

# FATE

THE SCI-FI RPG



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# HELP US PLAYTEST FAITH: THE SCI FI RPG

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*FAITH is a dark and unforgiving universe in which Gods live side by side with technology and biological experimentation. Gods are in continuous conflict with each other, but they can only affect reality through their believers, empowering them with divine powers. In the game, each player can choose in which God his character believes and their faith will be tested as the Gods are demanding beings that will try to lure them into heroic albeit sometimes suicidal missions in exchange for power.*

*Some of the rational species can travel through space, although it is not an easy task. The Universe is still a thing of wonder, a place of which very little is known and the capacity to move across it is very limited. Only the Corvo and the Iz'kal are capable of opening wormholes by using a huge amount of energy, but they cannot decide where they will take them, the exits of wormholes seem to be completely random.*

*Both species found the Maze a natural wormhole that had not one exit but hundreds. Both species started to explore it, unaware of the other, conquering and mining dozens of star systems. Then, they coincided in one of the exits and they came face to face with another species as advance and powerful as themselves.*

*Humanity was found in a point of almost extinction by the Corvo, who established a colony in Earth. They soon found that humans made good soldiers and while most of the human population still lives in small villages in Earth, there are many who have become reputed bounty hunters around the Universe.*

*The Corvo and the Iz'kal now coexist in a state of cold war, as direct confrontation is impossible. They compete for resources and try to collapse their opponents' economic system through fierce commerce and fight black op wars in far away planets for resources.*

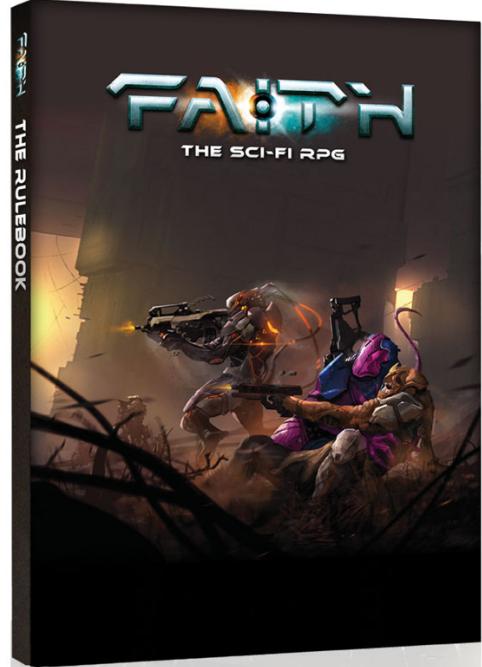
*Impossible duels between hackers take place in a daily basis fueled by the information that intelligence and counterintelligence agents give them; missionaries and inquisitors convert their enemies' populations to their own religions and agitators stir into rebellion the native archaic races of the planets under their enemies' domain.*

*However, each species has its own internal conflicts, as many religions co-exist and their greedy Gods are always hungry for expansion. Prophets, politicians and businessmen all struggle for control.*

*The whole universe is tense, waiting to see who will fall first and what will be the fate of the known species.*



The rulebook



54 gear cards



4 player decks

216 cards

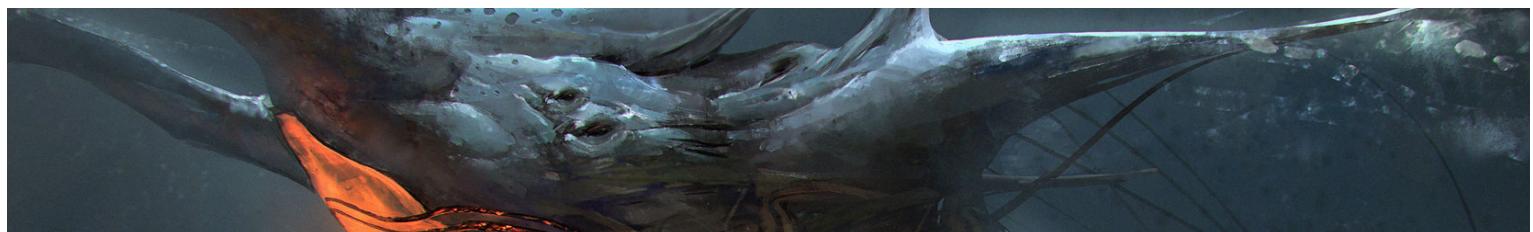


4 character boards

Many tokens



54 NPC cards



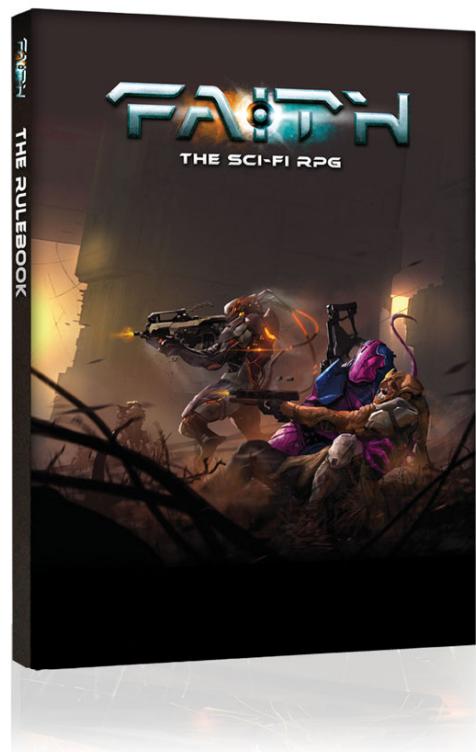
FAITH: The Sci-fi RPG is a pen and paper RPG that uses board game elements for some mechanics and to display information and keep track of it. These design choices allow the gameplay to be streamlined, keeping a wide variety of options open while simplifying their use.

FAITH: The Sci-fi RPG comes in a box, bringing much more than just a rulebook to the table.

The game design is based around three ideas:

- Streamlined gameplay: The base mechanic can be used to resolve any type of action.
- Luck management: The players can choose when to fail and when to shine to an extent.
- Art on the table: With the player deck illustrating the universe of the game and the gear and NPC cards the players will have a much easier time immersing themselves in the story.

The rulebook itself is a 120 softcover book. It contains all the rules you need to know to play and an introduction to the Universe of FAITH, in which you can explore the complex political and religious situation that will shape the adventures of the players.

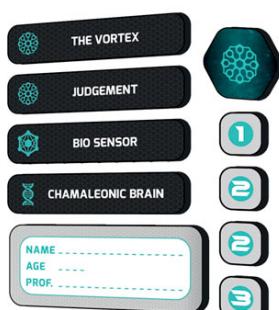




Moreover, the game comes with 12 character illustrations. Although they only determine the species and gender of the character, they allow players to choose one that matches the look they want their character to have.



The game has a vast number of numerical tokens, as well as tokens to set the God alignment and the Affinity of the characters. Additionally, there are tokens for the different divine, bio and tech upgrades, which can be gained with experience points and allow great gameplay customisation, making each character unique.



Players only have to write down the name and profession of their character.

However, if you would not change your pen & paper for anything, you can always print a copy of the character sheet from the official website and write in it, just like in your favourite RPG.



4 player decks  
216 cards

The Player Deck is an original deck of poker cards for Faith: The Sci-fi RPG with custom suits and 54 cards uniquely illustrated with scenes from the Universe of the game.

Each player needs his own Player Deck (or a poker deck) to play. Additionally, the Player Deck can be used to play any game that uses a poker deck.



54 gear cards

The Gear Deck is a deck of cards for Faith: The Sci-fi RPG that contains 54 cards with all the information players need to operate the futuristic devices of the game.



54 NPC cards

The NPC Deck is a deck of cards for Faith: The Sci-fi RPG that contains 54 non-player character and robot cards with all the information the Game Master needs to create interesting encounters for the players.

# HOW TO PLAY FAITH

In FAITH every player has his own **Player Deck** which can be replaced with a poker deck if you do not have one.



At the begining of a Campaign every player hands his 2 **Joker Cards** over to the Game Master (GM) deck, then everyone shuffles their decks.



At the start of each Scene everyone draws up to 7 Cards from the top of their **Player Deck**. A new Scene starts whenever the GM says so, usually after characters either achieve or fail a goal or if there is a break long enough for characters to have a chance to rest.

Most actions the characters attempt are automatically successful, but when other character or the Game Master tries to stop them a **confrontation** will arise.



All actions relate to a **Skill**, representing the training of the character & an **Attribute** representing his capability to use it. It is up to the players and the GM to decide which of attribute and skill has to be used for each action.

## SKILLS:



## ATTRIBUTES:



Actions can be confronted by the GM -representing bad luck- or by the characters affected by the action. Characters must choose an action able to make his opponent fail or get themselves out of the way as a countermeasure. The GM will determine why an action fails when she confronts it and wins.

**SKILL VALUE**

**+**

**= ACTION VALUE**

Reduced by one per damage counter



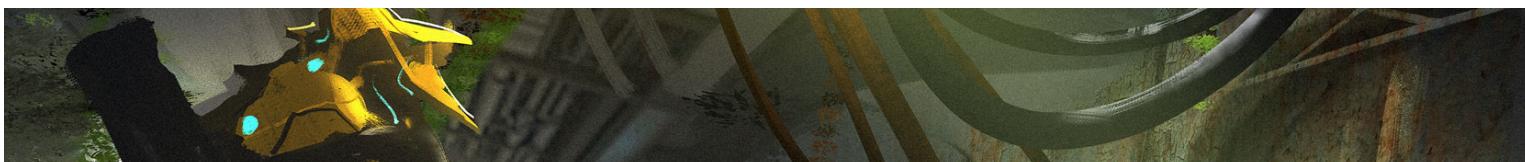
Number of cards reduced by one if you are in inferiority

During confrontations, the initial **action value** of each character is his **Skill** (*0 in the case of the GM*). The player with the lowest **action value** chooses and plays a card from his hand, adding the value of that card to his **action value**. This is repeated until no one can or wants to play more cards. Characters can play as many cards as their **Attribute** (*The GM can play as many cards as the character she is confronting*).

**Skills** are reduced by one per damage counter. If the **Skill** has a value of 0, the character suffers one **disadvantage**.

The number of cards a character can play is reduced by one when in **inferiority**. Advantages represent some form of upper hand over an opponent, while disadvantages represent hindrances, they cancel each other out. The character with the least advantages or the most disadvantages is consider in **inferiority**.

Characters can gain advantages and disadvantages through roleplaying if granted by the GM or pieces of gear, upgrades, etc. (*The GM always has two advantages*).



## DRAW A CARD

When cards are played they can trigger one of the two rules that allows a player to draw a new card to his hand during a Scene.

### AMBIENCE

You draw a card if the suit of the card you just played matches the ambience where you find yourself. If you play with the ambience and it is your Affinity, you can draw two cards and keep one. Then discard the other one or place it on top of your deck.

### PROFICIENCY

**OR** You draw a card if the value of the card you just played is up to twice the value of the Attribute you are using.



## LEVELS OF SUCCESS

If an action is successful by 5 or more points it is a **decisive success**: If the outcome of the action was numerical it is increased by 1. If it is successful by 10 or more points & the last card played was a court card (an 11, 12 or 13) it is a **critical success** and the effects of the action are doubled.

## Initiative round

Whenever two or more characters wish to perform an action slightly in advance to each other, an **initiative round** begins. Each round represents 3 to 5 seconds during which characters rapidly perform actions.

Each character lays a card face-down on the table. All cards are then revealed and each character adds his **Initiative** to the value of the card. This determines the initiative order for the characters, from highest to lowest added total. In case of a tie, players go before NPCs. Characters will take turns performing a single action each following the initiative order.



This card is also used as the first card towards their respective actions, adding its value to the **action value**.

Whenever a character is affected by an action he can confront it, even before his turn. If he does, he loses his turn this **initiative round**. Regardless of how many actions a character ends up performing, he is not allowed to play more cards while using an Attribute than its value during each **initiative round**.

Characters can always choose to **wait** until the next character performs his action before taking their own action, and they can do this several times.

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# INTRODUCTION

A roleplaying game at its simplest form it is a collaborative storytelling experience, with players getting into the role of characters and saying what their characters do in the universe created by the Game Master (GM).

When playing FAITH each player controls a character except for the GM, who narrates the story and plays the part of all Non-Player Characters (NPC). Each player will design his own character, including his backstory, attributes, skills and upgrades.

