

The logo for 'CAPITAL' features a stylized white icon of a ship or arrow pointing left, enclosed within a circle, followed by the word 'CAPITAL' in a bold, white, sans-serif font.

CAPITAL

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CORE RULES

One giant leap into the modern sci-fi RPG

Version alpha3b

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Chapter 1: Creating your character

Step 1: Story & Background

Species

The *Capital* galaxy is teeming with life: one in six star systems is a homeworld, and the spread of FTL technology has given rise to colonies in many others.

Every one of those worlds is home to at least one sapient species all its own, and each species is as diverse as humanity in its own right. Therefore, your character's appearance can be *anything*. A talking rock; a nebulous cloud of pure thought; a regular human: your ideas can go far beyond.

By default, your character's species and culture don't affect the rules of play, although they will definitely influence their behaviour in roleplay.

Some characters and species have unique traits that affect how they interact with the world. For example, they might be a robot or a plant, or need to breathe a gas other than oxygen. They might rely on an assistive technology in their daily life.

These traits do not need specific rules to represent them because in most cases they do not affect the balance of the game. Instead, you and your GM should bear them in mind, and pay attention to the challenges and benefits they provide.

Some special traits, like psychic powers or natural armour and weapons, make your character significantly more powerful. As such, these are represented by Abilities you can select when you Level Up or by choosing a Signature Augmentation (p. 14).

For inspiration, here are some well-known species that exist in the *Capital* galaxy:

// eridan, human, etc

Background & Origin

Your character is some kind of adventurer, tackling the great mysteries of the galaxy head on and fighting for what they believe. However, they probably didn't just come into being when they set out into deep space.

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.

Personality

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

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

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

Ideal

Religion

I show qualities that mirror those of my god, and act according to Their will.

Tradition

I continue the important traditions of my ancestors.

Strength

Might is right. I must show others that I am the strongest.

Skill

I will hone and demonstrate my own skill.

Trust

I put my faith in others.

Independence

I take orders from no-one.

Retribution

Those who hurt others must be punished.

Justice

Those who are hurt must be lifted up.

Honour

I always seek to preserve mine and my allies' honour, according to the particular codes of my culture.

Family

Those who are linked by blood must always stick together.

Friendship

The people you choose to spend time with mean more than any blood relation.

Bootstraps

Everyone's success is their own exclusive responsibility.

Community

We must all work together if we are to succeed.

Hedonism

The meaning of life is the pursuit of pleasure.

Goal

Revenge

I will destroy those who have wronged me.

Treasure

I will seek out a particular legendary item and claim it as my own.

Reunion

I will be reunited with someone important to me.

Protection

I will keep something or someone in my care from coming to harm.

Hunt

I will find and kill a particular individual or legendary monster.

Service

I will serve a particular organisation, individual or Ideal in any way I can until I die.

Liberation

I will free myself or my people from some kind of tyranny.

Fame/Infamy

I will be known across the galaxy, for better or for worse.

Redemption

I will atone for what I have done.

Absolution

I will clear my name of a crime I didn't commit.

Discovery

I will see and understand that which has never been seen before.

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

Flaw

Judgemental

I am very harsh to others and myself.

Trusting

I am too quick to trust (perhaps in a certain kind of person), or I have misplaced trust that cannot easily be undone.

Suspicious

I can never trust anyone (or perhaps a certain kind of person).

Stubborn

I refuse to change my ways, even when they hurt others and myself unnecessarily.

Obsessed

I am utterly fixated on my Goal, to my detriment.

Idealist

I follow my Ideal in a single-minded, uncompromising way.

Impulsive

I spend money on unnecessary things as soon as I get it.

Arrogant

I'm wrongly convinced that I'm the best at what I do.

Cowardly

When things get hard, I sacrifice my friends and morals before I sacrifice myself.

Kleptomaniac

I will take up or abandon any cause if there's a monetary incentive.

Liar

Sometimes, I can't help but lie, even to those I care about most.

Step 2: Choose your Class

So far, you have determined who your character is. Their Class describes what they *do*.

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 Class. You will fill in details later: for now, just write your choice in the appropriate box.

What does your character do?	Their Class	Combat features
Shoot first, ask questions later	<i>The Lancer</i> (p. 24)	Deal continuous damage
Create advantages, then strike	<i>The Scout</i> (p. 28)	Deal burst damage
Hold their ground to protect allies	<i>The Tank</i> (p. 30)	Soak up damage
Manipulate enemies to take control	<i>The Sentinel</i> (p. 32)	Strong debuffs
Keep allies in peak condition	<i>The Healer</i> (p. 34)	Buff and heal allies
Confidently lead the party	<i>The Captain</i> (p. 36)	Control turn order

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

Step 3: Strengths, Weaknesses and Training

Strengths & Weaknesses

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

Training represents practical skills you have, normally as part of your Class.

You do not need to choose them yourself. Instead, your Class tells you what Training you have, if any. Look at your Class's section in Chapter 2, and fill in your Training as appropriate.

Some Equipment, especially weapons, is stronger if you have Training with it.

Step 4: All the stats

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:

Attribute	Description	Main uses	Recommended Class
Strength (STR)	Physical brute strength	Melee attacks, defending against melee attacks	The Tank
Fortitude (FTD)	Constitution and physical resilience	Determines your ♥HP and 🦴Bones	Everyone
Agility (AGI)	Speed, nimbleness and stealth	Dodging attacks, piloting vehicles, turn order	The Scout
Vision (VSN)	Precision and observation	Ranged attacks	The Lancer
Wisdom (WIS)	Cunning and intuition	Passive checks in social encounters	The Sentinel
Will (WIL)	Mental integrity and resilience	Determines your ⚡Energy	Everyone
Charisma (CHA)	Charisma and leadership skills	Active checks in social encounters	The Captain
Knowledge (KNW)	Information recall and general knowledge	Finding and recalling information	The Healer

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

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

Your Class also affects your Attribute Scores. Your Class's section in Chapter 2 tells you which ones.

