



Uses per Day



Uses per Combat



Ammo per Clip



Clips per Day



Ranged Attack



Melee Attack

Attack: (ex: [5ft.-CRoll +2 +(sword)] VS (B)DEF)

An attack will have a bonus for ease of use and if it requires skill, another bonus for a 'mastery' quirk. Attacks target one of the 3 angles. The target must be within the given range. A critical success does x2 damage, and fluke success does x4 damage. The attack will specify any AP and Energy costs. Attacks will also specify a damage type, and possibly status effects. Ranged attacks may have a set ammount of ammunition per clip and/or clips per day. When a clip is empty AP costs for reloading will be specified by the weapon. If your target is behind cover, roll ranged attacks at disadvantage.

Move/Dash: Moving 5ft. costs 1AP. If 6 AP are spent on movement, a character may expend 1 (B)EP to move and extra 30ft..

Go Prone: Laying on the ground can give you an edge in ranged combat, but it may also be something you didn't intend to do. Going prone intentionally costs 2AP. A prone character gains an additional +4 bonus to_hit_ with guns and crossbows, and +4 (B)DEF VS ranged weapons. This condition also earns a -4 penalty to_hit_ on melee attacks, and successful melee attacks recieved do double damage. Standing up, from a prone position costs 4AP.

Defend/Relax: Defending costs 5AP, and doubles all angles for the purpose of calculating defense (EX: (B)+4 DEF:14 >> (B)+8 DEF:18). If a character is exhausted, they may spend 6AP to relax raising a single EP score from 0 to 1 at the beginning of their next turn. A character who is disturbed in any way while they are relaxing, does not earn this EP. While relaxing all DEF scores are 10, and damage recieved is doubled. Those who are unaware that they are in combat are considered relaxed. Penalties from relax stack with prone if the target is taking a nap.

Disarm: A character that couldn't hang on to their weapon is disarmed. Whether a prop is knocked from one's hand, thrown, or dropped, the thing is now on the ground and must be retrieved before it can be used again. Dropping props costs 0 AP. Any character with a free hand, may spend 5AP to grab the prop on thier turn, which can be used if possible. Props retrieved from the environment cannot be added to the character sheet unless purchased, and are discarded when out of ammo, or when the party is no longer in danger.

Grapple: Sometimes you just want to grab somebody. Both hands must be free in order to perform a grapple or a reversal. Some techniques will require grappling the opponent. In this case spend 3AP to do a contested CRoll against a target within 5ft.. If the attacker wins the roll, the defender is grappled and cannot move. On the defender's turn another contest takes place to see if the hold is broken. A broken hold can immediately be reversed with another CRoll contest, swapping attacker and defender positions. Another option with a broken hold is to walk away and end the grapple. Either way, no AP is spent.

Techniques: Techniques can either be attacks, or just about anything else you can imagine. Each Technique will have an AP cost, and possibly an EP cost. They may also have limits on how many times per combat and/or per day they can be used.

Consuming Items: An object held in one's hand can be swallowed for 5AP. If you want to give a hamburger to a friend, simply hold it in your hand and tell them you wish for them to have it. On their turn if they are within 5ft. and have a free hand they can take it for 2AP, and thank you as a free action. If they are further away the hamburger may need to be thrown for 3AP. Whoever threw the burger makes a CRoll VS a DC made up by the GM depending on the context. Whoever wants to catch the burger makes the same roll to catch it. Otherwise you are considered disarmed, and the burger will need to be retrieved from the dirty floor.