

Riftbound Playtest Document

indev2

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What is Riftbound and why am I making it

Riftbound is a sci-fi TTRPG system. It is to space opera (Star Trek/Star Wars/Elite and the other games it inspired) what D&D is to high fantasy: it's meant for running that kind of high-tech, spacefaring story but you can use it for whatever you want really.

I am making it because I want there to be a space opera TTRPG that isn't Starfinder. Starfinder is OK but I don't like it. I want to put my own spin on it and also I have a bunch of cool ideas for TTRPGs in general. Also Starfinder's character sheet is way too long.

It has both a very wargamey combat system and a bunch of deep roleplaying features, so I think it can stand out to many different types of players compared to existing systems. It has extremely deep character customisation so balance is going to be a challenge.

What is this document

This is the small subset of the rules that will be used for the first round of playtesting. You can build characters up to Level 4! Although the final game will have more Roles (6 of them), Classes (4 of them) and Abilities (so many) to choose from.

The first bit is about the actual process of building a character. Then, it goes over all the actual rules so you have context. Then the appendices have details about all the Classes, Roles, Abilities, Equipment etc.

Building your character

You will need:

- A character sheet
- Lots of d6s (you have to roll 10d6 at some point)

Step 1: The top row

The top of the character sheet has the basic details about your character. Come up with any name. Your level is 1 for now. You will need to pick a Role and a Class.

Role: Your role represents your "job" within the party. It gives you most of your Abilities and determines your Max HP.

Here's a quick summary of each of your options. You don't need to read the detailed rules for now, just pick one you like and you can fill everything in later.

The Lancer: A Damage Role. Does consistent, heavy damage, normally at range. They get bonus attacks, and can hit stuff more reliably, but they're fragile and need protecting.

The Healer: A Support Role. Mostly does healing but can also apply buffs. They don't do very much by themselves.

The Tank: A Defense Role. Absorbs damage for their allies and also does some decent damage back. They have to manage their resources carefully: their options are limited when they run out.

If you're curious, the other three roles will be The Scout (Damage, does frontloaded burst damage and stealth), The Captain (Support, manipulates the turn order) and The Sentinel (Defense, stops the enemies from acting and applies debuffs to them).

Class: Your class represents the tools you use to do that job. It gives you your Signature Equipment, a special item that you get to customise.

Here is The Class that you can choose:



Gunner: Runs around on the ground with lightweight equipment. They are cool, not cringe like the other classes. Their Signature Equipment is a Signature Weapon: they can choose from a melee weapon, gun or shield.

The other options will be Pilot (gets a vehicle and is also good at piloting spaceships), Biologist (gets a pet and is good at biology/geography stuff) and Engineer (gets either cybernetic stuff, a personal drone or a multitool. good at fixing stuff).

You will also be able to get lots of different modules for your Signature Equipment so you can customise it.

Step 2: Attributes

Right below the name are some different shaped boxes. Your Attributes go here: these are like ability scores from D&D 5E.

There are 8 of them, and each one has a  Score (goes in the rectangle box) and a  Rating (goes in the diamond box).

- 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 movement speed and turn order. Also used for dodging attacks.
- Vision VSN - Represents precision, observation and stealth. Used for most ranged attacks.
- Wisdom WIS - Represents wisdom, cunning and intuition. Used for passive checks in social situations, piloting, and learning from your past experience.
- Will WIL - Represents mental resilience. Determines your SP.
- 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.

The Lancer wants high VSN (for doing ranged attacks), The Healer wants high KNW (their healing ability scales with it) and The Tank wants high STR (they have a thing where they can block attacks instead of dodging them, using STR instead of AGI).

Attribute ¶ Scores are modifiers that get added to rolls (higher is better). Attribute ◇ Ratings are thresholds you have to meet on a d6 (lower is better). You will roll for your ¶ Scores, and then convert them to your ◇ Ratings.

Time to do your first roll. This is what the 10d6 is for.

1. Roll 10d6 and leave them on the table, or write down the results. If you got no 5s or 6s, OR if you got no 1s or 2s, reroll everything.
2. Get rid of any 2 results of your choice. Obviously the optimal choice is to get rid of the lowest two, but the game is more fun if your character has some weaknesses. As such, it's a good idea to keep at least 2 low scores.
3. Put the remaining 8 results through this table and write down the new values between -1 and +1:

| d6 result | Score |
|-----------|-------|
| 1, 2 | -1 |
| 3, 4 | 0 |
| 5, 6 | +1 |

4. Don't write them in pen yet, but those new values are your 8 Attribute ⚔️ Scores. You can use them in any order you like.
5. If you read the bit about your Role in the appendix, you will find that it changes your Attribute ⚔️ Scores. Change them appropriately.

Now you can fill in your ⚔️ Ratings using this other table:

| ⚔️ Score | ⚔️ Rating |
|------------|-----------|
| +5, +4 | 2+ |
| +3, +2 | 3+ |
| +1, 0 | 4+ |
| -1, -2 | 5+ |
| -3, -4, -5 | 6+ |

Do the Attributes seem a bit vague? Is your character really good (or like really bad) at specifically baking pies? Good news:

Step 3: Traits

Traits are a way for your character's unique strengths and weaknesses to be reflected in gameplay. They are a bit like D&D 5E skills except you get to make them up (they are also like a cross between skills and aspects from Fate if you've played that).