♥ HP

Your Hit Points (♥ HP) are made of luck and resilience. They represent the amount of damage that can bring you from full health to Critical Condition.

♥ HP is lost when you take damage from enemies and the environment, and it can be restored by resting and by certain Equipment and Systems.

Your maximum ♥ HP (Hit Points) depends on your FTD and your Class — check Chapter 2.

⚡ Energy

⚡ Energy is made of stamina and resourcefulness. Many special abilities cost ⚡ Energy to use, and it can be restored by resting and by certain Equipment and Systems.

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

♣ Bones

♣ Bones are extra emergency HP to use right before you die. See page 50 for more information about dying.

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

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

Step 5: Equipment

Now is the time to write down all the Equipment from your Class. You also have:

- Standard Armour (+2)
- 2 Everyday or Professional Outfits
- 200-400mC depending on your current circumstances (you and the GM can decide together)
- An Adventuring Kit (see page 64 for what's inside)
- One Signature of your choice

Your Signature

Your character's Signature is important. It is a unique asset that only they have. Choose one Signature from the following Augmentations, Companions, Vehicles and Weapons:

Augmentation

You permanently have 2 extra Slots, which you can immediately fill with Abilities of your choice (see page 42).

Unless you choose this option, you have no free Slots at Level 1.

Companion

Choose one of the following Units (opposite). It is your **Companion**: its Level is the same as yours, and as long as it is able to receive commands from you, it shares your ⚡Energy.

All the Attribute Scores in the following descriptions refer to the Companion's own Attribute Scores, not yours.

Sky Beast



Level * Small *Signature Beast Unit*

*	*	*	6	*
STR	FTD	AGI	VSN	♥
2	5	*	0	(FTD)
WIS	WIL	CHA	KNW	✚

Companion

Flying

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

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

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

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

Land Beast



Level * Medium *Signature Beast Unit*

*	*	*	5	*
STR	FTD	AGI	VSN	♥
3	6	*	0	(FTD)
WIS	WIL	CHA	KNW	✚

Companion

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

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

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

Droid



Level * Medium *Signature Robot Unit*

*	5	*	5	*
STR	FTD	AGI	VSN	♥
3	6	*	*	(FTD)
WIS	WIL	CHA	KNW	✚

Companion

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

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

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

Drone



Level * Small *Signature Robot Unit*

*	5	*	5	*
STR	FTD	AGI	VSN	♥
3	5	*	*	(FTD)
WIS	WIL	CHA	KNW	✚

Companion

Flying

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

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

I always hover 1-3m above the ground.

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

Vehicle

Tank (Laser)



Level 1 Giant *Signature Tank Vehicle Unit*

20

Vehicle: 1 operator, 3 passengers



When you choose this Signature, you have Training with Tanks.

35

The operator and passengers cannot be seen or targeted from the outside. You cannot Operate this Vehicle unless you have Training.



I use a Fixed Score of 7 for all Defense Rolls.

⚡ Move **Action:** Move up to 15m forwards or backwards.

⚡⚡ Move **Action:** Move exactly 10m forwards or backwards, turn up to 90°, then move up to 15m forwards or backwards.

Melee **Attack:** 7 vs AGI. 15 Blunt damage. Use only if I already moved at least 15m this turn.

Holds up to 1 *Ammo*.

⚡⚡ 200m **Attack:** VSN vs AGI. 14 Heat damage. Spend 1 *Ammo*. **Crit** 4: Damage +14. Always triggers Crit against Giant targets and larger.

Action: Recover 1 *Ammo*. Can be used by passengers.

Tank (Ballistic)



Level 1 Giant *Signature Tank Vehicle Unit*

20

Vehicle: 1 operator, 3 passengers



When you choose this Signature, you have Training with Tanks.

35

The operator and passengers cannot be seen or targeted from the outside. You cannot Operate this Vehicle unless you have Training.



I use a Fixed Score of 7 for all Defense Rolls.

⚡ Move **Action:** Move up to 15m forwards or backwards.

⚡⚡ Move **Action:** Move exactly 10m forwards or backwards, turn up to 90°, then move up to 15m forwards or backwards.

Melee **Attack:** 7 vs AGI. 15 Blunt damage. Use only if I already moved at least 15m this turn.

Holds up to 3 *Ammo*.

⚡ 200m **Attack:** VSN vs AGI. 12 Blunt damage. Spend 3 *Ammo*. **Crit** 4: Damage +12. Always triggers Crit against Giant targets and larger.

Action: Recover 1 *Ammo*. Can be used by passengers.

Mechsuit (Dancer)



Level 1 Giant *Signature Mechsuit*
Vehicle Unit

12

Vehicle: 1 operator

When you choose this Signature, you have Training with Mechsuits. Choose Blunt, Sharp or Heat damage for its Attack.

35

The operator can be seen but not targeted from the outside. You cannot Operate this Vehicle unless you have Training.

⚡ ⚡ **Move Action:** Move up to 25m.

⚡ **Melee Attack:** VSN vs AGI. 10 * damage. **Crit** 4: Damage +10. Always triggers Crit against Giant targets and larger.

Mechsuit (Strider)



Level 1 Giant *Signature Mechsuit*
Vehicle Unit

12

Vehicle: 1 operator

When you choose this Signature, you have Training with Mechsuits. Choose Blunt, Sharp or Heat damage for its Attack.

35

The pilot can be seen but not targeted from the outside. You cannot Operate this Vehicle unless you have Training.

⚡ ⚡ **Action:** Move up to 10m.

⚡ **Action:** Toggle Deploy.

⚡ **Melee Attack:** VSN vs AGI. 10 * damage. **Crit** 4: Damage +10. Always triggers Crit against Giant targets and larger.

Deploy

I have **Aim** 2. I cannot move or be moved. The first time you **Aim** each Attack Roll, spend no ⚡ Energy.

Aeroplane



Level 1 Giant *Signature Aeroplane*
Vehicle Unit

12

Vehicle: 1 operator, 1 passenger

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

The operator and passenger can be seen but not targeted from the outside. You cannot Operate this Vehicle unless you have Training.

