

## CHARACTER CREATION

Determine background  
Select Archetype / Species  
Select Career (select 8 skills—start with 1 rank in 4 career skills)  
Invest XP (starting XP based on species/archetype)  
Improving Characteristic: XP = 10x the value of the to be acquired rank. Cannot advance beyond 5.  
Skill Training: max starting level is 2. Cost for in-career skills XP=5x the acquired rank. Non-career advances cost 5XP + 5x the acquired rank XP.  
Acquiring Talents: 5x the tier in XP. PCs must have more Talents in the next lower tier before purchasing.

Determine Derived Attributes

Wound Threshold: based on species/archetype + Brawn. Increases to Brawn **do not** increase Wound Threshold.  
Strain Threshold: based on species/archetype + Willpower. Increases to WP **do not** increase Strain Threshold.  
Soak is equal to Brawn (modified by gear). Increases to Brawn increase Soak.

Determine Motivations:  
— Desires | Fears | Strengths | Flaws (p47-50)

Select Gear, set appearance & personality

## DICE POOLS, CHECKS & MODIFIERS

1. Compare Characteristic & Skill rating:  
> upgraded  
< upgraded

2. Apply difficulty

3. Apply upgrades then downgrades

Adjusting more dice than avail:  
— Add 1 > add 1   
— Add 1 > add 1   
— Downgrades do not remove dice.

4. Remove dice

### Modifiers

Assist (w/proficiency): One PCs characteristic w/ One PCs skill proficiency

Assist (w/out proficiency): +

### Types of Checks

**OPPOSED:** select opposing skill & compare the characteristic vs. skill proficiency

>   
< upgraded

**COMPETITIVE:** all participants have same difficulty; > >

## IMPORTANT TABLES & INFO

Example flaws, strengths, fears, desires (1.2-2 — 1.2-5: ) p.47—50

Critical Injuries (1.6–10) p.115

Item Attachment & Hard Points; p.206

Magic Rules p.210

## DIFFICULTIES

	Simple	90% 75% <b>Focused Typical</b>
	Easy	80% 60%
	Average	66% 48%
	Hard	52% 33%
	Daunting	45% 25%
	Formidable	33% 18%

## MEDICINE & HEALING

### Rest

Each full night of rest heals 1 Wound & all Strain.

Each full week of rest, check **Resilience (xD)** to recover from 1 Critical Injury. Heals +1 Critical Injury. Failed checks heal 1 Wound.

### Medicine Checks

Test **Medicine (xD)** — Success: heal a # of Wounds = & Strain = . **Self-care:** increase difficulty by 2.

### Limits to Medicine:

One Medicine check / encounter  
Critical Injuries: one attempt/week

### Painkillers maneuver

May be used up to 5x/day. Heals 5 wounds; -1W each subsequent use.

### Recovering Strain

At the end of an encounter pass **Simple (0D) Discipline** or **Cool** check to recover 1 Strain per .

STATE OF HEALTH	DIFFICULTY
Wounds ≤ half wound threshold	<b>Easy (1D)</b>
Wounds > half wound threshold	<b>Average (2D)</b>
Wounds exceed threshold	<b>Hard (3D)</b>
<b>Critical Injury</b>	Critical Injury severit Rating

**Wounds > Threshold** results in incapacitation & 1 Critical Injury. Track wounds to 2x Threshold.

**Strain > Threshold** results in incapacitation. Track indefinitely.



## SKILLS

### General Skills

Alchemy (I) - base difficulty = rarity/2

Astrocartography (I)

Athletics (B)

Computers (I)  
— Hacking, Sysops

Cool (P)

Coordination (A)

Discipline (W)

Driving (A)

Mechanics (I)

Medicine (I)

Operating (I) large vessels

Perception (C)

Piloting (A)  
— Planetary, Space

Resilience (B)

Riding (A)

Skulduggery (C)

Stealth (A)

Streetwise (C)

Survival (C)

Vigilance (W)

### Combat Skills

Brawl (B)

Gunnery (A)

Melee (B)

— Heavy, Light

Ranged (A)

— Heavy, Light

### Social Skills

Charm (P) — cool

Coercion (W) — discipline

Deception (C) — vigilance

Leadership (P) — discipline

Negotiation (P) — negotiation

### Knowledge Skills

Knowledge: Arcane, Dark Magic, Education, Folklore, History/Lore, Religion, Core Worlds, Outer Rim, Underworld, Xenology, Cults.

SILHOUETTE	EXAMPLES
0	Gnomes, cats, dogs
1	Humans, dwarves, elves, motorcycles and anything roughly human shaped
2	Most riding animals, bears, trolls, cars, trucks, civilian single engine aircraft
3	Drakes, Giants, tractor-trailers, dirigibles, jet fighters, starfighters
4	Dragons, zeppelins, three-masted sailing frigate, long-range space going patrol craft
5	Ship of the line, modern destroyers, space going transport ships
6	Modern Aegis cruisers, space going frigates
7	Oil tankers, battleships, aircraft carriers, space battleships
8+	Star dreadnoughts, orbital defense platforms

## GENESYS QUICK SHEET

v 1.3 created by C.Dimon (Hedgewizard)

**Tier 1****Bought Info** *action*

when making a knowledge check, spend currency = 50x difficulty to automatically succeed on the check.

**Clever Retort** *incidental, out of turn*

I/x/encounter add hh to another PC's social skill check.

**Defensive Sysops** *passive*

Add ■■■ to opponent's attempt to hack/access your systems. If you're connected to your system, you're immediately aware of the intrusion.

**Desperate Recovery** *passive*

When healing strain at the end of an encounter, if strain > half threshold, heal +2 strain.

**Duelist** *passive*

Add ■■ to all melee checks against a single opponent. Add ■■■ against 3 or more.

**Durable** *passive (r)*

Reduce any Critical Injury result by 10/rank.

**Forager** *passive*

Remove up to 2 Setback from Survival checks; checks take half the time.

**Grit** *passive (r)*

Increase strain threshold 1/rank.

**Hamstring Shot** *action*

I/x/rnd make a ranged attack; if successful halve dmg but target is immobilized.

**Jump Up** *incidental*

I/x/rnd use this talent to stand from prone or seated position as an incidental.

**Knack For It** *passive (r)*

Select 1 skill. Your character removes 2 Setback from any checks using this skill. Each rank adds 2 more skills (cannot select combat or magic skills).

**Know Somebody** *incidental (r)*

I/x/session reduce the rarity (per rank of talent) of 1 legal item.

**Let's ride** *incidental*

I/rnd you may mount/dismount, or move to another position in a vehicle, as an incidental. Short range falls from the animal/vehicle results in no dmg and landing on your feet.

**One With Nature** *incidental*

When in wilderness, pass a **Simple (-) Survival** check in lieu of Discipline or Cool to recover strain following an encounter.

**Parry** *incidental, out of turn (r)*

During melee, suffer 3 Strain to reduce dmg by 2+ # of ranks in Parry. May only be used I/x/hit.

**Proper Upbringing** *incidental (r)*

When making a social skill check in polite company, you may suffer xStrain to gain xAA on the check (cannot exceed your ranks).

**Quick Draw** *incidental*

I/x/rnd you may draw or holster a weapon as an incidental. Reduced a weapon's Prepare rating by 1.

**Quick Strike** *passive (r)*

Your character adds ■ for each rank to combat checks made against opponents who have not taken an action.

**Rapid Reaction** *incidental, out of turn (r)*

Suffer xStrain (up to ranks in Rapid Reaction) to gain x\* on any Initiative checks.

