

CAPITAL

Core rules

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About Capital

Capital is a modern sci-fi RPG set in a galaxy full of life. It's designed for all kinds of colourful space adventures.

It combines very in-depth combat with rich roleplaying features, so it can suit many types of players. In Capital, your character is more than just an archetype: you choose their personality, strengths, weaknesses and special abilities.

This document contains all the rules you need to play the current version of Capital, which is still in development. The Level 1 experience is all in place, and higher levels are partly finished. I'm working on more Systems, Equipment, Vehicles, etc., as well as story content.

Please don't hesitate to give feedback on any part of Capital.

To play, you will need:

- A character sheet (start with the short version - you can add pages from the extended version as you need them)
- At least 2 six-sided dice (more might be helpful)
- A GM who also has at least 2 six-sided dice

Building your character

Step 1: Role

Think about the type of character you want to play. In a dangerous situation, what do others expect from them? This is a good way of determining their Role.

Shoot first, ask questions later - **The Lancer**. In combat, the Lancer deals powerful and continuous damage.

Create advantages, then strike at the perfect moment - **The Scout**. The Scout is very mobile and deals damage in large bursts.

Hold their ground to protect their allies - **The Tank**. The Tank can save their allies by redirecting the enemy's fire to themselves.

Manipulate their enemies to take control of the situation - **The Sentinel**. The Sentinel can apply strong debuffs to stop enemies in their tracks.

Use their expert knowledge to keep allies in peak condition - **The Healer**. The Healer can restore allies' health and increase their damage.

Take a bird's-eye view and confidently lead their allies - **The Captain**. The Captain can enable allies to take action before their enemies can react.

You will fill in details about your Role later. For now, just write your choice in the appropriate box.

Characters usually start at Level 1. Your GM will tell you if you are starting at a higher Level.

Step 2: Stories (Background & Origin)

Your character probably didn't just come into being when they became a space adventurer. Consider where they grew up: what kind of planet did they live on? Perhaps they even grew up on a starship or space station. What was their upbringing like? Were they rich or poor? The answers to these questions begin to reveal your character's Background, which you can write in the appropriate box on their Story page.

Also consider the moment, or series of moments (or long and arduous process of deliberation), that led to your character's decision to become an adventurer. This is their Origin, which goes in the box below their Background.

As your character travels through the galaxy, they will play their part in many great Stories. When you accomplish something incredible, remember it by adding an additional Story.

If your character is starting higher than Level 1, they might already have some further Stories to add.

Step 3: Personality

Understanding what your character wants is key to a good role-playing experience. In Capital, every character has an Ideal, a Goal and a Flaw to make this easier.

Think of an **Ideal** that your character values highly, a large-scale **Goal** your character is pursuing, and a critical **Flaw** in your character's personality. Write these on the story page.

The following are some examples of each one, but you are encouraged to come up with your own or adapt them.

Ideal:

- Religion - I show qualities that mirror those of my god, and act according to Their will.
- Tradition - I continue the important traditions of my ancestors.
- Strength - Might is right. I must show others that I am the strongest.
- Skill - I will hone and demonstrate my own skill.
- Trust - I put my faith in others.
- Independence - I take orders from no-one.
- Retribution - Those who hurt others must be punished.

- Justice - Those who are hurt must be lifted up.
- Honour - I always seek to preserve mine and my allies' honour, according to the particular codes of my culture.
- Family - Those who are linked by blood must always stick together.
- Friendship - The people you choose to spend time with mean more than any blood relation.
- Bootstraps - Everyone's success is their own exclusive responsibility.
- Community - We must all work together if we are to succeed.
- Hedonism - The meaning of life is the pursuit of pleasure.

Goal:

- Revenge - I will destroy those who have wronged me.
- Treasure - I will seek out a particular legendary item and claim it as my own.
- Reunion - I will be reunited with someone important to me.
- Protection - I will keep something or someone in my care from coming to harm.
- Hunt - I will find and kill a particular individual or legendary monster.
- Service - I will serve a particular organisation, individual or Ideal in any way I can until I die.
- Liberation - I will free myself or my people from some kind of tyranny.
- Fame/Infamy - I will be known across the galaxy, for better or for worse.
- Redemption - I will atone for what I have done.
- Absolution - I will clear my name of a crime I didn't commit.
- Discovery - I will see and understand that which has never been seen before.

If your character feels they have accomplished (or failed) their Goal, they can choose a new one.

Flaw:

- Judgemental - I am very harsh to others and myself.
- Trusting - I am too quick to trust (perhaps in a certain kind of person), or I have misplaced trust that cannot easily be undone.
- Suspicious - I can never trust anyone (or perhaps a certain kind of person).
- Stubborn - I refuse to change my ways, even when they hurt others and myself unnecessarily.
- Obsessed - I am utterly fixated on my Goal, to my detriment.
- Idealist - I follow my Ideal in a single-minded, uncompromising way.
- Impulsive - I spend money on unnecessary things as soon as I get it.
- Arrogant - I'm wrongly convinced that I'm the best at what I do.

- Cowardly - When things get hard, I sacrifice my friends and morals before I sacrifice myself.
- Kleptomaniac - I will take up or abandon any cause if there's a monetary incentive.
- Liar - Sometimes, I can't help but lie, even to those I care about most.

Step 4: Strengths, Weaknesses and Training

Strengths reflect particular skills that your character excels in, and Weaknesses reflect skills that they lack. These can be practical skills, interpersonal skills, physical traits of their body, or almost anything else. You start with 3 Strengths and 2 Weaknesses.

You can choose your own Strengths and Weaknesses - they can be anything you like. Here are some ideas:

Athletic/Unfit
Sneaky/Obvious
Empathetic/Cold
Good/Bad Liar
Observant/Blind
Criminal/Government/Royal/etc. Connections
Knowledgeable/Clueless about [Subject]

You can also take inspiration from similar systems in other games.

Hopefully that gives some indication as to the ideal level of specificity: not so specific that they are never used, but not too vague either. Less unique attributes of your character are best expressed by their Attribute Scores, described in the next section.

Training represents practical skills you have, normally as part of your Role. You do not need to choose these yourself. Instead, your [Role](#) and some Systems give you specific Training, which you can fill in now. Some Equipment, especially weapons, is stronger if you have Training with it.

Step 5: Attribute Scores

Where Strengths and Weaknesses are more specific, Attribute Scores describe your character's general aptitude for the eight Attributes, each of which is a valuable trait for adventurers.

The Attributes are:

- Strength (**STR**) - Represents physical strength. Used for most melee attacks and blocking some attacks. Important for The Tank.
- Fortitude (**FTD**) - Represents constitution and physical resilience. Determines your HP.
- Agility (**AGI**) - Represents speed and nimbleness. Determines turn order. Also used for dodging some attacks, stealth and piloting. Important for The Scout.
- Vision (**VSN**) - Represents precision and observation. Used for most ranged attacks. Important for The Lancer.
- Wisdom (**WIS**) - Represents wisdom, cunning and intuition. Used for passive checks in social situations. Important for The Sentinel.
- Will (**WIL**) - Represents mental resilience. Determines your Energy.
- Charisma (**CHA**) - Represents natural charisma and leadership skills. Used for active checks in social situations. Important for The Captain.
- Knowledge (**KNW**) - Represents general knowledge. Used for finding and recalling information. Important for The Healer.

Each of your eight Attribute Scores is a number between 0 and 10. They go in the rectangular boxes on your character sheet.

All your Attribute Scores start at 3. You have 12 additional points to increase your Scores: distribute them between the eight Attributes however you like (your final scores should add up to 36). You cannot have any Scores higher than 6 at this stage. A score of 5 is average for a skilled adventurer.

If you read about your [Role](#) in the appendix, you will find that it changes your Attribute Scores. Change them appropriately.

Step 6: Energy, HP and Bones

These go in the boxes with a lightning bolt, heart and bone.

Your maximum HP (Hit Points) depends on your [Role](#) - check the appendix.

Your maximum Energy at Level 1 is WIL + 3 (minimum 5). For higher levels, check the Levelling Up section.

Your maximum Bones is equal to your FTD (minimum 5).

Step 7: Equipment

Your [Role](#) gives you some Equipment.

Additionally, choose one Signature. Your character's Signature is important: it is a unique asset that only they have.

You also get

- [Standard Armour](#) (+2)
- 2 Everyday or Professional [Outfits](#).
- 200-400mC depending on your current circumstances (you and the GM can decide this together). As much as you like can immediately be spent on anything you would realistically have been able to buy.
- An [Adventuring Kit](#).

Core gameplay

Golden Rules

- Rule Zero: The GM's word is final.
- Specific exceptions supersede general rules.
- When the rules tell you to halve an odd number, always round up unless otherwise specified.

Attribute Checks

Normally, your character can do anything you choose; sometimes, there is something or someone trying to stop them. In the latter case, an Attribute Check is required. Every Attribute Check is either made against another character, or against the GM, who represents obstacles in the environment.

Some Systems state in the rules that they require Attribute Checks ("Make a KNW check." or similar). Attacking also requires an Attribute Check. Otherwise, the GM decides when a player must make one. If the rules tell you to make an Attribute Check, but don't specify an opponent, you are rolling against the GM.

If you are rolling against another character, you each roll 2d6 and add one relevant Attribute Score. The two characters might use the same Attribute (e.g. STR vs STR) or different Attributes (e.g. CHA vs WIS). Note that the other character will probably be controlled by the GM.

If you are rolling against the GM, they choose a Difficulty value between 0 and 10 to use instead of an Attribute Score. They do not have to reveal their roll until after you announce your result.