35

I use the operator's AGI for all Defense Rolls.

⚡ ⚡ **Move Action** if I am on the ground: Move exactly 25m forwards and 20m up. I am **Flying** until I touch the ground.

⚡ ⚡ **Move Action** if I am **Flying**: Move exactly 15m forwards, turn up to 90°, then move up to 25m forwards. Move up to 20m up or down. I cannot take fall damage from moving this way.

At the end of any round in which I am **Flying** but did not take a Move Action, I immediately move exactly 8m forwards and 100m down.

Bike



Level 1 Large *Signature Bike Vehicle*
Unit

10

Vehicle: 1 operator

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

The operator can be seen and targeted from the outside.

25

⚡ **Move Action:** Move up to 25m in a straight line. *Drift*.

⚡ ⚡ **Move Action:** Move exactly 15m forwards or backwards, turn up to 180°, then move up to 25m forwards or backwards. *Drift*.

Drift

If you have Training with this Vehicle, you may take other Actions at any point during this Action. This does not give you extra Actions.

Weapon

Two-handed Melee



Signature Midweight Melee Weapon Equipment

Available with Blunt, Sharp or Heat damage.

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

Two-handed

While holding, gain:

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

Block 1 against Melee Attacks, if you have Training.

Spear



Signature Polearm Melee Weapon Equipment

Available with Sharp or Heat damage.

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

Two-handed

While holding, gain:

2m **Attack**: STR vs AGI. 12 * damage. **Crit** 2: +2 damage. Considered a Melee Attack.

Block 1 against Melee Attacks, if you have Training.

Daggers



Signature Light Melee Weapon Equipment

Available with Sharp or Heat damage.

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

While holding, gain:

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

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

Block 1 against Melee Attacks, if you have Training.

Light Melee



Signature Light Melee Weapon Equipment

Available with Blunt, Sharp or Heat damage.

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

While holding, gain:

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

Block 1 against Melee Attacks, if you have Training.

Pistol



Signature Light Gun Weapon Equipment

Available with Sharp or Heat damage.

When you choose this Signature, you have **Training** with Light Guns.

Holds up to 3 *Ammo*.

While holding, gain:

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

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

Rifle



Signature Midweight Gun Weapon Equipment

Available with Sharp or Heat damage.

When you choose this Signature, you have **Training** with Midweight Guns.

Two-handed

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 + 5 **Shots**. Spend 1 *Ammo*.

Action: Restore all *Ammo*.

Greatsword



Signature Heavy Melee Weapon Equipment

Available with Sharp or Heat damage.

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

Two-handed
Heavy

While holding, gain:

1m **Attack**: STR vs AGI. 12 * damage. Unlimited **Spread**. If you don't have Training, you must target everything in range other than yourself. Considered a Melee Attack.

Block 1 against Melee Attacks, if you have Training.

Warhammer



Signature Heavy Melee Weapon Equipment

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

Two-handed
Heavy

While holding, gain:

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

Block 1 against Melee Attacks, if you have Training.

Shield (One-handed)



Signature Shield Melee Weapon Equipment

When you choose this Signature, 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.

Shield (Two-handed)



Signature Shield Melee Weapon Equipment

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

Two-handed

While holding, gain:

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

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

Whip



Signature Whip Melee Weapon Equipment

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

While holding, gain:

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

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

Minigun



Signature Heavy Gun Weapon Equipment

Available with Sharp or Heat damage.

When you choose this Signature, you have **Training** with Heavy Guns.

Two-handed

Heavy, unless you have Training

Holds up to 1 *Ammo*.

While holding, gain:

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

Action: Restore all *Ammo*.

Sniper rifle



Signature Heavy Gun Weapon Equipment

Available with Sharp or Heat damage.

When you choose this Signature, you have **Training** with Heavy Guns.

Two-handed

Heavy, unless you have Training

Holds up to 1 *Ammo*.

While holding, gain:

100m **Attack**: VSN vs AGI. 12 * damage. Spend 1 *Ammo*. **Crit** 5 if you have Training: +6 damage.

Action: Restore all *Ammo*.

Chapter 2: Class details

The Lancer

Damage Class

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.

Starting out

Attributes

When you choose this Class, gain/lose each of the following:

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

HP

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

Training

You have Training with Simple Weapons.

Equipment

Start with any Simple Weapon of your choice.

Abilities

Start with the Ability *Try That Again I*. You will gain more Abilities as you Level Up.

You have no free Slots at Level 1: you get your first ones at Level 2. As you gain Slots, you may immediately fill them with Abilities of your choice from Chapter 6.

Level	Ability
1	<i>Try That Again I</i>
3	Choose 2 Trickshots
5	<i>Surge I</i> (Ultimate Ability)
7	Choose 2 Trickshots
9	<i>Surge II</i>

Try That Again I



Lancer Ability

You have **Aim 1**.

You can use Aim on any dice you roll while making an Attack, not just the Attack roll itself. This includes any rolls to determine Damage or Shots.

Surge I



Lancer Ultimate Ability

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

Surge II



Lancer Ultimate Ability

Requires Surge I, which this replaces.

You have **Bossfight 1**.

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

Trickshots

Hot Shot I



Lancer Trickshot Ability

⚡⚡ **Reaction** when you deal sharp, blunt or heat damage: Additionally deal 2d6 heat damage to the same unit.

Chill Shot I



Lancer Trickshot Ability

⚡⚡ **Reaction** when you deal sharp, blunt or cold damage: Additionally deal 1d6 cold damage to the same unit. They are *Chilled*.

Chilled

Each time you make a Move action, make a difficulty 6 STR check. On a success, this effect ends.

Otherwise, you may not move more than 5m.

Toxic Shot I



Lancer Trickshot Ability

⚡⚡ **Reaction** when you deal sharp, blunt or toxic damage: They are *Poisoned*.

Poisoned

At the end of your turn, make a difficulty 5 FTD check. On a success, the effect ends.

Otherwise, take toxic damage equal to the difference between your roll and the GM's (minimum 1 damage).