**Second Wind** *incidental (r)*

I/x/encounter you may heal Strain = ranks.

**Surgeon** *passive (r)*

When making Medicine checks to heal Wounds, the target heals +1 Wound per rank of Surgeon.

**Swift** *passive*

You do not suffer penalties for moving through difficult terrain (you move at normal speed without spending maneuvers).

**Toughened** *passive (r)*

Each rank increases your Wound threshold by 2.

**Unremarkable** *passive*

Other characters add X to any checks made to locate/find you in a crowd.

**Tier 2****Basic Military Training** *passive*

Athletics, Ranged (Heavy) & Resilience are considered career skills.

**Berserk** *maneuver*

I/x/encounter you may trigger this talent: until the end of the encounter or you're incapacitated add \*AA to all melee combat checks. Opponents add to all checks targeting your character. While berserk you cannot use ranged weapons. At the end of the berserk, take 6 strain.

**Coordinated Assault** *maneuver*

I/x/turn # Allies engaged with you (up to your Leadership value) add A to all combat checks until the end of your next turn. The range increases by 1 band/rank.

**Counteroffer** *action*

I/x/session choose one non-nemesis adversary within medium range to make an **opposed Negotiation vs Discipline** check. If successful the target becomes staggered. At GM's discretion, spending ♦ may have adversary become an ally (depending on whether the deal is forthcoming).

**Daring Aviator** *incidental (r)*

Before making a Driving or Piloting check, you may add xQ to add x\* to the result (x cannot exceed ranks)

**Defensive Stance** *maneuver (r)*

I/x/rnd you may suffer xStrain (up to ranks) to upgrade the difficulty of all melee combat checks targeting you by x.

**Defensive Sysops (Improved)** *Incidental*

In lieu of adding 2 Setback, add XQ to the results of your adversary's check.

**Dual Wielder** *maneuver*

Decrease the difficulty of the next combined combat check by 1.

**Fan the Hammer** *incidental*

I/x/encounter you may add the Auto-Fire quality to your pistol. ♦ results in running out of ammo for the encounter.

**Heightened Awareness** *passive*

Allies within short range add ■ to Perception & Vigilance checks. Allies engaged with you gain ■■ instead.

**Inspiring Rhetoric** *action*

Make **Average (2D) Leadership** check. For each \* generated, 1 ally within short range heals 1 strain, +1 strain per A.

**Inventor** *incidental (r)*

When constructing or modifying gear add ■ equal to your ranks. You may also attempt to reconstruct devices you've heard described without plans or schematics.

**Lucky Strike** *incidental*

Choose 1 characteristic when acquired. On a successful attack, spend 1 Story Point to add dmg = to your chosen characteristic on one hit.

**Scathing Tirade** *action*

Make an **Average (2D) Coercion** check. For each \* generated, 1 enemy within short range suffers 1 Strain, +1 Strain per A.

**Side Step** *maneuver (r)*

I/x/rnd suffer xStrain (up to your ranks) to upgrade xDifficulty of all ranged combat checks targeting you.

**Tier 3****Animal Companion** *passive (r)*

You create a bond with a single animal (silhouette 0). p77

**Barrel Roll** *incidental, out of turn*

Applies when piloting a silhouette ≤ 3. When hit, before armor is applied, vehicle suffers 3 strain & reduce dmg applied by ranks in Piloting.

**Tier 3 - continued****Distinctive Style** *incidental*

Before rolling **computers** check to hack or break into secured networks, add ♦♦♦.

♦♦Results in "I Know You"

**Dodge** *incidental, out of turn (r)*

Suffer xStrain (up to ranks) to upgrade xDifficulty to attacks against you.

**Eagle Eyes** *incidental*

I/x/encounter increase weapon's range band by 1 (to max of extreme).

**Field Commander** *action*

On a successful **Average (2D)**

**Leadership** check allies equal to your Presence may suffer 1 Strain to gain an out of turn maneuver:

**Forgot to Count?** *incidental, OOT*

Spend adversary's ♦♦ to trigger this talent, causing their weapon to run out of ammo.

**Full Throttle** *action*

On a successful **Hard (3D) Piloting** or **Driving** check the top speed increases by 1 (max of 5) for rnds=Cunning.

**Grenadier** *incidental (r)*

Grenades have Medium range.

On combat checks using items with

**Blast**, spend a Story Point (in lieu of advantage) to trigger Blast, even if you miss.

**Inspiring Rhetoric (Improved)** *passive*

Allies affected gain ■ to all skill checks for rnds = Leadership

**Painkiller Specialization** *passive (r)*

Heal +1 Wound/rank. 6th use still has no effect.

**Scathing Tirade (Improved)** *passive*

Enemies affected add ■ to all skill checks for rnds = Coercion.

**Heroic Will** *incidental, out of turn*

Choose 2 characteristics. Spend a Story Point to ignore all Crits affecting these characteristics until the end of the encounter.

**Natural** *incidental*

Choose 2 Skills. I/x/session use Talent to reroll 1 check.

**Rapid Archery** *maneuver*

Suffer 2 Strain before your ranged combat check & your Bow gains the linked quality # = Ranged ranks.

**Parry (Improved)** *incidental, OOT*

As Parry, you may spend ♦♦ or ♦♦♦ from attack to automatically hit adversary with your parrying weapon.

**Tier 4****Can't we Talk About This?** *action*

On a successful **opposed Charm** or **Deception vs Discipline** check a non-nemesis adversary cannot attack you until their next turn. +1 turn/AA

Spend ♦ to extend to all allies.

**Deadeye** *incidental*

After you inflict a Crit w/a ranged weapon, spend 2 Strain to select the critical of the same severity.

**Defensive** *passive (r)*

+1 melee & ranged Defense per rank.

**Defensive Driving** *passive (r)*

Vehicle's Defense +1/rank.

**Enduring** *passive (r)*

+1 Soak/rank

**Tier 4 - continued****Field Commander (Improved)** *passive*

When you use Field Commander, you affect # of allies = 2xPresence. Spend ♦ to allow one ally to suffer 1 Strain to gain an action (not an maneuver).

**How Convenient!** *action*

On a successful **Hard (3D) Mechanics** check, one device (GM's approval) spontaneously fails.

**Inspiring Rhetoric (supreme)** *incidental*

Suffer 1 Strain to trigger Talent as a maneuver instead of an action.

**Mad Inventor** *action*

I/x/session make a **Mechanics** check (xD = to rarity) to cobble together an item out of spare parts/salvage. Check may result in item being dangerous!

0-2 = Easy | 3-4 = Avg | 5-6 = Hard | 7 = Daunting | 8 = Formidable | 9+ impossible.

**Overcharge** *action*

On a successful **Hard (3D) Mechanics** check one cybernetic implant grants additional +1 bonus until end of encounter. May short out!

**Scathing Tirade (Supreme)** *incidental*

Suffer 1 Strain to trigger as a maneuver (in lieu of action).

**Tier 5****Dedication** *passive (r)*

Increase one characteristic by 1 (max 5). Cannot increase same characteristic twice.

**Indomitable** *incidental, out of turn*  
I/x/encounter when you'd be incapacitated, spent a Story Point to defer until end of your next turn.

**Master** *incidental*

Choose 1 skill. I/x/rnd you may suffer 2 Strain to reduce the difficulty of next skill check by 2 (minimum Easy (1D)).

