Increase Initiative by +d6 for one Combat Round.
- Reduce the number of Combat Actions required by 1 CA to perform a non-attack or non-defensive action (such as readying or reloading a weapon).
- Ignore all Wound Penalties for one Combat Action.
- Decrease Fatigue by one level.
- Change a small piece of the storyline to favor the character.

## Equipment Traits

**2 Hands (2H):** requires two hands to be utilized.

**Armor:** used to create the Armor Track.

**Armor Penetration (PEN):** does additional damage to the Armor Track which doesn't carry over to the Health Track.

**Blast:** has an explosive area-effect. The rating of the Blast is equal to its radius in feet.

**Bracing:** cannot be fired properly without some type of bracing.

**Combat Actions to Load (CAL):** requires two or more Combat Actions to load the weapon.

**Cone:** has an area-effect that can hit multiple targets. The width at the far end is equal to half the length of the cone and the point of origin is no more than 3ft wide. The rating of the Cone is equal to its length in feet.

**Cost:** general value of a piece of equipment.

**Damage (DMG):** the base amount of damage a weapon is capable of inflicting.

**Encumbrance (ENC):** the effect of the general weight and bulk of the equipment.

**Fully Automatic (FA):** can discharge three times its rate of fire, expending three times the normal rounds of ammunition, resolved as three separate Attack Rolls with each one benefiting

from the weapon's normal rate of fire bonus.

**Nonlethal (NL):** can only inflict nonlethal damage that cannot penetrate any armor.

**Parry +/-X:** provides a bonus, or penalty, to parry actions using Melee.

**Properties:** special properties or requirements of the equipment.

**Range:** Effective Range of the weapon. A weapon's maximum range is twice the effective range.

**Rate of Fire (ROF):** number of shots fired from the weapon with a single, standard attack. Add +2 to the Attack Roll for each ROF above 1.

**Reach:** can reach targets farther away than standard melee weapons. The rating of the Reach is equal to the number of feet it extends.

**Requirements (REQ):** has a minimum Strength (STR) or Dexterity (DEX) requirement to be used properly. Any character not meeting this requirement suffers a -2 penalty to his Attack Roll. Additionally, the character cannot benefit from any bonuses the weapon provides.

**Semiautomatic (SA):** can be used to rapidly fire up to two bullets, adding +2 to the Attack Roll.

**Shots:** maximum number of shots a weapon is capable of holding.

**Single-Shot (SS):** capable of firing one or both barrels with a single shot. When selecting single-shot mode, the standard two-barrel shot is reduced to a single-barrel shot, losing the +2 to the attack roll.

**Spread:** has a spreading shot like a cone emitted from the barrel. Provides a +2 to the Attack Roll and damage is dependent on the distance of the target: +2 to damage at Close Range and -2 to damage at Long Range.

**Three-Round Burst (3RB):** capable of three-round burst fire adding +4 to the attack roll.

**Type:** type of weapon.

## AREA EFFECT

The Aggressor defines where the affected area of damage is and makes a single Attack Roll. If the Attack Roll is less than a target's Defense, the target is unharmed by the attack. If the Attack Roll is greater than or equal to the target's Defense, the Defender is allowed to spend a Combat Action to dodge the attack as an Opposed Roll. If the target fails, he takes damage as normal from the weapon.

**Explosive:** weapons that explode on impact or after a specific amount of time can be caught or picked-up and thrown away from the target. This requires a Hard (-4) Dexterity + Athletics or Acrobatics roll. Failure means the explosion occurs in the person's hand. Success means he's able to throw the explosive a number of feet equal to five times his Dexterity die type in a chosen direction.

**Fire:** fire or weapons that emit fire have a 50% chance of starting the target and its surrounding area on fire. If the target is successfully hit with the Attack Roll, there's a 50% chance of starting on fire. If the target is missed with the Attack Roll, there's a 50% chance that the area around it starts on fire.

## Encumbrance

Encumbrance is a generalization of how difficult equipment is to carry due to weight, size, or bulk.

- Encumbrance limit is 1.5x Strength.
- ENC (-) is too small to measure encumbrance.
- Up to 2x limit imposes a -4 penalty to all physical activity Skill Rolls and Speed is reduced by 10ft, to a minimum of 5ft.
- Up to 3x the limit imposes a -6 penalty to all physical activity Skill Rolls and Speed is reduced by 20ft, to a minimum of 5ft.
- Up to 4x the limit means the character can no longer perform physical activities.
- Penalties are cumulative with wearing heavy armor.

