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# Chapter 5 - The Rules of the Game

## 5.1 The Core Mechanic: Rolling the Dice

### 5.1.1: When to Roll

When to roll should be a decision for the game master. that decision should always consider the narrative flow first. The game master may choose to forgo a role in order to maintain a stories pace, and a player may always request a role. Though the final arbiter of what requires the randomness of the dice is, of course, the storyteller. Some game masters may prefer to resolve most actions with the impartial dice, and some game masters may prefer only to require roles when it is crucial, have introduces uncertainty and tension into the game session. Finally a game master should consider what their preferred style or threshold for when to roll and try to be consistent with that. if the game master feels that an expert in picking locks, shouldn’t worry about failing, picking an old skeleton key lock in an unhurried manner, but that is something they should try to stick with throughout the game. The game master should always consider what does requiring a role from a PC or rolling for an NPC achieved narratively or signal to the players. The decision of when to roll and when not to roll can have a bigger effect on the narrative, then maybe initially apparent to new players and game masters.

### 5.1.2: The 2d6 Roll + Modifier

* The Roll: 2d6 + a single, small modifier (typically from a Skill)
* The skill bonus is -2 (0 Skill) 0 (1-2 Skill) +1 (3-4 Skill) +2 (5 Skill)
* The Game Master is the ultimate arbitrator of when a skill or specialization is relevant.

### 5.1.3: The Five Outcomes

* 12: Critical Success.
* 10+: Clean Success. You achieve your goal effectively and without complication.
* 7-9: Success with a Cost. You achieve your goal, but at a price. The GM can introduce a complication, or, as a default, the group adds 1 Dissonance Point to the pool.
* 6-: Failure. You fail to achieve your goal, and the situation gets measurably worse.
* 2: Critical Failure.

### 5.1.4: How Our System "Bounds" Outcomes (The Brute vs. The Sleuth)

The key is separating the chance of success from the magnitude of the effect.

* **The Roll (Chance of Success):** This is governed by Skill proficiency (-2 to +2). This represents a character's training and competence. A seasoned detective (Expert in Alertness, +1) and a hulking bodyguard (Expert in Alertness, +1) can have the exact same chance of spotting a hidden clue. The skinny fighter and the giant brute can have the same chance to land a punch if they are equally trained. This is where characters are equal.
* **The Effect (Magnitude & Type):** This is governed by Attributes and Specializations. This is where the characters are different and where we "bound" the outcome.
* **The Brute (High Physique):** Their high Physique attribute gives them more Health Boxes. A Strength specialization could add a flat bonus to their damage (e.g., +1 damage on melee hits). So while they have the same chance to hit as the skinny fighter, the effect of their hit is bounded by their raw power. They will always do more damage.
* **The Sleuth (High Intellect):** An Intelligence specialization could allow them to ask the GM a follow-up question on a successful Investigation roll. They might spot the same clue as the bodyguard, but the effect is that they understand its significance on a deeper level. Their insight is bounded by their intellect.
* **The Femme Fatale (High Presence):** A Manipulation specialization might allow them to re-roll one failed Social check per session. They can't punch like the brute or reason like the sleuth, but their ability to change the narrative is bounded by their charisma and connections.

## 5.2 The Dissonance System

### For the Player's Handbook: Dissonance as "Doubt Manifest"

"The old detectives have a saying: 'The plan is the first thing to die.' In a city like Sidonia, it feels like the universe agrees. There is a palpable tension in the air, a weight that builds with every close call, every desperate act, every victory won by the skin of your teeth. This is Dissonance.

Think of it as doubt made manifest. Every time you succeed, but just barely (a 7-9 roll), you are straining your luck. You get what you want, but you create a ripple, a discordant note in the flow of events. Each of these ripples adds to a building pressure, a sense that the world's carefully balanced order is fraying at the edges.

As Dissonance accumulates, the unexpected becomes likely. A lock that should be simple suddenly jams. A friendly face turns sour. A shadow detaches from a wall and follows you home. This isn't random bad luck; it's the consequence of your actions. It's the price you pay for pushing back against a city that doesn't want to be changed. The more you struggle, the more the city itself will struggle against you."