Before you start playing, decide who between you will be the GM.

## GAME MASTER

*In this rulebook, we will always refer to the GM in feminine and to the rest of the players in masculine. This way some rules will be clearer and grammatically correct at the same time.*

The GM is a **storyteller**, the person in charge of everything other than the player characters themselves. She creates a story for them to play or follows a story created for the setting. The GM sets the goals for the characters and she is in charge of creating drama around the events that will lead the story onwards.

The GM controls all the non player characters, sets their personalities and interests, decides their actions and says what they say, imitating voices or not. She describes the scenarios where the players find themselves; she makes up how they can interact with them, etc. It is also her task to determine how the actions of the players impact the story. Additionally, she is the arbiter of all rules. If the group cannot find a solution for a problem the GM always has the final word. She should try to use this responsibility for the better of the story, preventing players from getting caught up discussing rules.

In the end it all comes down to create an interesting story that everyone can enjoy, and to have fun together.

## THE CHARACTERS

The players who are not the GM play the main characters of the story. They are in charge of playing the role of the characters they have created, performing their dialogues, taking the decisions the characters would take and playing out the relevant mechanics of the game when needed to see if they are successful in their endeavors.

Each player controls a single character and develops in depth who that person is and what does he want. What is his struggle, his dreams? The more interesting a character is the more rewarding is the experience of playing that character. Interesting people attract other interesting people. Players should talk about the story of their characters, how do they imagine them; together they can create an amazing group of characters that will live great adventures.

## SESSIONS AND SCENES

A game of FAITH can be as long as its players want, so it needs to be divided into sessions and scenes. A session is the allocated timeframe for playing the game during a specific day. Sessions don't have special connotations.

Scenes are the different situations that the characters of the story might get into. Usually they involve the achievement or failure of a certain goal, or a point during which there is a break long enough between actions that the characters have a chance to rest. They are similar to scenes in films. The GM is who determines the beginning and end of a scene in a way that fits the story.

## WHAT DO YOU NEED TO PLAY FAITH?

The FAITH: Core Game box comes with all it is needed to play for up to four people. Below there is a list of what is needed to play FAITH:

- Any number of players. One will play as the GM and the rest will be characters. It is best played with three to five players, and there is no actual limit to the amount of players.
- A deck of Playing Cards of FAITH per player. It can be replaced by a poker deck translating the suits to their meaning in Faith. However, it will definitely not look as beautiful. It is used to resolve actions during the game.
- A character board per player using a character. You can also use a printed version as in many other RPGs. It is used to keep track of each player's character.

Additionally, while not essential, the FAITH: Core Game contains some very useful additional resources:

- A deck of gear cards, that holds all the information about each piece of equipment. It contains most of the basic equipment you will use while playing FAITH.
- A deck of Non-Player Characters. Some NPCs will be friendly, others will be simple bystanders, others will simply talk to you, negotiate, trade... but there will be a few that will want to fight you. This deck has all the information needed to fight some of these NPC.
- Tokens for damage and ammunition. These tokens allow players to focus in roleplaying, making the flow of gameplay smoother and easier.



# THE PLAYING CARDS

All players and the GM will have one deck of 54 playing cards each (four suits plus two jokers). These cards are used to change the odds during confrontations, allowing characters to perform heroic deeds or causing them to fail miserably.

At the beginning of the game all players will give their joker cards to the GM, who will shuffle them into her own deck. This is the only instance when cards from different decks can be mixed. From this point on, each player must make sure to keep his cards separated from those of other players.

When they begin the first session the players and the GM will shuffle their decks and draw up to seven cards. Upon drawing the starting hand, each player can perform a mulligan, drawing a new hand and shuffling the previous one back into his deck.

Players can only play or discard cards from their hands. Therefore whenever a rule asks for a player to play or discard a card, he will have to choose one from his hand of cards and play it or discard it. It is always up to the player which card from his hand he plays or discards.

Players cannot draw or discard cards at will, neither can they shuffle nor mix previously used cards into the deck. Whenever a card has been played it is placed in the discard pile of its owner, usually set up next to the deck and showing the cards face up. When the last card of the deck has been drawn the discard pile must be shuffled to set up a new deck.

Players must always follow the rules to play cards (see XXX) and they will be allowed to draw cards if applicable. Discarding a card can only be done when there is a rule that asks a player to do it. Discarding a card never allows players to use the drawing card rules.

At the end of each scene, all players and the GM will draw back up to seven cards. When the session is over, the players keep their hands of cards, their discard pile and their deck for the next session. This is important because it is related to how characters gain experience.

If at any time a player does not have any cards in his hand, he can draw a card. If that card is drawn during a confrontation, it cannot be used until the confrontation has been resolved.

## Card suits

There are four suits in the deck: Urban, Wilderness, Space and Operative System (OS), which relate to the kind of environments where the characters might be. The use of the suits is described in **playing with the ambience** (page XX). Regular poker cards can be used following this correlation between the suits:



## Faith

## General rules

Urban includes the environments where the landscape has been heavily modified by a rational species. Wilderness includes the environments where the landscape is of natural origin. Space includes the environments related to space or spaceships (even when they are landed). Lastly, OS includes virtual spaces inside computers, regardless of their actual physical location.

As always if it is hard to determine the type of environment where the character is (like an abandoned ruined city overgrown by a jungle) it will be the GM who makes the choice. In the previous example, it would make sense that if the character wishes to climb a ruined building he is considered in an Urban environment, but if he wishes to hide in the bushes he is in Wilderness.

## Court Card

Each deck has 12 court cards. Court cards are the cards with value 11 or higher and there is three of each suit.



# ACTIONS

Actions are the things characters can do, from shooting a weapon to playing piano. All actions are performed using a Skill that represents the knowledge of the character in that area, and an Attribute that represents his related capacity (See **Attributes** and **Skills** for more details on the specific uses of each of them).

Any action attempted by a character is automatically successful for as long as its final value is higher than 0 and it is a realistic action. If the action is confronted its value must be higher than the value of the confronting action to be successful. The value of an action is the sum of the value of the used Skill and the value of the played cards.

If the action is absurd, such as reading an unknown language or lifting a 200 tons spaceship, the GM must prohibit said action. The character may appeal, but he is reminded that off-limit actions can break the gameplay. The GM's judgment and dissuasive power must lead the gameplay forward. Logical actions can only be prevented from happening through **confrontations** (see confrontations).

*Some pieces of equipment and upgrades have the keyword **action** in their descriptions. Those pieces of equipment and upgrades require the character to dedicate an action to use them. The Skill that should be used depends on the specific piece of equipment or upgrade.*

When it is not important to keep track the time that is passing, actions can be chained together one after the other. However, in situations during which timing is essential, an initiative round must begin and each character is only allowed to perform a single action per round unless he confronts other players or any other special rules apply.

Sometimes it will be hard to distinguish between a single action and a chain of actions very well linked. It is not the purpose of this rulebook to provide a list of specific actions, as in roleplaying games all the different kinds of things that occur in real life can happen and such a list will never be comprehensive enough. However, players should try to stick to a few guidelines to describe your actions.

Use only one verb to describe them. If you use the word “and”, you are probably trying to perform two or more actions linked to each other and you will probably need several turns to be able to do that. Here is a basic template to describe actions:

“I [verb] [preposition if needed] [target]”

*Example: I shoot the guard. I move behind cover. I dodge towards the door. I hack Ed's thermal visor. I reload my weapon.*

To keep the game realistic and organic it is allowed to move while performing an action, but the distance moved should be half or less of what you would move if the action was running and nothing else.

It is not recommended to resolve actions related to dialogue and deduction by using cards. In these cases, the best option for a deeper game immersion is to let each character play his role in order to obtain the information or agreement he needs throughout interaction with other players and NPCs. In case of not reaching an agreement, these situations can be resolved with a **Cunning** confrontation.

## OUTCOME OF AN ACTION

Depending on the final value of an action its outcome can be different and its effects might be avoided, improved or simply changed.

### Success

When an action's value is **higher than 0** if not confronted or higher than the value of the confronting action, the action takes place without other effects.

### Decisive Success

When an action is successful by **5 or more points**, some actions have improved effects as described in the relevant Skill or piece of equipment. Those actions that do not have an effect described for a decisive success will not be improved unless the GM finds a fitting effect for them.

### Critical Success

When an action is successful by **10 or more points** and the last card played for that action was a **court card**, the effects of the action are improved as described in the relevant Skill or piece of equipment, or improved as the GM sees fit if possible. The effects of a critical success should be double as good as the effects of a regular success.

*Example: Erica and John shoot at each other. After playing all their cards, taking into consideration all the action value modifiers, the final action values are 31 for Erica and 19 for John. Additionally, the last card played by Erica was a 13. Erica outperforms John by 12 points and the last card she played was a court card, so she achieves a critical success. She does twice the damage of her weapon to John. This represents a headshot or a shot to some other vital area.*

### Failure

Whenever a character fails an action, it is up to the GM to tell why and how. To keep the gameplay streamlined and fair there are a few guidelines for the GM to follow when incorporating failures into the story.

When a character fails an action but he has not been defeated by a critical success it is the norm to have the failed action simply fail. If it is a shooting action, the bullet misfires or misses its target. If it is a repairing action, the mechanic simply fails to repair it. If it is a hacking action, the hacker is not able to override the defences of the device or his rig momentarily fails.

However, when a character is defeated by a **critical success** the GM can get creative. If it is a shooting action, the gun could have cocked and the shooter cannot use it anymore until it is fixed or if the target was close to or wrestling with a friendly character the bullet could hit the other person. If it is a repairing action, the mechanic could have damaged the device even more and further repairing actions could be more difficult or impossible. If it is a hacking action, the hacker's rig might break down or be infected by a virus.

## ACTION VALUE

The action value is the numerical value of an action. There are several things that can modify the value of an action and its final value will affect the outcome of the action.



## SKILLS

All actions relate to a Skill. The Skill value is added to the action value. Additionally, if the skill value of a character is 0 he will suffer a **disadvantage** (-).

### Damage

Skill values are reduced by **one per damage** counter either physical or neural the character has to a minimum of 0.

## PLAYING CARDS

All actions relate to an Attribute. When a character performs an action he may play as many cards as the value of the Attribute he is using (see Adrenaline Rush for exceptions). He will add the value of those cards to his action value.

### Advantages & disadvantages

During a confrontation, the characters that have the **least advantages** will be in **inferiority** and see the maximum **number of cards** they can play **reduced by one**. In case of a tie, all characters will be able to play the normal amount of cards. The GM can also be affected by advantages or disadvantages. If a character that has already played a card sees the maximum number of cards he can play reduced below the number of cards he has played, he has to discard the last card he played.

Advantages and disadvantages can be gained through roleplaying or through elements like pieces of equipment or upgrades that grant them. Advantages represent some form of upper hand over an opponent; while disadvantages represent difficulties or hindrances a character can have when trying to perform an action.

A character can be considered in an advantageous situation when he is undercover and his enemy is not while shooting at each other, when his enemy is restrained, when he enters a room undiscovered and catches other characters with their guards down, when he is in a higher position than his enemy, etc. A character can gain advantage from several sources at the same time or even several advantages from the same source if the benefit it provides is very strong. There are so many

## Faith

## General rules

possibilities that it is the job of the GM to determine how and when to grant advantages or disadvantages to characters.

Each disadvantage cancels one advantage, and if the character has no advantages to be cancelled it gives one advantage to the character confronting him.

## The jokers

The deck of the GM contains the jokers from all the decks used by the players. These jokers can be played by the GM during a confrontation and they **turn the last card** played by the confronted character into a **card of value 0**. A joker card still counts towards the maximum number of cards the GM can play, and the card nullified by the joker still counts towards the maximum number of cards the character can play. If the character had not played a card yet, the effect is not applied.

# DRAWING CARDS

When a character performs an action he is subject to drawing new cards to his hand from his deck. There are two instances when this can happen and if both of them occur simultaneously only the most beneficial takes place.

## Playing with the ambience

If a character plays a card and the suit matches the environment he is in while performing the action he can immediately draw a card from his deck to his hand. This represents the character moving well in the environment in which he finds himself and therefore he gets less tired than normally.

Additionally, each character has affinity to a suit. When he plays a card that matches the ambience he is in and it is his affinity, he draws two cards instead of one and chooses one to keep in his hand. After he has chosen, he puts the other card back on top of his deck or his discard pile.