## Armor

Armor is used to create the Armor Track with the following rules considered:

- Each piece provides the listed Armor value to the location provided under Properties.
- Heavy armor imposes penalties to Initiative and Speed.
- Each piece carries an Encumbrance value that may have to be added per location.
- Cost is provided as a cost for each location covered by the armor.
- Shields provide bonuses to Parry and allow the character to parry ranged attacks.
- Some settings may allow for layered armor with armor ratings that stack. Although this is at the GM's discretion, each layer must feasibly fit beneath or atop the other layer adjacent to it.
- Penalties for wearing multiple types of armor only apply to the heaviest armor worn.

## Talents

To create a Weird Character, choose the Weird Quality as one of your available Qualities.

**Weird Ability:** Ability that governs the character's Talent.

**Weird Skill:** Skill that governs the character's Talent. It must be a Lore or Science Skill cannot be used for non-Talent actions, except for identifying a Talent or tapping into esoteric knowledge.

**Critical Failures:** demonstrate the dangers of using extraordinary or supernatural abilities.

**Weird Points:** equal to 3x times the die type of the Weird Ability. When a character increases his Weird Ability, he also increases his Weird Points. Using a Talent depletes this amount temporarily. They recover at a rate of 3 per hour, 6 when resting.

**Starting Talents:** equal to half the Weird Skill's die type.

**Acquiring New Talents:** acquire a new Talent automatically when increasing the value of the Weird Skill.

## USING TALENTS

A character may utilize one of his Talents as a standard action. Spend the applicable number of Weird Points to use it and making a standard Skill Roll using the chosen Weird Ability + Weird Skill.

**Success:** the Talent goes off as normal and the full Weird Points are expended.

**Critical Success:** the Talent works as normal, but only one Weird Point is expended and gain a Hero Point.

**Failure:** the Talent doesn't work at all and one Weird Point is expended.

**Critical Failure:** the Talent doesn't work at all, the full Weird Points cost of the Talent are expended, and the GM gains a Hero Point.

**Maintaining Talents:** expend one Weird Point at the beginning of the character's first Initiative in each Combat Round to maintain the Talent.

**Manifestation:** describes how a Talent is created or utilized and what it looks like to those around the character. Players who are particularly good at flavoring their Talents in unique ways should be rewarded with a Hero Point to be spent immediately. This works the same as utilizing a positive Quality.

**Manipulation:** make a Talent stronger or more effective by adjusting one or more of its traits and spending a cumulative number of Weird Points.

**Magnitude:** a general description of size or capacity for a particular Talent.

**Range:** a measurement of how far the Talent reaches.

**Duration:** the number of Combat Rounds the Talent lasts.

**Targets:** the number of targets affected by the Talent.

## TALENT TRAITS

**Difficulty:** incurs the listed penalty to the Weird Ability + Weird Skill Unopposed Roll.

**Difficulty (Stature):** difficulty is tied to the importance of the targeted being within their native plane.

**Duration (Instant):** takes effect immediately and vanishes after it resolves.

**Duration (Time):** measured using the listed unit of time instead of Combat Rounds.

**Magnitude (Opposed):** only used to overcome an opposing Talent.

**Magnitude (Rank):** limited by the character's Rank. Novice @ Magnitude 4; Seasoned @ Magnitude 6; Veteran @ Magnitude 8; Master @ Magnitude 10; Hero characters can use the Talent beyond Magnitude 10.

**Magnitude (Size):** controlled by Magnitude starting at Size -3 for Magnitude 1 and going up to Size 10 for Magnitude 13.

**Magnitude (Toughness):** creates an object with a Toughness Rating equal to Magnitude starting at Toughness 1 for Magnitude 1 and Toughness 10 for Magnitude 10.

**Magnitude (Size & Toughness):** creates an object with a variable Size and Toughness Rating tied directly to Magnitude, starting at Size -3 and Toughness 1 for Magnitude 1 and going up to Size 10 and Toughness 10 for Magnitude 22.

**Maintained:** can be Maintained.

**Reactive:** can be used to actively defend.

**Resistance:** the Defender can make a free Opposed Roll using the Ability + Skill combination listed in the trait.

**Static Values:** cannot be Manipulated.

**Targets (Blast):** effect is in the shape of a Blast. Manipulating Targets alters the size of the explosion whereas Targets 1 uses Blast 5, Targets 2 uses Blast 10, Targets 3 uses Blast 15, etc.