You start with +6 of positive Traits and -3 of negative Traits. You cannot start with more than 6 traits. That means you can distribute 6 points among different things your character is good at and 3 points among things they are bad at.

Here are the golden rules of Traits:

- Two Traits may not significantly overlap. However, one Trait may have both a positive and a negative effect.
- You may not have a Trait worse than -3 or better than your Trait Maximum, which is +3 at Level 1.

Other than that a Trait can be basically anything you like. Here are some examples of traits I came up with for one of my characters:

Real-world experience +2

Eye for detail +3

Getting on a bit (old) -2

Here are some general 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 your favourite other TTRPGs (I know I did).

While we're at it with specific details about your character:

Step 4: Quirks

Based on their personality, your character also has several Quirks. They are a way to explore your character's motivations and reward you for good roleplay. Some examples are provided, but you can also make them up. They're a great opportunity to make your character completely insufferable if you're into that.

Your character has an Ideal, a Goal and a Flaw.

You are rewarded when you embody your Quirks. They can't be things that would come up during normal gameplay and combat: you have to go out of your way to roleplay them.

Ideal

An ideal that your character values highly.

- 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

A large-scale goal your character is working towards.

When your character decides they have completed or given up on this goal, they can choose a new one. In fact, a character might have chosen to adventure because they failed at their previous 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.

Flaws

Gain 1 prestige for showing one of your character's flaws.

Often, a character will not see these traits in themselves as "flaws".

- Judgemental - I am very harsh to others and myself.
- Trusting - I am too quick to trust (perhaps in a certain kind of people), or I have misplaced trust that cannot easily be undone.
- Suspicious - I can never trust anyone (or perhaps a certain kind of people).
- 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 any risk, or 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 5: Background & Origin (Stories)

Every character has a unique past that made them who they are. You should summarise it as a Background and an Origin. You are encouraged to elaborate on them in separate notes.

First, decide your background, or what you were doing before you became an adventurer. Some (boring) example Backgrounds are as follows:

- Ex-criminal
- Current criminal
- Went to school as a pilot/captain/biologist

Then, decide your reason for becoming an adventurer. This is your Origin. For example:

- Parents died
- Home planet destroyed
- Kidnapped by space pirates

or less miserable ones like

- Bored
- Starting an interplanetary business
- Whatever your Goal is
- Passed/failed/dropped out of school as a pilot/captain/biologist
- Running from the law

You can be very creative with these.

Add them to the top of your list of Stories. This is a good time to fill in your Story Bonus: you get to add this when you're doing something that would benefit from your past experience. It's the same as your \square WIS, but if your \square WIS is less than 0 you can just put 0.

If your character is starting above Level 1, they might already have some other Stories. Talk to your GM about this.

Step 6: HP, SP and EHP

Your Role tells you your max HP and SP. Your max EHP is $4 + \square$ FTD[^].

Step 7: Abilities

Your Class and Role give you Abilities (one each at Level 1). You can write them on the second page of the character sheet.

Also, if you'd like to choose any Innate Abilities, you can. There's a helpful list of them in the appendix.

Step 8: Equipment

Your Class and Role also give you some Equipment. Add it to the equipment box in the bottom left. milliCredits (mC) are Riftbound's main currency.

You also get:

- 2 Everyday or Professional Outfits
- 200-400mC depending on your current circumstances (you and the GM can decide this together).
- An Adventuring Kit.

Congratulations, you've finished creating your character! What follows is the core rules of Riftbound.

Character features

Don't forget!!

These are the main rules you need to remember that won't be referenced on your character sheet. You can find the specifics elsewhere in this document.

- Attack Counters
- Unarmed and Improvised Attacks
- When you gain max HP by levelling up, you can't gain less than 4.
- The Point Blanc rule
- Seizing the Initiative

Attributes

Every character in Riftbound has eight attributes that set the groundwork for how good they are at certain things. These attributes are very broad and one is used for almost every skill check.

They are:

- 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 movement speed and is used for dodging and stealth.
- 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, detailed investigation and piloting.
- Will WIL - Represents mental resilience. Determines your SP.
- Charisma CHA - Represents natural charisma and leadership. Used for active checks in social situations.
- Knowledge KNW - Represents general knowledge. Used for finding and recalling information.

Attribute Scores

A character has a score between -5 and +5 for each attribute. They can be modified positively or negatively by your Role and Ability choices, and their base values are determined by rolling.

Attribute scores are abbreviated as [ATTRIBUTE] (for example, STR refers to your Strength score).

If the abbreviation ends with ^ (e.g. ⬢AGI^) and your score for the relevant Attribute is less than zero, treat it as if it was zero.

Attribute Ratings

Your Attribute Ratings are an alternative form of your Attribute Scores, mainly used for attacks. They range between 2+ and 6+. They are thresholds that must be met or exceeded by a d6: therefore, lower is better.