## Proficiency

Whenever a character plays a card with a value equal to or less than twice the value of the Attribute he is using, he immediately draws a card. This represents that the character is very capable in this area and the low effort corresponding to playing a low card does not tire him out. Proficiency is not applied if the action attempted by the character is not confronted by anyone.



## COLLABORATIVE ACTIONS

A collaborative action is a single action that is performed by more than one character. During a collaborative action all the players that participate play as a single character who can play as many cards as the character that can play the most cards and has the Skill value of the character with the lowest Skill value. All participating characters can play cards during a collaborative action. Additionally, they have one advantage for each character participating in the action after the first.

*Examples: two characters or more holding closed a door while a huge creature tries to open it to get to them; two characters operating a double-pilot spaceship through the debris of a space battle; several characters lifting a hurt companion to get him to safety, etc.*

## ADDITIONAL EFFECTS

Sometimes, characters might be carrying pieces of equipment or have upgrades that can complement their actions or change their outcomes. These elements can affect actions in different ways and their use must be used depending on their type.

### Passive

Passive elements are always in use and they always provide their additional effects to the actions of the character when they are applicable. Their use is not optional and their effects must be applied if at all possible.

### Activated

Activated elements can only be used simultaneously with an action performed by the character that owns them. Their effects still apply if the action fails. Only one activated element can be used during each action by each character.

### Instant

Elements with the keyword **instant** can be used at any time, even during another character's turn. Only one instant element can be used during each action by each character.



# CONFRONTATIONS

Confrontations are the key mechanic of the game. Most of the times an action has a chance of failure it will be resolved through a confrontation.

They arise when a character declares an action and whoever is affected by it declares he wants to act against it or the GM representing bad luck tries to force the action to fail. Confrontations always follow the same steps, regardless of their type.

1. A character declares an action and its target or targets if there are any.
2. The GM declares if she wants to confront the action.
3. All the characters that can declare a counteraction do so if they want.
4. All the characters that declared a counteraction declare the activated abilities they will use.
5. The initial character declares the activated ability he will use.
6. Inferiority is assigned to the character/s with the least advantages in the confrontation.
7. The player with the lowest action value plays a card from his hand.
8. Step 6 is repeated until no player can or wants to play more cards.
9. All successful actions are resolved.
10. The GM determines the failures of all other actions.

In order to keep gameplay streamlined, it is important that each participant of a confrontation says out loud the value of his action each time they play a new card. This way nobody is forced to calculate the value of the action of his opponent every time he plays a card.

## CONFRONTATION WITH THE GM

When a character performs an action the GM can confront him to try to stop the character from succeeding. During a confrontation with the GM, she counts as having the same attributes and affinity as the character she is confronting, and her opposition counts as an action for all resolution purposes. The GM does not have a Skill value but she does not receive a disadvantage for it. Additionally, she always has **2 advantages** that can be overcome as normal.

In these situations, the GM acts as bad luck or an accident happening. If the GM wins the confrontation, the action will be unsuccessful and it is recommended that she explains how the action failed. If she scores a critical success there can be an interesting or dangerous reason for the failure (see **failure**).

*Example: Edward is trying to infiltrate an enemy base when he finds a lonely guard at the end of the corridor, just in front of the door he must cross. The guard is unaware of Edward's presence so there cannot be a confrontation. Edward shoots at him with his silent weapon. Suddenly the GM plays a card from her hand, a 10, she has a wolf-like smile on her face. Edward looks at her distressed and they start a confrontation. If Edward wins the confrontation, he kills the guard without drawing any attention, but now he has a smaller hand of cards and his luck is compromised for future confrontations. If the GM wins the confrontation, it will be up to her to describe the failure: She could say that Edward's gun has a malfunction and he will be forced to fix it or find another way around the guard or she could say that Edward shoots but misses alerting the guard...*

## CONFRONTATION BETWEEN CHARACTERS

When a character is going to be affected by the action of another character and he is aware of it, he may decide to confront that action. He must explain what action he is performing as a countermeasure and determine what Skill and Attribute his action relates to. The countermeasure must be able to affect his opponent in a way that his action can fail or get the character into a position where the action he is confronting cannot reach him.

An action can affect its opponent in a way that his action fails by damaging him, damaging the equipment he was using or affecting his senses or capacities.

*Examples: A hacking action can be stopped by hacking rig that is being used to attempt the attack, or a character can be stopped from hitting his target by blinding him.*

An action can get the confronting character out of his enemy's reach by moving out of sight, dodging or getting behind cover when being shot, or turning off his device or moving out of hacking range if it is being hacked.

If there is conflict about the appropriateness of an action as a countermeasure in a confrontation, the GM must decide if it is appropriate or not before allowing the players to proceed with the confrontation. If it is not, the confronting character can attempt a different action or be affected by the action as normally.

*Example: Laura declares she will shoot at Mark. Mark resolves to dodge Laura's bullet by jumping behind a counter. Laura has Dexterity 2 and Ballistic 6, she can play two cards and an initial action value of 6; Mark has Agility 2 and initiative 5, he can play two cards and an initial action value of 5. Mark has the lowest action value and he must play first, he plays a 10, then Laura plays an 11. Mark must now play his second and last card before Laura plays hers. If Mark wins the confrontation Laura will miss her shot and Mark will jump behind cover. But if Laura wins Mark will suffer damage and he will not reach the counter, he will still be in plain sight next round.*

## MULTIPLE CONFRONTATIONS

If an action affects several characters, such as the explosion of a grenade, all the affected characters can confront that action. Every character affected by the action must decide if he will enter the confrontation or not before any cards are played. If the GM already confronted the action, it is also a multiple confrontation.

To resolve a multiple confrontation, calculate the final action values of all the characters involved and the GM if she participates. Calculate the successes or failures of all confronting characters individually against the character that performed the initial action and apply them according to the normal success rules. If the GM wins her confrontation, the action of the character she confronted fails regardless of its success against other characters. Note that even if that action itself is a failure, it still causes all actions with a lower value to fail.

If a character is at a disadvantage only against some of his opponents he can still play his last card, which will only modify the value of his action against those opponents that do not have advantage over him. Similarly, the effects of decisive or critical successes are calculated and applied individually against each opponent.

# INITIATIVE ROUND

Whenever **two or more characters** wish to perform an **action** simultaneously or slightly in advance to each other, an initiative round takes place. Each initiative round represents the 3 to 5 seconds during which characters rapidly perform actions trying to achieve something or outperform others.

Each character who wants to perform an action this **initiative round** lays a card **face-down** on the table. All cards are then revealed simultaneously and each character adds his **Initiative** to the value of the card. This determines the **initiative order** for the characters, from highest to lowest added total. Characters will take turns performing a single action each following the initiative order.

If two characters have the same initiative, the player characters always act first. If two or more NPCs have the same initiative it is up to the GM to choose which one goes first. If two or more players have the same initiative they can choose who goes first, and if they do not come to an agreement they must each tell the action they wish to perform to the GM and she will determine who gets to act first.

During an initiative round a character might be able to perform more than one action. Regardless of how many actions a character ends up performing, he is not allowed to play more cards while using an Attribute than its value during each initiative round, even if he uses the same Attribute for more than one action.

## Adrenaline rush

Whenever a character is affected by an action he can confront it following the Confrontations between characters rules. However, if this happens before his turn in the initiative order, he loses his turn for that round. A character can confront more than one action each round and that will not cause him to lose any additional turns.

## Waiting

A character can always choose to wait until the next character with the highest result in the initiative order has taken his action before taking his own action; he can do this several times letting any number of characters go first. If all characters choose to wait, they keep their card for the next **initiative round**. The only consequence is the passing of time.

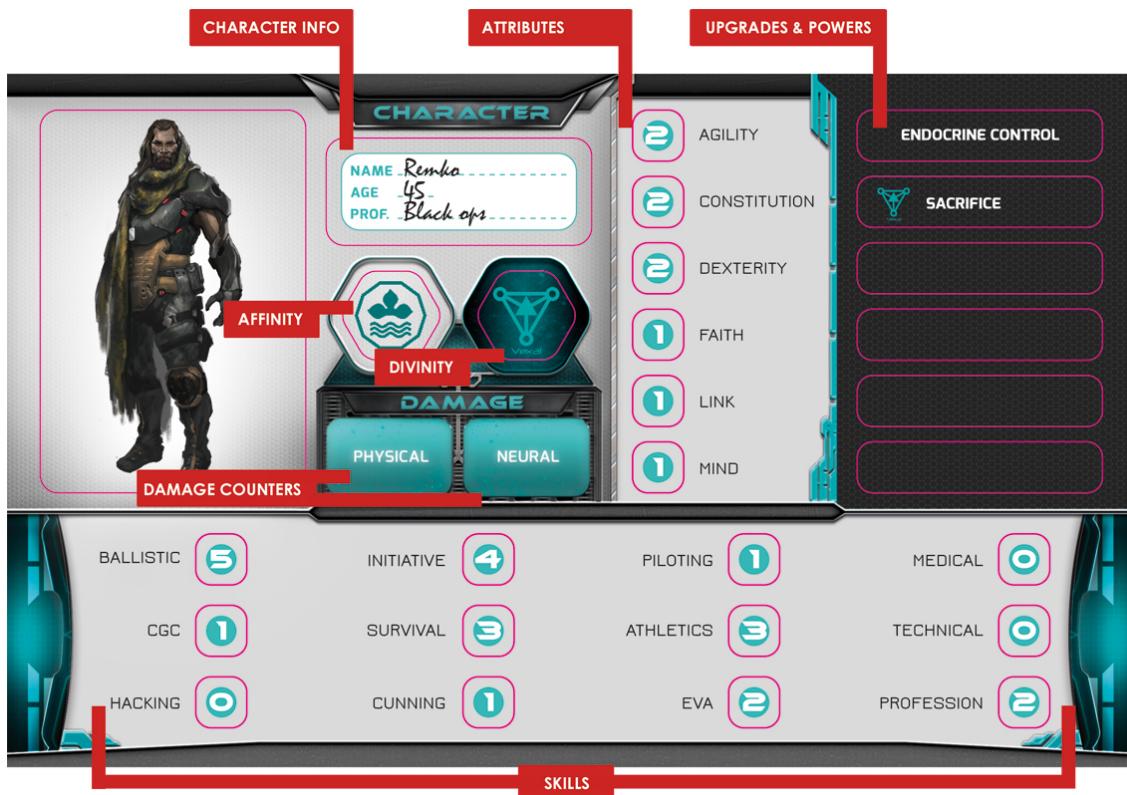
## Maintenance phase

After all characters have taken their turns and all actions have been resolved there is a **maintenance phase**. During it effects such as damage recovery are resolved.

If there are no initiative rounds taking place the maintenance phase is performed as often as the GM determines, but keeping in mind that usually an initiative round takes place in around 3 to 5 seconds.

If there is still conflict between the characters or new characters join the struggle a new **initiative round** begins.

# CHARACTERS



Characters have **attributes** (usually ranging from 1 to 3) that represent their capacities and establish the amount of cards the players can use during confrontations; and **skills** (ranging from 0 to 9) that represent their specific skillsets and add to their actions' values. Additionally characters may have **upgrades** that represent remarkable features like a cortex connector or a Divine upgrade granted by one of the gods.

However, characters are much more than a bunch of numbers that tell how good they are at something. A key part of character creation is coming up with the character concept. The character concept speaks about whom do you want your character to be. It can be a concept that you have been toying around with for a long time, a good idea that just came to you, a character inspired by a story you enjoy, or basically anything you want.

It is important for characters to have a desire or a goal that they want to achieve and could be used as the reason why they go on different adventures and get involved in all kinds of trouble. These goals should not be easily achieved and they should be established with the consent of the GM, allowing her to introduce it as part of the story. It is also important that the goals of all the characters in a group can take them in the same adventure; otherwise the group will feel divided.

It is usual for a group of players to spend an evening coming up with the stories of their characters and setting up their character boards, while the GM plots her storyline.

Think about what kind of character you would want to be if you had the chance to star in a 300 million dollar sci-fi film. There are no limits to the scope of a RPG.

