

GENERAL TERMS

Action Point (AP): Action Points are used to make actions in combat, measure how long the action takes to complete, determine who acts next. One action point equals 1/5th of one second.

Adjacent: Within 1 meter in any direction.

Advantage: If you have advantage, you may reroll any number of dice in the check.

Arbiter: The Arbiter is a player who acts as organizer, arbitrator, and authority in rules situations. The Arbiter describes the events and decides on the outcomes of players' decisions.

Area: choose an area with a diameter of X spaces. Each space in the area is affected.

Attribute: A fundamental property of your person and capabilities. Strength, Constitution, Intelligence, Wits, Charisma, and Insight are your attributes.

Base damage: Damage per outcome of an attack.

Bonus damage: Extra damage added on to an attack after outcome is calculated.

Check: A test of your characters skills or abilities. To make a check, roll a number of dice equal to the your rank in the skill plus the compliment for the task. A die result of 1 is a fumble, worth -1 outcome. A die result of 2-5 is a failure, worth 0 outcome. A die result of 6-9 is a success, worth +1 outcome. A die result of 10 is critical success, worth +2 outcome.

Compliment: The secondary characteristic used in a skill check. Skill compliments are usually attributes or weapon modifiers.

Critical Success: A die result of 10. A critical success is worth +2 outcome.

Concentration: A talent line that triggers in the future. You cannot perform other actions breaks concentration and prevents the effect from triggering.

Difficulty: The number you must beat to maintain a positive outcome of a skill check. Subtract the difficulty from the outcome of the check.

Effect: A talent line that triggers after any previous triggers.

Emphasis: When you make a check with emphasis, you may reroll fumbles one time.

Energy Points (MP): A power resource available to all players that is used to activate talents or fuel different actions. Energy represents a characters personal force and their ability to interact and influence their surroundings.

Experience Points (XP): Represent a characters growth, learning and understanding as they adventure and explore the galaxy. Experience Points are awarded at the Arbiter's discretion and are used exchanged to learn new feats and talents, train skills, increase stats such as Attributes, health, energy, and nearly everything else.

Favor: A bonus to skill checks. For each point of favor, remove one die from your dice pool. If you do, add +1 outcome.

Full Automatic: When you fire this weapon, you may spend an additional 2 AP. If you do, you gain +2 potency, +2 heat, and -1 base damage to the attack. You can do this as many times as you wish as you have the available AP and heat.

Fumble: A die result of 1. A fumble is worth -1 outcome

Hit Points (HP): Hit points are an abstraction of a characters health and endurance. Whenever a character takes damage that value is subtracted from their hit points. When they reach 0 they are incapacitated.

Hit: Talent line that triggers if you have a positive result on your attack roll.

Initiative: The amount of action points a player starts with in combat. Initiative determines the order of the first round of combat.

Line: An attack with only one range increment.

Miss: Talent line that triggers if you have a negative or zero result on your attack roll.

Nonplayer Character (NPC): The actors portrayed by the Arbiter

Outcome: Progress towards the goal of a skill check. If you have a positive outcome after accounting for difficulty, the skill check is considered a success. Otherwise, it is a failure.

Player Character (Character, Explorer, PC): The actors portrayed by the players of the game.

Player: A person that controls a particular player character. The player decides what actions their explorer takes, the decisions they make, and ultimately their fate.

Potency: The number of dice in your dice pool.

Psych Profile: The general personality archetype of a character. Psych Profiles give characters an additional

Pursue: Movement directly at the target.

Rank: A rating of how experienced you are with a particular skill, talent, attribute. Each rank in a skill or attribute grants +1 potency when it is used for a skill check. Ranks in talents grant additional benefits to the talent.

Replenish: Restore up to the specified value.

Result: The net outcome of a skill check after difficulty is accounted.

Round: a volatile unit of time representing a cycle of turns in a scene. A round usually lasts about 1 minute.

Scene: A volatile period of time in which actions and interactions take place at a single location. One scene lasts exactly as many AP, seconds, rounds, minutes, or hours as it requires.

Skill: A representation of your explorer's ability to perform a specific task such as running, hiding, repairing armor, or understand magic.

Status Effect: A condition that effects your characters attributes or abilities in a positive or negative manner.

Tactical Points (TP): A limited power resource available to all players used to activate certain talents.

Talent: A feat or exploit a character uses to complete tasks. Talents are purchased using experience points.

Target: A creature or object effected by a talent, or in the area of effect of a talent.

Thrown: A range attack

Tier: The depth of a talent within the talent tree. The tier determines the initial XP cost of the talent.

Trait: The passive benefit provided by a talent.

Trigger: The condition under which this talent may be used.

Turn: The point during a round in which an individual combatant takes their actions.

Upkeep: At the end of your turn, pay the listed cost or end this effect. If you paid upkeep, your shields and barriers cannot recharge.

Use: A talent line that triggers immediately when the talent is used.

DAMAGE TYPES

Burst: Burst weapons fire multiple low-mass projectiles that overwhelm kinetic and biotic barriers, but are slowed and stopped by solid objects. Burst damage deals +50% damage against shields and biotic barriers.