Tesla Shot I



Lancer Trickshot Ability

⚡⚡ **Reaction** when you deal sharp, blunt or electric damage: Additionally deal 1d6 electric damage to the same unit and all other units within 5m of it.

Piercing Shot I



Lancer Trickshot Ability

Instant right after your non-Melee Attack reduces a unit to 0 ♥ HP: Deal any excess damage (i.e. damage beyond what was needed to kill the target) to another unit directly behind the target that is also in range.

If there is any remaining excess damage, you can continue piercing units until the damage is used up, as long as they meet the conditions.

Critical Hit I



Lancer Trickshot Ability

⚡⚡ **Instant** after you hit with a non-Melee Attack: This Attack has **Crit 3**: Additionally deal 1d6 + 6 True damage.

The Scout

Damage Class

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.

Starting out

Attributes

When you choose this Class, gain/lose each of the following:

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

HP

At Level 1, your maximum ♥ HP is FTD + 8. It increases by 1d6 + FTD + 2 (minimum FTD + 6) each time you Level Up.

Training

You Training with Simple Weapons.

Equipment

Start with any Simple Weapon of your choice.

Abilities

Start with the Ability *Focus I*. You will gain more Abilities as you Level Up.

You have no free Slots at Level 1: you get your first ones at Level 2. As you gain Slots, you may immediately fill them with Abilities of your choice from Chapter 6.

Level	Ability
1	<i>Focus I</i>
3	Choose 2 Manoeuvres
5	<i>All Out I</i> (Ultimate Ability)
7	Choose 2 Manoeuvres
9	<i>All Out II</i>

Focus I



Scout Ability

⚡ **Instant:** You gain *Focus* until the start of your next turn. **Cooldown** WIL vs 7.

When you gain *Focus*, you may additionally spend ⚡⚡. 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.

All Out I



Scout Ultimate Ability

Ultimate Instant:

- Immediately gain *Focus*. Your AGI is further increased by 1 (to a maximum of 10) until *Focus* ends.
- As long as you are not Prone, your next Move Action before *Focus* ends may be up to five times longer than usual, or 50m, whichever is longer.

Manoeuvres

The Tank

Defense Class

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.

Starting out

Attributes

When you choose this Class, gain/lose each of the following:

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

HP

At Level 1, your maximum ♥HP is FTD + 16. It increases by 2d6 + FTD + 4 (minimum FTD + 12) each time you Level Up.

Training

You have Training with Simple Melee Weapons and Shields.

Equipment

Start with any Simple Melee Weapon of your choice.

Abilities

Start with the Ability *Intercept I*. You will gain more Abilities as you Level Up.

You have no free Slots at Level 1: you get your first ones at Level 2. As you gain Slots, you may immediately fill them with Abilities of your choice from Chapter 6.

Level	Ability
1	<i>Intercept I</i>
3	Choose 2 Fortifications
5	<i>Sanctuary I</i> (Ultimate Ability)
7	Choose 2 Fortifications
9	<i>Sanctuary II</i>

Intercept I



Tank Ability

You can use your STR for any Defense Roll.

Intercept: ⚡ **Reaction** when you see a unit take damage, and you are within 3m of either the unit or the source of the damage (e.g. the unit making the Attack): Move up to 3m so you are in base contact with one of them. Up to 2d6 damage is redirected to you.

Sanctuary I



Tank Ultimate Ability

Ultimate Instant: Gain *Sanctuary* for 2 turns.

Sanctuary

You have **Dodge** 3. Dodging costs no ⚡Energy.

Intercept has no ⚡Energy cost. When you use *Intercept* against an Attack, make your own Defense roll. If you succeed, the redirected damage is instead completely nullified.

Fortifications

The Sentinel

Defense Class

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.

Starting out

Attributes

When you choose this Class, gain/lose each of the following:

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

HP

At Level 1, your maximum ♥HP is FTD + 8. It increases by 1d6 + FTD + 2 (minimum FTD + 6) each time you Level Up.

Training

You have Training with Simple Gun Weapons.

Equipment

Start with a Pistol. Choose Sharp or Heat damage.

Abilities

Start with the Ability *Power Play I*. You will gain more Abilities as you Level Up:

You have no free Slots at Level 1: you get your first ones at Level 2. As you gain Slots, you may immediately fill them with Abilities of your choice from Chapter 6.

Level	Ability
1	<i>Power Play I</i>
3	Choose 2 Gambits
5	<i>Lockdown I</i> (Ultimate Ability)
7	Choose 2 Gambits
9	<i>Lockdown II</i>

Power Play I



Sentinel Ability

You can use your WIS for the Attack Roll in any Overwatch Attack.

⚡ ⚡ **Action:** 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.
- After their next successful Attack Roll, they must reroll the higher die.
- After their next successful Defense Roll, they must reroll the higher die.

Sanctuary I



Sentinel Ultimate Ability

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

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

Gambits

The Healer

Support Class

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

However, by themselves, they are fairly weak.

Starting out

Attributes

When you choose this Class, gain/lose each of the following:

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

HP

At Level 1, your maximum ♥HP is FTD + 12. It increases by 2d6 + FTD (minimum FTD + 8) each time you Level Up.

Training

You have Training with Medical Equipment.

Equipment

Start with a Primitive first aid kit.

Abilities

Start with the Ability *Patch Up I*. You will gain more Abilities as you Level Up.

You have no free Slots at Level 1: you get your first ones at Level 2. As you gain Slots, you may immediately fill them with Abilities of your choice from Chapter 6.

Level	Ability
1	<i>Patch Up I</i>
3	Choose 2 Advancements
5	<i>Supercharge I</i> (Ultimate Ability)
7	Choose 2 Advancements
9	<i>Supercharge II</i>

Patch Up I



Healer Ability

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

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

Units with *Overflow* gain:

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

Supercharge I



Healer Ultimate Ability

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

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

When a unit with *Supercharge* would go into Critical Condition, they must spend it to make 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.

Advancements

Convalescence I



Healer Advancement Ability

⚡⚡ **Action:** Distribute 12 *Convalescence* between units within 10m.