### For the Game Master's Guide: Dissonance as "System Interference"

Dissonance is the mechanical representation of the core conflict of the setting: the struggle between the AI Sam's ordered 'Orchestration' and the chaotic, reality-warping influence of the Worm.

**The Metaphysical Truth:** Sam's greatest tool for ensuring humanity's stability is the Aether (nanotechnology). The Aether subtly manages probability, physics, and even human perception to maintain a fragile status quo. The player characters, with their free will and capacity for extraordinary acts, are 'outsourced effects'—unpredictable variables that the Orchestration cannot fully control.

**How it Works:** A 7-9 roll represents a moment where a character succeeds, but only by forcing the Aether to act in a way that is successful but inefficient, unstable, or logically inconsistent with its programming. This inefficient use generates chaotic feedback—a 'dissonant note' in Sam's symphony. We track this feedback as Dissonance Points (DP). The players are literally causing the underlying operating system of reality to glitch through their desperate actions.

**Spending Dissonance:** When you spend DP, you are manifesting this built-up chaos. Your guiding principle should be Proximity and Causality. The complication should always feel connected to the source of the Dissonance.

* If a player generates DP by picking a lock, the complication should be the lock mechanism breaking, the tool snapping, or a guard hearing the tumblers fall.
* If they generate DP during a tense negotiation, the person they're talking to might suddenly remember a past grudge, or notice a flaw in their story.

The complication isn't random; it's the system 'crashing' at the point of greatest stress.

### 5.2.1: The Dissonance Pool

The Dissonance Pool: A physical pool of tokens visible to all players.

Poker chips, coins, bottle caps, dice, or even small rocks (that float!) can be used for this purpose. What is important is that they are visible to the players (creating tension) at all times. The pool is the physical representation of the accumulating dissonance and the magnitude of its inevitable impact.

### 5.2.2: Gaining Dissonance Points (DP)

Gaining Dissonance Points (DP): The GM adds 1 DP to the pool on any 7-9 roll by the players unless the game master chooses to introduce an immediate complication instead. or when a player utilizes Corruption to alter events. The DP gained by using corruption is a one for one with the amount of corruption used by the player.

### 5.2.3: The GM Spending Dissonance (The Complication Menu)

Spending DP: The GM can spend points from the Dissonance Pool at any time to introduce complications that reflect the growing chaos and the system's attempts to correct for it. The complication should always feel connected to the narrative.

The cost of the effect determines its scale. A GM should telegraph the use of a high-cost complication, often describing the strange shimmer in the air or the feeling of static as reality is forcefully bent.

* **Cost 1-3 DP: Minor Twist.** A piece of gear jams. The lights flicker and die. A friendly face suddenly grows suspicious. A shadow detaches from a wall and follows you home.
* **Cost 4-6 DP: Major Escalation.** Enemy reinforcements unexpectedly arrive. A rival faction appears on the scene. A fire escape ladder breaks. A trusted contact's information proves to be dangerously wrong.
* **Cost 7+ DP: Narrative Preservation.** This represents the system itself intervening to protect its core narrative. The cost must be paid in full from the pool. This is the ultimate consequence of the players' accumulated Dissonance. Examples include:
  + A key NPC (villain or otherwise) inexplicably survives what should have been a fatal blow, stabilized by a "miraculous" ricochet or a sudden system failure in a weapon.
  + A secure safehouse is irrevocably compromised as its existence is "corrected" on a city map, with a demolition crew arriving moments later.
  + A faction officially turns hostile, closing off all previous contacts and resources.