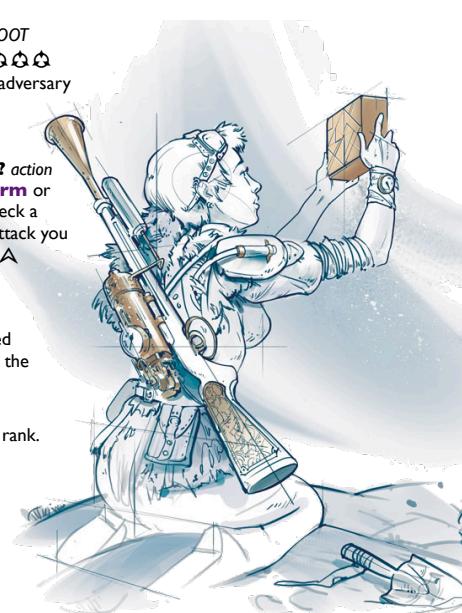
**Overcharge (improved)** *passive*

Spend ♦ or AA from Mechanics check to immediately take another action. Can only be used I/x/action.

**Ruinous Repartee** *action*

On a successful **opposed Charm** or **Coercion vs Discipline** check against one adversary up to Medium rng, target suffers Strain = 2x Presence +1/ \*

You heal equivalent strain.



## COMBAT ACTIONS & OPTIONS

Incidents | Maneuvers | Actions

Each character receives 1 Maneuver & 1 Action each round.

### Maneuvers

Limit 2 maneuvers per round.

**Aim:** must remain in position prior to making combat check, & not take any dmg in excess of soak. Benefits from one of the following:

Gain  $\square$  to next combat check. Gain  $\square\square$  if 2 consecutive maneuvers spent aiming.

To target a specific item/location:  $\blacksquare$  or  $\blacksquare\blacksquare$  if you spend 2 consecutive maneuvers.

**Assist:** provide engaged ally  $\square$  on their next check.

**Guarded Stance:** gain 1 Melee Defense: opponents suffer  $\blacksquare$  to all melee attacks against you.

### Interact w/Environment

#### Managing Gear

##### Mount/Dismount

**Move:** change range increment, engage/disenegage, move within short range.

**Drop Prone / Stand:** prone targets gain the following to hit them:  $\square$  for melee attacks;  $\blacksquare$  for ranged attacks.

#### Preparation

##### Melee vs Ranged Attack Difficulty

**Melee attacks:** default difficulty is **Average (2D)**

**Ranged attacks:** default difficulty is based on distance & modifiers.

##### Two-Weapon / Dual Wielding

Identify the Characteristics & Skills used for each weapon, then select the lower of each. Then determine difficulty with each weapon & select the hardest, then add  $+\diamond$ . If successful, the primary weapon hits, and  $\heartsuit$  or  $\clubsuit$  triggers a hit with the 2nd weapon.

##### Unarmed Attacks

Attacker may inflict Strain damage or Wounds.

##### Size Differences (Silhouettes)

Attacking silhouette 2 sizes larger gains  $-\diamond$

Attacking silhouette 2 sizes smaller gains  $+\diamond$

##### Environmental Effects

###### Holding your Breath: # of rnds = Brawn (+ Resilience homebrew)

**Concealment:** +1 mist, shadow, high grass | +2 fog, dusk, thick grass | +3 heavy fog, thick smoke, night, thick grass.

Range attacks, Vigilance or Perception vs concealed targets gain:  $\blacksquare$

Stealth checks in concealment gain:  $\square$

**Cover:** provides 1 Defense but Perception checks gain  $\blacksquare$ . Heavy cover may offer more Defense. Max Defense is 4.

**Difficult Terrain:** requires 2x maneuvers each movement.

**Impassable Terrain:** requires special skills/tools to overcome.

**Gravity:** Affects Brawn-based skill checks (not Resilience) & Coordination. For stronger Gravity  $\blacksquare\blacksquare\blacksquare$  | For weaker Gravity  $\square\square\square$

Zero Gravity: no changes to checks; requires 2x maneuvers.

**Vacuum:** when exposed w/out equipment they suffer 3W/round. When incapacitated, suffer 1 Critical Injury, +1 Crit/rnd. In addition, once out of breath **Suffocation** starts to occur.

**Fires, Acids & Corrosive Atmospheres:** Each round, suffer Wounds = rating of the fire, acid, atmosphere etc. (1-10+).

1-2: campfires & mildly caustic substances, ash filled air | 3-5 flammable liquids & flamethrowers, industrial acids, air contaminated by chemicals | 6-9 welding torches, weaponized acids, ammonia or chlorinated air | 10+ Lava, blast furnaces, air filled with unbreathable gasses.

**Suffocation:** Suffer 3 Strain/rnd. Once incapacitated, suffer 1 Critical Injury until able to breathe or dies.

**Falling:** Short: 10 dmg | 10 Strain

Medium: 30 dmg | 20 Strain

Long: Max W + Crit 50 | 30 Strain

Extreme: Max W + Crit 75 | 40 Strain

## ITEM INFO & QUALITIES

Selling items: based on successful negotiation cost receive 1/4 value.  $\star\star$  receives 1/2 value,  $\star\star\star$  receives 3/4 value.

**Encumbrance Threshold** = 5 + Brawn. Exceeding ET results in  $\blacksquare$  to all Agility and Brawn checks for each point over. If encumbered by an amount  $\geq$  Brawn, they lose their free maneuver.

### Item Qualities

**Accurate** passive:  $+\square$  to combat checks for each level of this quality.

**Auto-Fire**:  $+\diamond$  to combat check. If attack hits, spend  $\clubsuit\clubsuit$  to trigger. Can be triggered multiple times. If targeting multiple targets, use the difficulty of the hardest adversary.

**Blast**  $\clubsuit\clubsuit$ : If successful, each character engaged with the target suffers normal damage. (If hit misses, spend  $\clubsuit\clubsuit\clubsuit$  to deal Blast rating damage only to all characters engaged with the target.)

**Breach** passive: ignore 1 point of vehicle/structure Armor per breach rating (ignores 10 Soak).

**Burn**  $\clubsuit\clubsuit$ : When triggered, target receives weapon's base dmg each round for xRounds ( $x=\text{burn rating}$ ). (**Avg (2D) Coordination** check to put out on average)

**Concussive**  $\clubsuit\clubsuit$ : Target is Staggered for rounds = to rating.

**Cumbersome** passive: requires Brawn rating  $\geq$  to rating or suffer +1 difficulty for each point of deficiency.

**Defensive** passive: increase target's melee Defense by rating.

**Deflection** passive: increase target's ranged Defense by rating.

**Disorient**  $\clubsuit\clubsuit$ : target is disoriented for rounds = to rating. Disoriented targets add  $\blacksquare$  to all checks.

**Ensnare**  $\clubsuit\clubsuit$ : target is immobilized for rounds = rating. Immobilized targets cannot take maneuvers. **Hard (3D) Athletics** to break free.

**Fast** passive:  $+\square/\text{level}$  to initiative checks against a single adversary within close range.

**Guided**  $\clubsuit\clubsuit\clubsuit$ : can only trigger if attack misses; make an incidental combat check **Average (2D)** at the end of each round in which it missed, using  $\diamond$  = to Guided rating.

**Inaccurate** passive: add  $\blacksquare$  to attacks made with this weapon.

**Inferior** passive: add  $\heartsuit$  to all checks using this item.

**Knockdown**  $\clubsuit\clubsuit+\heartsuit$  per silhouette over 1: Target is knocked prone.

**Limited Ammo** passive: may make a # of attacks = to rating before requiring reload (1 maneuver).

**Linked**  $\clubsuit\clubsuit$ : spend to gain an additional hit. May trigger # of times = rating. Dmg = to base damage +  $\star$  scored.