Sometimes, the rules will tell you to use a Fixed Score instead of an Attribute Score for an Attribute Check. Use the provided number where you would normally use an Attribute Score.

If your result is higher than your opponent's, you succeed. If your result is lower than your opponent's, you fail. The difference between them determines the magnitude of the failure or success.

If your result is the same as your opponent's, you both succeed. If you were rolling against the GM, you succeed, but with some kind of drawback.

Modifying the roll

- If one of your Strengths or your Training might help you succeed, or you can draw on experience from one of your Stories, you get a bonus of +2 to your roll. If more than one Strength, Training or Story applies, you get a bonus of +3.
- If any of your Weaknesses might hinder you, gain 1 Prestige and reduce your roll by -2.

Special results: the unexpected

If...	Then...	
You roll a double six	You are surprised by your own ability.	Critical Success: The GM might allow you to succeed on a normally-impossible check, or you might create an additional advantage beyond your original intent.
The GM rolls a double one	A stroke of luck or unexpected intervention means the action is much easier than you thought.	
You roll a double one	You slip up at a key moment.	Critical Failure: The GM might decide that you fail on a normally-trivial check, or you might suffer a particularly spectacular disadvantage.
The GM rolls a double six	An unexpected obstacle or intervention means the action is much more difficult than you thought.	

Working together

If multiple characters are attempting the same task, they each roll their own 2d6 and add any modifiers. The GM or opponent multiplies their result by the number of characters attempting the task. The higher result wins as normal.

The GM might opt to lower or raise the Difficulty if working together would make the task easier or more difficult.

Systems

Systems are an important part of every Character and Vehicle, and even some Equipment. They confer unique abilities, including active and passive benefits.

Some Systems take up Slots. When you Level Up, you can choose any Systems to fill the Slots you have. Vehicles and Equipment can be upgraded with new Systems assuming they have enough Slots, as long as you can find someone with the necessary knowledge to retrofit them.

If a system does not specify a number of Slots, you *cannot* select it unless the rules specifically tell you to.

Dying

When your HP is reduced to 0, your character is in Critical Condition. They are vulnerable and lying on the ground, but they are still alive. All they have left is their Bones.

While a character is in Critical Condition, they are Prone and cannot get up. During their turn, they can only take one Action. If they Move, they cannot Move more than 1m. They cannot Prepare, take Overwatch or Grapple.

Any further damage the character takes reduces their Bones instead of their HP. Additionally, at the start of their turn, they take 1 damage.

Any healing the character receives is applied to their HP. Once a character has 1 or more HP, they are no longer in Critical Condition.

While they are in Critical Condition and/or their Bones are not at their maximum, their Attribute Scores are reduced by 2. Bones can only be restored by taking a Full Rest, in which case they are restored by 1d6.

If a character's Bones and HP are both reduced to zero, they must make a difficulty 7 WIL Check against the GM that cannot be modified, including by any Strengths, Weaknesses, Training, Stories or the -2 penalty for having less than maximum Bones. The exception is Grit: you must spend all of your remaining Grit to increase the result.

- On a success, they can make one final Action (remember that they are still Prone) as they die.
- On a Critical Success, they regain 1 HP by sheer force of WIL (although they do not regain any Bones). They cannot go below 1 HP until the start of their next turn.

On any result other than a Critical Success, the character dies and is permanently removed from play.

Resting

When characters take a rest, they gain benefits depending on how long they rest for.

Short Break

(15 minutes - 1 hour)

Recover 1d6 + WIL Energy.

Long Break

(1 hour or more)

Recover all of your Energy.

Recover 1d6 + FTD HP per Level you have for each hour of resting.

Full Rest

(8 hours or more, 6 of which must be spent sleeping, meditating, recharging or equivalent.)

Recover all of your Energy and HP.

Recover 1d6 Bones.

Size

Some effects change based on a unit's size.

- Tiny (Rabbit or smaller) - 0.5m diameter
- Small - 1m diameter
- Medium (Human) - 1m diameter
- Large - 2m diameter
- Giant (Car) - 4-16m diameter
- Enormous (Building or medium spaceship) - 16-256m diameter
- Colossal - 256m-1km diameter
- Metropolitan (City)
- Lunar (Moon)
- Planetary
- Solar (Star)

A unit's diameter is proportional to the diameter of its miniature's base, or its token, at a scale of 1m:1in.

Units can move through anything larger than them, assuming it's physically believable (e.g. you can't move through a solid wall). They cannot end their move in the same space as another unit that is only one size larger than them.

Holding Equipment

Most Equipment can only be used if you are holding it. Your character has 2 hands, so they can hold up to 2 pieces of Equipment, or one piece of **Two-handed** equipment.

During combat, you can change what you are holding as an **Instant** once per turn.

Levelling up

The GM decides when you Level Up - normally after you complete an important story event. The whole party will almost always Level Up together.

When you Level Up:

- Your max HP increases. Check your [Role](#) to find out how much.
- Your max Energy might increase. Check the table below.
- You might gain Slots. Check the table below. You can immediately fill them with new Systems.
- You might gain new Systems from your Role.

Level	Max Energy	Slots
1	WIL + 3	0
2		2
3	WIL + 5	4
4		
5	WIL + 7	6
6		
7	WIL + 9	9
8		
9	WIL + 11	12
10		

Falling

A character's falling speed depends on how long they have been falling.

First turn: 10m

Second turn: 30m

Each turn after that: 50m

When you hit the ground from a height of 4m or greater, make an AGI Check where the Difficulty is the length of the fall in metres. On a failure, you fall Prone and take 1d6 blunt damage for each metre you fell.

Character features

Vitals

Your Hit Points (HP) are made of luck and resilience. It represents the amount of damage it takes to bring you from full health to Critical Condition. It is consumed when you take damage from enemies and the environment, and can be restored by resting, as well as certain Equipment and Systems.

Your Energy is made of stamina and resourcefulness. It is consumed by the active effects of many Systems, and can be restored by resting, as well as certain Equipment and Systems.

Your Bones are your body's last reserve of vitality before you die outright. See [Dying](#) for more information.

You can never have less than 5 maximum HP, Energy or Bones.

Attributes

- Strength (**STR**) - Represents physical strength. Used for most melee attacks.
- Fortitude (**FTD**) - Represents constitution and physical resilience. Determines your HP.
- Agility (**AGI**) - Represents speed and nimbleness. Determines turn order. Also used for dodging attacks, stealth and piloting.
- Vision (**VSN**) - Represents precision and observation. Used for most ranged attacks.
- Wisdom (**WIS**) - Represents wisdom, cunning and intuition. Used for passive checks in social situations.
- Will (**WIL**) - Represents mental resilience. Determines your Energy.
- Charisma (**CHA**) - Represents natural charisma and leadership skills. Used for active checks in social situations.
- Knowledge (**KNW**) - Represents general knowledge. Used for finding and recalling information.

Prestige

Grit can be gained in the following ways:

- Gain 1 each time you suffer the penalty for a Weakness in an Attribute Check.
- Gain 1 each time you go out of your way to roleplay your Ideal, Goal or Flaw.
- The GM can give you Prestige at their discretion for doing something that fits your character and/or is cool.

Once you have 3 Prestige, you can spend it all to use one of the following Prestige Powers:

I Know a Guy

In a difficult situation, it turns out you have a relevant contact that can help out the party. Maybe they're a family friend, or maybe they owe you a favour: work with the GM to decide who they are and how they help you.

The contact probably can't stay with the party for long, but they might provide advice, directions or expertise.

I Know a Shortcut

You know an extremely fast route to the party's destination. You are all able to get there at least twice as fast as normal, or faster if you can explain how.

I Read About This

You know an important piece of lore about a person, place or thing. The GM chooses what to tell you: it should be something helpful and relevant but not a complete spoiler.

I'll Give It a Go

Until you take any rest, you have one **Training** of your choice.

I'm Feeling Lucky

You have +3 to a single Attribute Check.

Signatures

Your Signature is a unique asset that only your character has. You choose its appearance, and upgrade it with its own Systems.

You always have Training with your own Signature.

If you are separated from your Signature, the GM should let you get it back as soon as is practical.

Combat rules

In a galaxy full of life, conflict is an unfortunate inevitability. A space adventurer must be prepared for Combat, whether they like it or not.

During Combat, combatants take turns choosing Actions. Capital's combat is designed to be played with miniatures or tokens positioned freely on the battlefield at an approximate scale of 1 inch : 1 metre. A tape measure can be used for exact distances. Virtual Tabletop systems can work well for this if you want to play online or do not have access to physical miniatures.

However, it is also possible to play on a square or hexagonal grid. Grid cells should also be drawn at a 1 inch : 1 metre scale. Playing without miniatures in the theatre of the mind is also an option, although it could be difficult for complex encounters.

Starting combat

To decide the turn order, all combatants roll an AGI check against each other ($2d6 + AGI$). The player with the highest result goes first, followed by the second highest, and so on.

A tie can be resolved by the combatants involved in the tie making a second AGI check. This second roll is independent of the first and only decides the order of those two combatants. If there's still a tie, roll again. This tiebreaker roll cannot trigger any of the following special results.

Special results

Any combatant that rolls a double six on the first roll must roll again. If they roll another double six, they must continue to reroll. The first time they do not roll a double six, that is the result they use. For each double six they rolled, they take an extra turn before combat begins. If multiple combatants rolled double sixes, they take turns among themselves until each of them has had their proper number of extra turns. Then, combat begins properly.

Any combatant that rolls two ones on the first roll misses their first turn. They do not need to roll again.