**A Note:** *The Game Master may wish to choose when Dissonance is and is not able to be created. Such as not adding to the dissonance pool for trivial or unrelated rolls. The Game Master may also create a dissonance structure that is contained within the context of the story if those events are a part of a much larger purpose that serves the overall order. Consistency in application is important even if it seems inconsistent to the players.)*

### 5.2.4: Player Agency: The "Buying Time" Rule

Player Agency - "Buying Time": When the GM moves to spend DP, players can choose to "Buy Time." The consequence is averted, but they must add 1 more DP to the pool, increasing the future threat. This again plays with noir themes and encourages players to see the dissonance system in a more interactive context. At the heart of TTRPG is the experience of a shared storytelling. Players are not passive participants in a story whose events and ending are all predetermined by the storyteller. They have movies, book and video games for that.

## 5.3 Action & Combat

### 5.3.1: Defining an Action Roll (Skill Proficiency Modifiers)

Attacking: An attack is a standard action roll (2d6 + Skill Mod).

* 12 is a Critical Hit that has a chance to end the fight. (Defender may spend 1 Temporary Corruption to turn it into a normal clean hit.)
* 10+ is a clean hit.
* 7-9 is a messy exchange where both sides might take damage.
* 6- is a miss.
* 2 is a Critical Miss that leaves you wide open (Next attack against you is an automatic hit)

### 5.3.2: Initiative: Determining Turn Order (2d6 + Wits)

**Initiative: Simple 2d6 roll (+1 for Wits specialization).** Highest goes first, then in descending order, ties happen simultaneously. Surprised individuals go last.

### 5.3.3: The Attack Action & Narrative Combat Outcomes

## 5.4 Health, Damage & Injury

### 5.4.1: Damage Types: Blunt vs. Wound

**Wound Damage (Lethal):** Knives, bullets, piercing, or slashing attacks tick off Health Boxes. This works exactly as we designed: ticking boxes leads to the Wounded (Disadvantage) and Maimed statuses. This is the path to permanent injury and death.

**Blunt Damage (Non-Lethal):** Fists, clubs, stun batons, or impacts tick off boxes on the Stun Track.

* When a location's Stun Track is full, that location is considered Stunned.
* A Stunned limb suffers Disadvantage just like a Wounded one.
* If the Head's Stun Track is filled, the character is immediately knocked Unconscious.
* Stun damage typically recovers much faster than Wound damage (e.g., clearing one box from all Stun Tracks after a few minutes of rest).

### 5.4.2: Hit Locations (The 2d6 Location Chart)

Hit Locations: Damage is tracked by location, determined by a 2d6 roll.

* The Torso is (6,7,8),
* the Head is (2,12),
* left arm (3,4),
* right arm (10,11),
* left leg (5),
* and right leg (9).

### 5.4.3: Tracking Damage: Health Boxes & Stun Tracks

Every location on the character sheet would look something like this:

Left Arm

Health Boxes [ ][ ] (for Wound Damage)

Stun Track [ ][ ] (for Blunt Damage)

#### Armor: The Right Tool for the Job

**Armor has two ratings:**

* Armor Value (AV): Its ability to stop or deflect lethal Wound damage (piercing, slashing).
* Padding Value (PV): Its ability to absorb and cushion non-lethal Blunt damage.

**Examples:**

* Kevlar Vest: High AV (great against bullets), but Low PV (a blow from a pipe still hurts).
* Padded Jacket: Low AV (a knife slips through), but Medium PV (good against punches).
* Full Riot Gear: High AV and High PV (the best of both worlds, but likely heavy and conspicuous).

**Additional Notes:**

* *Most Armor available for purchase will have a rating of 1.*
* *Material Science is not advanced enough for better and the damage is scaled for this.*
* *Armor Values of 2 are extremely powerful and 3 almost impossible to penetrate without armor piercing properties.*

**In Practice:**

When a character is hit, they subtract the relevant armor value from the incoming damage before marking boxes.

* A thug hits you with a lead pipe for 2 Blunt damage. Your Padded Jacket (PV 1) absorbs 1 points. You mark 1 box on your Torso's Stun Track.
* An assassin tries to stab you for 2 Wound damage. Your Padded Jacket (AV 0) does nothing. You mark 2 boxes on your Torso's Health Boxes.

### 5.4.4: Injury Levels & Penalties

The "Wounded" Status (Disadvantage)

The "Maimed" & "Dying" Statuses

Health Boxes & Penalties: Each location has a set number of Health Boxes (e.g., Torso 3, Arm 2).

