# CAPITAL

# Core rules

alpha2b

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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 themself.

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

Think of 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.

Think of a large-scale **Goal** your character is pursuing:
- 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.

Think of a critical **Flaw** in your character's personality:
- 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.

Write these on the story page.

## 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](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 16 additional points to increase your Scores: distribute them between the eight Attributes however you like (your final scores should add up to 40). You cannot have any Scores higher than 6 at this stage.

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.

You also get:
- One [Special Asset](#) of your choice. Its appearance is yours to decide.
- 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.

Whenever you fail an Attribute Check, gain 1 Grit.

## 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 Grit and reduce your roll by -2.
- After you find out the result of the roll, you may spend any amount of Grit. Increase your result by 1 for each 2 Grit consumed. You can't spend Grit if you Critically Failed.

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

## 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. | |

# 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](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 | |
| 8 | | 9 |
| 9 | WIL + 11 | |
| 10 | | 12 |

# 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.

# Grit

Grit can be gained in the following ways:
- Gain 1 each time you fail an Attribute Check.
- Gain 1 each time you suffer the penalty for a Weakness in an Attribute Check, or embody your Flaw when it matters.
- The GM can give you Grit at their discretion for doing something that fits your character and/or is cool.

Grit can be spent in the following ways:
- Improving the result of an Attribute Check by +1. This costs 2 Grit. You can do this any number of times after you know the result of the check.
- Using an active effect (Action, Instant or Reaction) that would normally require Training. This costs 4 Grit.

Each point of Grit is twice as effective when you are spending it to do something that embodies your character's Ideal or progresses towards their Goal.

# Special Assets

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

You always have Training with your own Special Asset.

If you are separated from your Special Asset, 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 units 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 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 their enemy, 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 the target's enemy.

# 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 Abilities

[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](#)
[Standard 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 + 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 (Signature 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 (Signature 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 themself, 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 (Signature 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 themself 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 (Signature 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](#) (Signature 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 Standard 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 (Signature System) |

# Special Assets

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

## Special Augmentation

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

Weapon
*Special 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
*Special System for Units*

Gain 2 Slots.

Attribute
*Special System for Units*

You have +2 to any one Attribute Score, up to a maximum of 10.

Limb
*Special System for Units*

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

## Special 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 Special Asset, 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 *Special 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 Special Asset, 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 *Special 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.

<u>Droid</u>

When you gain this Special Asset, 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 *Special Robot Unit*
(*) HP

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

**Companion**

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

<u>Drone</u>
When you gain this Special Asset, 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 *Special 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.

## Special Vehicle

Choose one of the following underlined Vehicles.

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

(*) HP
Diameter: ~3m

When you choose this Special Asset, 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 Special Vehicle does not Level Up by itself. It must be upgraded by a skilled mechanic. Your Special 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 *Special Mechsuit Vehicle (Land) Unit*

(*) HP
Diameter: ~7m

When you choose this Special Asset, 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 Special Vehicle does not Level Up by itself. It must be upgraded by a skilled mechanic. Your Special 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 *Special Tank Vehicle (Land) Unit*

(*) HP
Diameter: ~7m

When you choose this Special Asset, 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 Special Vehicle does not Level Up by itself. It must be upgraded by a skilled mechanic. Your Special 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 *Special Aeroplane Vehicle (Air) Unit*

(*) HP
Diameter: ~7m

When you choose this Special Asset, 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 Special Vehicle does not Level Up by itself. It must be upgraded by a skilled mechanic. Your Special 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 |

## Special Weapon

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

Light Melee
*Special Melee Weapon Equipment*

Available with Blunt, Sharp or Heat damage.
When you choose this Special Asset, 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
*Special Melee Weapon Equipment*

Available with Blunt, Sharp or Heat damage.
When you choose this Special Asset, 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**.

<u>Spear</u>
*Special Melee (Spear) Weapon Equipment*

Available with Sharp or Heat damage.
When you choose this Special Asset, 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**.


<u>Greatsword</u>
*Special Melee (Greatsword) Weapon Equipment*

Available with Sharp or Heat damage.
When you choose this Special Asset, you have **Training** with Simple Melee Weapons.

**Two-handed**
**Heavy** 6

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
*Special Melee (Warhammer) Weapon Equipment*

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

**Two-handed**
**Heavy** 6

While holding, gain:

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

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

Pistol
*Special Gun (Pistol) Weapon Equipment*

Available with Sharp or Heat damage.
When you choose this Special Asset, 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
*Special Gun (Rifle) Weapon Equipment*

Available with Sharp or Heat damage.
When you choose this Special Asset, 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
*Special Gun (Minigun) Weapon Equipment*

Available with Sharp or Heat damage.
When you choose this Special Asset, you have **Training** with Miniguns.

**Two-handed**
**Heavy** 6, 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
*Special Gun (Sniper) Weapon Equipment*

Available with Sharp or Heat damage.
When you choose this Special Asset, 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
*Special Melee (Shield) Weapon Equipment*

When you choose this Special Asset, 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.

<u>Whip</u>
*Special Melee (Whip) Weapon Equipment*

When you choose this Special Asset, 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*

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

*Special Gun (Minigun) Weapon Equipment*

Available with Sharp or Heat damage.

**Two-handed**
**Heavy** 6, 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*

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*

**Two-handed**
**Heavy** +1, 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*

**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*

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*

**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*

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

*Special Gun (Sniper) Weapon Equipment*

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*

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*

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*

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*

**Two-handed**
**Heavy** 6

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*

Available with Sharp or Heat damage.
When you choose this Special Asset, you have **Training** with Simple Melee Weapons.

**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*

**Two-handed**
**Heavy** 6

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*

**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.

## 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*

**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** Special Vehicle

**Action** if you are within 1km of your Special Vehicle: Spend 2 Energy. Your Special 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** 5+.
When you gain *Focus*, you may spend 2 further Energy. If you do, immediately take an extra
Action.

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

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 make a Defense Roll, 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, and you make a Dodge Roll against it instead.

## 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.

**Action**: Spend 1 Energy. <u>Move up to 6m.</u> Touch a willing unit (not a Vehicle) to restore their HP for 1d6 + KNW <u>+ 2</u>.

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** 3+.

## 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.

### 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

## All Out

*Scout Damage Signature System for Units*

**Signature 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*

**Instant**: Spend 1 Energy. You gain *Focus* until the start of your next turn. **Cooldown** 5+.
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*

You can use your STR for any Defense Roll.

**Reaction** when you see a unit make a Defense Roll, 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, and you make a Dodge Roll against it instead.

## 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 Signature System for Units*

**Signature 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*

**Action**: Spend 1 Energy. Touch a willing unit (not a Vehicle) to restore their HP for 1d6 + KNW.

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.

## 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*

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 Signature System for Units*

**Signature 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 Signature System for Units*

**Signature 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 Signature System for Units*

**Locked**

**Signature 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 Signature System for Units*

**Signature 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*

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** 4+.

## Try That Again I

*Lancer Damage System for Units*

You have **Aim** 1.

# 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.

## 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+ 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, roll 1d6. If your roll is X or less, the effect comes off cooldown. Sometimes X will refer to a Half Attribute Score.

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 Dodge Roll by at least X.

## 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

- To pick up this item, your STR must meet or exceed the specified value, or you must make a STR check whose difficulty is 6 + 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 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**.

## 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.

## Signature

When you use a **Signature** Action, Instant or Reaction, it goes on cooldown and cannot be used again.

When you take Full Rest, roll 1d6. On a 5 or more, 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.