**Targets (Cone):** effect is in the shape of a Cone. Manipulating Targets allows for a larger size to the Cone whereas Targets 1 uses Cone 15, Targets 2 uses Cone 20, Targets 3 uses Cone 25, etc.

**Unlisted Components:** follows the Manipulation Table, starting with each component at its lowest value.

## Combat

**Combat Rounds:** Combat is broken down into rounds; for simplicity, each round is six seconds long.

**Initiative:** the order in which participants are allowed to act during combat, from the highest value to the lowest.

**Movement:** move up to the character's full Speed during a single Combat Round divided up as desired across all Combat Actions.

**Difficult Terrain:** move at half Speed.

**Change Stance:** use half Speed to change stance from standing to kneeling or prone and vice versa.

**Impeded Movement:** while on hands and knees at half Speed; prone at quarter Speed; climbing and swimming in non-moving water at half Speed; swimming against the flow of moving water at quarter Speed; moving with the flow of moving water at full Speed.

**Attacking:** make an Attack Roll, as the Aggressor, using the applicable Ability + Skill for the weapon being used:

- Two-handed weapons use Strength
- One-handed weapons use Dexterity
- Melee weapons use Melee
- Guns and the like use Firearms
- Bows, crossbows, and slingshots use Ranged
- Thrown weapons use Athletics
- Unarmed attacks use Athletics
- Riding a mount while attacking uses Husbandry

**Defending:** Unopposed against Defense value or spend a Combat Action to actively defend the attack, as the Defender, and make a Defend Roll using

an applicable Ability + Skill depending on the type of attack:

- Melee attacks can be opposed by Parry or Dodge.
- Unarmed attacks can be opposed by Parry, Dodge, or Fight.
- Parry requires the Defender to wield a suitable weapon or shield.
- Ranged attacks can be opposed by Dodge or Evade.
- Ranged attacks can be opposed by Parry if the Defender is wielding a large enough shield.

**Effective Range:** gain no bonuses nor suffer any penalties.

**Close Range:** half the Effective Range; gain a +2 bonus to the Attack Roll.

**Long Range:** twice the Effective Range; incur a -4 penalty to the Attack Roll.

**Beyond Long Range:** beyond Long Range; automatic failure.

## COMBAT ACTIONS

**Spending:** choose which action to perform by spending the required number of Combat Actions. Once that action is resolved, play moves to the next Initiative. If anyone still has any Combat Actions remaining once every participant has had a chance to perform an action, the cycle repeats until all available Combat Actions for all available participants have been spent.

**Dual Weapons:** wield two one-handed weapons and receive a bonus standard attack or parry Combat Action each Combat Round. Due to offhand use, this bonus Combat Action suffers a -4 penalty.

**Shields:** wield a shield and receive a bonus shield bash Combat Maneuver or parry Combat Action each Combat Round. Due to offhand use, this bonus Combat Action suffers a -4 penalty.

## EXAMPLE COMBAT ACTIONS

**Aim:** gain +2 to your next standard attack.

**Called Shot:** target a specific location.

**Charge (2CA):** move up to twice your Speed and end it with a standard attack,

gaining a +2 bonus to your Attack Roll and +2 to damage.

**Combat Maneuver:** non-attack maneuver as an Opposed Roll.

**Engage:** move up to your Speed and make a close combat attack against the target.

**Full Automatic (2CA):** choose one to three adjacent targets within 5ft of another chosen target. Each attack roll must be made separately, regardless if it's aimed at the same target or an adjacent one.

**Standard Attack:** attack using your primary weapon.

**Use a Talent:** Prepare, utilize, or maintain a Talent.

**Dodge:** avoid an incoming melee or ranged attack.

**Evade:** jump out of the way of an incoming ranged attack.

**Parry:** parry a melee attack using an appropriate weapon or shield.

**Change Stance:** spend a Combat Action to change stance.

**Defensive Stance:** gain +4 to Defense until your next Combat Action.

**Disengage:** disengage from melee combat and move freely without incurring an opportunity attack.

**Retreat:** move up to your Speed away from a target you are engaged in combat with and perform some other type of Combat Action that costs 1CA. This is not considered a disengage action and is subject to opportunity attacks.

**Run (2CA):** move up to twice your Speed. All attacks targeting you suffer a -4 penalty, and you may only dodge the attack, for the rest of that Combat Round.