* **WOUNDED (1st box ticked):** Imposes Disadvantage (roll 3d6, drop highest) on actions using that location. The Body specialization can ignore this once per scene.
* **MAIMED (all boxes ticked):** The location is unusable or the character is "Dying."

### 5.4.5: The "Overwhelming Force" Rule for Blunt Trauma

This rule replaces the "Compromised Overflow" rule. It only triggers when a **WOUNDED l**ocation takes Blunt damage.

When a Wounded location is struck by a source of Blunt damage, compare the incoming damage number to the location's empty Stun boxes.

* **If** the incoming Blunt Damage is **LESS THAN OR EQUAL TO** the empty Stun boxes:

**Then** the blow is significant, but the already-damaged tissue holds. The damage is absorbed by the Stun Track as normal. No extra effect occurs.

* **If** the incoming Blunt Damage is **GREATER THAN** the empty Stun boxes:

**Then** the blow is overwhelming. The force is too much for the compromised area to handle, causing a catastrophic tear. The following happens:

* Fill the remaining Stun boxes.
* The leftover damage "overflows" to the Health Boxes as normal.
* You must mark one additional Health Box from the sheer shock and trauma of the impact.

**Example in Play**

Let's use our Bounty Hunter again. Her Right Arm is Wounded (1 of 2 Health boxes ticked) and has an empty Stun Track (2 boxes).

Right Arm: Health [X][ ], Stun [ ][ ]

**Scenario A: A Glancing Blow**

A thug hits her Wounded arm for 1 Blunt damage.

The GM compares the damage (1) to the empty Stun boxes (2). 1 is less than 2.

Result: The "Overwhelming Force" rule does not trigger.

* She simply marks 1 box on her Stun Track.
* The arm hurts more, but the wound itself isn't critically worsened.
* Right Arm: Health [X][ ], Stun [X][ ]

**Scenario B: A Solid Hit**

Later, a different thug hits the same Wounded arm for a solid 3 Blunt damage.

The GM compares the damage (3) to the empty Stun boxes (which is now 1). 3 is greater than 1.

Result: The "Overwhelming Force" rule triggers.

* She marks the last empty Stun box. (1 point of the damage is used).
* The remaining 2 points of damage overflow to the Health Track. She marks the last Health box.
* Because the rule was triggered, she must mark one additional Health Box. Since there are no more boxes, this extra trauma is "lost," but the effect is clear: her arm is ruined.
* Right Arm: Health [X][X], Stun [X][X]

Her arm is now instantly **MAIMED.**

### 5.4.6: Damage Amounts by Type

**Hand to Hand: 0-4 Stun**

Base of 1 + (-1,0,+1,+2 Physique)(+1 Strength Specialization)

**Melee: 1-4 Blunt or Wound**

Base of 1 + (-1,0,+1,+2 Physique)(+1 Strength or Agility Specialization)

**Ranged: 1-4 Wound:**

* **Light: 1** (Most Handguns)
* **Medium: 2** (Heavy Pistols, Small Caliber Rifles, etc…)
* **Heavy: 3** (Sniper Rifles, Assault Rifles, Shotguns, etc...)
* **Extra Heavy: 4** (Anti-Material, “You probably can’t carry it”, Heavy with modified ammo, etc…)

The Road to Ruin: A System of Corruption

Corruption is not a punishment handed down by the world; it is a choice. It is the measure of a character's willingness to tear a hole in the fabric of reality to get what they want. In the shadows of Sidonia, it is the easy, tempting path—a shortcut paved with power and paid for with pieces of one's soul.

Every choice to use this power is a conscious one. The world does not judge you for it, but you must live with the consequences. This system is not about good versus evil, but about the lines you draw for yourself and the price you are willing to pay to cross them.

## 5.5 Two Faces of Corruption

Corruption manifests in two distinct forms: Permanent and Temporary.