## Creating your character

You should talk to the other players and the GM about the kind of character you would like to play and what kind of story you are going to be part of. This will help you decide the type of character you want to create. Reading the description of each species and the story of the universe of Faith can be really useful when making these decisions. If you want to learn about the game just by playing it, just pick the species you visually like the most and go with it. Once you have made your mind, follow these steps:

1. Choose the **species** of your character and the **gender**. Pick up the relevant character image and place it on your character sheet.
2. Choose the **affinity** of your character from those available to your species. Pick up the corresponding token and place it on your character sheet. The affinity represents the places where your character grew up or was training or the kind of place in which you feel at home.
3. Choose a **God** to follow. The God of each character has to relate to what kind of person they are and the GM has the final word on which God corresponds to a character after a player has described how he wants his character to be. Pick up the corresponding token and place it on your character sheet. Remember that during gameplay you might change your God's allegiance to another one if your character changes his path in life. Change the relevant token accordingly.
4. Establish the value of your character's **Attributes**. Set three Attributes at value 1 and the other three Attributes at value 2. Use the numbered tokens and place them on your character sheet.
5. Establish your **Skills**. Set one Skill at 5, another at 4, two at 3, two at 2, three at 1 and the last three at 0. Once you have chosen how to distribute your points, use the numbered tokens and place them on your character sheet.
6. Choose two valid **upgrades** and place it on your character sheet. You may not choose advanced upgrades at this stage.
7. Choose your character's **equipment**. *The credit system of the game has not yet been developed.* It is up to the GM to choose what can each character carry depending in the Profession value of each player. A character with Profession 0 will have a single item that could be a weapon or an object. A character with Profession 1-2 will have 2 to 3 objects and/or weapons. A character with Profession 3-4 is allowed to choose a lesser suit or a drone in addition to that. A character with Profession 5 can have a couple of drones or any suit in addition to objects and weapons.

## Advanced characters

If you want to play with an advanced character you can use these rules that will let you create a character with the experience of around 12-15 sessions of play with significant card use.

- Attributes: Set two attributes with a value of 1, two with a value of 2 and the last two with a value of 3.

## Faith

## General rules

- Skills: Set one skill at 7, another at 6, two at 5, two at 3, three at 1 and the last three at 0.
- Upgrades: Give the character four upgrades or three normal upgrades and an advanced one.

# HEALTH & DAMAGE

Characters have physical health and neural health. The **physical health** of a character is equal to twice the value of his **Constitution** and his **neural health** is equal to twice the value of his **Mind**.

There are two types of damage: Physical and neural. Each type of damage has its own token. To keep track of the damage your character has suffered, place the corresponding tokens on top of your character sheet.

Each counter of damage either physical or neural gives the character a penalty -1 to every Skill to a minimum of 0.

## Physical damage

Physical damage is inflicted by physical means: Weapons, tools, fists, etc. Each counter of physical damage counts as -1 to the **physical health** of a character. One physical damage counter can be discarded a week of in-game time after it has been suffered, unless you are **bleeding out**.

## Neural damage

Neural damage can be inflicted by means like divine powers, viruses, link attacks, neural weapons, etc. Each counter of neural damage counts as -1 to the **neural health** of a character. One neural damage counter can be discarded during each maintenance phase unless you received any neural damage that same round or you are **traumatised**.

## Armour

Characters may have means of reducing the damage they suffer. Some pieces of equipment or other effects provide their user or themselves with a value of armour. Whenever the character or piece of equipment is about to receive damage of any kind from an external source, he or it can ignore a number of counters equal to its armour.

# HEALTH STATES

Depending on the amount of damage a character has suffered he can be in three different health states or even dead.

## Normal

The health state of a character is normal for as long as he is not affected by any of the following states. A character in a normal health state can discard one physical damage counter per week.

## Bleeding out

## Faith

## General rules

A character is bleeding out when his physical health is 0 or less. Characters can perform actions and engage in confrontations while bleeding out. After performing the action they will immediately receive a physical damage counter.

NPCs will generally ignore characters that are bleeding out and do not perform actions until all other threats have been taken care of.

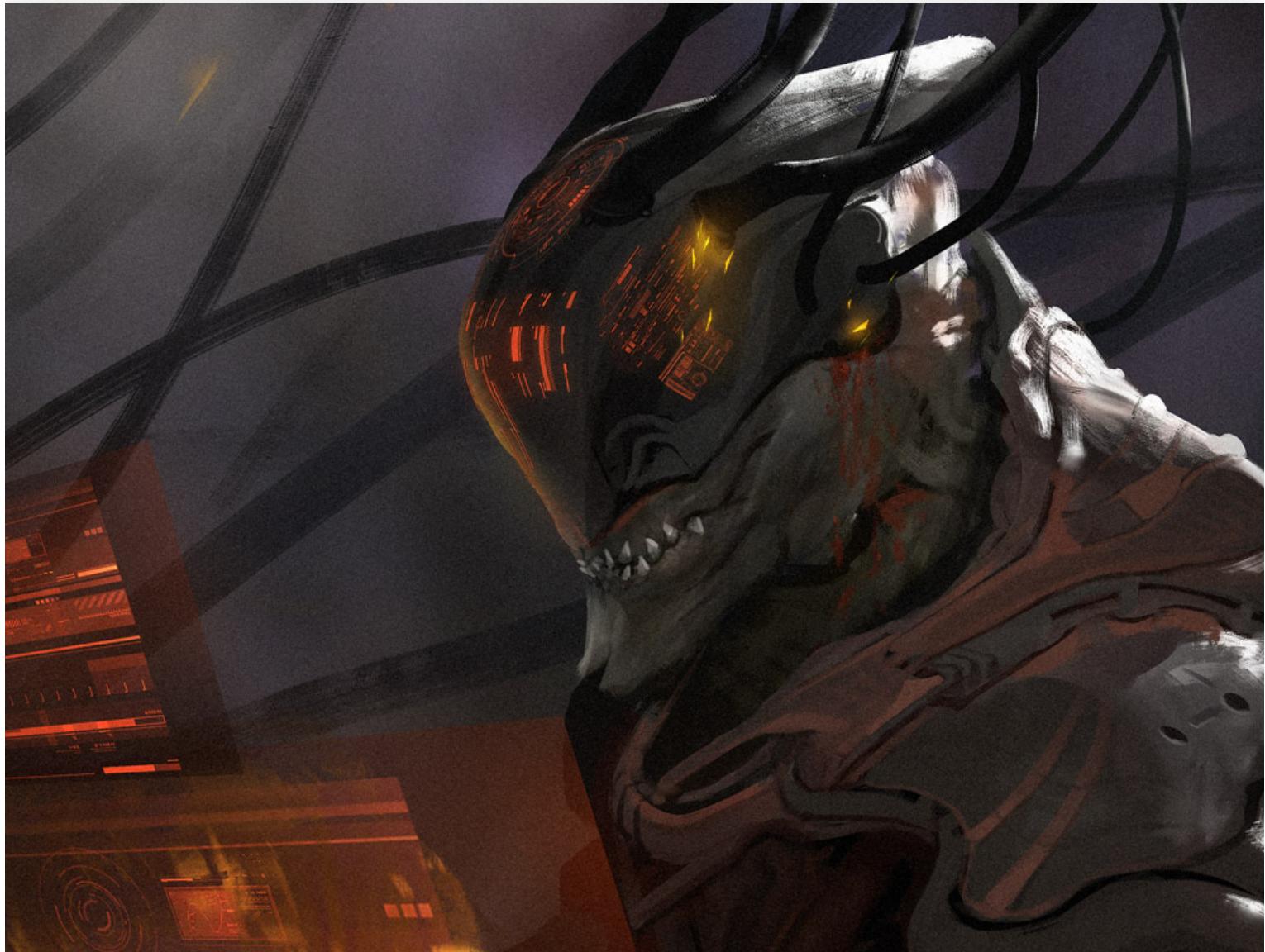
## Traumatised

A character is traumatised when his neural health is 0 or below. The character is unconscious and cannot perform any actions or use any equipment until he receives enough medical attention to discard all his neural damage counters. Also, he will not be aware of what is happening around him.

## DYING

If a character is **bleeding out** and **traumatised** at the same time he **dies automatically**. If at the end of a scene a character is bleeding out and he has not received First Aid he dies. Additionally, if he takes any further physical damage while **bleeding out** from external sources, **he dies**.

A character can also die of starvation, exposure to the vacuum of space, drowning, etc. The effects of these possibilities are left to the GM to determine.



## SPECIES' TRAITS

Each species of playable characters of the game has some unique traits that makes it different from the others. The different species should be played differently in a roleplaying level, but they also have some rules to help players make the differences between them more noticeable.

### CORVO

#### Technological

All Corvo characters start the game with a **Cortex connector** upgrade. This upgrade does not count as one of the technological upgrades a character can have and it does not occupy an upgrade slot.

#### Tail reflex

A Corvo character can use his tail to connect a single piece of gear to a Cortex connector. If he does so, he will have that piece of gear disconnected from his cortex connector every time he receives any kind of damage. It takes a turn to connect it again.

If the character was to receive neural damage because of a hacking action against the piece of gear connected with his tail or due to a failed hacking action using that piece of gear, that damage is reduced to half.

#### Attribute maximums

The evolution of the Corvo was towards a very utilitarian metabolism, adapted to life in space and survival with minimum resources. For this reason they are not very strong or physically capable. Their Constitution and Agility Attributes are limited to a maximum value of 2 each.

### IZ'KAL

#### Hyperlink

The Iz'kal have developed biological changes in their brains that allow them to communicate with each other and blend into a single mind. Every Iz'kal character can engage in a hyperlink with up to 5 other Iz'kal characters in a 30 meters radius. Engaging or leaving a hyperlink is **activated**. The other members of the hyperlink can refuse a character trying to join the hyperlink.

While in hyperlink the personalities of the members blend into a single one. The characters engaged in the hyperlink must democratically vote every decision and then followed by all of them. Characters can always be expelled from a hyperlink after a democratic vote or after not following a democratic decision.

Additionally, Iz'kal connected in hyperlink can choose to confront actions that target any other member of the hyperlink, even if they were not affected by the action themselves. They still need to declare a valid countermeasure to be able to do so. Multiple members of the hyperlink can use this effect at the same time.

If a character in hyperlink changes his health state to traumatized or bleeding out, he automatically leaves the hyperlink and every other character in the hyperlink receives one neural damage counter.

## Aquatic creatures

All Iz'kal characters innately know how to swim, even if they have never done it before. Iz'kal characters always have one advantage while swimming or diving. Additionally, they can hold their breaths up to 8 minutes per Constitution point while acting normally or twice as long if they stay still.

## Attribute maximums

The Iz'kal are first and foremost social beings, and they have not reached a technological development as advanced as the Corvo. Additionally, as a species that came from the water, their bodies are not built for land life. Their Constitution and Link Attributes are limited to a maximum value of 2 each.

## HUMANS

### Resourceful

If humans have one defining characteristic, it is their ability to find a way out of each and every situation. All human characters can draw up to 8 cards whenever they would normally have to draw up to 7 cards.

### Endurance

Humans are one of the most resilient intelligent species of the universe, and they have a privileged build that allows them to shine in physical tasks over other species. All human characters have one advantage when they perform an action using Athletics to represent their physical prowess.

## Attribute maximums

Although they are one of the best physically suited intelligent species of the universe, they are relatively young and their brains have not yet developed as fully as in some of the other species. Their Link and Mind Attributes are limited to a maximum value of 2 each.



# ATTRIBUTES

The Attributes of a character represent his capabilities and abilities to put effort into actions. Some actions might relate to more than one Attribute and others can relate to one Attribute in a specific situation and a different one in another situation. Players can argue which Attribute should be used for an action but the GM will always have the final word in such matters.

Attributes range from 1 to 3. Some effects can allow characters to improve Attributes even further, but an Attribute can never be reduced below 1. During gameplay characters can play one card per round for each point they have in the Attribute they are using.

## Agility

Agility represents the nimbleness of a character, its ability to move quickly and precisely. It should be used for actions involving movement of the body, such as dodging out of the way of a shot, climbing a wall or trying to outrun other characters.

## Constitution

Constitution represents the physical endurance and strength of a character. Constitution should be used in actions that test the strength or endurance of a character, like lifting heavy weights or running very long distances.

The **physical health** of a character is equal to **twice his Constitution**, and he can have as many **bio upgrades** as his Constitution.