**Pierce** passive: hit ignore soak = to pierce rating.

**Precise**  $\clubsuit\clubsuit\clubsuit$ : spend to adjust critical effect by 1 step (in the same Critical Severity)

**Prepare** passive: spend a # of prepare maneuvers = to rating.

**Reinforced** passive: items immune to Sunder. Armor immune to Pierce and Breach qualities.

**Slow-Firing** passive: rating determines # of rounds between uses.

**Stun**  $\clubsuit\clubsuit$ : Inflicts Strain = to rating (ignores Soak).

**Stun** passive: only deals Strain damage (Soak applies).

**Sunder** \*: Attacker chooses 1 item, and is damaged by 1 step per  $\heartsuit$  spent. May be activated on an unsuccessful attack.

**Superior** passive: generates  $\heartsuit$  on all checks related to use.

**Tiring** passive: every time weapon inflicts a critical, wielder takes 2 Strain.

**Tractor** passive: on a successful attack with a tractor beam, target cannot move unless the pilot makes a **Pilot (xD)** check ( $x =$  to rating).

**Unwieldy** passive: requires Agility  $\geq$  rating or suffer +1 difficulty for each point of deficiency.

**Vicious** passive: add 10x the vicious rating to Critical Injury rolls.



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## SOCIAL ENCOUNTER EFFECTS

Cost	OPTIONS
A or ☀	<ul style="list-style-type: none"> <li>— Recover 1 Strain</li> <li>— Add 1 to the next ally check</li> <li>— Notice an important point in the conflict (e.g. someone eavesdropping)</li> </ul>
AA or ☀	<ul style="list-style-type: none"> <li>— Learn the Strength or Flaw of the targeted character</li> <li>— Add 1 to opponent's next check</li> <li>— Add 1 to any allies (or your own) next check</li> </ul>
AAA or ☀	<ul style="list-style-type: none"> <li>— Learn the Desire or Fear of the target.</li> <li>— Successfully conceal your true goal in the encounter.</li> <li>— Learn the true goal of your target (if they have one).</li> </ul>
☀	<ul style="list-style-type: none"> <li>— Learn any one Motivation facet of any Character engaged in the encounter.</li> <li>— Upgrade the difficulty of opponent's next check.</li> <li>— Upgrade the ability of any ally's next check, including yourself.</li> <li>— Do something vital (grab attention, create social distraction).</li> </ul>
∅ or ☀	<ul style="list-style-type: none"> <li>— Suffer 1 Strain</li> <li>— Become distracted or sidetracked (e.g. unable to activate an ability that requires a maneuver, or being dragged into boring side conversation).</li> </ul>
∅∅ or ☀	<ul style="list-style-type: none"> <li>— Accidentally reveal Strength or Flaw</li> <li>— Add 1 to opponent's next check.</li> <li>— Active character or ally suffers 1 on their next action.</li> </ul>
∅∅∅ or ☀	<ul style="list-style-type: none"> <li>— Reveals Desire or Fear</li> <li>— Reveals their true goal</li> </ul>
∅	<ul style="list-style-type: none"> <li>— Reveals a Motivation facet of an ally.</li> <li>— Learn a false Motivation facet of the target (&amp; you believe true).</li> <li>— Upgrade difficulty of ally's next check (or your next check).</li> <li>— Become so embroiled in irrelevant events they cannot do anything important next round.</li> </ul>

**Critical Remarks:** ☀ / AAAA target suffers 5 strain

Add 1 to checks incorporating target's **Strength** or **Flaw**

Add 1 to checks incorporating target's **Fear** or **Desire**.

Add 1 to checks which conflict against target's **Strength** or **Flaw**

Add 1 to checks which conflict against target's **Desire** or **Fear**

## CONDITIONS

**Staggered:** cannot perform actions until condition removed.



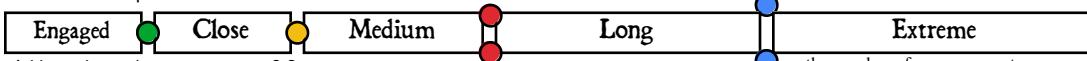
**Immobilized:** cannot perform maneuvers until condition removed.

**Disoriented:** add 1 to all checks. Additional disorientations add duration, do not stack effects.

RANGED ATTACK DIFFICULTIES		
◆	Engaged	Plus modifiers
◆	Short	
◆◆	Medium	
◆◆◆	Long	
◆◆◆◆	Extreme	
◆◆◆	Strategic	Vehicles only

RANGED MODIFIERS	
SCENARIO	DIFFICULTY
Engaged with opponents while armed with a one-handed range weapon	+ ◆
Engaged with opponents while armed with a two-handed range weapon	+ ◆◆
Engaged with opponent while armed with a heavy ranged weapon	May not make checks

up to several meters → several dozen meters



Additional steps/maneuvers cost 2 Strain

= the number of maneuvers to cross

## Social Encounter Disposition Modifiers

Enemy	Disliked	Outsider / Distrusted	Indifferent	Friendly	Favoured	Besotted	Disposition Modifier
◆ + ■■	■■	■	--	■	■■	■■■	Price Discount

**Ranged vs Engaged:** if attack succeeds & generates ☀, the hit strikes an unintended target.

**Ranged while Engaged:** adversary adds 1 to their next melee/brawl check & suffers ranged modifiers (see Ranged Modifiers table).



**CRITICALS**  
A character can only generate 1 Critical Injury/Hit per hit on a target. Each additional triggering of the Critical Rating adds +10 to the Critical Roll.

+10 to each Critical Injury/Hit roll per Critical Injury/Hit already sustained.