On your turn

On their turn, a combatant can take up to **two** Actions. These are the standard Actions that are always available: Systems, Equipment and particular situations can give you more options.

Move

Move up to 10m.

Attack

Some Equipment has Attacks associated with it. This will normally be written as follows:

[Range] **Attack:** [Hit Attribute] vs [Dodge Attribute]. [Damage] [Damage type] damage. [Special Rules].

Range

The Attack can only target combatants within this distance. If an Attack's range is "Melee", you can only use it if you can touch the target (i.e. the bases of the miniatures are touching).

Attack Attribute

Use this Attribute in your Attack Roll.

Defense Attribute

Your target uses this in their Defense Roll.

Damage

If you hit, your target takes this much Damage.

Damage type

Tells you *how* the weapon deals Damage. See [Damage types](#).

Special rules

Many Attacks have special effects or work differently.

To make an Attack:

1. Choose an Attack, and a unit within its Range.

2. Make an Attribute Check against the target. You are making an Attack Roll, and your target is making a Defense Roll. You add your Score for the Hit Attribute, and your target adds their Score for the Defense Attribute.
3. If you succeed, deal the Attack's Damage to the target.

Strengths, Training, Stories and Weaknesses do *not* apply to Attack and Defense Rolls, but Grit does.

Prepare

When you Prepare, choose an Attribute. Until the start of your next turn, you may reroll both of your dice in a single Attack or Defense Roll for that Attribute.

Overwatch

When you take Overwatch, until the start of your next turn, when you see a unit at any time while they are moving, you can make an Attack (an Overwatch Attack) against them as a **Reaction**. You can only take one free Attack per Overwatch Action.

The most common way to move is the Move action, but other things can move you too: these can also trigger Overwatch, even if the movement is involuntary.

If you took Overwatch multiple times on your turn, your two Attacks cannot be used on the same movement. (Note that if a unit moves twice, you can use one Attack on them during each movement.)

Other units that see you know that you are taking Overwatch. You are considered to be taking Overwatch until you make your last available Overwatch Attack.

If you take damage while taking Overwatch, make a Difficulty 5 WIL Check. On a failure, your Overwatch ends and you cannot make any remaining Overwatch Attacks. If the damage is at least half your HP, you fail automatically.

When you take Overwatch, you must do so with all of your remaining Actions this turn. For example, you cannot take Overwatch before Moving.

Grapple

Choose a target in Melee range that is the same size as you or smaller. Make a contested STR check against them. On a success, choose one of the following:

- The target falls Prone.
- The target is Grappled by you.

Seizing the initiative

At any time during combat when nobody is **Active** (this can be in between a unit's two Actions), you may attempt to Seize the Initiative. If you do, you may not do so again until after your next turn.

You have two options:

- You make a difficulty 5 AGI Check.
- Any other willing combatant you can see or hear, who either was just Active or is about to be Active, makes a difficulty 5 CHA Check.

If the check succeeds, you may instantly take one Action of your choice.

Regardless of the result, you take one less Action in your next turn during this combat.

Attack counters

All characters have the following rule:

When you finish making an Attack, gain 1 Attack Counter. All Attack Counters are lost when your turn ends.

When you make an Attack Roll, take a -2 penalty for each Attack Counter you have. Attacks from Vehicles *are* affected, and Attack Counters apply to each character individually, not to the Vehicle as a whole.

Overwatch Attacks, and Attacks made while Seizing the Initiative, are not affected by Attack Counters and do not generate them.

Unarmed & improvised Attacks

All units that can reasonably perform any kind of unarmed attack have the following Attack:

Melee **Attack**: STR vs STR. 2 (*) damage. Choose Blunt or Sharp Damage depending on the nature of the attack. This is an Unarmed Attack.

In addition, any object that is sufficiently similar to one of the Simple Melee Weapons can be used as such, but the GM may decide to impose a Damage reduction depending on the object. This is called an Improvised Attack; the object temporarily becomes an Improvised Weapon.

You are *ONLY* considered to have Training with the object if you specifically have Training with Improvised Weapons.

Dual wielding

Dual wielding is allowed with any non-**Two-handed** weapons. However, it does not exempt you from Attack Counters.

The Point Blanc rule

When you make a non-Melee Attack:

- If you are in base contact with an enemy, reduce your Attack Roll by 3.
- Otherwise, if the target is in base contact with your ally, reduce your Attack Roll by 2.

For this purpose, your enemy is any unit that would want you to suffer the penalty, at the GM's discretion. The GM chooses who counts as your ally.

Damage types

Physical

Blunt - Blunt trauma & explosions

Sharp - Sharp melee weapons & bullets

True - Internal organ damage including damage from drowning, organ failure and sound

Special

Heat - Damage from heat

Cold - Damage from cold

Electric - Damage from electricity

Toxic - Damage from poison and acid

Vehicles

Everything from a motorbike to a colony ship is a Vehicle. Vehicles and Characters have a lot in common. In fact, both are Units.

You can see a list of Vehicles in the appendix.

Vehicle stats

Like other units, vehicles have HP and Energy. Vehicles spend Energy more often than characters: almost every Action they take consumes it.

Vehicles do not consume Energy outside Combat. This is to avoid vehicle owners having to track Energy consumption while travelling long distances.

Unlike other units, vehicles do not have their own Attribute Scores. They use the Operator's Scores for Attacking. Different Vehicles have different rules for how they make Defense Rolls.

Vehicles have a Level, but they do not Level Up by themselves. They must be upgraded by a skilled mechanic, normally at great expense. A character cannot upgrade a Vehicle to any Level higher than their own.

Passengers

In addition to people who are Operating its Terminals, some vehicles can hold Passengers.

Systems

Vehicles also have Systems. Every Vehicle System is tied to a Terminal inside the vehicle, from which that System is controlled.

Slots are also tied to the Terminal rather than the whole Vehicle.

Vehicles in Combat

The crew of a vehicle takes turns as normal. Systems will often refer to "the Operator": this is the unit at the Terminal associated with that System. You are considered to be Piloting a vehicle if you are the Operator of one of its Movement Systems.

When you make a Vehicle Attack (an Attack provided by a Vehicle), the range is measured from the Vehicle rather than the Operator.

Appendix

Helpful lists

Innate Systems

[Deaf](#)

[Photosynthesis](#)

[Robotic](#)

Simple Weapons

Melee

[Simple Baton/Shortsword](#)

[Simple Club/Longsword](#)

[Simple Dagger](#)

[Simple Greatsword](#)

[Simple Shortsword](#)

[Simple Warhammer](#)

Other

[Auto Rifle](#)

[Minigun](#)

[Precision Rifle](#)

[Pistol](#)

Roles

The Lancer

Damage Role

The Lancer's job is to deal consistent, heavy damage to enemies. To facilitate this, they have access to more frequent attacks, and they are more likely to hit with their weapons.

However, they are quite fragile. They must rely on their allies to protect them.

Attributes

Gain/lose each of the following:

- +1 WIL
- +1 STR or +1 VSN
- -1 FTD or -1 AGI

Starting Equipment

- Any [simple weapon](#)

Training:

- The Lancer (Role)
- Simple weapons

HP

At Level 1, your maximum HP is FTD + 10. It increases by $1d6 + \text{FTD} + 2$ (minimum FTD + 6) each time you Level Up.

Systems

Gain these Systems as you Level Up:

Level	System
1	Try That Again I
3	Surge (Ultimate System)

The Scout

Damage Role

The Scout's job is to deal damage in large bursts. They are also very mobile, and by extension difficult to hit. An important mechanic for The Scout is Focus, a state they enter using the Focus Ability's active effect. It provides a range of buffs.

However, between bursts of damage, they must spend time searching for an opportunity. This leaves them vulnerable.

Attributes

Gain/lose each of the following:

- +1 AGI
- +1 CHA or +1 WIS
- -1 STR or -1 WIL

Starting Equipment

- Any [simple weapon](#)

Training:

- The Scout (Role)
- Simple weapons

HP

At Level 1, your maximum HP is FTD + 10. It increases by 1d6 + FTD + 2 (minimum FTD + 6) each time you Level Up.

Systems

Gain these Systems as you Level Up:

Level	System
1	Focus I
3	All Out (Ultimate System)

The Healer

Support Role

The Healer's primary job is to restore their allies' HP. They can also restore Energy and provide offensive and defensive buffs, greatly increasing the strength of others.

However, by themselves, they are fairly weak.

Attributes

Gain/lose each of the following:

- +1 KNW
- +1 WIL or +1 AGI
- -1 STR or -1 VSN

Starting Equipment

- A [primitive first aid kit](#)

Training:

- The Healer (Role)

HP

At Level 1, your maximum HP is FTD + 14. It increases by 2d6 + FTD (minimum FTD + 8) each time you Level Up.

Systems

Gain these Systems as you Level Up:

Level	System
1	Patch Up I
3	Supercharge (Ultimate System)

The Captain

Support Role

The Captain supports their allies using their control over the turn order. Their high CHA makes them useful in diplomatic situations.

However, they might struggle to fend for themselves if they are isolated in combat.

Attributes

Gain/lose each of the following:

- +1 CHA
- +1 WIL or +1 WIS
- -1 STR or -1 AGI

Starting Equipment

- A symbol of your status (normally your high rank in an organisation)

Training:

- The Captain (Role)

HP

At Level 1, your maximum HP is FTD + 14. It increases by 2d6 + FTD (minimum FTD + 8) each time you Level Up.

Systems

Gain these Systems as you Level Up:

Level	System
1	That's an Order I
3	Rally (Ultimate System)

The Tank

Defense Role

The Tank's job is to absorb damage for their allies. They can force enemies to target them and block enemy attacks.