## Dexterity

Dexterity defines the fine motor skill of a character. It should be used for actions involving manipulating things with the hands, such as carefully manipulating gear or equipment, aiming and recharging weapons or driving a motorbike through dense traffic.

## Link

Link represents the ability of a character to understand and interact with technology, especially electronic or digital. It is used whenever a character performs an action involving computers, networks, electronic devices or even digitally controlled spaceships or other similarly controlled vehicles.

A character can have as many **tech upgrades** as his Link.

## Mind

Mind represents the intelligence and ability to concentrate of a character, as well as his ability to perceive details and patterns. It is used when trying to remember something, diagnosing illnesses, coming up with the design of machines, or deciphering codes.

The **neural health** of a character is equal to **twice his Mind**. He knows as many languages as his Mind, and he can understand a little bit of as many additional languages as his Mind.

## Faith

## Faith

## General rules

Faith defines the ability of a character to connect or communicate with the gods. It represents the true conviction of believers and how far are they willing to go for their beliefs.

A character can have as many **divine upgrades** as his Faith.

# SKILLS

The skills of a character represent his capabilities and specific skillset. Skills range from 0 to 9. Having a high value of a skill means that the character is very capable in that area, and having a low value represents a rough knowledge of the subject. However, the biggest difference in Skill values lies between having points at all or not having any. A character with a Skill of 0 has absolutely no clue about how to behave in actions related to that specific Skill.

Every action performed by a character relates to a Skill representing his knowledge in the related area. If a character cannot find an appropriate Skill that relates to an action, he is not familiar with it and it is considered that his Skill value for that action is 0.

Each Skill can be used for different things and the Attribute that relates to it is not necessarily the same every time. Characters will have to select the most fitting for each action.

## BALLISTIC

*Most often used with Dexterity if the weapon is used with the hands or Link when the weapon is used through software.*

Ballistic is used to shoot and recharge weapons, throw grenades or other objects and generally manipulate shooting weapons safely. A Ballistic action can be forced to fail when taking damage and therefore it is a valid countermeasure against another Ballistic action.

### Damage

When a Shooting or Throwing action is successful, the target of the action - and all characters in the radius of effect if there is one- will suffer the damage specified by the weapon taking into account the range of the shot or throw or the distance to the point of impact if affected by an area of effect.

If a close combat action was a decisive success it will cause one extra point of physical damage and if it was a critical success, double the base damage.

## BALLISTIC ACTIONS

Ballistic actions include any action related to operating shooting or throwable weapons. Here we describe the most common ones.

### Shooting

When performing this action, characters have to declare their target and the weapon they are using before anything else. If the weapon has a magazine value, the character must discard the top ammunition token from its pile. If the action is successful, apply the effects of the type of ammunition used to the target of the action.

## Reloading

A weapon with a magazine value but no ammunition tokens on it cannot be shot until it is reloaded. To reload, characters must discard all the ammunition tokens left in their weapon and set a new pile of ammunition tokens. These tokens may be loaded in any order and they may be loaded using any combination of ammunition types compatible with the weapon.

## Throwing

Characters can throw almost anything they can lift. Throwing actions are resolved like Shooting actions. However, it will be the task of the GM to determine whether a character can or can not throw a specific object and what are the effects of that action. Only pieces of gear with the characteristic **Throwable** have specific rules to be used.

## Suppressive fire

When performing this actions, characters have to declare a small area like a door or a window as a target. A suppressive fire action spends the top ammunition token of the weapon used and allows the character to confront any action made by other characters in that area with a shooting action in later initiative rounds until he performs a different action or chooses a target outside that area for a shooting action.

# CLOSE QUARTERS COMBAT

*Most often used with Dexterity when trying to hit something or Agility when trying to block an attack.*

Close quarters combat (CQC) is used when you fight using close combat weapons or no weapons at all. You can confront any action taking place within your reach with a close combat action, even if it does not affect you directly.

## Damage

When a CQC action without a weapon is successful, the target of the action will suffer 1 point of damage. The attacker must choose if he causes either neural or physical damage when declaring the action. If the attacker has a higher Constitution value than the target, the target will suffer one additional point of damage. Successful CQC actions with a weapon will cause the physical damage specified in the weapon description instead. Improvised weapons will cause physical damage and/or give advantages to attacks as determined by the GM.

If a close combat action achieves a decisive success it will cause one extra point of damage and if it achieves a critical success, double its usual damage.

## CQC ACTIONS

When using the CQC Skill, characters have to choose one of two different CQC actions.

### Hitting

## Faith

## General rules

Using Dexterity, the character employs martial arts knowledge to deflect and inflict attacks. A successful Hitting action causes damage to its target.

### Grappling

Using Agility, the character employs speed and flexibility to gain the upper hand over his opponent while keeping himself safe. A successful Grappling action grants the character that performed an advantage over his target towards the next CQC action. However, it will not cause damage to its target unless it was performed with a CQC weapon with a Grappling damage value.

A critical success grants two advantages instead of one, or a similar effect like disarming its target or restraining him. The character must choose the effect he desires and explain how he achieved it. It is up to the GM to approve it or simply grant two advantages towards the next CQC action.

## HACKING

*Almost always used with Link when using software or with Mind when figuring out possibilities or implications.*

Hacking allows characters to disable or gain control over hackable devices and to stop other hackers from affecting their own devices. All devices with **Firewall** are considered **hackable**.

In all Hacking actions the character attempting the action is called hacker and the device targeted by the action is called target. To perform a Hacking action the hacker needs to be using a computer or **rig** and its target needs to be in **hacking range**. A device is in hacking range if:

- It is **physically connected** to the rig or computer.
- It is being **directly manipulated** by the hacker.
- It is in **LinkWave range** from the hacker's rig or computer.
- It is **connected to the same network** as the hacker.

### Firewall

Some form of software protects most hackable devices. The Firewall (FW) of a device will confronts any hacking action against its device with Hacking equal to its FW value and playing the number of cards specified in the description of the device or inside the FW icon if there is one, or as many as the GM determines otherwise.

Whenever a Firewall wins a confrontation, the attacking hacker suffers one point of neural damage per card played by the Firewall if he was using a **cortex connected rig** or that many ACS damage on its computer otherwise. Decisive and critical successes apply.

The Firewall of a piece of gear that belongs to a character plays cards from the top of the deck of its owner. Those cards are put at the bottom of the deck instead of the discard pile.

### LinkWave

Linkwave is a characteristic present in some pieces of gear that increases the hacking range of their controller. The hacking range around a piece of gear with LinkWave is a sphere of with a radius in meters equal to the number that follows the name of the characteristic.

## Faith

## General rules

Additionally, a device with LinkWave functions as a radar within its hacking range. It detects all the devices within that range without identifying them. They can be targeted by Hacking actions by the controller of the device with LinkWave, and once they are seen he will recognize them.

## HACKING ACTIONS

All hacking actions are automatically confronted by the Firewall (FW) of their target in addition to any other possible confrontations by characters. A Hacking action can only be confronted if its target or the character carrying it is using a **rig** or computer.

### Denial of service (DoS)

A successful DoS attack makes the target device fail whatever action it was performing. With a critical success the device cannot do anything for the rest of the round.

### Systems corruption

The target receives two points of ACS damage. Decisive and critical successes apply.

### Systems override

A successful override systems attack allows the hacker to gain control of some device, software or system that is not gear or a robot, such as a camera system, an elevator, etc.

### Formatting

Formatting a device gets rid of the effects of a hacking attack upon it. Additionally, all the information stored in it is lost. A hacker that has taken control over the device can confront a formatting action with a DoS.

### Sniffing

A successful sniffing attack will allow the hacker to read all the data stored in his target, be it code, video, audio or any other type of information. Sniffing can also be used to extract information from networks as a powerful form of online research. A critical success in the action will mean the hacker leaves no traces after accessing the information.

The attack is very fast and accurate thanks to partial-IA search engines and the information can be accessed in one turn. However, reading and understanding it takes longer. The amount of information a hacker finds will greatly depend on the target he accesses. Information does not travel in real time between star systems and some of them are very distant, therefore not all of them have the same information. It is very important that the GM considers what is best for the story when deciding how much information to give.

*For example: If you are connected to a network in a mining planet, it is probably just a net set up so the miners can communicate with each other and you will have very little information available. But, the most important aspect the GM should take into consideration when deciding how much information to give is what is best for the story. The research can provide you with any kind of information: text, pictures, videos, sensor feeds, software, etc. It could come from any source and while it normally is not important the GM could tell you where it came from if it is an interesting detail or if you are actually looking for the source and not the information itself. The sources can be online papers, websites, social networks, commercials, blogs, archives, databases, directories, online services, forums, chat rooms, internet caches, etc.*

## PILOTING

*Most often used with Dexterity when piloting vehicles with a wheel or similar, or with Link when using cortex connected or computer driven vehicles.*

Piloting allows characters to drive or fly any kind of vehicle, from a motorbike to a space freighter.

## CUNNING

*Most often used with Agility when hiding or being quiet or with Mind when used to lie or find out a lie.*

Cunning represents the ability of characters to hide, move silently or disguise themselves.

### CUNNING ACTIONS

#### Subterfuge

A Subterfuge action allows characters to move or perform simple tasks without being detected by other characters. It can also be used to confront Searching actions and avoid detection. A Subterfuge action can only be performed in appropriate places to hide. If other characters could not physically fail to sense the character performing Subterfuge, the GM can declare the action invalid.

Characters that are not actively searching for a character performing Subterfuge can discover him if there is a chance of them perceiving his presence. Compare his Cunning Skill with the Survival Skill of the characters that could sense him. If their Survival skill is higher they will suspect someone is there and they will be able to confront the Subterfuge action with a Searching action (see Searching). If they fail, they will consider it a false alarm.

#### Deception

Cunning can be used when characters attempt to lie convincingly, pretend to know something they don't or convince other characters of something if the action cannot be solved through roleplaying or if someone feels like the resolution given by role-play is not satisfactory. However, it is strongly encouraged to role-play all social situations without recurring to the use of this rule.

## SURVIVAL

*Most often used with Mind when figuring things out or Dexterity when crafting or gathering supplies.*

Survival represents how tough, crafty and self-sufficient characters are. It is used by characters trying to find things like food or resources in hostile environments, to orient themselves in a new location or to do things that they need to survive like building a shelter, knowing what to do when a hurricane comes their way or what type of food is edible. Additionally, Survival represents the perceptiveness of the characters.

#### Searching

## Faith

Searching allows characters to discover or spot other characters or objects. A successful Searching action allows the character to detect or find the target of the action. Knowing for certain that someone or something is in a specific room or area will grant an advantage to anyone Searching for him or it.

Characters may perform an additional action immediately after a successful Searching action. If the action requires a target, it has to be the same as the target of the Searching action.

## General rules

## EVA

*Most often used with Agility to move or Constitution when in free fall.*

Extra Vehicular Activity is the skill used to perform physical actions in 0-G environments such as spaceships or situations where characters are in free fall like parachute jumping. It replaces Athletic in 0-G. EVA allows characters to move the same distances Athletic does but in 0-G or free fall. The GM should keep in mind that the distances stated are mere guidelines and they should be adjusted to fit each particular situation.

*Voy a ver si acabo Characters in 0-G must keep in mind that everything works very differently in the absence of gravity, and simple things like shooting a weapon might become difficult and push them back spinning away from their position. They will also need to actively hold themselves to avoid floating around and they will be able to push themselves up, down, or in any other direction.*

## MEDICAL

*Most often used with Mind when diagnosing or treating a patient or Dexterity when performing a delicate surgery.*

Medical represents the understanding of medicine and science in general. It is used when restoring physical or mental health, treating poisonings or implementing biological upgrades.

In all Medical actions, the character targeted by the action is called patient and the character performing the action is called doctor.

The rules of this section are meant to be used for Medical actions performed in the field, often rushed or lacking adequate sanitary conditions and equipment. Medical actions performed in a hospital with proper equipment and supplies will be greatly sped up as determined by the GM, allowing the patient to recover completely in a matter of hours or even minutes.

In FAITH wounds are treated as NPCs, and they play cards to confront Medical actions from the top of the GM deck as one (See NPC). The wound always confronts the Medical action, playing as many cards as the number of physical damage counters on the patient up to three. Any further damage counters will provide one advantage each to the wound.

## MEDICAL ACTIONS

### Wound treatment

Wound treatment can be used on patients in a normal health state to hasten their healing process.