# CRITICAL INJURY RESULTS

D100	SEVERITY	RESULT
01-05	Easy (♦)	<b>Minor Nick:</b> target suffers 1 strain.
06-10	Easy (♦)	<b>Slowed down:</b> target can only act during the last allied initiative slot on their next turn.
11-15	Easy (♦)	<b>Sudden Jolt:</b> target drops whatever is in hand.
16-20	Easy (♦)	<b>Distracted:</b> the target cannot perform a free maneuver during their next turn
21-25	Easy (♦)	<b>Off-balance:</b> add ■ to the target's next skill
26-30	Easy (♦)	<b>Discouraging Wound:</b> move a Story Point from the target's pool
31-35	Easy (♦)	<b>Stunned:</b> Target is staggered until the end of their next turn
36-40	Easy (♦)	<b>Stinger:</b> increase the difficulty of the target's next check by one
41-45	Average (♦♦)	<b>Bowled Over:</b> Target is knocked prone and suffers one strain
46-50	Average (♦♦)	<b>Head Ringer:</b> Target increases difficulty on all Intellect & Cunning checks by 1 until injury is healed.
51-55	Average (♦♦)	<b>Fearsome Wound:</b> Target increases difficulty of all Presence & Willpower checks by 1 until injury is healed.
56-60	Average (♦♦)	<b>Agonizing Wound:</b> Target increases difficulty of all Brawn & Agility checks by 1 until injury is healed.
61-65	Average (♦♦)	<b>Slightly Dazed:</b> Target is disoriented until this injury is healed.
66-70	Average (♦♦)	<b>Scattered Senses:</b> Target removes □ from all skill checks until this injury is healed.
71-75	Average (♦♦)	<b>Hamstrung:</b> Target loses free maneuver until this injury is healed.
76-80	Average (♦♦)	<b>Overpowered:</b> Target is left open, attacker may immediately attempt a 2nd attack as an incidental, using the same pool as the original attack
81-85	Average (♦♦)	<b>Winded:</b> Target cannot voluntarily suffer Strain to activate any abilities or gain maneuvers until injury is healed.
86-90	Average (♦♦)	<b>Compromised:</b> increase difficulty of all skill checks by 1 until injury is healed.
91-95	Hard (♦♦♦)	<b>At the Brink:</b> Targets suffers 2 strain each time they perform an action until injury is healed.
96-100	Hard (♦♦♦)	<b>Crippled:</b> One of the target's limbs is impaired until injury is healed. +1 difficulty to all checks using that limb.
101-105	Hard (♦♦♦)	<b>Maimed:</b> One of the target's limbs is lost. All actions gain ■ until this injury is healed.
106-110	Hard (♦♦♦)	<b>Horrific Injury:</b> roll 1d10 to determine affected characteristic: 1-3 Brawn, 4-6 Agility, 7 Intellect, 8 Cunning, 9 Presence, 10 Willpower. That characteristic is treated as -1 until this injury is healed.
111-115	Hard (♦♦♦)	<b>Temporarily Disabled:</b> Target is immobilized until the injury is healed.
116-120	Hard (♦♦♦)	<b>Blinded:</b> Target can no longer see. Upgrade all checks twice, upgrade Perception & Vigilance thrice, until healed.
121-125	Hard (♦♦♦)	<b>Knocked Senseless:</b> Target is staggered until injury is healed.
126-130	Daunting (♦♦♦♦)	<b>Gruesome Injury:</b> roll 1d10 to determine affected characteristic: 1-3 Brawn, 4-6 Agility, 7 Intellect, 8 Cunning, 9 Presence, 10 Willpower. Reduce that characteristic -1 permanently.
131-140	Daunting (♦♦♦♦)	<b>Bleeding Out:</b> Until healed, at beginning of every round the target suffers 1 W and 1 Strain. For every 5W they suffer beyond their threshold, they suffer 1 additional Critical Injury.
141-150	Daunting (♦♦♦♦)	<b>The End is Nigh:</b> Target dies after the last initiative slow in the next round unless this injury is healed.
151+	—	<b>Dead:</b> complete, obliterated death.

# FEAR & TERROR

FEAR GUIDELINES		TRAUMAS	
◆	<b>Startled</b>	Obsession	◆◆: add ■ to the character's social checks for the remainder of the encounter. ❖: increase the difficulty of all social checks by one for the remainder of the encounter.
◆◆	<b>Afraid</b>	Phobia	The character gains a new Fear motivation relating to the circumstances that led to the check.
◆◆◆	<b>Very Afraid</b>	Delusion	◆◆◆: add ■ to the character's Perception & Willpower-based checks for the remainder of the encounter. ❖: increase the difficulty of all Perception & Willpower-based checks by one for the remainder of the encounter.
◆◆◆◆	<b>Mortally Afraid</b>	Neurosis	Whenever the character gains Strain for any reason, gain 1 Strain.
◆◆◆◆◆	<b>Utterly Terrified</b>	Broken Mind	The character's Strain threshold is halved (round up)

FEAR CHECK OUTCOMES			
	▲	◆	Triumph/Despair
★	<b>Steady nerves</b>	<b>Stand with Me!</b> Allies gain ■ to fear checks.	<b>Adrenaline rush.</b> Add ■ to your next check, & suffer 3 Strain. <b>Fearless!</b>
✗	<b>Aversion.</b> Target is <b>disoriented</b> & suffers 1 strain	<b>Brave Face.</b> Target is <b>Disoriented</b> , for 1 round no strain, & may re-check next round.	<b>Flee!</b> Target must spend the next turn using all available maneuvers to escape. <b>Frozen in Terror:</b> the target is <b>immobilized</b> with fear.

✗ with ❖ / ◆◆◆◆◆ target suffers a Mental Trauma! See III.4–2 Traumas & their Effects (p. 244)



# CASTING & SPELLS

PENALTIES WHEN CASTING		NEGATIVE CASTING EFFECTS		CASTING NOTES
CONDITION	PENALTY	COST	OPTIONS	
Caster doesn't have at least one hand free	+ ■	◆ or ❖	— The magical energies exhaust the caster, suffering 2 Strain or 1 Wound. — The caster & all allied casters in the encounter add ■ to any attempts to cast until the end of current caster's next turn.	<b>All Casting Checks:</b> caster suffers 2 Strain for each casting.
Caster is unable to speak	+ ■■	◆◆ or ❖	— The spell doesn't take effect until the start of next round, or after a minute (in Narrative play) — Used magical items become damaged — Until the end of the encounter, enemy casters add ■ when casting a spell targeting the active caster.	<b>Maintain Focus</b> (narrative mode): <b>Average (2D) Discipline</b> check
Caster wearing heavy armor (2+ Soak), or carrying a shield	+ ■	◆◆◆ or ❖	— The spell is slightly more powerful; GM selects an additional target to receive spell effects as well. — All spellcasters & creatures attuned to magic within a day's travel are aware of the caster	<b>Concentration:</b> requires 1 Maneuver (can maintain 2 spells max).
Caster in condition that prevents them from concentrating, or targeting someone different from an engaged opponent	Upgrade Difficulty to Challenge as appropriate	❖	— Caster overexerts themselves or loses magical connection & is unable to cast spells for the remainder of the encounter/scene. — Spell's effect is redirected; GM selects a new target	<b>Counterspell:</b> casting Maneuver. Opponent casters up to Medium range upgrade casting difficulty once, until the end of the caster's turn.




## UTILITY MAGIC

Utility magic covers all the minor things magic can do; e.g. levitating items, transmuting items, detecting magic nearby, casting a ghostly light to see in the dark, or making one's voice growl with distant thunder.

Most uses of Utility magic are Narrative in nature, but the expected difficulty on Utility spell check is **Easy (1D)**.

# ATTACK

## MAGIC ATTACK ADDITIONAL EFFECTS

**Concentration:** No. Default difficulty is **Easy (1D)** to attack 1 target at Short range (not engaged), with no Critical Rating.

EFFECTS	DIFFICULTY MOD
<b>Blast:</b> the attack gains the Blast quality with a rating equal to your ranks in Knowledge.	+ ♦
<b>Close Combat:</b> May select a target engaged with your character.	+ ♦
<b>Deadly:</b> Attack gains a Critical rating of 2, & the Vicious quality with a rating equal to you ranks in Knowledge.	+ ♦
<b>Fire:</b> Attack gains the Burn quality with a rating equal to your ranks in Knowledge.	+ ♦
<b>Holy/Unholy</b> (divine): When dealing damage to a target that is the antithesis of the Caster's faith or deity, each ♦ deals +2 damage instead of +1.	+ ♦
<b>Ice:</b> Attack gains the Ensnare quality with a rating equal to your ranks in Knowledge.	+ ♦
<b>Impact:</b> Attack gains the Knockdown quality, & the Disorient quality with a rating equal to your ranks in Knowledge.	+ ♦
<b>Lightning:</b> Attack gains the Stun quality with a rating equal to your ranks in Knowledge, & gains the Auto-Fire quality. (must use additional difficulty to trigger auto).	+ ♦
<b>Manipulative</b> (arcana): If the attack hits, you may spend A to move the target up to one range band in any direction.	+ ♦
<b>Non-Lethal</b> (primal): Attack gains the Stun quality.	+ ♦
<b>Range:</b> Increase the range of the spell by one band (may be added multiple times).	+ ♦
<b>Destructive:</b> Attack gains Sunder quality, & gains Pierce quality with a rating equal to your ranks in Knowledge.	+ ♦♦
<b>Empowered:</b> Attack deals damage equal to 2x the characteristic linked to the skill. If the attack has Blast quality, it affects all characters within Short Range (not just engaged).	+ ♦♦
<b>Poisonous:</b> If the attack deals damage, the target must immediately test <b>Hard (3D) Resilience</b> check or suffer Wounds and Strain equal to your ranks in Knowledge. Counts as Poison.	+ ♦♦

# BARRIER

## BARRIER ADDITIONAL EFFECTS

**Concentration:** Yes. Default difficulty is **Easy (1D)** to protect 1 target caster is engaged with. Until end of caster's turn, target reduces damage of all hits by one, and -1 damage for each uncanceled ♦ (effectively halving extra damage from uncanceled successes).