Attribute Ratings are abbreviated as ⬢[ATTRIBUTE] (for example, ⬢STR refers to your Strength Rating).

When your Attribute Scores change, so do your Attribute Ratings.

HP & SP

You can never have less than 1 maximum HP or SP.

When you gain HP by levelling up, the amount you gain cannot be less than 4.

Quirks & Prestige

When you embody a Quirk when it matters, you gain 1 Prestige at the GM's discretion. You can hold up to 3 Prestige. You cannot gain multiple Prestige from a single action. You can spend all 3 Prestige to reroll all dice from a single roll.

Core gameplay

Golden rules

- 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

Whenever your character does something with a chance of failing, you must make an Attribute Check.

Some abilities state in the rules that they require Attribute Checks. Otherwise, the GM decides when a player must make an Attribute check. They will decide the action's Difficulty: a number that the player's roll must meet or exceed for the action to succeed.

The player rolls 3d6. The following factors can modify the roll:

- A relevant Attribute Score can be added or subtracted.
- Any relevant Trait may also be added or subtracted.
- Some situations might confer additional modifiers. These will be explained when relevant.

If the result is greater than the Difficulty, the action succeeds with no drawbacks.

If the result is less than the Difficulty, the action fails.

If the result is equal to the Difficulty, the action succeeds, but with some kind of drawback.

Special results

If you roll two sixes on an Attribute Check, roll another 1d6 and add it to the result. If you roll three sixes, roll another 3d6.

The same is true of ones (two or more ones on a single Attribute Check), but instead of adding the value of the bonus dice, subtract it from the total.

Only one special result can occur per Check.

Contested Checks

Sometimes, two characters are at odds. If one succeeds, the other must fail. In this case, both characters roll 3d6. Then, each character adds their relevant attributes and skills. The higher roll succeeds, and the other fails. If the rolls are equal, nothing happens.

The two characters might use different Attributes (e.g. CHA vs WIS).

Resting

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

Short Break

(15 minutes - 1 hour)

Recover 1d6 + 1 WIL SP.

Long Break

(1 hour or more)

Recover all of your SP.

Recover 2d6 + 1 FTD HP per Level you have for each hour of resting.

Full Rest

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

Recover all of your SP and HP.

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
- City-class
- Moon-class
- Planetary
- Solar

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 can only end their move in the same space as another unit if that unit is 2 or more sizes larger than them.

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

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 a number of Emergency Hit Points (EHP) equal to $4 + \lceil \text{FTD} \rceil$.

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 is applied to their EHP. Additionally, at the start of their turn, they take 1 damage.

Any healing the character receives is applied to their regular 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 EHP is not at its maximum, their Attribute Scores are reduced by 2. This may also increase their Attribute Ratings. EHP can only be restored by taking a Full Rest, in which case it is restored by 1d6.

If a character's EHP and HP are both reduced to zero, they must make a WIL Check that cannot be affected by any Traits. Remember that your WIL is still reduced by 2.

- On an 8+, they can make one final Action (remember that they are still prone) as they die.

- On an 18+, they regain 1 HP by sheer determination (note that they do not regain any EHP). They cannot go below 1 HP until the start of their next turn.

On any result less than 18, the character then dies and is permanently removed from play.

Combat rules

In a situation where characters must fight, the game becomes turn-based. It is recommended to use miniatures or tokens in combat to indicate the position of each combatant relative to the terrain.

You can play on a 1-metre square or hexagonal grid, but the suggested way to use miniatures is with free positioning at a scale of 1in → 1m. A tape measure can be used for distances.

You can also play with no miniatures in the theatre of the mind, but this may be difficult for complex encounters.

Starting Combat

To decide the turn order, each combatant rolls 3d6 and adds or subtracts their ⚡AGI. Normally, play proceeds in ascending order of the result, with ties resolved by the combatants involved in the tie rolling again. This second roll is independent of the previous and only decides the order of those two combatants.

Special results

Turn order rolls do not use the normal special results for Attribute Checks.

Instead, any combatant that rolls two or more sixes 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 or more ones on the first roll misses their first turn.

On your turn

On their turn, a combatant can take up to **two** of the following Actions:

Move

Move up to 10m.

Attack

Some equipment has Attacks associated with it. Your character might have several Attack options. Attacks can vary in the following ways:

- Range: The Attack can only target combatants within this distance. If an Attack's range is "Melee", you can only use it if you are directly next to the target (i.e. the bases of the miniatures are touching). If an Attack's range is not Melee and you are directly next to the target, you suffer a -2 penalty to your Hit Rolls.
- Shots: Roll this many dice in your Hit Roll.
- Hit attribute: Use the ◇Rating for this Attribute in your Hit Roll.
- Damage: Every time the Attack hits, it does this much damage.
- Damage Type: Some rules refer to the type of the damage taken or dealt.
- Special Rules: Some Attacks apply special effects or work in unusual ways.

Attacks will usually be formatted as [Range] [Hit attribute] Attack - [Shots] shots, [Damage] [Damage Type] damage. [Special Rules].