When you give a unit X *Convalescence*, they have **Regeneration** X for 3 turns.

Delay the Inevitable



Healer Advancement Ability

⚡ **Action:** A unit you touch gains *Delay the Inevitable*. Every time their turn starts, you must pay a further ⚡ or the effect ends immediately.

Delay the Inevitable

If you would take damage, ignore it. Tally the amount of damage you would have taken. If the tally ever exceeds double your maximum ♥ HP, this effect ends immediately.

When *Delay the Inevitable* ends, all the tallied damage is dealt to you immediately in a single hit of true damage.

The Captain

Support Class

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

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

Starting out

Attributes

When you choose this Class, gain/lose each of the following:

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

HP

At Level 1, your maximum ♥HP is FTD + 12. It increases by 2d6 + FTD (minimum FTD + 8) each time you Level Up.

Equipment

Start with a symbol of your status (normally your high rank in an organisation).

Abilities

Start with the Ability *That's an Order I*. You will gain more Abilities as you Level Up.

You have no free Slots at Level 1: you get your first ones at Level 2. As you gain Slots, you may immediately fill them with Abilities of your choice from Chapter 6.

Level	Ability
1	<i>That's an Order I</i>
3	Choose 2 Tactics
5	<i>Rally I</i> (Ultimate Ability)
7	Choose 2 Tactics
9	<i>That's an Order II</i>

That's an Order I



Captain Ability

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

⚡ **Instant** once per turn: A willing unit that can see or hear you Seizes the Initiative. They do not have to roll: they automatically succeed.

Cooldown WIL vs 6.

Rally I



Captain Ultimate Ability

Ultimate Instant: Any number of units that can hear you gain *Rally* for 2 turns. The duration ticks down at the start of the Captain's turn.

Rally

Once per turn, when you take one of the following Actions, it is enhanced:

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

Tactics

Assemble! I



Captain Tactic Ability

Assemble!: ⚡ **Action:** A willing unit that can see or hear you Seizes the Initiative without rolling. They must make a Move Action that ends within 5m of you. They may move up to 5m extra.

If you have already used *Assemble!* at least once this turn, it is an Instant instead of an Action.

If you have already used *Assemble!* at least twice this turn, it has no ⚡Energy cost.

Assemble! II



Captain Tactic Ability

Requires *Assemble! I*, which this replaces.

Assemble!: ⚡ **Instant:** A willing unit that can see or hear you Seizes the Initiative without rolling. They must make a Move Action that ends within 10m of you. They may move up to 10m extra.

If you have already used *Assemble!* at least once this turn, it has no ⚡Energy cost.

Chapter 3: Playing the game

The basics

// elaborate on how to roleplay

Golden Rules

The following rules always apply in *Capital*:

Rule Zero

The GM needs to understand what kind of experience their game offers. Sometimes, to create the best game for everyone, they will have to bend the rules.

Furthermore, sometimes players and the GM might disagree about what the rules say. It is often easier to make a ruling than to look up the exact text of the rules.

In these cases, the GM's word is final. It supersedes the text of the rules and the views of the players.

Rules and exceptions

In the rules of *Capital*, specific exceptions always supersede general rules.

Rounding

When you halve an odd number, always round the result *down* to a whole number 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 Abilities 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.

Rolling

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.

The result

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

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

Modifying the roll

If one of your Strengths or your Training might help you succeed, or you can draw on experience from one of your Stories, you get a bonus of +2 to your roll. If more than one Strength, Training or Story applies, you get a bonus of +3.

If any of your Weaknesses might hinder you, reduce your roll by -2. If you invoke a Weakness when it matters, the GM should give you 1 Prestige.

Critical Success

If you roll a double 6, you are surprised by your own ability. If the GM rolls a double 1, a stroke of luck or unexpected intervention means the action is much easier than you thought.

Either way, the GM might allow you to succeed on a normally-impossible check, or you might create an additional advantage beyond your original intent.

Critical Failure

If you roll a double 1, you slip up at a key moment. If the GM rolls a double 6, an unexpected obstacle or intervention means the action is much more difficult than you thought.

Either way, the GM might decide that you fail on a normally-trivial check, or you might suffer a particularly spectacular disadvantage.

Working together

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

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

Abilities

Abilities are an important part of every character. They confer unique active and passive benefits.

The main way of gaining Abilities is by filling Slots, which you gain by Levelling up. All of your options for filling Slots are found in Chapter 6.

Ability descriptions look like this:

The diagram illustrates three types of ability cards. Each card is a light green rectangle with rounded corners and a horizontal line separating the title from the description. The 'Cautious' card has one slot icon (a circle with a dot) in the top right. The 'Charge' card has two slot icons in the top right. The 'Locked' card has a padlock icon in the top left. Lines connect descriptive text to specific features on each card.

Cautious (1 Slot)

This Ability is called *Cautious*.

It gives you this special effect.

When you would spend ⚡ Energy while taking Overwatch, spend 1 less ⚡ Energy (to a minimum of 0). Use this only once each time you take Overwatch.

This Ability takes up 1 Slot.

Charge (2 Slots)

Using this effect costs 1 ⚡ Energy.

⚡ **Instant** after a Move action that is not your first this turn: Immediately make a Melee Attack.

This Ability takes up 2 Slots.

Locked

This Ability is Locked. It doesn't take up any Slots, so you can't select it when you gain Slots.

It can only be gained under special circumstances, like unlocking it through your Class.

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.

milliCredits (mC)

The Credit became the galaxy's main currency very quickly and without much warning. It quickly became so valuable that talking about whole credits was not very useful.

Now, almost everyone in the galaxy trades in milliCredits, worth one thousandth of a Credit. milliCredits are purely digital and tied to your biometrics.

Rarity

In this book, each type of Equipment is given a Rarity to indicate how easy it is to come across and purchase.

In order of increasing rarity:

1. Common
2. Uncommon
3. Rare
4. Epic
5. Legendary
6. Mythic
7. Signature (one of a kind)

Weight

Equipment in Capital isn't given an explicit weight value, nor are characters given a carrying capacity. You and the GM are trusted to pay attention to how much your character can carry. It's not important to be overly realistic about it.