EFFECTS	DIFFICULTY MOD
<b>Additional Targets:</b> +1 target within range of the spell. After casting, may spend A to affect +1 target (can be triggered multiple times).	+ ♦
<b>Range:</b> Increase the range of the spell by one band (may be added multiple times).	+ ♦
<b>Add Defense:</b> Each affected Target gains ranged and melee Defense equal to caster's rank in Knowledge.	+ ♦♦
<b>Empowered:</b> The barrier reduces damage equal to the number of uncanceled ♦ instead of the normal effect.	+ ♦♦
<b>Reflection</b> (arcana): If an opponent makes a magic attack against an effected Target and generates or on the check, they suffer a hit dealing damage equal to the total damage of the attack	+ ♦♦
<b>Sanctuary</b> (divine): Opponents who are the antithesis of the Caster's faith or deity automatically disengage from affected targets, and may not engage them for the duration.	+ ♦♦

# CONJURE

## CONJURE ADDITIONAL EFFECTS

**Concentration:** Yes. Default Difficulty **Easy (1D)** to animate objects or create items (non-mechanical tool, silhouette 1 creature)

EFFECTS	DIFFICULTY MOD
<b>Additional Summons:</b> +1 item/creature. After casting, may spend AA to summon +1 item/creature (can be triggered multiple times).	+ ♦
<b>Medium Summon:</b> Summon more complicated tool w/moving parts, a rival Silhouette 1, or two handed weapon.	+ ♦
<b>Range:</b> Increase the range (from Engaged) at which the materialized creature or item appears by one band (may be added multiple times).	+ ♦
<b>Summon Ally:</b> Creature summoned is friendly and obeys commands. Spend a maneuver to direct the creature.	+ ♦
<b>Grand Summon:</b> The caster summons a rival of up to a silhouette 3	+ ♦♦

## CURSE

## CURSE ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
<b>Enervate:</b> Any time target suffers Strain, suffer 1 additional Strain.	+ ♦
<b>Misfortune:</b> After target makes a check, you may change one ■ to a face displaying a ✗.	+ ♦
<b>Range:</b> Increase the range of the spell by one band (may be added multiple times).	+ ♦
<b>Additional Targets:</b> +1 target within range of the spell. After casting, may spend ▲ to affect +1 target (can be triggered multiple times).	+ ♦♦
<b>Despair</b> (divine): Target's Strain & Wound Thresholds are reduced by an amount equal to caster's ranks in Knowledge. Cannot be combined with Additional Targets.	+ ♦♦
<b>Doom</b> (arcana): After the target makes a check, you may change any one die in the pool not displaying ☀ or ☁ to a different face.	+ ♦♦
<b>Paralyzed:</b> Target is Staggered for duration of the spell. Cannot be combine with Additional Targets.	+ ♦♦

## DISPEL

## DISPEL ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
<b>Range:</b> Increase the range of the spell by one band (may be added multiple times).	+ ♦
<b>Additional Targets:</b> +1 target within range of the spell. After casting, may spend ▲ to affect +1 target (can be triggered multiple times).	+ ♦♦

## HEAL

## HEAL ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
<b>Concentration:</b> No. Default difficulty <b>Easy (1D)</b> ; caster may heal 1 non-incapacitated target they are engaged with to heal. Heal a # of Wounds = ☀ & Strain = ▲.	
<b>Additional Targets:</b> +1 target within range of the spell. After casting, may spend ▲ to affect +1 target (can be triggered multiple times).	+ ♦
<b>Range:</b> Increase the range of the spell by one band (may be added multiple times).	+ ♦
<b>Restoration:</b> Select one ongoing status effect the target is suffering; that effect immediately ends.	+ ♦
<b>Heal Critical:</b> Select one Critical Injury the target is suffering to heal it.	+ ♦♦
<b>Revive Incapacitated:</b> Caster may select characters who are Incapacitated to receive healing.	+ ♦♦
<b>Resurrection:</b> Only targets characters who've died during the current encounter. If failed, it may not be attempted again.	+ ♦♦♦♦

## AUGMENTATION

## AUGMENT ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
<b>Divine Health</b> (divine): Target's Wound Threshold is increased by a value equal to caster's ranks in Knowledge for Duration of the spell	+ ♦
<b>Haste:</b> Targets affected by Haste can always perform a 2nd maneuver without spending Strain (limited to 2 maneuvers)	+ ♦
<b>Primal Fury</b> (primal): Target adds damage equal to caster's rank in Knowledge to Unarmed Combat checks, & Critical Rating becomes 3.	+ ♦
<b>Range:</b> Increase the range of the spell by one band (may be added multiple times).	+ ♦
<b>Swift:</b> Targets ignore the effects of difficult terrain & cannot be immobilized.	+ ♦
<b>Additional Targets:</b> +1 target within range of the spell. After casting, may spend ▲ to affect +1 target (can be triggered multiple times).	+ ♦♦

# VEHICLES

## HANDLING MODIFIERS & RATINGS

**Handling** rating modifies all Driving / Piloting checks. Positive ratings add Boost, negative ratings add Setback.

HANDLING	VEHICLES
- 4	Downhill sled, single-thruster rocket, train
- 3	Aircraft Carrier, dogsled, three-masted frigate, space battleship
- 2	Combat walker, heavy tank, passenger plane, sloop
- 1	Hang glider, horse-drawn cart, light tank, motorcycle
0	Consumer car, jetpack, motorboat
+1	bicycle, hovercraft, trained horse
+2	Fancy car, fighter jet
+3	High performance race car, snowmobile, stunt plane
+4	Neural interface exoskeleton, AI piloting assisted space fighter

**Movement:** each round, the vehicles moves a distance based on its speed. At the beginning or end of the pilot's turn, the vehicle must move a number of range bands (see below).

SPEED	MOVEMENT	OTHER EFFECTS
0	0 range bands	—
1-2	2 range bands	—
3-4	3 range bands	Upgrade the Difficulty of all Pilot checks by one. +20 to Critical results from Collisions.
5	4 range bands	Upgrade the Difficulty of all combat checks targeting the vehicle once. Upgrade the Difficulty of all Pilot checks twice. +40 to Critical results from Collisions.

## MANEUVERS

### Accelerate: Pilot Only | Any Silhouette | Any Speed

Pilot increases speed of Vehicle by 1 or more, up to max. Vehicle suffers one System Strain for each increase over 1.