**Sprint (3CA):** move up to four times your Speed. All attacks targeting you suffer a -8 penalty, and you may not perform any other actions, including Opposed Rolls, for the rest of that Combat Round.

## COMBAT SITUATIONS

**Blind Fighting:** cannot see the opponent; Attack and Defend Rolls incur a -8 penalty. If aware of target's position, make a Hard (-4) Perception + Awareness roll to find the opponent and reduce to a -4 penalty.

**Called Shots:** special Combat Maneuver that produces a desired outcome and cannot be actively defended against. The standard attack is always made against the target's Defense value and no Defend Roll is allowed, but incurs a penalty based on the size of the target.

**Helpless:** completely unable to defend; attack results in an automatic Critical Success.

**Improvised Weapons:** have a damage rating equal to relative size and integrity (1 for something small like a glass, 4 for something large like a chair) and the wielder incurs a -4 penalty to Attack Rolls and parry maneuvers.

**Inanimate Objects:** objects that serve as obstacles or cover. When attacking through an object, use its Toughness Rating as Health to determine when the object falls apart. If the Aggressor's damage exceeds the object's Toughness Rating, the remaining damage hits the target behind the object, creating a hole in the object or possibly it falls apart.

**Innocent Bystanders:** missing a target due to any number of special conditions, such as firing into a crowd of people. Roll a d6 and on a 1 or 6, the attack hits someone other than the intended target.

**Mounted Combat:** Attack Roll is a measurement handling the mount and attack at the same time, using Dexterity + Husbandry for animals and Dexterity + Operating for vehicles.

**Outnumbered:** each Aggressor gains a +2 bonus to his Attack Roll.

**Prone:** a melee attack against a prone Defender gains a +2 bonus to the Attack Roll. Making a ranged attack against a prone Defender greater than 30ft away incurs a -4 penalty to the Attack Roll. A prone Defender behind light or medium cover increases cover rating to heavy (75%); the Aggressor instead incurs a -6

penalty to the Attack Roll. Weapons with an area-effect ignore penalties for prone characters.

**Surprise:** target makes an Opposed Roll to detect the surprise attack. If the roll fails, the Aggressor gains 1 Combat Action to be used before the first Combat Round and the Defender cannot actively defend it. If the Awareness roll succeeds, the Aggressor gains 1 Combat Action to be used before the first Combat Round, but the Defender can attempt to dodge, parry, or evade one attack.

**Unarmed:** use Athletics; damage is considered nonlethal. Unarmed attacks have a Damage rating of 1. When an Aggressor is armed and the Defender is unarmed, the Aggressor gains a +2 bonus to his Attack Roll and the Defender can only dodge. If the Defender becomes trapped and can no longer dodge, they are considered helpless and the Attack Roll automatically succeeds with a Critical Success.

## Damage

Damage is assessed according to the Aggressor's weapon as indicated by its Damage entry in the weapon tables, reducing Armor first and then Health. Armor is tracked by the Armor Track and Health is tracked by the Health Track.

**Armor Track:** equal to the character's torso armor rating.

**Health Track:** equal to the character's maximum Health value.

## APPLYING DAMAGE

1. Damage is first removed from the target's Armor Track. Once the Armor Track is depleted, damage is removed from the target's Health Track.
2. When a character's Health drops to half his maximum value, he's Wounded and incurs a -2 Wound Penalty to all actions until healing past that Wounded mark.

3. When a character's Health drops to 25% of his maximum value, he's Injured, incurs a -4 Wound Penalty to all actions until healing past that Injured mark, and his Speed is halved.
4. When a character's Health drops to 0, he's Dying, can no longer perform any actions until healing to at least 1 Health, and may have to roll on the injury table.
5. When a target's Health drops to a negative number equal to half his maximum value, he's considered Dead and is removed from play or must be immediately resuscitated and stabilized.
6. Nonlethal damage that brings the target's Health to the Injured mark is still considered Wounded and the target doesn't suffer any additional affects other than those from being Wounded. Additionally, his Health can never drop below 0 from nonlethal damage and no rolls on the Injury Table are required.
7. The Armor Track is brought back to its maximum value at the end of each encounter. The Health Track must replenish through healing.
8. The end of an encounter is defined as the end of the very last Combat Round.