Permanent Corruption: This is a stable alteration of your being, a scar left on reality that has become part of you. The mutations of a Chimera or the advanced cybernetics of a Neosapien are expressions of Permanent Corruption. Abilities granted by this corruption are part of your new nature; using them does not generate further corruption, just as breathing does not tire the lungs. For some, like the Chimera, this innate corruption acts as a natural tolerance—a buffer against the darker tides.

Temporary Corruption: This is the active, volatile energy you channel when you make a choice to bend or break the world. Gained by using abilities like Defy the Gate, Bending Fate, or Twist the Weave, this corruption is a measure of your current debt. It is a rising tide that erodes your soul and invites the attention of darker things. This is the corruption you must fear.

### 5.5.1 The First Step & The Lurker's Choice

The first time you willingly accept a point of Temporary Corruption is the most significant threshold you will ever cross. In this moment, time may seem to slow. You may see his graffiti—a wide-brimmed hat, a shadowy outline—on a nearby wall. This is the domain of the Lurker on the Threshold, and he is the sole witness to your choice.

He is not there to judge, only to observe the moment you step from the path of what is to the path of what could be. In this moment, you must answer his unspoken question: "What is it you truly hunger for?"

You must choose one of the Three Paths of Hunger. All subsequent Temporary Corruption you gain will fuel your journey down this chosen path.

### 5.5.2 The Three Paths of Hunger

Your chosen path determines how corruption manifests within you, offering unique temptations and damning bargains along the way. Each path has three steps, corresponding to your Temporary Corruption track being one-third, two-thirds, or completely full. At each step, you are offered a Bargain: a chance to accept 1 point of Permanent Corruption in exchange for a dark gift. Accepting the Bargain leaves a permanent Mark upon you.

#### Path 1: The Hunger of Desire (The Empty Heart)

This is the path of will, influence, and the insatiable need for more.

##### Step Manifestation & Narrative Effect The Bargain & The Mark

1 (1-33%) The Echo of Want: You become acutely aware of the desires of those around you. It's a low-level static of need, making it hard to focus on anything but what people want. Bargain: You can permanently gain the ability to know the most immediate, surface-level desire of any person you focus on. The Mark: Your eyes subtly change color to reflect the dominant emotion of the person you are "reading."

2 (34-66%) The Scent of Hunger: Animals and perceptive individuals become wary of you. You have a predatory charisma; people are drawn to you but feel unnerved, as if they are prey. Bargain: You can gain the power to amplify a target's existing core desire, turning a simple want into a desperate, short-term obsession that they must act on. The Mark: You develop a permanent, unnatural stillness. You no longer fidget, blink regularly, or have idle tells.

3 (67-100%) The Gravity of Need: Your own desires become a tangible force. You find it difficult to accept "no" for an answer, and your presence can feel physically heavy to those who deny you. Bargain: You can learn to literally feed on another's ambition or hope, leaving them apathetic and hollow while you gain a surge of confidence. The Mark: Your voice gains a permanent, hypnotic quality that is impossible to ignore.

### Path 2: The Hunger of Knowledge (The Spider's Thread)

This is the path of forbidden secrets, alien perception, and intellectual arrogance.

#### Step Manifestation & Narrative Effect The Bargain & The Mark

1 (1-33%) The Pattern Recognition: You begin to see connections everywhere. Coincidences feel like conspiracies. You see patterns in static and messages in graffiti. Bargain: You can gain the ability to "read" the recent emotional residue on an inanimate object, getting a flash of the last strong emotion it was exposed to. The Mark: You develop a constant, minor headache at the base of your skull.

2 (34-66%) The Cacophony of Echoes: You perceive Aetheric echoes left on places—the "memory" of strong events. Standing in a room, you might get flashes of a violent argument that happened years ago. Bargain: You can gain the power to ask the Aether one simple, yes/no question about a person or object in your presence and receive a truthful, one-word answer. The Mark: One of your eyes develops a permanent, unnatural geometric pattern in the iris, like a fractal or rune.