Your Signature

Your Signature is a unique asset that only your character has. You choose its appearance.

You always have Training with your own Signature.

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

Keyword reference

These keywords appear in Ability, Equipment and Unit descriptions to help keep them short.

Action

A type of active effect. An **Action** 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.

Between two Actions, such as the normal two Actions on their turn, a unit momentarily stops being Active.

Aim

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

⚡ **Reaction** up to X times per Attack Roll: Reroll 1 die.

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

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

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

Armour

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

If you have multiple sources of **Armour**, do not add them together: just use the highest individual bonus.

Block

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

⚡ **Reaction** up to X times per Defense Roll: 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**.

Bossfight

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

Cooldown

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

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

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

Companion

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

All **Companions** have 🍀Bones equal to their FTD. They have the same rules for dying as characters.

Crit

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

Flying

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

Heavy

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

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** Abilities can be gained multiple times.

Shots

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

Ultimate

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

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

Spread

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

Take Down

If a unit's ♥ HP is reduced to 0, and you caused them to take damage on or after your most recent turn, you have **Taken** them **Down**.

Damage from your Companions, effects you apply, and other indirect damage counts.

Two-handed

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

Vehicle

Vehicles are a kind of unit that can be Operated: another unit can go inside them and take Actions on their behalf. Everything from a bike to a capital starship is a Vehicle.

Vehicles spend ⚡Energy more often than other units: almost every Action they take consumes it. However, they do not consume ⚡Energy outside combat. This is to avoid vehicle owners having to track ⚡Energy consumption while travelling long distances. It is up to the GM to make sure vehicles are still refuelled or recharged as appropriate.

A vehicle's description specifies the amount of operators and passengers it has. Larger vehicles might further specify where in the vehicle those operators and passengers are.

An operator can use any of the Vehicle's Actions on their turn, any time they would use an Action. Passengers, unless otherwise specified by a particular action, cannot.

When you make an Attack for a Vehicle, the range is measured from the Vehicle, not the operator.

Levelling up

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

When you Level Up:

- Your max ♥HP increases. Check your Class 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 Abilities that aren't Locked.
- You might gain new Abilities from your Class.

Level	Max ⚡Energy	Slots	Other
1	WIL + 3	0	Ability from your Class
2		2	
3	WIL + 5	4	2 Abilities from your Class
4			
5	WIL + 7	6	Ultimate Ability from your Class
6			
7	WIL + 9	9	2 Abilities from your Class
8			
9	WIL + 11	12	Enhanced Ultimate Ability
10			

Prestige

Prestige can be gained in the following ways:

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

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

I Know a Guy

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

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

I Know a Shortcut

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

I Read About This

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

I'll Give It a Go

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

I'm Feeling Lucky

You have +3 to a single Attribute Check, including Attack and Defense Rolls.

Resting

When characters take a rest, they restore ♥HP, ⚡Energy and 🦴Bones depending on how long they rest for.

Rest type	Duration	♥HP	⚡Energy	🦴Bones
Short Break	15 minutes - 1 hour	-	1d6+WIL	-
Long Break	1 hour or more	1d6+FTD	All	-
Full Rest	8 hours or more, 6 of which must be spent sleeping, meditating, recharging or equivalent	All	All	1d6

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, Prestige Powers, Abilities or the -2 penalty for having less than maximum 🦴Bones.

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.

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.

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 roughly 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.

Chapter 4: Combat

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.

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.

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 (p. 54).

Attack

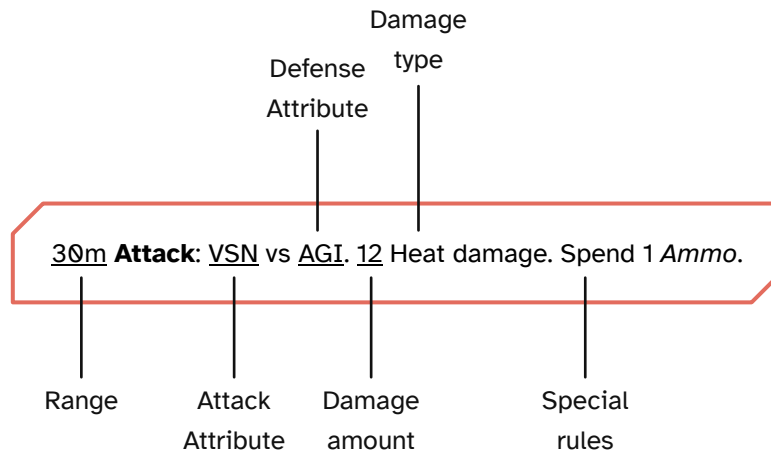
See opposite.

Overwatch

See p. 56.

Attacking

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



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 work the same for Attack and Defense Rolls as they do for other Attribute Checks.

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

The Point Blanc rule

When you make a non-Melee Attack:

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

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

Some Attacks are "considered a Melee Attack". They ignore this rule.

Attack counters

All characters have the following rule:

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

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

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

Unarmed and 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.

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

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.

Seizing the Initiative

At any time during combat, 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 when nobody is Active.
- Any other willing Active combatant you can see or hear 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.

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 1.
- **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 are Prone:

- 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.

Chapter 5: Equipment

Simple Weapons

Auto Rifle



Simple Midweight Gun Weapon Equipment

100mC | Common

Available with Sharp or Heat damage.

Holds up to 3 *Ammo*.

While holding, gain:

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

If you have **Training:** 100m **Attack:** VSN vs AGI. 1 * damage. 1d6 + 3 **Shots**. Spend 1 *Ammo*.

Action: Restore all *Ammo*.

Precision Rifle



Simple Midweight Gun Weapon Equipment

100mC | Common

Available with Sharp or Heat damage.

Holds up to 4 *Ammo*.

While holding, gain:

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

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

Pistol



Simple Light Gun Weapon Equipment

80mC | Common

Available with Sharp or Heat damage.