However, their mobility is limited and they heavily rely on Energy.

Attributes

Gain/lose each of the following:

- +1 FTD
- +1 STR or +1 WIL
- -1 VSN or -1 AGI

Starting Equipment

- A [simple melee weapon](#)

Training:

- The Tank (Role)
- Simple melee weapons

HP

At Level 1, your maximum HP is FTD + 18. It increases by 2d6 + FTD + 4 (minimum FTD + 12) each time you Level Up.

Systems

Gain these Systems as you Level Up:

Level	System
1	Intercept I
3	Sanctuary (Ultimate System)

The Sentinel

Defense Role

The Sentinel is crafty and precise, capable of stopping enemies in their tracks and applying strong debuffs.

However, they are fragile and they heavily rely on Energy.

Attributes

Gain/lose each of the following:

- +1 WIS
- +1 CHA or +1 KNW
- -1 STR or -1 AGI

Starting Equipment

- A [Pistol](#) (choose sharp or heat)

Training:

- The Sentinel (Role)
- [Simple gun weapons](#)

HP

At Level 1, your maximum HP is FTD + 10. It increases by 1d6 + FTD + 2 (minimum FTD + 6) each time you Level Up.

Systems

Gain these Systems as you Level Up:

Level	System
1	Power Play I
3	Lockdown (Ultimate System)

Signatures

You can choose a Signature Augmentation, Companion, Vehicle or Weapon from the list below.

Signature Augmentation

A cybernetic enhancement is installed in your body, or your species has a natural advantage. Choose one of the following underlined Systems:

Weapon

Signature Weapon (Damage) System for Units

Choose any Simple Weapon. It is permanently attached to your body. If the weapon you choose is not **Two-handed**, you are able to conceal it from view at will. If it is **Two-handed**, it is possible to conceal using sufficiently baggy clothing. If it's **Heavy**, it is nearly impossible to conceal.

Slots

Signature System for Units

Gain 2 Slots.

Limb

Signature System for Units

You have an extra prehensile limb. You can use it like an extra hand to hold one more piece of Equipment.

Signature Companion

Choose one of the following underlined units. Its Level is the same as yours. As long as it is able to receive commands from you, it shares your Energy.

Land Beast

When you gain this Signature, set my STR, FTD, AGI and CHA to 7, 6, 5 and 4 in any order.

My HP is FTD + 5 at Level 1. When my owner Levels Up, it increases by 1d6 + FTD (minimum FTD + 4).

Level (*) Medium *Signature Beast Unit*
(*) HP

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
*	*	*	5	3	6	*	0

Companion

Melee **Attack**: STR vs STR. 6 Sharp Damage. +1 to Attack Roll for each two other allies adjacent to the target.

Sky Beast

When you gain this Signature, set my STR, FTD, AGI and CHA to 6, 5, 5 and 4 in any order.

My HP is FTD + 1 at Level 1. When my owner Levels Up, it increases by 1d6 + FTD - 5 (minimum 4).

Level (*) Small *Signature Beast Unit*

(*) HP

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
*	*	*	6	2	5	*	0

Companion

Flying

When I Move, I can move an additional number of metres equal to my AGI. I can move freely in any direction, including vertically.

Melee **Attack**: STR vs STR. 4 Sharp Damage.

Droid

When you gain this Signature, set my STR, KNW, AGI and CHA to 7, 6, 5 and 4 in any order.

My HP is FTD + 5 at Level 1. When my owner Levels Up, it increases by 1d6 + FTD (minimum FTD + 4).

Level (*) Medium *Signature Robot Unit*

(*) HP

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
*	5	*	5	3	6	*	*

Companion

30m **Attack:** VSN vs AGI. 4 Heat Damage.

Drone

When you gain this Signature, set my STR, KNW, AGI and CHA to 6, 5, 5 and 4 in any order.

My HP is FTD + 1 at Level 1. When my owner Levels Up, it increases by 1d6 + FTD - 5 (minimum 4).

Level (*) *Small Signature Robot Unit*

(*) HP

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
*	5	*	5	3	5	*	*

Companion

Flying

I always hover 1-3m above the ground.

30m **Attack**: VSN vs AGI. 4 Heat Damage.

Signature Vehicle

Choose one of the following underlined Vehicles.

Bike

Level (*) Large *Signature Bike Vehicle (Land) Unit*

(*) HP

Diameter: ~3m

When you choose this Signature, you have **Training** with Bikes.

This Vehicle has one Terminal.

While you are Piloting this vehicle, you can be seen and targeted from the outside. I use my Pilot's corresponding Attribute Score for all Defense Rolls.

I have the following Systems:

[Capacitor A1 Mk1](#)

[Bike Wheels Mk1](#)

Levels

Like all Vehicles, this Signature Vehicle does not Level Up by itself. It must be upgraded by a skilled mechanic. Your Signature Vehicle's Level cannot exceed your own.

Level	Max HP	Slots
1	10	3
2	18	4
3	26	
4	34	6
5	42	
6	50	8
7	58	

8	66	10
9	74	
10	82	12

Mechsuit

Level (*) Giant *Signature Mechsuit Vehicle (Land) Unit*

(*) HP

Diameter: ~7m

When you choose this Signature, you have **Training** with Mechsuits. You can choose its legs.

This Vehicle has one Terminal.

While you are Piloting this vehicle, you can be seen but not targeted from the outside. I use my Pilot's corresponding Attribute Score for all Defense Rolls. You need **Training** to Operate this Vehicle.

I have the following Systems:

[Capacitor A2 Mk1](#)

[Strider Mechsuit Legs Mk1](#) OR [Dancer Mechsuit Legs Mk1](#)

[Mechsuit Arm Mk1](#)

Levels

Like all Vehicles, this Signature Vehicle does not Level Up by itself. It must be upgraded by a skilled mechanic. Your Signature Vehicle's Level cannot exceed your own.

Level	Max HP	Slots
1	12	4
2	20	5
3	28	

4	36	6
5	44	
6	52	8
7	60	
8	68	10
9	76	
10	84	12

Tank

Level (*) *Giant Signature Tank Vehicle (Land) Unit*

(*) HP

Diameter: ~7m

When you choose this Signature, you have **Training** with Tanks. You can choose its weapon.

This Vehicle has one Terminal and 3 Passengers.

While you are Piloting this vehicle, you cannot be seen or targeted from the outside. I use a Fixed Score of 7 for all Defense Rolls. You need **Training** to Operate this Vehicle.

I have the following Systems:

[Capacitor A2 Mk1](#)

[Giant Wheels Mk1](#)

[Ballistic Tank Gun Mk1](#) OR [Laser Tank Gun MK1](#)

Levels

Like all Vehicles, this Signature Vehicle does not Level Up by itself. It must be upgraded by a skilled mechanic. Your Signature Vehicle's Level cannot exceed your own.

Level	Max HP	Slots
1	20	5

2	30	6
3	40	
4	50	7
5	60	
6	70	8
7	80	
8	90	10
9	100	
10	110	12

Aeroplane

Level (*) Giant *Signature Aeroplane Vehicle (Air) Unit*

(*) HP

Diameter: ~7m

When you choose this Signature, you have **Training** with Aeroplanes.

This Vehicle has one Terminal and one Passenger.

While you are Piloting this vehicle, you can be seen but not targeted from the outside. I use my Pilot's AGI for all Defense Rolls. You need **Training** to Operate this Vehicle.

I have the following Systems:

[Capacitor A2 Mk1](#)

[Giant Atmospheric Thrusters Mk1](#)

Levels

Like all Vehicles, this Signature Vehicle does not Level Up by itself. It must be upgraded by a skilled mechanic. Your Signature Vehicle's Level cannot exceed your own.

Level	Max HP	Slots
1	12	4
2	20	5
3	28	
4	36	6
5	44	
6	52	8
7	60	
8	68	10
9	76	
10	84	12

Signature Weapon

Choose one of the following underlined pieces of Equipment. If it has multiple Damage Type options, you can choose whichever you like.

Daggers

Signature Melee Weapon Equipment

Available with Sharp or Heat damage.

When you choose this Signature, you get four of them instead of just one. You have **Training** with Simple Melee Weapons.

While holding, gain:

Melee **Attack**: STR vs STR. 10 (*) damage.

10m **Attack**: VSN vs AGI. 10 (*) damage. You throw the dagger: you must pick it up before using it again.

Block 1 against Melee Attacks, if you have Training.

Light Melee

Signature Melee Weapon Equipment

Available with Blunt, Sharp or Heat damage.

When you choose this Signature, you have **Training** with Simple Melee Weapons.

While holding, gain:

Melee **Attack**: STR vs STR. 12 (*) damage. **Crit** 2: +2 Damage.

Block 1 against Melee Attacks, if you have **Training**.

Two-handed Melee

Signature Melee Weapon Equipment

Available with Blunt, Sharp or Heat damage.

When you choose this Signature, you have **Training** with Simple Melee Weapons.

Two-handed

While holding, gain:

Melee **Attack**: STR vs STR. 14 (*) damage. **Crit** 4: +4 Damage.

Block 1 against Melee Attacks, if you have **Training**.

Spear

Signature Melee (Spear) Weapon Equipment

Available with Sharp or Heat damage.

When you choose this Signature, you have **Training** with Simple Melee Weapons.

Two-handed

While holding, gain:

2m **Attack**: STR vs AGI. 12 (*) damage. **Crit** 2: +2 Damage. Ignores the Point Blanc rule.

Block 1 against Melee Attacks, if you have **Training**.

Greatsword

Signature Melee (Greatsword) Weapon Equipment

Available with Sharp or Heat damage.