To make an attack:

1. Choose an Attack and a Unit within its Range.
2. Roll a d6 for each of the Attack's Shots (this is the Hit Roll).
3. Every d6 that meets or exceeds your Rating for the Attack's Hit Attribute is a success.
4. For each success, the target must roll a d6 (this is the Dodge Roll).
5. Each one that meets or exceeds their ◇AGI cancels out one of your successes.
6. For each remaining success, do the attack's Damage to the target once.

Prepare

When you Prepare, choose an Attribute. Until the start of your next turn, you can reroll any 2 d6s that use your ◇Rating (NOT □Score) for that Attribute. You may not reroll the same d6 more than once.

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 instantly take a free Attack Action (an Overwatch Attack) against them. You can only take one free Attack per Overwatch action.

The most common way to move is the Move action, but some Abilities also make you move: 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 Move. (Note that if a combatant Moves twice, you can use one Attack on them during each Move.)

Other combatants 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 11 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.

Other Actions

Some Abilities, Equipment and situations give you other Action options.

Attack Counters

All players 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, reduce each die in the Hit Roll by 2 for each Attack Counter you have. Overwatch Attacks are not affected by Attack Counters and do not generate them.

Seizing the Initiative

At any time during combat when nobody is **Active**, 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 11 AGI Check.
- Any other willing, Active combatant you can see or hear makes a difficulty 11 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.

Unarmed & Improvised Attacks

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

Melee STR **Attack**: 1 Shot, 1 (*) 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.

The Point Blanc rule

When you make a Hit Roll for a non-Melee Attack:

- If you are in base contact with an enemy, reduce all dice by 2.
- Otherwise, if the target is in base contact with their enemy, reduce all dice by 1.

For this purpose, an enemy is any unit that would want you to suffer the penalty, at the GM's discretion.

Dual wielding

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

Appendix

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.

Their Signature Ability, Surge, lets them take an extra turn, granting them extra mobility or damage in an emergency.

Attributes

Gain/lose each of the following:

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

Starting Equipment

- Light armour
- Any simple weapon

Levelling Up

| Level | Max SP | New Abilities | Ability Points |
|-------|--------------------------------|------------------|----------------|
| 1 | 2 + \square WIL [^] | Try That Again I | |
| 2 | 2 + \square WIL [^] | | 1AP |
| 3 | 3 + \square WIL [^] | Surge | |
| 4 | 3 + \square WIL [^] | | 3AP |

At Level 1, your maximum HP is 12 + \square FTD. It increases by 1d6 + 6 + \square FTD each time you Level Up.

The Healer

Support Role

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

However, by themselves, they are fairly weak.

Their Signature Ability is Supercharge, which restores allies' SP and prevents them from dying.

Attributes

Gain/lose each of the following:

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

Starting equipment

- Light armour
- A first aid kit

Levelling Up

| Level | Max SP | New Abilities | Ability Points |
|-------|--------------------------------|---------------|----------------|
| 1 | 2 + \square WIL [^] | Patch Up I | |
| 2 | 2 + \square WIL [^] | | 1AP |
| 3 | 3 + \square WIL [^] | Supercharge | |
| 4 | 3 + \square WIL [^] | | 3AP |

At Level 1, your maximum HP is 16 + \square FTD. It increases by 2d6 + 4 + \square FTD each time you Level Up.

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 SP.

Their Signature Ability is Sanctuary, which temporarily bolsters their defense and redirects enemy attacks to them.

Attributes

Gain/lose each of the following:

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

Starting Equipment

- Heavy armour

Levelling Up

| Level | Max SP | New Abilities | Ability Points |
|-------|--------------------------------|---------------|----------------|
| 1 | 2 + \square WIL [^] | Intercept I | - |
| 2 | 2 + \square WIL [^] | - | 1AP |
| 3 | 3 + \square WIL [^] | Sanctuary | - |
| 4 | 3 + \square WIL [^] | - | 3AP |

At Level 1, your maximum HP is $20 + \square$ FTD. It increases by $2d6 + 8 + \square$ FTD each time you Level Up.

Classes

Gunner

A Gunner relies on their own strength and skill to do their job. Their Signature Equipment is a Signature Weapon.

The Abilities that they gain are facilitated by their lightweight equipment.

Starting Equipment

- Your Signature Equipment, a Signature Weapon.

- 1 simple melee weapon
- An extra 100mC, which may be spent on Adventuring Gear.

Level Up

| Level | New Abilities | Ability Points |
|-------|----------------|----------------|
| 1 | Move Carefully | |
| 2 | | 1AP |

Helpful lists

Innate Abilities

[Deaf](#)

[Robotic](#)

Adventuring Gear

[Advanced first-aid kit](#) - 100mC

[Alloy cable \(5m\)](#) - 20mC

[Backpack](#) - 40mC

[Battery \(Charge 60\)](#) - 40mC

[Electric lantern](#) - 20mC

[High-strength alloy cable \(5m\)](#) - 150mC

[Miniature General Scanner](#) - 100mC

[Non-perishable rations \(1 day\)](#) - 5mC

[Personal communicator](#) - 80mC

[Primitive first-aid kit](#) - 15mC

[Primitive rope \(20m\)](#) - 10mC

[Solar Array](#) - 100mC

[Tent](#) - 50-200mC

[Toolkit](#) - 50mC

[Torch](#) - 20mC

[Water bottle](#) - 10mC

Abilities

Bonk

Tank Defense Ability

Cost 1AP

Limited: 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

Ability

Cost 2AP

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

Charge

Damage Ability

Cost 2AP

Limited: Damage Role OR The Tank

Instant after a Move action that is not your first this turn: Spend 1SP. Make a Melee Attack.