Cryo: Siphoning thermal energy from the target, cryo damage deals no additional damage on its own, but applies the chilled effect.

Electrical: volatile electrical fields disrupt computer components, dealing +50% damage against synthetic and shielded enemies.

Energy: A high-energy beam or pulse of particles with negligible mass are used to damage the target by disrupting its molecular structure. Energy weapons

ignore shields and barriers, but have no other damage bonuses.

Force, Impact: Using a vector quantity of magnitude and direction, force damage thrashes enemies, dealing damage pushing the target based on force-mass formula. Impact Force deals +50% damage to Unarmored and Barrired targets. Add the target's mass to their defense against force attacks.

Force, Lift: manipulating localized mass effect fields, lift forces are capable of reducing gravitational effects levitating and holding entities in space based on the force-mass formula. Add the target's mass to their defense against force attacks.

Incendiary: Incendiary damage burns away at flesh and armor, dealing +50% damage against organic and hardened targets.

Piercing: These weapons fire high-mass shards with high force. They are capable of penetrating solid objects, but are easily slowed by kinetic and biotic barriers. Piercing damage deals +50% damage against unprotected targets.

Projectile: Projectile damage applies no bonus against any defense.

Rending: Shearing apart on contact, rending damage devastate organic and unarmored targets, dealing +50% damage against them.

Warp: Utilizing dark energy, warp damage rapidly fluctuates mass effect fields, shredding solid objects and disrupting biotics. Warp damage deals +50% damage against biotic barriers and hardened targets.

Biotic: These damage types are automatically overwritten by the damage type of the talent used.

Tech: These damage types are automatically overwritten by the damage type of the talent used.

DEFENSES

Barriers: A type of protection. When you take damage, apply it to your shields before your health.

Barriers: The target is protected by active biotic barriers. Damage against this target is removed from their protection first.

Fortitude: Represents your characters ability to endure physical punishment against their body and health. Your fortitude is equal to the average of your strength and constitution (round down).

Hardened: The target is unprotected and not unarmored.

Organic: The target is unprotected and not synthetic.

Protected: The target is protected by active kinetic or biotic barriers.

Reflex: Represents your characters ability to avoid dangers. Your fortitude is equal to the average of your intelligence and wits (round down.)

Resilience: Additional health granted by equipment. Resilience is applied after any multipliers.

Resolve: Represents your characters ability to endure mental or social punishment

Shields: A form of protection. When you take damage, apply it to your shields before your health.

Shields: The target is protected by active kinetic barriers. Damage against this target is removed from their protection first.

Synthetic: The target is unprotected and not organic.

Unarmored: The target is unprotected and not hardened.

Unprotected: The target does not have active kinetic or biotic barriers.

STATUS EFFECTS

- **Blinded:** Blinded characters can barely see. They consider all targets as having heavy concealment
- **Charmed:** You allies are your enemies, and your enemies are your allies. You must act accordingly.
- **Chilled:** If you unarmored, you suffer -1 reflex and they are ensnared. All chilled targets have a chance of becoming frozen when chilled a second time.
- **Cloaked:** Cloaked characters have heavy concealment and advantage on physical contests against all targets.
- **Confused:** You consider all targets to be hostile.
- **Dazed:** You cannot see well or you are disoriented. You consider all targets as having medium concealment.
- **Dazzled:** You cannot see well or you are visually disoriented. You consider all targets as having light concealment.
- **Ensnared:** You suffer -1 Reflex and your movement speed reduced by 50%
- **Exposed:** You have no cover. If a condition says you are exposed, you cannot benefit from cover.
- **Flattened:** You are lying on the ground and grant advantage to adjacent enemies.
- **Frozen:** If you are hardened suffer -1 reflex are ensnared, and +50% damage. Otherwise, you suffer -2 reflex and are immobilized.
- **Icebound:** You are immobilized and take -2 reflex.
- **Immobilized:** You cannot willingly leave your current space and you suffer -2 Reflex.

- **Incapacitated:** You are flattened. Skip your turn until this effect ends.
- **Invincible:** The outcome of all attacks against you is reduced to zero.
- **Lifted:** You are ensnared, suffer -1 mass, and you cannot take cover.
- **Rattled:** You cannot regain energy.
- **Shaken:** You suffers -1 resolve
- **Slowed:** You may take only one action and one reaction per round.
- **Staggered:** You cannot take cover or use powers. Your concentration is interrupted.
- **Stunned:** You cannot take actions until this effect ends.
- **Suspended:** You are immobilized, exposed, and suffer -2 mass.
- **Time Dilation:** At the start of your turn, you regain an additional number of action points equal to the time dilation value.

WEAPON PROPERTIES

Aim: 4 AP: You must be scoped. Your next attack against the target with this weapon gains +3 outcome.

Deadly Strike: Critical hits with this weapon are worth +3 outcome instead of +2 outcome.

Scatter: When you make an attack with this weapon against a target without range penalty, you may repeat the attack against the same or an adjacent target. This does generate additional heat.

Scope: 2 AP: Reduce the range penalty of the weapon by the scope value, but cannot move. Lasts until staggered or cancelled.

Sidearm: A sidearm can be drawn, holstered, or reloaded for 2 AP.