When you choose this Signature, you have **Training** with Simple Melee Weapons.

Two-handed

Heavy

While holding, gain:

1m **Attack**: STR vs AGI. 12 (*) damage. Unlimited **Spread**. If you don't have **Training**, you must target every unit in range. Ignores the Point Blanc rule.

Block 1 against Melee Attacks, if you have **Training**.

Warhammer

Signature Melee (Warhammer) Weapon Equipment

When you gain this Signature, You have **Training** with Simple Melee Weapons.

Two-handed Heavy

While holding, gain:

Melee **Attack**: STR vs AGI. 16 Blunt damage.

Block 1 against Melee Attacks, if you have **Training**.

Pistol

Signature Gun (Pistol) Weapon Equipment

Available with Sharp or Heat damage.

When you choose this Signature, you have **Training** with Pistols.

Holds up to 3 *Ammo*.

While holding, gain:

30m **Attack**: VSN vs AGI. 12 (*) damage. Spend 1 *Ammo*.

Action: Restore all *Ammo*. If you have **Training**, use this as an **Instant**.

Rifle

Signature Gun (Rifle) Weapon Equipment

Available with Sharp or Heat damage.

When you choose this Signature, you have **Training** with Rifles.

Holds up to 3 *Ammo*.

While holding, gain:

50m **Attack**: VSN vs AGI. 1 (*) damage. 1d6 + 10 **Shots**. Spend 1 *Ammo*.

If you have **Training**: 100m **Attack**: VSN vs AGI. 1 (*) damage. 1d6 + 10 **Shots**. Spend 1 *Ammo*.

Action: Restore all *Ammo*.

Minigun

Signature Gun (Minigun) Weapon Equipment

Available with Sharp or Heat damage.

When you choose this Signature, you have **Training** with Miniguns.

Two-handed

Heavy, unless you have **Training**

Holds up to 1 *Ammo*.

While holding, gain:

50m **Attack**: VSN vs AGI. 1 (*) damage. 3d6 + 4 **Shots**. Spend 1 *Ammo*.

Action: Restore all *Ammo*.

Sniper Rifle

Signature Gun (Sniper) Weapon Equipment

Available with Sharp or Heat damage.

When you choose this Signature, you have **Training** with Snipers.

Two-handed

Holds up to 1 *Ammo*.

While holding, gain:

50m **Attack**: VSN vs AGI. 12 (*) damage. Spend 1 *Ammo*. **Crit** 5 if you have **Training**: +6 Damage.

Action: Restore all *Ammo*.

Shield

Signature Melee (Shield) Weapon Equipment

When you choose this Signature, you can choose for it to be **Two-handed**. If you do, it deals 10 damage and has **Block** 2. You have **Training** with Shields.

While holding, gain:

If you have **Training**: Melee **Attack**: STR vs STR. 8 Blunt damage.

Block 1. Blocking this way gives 2 rerolls instead of 1.

Whip

Signature Melee (Whip) Weapon Equipment

When you choose this Signature, you have **Training** with Whips.

While holding, gain:

4m **Attack**: STR vs STR. 10 Sharp damage.

If you have **Training**, you can use the Grapple Action at a range of 2m. If you successfully inflict the Grappled condition, the target moves along the shortest path to be in base contact with you.

Equipment

Advanced first aid kit

Equipment

100mC | Rare

A first aid kit containing high-class modern medical supplies.

This equipment contains 6 *Large Programmable Bandages* and 12 *Small Programmable Bandages*.

While holding, gain:

Action: Spend 1 *Large Programmable Bandage*. Restore a unit's HP by 2d6. They gain **Regeneration** 1 for 5 turns.

Action: Spend 1 *Small Programmable Bandage*. Restore a unit's HP by 4. They gain **Regeneration** 1 for 3 turns.

Adventuring Kit

Equipment

Contains the essentials for adventuring, all stored in a Backpack:

- [Personal Communicator](#)
- [Primitive first-aid kit](#)
- 20m of [Primitive Rope](#)
- A one-man [Tent](#), or your share of a larger tent
- A [Torch](#) OR an [Electric Lantern](#)
- 7 days of [Non-perishable Rations](#) if you need food
- A filled [Water bottle](#) if you need water

Alloy Cable (5m)

Equipment

20mC | Common

Extremely durable cabling with a diameter of around 2 cm, made from woven plastics and steel. Suitable for most in-atmosphere applications, but not considered aerospace-grade. Can withstand approximately 150kN of force (around the weight of 150 metric tons in Earth's gravity) before breaking.

Cannot be cut without bolt cutters or equivalent.

Auto Rifle

Simple Gun (Rifle) Weapon Equipment

100mC | Common

Available with Sharp or Heat damage.

Holds up to 3 *Ammo*.

While holding, gain:

50m **Attack**: VSN vs AGI. 1 (*) damage. 1d6 + 8 **Shots**. Spend 1 *Ammo*.

If you have **Training**: 100m **Attack**: VSN vs AGI. 1 (*) damage. 1d6 + 6 **Shots**. Spend 1 *Ammo*.

Action: Restore all *Ammo*.

Backpack

Equipment

40mC | Common

A 65 litre rucksack with multiple compartments for holding things.

Clothing

Equipment

There are 4 main types of clothing.

- Everyday
- Environmental - designed to withstand a specific kind of extreme conditions.
- Formal - designed for a certain kind of social event.
- Professional - designed for a specific job.

Electric Lantern

Equipment

20mC | Common

Can be turned on and off. While turned on, emits light for 20m in all directions.

High-strength Alloy Cable (5m)

Adventuring Gear

150mC | Rare

Extremely durable cabling with a diameter of around 8 cm, made from woven titanium alloys, plastics and other polymers designed with extreme tensile strength in mind. Suitable for all applications; aerospace-grade. Can effectively withstand any force.

Cannot be cut with handheld box cutters. Specialist industrial machinery is required.

Miniature General Scanner

Adventuring Gear

100mC | Common

An MGS is a small device resembling a mobile phone, carried by most adventurers. Contains an array of sensors to quickly gather information about one's surroundings.

While holding, gain:

Action: Begin scanning. Choose one of the following options. You learn that information in 30 seconds (5 turns):

- The number of living units ("life-signs") within 100m.
- The direction to the nearest powerful energy source ("energy signature") within 100m.
- The current temperature and composition of the local atmosphere, if any.
- The direction to any MGS on your Crew List. Fails if the MGS is not within 100m.
- The distribution of minerals and organic compounds within 100m. You are provided with a list of the minerals and compounds, and the percentage of matter in the area attributed to each one.

Action: Choose another MGS you can touch. Add that scanner to your Crew List.

Minigun

Gun (Minigun) Weapon Equipment

150mC | Common

Available with Sharp or Heat damage.

Two-handed

Heavy, unless you have **Training**

Holds up to 1 *Ammo*.

While holding, gain:

50m **Attack:** VSN vs AGI. 1 (*) damage. 3d6 + 2 **Shots**. Spend 1 *Ammo*.

Action: Restore all *Ammo*.

Non-perishable Rations (1 day)

Adventuring Gear

5mC | Common

Enough food to last one person one day. Not exactly fine dining, but it keeps you alive. Comes in a range of flavours, from "Lasagne" to the particularly unappetising "Chicken wings".

Personal Communicator

Adventuring Gear

80mC | Common

A small device resembling a mobile phone, carried by most people. Enables remote communication over both long and short distances, and often has additional utilities and recreational functions like a modern smartphone.

While holding:

- You can speak to any other unit with a Personal Communicator within 100m, provided that you know their Global Communicator ID (GCID). The signal travels in a straight line and is blocked by 30m of rock or any Communicator Interference.
- You can broadcast your speech to all Personal Communicators within 100m. The signal travels in a straight line and is blocked by 30m of rock or any Communicator Interference.

In addition, if you are in range of a functional Base Communicator:

- You can speak to any other unit with a Personal Communicator who is in range of the same Base Communicator.
- You can attempt to speak to any unit with a Personal Communicator who is in range of any Base Communicator, provided that you know their GCID.
- If you have appropriate clearance, you can act as if you are operating the Base Communicator directly.

Pistol

Simple Gun (Pistol) Weapon Equipment

80mC | Common

Available with Sharp or Heat damage.

Holds up to 3 *Ammo*.

While holding, gain:

30m **Attack**: VSN vs AGI. 10 (*) damage. Spend 1 *Ammo*.

Action: Restore all *Ammo*. If you have **Training**, use this as an **Instant**.

Plasma Cannon

Gun Weapon Equipment

200mC | Rare

Two-handed

Heavy, unless you have **Training**

Holds up to 3 *Ammo*.

While holding, gain:

Action: Spend 3 *Ammo*. Create a *Plasma Disruption* in the direction the weapon is pointed.

Action: Restore 1 *Ammo*.

Plasma Disruption

The Plasma Disruption is a floating ball of plasma, lashing out in an area around it.

At the end of your turn, the Plasma Disruption moves 5m in a straight line, then deals 3d6 Heat damage to all units within 3m of it.

The 4th time this happens, or when anything comes into contact with the disruption, it explodes, dealing damage as normal and then disappearing.

Precision Rifle

Simple Gun (Rifle) Weapon Equipment

100mC | Common

Two-handed

Holds up to 4 *Ammo*.

While holding, gain:

50m **Attack**: VSN vs AGI. 3 Sharp damage. 4 **Shots**. Spend 1 *Ammo*.

If you have **Training**: 100m **Attack**: VSN vs AGI. 3 Sharp damage. 3 **Shots**. Spend 1 *Ammo*.