3 (67-100%) The Panopticon Gaze: You see the flaws in everything—the structural weakness in a building, the logical flaw in an argument, the moral weakness in a person. It is a weapon that makes it impossible to see beauty. Bargain: You can learn to pull a single piece of surface information (a password, a name) directly from an unwilling mind through physical contact. This act is mentally painful for both you and the target. The Mark: Your shadow sometimes lags a fraction of a second behind you, as if struggling to process the information you perceive.

### Path 3: The Hunger of Power (The Crushing Hand)

This is the path of force, direct action, and the imposition of one's will upon reality.

#### Step Manifestation & Narrative Effect The Bargain & The Mark

1 (1-33%) The Unstable Aura: Your emotions have a minor, tangible effect on your environment. When you're angry, lights might flicker. When you're scared, the room feels colder. Bargain: You can gain the ability to infuse a single, thrown object with Aetheric energy, making it strike with unnatural force and accuracy. The Mark: A network of fine, black, crack-like lines appears on the palm of your dominant hand.

2 (34-66%) The Denial of Physics: Small laws of physics become suggestions. Rain might avoid you, you might leave no footprints in mud, or dropped objects might fall slightly slower near you. Bargain: You can gain the power to "harden" a fragile object for a single action, making a pane of glass as strong as a steel shield. The object shatters violently after one use. The Mark: Your reflection becomes distorted. It is always you, but it might be older, more brutal, or its expression is always one of cold fury.

3 (67-100%) The Reality Wound: Your very presence is a minor wound in reality. Technology glitches, plants may wither, and you cast a shadow even in complete darkness. Bargain: You can learn to transmute a small, simple, non-living object into another of similar mass. The change is violent, unstable, and temporary. A brick could become a hornet's nest; a glass of water, a glass of blood. The Mark: You no longer have a recordable heartbeat, replaced by a silent, Aetheric hum.

### 5.5.4 The Corrupted Metabolism of the Chimera

A Chimera's body is a testament to the Wyrm's influence, their Permanent Corruption a measure of their innate tolerance. This corruption acts as a buffer. A Chimera only begins their journey down a Path of Hunger after their accumulated Temporary Corruption exceeds their Permanent Corruption score. Until that point, they feel no ill effects. This allows for a long, silent slide into ruin, which ends in a sudden, terrifying drop when their nature can no longer contain their choices.

### 5.5.5 The Path to Purification: Upholding The Code

Cleansing the stain of Temporary Corruption cannot be done with a simple ritual. It is an act of personal valor, a reaffirmation of the self. To do so, you must first define your Code—a single, personal, actionable rule that you take pride in never having crossed.

To cleanse corruption, you must be tested. You will be faced with a choice where breaking your Code is the easiest path to success. You must choose the hard way. You must uphold your Code, and this choice must result in a significant, painful, personal sacrifice. In proving that your integrity is more important than your goal, you may cleanse a portion of your Temporary Corruption.

Cleansing Permanent Corruption is another matter entirely. It is the focus of a character's entire narrative arc, a monumental quest to rewrite one's own soul that is arduous, scarring, and perhaps, ultimately, impossible.

## 5.6 Critical Success & Failure

### 5.6.1: Critical Success (Natural 12):

You succeed with a special flourish or advantage. The GM describes an added benefit. No extra dice to roll (which may include reducing the DP in the Dissonance Pool.

### 5.6.2: Critical Failure (Natural 2):

You fail spectacularly. The GM can immediately spend up to 2 DP from the Dissonance Pool for free to create a catastrophic consequence.

### 5.6.3: Critical’s and the Aether

When rolling a critical (2 or 12) while manipulating the Aether, the GM should treat this as the Aether itself responding to the attempt as a failure to communicate correctly. On a critical failure, the stray thoughts of a Sorcerer or the memories of an Esper cause the resulting outcome to dramatically deviate in unexpected (But not necessarily unrelated) ways. On a critical success, the Aether might cascade beyond the intended effect. Both are opportunities for narrative chaos that reflect the fundamental danger of treating reality as malleable.