A successful wound treatment action will allow the patient to discard one physical damage counter per day at the beginning of each day. A critical success will allow the patient to discard up to two physical damage counters per day.

## First Aid

First aid can be used on bleeding out patients to contain his wounds. Only the physical damage counters that cause the character to be bleeding out are used to calculate the number of cards and advantages of the wound and the time it takes to perform the action.

A successful First Aid action stops a bleeding out patient from dying at the end of the scene. This effect is lost if the patient suffers additional damage or severe disturbances before receiving proper medical attention.

## Stabilize

Stabilize can be used on bleeding out or traumatized characters to bring them back to their normal health state. The procedure is long and can take from minutes to hours, as determine by the GM.

A successful Stabilize action takes away exactly the minimum damage counters needed so the character is back to the normal health state. Additionally a critical success provides the regular effects of a successful wound treatment action, while a critical failure could cause the patient additional damage as determinate by the GM.

If the patient is **bleeding out**, he can **forfeit limbs**, **Constitution** points or any combination of both to **decrease** the number of **advantages** of his wound by one per limb or Constitution point he forfeits. Similarly, if the patient is **traumatised**, he can forfeit **Mind** points to decrease the number of advantages of his wound by one per Mind point he forfeits.

The effects of losing limbs are set by the GM as she sees fit. Usually losing a limb will grant disadvantages or increase the time needed to perform certain actions.

# TECHNICAL

*Most often used with Mind when diagnosing or repairing something or Dexterity when performing a delicate task with small parts.*

Technical is used when repairing machines, robots, vehicles and other technological devices; understanding how unknown technology works, controlling robots, removing ACS damage from characters or adjusting suits. It is up to the GM to decides the time required for each Technical action taking into consideration the tools at hand, the pieces available, the difficulty of the task, etc. A critical success can see the effects of the action improved or the length of the action reduced as determined by the GM.

In all Technical actions the character performing the action is called Technician and the machine or device targeted by the action is called target.

## TECHNICAL ACTIONS

### Repairing

Repairing can be used to fix pieces of gear, remove ACS damage or remove damage from robots. If the target is very badly damaged or the technician is using scrapped parts the GM may grant disadvantages to the Technician. However, she can also grant advantages if the Technician

## Faith

## General rules

has the blueprints of the target, very fitting tool or just the right set of spare parts. Additionally, she can establish that something is impossible to repair. Sometimes a machine is just too damaged or it needs very specific components to be repaired.

### Designing & building

Technicians can always come up with their own designs and build them or build the designs of others. In a sci-fi setting the possibilities are endless and it is the job of the GM to determine what can be built and what cannot be built.

*Many things in the Universe of Faith are extremely complex and built in fascinating factories, such as robots, spaceships or even plasma rifles. However, there are many other things that Technicians can build in their very own garages and in a world full of digital information.*

### Operating robots

Robots can be issued commands by their Technician controllers. A Technician can control as many robots with a single action as his Link. Operating robots requires a device with LinkWave, radio signal or a network and the robots need to be within its range to receive the commands. Some robots allow their controllers to perform certain actions through them.

## PROFESSION

*Most often used with Mind when declaring a story detail or any other Attribute if the task relates closely to it.*

Profession represents the ability of characters in an area of knowledge or craft, and their position within the industry, their contacts and their prestige. Additionally, it determines the amount of **funds** characters have at the beginning of the campaign.

Characters can choose anything they can think of as a profession if the GM approves it. There is designated area in the character sheet to write the profession of the character. Characters can be anything from awarded filmmakers to pianists, astronauts, politicians or anything in between.

### Declaring story details

Players have the right to declare details in a scene for as long as they relate to their profession. For example, a character can claim that the NPC he is talking to is an old client of his if he is a businessman, he can claim to know where to plant a bomb to bring down a spaceship by looking at its blueprint if he is an engineer, he can claim that he brought rope and cooking tools all along when he is lost in some remote mountains if he is an explorer, etc.

To do this, characters must use their profession as the key element in their argument. The GM can veto any claims that seem out of scope or ask the player to revise them. If the argument is valid, the GM can confront the player and if she wins she must explain why the player failed to change the story detail.

# UPGRADES

The upgrades are the different enhancements that characters can get during the game. They help characters perform certain tasks better or give them extra abilities. Characters can prepare their bodies to receive a new upgrade by spending as many experience points as specified in the upgrade description. However, the upgrade itself must be acquired during the game. Additionally, Tech upgrades need to be installed by a technician, Bio upgrades need to be injected by a doctor and Divine upgrades must be granted by a God.

*The most respected clinics have wide catalogs of upgrades readily available for those who can afford body modification. However, there are many other places all around the Universe where shady doctors and self-taught technicians install upgrades of their own making. Some characters are able to build their own upgrades to improve their capabilities and many skilled technicians and doctors will create the most impressive modifications given enough time and materials.*

The number of upgrades of each type that a character can have is limited by his attributes. When a character gets a new upgrade installed or injected the new upgrade can replace one of his previous upgrades of the same type or occupy a new upgrade slot if the character has not reached the maximum number of upgrades of that type.

## BIO UPGRADES

The Bio upgrades are mutations and organic body modifications that can be integrated in the organism of the character. A character can have as many Bio upgrades as his Constitution. Injecting a Bio upgrade is a Medical action.

### Adaptable thermophysiology

**2 points. Activated.** The heat signature of the character will blend with the environment and will be indistinguishable from it. Additionally, the character can hibernate during periods of time of up to 1 week per Constitution point. During the hibernation the character does not need to eat or drink and he only needs half the regular amount of oxygen. Suffering damage or other extreme sensorial disturbances can wake a hibernating character up.

### Eidetic memory

**2 points. Passive.** The character remembers everything to what he ever paid attention. He might ask for reminders of any information given to him to the GM. Additionally, damage does not reduce his Skills during actions using Mind.

### Endocrine control

**3 points. Passive.** The character can draw a card every time he receives any amount of physical damage from an external source. Additionally, the character can ignore half his physical damage counters rounded down to calculate the value of his Skills.

### Fagociter

## Faith

## General rules

**1 point. Passive.** The character can eat anything organic. Additionally, he cannot be poisoned or affected by diseases. He can also choose not to be affected by a drugs or poison.

## Feature change

**3 points. Activated.** The character can restructure his facial and muscular features; change his skin, eyes and hair colour. He cannot change his general size or weight. The change process takes 5 minutes during which the character will look completely disfigured.

## Insomniac

**2 points. Passive.** The character cannot sleep but he does not suffer any consequences. He still needs both mental and physical rest, during which he can keep watch or perform simple tasks.

## Nano hooks

**2 points. Passive.** The character can support himself to a wall or ceiling with his bare feet or hands. His movement while suspended is reduced to half and he is still in plain sight unless otherwise concealed.

## Powered reflexes

**2 points. Instant.** The character can use this upgrade after establishing the initiative order. He suffers one point of neural damage and discards the top card from his deck to add its value to his initiative until the end of the round.

## Ungodly resilience

**2 points. Passive.** The character has 2 additional points of physical health.

## Chameleonic brain

**3 points. Action.** The character can change his affinity discarding a court card.

## Improved build

**4 points. Passive.** The character can increase one of his attribute limits by one point. The attribute still needs to be improved as normal. A character can only select this upgrade once.

## Ravager genome

**4 points. Activated.** The character can discard a court card to replace one of his Bio upgrades (including this one) with a different Bio upgrade. The mutation process takes 5 minutes during which the character does not have either upgrade. Improved build cannot be replaced using this upgrade.

## Tissue regeneration

**4 points. Passive.** The character can discard one physical damage counter every hour if he is not bleeding out.

## TECH UPGRADES

The Tech upgrades are pieces of gear that can be attached to the body of the character. A character can have as many Tech upgrades as his Link. Removed Tech upgrades can be installed in another character that spends an experience point or kept to be used later in the game. Creating a Tech upgrade is a Technical action and installing or removing it is a Medical action.

### Adaptable respiratory system

**2 points.** The character can breathe in any environment that contains oxygen, even under liquids. Additionally, he can ignore the effects of any strange substances in the air he breathes.

### Bionic arm

**2 points. Action.** The character has replaced one of his arms with a bionic limb. It looks organic but it can transform into another device. When he has the upgrade installed, the character must choose between a very easy to hide weapon, a CQC weapon, a multitool or a surgery kit. The bionic arm will be able to transform into the chosen piece of gear, which can later on be changed by a technician.

### Cortex connector

**1 point. Passive.** A cortex connector allows the character to use devices that require it. The device connected to the cortex connector can be changed in one turn. Each additional cortex connector after the first costs one extra experience point.

### Cortex transmitter

**3 points. Ghost.** The character can send and receive radio signals with his brain up to a thousand kilometres away. Additionally, his brain has LinkWave 50, which allows him to use the radar capabilities of Linkwave.

### Implanted processor

**2 points. Passive. Rig. Ghost.** The character has a rig in his brain with a physical connection in his skull. It counts as if it was cortex connected. Additionally, the implanted processor allows its user to understand instantly all data from online research and perform computer calculations as fast as any other computer, and it has Firewall 8 that plays 2 cards.

### Optical disruption device

**1 point. Activated.** The character appears as a blurry form to all detection devices. The only way of recognising the character with cameras or sensors is by employing powerful processors to analyse the recorded data. Additionally, all other characters attempting to target the owner of this upgrade will receive one disadvantage if they are not seeing him with their naked eyes.

### Bio sensor

**4 points. Passive.** The character has an array of implants that monitors the medical status, including heart rate, blood pressure, temperature and neural activity of those around him in a 10 metres radius. It can be programmed to wake up the character under the circumstances he chooses.

Faith

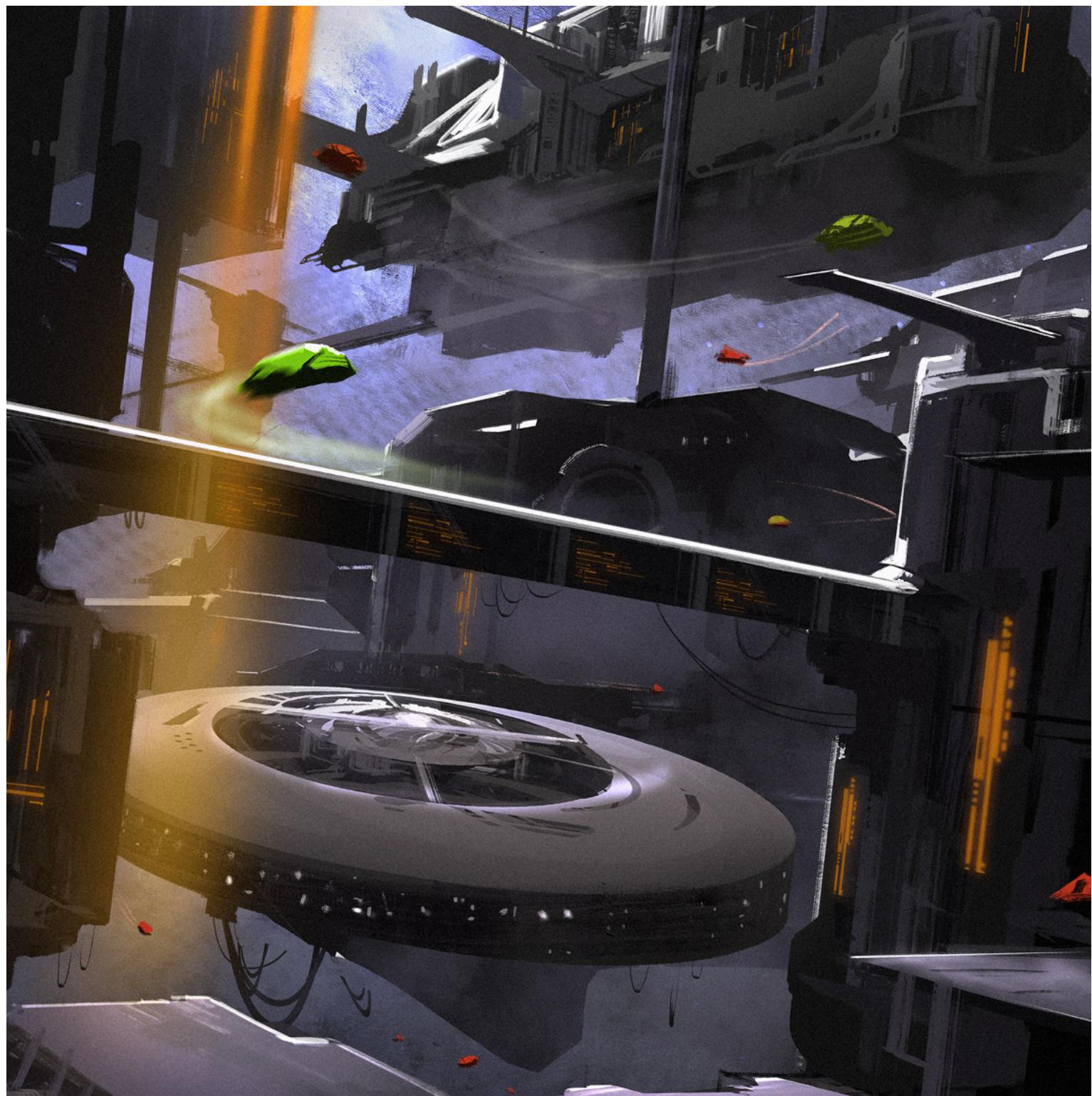
General rules

### Bionic spy glass

**3 points. Activated.** The character has a digital eye that can perform a x50 zoom, record pictures or video and switch between normal and infrared sight.