Clear Mind

Support Ability

Cost 1AP

Limited: Support Role

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

All Clarity counters are lost when you take any Rest.

Damage Resist

Defense Ability

Cost 1AP

Repeatable (Must choose different damage types)

When you gain this, choose a damage type. When you make a dodge roll against that type of damage, increase each die by 1.

Deaf

Innate Ability

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 12 WIS check to "hear" them by reading their lips. If they are intentionally mouthing clearly, the Difficulty is reduced to 8.

Enthusiasm

Damage Ability

Cost 2AP

Reaction after you make a successful Attack: Make a WIL check. On an 11+, regain 1SP.

Generous

Support Ability

Cost 1AP

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

Healthy

Defense Ability

Cost 2AP

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

High Alert

Defense Ability

Cost 2AP

Reaction when you make a Dodge Roll while taking Overwatch: Spend 1SP. Reroll any number of dice. You must use the new results.

Intercept I

Tank Defense Ability

Locked

You can use your ◇STR instead of your ◇AGI for Dodge Rolls.

Reaction when you see a unit make a Dodge Roll against an Attack, and you are within 3m of either the unit or the attacker: Spend 1SP. Move up to 3m so you are in base contact with the unit or the attacker. Up to 1d6 of the Attack's successful Hit Rolls are redirected to you, and you make a Dodge Roll against them instead.

Intercept II

Tank Defense Ability

Cost 1AP

Limited: The Tank AND Intercept I, which this replaces.

You can use your ◇STR instead of your ◇AGI for Dodge Rolls.

Reaction when you see a unit make a Dodge Roll against an Attack, and you are within 8m of either the unit or the attacker: Spend 1SP. Move up to 8m so you are in base contact with the

unit or the attacker. Up to 1d6 + 1 of the Attack's successful Hit Rolls are redirected to you, and you make a Dodge Roll against them instead.

Look out!

Support Ability

Cost 2AP

Instant once each time a willing unit other than yourself that can see or hear you makes a Dodge Roll: Spend 1SP. They reroll up to 2 dice and must use the new result.

Move Carefully

Gunner Ability

Locked

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

Opportunist

Damage Ability

Cost 1AP

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

Patch Up I

Healer Support Ability

Locked

Action: Touch a willing unit to restore their HP for 1d6 + 1KNW.

Patch Up II

Healer Support Ability

Cost 1AP

Limited: The Healer AND Patch Up I, which this replaces.

Action: Move up to 6m. Touch a willing unit to restore their HP for 1d6 + ⚡KNW.

Patience

Damage Ability

Cost 2AP

Reaction once per turn during the Hit Roll for your Overwatch **Attack:** Spend 1 SP. Reroll one of the dice. You must use the new result.

Pep talk

Support Ability

Cost 1AP

Instant when another willing unit is under the following conditions:

- Can see or hear you
- Just made an Attack
- None of the shots from that Attack hit

The next time that unit does damage this combat, the damage is increased by your ⚡CHA.

Power under pressure

Ability

Cost 2AP

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 +5.

Robotic

Innate Ability

Innate

You do not require food, water or a breathable atmosphere. Instead, you have **Charge** 100 and **Action:** Recharge. Every hour you are awake uses 5 Charge. If you run out of Charge, you fall asleep until you have at least 5 Charge again.

However, your Max HP is reduced by 2 for each Level you have. You have an amount of Max SP as if you were one Level lower.

Sanctuary

Tank Defense Signature Ability

Locked **Signature**

Instant: Until your turn has started 2 more times, gain the following:
Reaction up to 3 times per Dodge Roll: Reroll one of the dice.

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

Supercharge

Healer Support Signature Ability

Locked **Signature**

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

- Their SP is restored to its maximum.
- They gain a Supercharge token, which is lost when they take any Rest.

When a unit with a Supercharge token would go into Critical Condition, they must spend it to roll 1d6 against your ◇KNW.

On a success, their HP is set to 1d6 and they do not go into Critical Condition. In addition, on any result, their EHP is restored by 1d6.

Surge

Lancer Damage Signature Ability

Locked

Signature

Instant at the end of your turn: Take another turn.

Terrifying

Ability

Cost 2AP

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

Try That Again I

Lancer Damage Ability

Locked

Instant once per turn: Spend 1SP. Reroll a die from a Hit Roll.

Try That Again II

Lancer Damage Ability

Cost 1AP

Limited: The Lancer AND Try That Again I, which this replaces.

Instant up to 2 times per Hit Roll: Spend 1SP to reroll one of the dice.

Urgency

Ability

Cost 2AP

When you roll to determine turn order, add your \square AGI an additional time.

