



Skill Check Overview

Skill/Compliment vs Difficulty

1. Skill + Compliment = The number of dice you roll (potency)
2. Favor: -1 potency, +1 outcome.
3. Roll dice and look at their values
 - 1 = -1 outcome
 - 2-5 = +0 outcome
 - 6-9 = +1 outcome
 - 10 = +2 outcome
4. Subtract difficulty (it is negative outcome). The more positive the result, the better.



Secondary vs Defense

Make a skill check using the outcome and compliment of the first check. Compare it against the listed defense.

Cover and Concealment

Trace a line from each corner of the attacker's space to the center of the defender's space. If the line is blocked by a solid object, the defender has cover. If the line is blocked by obscurement, the defender has concealment. These bonuses stack.

Blocked	Result
0 Lines	No bonus effect
1 Line	Light cover/concealment, +1 to defenses
2 Lines	Medium cover/concealment, +2 to defenses
3 Lines	Heavy cover/concealment, +3 to defenses

Tactical Points

Regain a TP when you satisfy your archetype, take an extended rest, or when awarded by arbiter.

Spend TP to activate certain talents, or gain one of the following: +2 outcome (before roll), 6 AP, 3 CP, 15 energy, +2 defense for 1 round, or +2 speed for 1 round.

Combat Reference Sheet

Combat Turn

1. Take Actions!
2. Recover 5 EP (minus burden), and choose to either pay any upkeep or recharge shields.
3. Replenish to 10 AP and WIT CP.

Combat Actions

Use a Talent: See talent description.

Basic Attack ([W] AP):

- **Ranged:** Skill/Weapon vs Reflex
- **Melee:** Skill/Weapon vs Fortitude

Delay (10 AP): End your turn. -1 to your Initiative.

Aid Ally (6 AP): Choose one of the following:

- Adjacent ally can take a 4 AP action.
- Make a communication/weapon check against a target within [W] range. If you succeed, they suffer -1 outcome to attack rolls for 1 round.
- Make a subterfuge/weapon skill check against a target within [W] range. The next ally to attack the target gains +1 outcome.

Prepare (6 AP): Choose an action and an event. Your turn ends. Immediately after the event occurs, you perform the action. Your initiative moves to immediately before the trigger of the event.

Reload (4 AP): Eject and reload equipped weapon

Concentrate: (4 AP): You recover 2 EP.

Move (4 AP): Move up to your speed this turn.

Overwatch (4 AP): Choose an Area 3 space. Each time a creature enters or takes an action in one of those spaces, you may spend 1 CP to make a basic attack against them. While overwatching, you take cannot taking cover.

Retrieve Item (4 AP): Retrieve an item from storage.

Run (4 AP): Move twice your speed. Grant advantage for 1 round.

Stand (4 AP): You stand up from flattened.

Take Cover (2 AP): Double your cover bonus.

Quick Retrieve (2 AP): Retrieve easy-to-access item.

[W] = Use Weapon Value

Status Effects

- **Blinded:** All targets have heavy concealment.
- **Charmed:** You allies are your enemies and your enemies are your allies.
- **Chilled:** Unarmored targets are ensnared. If chilled again, may become frozen.
- **Cloaked:** Cloaked characters have heavy concealment and advantage.
- **Confused:** You think all targets are hostile.
- **Dazed:** All targets have medium concealment.
- **Dazzled:** All targets have light concealment.
- **Ensnared:** -1 Reflex and -50% speed.
- **Exposed:** You cannot benefit from cover.
- **Flattened:** You are prone, grant advantage to adjacent enemies, and -50% movement speed.
- **Frozen:** unarmored targets are immobilized. Hardened targets are ensnared. If frozen again, may become Icebound.
- **Icebound:** Frozen and Immobilized.
- **Immobilized:** You cannot willing leave your current space and you suffer -2 Reflex.
- **Incapacitated:** Flattened. Skip your turn.
- **Invincible:** Result of attacks against you is zero.
- **Lifted:** Ensnared, -1 mass, cannot take cover.
- **Panicked:** Can't react. Take only one action.
- **Rattled:** You cannot regain energy.
- **Shaken:** -1 outcome on all skills.
- **Slowed:** Only one action and reaction.
- **Staggered:** You cannot take cover or use powers.
- **Stunned:** Cannot take actions or reactions.
- **Suspended:** You are immobilized, exposed, and suffer -2 mass.
- **Time Dilation:** Regaining additional AP.

More actions

Escape (6 AP): Break grab/pin with the following:

- Fitness/WIT vs Reflex
- Fitness/STR vs Fortitude

Grab (6 AP): Melee 1 Fitness/STR vs reflex. Hit: The target is grabbed. While grabbing, you may only attack with one-handed weapons. The grabbed creature grants you medium cover. Any attack that misses you requires a reroll against the target you are grabbing.

Charge (4 AP): Pursue a target at your speed. You gain advantage and suffer -1 defenses for 1 round. You must move at least 2. You cannot perform other actions while charging.

Pass (0 AP): Your turn ends.