### Frequency inhibitor

**3 points. Passive.** The Firewall of all the cortex connected devices the character has have one advantage against hacking attacks through LinkWave.



## DIVINE UPGRADES

The Divine upgrades are powers granted by the Gods. They often allow characters to perform incredible tasks, but they come at a price: the character needs to follow the commandments of his god and will often suffer the consequences of employing a supernatural power. A character can have as many Divine upgrades as his Faith. The Divine upgrades can have different levels: I, II and III. Characters can use the levels equal or lower to their Faith from the Divine upgrades they have.

*The Gods of FAITH are fickle beings. However, it is not rare for them to pay attention to their most outstanding believers, since they are the source of their power and their only way to affect the Universe and try to mold it to their desires. Gods may grant powers to their believers if they like their behaviour, or withdraw their support if their believers betray their designs.*

When a character is using a Divine upgrade as the main part of his action and he is confronted, he must use his Faith attribute to resolve the confrontation.

In order to obtain a Divine upgrade, characters need to spend **two experience points**. All the other players with the settling decision of the GM will then vote whether or not the character has behaved accordingly to the commandments of his God. If a majority votes favourably or the GM decides to resolve in favor of the character anyways, he can then acquire a Divine upgrade from the list of his God.

**The Gods are described in the last section of the “The Universe” pdf.**

## LOSING THE FAVOUR OF YOUR GOD

Characters must follow the commandments of their God if they want to be able to use their Divine upgrades. It is up to the GM to determine if the roleplay of a player is following a good path and reward him or punish him accordingly.

If a character does not abide by the commandments of his God but does not actually break them he should not receive the benefits of his passive Divine upgrades and using his other Divine upgrades will cause him one additional point of neural damage.

If a character actually breaks a commandment he see his Faith temporarily reduced by one point, which might cause him to lose one of his powers until he recovers his Faith. The character will recover his Faith after one session without breaking any commandments. If a character breaks a commandment for the second time in the same session, he will lose one point of Faith permanently, along with one Divine upgrade if he had as many Divine upgrades as his Faith.

If at any point a character starts to show more connection to a different God, the GM can offer him to change his divine allegiance. He will lose all the powers from his previous God. If the act that makes him change Gods is significant enough (Like a Kaliva follower staying behind to cover the retreat of his team, abandoning himself to a certain death), the GM can give him any number of Divine upgrades from his new God, up to the same number he previously had.

## KALIVA

### The truth behind the mask

**Sustained.** One neural damage.

I- The soulbender can read the emotions of anyone whose Mind is equal to or lower than his Faith in radius of 5 metres. He can take additional points of neural damage to increase his Faith by one per point of neural damage until the end of the turn.

II- The soulbender can not be fooled by holograms, illusions or stealth devices, and he will be able to perceive tiny details that would elude most people.

III- The soulbender can read the memories characters in physical contact with him. If their Mind is equal or higher than his Faith, they notice.

### Deadly grace

**Passive.**

I- The soulbender can achieve decisive successes with 4 points instead of 5 and critical successes with 9 points instead of 10.

II- The soulbender can achieve critical successes with 8 points.

III- The cards numbered 9 and 10 from the deck of the soulbender will count as court cards.

### Survival of the fittest

**Passive.**

I- Whenever the soulbender performs an action against a target that has suffered more physical damage than him, the soulbender receives one advantage.

II- Whenever the soulbender confronts a character using a skill with a lower value than the skill he is using, the soulbender receives one advantage (The GM always has a skill value of 0).

III- Every time the soulbender achieves a decisive or critical success in a confrontation, he can draw one card.

### Extended awareness

**Passive.**

The soulbender is warded by Kaliva and almost impossible to catch by surprise. He can always confront actions against him, even if he is asleep or unaware, if they are performed by characters with the same Faith as him or less. If the opposing character has the same Faith as him, the soulbender will receive a disadvantage.

## Soulhunt

### Action.

The soulbender can mark any sentient being within his sight and up to 50 metres away without the target noticing.

I- One target. The soulbender can feel the presence of his target anywhere within the solar system. Additionally, he can feel how far his target is from him and in which direction it is.

II- One additional target. The soulbender can feel the mood and feelings of his targets, gaining some insights about them. He might be able to see some of their doings in his dreams, revealed fragmentarily.

III- One additional target. When the soulbender closes his eyes he can choose to see through the eyes of one of his targets. It will happen in real time, regardless how far the target is.

## VEXAL

### Unyielding resolve

#### Instant.

I- One neural damage. The soulbender can ignore all his physical damage counters until the end of the round.

II- One physical damage. The soulbender can discard two neural damage counters.

III- One physical damage. The soulbender can play one additional card during his current action.

## Planewalker

### Action.

The soulbender can move up to 2,5 metres per turn through any surface if he spends one entire turn in contact with it. He receives one neural damage each turn he moves through it. The soulbender cannot carry anything outside his body, including gear or clothes.

The consequences of getting stuck in the middle of something will be determined by the GM, taking into consideration the consistency of the material.

## Gravity shift

### Sustained. One neural damage.

The soulbender can direct the gravitational pull upon himself towards any surface up to 20 metres away for up to as many rounds as his Faith. If his Faith is 3 or higher it becomes **Instant**.

## Phantom

### Sustained. One neural damage.

## Faith

## General rules

The soulbender will not make any noise while moving and characters that are not looking for him do not see him unless he draws their attention. Characters with less Mind than his Faith cannot target the soulbender with their actions if they have other valid potential targets (not their own companions or neutral characters).

## HEXIA

### Altered reality

**Action.** One neural damage.

I- The soulbender can teleport up to 10 metres away in a straight and unobstructed line using his Initiative.

II- The soulbender can teleport 10 additional metres in the same conditions or gain one advantage towards this action.

III- The soulbender can teleport 10 additional metres in the same conditions or gain one advantage towards this action.

### Future sight

**Activated.** 1 neural damage.

I- You can confront any actions against you.

II- Anyone acting against you must play all his cards before you play any of yours.

III- Receive an additional point of neural damage. You gain one advantage in all your confrontations.

### Energy shield

**Activated.** Any amount of neural damage.

The soulbender can prevent receiving as many physical damage counters as neural damage he took during this turn.

## ERGON

### Vortex

**Action.** One neural damage per portal.

The soulbender can open up to two portals by throwing balls of energy from the palm of his hand to a flat surface. Opening a third portal requires closing one of the others. The portals can be up to 30 metres away from each other and the soulbender, and they have a diameter of 2 metres. All forms of matter and energy can travel through them. Characters can see clearly through them, and if only one is open, it looks like a ring of energy.

## Faith

## General rules

- I- The portals last one hour.
- II- The portals last one additional hour.
- III- The portals last one additional hour.

## Telepathy

### Passive.

The soulbender can send telepathic messages to anyone within his sight. Additionally, he can send telepathic messages to any Ergon believer within the same solar system.

## Judgment

### Instant.

- Two neural damage.
- I- The soulbender can pick any character within his sight that has just played a card. He can discard a higher card and replace the value of the played card with the value of the card he has discarded.
  - II- The soulbender can pick any character within a 50 metres radius.
  - III- The soulbender can discard lower cards as well.

## Psychometry

### Action.

Two neural damage.

The soulbender has visions of relevant associations from objects of unknown history by making physical contact with them. He can obtain information such as where the object was created, who brought it there, who has been in contact with it lately, etc. Once he has a vision he can not have another vision of the same object unless he increases his Faith.

I- The visions are blurry and chaotic, mixing images from the creation of the object until today. They show faces of characters that interacted with the object and some places where it has been.

II- The visions are clear and happen in chronological order. Additionally, they contain some words heard close to the object.

III- The soulbender can have visions from living and dead organisms as well.

## Overload

### Action.

Any amount of neural damage.

Everything in a radius of 5 metres from the soulbender receives twice as many ACS damage counters as the neural damage taken by him. If his Faith is 3 or higher it becomes **activated**.

## LEDGER

### Death of faith

**Sustained.** Two neural damage.

The soulbender can choose a character within his sight with equal or lower Faith than him. That character cannot use any powers granted by his God for as long as this effect is active.

### Madness

**Sustained.** Two neural damage.

All the characters with equal or lower Faith than the soulbender in a radius of 10 metres from him are affected, including himself and the GM. While this effect is active, nobody affected by it can use cards from his hand and must play cards from the top of his deck instead.

### Touched by chaos

**Activated.**

I- When he is declared the target of an action, the soulbender can discard the top card of his deck. If it matches the ambient, someone else will be targeted instead of him.

II- Critical successes against the soulbender are instead considered decisive successes.

III- The effects of damaging actions against the soulbender are halved rounding down.



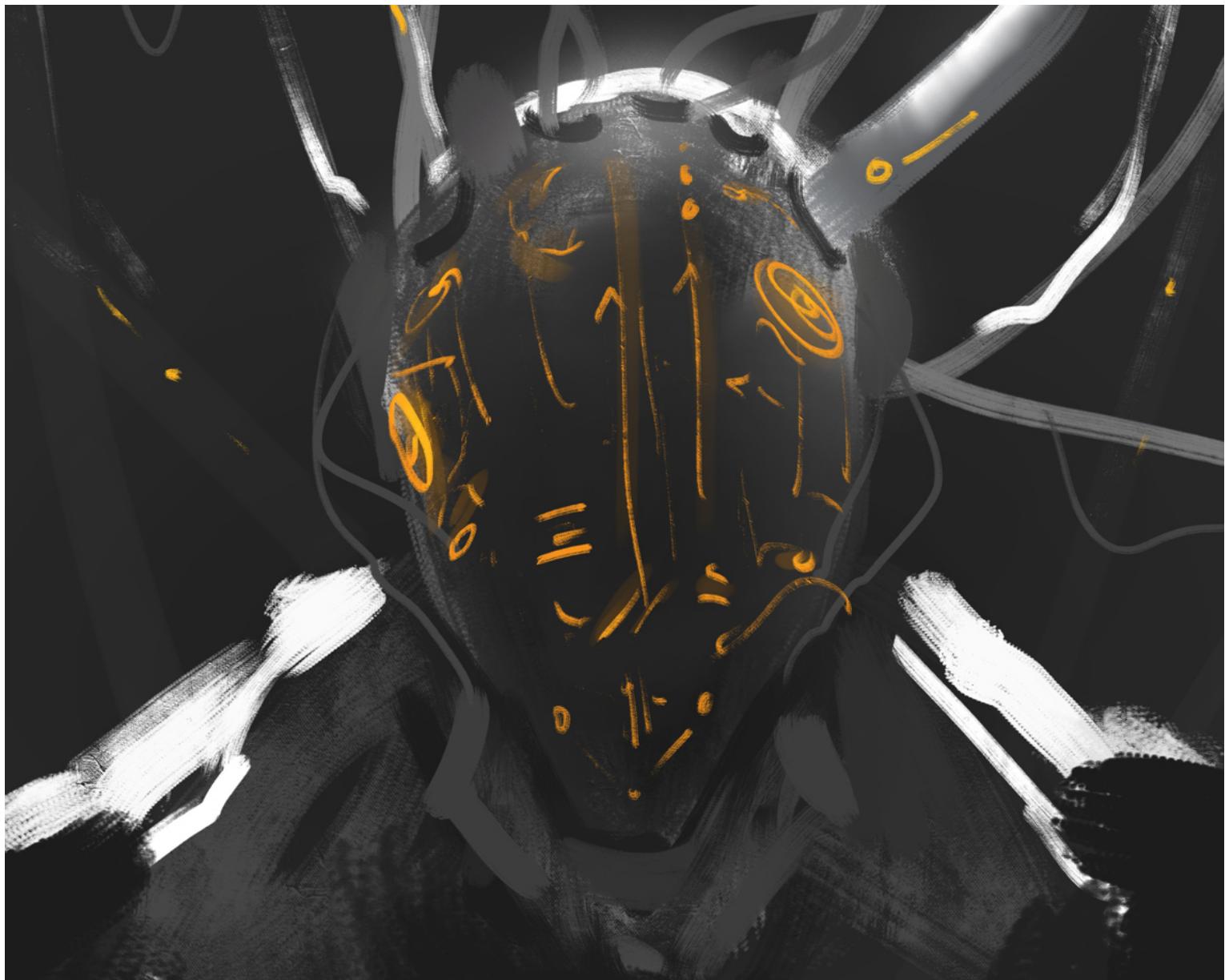
# GAINING EXPERIENCE

During gameplay characters will learn and change. The story will shape their personalities and their actions will teach them new skills or improve those they already had.