Equipment

The list of Adventuring Gear is incomplete! I would appreciate your help filling it in: if you can think of any other Adventuring Gear you'd like to take, let me know.

Advanced first-aid kit

Adventuring Gear

100mC | Rare

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

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

Large Programmable Bandage

Part of a roll of synthetic bandages that automatically reassemble your body over time.

While holding, gain:

Action: Destroy this. Restore a unit's HP by 2d6. They gain 5 stacks of *Regeneration 1* (see below).

Small Programmable Bandage

From a pack of sticky bandages that automatically reduce pain and inflammation.

While holding, gain:

Action: Destroy this. Restore a unit's HP by 4. They gain 3 stacks of *Regeneration 1*.

Regeneration 1

Once per turn when a unity with *Regeneration 1* starts its turn, its HP is restored by 1 and it loses a stack of *Regeneration 1*.

Adventuring Kit

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
- A Battery (**Charge 60**)
- 1 additional Battery (**Charge 60**) for each equipment you have that:
 - Has **Charge**

- Has **Action**: Recharge
- Is not a Battery
- For each **Ammo** item you have, 3 Ammo Magazines of its Ammo type.

Alloy Cable (5m)

Adventuring Gear

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.

Ammo Magazine

Adventuring Gear

30mC | Common

Ammo Magazines are available for every Ammo type.

This has ONE of the following:

- **Ammo Storage**: 12 Pistol
- **Ammo Storage**: 12 Rifle
- **Ammo Storage**: 12 Cannon

Auto Rifle

Simple Gun Weapon Equipment

Ammo: 6 Rifle

Two-handed

While holding, gain:

50m VSN **Attack**: 8 shots, 1 Sharp damage. Uses 2 Ammo.

100m VSN **Attack**: 1d6+2 shots, 1 Sharp damage. Uses 2 Ammo.

Action: Reload.

Backpack

Adventuring Gear

40mC | Common

A 65 litre rucksack with multiple compartments for holding things.

Battery (Charge 60)

Adventuring Gear

40mC | Common

Charge 30

While holding, gain **Action**: Recharge.

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

Adventuring Gear

20mC | Common

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

Hardlight Bayonet

Module Equipment

Module for any **Two-handed** Gun (does not need to be **Modular**)

While holding the attached item, gain:

Melee STR **Attack**: 2 shots, 3 Heat damage.

Heavy Armour

Armour Equipment

Heavy 0

While wearing, gain:

You cannot use your \square AGI for Dodge Rolls. You can use 4+ instead.

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.

Laser Pistol

Simple Gun Weapon Equipment

Charge 30

While holding, gain:

30m VSN **Attack**: 2 shots, 3 Heat damage. Uses 5 Charge.

Action: Recharge.

Laser Rifle

Simple Gun Weapon Equipment

Charge 60

Two-handed

While holding this weapon, gain:

50m VSN **Attack**: 4 shots, 2 Heat damage. Uses 20 Charge.

100m VSN **Attack**: 2 shots, 2 Heat damage. Uses 20 Charge.

Action: Recharge.

Light Armour

Armour Equipment

While wearing, gain:

You can choose to use 5+ instead of your ⚡AGI for Dodge Rolls.

Miniature General Scanner

Adventuring Gear

100mC | Common

Charge 10

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: Uses 1 Charge. Choose one of the following insights to gain:

- 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

Simple Gun Weapon Equipment

Ammo: 6 Cannon

Two-handed

Heavy +1

While holding, gain:

100m VSN **Attack:** 2d6 shots, 1 Sharp damage. Uses 3 Ammo.

Action: Reload.

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 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 Global Communicator ID (GCID).

- If you have appropriate clearance, you can act as if you are operating the Base Communicator directly.

Photon Gun

Simple Gun Weapon Equipment

Charge 60

Two-handed

Heavy +1

While holding, gain:

100m VSN **Attack:** 1 shot, 10 Heat damage. Uses 30 Charge.

Action: Recharge.

Plasma Cannon

Gun Weapon Equipment

Charge 50

Two-handed

Heavy +1

While holding, gain:

Action: Uses 50 Charge. Create a *Plasma Disruption* in the direction the weapon is pointed.

Action: Recharge.

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 Weapon Equipment

Ammo: 4 Rifle

Two-handed

While holding, gain:

50m VSN **Attack**: 4 shots, 2 Sharp damage. Uses 1 Ammo.

100m VSN **Attack**: 2 shot, 2 Sharp damage. Uses 1 Ammo.

Action: Reload.

Primitive Bayonet

Module Equipment

Module for any **Two-handed** Gun (does not need to be **Modular**)

While holding the attached item, gain:

Melee STR **Attack**: 2 shots, 2 Sharp damage.

Primitive Buckler

Shield Melee Weapon Equipment

While holding, gain:

Instant once before you make a Dodge Roll: Spend 1SP. Automatically block 1 shot.

Melee STR **Attack**: 2 shots, 1 Blunt damage.

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.

Large Bandage

Part of a roll of cloth bandages.

While holding, gain:

Action: Destroy this. Restore a unit's HP by 1d6.

Small Bandage

From a pack of sticky bandages.