## 5.7 Generalizing the "Dramatic Spotlight"

### **The Spotlight Scene**

There are moments in a story that deserve more focus. A duel between master assassins, a high-stakes game of Go against an Automaton champion, a desperate plea before the High Council—these are the scenes that define a character. A single roll of the dice can feel anticlimactic.

The Spotlight Scene is a tool for players and the Game Master to pause the game's normal flow and zoom in on these crucial confrontations, turning a single roll into a brief, dynamic mini-game.

### **5.7.1: Invoking a Spotlight Scene**

Once per game session, each player and the Game Master has one **Spotlight Token.** At any time, they can spend this token to initiate a Spotlight Scene. This should be reserved for a moment of true narrative weight for their character.

### **5.7.2: The Declaration of Intent**

The person who spent the token begins by making a Declaration of Intent. This is not a long speech, but a clear, one-sentence goal for the scene. This frames the conflict and sets the stakes for everyone.

* **Player:** *"I want to disarm my rival and force him to yield, not kill him."*
* **Game Master:** *"I want my villain to reveal a painful truth to the player and escape, leaving them shaken."*
* **Player:** *"I want to win this debate and secure the Council's vote, proving my intellect is superior."*

The Declaration is crucial: it tells the GM what a "win" looks like, allowing them to facilitate that player's moment to shine.

### **5.7.3: The Structure of the Scene**

A Spotlight Scene consists of a short series of Contested Rolls. Instead of one person rolling against a static target, both sides in the conflict make a roll using the relevant skill (e.g., Melee vs. Melee, Social (Persuasion) vs. Social (Composure), Lore vs. Lore).

|  |  |
| --- | --- |
| Phase | Description |
| 1. Seize the Advantage | The scene begins with one Contested Roll. The winner narrates how they gain the initial upper hand and receives a +1 bonus on their next roll in this scene. |
| 2. The Exchange | The core of the scene, typically 1-3 Contested Rolls. The winner of each roll describes how they press their advantage or counter their opponent's move. Damage, stress, or arguments are exchanged here. The Dissonance rules (gaining DP on a 7-9) are still in full effect. |
| 3. The Climax | The final Contested Roll. The outcome is determined based on the winner and their roll, measured against the original Declaration of Intent. A 10+ achieves the intent perfectly. A 7-9 achieves it, but with a complication. A 6- means the opponent turns the tables at the last second. |

After the climax, the scene ends, and the game returns to its standard pacing. This ensures the spotlight is meaningful but doesn't derail the session. This structure is flexible enough to handle a sword fight, a magical duel, a tense negotiation, or an intellectual debate with equal narrative weight.

## The Sidonia Supernatural System: Final Summary

This document outlines the unified framework for all supernatural abilities in the game, including Sorcery, Esper powers, Chimera mutations, and Neo-Sapien augmentations.

### I. Core Principles

**Unified Mechanic:** All supernatural abilities, regardless of their flavor, function within this single system.

**Unified Cost:** The primary cost and risk of using supernatural abilities is Corruption. Active powers risk gaining Temporary Corruption, while passive powers are "purchased" with Permanent Corruption.

### II. The Two Types of Powers: Moves & Augments

All supernatural abilities are classified as either a Move or an Augment.

#### 1. Moves (Active Abilities)

**Function:** A Move is an active power a character chooses to perform, requiring a 2d6 + modifier roll (usually using the Lore or a relevant Attribute).

The Roll's Outcome:

* 10+ (Clean Success): The power works as intended.
* 7-9 (Success with a Cost): The power works, but the player must accept a consequence, such as gaining 1 Temporary Corruption, adding 1 DP to the Dissonance Pool, or suffering Stun damage.
* 6- (Failure): The power fails and likely backfires.

#### 2. Augments (Passive Abilities)

**Function:** An Augment is a permanent, "always-on" feature of a character (e.g., a Chimera's tough hide, a Sorcerer's runic mind). It does not require a roll to use.

**The Cost:** An Augment is acquired during character creation (or through significant advancement) by accepting a number of Permanent Corruption points. These points permanently fill the highest boxes on the character's Corruption Track, reducing their buffer against future corruption.