### Brace for Impact: Pilot Only | Any Silhouette | Any Speed

Once/round the Pilot minimizes incoming damage until the beginning of the Pilot's next turn and may take System Strain (up to Vehicle's silhouette) to soak Damage. Whenever vehicle suffers a Critical Hit the Pilot may suffer System Strain (up to silhouette) to reduce the critical hit by 10 per point of System Strain.

### Decelerate: Pilot Only | Any Silhouette | Speed 1+

Pilot decreases speed by 1 or more, suffering System Strain for each level of speed decreased -1.

### Evasive Manoeuvre: Pilot Only | Silhouette 0-4 | Speed 3+

Once/round pilot can dodge incoming fire until the beginning of the Pilot's next turn, upgrading the difficulty of all attacks against the vehicle & those made by characters in the vehicle.

### Reposition: Pilot Only | Any Silhouette | Speed 1+

Pilot moves vehicle 1 range band (shifts in the environment, closes the distance, etc.)

## ACTIONS

### Blanket Barrage: Anyone | Silhouette 5+ | Speed 0-3

Gunner uses ship's weapons to raise a curtain of fire targeting smaller vehicles. Characters makes **Average (2D) Gunnery** check using ALL weapons of a single type that share a firing arc. Until the end of the gunner's next turn: vehicles of Silhouette 4 or smaller upgrade the difficulty of combat checks once, plus an additional per AA spent. If attacker's generate  $\otimes\otimes$  they suffer a hit, taking half dmg of the Barrage weapon. Attacks generating  $\otimes$  take full damage.

### Concentrated Barrage: Anyone | Silhouette 5+ | Speed 0-3

Gunner directs fire to a specific point on opponent's hull (silhouette 5 or higher) by selecting ALL weapons of a single type that share a firing arc. Make a single attack and if successful, the character may spend A to add damage equal to the number of weapons involved.

### Damage Control: Anyone | Any Silhouette | Any Speed

Character may choose to heal System Strain or Hull Trauma, or a Critical Hit; make a **Mechanics (xD)** check. If successful, heal one point for each uncanceled  $\otimes$ .

— System Strain or Hull Trauma less than half threshold: **Easy (1D)**

— System Strain or Hull Trauma more than half threshold: **Average (2D)**

— System Strain or Hull Trauma exceeds threshold: **Hard (3D)**

— Critical Hit repair difficulty is equal to Critical Hit Severity (see Critical Hit Table)

Note: repairing Hull Trauma via Damage Control is limited to once/encounter.

### Dangerous Driving: Pilot Only | Any Silhouette | Speed 1+

Pilot makes a **Piloting (xD)** check where x= vehicle's Silhouette. May be further modified by speed (see movement table at left).

### Gain the Advantage: Pilot Only | Silhouette 1-4 | Speed 4+

Pilot chooses one enemy vehicle and attempts a **Piloting or Driving (xD)** check, success means you've gained advantage: upgrade combat checks against the enemy's vehicle twice, & the target upgrades difficulty of attacks against the pilot with advantage twice.

— Initiating vehicle at same speed as target: **Easy (1D)**

— Initiating vehicle is speed 1+ higher than target: **Average (2D)**

— Initiating vehicle speed is one lower than target: **Hard (3D)**

— Initiating vehicle speed is 2+ lower than target: **Daunting (4D)**

Note: Disadvantaged opponent may attempt to cancel advantage by attempting Gain the Advantage at 1 difficulty higher.

### Additional Vehicle Actions (crew members only)

#### Plot Course: On a successful check, each uncanceled $\otimes$ reduces the ■ suffered for difficult terrain by one.

— **Average (2D) Piloting** —or— **Hard (3D) Perception**

#### Copilot: On a successful **Average (2D) Driving, Piloting, or Operating** each uncanceled $\otimes$ downgrades the difficulty of the pilot's next Driving, Piloting, or Operating check once.

#### Jamming: On a successful **Average (2D) Computers** check the enemy must make an Average (2D) computers to check to use it's own comms equipment. +1 difficulty for each additional $\otimes\otimes$ , and the jamming affects additional targets for each A spent.

#### Boost Defenses: On a successful **Hard (3D) Mechanics** check, the crew member routes additional power to boost defenses (requires Defense of 1 or more). Vehicle suffers 1 System Strain and increases Defense rating of one zone by +1 until the beginning of the character's next turn. Each additional $\otimes$ adds 1 round of duration.

#### Manual Repairs: Assuming proper tools/resources for the job, a successful **Hard (3D) Athletics** check, the crew can attempt to use Damage Control using Athletics instead. If successful the crew removes 1 point of Hull trauma +1 per additional $\otimes\otimes$ . May only be attempted once/encounter.

#### Fire Discipline: On a successful **Hard (3D) Leadership or Discipline** check, the next crew member firing a weapon adds ■ to their check, plus 1 additional crew member for each $\otimes\otimes$ . Spend AAA to allow every hit from shipboard weapons to inflict 1 System Strain, until the beginning of the characters next turn.

#### Scan the Enemy: On a successful **Hard (3D) Perception** check, the character learns what weapons the targeted vehicle has, what modifications, and its System Strain and Hull Trauma thresholds. Spend AA to learn the current System Strain and Hull Trauma levels.

#### Hack Enemy's Systems: On a successful **Hard (3D) Computers** check the targeted enemy's defensives are disrupted for 1 round per $\otimes$ . A $\otimes$ may be spent to compromise one weapon of your choice. AA may be spent to inflict 1 System Strain.

#### Intercept Projectiles: On a successful **Hard (3D) Computers or Gunnery** (or **Average (2D) Vigilance**) check any attacks using Guided quality upgrade their difficulty once, plus an additional upgrade for each additional $\otimes\otimes$ , until the start of the character's next turn.

# VEHICLE CRITICAL HIT RESULTS

D100	Severity	Result
01–18	Easy (♦)	<b>Rattled:</b> The vehicle suffers 3 system strain, and the Pilot and each occupant suffers 3 Strain
19–36	Easy (♦)	<b>Shrapnel Spray:</b> Chunks of metal or wood are hurled at the occupants at deadly velocity. The Pilot and occupants must each make a <b>Hard (3D) Resilience</b> or <b>Vigilance</b> check or suffer one Wound plus one additional Wound per X on the check. Spend ♦♦♦ or ♦ from this check to inflict a critical on the character.
37–54	Easy (♦)	<b>Hull Damaged:</b> the vehicle's hull is compromised ( <i>vehicle's armor is 0</i> )
55–63	Average (♦♦)	<b>Navigation Damaged:</b> The vehicle's navigation capabilities are compromised ( <i>handling becomes -3</i> )
64–72	Average (♦♦)	<b>Propulsion Damaged:</b> vehicles propulsion is compromised ( <i>cannot accelerate, speed drops each round until it reaches 0</i> )
73–81	Average (♦♦)	<b>Defenses Damaged:</b> vehicles defenses are compromised ( <i>Defense drops to 0</i> )
82–108	Hard (♦♦♦)	<b>Weapons Damaged:</b> one of the vehicle's weapons (attacker's choice) is disabled ( <i>weapon cannot be used</i> )
109–126	Hard (♦♦♦)	<b>Brakes Damaged:</b> yes, the brakes are compromised ( <i>cannot perform the decelerate maneuver</i> )
127–138	Daunting (♦♦♦♦)	<b>All Systems Down:</b> all the vehicle's systems are down. Call Scotty.
139–144	Daunting (♦♦♦♦)	<b>Fire!</b> : The vehicle catches fire. While on fire, each occupant suffers damage according to Fire rating. Can be put out with a <b>Hard (3D) Cool</b> or <b>Athletics</b> check.
145–153	Daunting (♦♦♦♦)	<b>Breaking Up:</b> The vehicle begins to disintegrate around the occupants. At the end of next round, the vehicle is completely destroyed, and the surrounding area is littered with debris. Anyone aboard the vehicle has one round to exit or they are lost.
154+	—	<b>Vaporized:</b> it is completely destroyed; nothing survives.