While holding, gain:

Action: Destroy this. 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

Two-handed

While holding, gain:

Instant any number of times before you make a Dodge Roll: Spend 1SP. Automatically block 1 shot.

Melee STR **Attack:** 2 shots, 3 Blunt damage.

Primitive Whip

Melee Weapon Equipment

While holding, gain:

2m STR **Attack:** 2 shots, 2 Sharp damage. This Attack ignores the Point Blanc rule.

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.

Signature Weapon

Gunner Signature Equipment

Choose one of the following underlined options. Its appearance is yours to decide.

Signature Weapon (Light Melee)

Melee Weapon

While holding, gain:

Melee STR **Attack**: 4 shots, 2 (*) damage.

When you gain this Signature Equipment, you can choose for its damage type to be Blunt, Sharp or Heat.

Signature Weapon (Two-handed Melee)

Melee Weapon

Two-handed

While holding, gain:

Melee STR **Attack**: 2 shots, 5 (*) damage.

Signature Weapon (Spear)

Melee Weapon

Two-handed

While holding, gain:

2m STR **Attack**: 2 shots, 4 (*) damage. This Attack ignores the Point Blanc rule.

When you gain this Signature Equipment, you can choose for its damage type to be Sharp or Heat.

Signature Weapon (Greatsword)

Melee Weapon

Two-handed

Heavy +1

While holding, gain:

1m STR **Attack**: 1 shot, 8 (*) damage. When you use this Attack, use it once on any number of targets in range. This Attack ignores the Point Blanc rule.

When you gain this Signature Equipment, you can choose for its damage type to be Sharp or Heat.

Signature Weapon (Warhammer)

Melee Weapon

Two-handed

Heavy +1

While holding, gain:

Melee STR **Attack:** 1 shot, 12 Blunt damage.

Signature Weapon (Ballistic Pistol)

Gun Weapon

Ammo: 6 Pistol

While holding, gain:

30m VSN **Attack:** 4 shots, 2 Sharp damage. Uses 1 Ammo.

Action: Reload.

Signature Weapon (Ballistic Rifle)

Gun Weapon

Ammo: 6 Rifle

Two-handed

While holding, gain:

50m VSN **Attack:** 5 shots, 2 Sharp damage. Uses 2 Ammo.

100m VSN **Attack:** 3 shots, 2 Sharp damage. Uses 2 Ammo.

Action: Reload.

Signature Weapon (Ballistic Cannon)

Gun Weapon

Ammo: 6 Cannon

Two-handed

Heavy +1

While holding, gain:

100m VSN **Attack:** 2d6 + 2 shots, 1 Sharp damage. Uses 2 Ammo.

Action: Reload.

Signature Weapon (Laser Pistol)

Gun Weapon

Charge 30

While holding, gain:

30m VSN **Attack:** 2 shots, 4 Heat damage. Uses 5 Charge.

Action: Recharge.

Signature Weapon (Laser Rifle)

Gun Weapon

Charge 60

Two-handed

While holding, gain:

50m VSN **Attack:** 5 shots, 2 Heat damage, Uses 20 Charge.

100m VSN **Attack:** 3 shots, 2 Heat damage. Uses 20 Charge.

Action: Recharge.

Signature Weapon (Laser Cannon)

Gun Weapon

Charge 60

Two-handed

Heavy +1

While holding, gain:

100m VSN **Attack:** 1 shot, 12 Heat damage. Uses 30 Charge.

Action: Recharge.

Signature Weapon (Shield)

Shield Melee Weapon

While holding, gain:

Instant once before you make a Dodge Roll: Spend 1SP. Automatically block 1 shot.

Melee STR **Attack:** 2 shots, 2 Blunt damage.

When you gain this Signature Equipment:

- You can choose for it to be **Two-handed**. If you do, it deals 4 damage instead, and its **Instant** effect can be used any number of times per Dodge Roll.

Signature Weapon (Whip)

Melee Weapon

While holding, gain:

4m STR **Attack**: 2 shots, 3 Sharp damage. This Attack ignores the Point Blanc rule.

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 Weapon Equipment

Ammo: 1 Rifle

Two-handed

While holding, gain:

150m VSN **Attack**: 1 shot, 8 Sharp damage. Uses 1 Ammo. On hit, for every point of your VSN above (not including) +1, roll 1d6. On any 5+, this shot does double damage.

Action: Reload.

Simple Baton

Simple Melee Weapon Equipment

While holding, gain:

Melee STR **Attack**: 3 shots, 2 Blunt damage.

Any one-handed blunt melee weapon can use this profile.

Simple Club

Simple Melee Weapon Equipment

Two-handed

While holding, gain:

Melee STR **Attack**: 2 shots, 4 Blunt damage.

Any two-handed blunt melee weapon can use this profile.

Simple Dagger

Simple Melee Weapon Equipment

While holding, gain:

Melee STR **Attack**: 4 shots, 1 Sharp damage.

10m VSN **Attack**: 1 shot, 4 Sharp Damage. You throw the dagger: you must pick it up before using it again.