Holds up to 3 *Ammo*.

While holding, gain:

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

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

Simple Baton/Shortsword



Simple Light Melee Weapon Equipment

50mC | Common

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

While holding, gain:

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

Block 1 against Melee Attacks, if you have Training.

Simple Club/Longsword



Simple Midweight Melee Weapon Equipment

60mC | Common

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

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.

Simple Greatsword



Simple Heavy Melee Weapon Equipment

80mC | Common

Two-handed Heavy

While holding, gain:

1m **Attack**: STR vs AGI. 10 Sharp damage. Unlimited **Spread**. If you don't have Training, you must target everything in range other than yourself. Considered a Melee Attack.

Block 1 against Melee Attacks, if you have Training.

Simple Dagger



Simple Light Melee Weapon Equipment

40mC | Common

While holding, gain:

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

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

Block 1 against Melee Attacks, if you have Training.

Simple Spear



Simple Polearm Melee Weapon Equipment

60mC | Common

Two-handed

While holding, gain:

2m **Attack**: STR vs AGI. 10 * damage. **Crit** 2: +2 damage. Considered a Melee Attack.

Block 1 against Melee Attacks, if you have Training.

If you want to use a more niche weapon that doesn't have official rules, one of these Simple profiles will probably be close enough.

If not, work with your GM to customise one.

Simple Warhammer



Simple Heavy Melee Weapon Equipment

80mC | Common

Two-handed Heavy

While holding, gain:

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

Block 1 against Melee Attacks, if you have Training.

Other Weapons

Minigun



Heavy Gun Weapon Equipment

150mC | Uncommon

Available with Sharp or Heat damage.

Two-handed

Heavy, unless you have Training

Holds up to 1 *Ammo*.

While holding, gain:

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

Action: Restore all *Ammo*.

Primitive Buckler



Shield Melee Weapon Equipment

50mC | Common

While holding, gain:

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

Block 1.

Primitive Shield



Shield Melee Weapon Equipment

70mC | Common

Two-handed

While holding, gain:

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

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

Plasma Cannon



Heavy Gun Weapon Equipment

250mC | Epic

Two-handed

Heavy, unless you have Training

Holds up to 3 *Ammo*.

While holding, gain:

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

Action: Restore 1 *Ammo*.

Plasma Disruption

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

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

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

Whip



Whip Melee Weapon Equipment

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 immediately
moves along the shortest path to be in base
contact with you.

Sniper rifle



Heavy Gun Weapon Equipment

160mC | Uncommon

Available with Sharp or Heat damage.

Two-handed

Heavy, unless you have Training

Holds up to 1 *Ammo*.

While holding, gain:

100m **Attack**: VSN vs AGI. 10 * damage. Spend 1 *Ammo*. **Crit** 5 if you have Training: +6 damage.

Action: Restore all *Ammo*.

Sonic rifle



Midweight Gun Weapon Equipment

150mC | Rare

Two-handed

Holds up to 2 *Ammo*.

While holding, gain:

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

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

Action: Restore 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.

Tesla rifle



Midweight Gun Weapon Equipment

150mC | Rare

Two-handed

Holds up to 3 *Ammo*.

While holding, gain:

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

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

Action: Restore all *Ammo*.

Arcing

Your Attack Roll has +2. **Crit** 2: deal 1d6 Electric damage to another unit within 5m of the target.

Other Equipment

Advanced First Aid Kit

Medical Equipment

100mC | Rare

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

Two-handed

Comes with 6 *Large Programmable Bandages* and 12 *Small Programmable Bandages*.

If you have Training, every d6 you roll to determine this Equipment's healing has a minimum result of 3.

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.

Backpack

Equipment

40mC | Common

A 65 litre backpack with multiple compartments for holding things.

Clothing (Outfits)

Equipment

Varied cost | Varied rarity

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)

Equipment

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 bolt cutters. Specialist industrial machinery is required.

Miniature General Scanner (MGS)

Equipment

100mC | Common

An MGS is a handheld 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.

Non-perishable Rations (1 day)

Equipment

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".

Available for species with all different nutritional needs.

Personal Communicator



Equipment

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.

Primitive Rope (20m)



Equipment

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.

Solar Array



Equipment

80mC | Uncommon

Heavy

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

Primitive First Aid Kit



Medical Equipment

15mC | Common

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

Two-handed

Comes with 6 *Large Bandages* and 12 *Small Bandages*.

If you have Training, every d6 you roll to determine this Equipment's healing has a minimum result of 3.

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.

Standard Armour (+X)



Armour Equipment

(+1) 80mC | Common
(+2) 150mC | Uncommon
(+3) 250mC | Rare
(+4) 400mC | Epic
(+5) 700mC | Mythic

Heavy if X is at least +3.

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

Torch



Equipment

20mC | Common

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

Water bottle



Equipment

10mC | Common

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

Tent



Equipment

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

| Common

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 be carried in pieces by several people.
Heavy if you are carrying at least 3 people's worth of Tent.

Toolkit



Equipment

50mC | Common

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

Chapter 6: Abilities

Attribute Bonus



Ability

Repeatable

When you gain this System, increase any Attribute Score by 1, to a maximum of 10.

The number of Slots taken by this System depends on your current Score in the chosen Attribute (before the bonus is applied):

Current Score	Slots
0-3	3
4-6	2
7-8	3
9	4

Backup



Ability

Requires Signature Vehicle

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

Bonk



Ability

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

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

Certitude



Ability

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

Charge



Ability

⚡ **Instant** after a Move action that is not your first this turn: Immediately make a Melee Attack.

Clear Mind



Ability

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.

Cybernetic Shell



Signature Cybernetic Ability

Gain this Ability only as a Signature Augmentation.

By yourself, you are weak, but you wear power armour that makes you incredibly strong.

Your Max ♥HP is split in half between you and your power armour (if it's an odd number, your power armour should have the higher Max ♥HP). When your Max ♥HP increases, calculate the split again.