Action: Restore all *Ammo*.

Primitive Buckler

Melee (Shield) Weapon Equipment

50mC | Uncommon

While holding, gain:

If you have **Training**: Melee **Attack**: STR vs STR. 8 Blunt damage.

Block 1.

Primitive first aid kit

Adventuring Gear

15mC | Common

A simple first aid kit containing bandages, antiseptics and other civilian medical supplies.

This equipment contains 6 *Large Bandages* and 12 *Small Bandages*.

While holding, gain:

Action: Spend 1 *Large Bandage*. Restore a unit's HP by 1d6.

Action: Spend 1 *Small Bandage*. Restore a unit's HP by 2. If the target is in Critical Condition, they are too injured for this to help and nothing happens.

Primitive rope (20m)

Adventuring Gear

10mC | Common

Good-quality rope woven from synthetic fibres. Highly durable: can withstand approximately 20kN of force (around the weight of 2 metric tons in Earth's gravity) before breaking.

Can be cut with relative ease.

Primitive Shield

Shield Melee Weapon Equipment

70mC | Common

Two-handed

While holding, gain:

If you have **Training**: Melee **Attack**: STR vs STR. 10 Blunt damage.

Block 2.

Primitive Whip

Melee (Whip) Weapon Equipment

70mC | Uncommon

While holding, gain:

4m **Attack**: STR vs STR. 8 Sharp damage.

If you have **Training**, you can use the Grapple Action at a range of 2m. If you successfully inflict the Grappled condition, the target moves along the shortest path to be in base contact with you.

Sniper Rifle

Gun (Sniper) Weapon Equipment

160mC | Uncommon

Available with Sharp or Heat damage.

Two-handed

Holds up to 1 *Ammo*.

While holding, gain:

50m **Attack**: VSN vs AGI. 10 (*) damage. Spend 1 *Ammo*. **Crit** 5 if you have **Training**: +6 Damage.

Action: Restore all *Ammo*.

Simple Baton/Shortsword

Simple Melee (Baton/Shortsword) Weapon Equipment

50mC | Common

Available with Blunt (Baton) or Sharp (Shortsword) damage.

While holding, gain:

Melee **Attack**: STR vs STR. 10 (*) damage. **Crit** 2: +2 Damage.

Block 1 against Melee Attacks, if you have **Training**.

Any one-handed melee weapon can use this profile.

Simple Club/Longsword

Simple Melee (Club/Longsword) Weapon Equipment

60mC | Common

Available with Blunt (Club) or Sharp (Longsword) damage.

Two-handed

While holding, gain:

Melee **Attack**: STR vs STR. 12 (*) damage. **Crit** 4: +4 Damage.

Block 1 against Melee Attacks, if you have **Training**.

Any two-handed melee weapon can use this profile.

Simple Dagger

Simple Melee (Dagger) Weapon Equipment

40mC | Common

While holding, gain:

Melee **Attack**: STR vs STR. 8 Sharp damage.

10m **Attack**: VSN vs AGI. 8 Sharp damage. You throw the dagger: you must pick it up before using it again.

Block 1 against Melee Attacks, if you have **Training**.

Any one-handed sharp stabbing weapon can use this profile.

Simple Greatsword

Simple Melee (Greatsword) Weapon Equipment

80mC | Uncommon

Two-handed
Heavy

While holding, gain:

1m **Attack**: STR vs AGI. 10 (*) damage. Unlimited **Spread**. If you don't have **Training**, you must target every unit in range. Ignores the Point Blanc rule.

Block 1 against Melee Attacks, if you have **Training**.

Any very large two-handed sharp cutting weapon can use this profile.

Simple Spear

Simple Melee (Spear) Weapon Equipment

60mC | Common

Available with Sharp or Heat damage.

Two-handed

While holding, gain:

2m **Attack**: STR vs AGI. 10 (*) damage. **Crit** 2: +2 Damage. Ignores the Point Blanc rule.

Block 1 against Melee Attacks, if you have **Training**.

Simple Warhammer

Simple Melee (Warhammer) Weapon Equipment

80mC | Uncommon

Two-handed

Heavy

While holding, gain:

Melee **Attack**: STR vs AGI. 14 Blunt damage.

Block 1 against Melee Attacks, if you have **Training**.

Any very large two-handed blunt smashing weapon can use this profile.

Sonic Rifle

Gun (Rifle) Weapon Equipment

150mC | Rare

Two-handed

Holds up to 2 *Ammo*.

While holding, gain:

10m **Attack**: VSN vs FTD. 18 True damage. Spend 1 *Ammo*. *Thunderous* (see below).

If you have **Training**: 20m **Attack**: VSN vs FTD. 10 True damage. Spend 1 *Ammo*.
Thunderous.

Action: Recover all *Ammo*.

Thunderous

Damage from this Attack is halved if the target cannot hear you.

When you use this Attack, roll 1d6 for each unit within 3m of you that can hear you, including yourself. On a 6+, that unit takes 2 True damage. Otherwise, they take 1 True damage.

Solar Array

Adventuring Gear

80mC | Uncommon

Provides a limited but portable power source when left in the sun.

Standard Armour (+X)

Armour Equipment

- (+1) 80mC | Common
- (+2) 100mC | Common
- (+3) 150mC | Uncommon
- (+4) 200mC | Rare
- (+5) 400mC | Epic

Heavy if X is at least +3

While wearing, you have **Armour** +X.

Tent

Adventuring Gear

- Common
- 1-man: 50mC
- 2-man: 70mC
- 3-man: 80mC
- 4-man: 100mC
- 6-man: 140mC
- 8-man: 200mC

A simple shelter made of synthetic fabrics. They are available in many different sizes.

To take advantage of a Tent, the number of people inside must not exceed its capacity.

Tents can be carried in pieces by several people.

Tesla Rifle

Gun (Rifle) Weapon Equipment

- 150mC | Rare

Two-handed

Holds up to 3 *Ammo*.

While holding this weapon, gain:

20m **Attack**: VSN vs AGI. 1d6 + 6 Electric damage. Spend 1 *Ammo*. *Arcing* (see below).

If you have **Training**: 40m **Attack**: VSN vs AGI. 1d6 Electric damage. Spend 1 *Ammo*.
Arcing.

Action: Recover all *Ammo*.

Arcing

Your Attack Roll has +2. On hit, roll 1d6. On a 4+, deal 1d6 Electric damage to another unit within 5m of the target.

Toolkit

Adventuring Gear

50mC | Common

Contains screwdrivers, wrenches and other necessary equipment for basic repairs on small technology. Repairing things requires a KNW check.

Torch

Adventuring Gear

20mC | Common

Can be turned on and off. While turned on, emits light for 30m in a cone in one direction.

Water bottle

Adventuring Gear

10mC | Common

A reusable water bottle. Holds enough water for 1 day.

Character Systems: Available for Slots

Backup

Damage System for Units

1 Slot

Requires Signature Vehicle

Action if you are within 1km of your Signature Vehicle: Spend 2 Energy. Your Signature Vehicle takes Overwatch with a non-Melee **Attack**. If you choose, the Attack's range is centred on you instead of the Vehicle.

Bonk

Tank Defense System for Units

1 Slot

Requires The Tank

Instant once per Melee Attack when you damage a unit that is no more than 1 size larger than you: Move that unit up to its diameter away from you.

Cautious

System for Units

2 Slots

Once per Overwatch, when you would spend Energy before the Overwatch ends, spend 1 less Energy (to a minimum of 0).

Certitude

Captain Support System for Units

1 Slot

Requires The Captain

Other units get +2 when they roll to Seize the Initiative using your CHA.

Charge

Damage System for Units

2 Slots

Instant after a Move action that is not your first this turn: Spend 1 Energy. Instantly make a Melee Attack.

Clear Mind

System for Units

1 Slot

Action: Gain a *Clarity* counter. Then, if you have 3 *Clarity* counters, you must spend all of them to regain 1 Energy.

All Clarity counters are lost when you take any Rest.

Damage Resist

Defense System for Units

1 Slot

Repeatable (Must choose different damage types)

When you gain this, choose a damage type. You have **Dodge** 1 against that damage type. Dodging this way does not cost Energy.

Defensive Focus

Scout Defense System for Units

1 Slot

Requires Focus

Reaction once during each *Focus*: Reroll one die in a Defense Roll.

Enthusiasm

Damage System for Units

2 Slots

Reaction after you make a successful Attack: Make a difficulty 5 WIL check. On a success, regain 1 Energy.

Focus II

Scout Damage System for Units

1 Slot

Requires Focus I, which this replaces

Instant: Spend 1 Energy. You gain *Focus* until the start of your next turn. **Cooldown** WIL vs 7. When you gain *Focus*, you may spend 2 further Energy. If you do, immediately take an extra Action.

Once per Full Rest, you may use both of the above effects at no Energy cost.

While you have *Focus*:

- Your AGI is increased by 1.
- You can use your AGI in any Attack Roll.

Generous

Support System for Units

1 Slot

If you are willing, units that can see or hear you can use your Energy as well as their own.

Healthy

Defense System for Units

2 Slots

Your Max HP is increased by 2 for each Level you have.

High Alert

Defense System for Units

2 Slots

You have **Dodge** 1 while taking Overwatch.

Intercept II

Tank Defense System for Units

1 Slot

Requires Intercept I, which this replaces.

You can use your STR for any Defense Roll.

Reaction when you see a unit take damage, and you are within 8m of either the unit or the attacker: Spend 1 Energy. Move up to 8m so you are in base contact with the unit or the attacker. Up to 2d6 + 2 damage from the Attack is redirected to you.