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

Simple Greatsword

Simple Melee Weapon Equipment

Two-handed

Heavy +1

While holding, gain:

1m STR **Attack**: 1 shot, 6 Sharp damage. When you use this Attack, use it once on any number of targets in range. This Attack ignores the Point Blanc rule.

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

Simple Longsword

Simple Melee Weapon Equipment

Two-handed

While holding, gain:

Melee STR **Attack**: 2 shots, 4 Sharp damage.

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

Simple Shortsword

Simple Melee Weapon Equipment

While holding, gain:

Melee STR **Attack**: 3 shots, 2 Sharp damage.

Any one-handed blunt melee weapon can use this profile.

Simple Spear

Simple Melee Weapon Equipment

Two-handed

While holding, gain:

2m STR **Attack**: 2 shots, 3 Sharp damage. This Attack ignores the Point Blanc rule.

Any two-handed sharp thrusting weapon can use this profile.

Simple Warhammer

Simple Melee Weapon Equipment

Two-handed

Heavy +1

While holding, gain:

Melee STR **Attack**: 1 shot, 10 Blunt damage.

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

Sonic Rifle

Gun Weapon Equipment

Charge 20

Two-handed

While holding, gain:

10m VSN **Attack**: 4 shots, 2 True damage. Uses 10 Charge. *Thunderous* (see below).

20m VSN **Attack**: 4 shots, 1 True damage. Uses 10 Charge. *Thunderous*.

Action: Recharge.

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. On a 6+, that unit takes 2 True damage. Otherwise, they take 1 True damage.

Solar Array

Adventuring Gear

100mC | Uncommon

Charge 60

For each hour the Solar Array is left in direct sunlight, it recovers 20 Charge.

Standard Pistol

Gun Weapon Equipment

Ammo: 6 Pistol

While holding, gain:

30m VSN **Attack:** 3 shots, 2 Sharp damage. Uses 2 Ammo.

Action: Reload.

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 Weapon Equipment

Charge 60

Two-handed

While holding this weapon, gain:

20m VSN **Attack**: 6 shots, 1 Electric damage. Uses 20 Charge. *Arcing* (see below).

40m VSN **Attack**: 1d6 shots, 1 Electric damage. Uses 20 Charge. *Arcing*.

Action: Recharge.

Arcing

Dice in Hit Rolls for this Attack get +1. On hit, roll 1d6. On a 4+, deal 1 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.

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 -5, and your ◇AGI is set to 6+.
- **Action:** make a contested STR check with the grappler. On a success, the effect ends; then make 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.
- **Instant:** End the grapple voluntarily. If you choose, the unit you were grappling falls prone.
- **Action** once before an Attack targets you: make a contested 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.
- Your □AGI is considered to be 4 lower. This also affects your ◇AGI.
- When a Hit Roll for a non-Melee Attack is made against you, reduce each die by 1.
- **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 instead of 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 two normal Actions on their turn, a unit briefly stops being Active.

Ammo

A weapon with **Ammo** must be loaded with ammunition to function.

The weapon's profile will indicate its Ammo maximum and Ammo type.

If one of the weapon's Attacks "Uses X Ammo", that Attack cannot be used unless the weapon has X or more Ammo Tokens. Using the Attack consumes X Ammo Tokens, regardless of whether or not the Attack hits.

The weapon will also have the Reload action:

Action: Transfer any number of Ammo Tokens from an Ammo Storage item to this weapon. The number of Ammo Tokens in this weapon cannot exceed its Ammo maximum.

Charge

An item with **Charge** must have battery power to function.

The item's profile will indicate its Charge maximum.

Many Charge items also have the Recharge action:

Action: Transfer any number of Charge Tokens to this item from another Charge item.
The number of Charge Tokens in this weapon cannot exceed its Charge maximum.

Cooldown

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

At the beginning of your turn, for each of your abilities that is on cooldown, roll 1d6. If your roll meets or exceeds X, the ability comes off cooldown. Sometimes X will refer to an Attribute Rating.

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

Cost

Abilities with **Cost** X can be gained by spending X Ability Points.

Note that some Ability Points (e.g. those gained from your Role at Level 2) can only be spent on certain types of Ability.

Heavy

- To pick up this item, your STR must meet or exceed the specified value, or you must make a STR check whose difficulty is 14 + the specified value.
- You cannot Move twice in a turn while holding this item unless your STR is at least 2 more than the specified value.

Innate

This Ability can't be gained when you Level Up: it can only be gained when you first build your character. It doesn't cost any AP.

Instant

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

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

Limited

Limited abilities cannot be gained unless you meet all of the prerequisites: for example, a certain class or role, or another ability.

Locked

Locked abilities cannot be gained by spending Ability Points.

Module

A **Module** can be attached to another item as an action. From then on, the two are treated as one item. The module confers additional properties to the attached item.

Modules specify the type of items that they can be attached to. Most modules can only be attached to **Modular** items.

Reaction

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

- You pay any relevant SP cost.
- The prerequisites specified by the effect are met.

Repeatable

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

Signature

When you use the active effect of your **Signature** ability, it goes on cooldown and cannot be used again.

When you take Full Rest, roll 1d6. On a 5+, it comes off cooldown.

Two-handed

Some items need to be held in both hands to be used.