**Repair Components:** Mechanics check vs. critical severity, otherwise **Average (2D)** or **Hard (3D)**.

**Repairing Hull Trauma:** requires proper facility (with right tools), money, and time. ~100 credits/l point of damage.  
Light damage takes days to repair, heavier damage could take weeks or months.

**Emergency Repairs:** Crew of a vehicle with hull trauma exceeding its hull threshold may attempt emergency repairs by scavenging parts and making a **Hard (3D) Mechanics** check. Success brings the hull trauma to one below the hull threshold.

**Removing System Strain:** Any crew can attempt to remove System Strain by performing the Damage Control action.  
Vehicles recover System Strain at one System Strain per day of rest/care.

## VEHICLE CHARACTERISTICS & TERMS

**Collisions:** Divided into Minor and Major.

— Minor Collision: all vehicles suffer a Critical hit; subtract vehicle's Defense x10 from the roll.

— Major Collision: all vehicles suffer a Critical hit; subtract vehicle's Defense x5 from the roll.

**Handling:** Modifier to Piloting checks. Positive values add Boost dice, negative values add Setback dice.

**Hull Trauma Threshold:** measured in Planetary Scale (1:10); 1 point of Hull Trauma equals 10 Wounds on an individual. When Hull Trauma  $\geq$  Threshold the vehicle is destroyed, or at best, it suffers 1 Critical Hit and all systems become compromised.

**System Strain Threshold:** when exceeded, the vehicle's speed drops to 0 & components are compromised. Measured in Planetary Scale (1:10); 1 point of System Strain equals 10 Strain to an individual. System Strain is only recovered through actions by the Crew or over time.

**Vehicle Armor:** operates at Planetary Scale (1:10); 1 point of Vehicle Armor equals 10 points of Soak on the personal scale.

**Vehicle Weapons:** operates at Planetary Scale (1:10) unless the weapon specifically states it's on Personal Scale; 1 point of Vehicle Damage equals 10 points of Damage on the personal scale.

ITEM REPAIR		
LEVEL OF DMG	DIFFICULTY / COST	PENALTY FOR USE
Minor	<b>Easy (1D)</b> 25%	add ■
Moderate	<b>Average (2D)</b> 50%	Increase difficulty +1
Major	<b>Hard (3D)</b> 100%	Unusable
Destroyed	-10% cost per A scored on repair check	



# HACKING

## SYSTEM SECURITY

CONDITION	PENALTY
Unsecured/passcode known	Simple (-)
Public terminal, PAD, Personal Computer	Easy ♦
Small business server	Average ♦♦
Government network, corporate server	Hard ♦♦♦
Hacker darknet, military server	Daunting ♦♦♦♦
Megacorp core system, intelligence agency server	Formidable ♦♦♦♦♦

## ACTIONS & MANEUVERS

### Access System:

Hacker  
Variable (xD) Computers check versus System Security (table to the left). Once accessed you'll be able to see cameras. To take control you need to override.

### Override Security Program:

Hacker  
Average (2D) Computers check and must generate a number of ♦ equal to the Programs Rating. If successful, the hacker shuts the program down until the end of the hacker's next turn. May spend A or ⊕ to keep it shut down longer.

### Trace User:

SysOps  
Opposed Computers check versus the hacker. If successful, they narrow down the hacker's location by one step.  
 — 1. The sysops learns what country (geopolitical region) the hacker is in. Sysops reduces the difficulty of the lockout action once.  
 — 2. The sysops learn what state, province, region the hacker is in. Reduces the difficulty of the lockout action twice.  
 — 3. The sysops learns what city or community the hacker is in (or within 10km). Reduces the difficulty of the lockout action thrice.  
 — 4. The sysops learns the exact address or location of the hacker. Reduces the difficulty of the lockout action four times.

### Lockout:

SysOps  
Formidable (5D) Computers Check (modified by Traces, above). If successful, the hacker loses connection to the system. If not permanently locked out, difficulty to reconnect is upgraded twice, at minimum.

## Maneuvers

### Enact Command:

Hacker + SysOps  
E.g. loop footage of security cam, locking down security doors, shutting down elevators, resetting targeting parameters, downloading a cache of info.

### Activate Programs:

Hacker + SysOps  
Activate, or reactivate security programs, as well as activate any programs that help or hinder hacking.

## HACKING EFFECTS

### COST

### OPTIONS

A or ⊕	<b>Opportunity Identified:</b> the character finds a useful system exploit. Add ■ to the next Computer's check in this system <b>Thorough Override (Hacker):</b> If the hacker successfully overrode the security program, it cannot be reactivated for an additional round.
AA or ⊕	<b>Quick Commands:</b> The character may immediately perform an additional Enact Command maneuver as an Incidental <b>Cover Tracks (Hacker):</b> Add ■ to the Sysops' next Trace Action <b>Dynamic Code (sysops):</b> mods the security code, adding ■ to all Override Security Program checks.
AAA or ⊕	<b>Trolling:</b> Take a few moments to grief your opponent ;) inflict 3 Strain on one other user in the system <b>Permanent Backdoor (Hacker):</b> The difficulty to Access System drops to Easy (1D) as long as the Hacker has access to the Backdoor <b>Successful Trace (Sysops):</b> Sysops successfully traces the hacker one step.
⊕	<b>Hard Shutdown (hacker):</b> If successfully overrode a security program, it is so thoroughly disabled it cannot be reactivated for the remainder of the encounter. <b>Blurred Sig (hacker):</b> hacker obscures their presence, canceling one successful trace against them. <b>Backup Firewall (sysops):</b> A system immediately gains an active backup Firewall Strength 3, protecting one area of the system chosen by the Sysops. <b>Identified Exploit (sysops):</b> Sysops IDs and removes a backdoor in the system.
⊖ or ⊖	<b>Disorganized System:</b> user gets lost in a maze of poorly named sub-folders. Add ■ to the next Computers check in this system. <b>Online Distractions:</b> user gets too focused on online content. Add ■■ to any non-computers check this user makes next turn.
⊖⊖ or ⊖	<b>Limited Access (hacker):</b> The hacker may only perform one hacking action or maneuver on their next turn. <b>I Know You! (hacker):</b> A sysops on the system recognizes the hacker's style/signature. The next time they successfully Trace the hacker, it counts double. <b>Careless Protocols (sysops):</b> Reduce the strength of one active security program (hacker's choice) by one to a minimum of one.
⊖⊖⊖ or ⊖	<b>Major Alert (hacker):</b> all users on the system become aware of the presence of a hacker. <b>Permanent Backdoor (sysops):</b> as sysops attempts to lock down the system, they leave a portion vulnerable that is detected by the Hacker. See Permanent Backdoor.
⊖	<b>Successful Trace (hacker):</b> Sloppy work allows a sysops to successfully trace the hacker once. <b>Wrong Person (sysops):</b> As they trace the hacker, they get one crucial element of the hacker's identity completely wrong. The trace is almost accurate... perhaps they get wrong Apt., wrong name, etc.