Know your enemy

Support System for Units

2 Slots

Action: Spend 1 Energy and choose a unit that you can touch. Make a KNW check where the difficulty is 7 + the unit's Level.

- If you succeed, you gain *Investigation* for that unit and all units with the same profile.
- If you fail, you cannot use this Action on the same unit until you have taken a Full Rest. You can try again on another unit with the same profile.

This Action can be used on a dead target, but the difficulty is increased by 2.

Reaction once each time a willing unit that can see or hear you does damage to a unit for which you have *Investigation*: the damage is increased by your KNW - 3 (minimum increase of 1).

Investigation is permanent.

Look out!

Support System for Units

2 Slots

Instant once each time another unit that can see or hear you makes a Defense Roll: They gain **Dodge** 1. Dodging this way costs your Energy instead of theirs.

Move carefully

Defense System for Units

1 Slot

Action: Until the start of your next turn, your movement cannot trigger Overwatch.

Offensive Focus

Scout Damage System for Units

1 Slot

Requires Focus

Reaction once during each *Focus* when you deal Damage with an Attack: Deal 1d6 additional damage of the same type.

Opportunist

Damage System for Units

1 Slot

Instant once per turn when you deal damage while Seizing the Initiative: deal 1d6 additional damage of the same type.

Patch Up II

Healer Support System for Units

1 Slot

Requires Patch Up I, which this replaces.

Melee **Attack**: KNW vs flat 5. Spend 1 Energy. Restore the target's HP for $1d6 + \text{KNW} + 2$ (minimum 1). Cannot be used on Vehicles. Before you make this **Attack**, you may instantly move up to 6m.

When you would cause a unit (not a vehicle) to restore HP beyond their maximum HP, the target gains *Overflow* counters equal to the surplus healing.

Units with *Overflow* have:

Instant when you deal damage to a unit: Spend all your *Overflow*. Increase the damage by half the *Overflow* consumed, rounding down.

Patience

Damage System for Units

2 Slots

You have **Aim** 1 while taking Overwatch.

Pep talk

Support System for Units

1 Slot

Instant when another unit that can see or hear you just made an unsuccessful Attack: Spend 1 Energy. The next time that unit does damage this combat, the damage is increased by your CHA.

Power Play II

Sentinel Defense System for Units

1 Slot

Requires Power Play I, which this replaces.

You can use your WIS for all Attack Rolls for Overwatch Attacks.

Action: Spend 2 Energy. Choose a unit you can see within 50m or the range of your longest-range Attack, whichever is longer. They gain ONE of the following effects until the start of your next turn:

- The maximum length of their next Move Action is halved, rounding up.
- After their next successful Attack Roll, they must reroll the higher result.
- After their next successful Defense Roll, they must reroll the higher result.
- They cannot use the same Action or other active effect more than once.

Power Under Pressure

System for Units

2 Slots

Repeatable (Must choose different Attributes)

When you gain this, choose an Attribute. For each 10 points of your HP that is missing, increase your Score for that Attribute by 1. The maximum bonus that can be gained this way is +2, and your Attribute Score cannot exceed 10.

Quick

Movement System for Units

2 Slots

When you take the Move Action, move up to 1d6 additional metres.

Tactical Focus

Scout Movement System for Units

1 Slot

Requires Focus

Reaction when you gain Focus: Move up to 6m.

Terrifying

System for Units

2 Slots

Reaction once each time you kill a unit: Spend 1 Energy. Another unit that can see you takes 1 less Action on their next turn (to a minimum of 1).

That's an Order II

Captain Support System for Units

1 Slot

Requires That's an Order I, which this replaces.

You can use your CHA instead of your AGI when rolling to determine turn order.

Instant once per turn: Spend 1 Energy. A willing unit that can see or hear you Seizes the Initiative. They do not have to roll: they automatically succeed. **Cooldown** WIL vs 5.

Tinkerer

Support System for Units

1 Slot

At any time, you may spend 30 minutes repairing a Robot or a Vehicle you can touch. If you do, it

The 30 minutes may be counted as part of a Long Break or Full Rest.

Try That Again II

Lancer Damage System for Units

1 Slot

Requires Try That Again I, which this replaces.

You have **Aim 2**. This Aim can be used on any d6 rolled while making an Attack, including to determine Damage or Shots, not just the Attack roll itself.

Urgency

System for Units

2 Slots

When you roll to determine turn order, you have a bonus of AGI - 5 (minimum bonus of 0).

Character Systems: Other

Amphibious

Innate System for Units

Innate

You can breathe both in and out of water. However, you are not adapted to arid conditions: unless the atmosphere is very humid, you need to drink twice as much as most people to survive.

All Out

Scout Damage Ultimate System for Units

Locked

Ultimate Instant:

- Immediately gain *Focus*. Your AGI is further increased by 1 (to a maximum of 10) until *Focus* ends.
- Your next Move Action before *Focus* ends may be up to five times longer than usual, or 50m, whichever is longer. This effect only works when you are physically able to sprint (i.e. it does not work while you are prone).

Focus I

Scout Damage System for Units

Locked

Instant: Spend 1 Energy. You gain *Focus* until the start of your next turn. **Cooldown** WIL vs 7. When you gain *Focus*, you may spend 2 further Energy. If you do, immediately take an extra Action.

While you have *Focus*:

- Your AGI is increased by 1.
- You can use your AGI in any Attack Roll.

Intercept I

Tank Defense System for Units

Locked

You can use your STR for any Defense Roll.

Reaction when you see a unit take damage, and you are within 3m of either the unit or the attacker: Spend 1 Energy. Move up to 3m so you are in base contact with the unit or the attacker. Up to 2d6 damage from the Attack is redirected to you.

Deaf

Innate System for Units

Innate

You cannot hear.

However, if a unit you can see is using a sign language you understand, you are considered to be able to hear them.

If they are using a spoken language you understand, you must succeed a Difficulty 6 WIS check to "hear" them by reading their lips. If they are intentionally mouthing clearly, the Difficulty is reduced to 3.

Lockdown

Sentinel Defense Ultimate System for Units

Locked

Ultimate Action: You gain WIS - 1 *Lockdown* counters (minimum of 4). You lose all your *Lockdown* counters after any Rest.

While you have *Lockdown* counters, gain:

Reaction when you see a unit at any point during its movement: Spend 1 *Lockdown* counter. Their movement stops immediately. If you choose, they are forced to move up to 3m in a straight line in any direction.

Patch Up I

Healer Support System for Units

Locked

Melee **Attack**: KNW vs flat 5. Spend 1 Energy. Restore the target's HP for 1d6 + KNW (minimum 1). Cannot be used on Vehicles. If an effect would increase this Attack's damage, increase its healing instead.

When you would cause a unit (not a vehicle) to restore HP beyond their maximum HP, the target gains *Overflow* counters equal to the surplus healing.

Units with *Overflow* have:

Instant when you deal damage: Spend all your *Overflow*. Increase the damage by half the *Overflow* consumed, rounding down.

Photosynthesis

Innate System for Units

Innate

You photosynthesise. You can comfortably go a few weeks without eating as long as you spend enough time in the sun.

Power Play I

Sentinel Defense System for Units

Locked

You can use your WIS for all Attack Rolls for Overwatch Attacks.

Action: Spend 2 Energy. Choose a unit you can see within 50m or the range of your longest-range Attack, whichever is longer. They gain ONE of the following effects until the start of your next turn:

- The maximum length of their next Move Action is halved, rounding up.

- After their next successful Attack Roll, they must reroll the higher result.
- After their next successful Defense Roll, they must reroll the higher result.

Rally

Captain Support Ultimate System for Units

Locked

Ultimate Instant: Any number of units that can hear you gain the following effect for 2 turns:

Instant once per turn when they take an Action: They can use one of the following effects, depending on the type of Action.

Action	Effect
Move	They move an additional number of metres up to the Captain's CHA.
Attack	They do damage of the Attack's type to one of its targets equal to the Captain's CHA.
Prepare	They Prepare a second time. They must choose a different Attribute.
Overwatch	They take Overwatch a second time.
Grapple	They get +2 to the STR check.

The duration ticks down at the start of the Captain's turn. The effect ends as soon as the duration reaches 0.

Robotic

Innate System for Units

Innate

You are a Robot. You do not require food, water or a breathable atmosphere. You must recharge while you sleep, which means you need access to an energy source.

Sanctuary

Tank Defense Ultimate System for Units

Locked

Ultimate Instant: Until your turn has started 2 more times, gain the following:

Dodge 3. Dodging this way costs no Energy.

Intercept's **Reaction** has no Energy cost, and its range is doubled.

Supercharge

Healer Support Ultimate System for Units

Locked

Ultimate Action: Any number of units you can see within 10m gain the following benefits:

- Their Energy is restored to its maximum.
- Their Bones are restored by 2.
- They gain *Supercharge*, which is lost when they take any Rest.

When a unit with *Supercharge* would go into Critical Condition, they must spend it to roll a difficulty 5 KNW check using your KNW.

On a success, their HP is set to 1d6 and they do not go into Critical Condition.

Surge

Lancer Damage Ultimate System for Units

Locked

Ultimate Instant at the end of your turn: Take two more turns, one after the other.

That's an Order I

Captain Support System for Units

Locked

You can use your CHA instead of your AGI when rolling to determine turn order.

Instant once per turn: Spend 1 Energy. A willing unit that can see or hear you Seizes the Initiative. They do not have to roll: they automatically succeed. **Cooldown** WIL vs 6.

Try That Again I

Lancer Damage System for Units

Locked

You have **Aim** 1. This Aim can be used on any d6 rolled while making an Attack, including to determine Damage or Shots, not just the Attack roll itself.