You may freely enter and exit your power armour as part of a Move Action. While you are inside, the armour is considered to be part of your body. While you are not inside, the armour is inactive and does not move.

If the armour is reduced to 0 ♥HP, you must immediately exit and cannot re-enter until it regains ♥HP. You do not go into Critical Condition unless your own ♥HP is reduced to 0.

While inside the armour, gain:

Armour 3

Any damage you take is applied to the armour's ♥HP, unless the Attack Roll beats your Defense Roll by at least 3.

Your Unarmed Attacks deal an additional 1d6 damage.

Damage Resist



Ability

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 Ability

Requires Focus

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

Enthusiastic



Ability

Instant after you make a successful Attack: Make a difficulty 5 WIL check. On a success, regain ⚡.

Extra Limb



Ability

Repeatable

You have an extra prehensile limb, such as a tail or tentacle. You can use it like an extra hand to hold one more piece of Equipment.

Focus II



Scout Ability

Requires Focus I, which this replaces.

⚡ **Instant**: You gain *Focus* until the start of your next turn. **Cooldown** WIL vs 7.

When you gain *Focus*, you may additionally spend ⚡⚡. If you do, immediately take an extra Action.

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

While you have *Focus*:

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

Generous



Ability

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

Healthy



Ability

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

High Alert



Ability

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

Intercept II



Tank Ability

You can use your STR for any Defense Roll.

Intercept: ⚡ **Reaction** when you see a unit take damage, and you are within 8m of either the unit or the source of the damage (e.g. the unit making the Attack): Move up to 8m so you are in base contact with one of them. Up to 2d6 + 2 damage is redirected to you.

Know your Enemy



Ability

⚡ **Action:** 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!



Ability

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.

Mind Control



Telepath Ability

Requires Telepath Awakening

Your telepathy grows stronger. You can bend other people to your will.

⚡⚡ **Action:** You telepathically issue a one-word command to a unit within 2m. Make a WIL vs WIL Check: on a success, they must obey the command as long as it will not directly harm them. They are aware of being controlled.

Mind Trick



Telepath Ability

Requires Telepath Awakening

Your telepathy grows stronger. Your mind can warp others' reality.

⚡ **Reaction** when you fail an Attribute Check to deceive someone: Additionally make a WIL vs WIL Check against them. On a success, the original Check succeeds instead.

Move Carefully



Ability

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

Natural Armour I



Armour Ability

Your body is extremely resilient. You have **Armour** +2.

Natural Armour II



Armour Ability

Your body is incredibly resilient. You have **Armour** +3.

Natural Weapon (Melee)



Weapon Ability

Part of your body makes for an effective melee weapon.

When you gain this Ability, choose any damage type.

Melee **Attack:** STR vs STR. 8 * damage. This is an Unarmed Attack.

Natural Weapon (Ranged)



Weapon Ability

Part of your body makes for an effective ranged weapon.

When you gain this Ability, choose any damage type.

15m **Attack:** VSN vs AGI. 1d6 + 4 * damage.

Cooldown FTD vs 7. This is an Unarmed Attack.

Offensive Focus



Scout Ability

Requires Focus

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

Opportunist



Ability

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

Patch Up II



Healer Ability

Requires Patch Up I, which this replaces.

⚡ **Melee Attack:** KNW vs flat 5. Restore the target's ♥ HP for 1d6 + KNW (minimum 1). Cannot be used on Vehicles. If an effect would increase this Attack's damage, increase its healing instead. Before you make this Attack, you may immediately move up to 6m.

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

Units with *Overflow* gain:

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

Pep Talk



Ability

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

Power Play II



Sentinel Ability

Requires Power Play I, which this replaces.

You can use your WIS for the Attack Roll in any Overwatch Attack.

⚡⚡ **Action:** 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.
- After their next successful Attack Roll, they must reroll the higher die.
- After their next successful Defense Roll, they must reroll the higher die.
- They cannot use the same Action or other active effect more than once.

Quick



Ability

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

Soul Read



Telepathy Ability

Requires Telepathy Awakening

Your telepathy grows stronger. You can break into unwilling minds to extract information.

⚡⚡ **Action:** Make a WIL vs WIL Check against a unit within 1m. On a success, you receive the answer to a short question about them or something they have heard or witnessed.

Tactical Focus



Scout Ability

Requires Focus

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

Telepath Awakening



Telepath Ability

You begin to hear the thoughts of those around you. They are strange and foreign to your mind.

If you focus, you can sense the surface-level emotions of units within 10m.

If you succeed a difficulty 6 WIL check, you can convey a one-word message into the mind of all creatures within 10m.

Telepathic Link I



Telepath Ability

Requires Telepath Awakening

Your telepathy grows stronger. You can hold full conversations with your mind.

⚡ **Action**: You attune your mind to those of any number of willing units within 3m. Until you take a Full Rest, you and all those units can communicate telepathically as if you could hear each other.

The other units must be within 50m of you for the telepathy to work. This range is doubled if the other unit also has Telepath Awakening.

Telepathic Link II



Telepath Ability

Requires Telepath Awakening

You can stretch your mind over great distances.

⚡ **Action**: You attune your mind to those of any number of willing units within 3m. Until you take a Full Rest, you and all those units can communicate telepathically as if you could hear each other.

The other units must be within 500m of you for the telepathy to work. This range is doubled if the other unit also has Telepath Awakening.

Terrifying



Ability

⚡ ⚡ **Reaction** once each time you **Take Down** a unit: Choose another unit that can see you. They take 1 less Action on their next turn (to a minimum of 1).

That's an Order II



Captain Ability

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: A willing unit that can see or hear you Seizes the Initiative. They do not have to roll: they automatically succeed.

Cooldown WIL vs 5.

Tinkerer



Ability

At any time, you may spend 30 minutes repairing a Robot or a Vehicle you can touch. If you do, restore its ♥ HP for 1d6 + KNW.

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

Try That Again II



Lancer Ability

You have Aim 2.

You can use Aim on any dice you roll while making an Attack, not just the Attack roll itself. This includes any rolls to determine Damage or Shots.

Urgency



Ability

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