Once a player has drawn all the cards on his deck he will gain one point in two different skills. Have all players say out loud what they think the character has done best since he last gained any experience, and recommend in which skill he should be rewarded. It is a good moment to remember all the adventures the character has gone through. The GM will select two of the recommendations of the players or her own and the character will be able to add one point to those two skills.

Additionally he will gain two **experience points** before shuffling his discard pile. He can use them at any time to acquire **upgrades** or to improve **attributes**. Additionally, the GM can decide to award with an **experience point** to players that do something extraordinary or achieve important objectives without necessarily playing many cards. When this happens, the player that receives the point must shuffle his discard pile back into his deck.

Attributes have a cost on **experience points** of twice the level they currently have. Upgrades have different costs and each type has a different need.



# NON-PLAYER CHARACTERS

Non-player characters (NPCs) are controlled by the GM and are the key element of many stories. They can be friends, foes or neutral. While with some NPCs all interactions will be talking or trading, some of them might perform actions and take part in confrontations. The FAITH: Core Set includes a deck of 54 NPC cards ready to use, but the GM can always create her own for the story she is running.

When NPCs perform actions or take part on confrontations they play cards from the GM's deck and she decides the actions they will take. Whenever a NPC has the opportunity to play a card from the deck, the GM can decide to play a card from her hand instead.

During initiative rounds the GM will either draw one card from the top of her deck or play a card from her hand to establish the bonus to the initiative value of all NPCs for that round. NPCs do not use that initiative card as the first card towards their respective actions.

NPCs are affected by modifiers to their actions in the same way other characters do. Unless stated otherwise, all NPCs have Faith 1. Most NPCs do not have Attributes or Skills like other characters do. They have simplified values that can be used for most of their actions instead. NPCs do not have a limited number of cards they can play per round. It is recommended that NPCs only perform the same type of action once per round but it is up to the GM to use these characters as she sees fit to drive the story.



## NPC CARDS

**Physical skills** are Ballistic, Close combat, Cunning, Athletics and EVA.

**Mental skills** are Hacking, Survival, Medical, Technical, Profession and Piloting.

# THE GEAR

In FAITH, characters can carry and use any kind of gear they might find. Some of the most important pieces of equipment come in cards that contain all the important information needed to use them. However, we encourage players to create others if they find the need for it.

There are five types of gear cards: ballistic weapons, CQC weapons, robots, suits and objects. At the beginning of each section there is an example of a card to show how all the information is laid out in each type of card.



Some symbols contain a number inside, which always represents the number of cards that are played when it is used. Those cards are played from the top of the deck of the controller of the piece of gear.

## COMMON CHARACTERISTICS

Some pieces of equipment have common characteristics that only are described if there is enough space in the card. The characteristics that are only used in one of the types of card can be found at the beginning of each gear section.

**Cortex connected:** It requires to be connected to a cortex connector upgrade to be used.

**Easy to hide:** The weapon can be hid while wearing a jacket or similar piece of clothing.

**Ghost:** Hackable. It does not appear in LinkWave radars. It can still be hacked using other methods or through Linkwave if the hacker is seeing it with his own eyes.

**One use:** It can only be used once. Hand it over to the GM after it has been used.

**Very easy to hide:** The weapon can be hid while wearing regular clothes, even without a jacket.

## POWERED EQUIPMENT

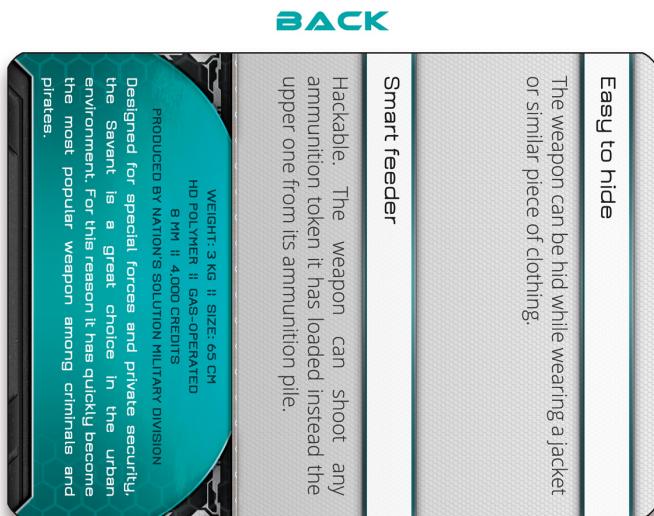


Robots, certain pieces of equipment and some characteristics have an energy value. All of them are considered powered. They stop working completely if they suffer as many ACS damage as their energy value. ACS damage can only be removed with a repairing action.



# BALLISTIC WEAPONS

Some ballistic weapons have magazines, whereas others have batteries and use electric energy to shoot. If a ballistic weapon has an energy value, its EM railgun, Neural weapon or Plasma weapon characteristics will be considered to be powered and have the energy indicated in the weapon card.



## CHARACTERISTICS

**EM railgun:** Hackable. Allows the weapon to shoot. The weapon has magazine 1.

*The electromagnetic railguns are built around a pair of parallel conducting rails that accelerate projectiles to incredible speeds. They are electrically powered and very slow to recharge, but their power makes them the preferred weapon of snipers and other long range operators.*

## Faith

## General rules

**Firearm:** Allows the weapon to shoot. The weapon is noisy and leaves traces of gunpowder and shells after each shot.

**Neural weapon:** Hackable. Allows the weapon to shoot. The weapon is silent and leaves no traces. Additionally, it ignores armour.

*Neural weapons shoot microwaves that affect the synapses of neurons, slowing them down. The targets of these weapons normally faint, but deep coma is not an unusual effect either. The Iz'kal military police uses neural weapons to control crowds and they are increasingly popular amongst criminals due to their untraceability.*

**Plasma weapon:** Hackable. Allows the weapon to shoot. The weapon is silent, but the plasma is slightly noisy and leaves a characteristic smell. Additionally, they ignore up to 2 points of armour.

*Plasma weapons use target-lock softwares to adjust their three lasers trajectory to meet at the target, when the lasers meet they induce a high-energy state into the gases around that point creating plasma and burning through even the toughest of steels.*

## RANGES

The distance to the target affects the effectiveness of weapons. Most weapons have two different ranges and a few specialist weapons have a third range.

**Close quarters (CQ):** Up to **20 metres**. The most common range indoors, inside spaceships or in dense urban areas.

**Standard distance (SD):** From **20 to 100 metres**. The range most characters can see clearly without magnifying devices. Most **firearms** can shoot further if the user employs a magnifying device but they will lose one point of damage and receive one disadvantage for every 50 additional metres.

**Long distance (LD):** From **100 metres to 5 kilometres**. The extended range of some sniper rifles. The weapon loses one point of damage and receive one disadvantage for every additional kilometre after the first 300 metres.

## AMMUNITION

All weapons can load one type of normal ammunition depending on their type. Some advanced weapons are also able to load another special type of ammunition.

### Normal ammunitions

Characters should use the normal ammunition tokens to represent these types of ammunitions.

## Faith

## General rules

**Standard (S):** The ammunition commonly used in firearms and EM railguns. The standard ammunition causes the physical damage specified in the weapon description.

**Neural (N):** The ammunition used by neural weapons. The neural ammunition causes the neural damage specified in the description of the weapon. Additionally, it ignores armour.

**Plasma (P):** One of the most dangerous ammunitions known in the Universe. The plasma ammunition ignores up to 2 points of armour and causes the physical damage specified in the description of the weapon.

## Special ammunitions

Characters should use the special ammunition token to represent these types of ammunition in the magazines of their weapons.

**Adhesive coil shells (ACS):** The ACS ammunition causes the **ACS damage** specified in the description of the weapon to a robot or piece of gear.

*Adhesive coil shells are small cells that stick to the target and rapidly deviate part of its power to themselves, creating a high electric current within their inner coil that melts the protective shell of the cell and sometimes manages to damage the electrical systems of some armours.*

**Explosive (E):** The explosive ammunition causes the **physical damage** specified in the description of the weapon.



# CLOSE COMBAT WEAPONS



## FIGHTING STYLES

Close combat weapons can be used in two fighting styles: Hit, using Dexterity and grapple, using Agility. Each weapon indicates the advantages (+) or disadvantages (-) it provides and the damage it causes for each fighting style.

## SUITS

Suits are full body wearable pieces of equipment. Each character can only wear one suit at a time unless specified otherwise. Most suits are normally tailored or adjusted to one character and putting a suit on or taking it off can take several minutes if the character is not used to it.

Some suits have an agility modifier that indicates the advantages (+) or disadvantages (-) the wearer has when using his Agility.

If a suit is somehow destroyed or rendered useless, all its effects and characteristics will stop applying immediately with the exception of the agility modifier that only will stop applying once the wearer takes the suit off.



## CHARACTERISTICS

Suits are built to be very resourceful and they all share certain characteristics:

- Vacuum protection with limited oxygen supply.
- -20°C to 50°C thermal protection.

Additionally, all suits have some **hackable** characteristics:

- Small energy core with long autonomy.
- Radio and network comms.
- Helmet and gloves torches.

# ROBOTS

Robots are very complex semi-autonomous pieces of gear that can operate either using their partial AI software or controlled by a technician. When a robot receives a command, it will do anything in its power to obey it until the task is completed or the robot is destroyed.

Robots play as NPCs under the control of characters, even players.

The structure (STR) value is the maximum physical damage and the maximum neural damage a robot can withstand before it stops working. Neural damage represents circuitry overcharge and it is discarded exactly like in a normal character. If a robot suffers as much physical or neural damage as it can withstand it will be deactivated until it is repaired and it will stop discarding neural damage.



## CHARACTERISTICS

Robots are usually very well built and they all share many characteristics. All the characteristics of robots are **hackable**:

- High definition camera, microphones and status sensors. All data is recorded and stored for one week.
- Cunning, Survival, and Athletics of value 3 that can play two cards.
- Light torch.
- Radio and network comms.
- Vacuum and atmospheric working capabilities.

## **OTHER ITEMS**

There are all kinds of objects that players can use in the Universe of FAITH, from rigs to grenades, passing through technical and medical equipment and all forms of tools. It is up to the GM and the players to make up their own objects, although many of the most usual yet interesting items are represented in cards.

The purpose of the object cards is to ease the immersion in the story and the use of the most interesting objects, not to be a comprehensive inventory of all the different items a character might have. For those reasons, the most common objects like light torches, phones, or simple clothes or tools are not represented in cards and it can be assumed that the characters have them without the need of a card to indicate it.

Characters in FAITH can carry and use any kind of gear you can think of. To make things easier and interesting some of the most important pieces of equipment will come in cards that contain all the important information and keep it at your fingertips. We encourage players to create others when they find a need for it.

There are four types of gear cards: weapons, robots, suits and objects. At the beginning of each section there is an example of a card to show how all the relevant information is laid out.