Vehicle Systems

Ballistic Tank Gun Mk1

Gun Weapon (Damage) System for Vehicles

2 Slots

Limited: Giant Vehicle or larger

Atmospheric

A large gun for mounting on Giant Vehicles.

Holds up to 3 *Ammo*.

The Operator gains:

(1 Energy) 200m **Attack:** VSN vs AGI. 12 Blunt damage. Spend 3 *Ammo*. **Crit** 4: Damage +12. Always Crits against Giant targets and larger.

All units inside the vehicle gain:

(0 Energy) **Action:** Recover 1 *Ammo*.

Dancer Mechsuit Legs Mk1

Movement System for Vehicles

1 Slot

Limited: Giant Mechsuit

The Operator gains:

(2 Energy) **Action:** The vehicle moves up to 25m.

Bike Wheels Mk1

Movement System for Vehicles

1 Slot

Limited: Large Vehicle

The Operator gains:

(1 Energy) **Action:** The vehicle moves up to 25m in a straight line.

(2 Energy) **Action:** The vehicle moves exactly 15m in a straight line, turns up to 180°, then moves up to 25m further in a straight line.

If you are **Skilled** with the vehicle, you may take other Actions at any point during either of this System's Actions. This does not let you take more Actions than usual during your turn.

Capacitor A1 Mk1

Energy System for Vehicles

2 Slots

Atmospheric

The most basic Capacitor for Large Atmospheric Vehicles.

Holds up to 25 Energy. Must be recharged/refueled in a manner appropriate to the vehicle.

Capacitor A2 Mk1

Energy System for Vehicles

2 Slots

Limited: Giant Vehicle or larger

Atmospheric

The most basic Capacitor for Giant Atmospheric Vehicles.

Holds up to 35 Energy. Must be recharged/refueled in a manner appropriate to the vehicle.

Giant Atmospheric Thrusters Mk1

Movement System for Vehicles

2 Slots

Limited: Giant Vehicle or larger

Atmospheric

Under the following conditions:

- The Vehicle is not on the ground
- AND The Operator's turn starts and they did not use any **Actions** in their last turn that caused the Vehicle to move
- OR this System has no Operator at the start of a round

the vehicle uses the Nosedive **Action** as a **Reaction**.

The Operator gains:

(2 Energy) Takeoff: **Action** if the vehicle is on the ground: The vehicle is **Flying** until it touches the ground. The vehicle moves up to 25m in a straight line and gains up to 20m in altitude.

(2 Energy) Flight: **Action:** The vehicle moves exactly 15m in a straight line, turns up to 90°, then moves up to 25m further in a straight line. At the same time, it can either gain or lose up to 20m in altitude. It cannot take fall damage from losing altitude this way.

(0 Energy) Nosedive: **Action:** The vehicle moves exactly 8m in a straight line and loses up to 100m in altitude.

Giant Wheels Mk1

Movement System for Vehicles

1 Slot

Limited: Giant Vehicle or larger

The Operator gains:

(1 Energy) Move: **Action:** The vehicle moves up to 15m in a straight line.

(2 Energy) Full Speed: **Action:** The vehicle moves exactly 10m in a straight line, turns up to 90°, then moves up to 15m further in a straight line.

(0 Energy) Ramming Speed: Melee **Attack:** Fixed 7 vs AGI. 15 Blunt damage. Use only if your last **Action** this turn was Full Speed.

Laser Tank Gun Mk1

Gun Weapon (Damage) System for Vehicles

2 Slots

Limited: Giant Vehicle or larger

A large gun for mounting on Giant Vehicles.

Holds up to 1 *Ammo*.

The Operator gains:

(2 Energy) 200m **Attack:** VSN vs AGI. 14 Heat damage. Spend 1 *Ammo*.

All units inside the vehicle gain:

(0 Energy) **Action:** Recover all *Ammo*.

Mechsuit Arm Mk1

Melee Weapon (Damage) System for Vehicles

Limited: Giant Mechsuit

Available with Blunt, Sharp or Heat damage.

The Operator gains:

(1 Energy) **Melee Attack:** VSN vs AGI. 10 (*) damage. **Crit** 4: Damage +10. Always Crits against Giant targets and larger.

Strider Mechsuit Legs Mk1

Movement System for Vehicles

1 Slot

Limited: Giant Mechsuit

The Operator gains:

(2 Energy) **Action:** The vehicle moves up to 10m.

(1 Energy) **Action:** Toggle *Deploy* on or off.

While *Deploy* is active, the vehicle cannot move by any means. However, it has **Aim** 2. The first use of Aim each Attack Roll costs no Energy.

Status effects

Grappled

When you become Grappled, you are Grappled by a specific unit (the grappler).

As long as you are Grappled:

- You cannot take the Move Action.
- Your AGI is set to 0.
- **Action:** make a STR vs STR Check against the grappler. On a success, the effect ends; then take an additional Action. Allies in base contact with you or the grappler can use an Action to attempt the same check, but you don't get the extra Action if they succeed.

As long as you are Grappling someone:

- You drag them with you when you Move, but you Move half the normal distance.
- Your Attacks cannot target anything other than the unit you're grappling.
- **Reaction:** End the grapple voluntarily. If you choose, the unit you were grappling falls prone.
- **Reaction** once before an Attack targets you: make a STR vs STR Check with the unit you are grappling. On a success, the Attack targets them instead.

Prone

As long as you remain Prone, you have the following effects:

- Your Move Actions cannot be longer than 1m.
- You have AGI -4.
- You have +2 to Defense Rolls.
- **Action:** Get up.

Taunted

When you become Taunted, you are Taunted by a specific unit. Your Attacks can only target that unit.

This effect ends when your turn ends, or after you make an Attack.

Keywords

Action

A type of active effect. An **Action** effect can only be used as one of your two normal Actions on your turn.

Active

A unit is **Active** in any of the following situations:

- They are currently taking an Action.
- They are about to take an Action.
- They have just finished taking an Action.

Two units cannot be Active at the same time. When one becomes Active, the other stops being Active.

Note that between two Actions, such as the normal two Actions on their turn, a unit briefly stops being Active.

Aim

If you have **Aim** X, you have the following Reaction:

Reaction up to X times per Attack Roll: Spend 1 Energy. Reroll 1 die.

If no duration is specified ("While holding" counts as a duration), this lasts for a single Attack Roll.

This is the offensive version of **Block**.

If a Vehicle has **Aim**, it can spend its own Energy to reroll. If an Operator with **Aim** makes a Vehicle Attack, they can spend their own Energy to reroll.

Armour

A unit with **Armour** +X has +X to all Defense Rolls.

Atmospheric

Atmospheric systems stop working without an atmosphere.

Block

If you have **Block** X, you have the following Reaction:

Reaction up to X times per Defense Roll: Spend 1 Energy. Reroll 1 die.

If no duration is specified ("While holding" counts as a duration), this lasts for a single Defense Roll.

This is the defensive version of **Aim**.

Cooldown

When you use a **Cooldown** X vs Y effect, the effect goes on cooldown and cannot be used again.

At the beginning of your turn, for each of your effects that are on cooldown, make an Attribute Check. You add X (normally an Attribute Score) to your roll. The GM adds Y (normally a fixed difficulty) to their roll. On a success, the effect comes off cooldown.

When you take any Rest, all of your **Cooldown** effects come off cooldown.

Companion

A **Companion** unit shares its turn with its owner. Its owner chooses what Actions it takes. If it doesn't receive instructions from its owner, the GM decides what it does: it will probably Prepare AGI and/or try and find its owner.

All **Companions** have Bones equal to their FTD. They have the same rules for [dying](#) as characters.

Crit

An Attack that has **Crit** X: [Bonus] gains [Bonus] when your Attack Roll beats your target's Defense Roll by at least X.

Extra Turn

A unit that has X **Extra Turns** takes X more full turns each round, in addition to their normal turn. They roll to determine turn order X extra times and use each result.

Flying

Flying units are not affected by gravity. They often cannot freely use their movement in 3D, though: each one will explain how it can gain or lose altitude.

Heavy

While holding or wearing **Heavy** equipment, you cannot Move more than once in a single turn. Seizing the Initiative circumvents this restriction.

Innate

This System can't be gained when you Level Up: it can only be gained when you first build your character, or given by the GM under special circumstances.

Instant

A type of active effect. An **Instant** effect can be used under the following conditions:

- You pay any relevant Energy cost.
- The prerequisites specified by the rules are met.
- You are **Active**.

Locked

Locked systems don't take up any Slots, so you can't select them when you gain Slots. They can only be gained under special circumstances, like unlocking them through your Role.

Reaction

A type of active effect. A **Reaction** can be used under the following conditions:

- You pay any relevant Energy cost.
- The prerequisites specified by the rules are met.

Regeneration

When a unit with **Regeneration** X starts its turn, its HP is restored by X.

Repeatable

Only **Repeatable** Systems can be gained multiple times.

Requires

Systems with requirements cannot be gained unless all the prerequisites are met: for example, a certain Role, or another System.

Shots

If an Attack has X **Shots**, it does its damage X times to the same target. Multiply the amount of damage by the number of Shots.

Ultimate

When you use an **Ultimate** effect, it goes on cooldown and cannot be used again.

When you take Full Rest, make a difficulty 6 WIL check. On a success, it comes off cooldown.

Spread

When you use an Attack with **Spread** X, you may use it once each against up to X targets in range. You make one Attack Roll, but each target makes their own Defense Roll.

Two-handed

Some Equipment needs to be held in both hands to be used.