**Dying:** incapacitated and can no longer participate in combat; make a Strength + Vitality roll each Combat Round. Success means the character is stabilizing and doesn't lose any further Health that Combat Round. Failure means the character continues to bleed out, loses one Health, and must roll on the Injury Table. Critical Success means the character stabilizes and gains 1 Health. Critical Failure means the character continues to bleed out, loses 2 Health, and must roll on the Injury Table.

## Healing

**Magical Healing:** works as is stated in the Talent's entry, can be performed at any time, and replenishes the character's Health. If the character is Dying or has dropped to a negative

Health number, magical healing always starts at 0 before replenishing Health.

**Medical Healing:** comes from first aid or surgery and uses the Medicine skill. It requires one Combat Action to perform and may be done once by each healer within the first hour.

**Natural Healing:** heal over time, unless Dying. This doesn't require any Skill Rolls although it does require the character to sleep or avoid physical activities.

**Mechanical Repair:** repair a mechanical device, solid object, or armored vehicle with some type of rating using Mechanisms, Operating with an appropriate specialty, or a Science Skill. Each successful roll repairs the item by a number of points equal to half the chosen Skill's die type.

## Edge

Edge is a collection of bonus points for PC-use only. Once the heroes have Gained the Advantage, they can access that pool and spend a point of Edge. Each point of Edge is worth +1 and this bonus can be spent on almost anything.

When the PCs Gain the Advantage, the pool of Edge points becomes available as follows:

1. Edge points become available to spend at the beginning of the next Combat Round.
2. At the beginning of the first Combat Round, there is 1 Edge point available to spend.
3. At the beginning of each subsequent Combat Round, permanently add an additional 1 Edge point to the available pool and refresh all points from the previous Combat Round.
4. Upon reaching a number of Edge points equal to 3 + the number of player characters, no more Edge points are added, but all Edge continue to refresh.
5. Edge points may be spent at any time and are available to all player characters participating in the encounter.

## Distress

Distress is a collection of penalty points to be used against PCs only. Once the PCs have been placed into a terrifying situation, the GM can access that pool and spend a point of Distress. Each point of Distress imposes a -1 penalty that can be spent on almost anything.

When a terrifying situation occurs, the pool of Distress points becomes available as follows:

1. Distress points become available to spend at the beginning of the next Combat Round.
2. At the beginning of the first Combat Round, there are a number of Distress points equal to the number of players + the Fear Rating of the situation.
3. Adversaries with the Fear trait have a Fear Rating equal to the number that comes after the word "Fear", such as Fear 5.
4. Horrifying situations should be given a Fear Rating based on how they should affect the PCs.
5. At the beginning of each Subsequent Combat Round, permanently remove 1 Distress point from the available pool and refresh all remaining points from the previous Combat Round.
6. Upon reaching 0 Distress points, the PCs have overcome the terrifying situation and are no longer affected by it.
7. Distress points may be spent at any time and are available to use against all player characters participating in the encounter.
8. When facing two or more sources of a Fear Rating, use the source with the largest Fear Rating and add one additional Distress point per additional source when creating the initial Distress point pool.

## Fatigue

Fatigue comes from physical or mental stimuli that causes stress or drains the body of the energy it needs to function. Each time a character gains a level of



Fatigue, he moves along these levels, suffering penalties for it as follows:

1. **Tired:** All Skill Rolls suffer a -2 penalty.
2. **Drained:** All Skill Rolls suffer a -4 penalty.
3. **Exhausted:** All Skill Rolls suffer a -6 penalty. Additionally, speed is halved.
4. **Unconscious:** The character drops to the ground and falls into a deep sleep for a number of hours equal to 24 minus their Vitality die type.

## Gameplay Situations

### CHASE

Each participant in the chase needs to declare his method of movement. By doing this, the Ability + Skill combination is defined that will be used during each Combat Round. Standard Initiative rules apply and on each character's Initiative, he either performs a movement action or chooses some type of chase maneuver.

- On a Success, the character moves at twice his Speed.
- On a Critical Success, he moves at three times his Speed.
- On a Failure, he moves an amount equal to his Speed.
- On a Critical Failure, something terrible happens, such as falling on the ground.

If a character decides to make a maneuver of some type, the standard Combat Maneuver mechanics apply and the character rolls whatever Ability and Skill are applicable to the maneuver.

### DISEASE

Diseases cause Fatigue according to how debilitating they are and can only be cured through proper medicinal treatment or magical healing. Resisting the contraction of a disease requires a Vitality + Strength or Resist roll with a Target Number based on the disease.

### DROWNING

Characters that fail a roll for swimming risk drowning. Once a Critical Failure

occurs, the character must make an immediate Strength + Athletics roll to avoid drowning with a difficulty based on the movement of the water and if they have anything to aid them in swimming. If this roll is failed, the character begins drowning and gains two levels of Fatigue. If this roll succeeds, the character moves on and gains one level of Fatigue.

The character may continue making Strength + Athletics rolls to recover from drowning, with each failure resulting in an additional level of Fatigue. Upon becoming Unconscious, the character is considered to be Dying with his Health dropping to 0; he loses 1 additional Health for each six seconds he remains in the water. If he is saved or recovers with a Successful roll, the Fatigue remains and recovers as normal.

### EXTREME ENVIRONMENTS

For every 15 minutes spent in an extreme environment, make a Vitality + Strength or Resist roll. Each failure causes the character to gain a level of Fatigue. If the character is properly prepared for the environment, no roll is necessary. If he is only partially prepared, the roll must be made every 60 minutes instead of every 15. Characters can only recover Fatigue from environmental hazards once they've removed themselves from that environment.

### FALLING

If a character falls onto a hard, flat surface, they take 2 damage for every 10ft they fall, ignoring armor. If the surface is soft, the damage is halved. If the surface is jagged, the damage is doubled. If the character falls onto snow, the damage is reduced by 1 for every foot of snow.

### FIRE

Characters incur 2 damage for coming into contact with fire, ignoring armor. More intense fires increase this damage based on their source. Additionally, there is a 50% chance the fire will

spread unless the character takes precautions to avoid the fire spreading.

For every 5 minutes a character inhales smoke, he must make a Vitality + Strength or Resist roll. Each failure causes the character to gain one level of Fatigue. Upon becoming Unconscious, the character is considered to be Dying with his Health dropping to 0; he loses 1 additional Health for each six seconds he remains engulfed in smoke.

### LONG DISTANCE TRAVEL

The average human can walk at a comfortable pace of 3 miles per hour. Traveling at this rate prevents Fatigue and doesn't require any rolls. Traveling at a rate higher than this requires a Vitality x2 roll once every hour to avoid gaining a level of Fatigue. Traveling at a rate double this requires that same roll, but with a -4 penalty for pushing the body so much.

### MORALE

Morale only applies to Minions with a leader or Allies partnered with a particular PC. When that leader or PC falls in combat, by dropping to 0 Health, all of his subordinates must make a Psyche + Spirit roll. Every subordinate that fails immediately flees combat by using a Combat Action to disengage, if necessary, and then using all movement to get away from combat. This roll only needs to be made once when the leader falls as those that succeed have enough willpower to fight on.

### PHYSICAL EXHAUSTION

A character should be capable of walking for a number of hours equal to their Vitality die type without needing to rest. They could then be capable of jogging for a number of hours equal to half their Vitality die type, and run for a number of hours equal to one-tenth their Vitality die type. (These are just examples.) When a character has reached their maximum physical exertion point, she gains a level of Fatigue. Continuing that act requires a Vitality x2 roll every 30 minutes to avoid gaining additional levels of Fatigue.

## **POISON**

When coming into contact with a poison, the character must make a Vitality + Strength or Resist roll with a Target Number based on the poison. Curing a poison requires medical or magical treatment and each poison should be assessed separately and appropriately.

## **SLEEP**

After being awake for 18 hours, the character must make a Vitality x2 roll every six hours to continue functioning. Success results in the character gaining one level of Fatigue. Failure results in the character gaining two levels of Fatigue. This Fatigue can only be removed with restful sleep at a rate of one level of Fatigue for each four hours of sleep. Upon becoming Unconscious, the character falls asleep for 2d4+4 hours.

## **THIRST AND STARVATION**

If a character goes more than 72 hours without food and water, he must make a Challenging (-2) Vitality x2 roll each day to fight off hunger and his body's need for sustenance. This roll becomes increasingly difficult each day, following the Difficulty Modifier chart from Challenging to Overwhelming, with a single increase each day. Each failure causes the character to gain a level of Fatigue. Upon becoming Unconscious, the character is considered to be Dying with his Health dropping to 0; he loses 1 additional Health for each eight hours he's deprived of the much-needed sustenance. Each level of Fatigue recovers at a rate of one level per 24 hours after receiving an appropriate amount of food and water.