Character Creation

Roll *1d12+1d6* for **PRW** (Prowess), **GUI** (Guile), and **ACU** (Acuity)

Roll *1d6* for starting **HP** (hit protection)

Roll *1d20* for starting **stubs**

10 stubs = 1 rode, round of cheap drinks
10 rode = 1 silver
1 silver = a decent wagon, a nice ring, a serviceable handgun

Dicework

Saves, the most common rolls, are used to avoid danger in risky situations. Roll *1d20* **under** or equal to the ability score the GM declares fitting. A 1 is always a success and a 20 is always a failure.

Most risks that necessitate a save bypass your **HP** in damage.

Attributes

PRW Saves are for:	Fighting, fortitude, and toughness
GUI Saves are for:	Persuasion, lying, subtlety, and reflexes
ACU Saves are for:	Confidence, mental clarity, and willpower

Inventory

A character has a default of 8 inventory slots, 6 of them are considered **backpack slots**, while the other 2 represent a character's **hand slots**

A character may equip a **belt** or **bandolier** to gain an additional 3 inventory slots

It requires an **Action** to take an item from the **backpack slots**, whereas an item in the **hand slots** or a **belt** or **bandolier** can be equipped freely, as long as the previously held item is dropped

If a character has all available slots filled, their **HP** is reduced to 0 until they drop something and take a **Short Rest**

Logistics

Short Rest	Resting for a few minutes recovers all lost **HP**
Field Rest	Resting for 8 hours recovers 1 point of each **Ability Score**
Full Rest	A week of downtime in a comfortable location restores all **Ability Scores**
Deprived	Someone deprived of a crucial need (food, water, warmth, shelter) cannot benefit from Rests
Fatigue	When a character gains a **Fatigue**, it fills up one of their inventory slots (player's choice of which slot, can't be a **hand slot**). Missing a **Field Rest** for any reason applies 1 **Fatigue** to a character, and they could also gain it in other ways through gameplay. Completing a **Field Rest** removes one fatigue
Bulky	Items marked as Bulky require two hands or significant storage. If you carry more than two Bulky items your **HP** is reduced to 0 until you set one down and take a short rest
Petty	Items marked as Petty don't take up inventory space

Combat

Turns	Turns are broken into sides, the Players and their allies being one side, and the enemies being the other. Player characters always go first unless surprised, in which case they must make a **GUI** Save to be allowed to act in the first turn.

Combat (cont)

Actions	The players can perform an action and move on their turn. The GM can determine whether the action requires a **Save** to be made. A common choice in battle is *attacking*
Attacks	There is no roll to hit, as attacks simply deal damage to the target. Roll the die indicated by the weapon used and subtract the enemy's **Armor** score from the result. The remaining value is applied as *damage* in the same way it would be applied to a player.
Morale	NPCs must make an **ACU** save to avoid being routed when they lose half their numbers. In organized groups only the leader makes this save, and if not each NPC rolls individually.

Tactics

Multiple Attackers	When more than one attacker targets an individual, all attackers roll together and only apply the highest roll as damage
Dual Wielding	When a character uses a weapon in each hand, roll twice and keep the higher number
Blast	Weapons marked with **Blast** do damage to any targets within the appropriate area. Damage is rolled for each target individually

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Tactics (cont)

Automatic	Weapons marked with **Automatic** roll their damage die twice, taking the higher result. However, if the highest roll is a 1 or 2, the weapon malfunctions and a character must spend an action to return its functionality.
Armor Piercing	Weapons marked with **Armor Piercing** ignore **Armor** completely when dealing damage
Impaired/Enhanced	Attacks that are hindered by cover, made while overburdened, or in some other way rendered ineffective roll a *d4* in addition to the normal damage die and keep only the lowest result. Attacks made against helpless targets or aided by a successful stunt of some kind roll an additional *d12* and keep only the highest result
Use an item	You can use any inventory item as a normal **Action**.
Retreat	Fleeing to safety under pursuit or fire requires a **GUI** Save and somewhere to escape to
Anything Else	Any **Action** that does not fall under the previous categories instead requires a **Save** for the character most in danger from the action

Consequences

Damage	When a character takes damage they lose **HP**. Once **HP** is depleted, the character is **wounded** ***and all further damage is applied to your*** *PRW* ***score. Each time your*** *PRW* ***score takes damage, you muse make a*** *PRW* ***save to avoid*** *Critical Damage**
Scars	When a character is reduced to exactly 0 **HP**, they take a **Scar**. Based on the amount of damage from the hit that caused this effect, take the effect for the equivalent value on the table to the right
Critical Damage	If a character takes **Critical Damage** they are so wounded that they cannot take further action until tended to by another character, followed by a short rest. If a character is left untended for an hour, they **die**.
The End	If your **PRW** Score is at 0, you are dead. If your **GUI** score is at 0, you are paralyzed. If your **ACU** score is at 0, you are catatonic.

Once a character dies, roll a new character or take control of a party NPC. The goal is to get players back into the game as fast as possible, with verisimilitude being a secondary concern.

Scars

1: **Battlescar**	A part of you is violently marked. Reroll your **Maximum HP** on a *d6* an keep the result if higher	Roll *1d6* || 1: Eye || 2: Cheek || 3: Neck || 4: Chest || 5: Stomach || 6: Hands

Scars (cont)

2: **Shaken Nerves**	You stammer and shake	After you take something to calm your nerves, reroll your **Maximum HP** on a *d6* and keep the result if higher
3: **Hobbled**	Reduced to a limp until fixed	
4: **Smashed Mouth**	You spit teeth and blood. You look a mess until you see a dentist	
5: **Bloody Mess**	You need stitches. You are **Deprived** until it's done by a Specialist.	Reroll your **Maximum HP** on *2d6* and keep the result if higher
6: **Punctured Organ**	A vital organ is in a critical state. If you take **Critical Damage** before seeing a Specialist you die.	If you get it seen to, reroll your **Maximum HP** on *2d6* and keep the result if higher.
7: **Maimed**	A part of you is torn off	Roll *1d6* || 1: Nose || 2: Ear || 3: Finger || 4: Thumb || 5: Eye || 6: Chunk of Scalp
8: **Torn Limb**	A random limb is torn off or in need of amputation	

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Scars (cont)		
9: **Splintered Mind**	You are **Deprived** until you spend a whole evening emotio-nally unloading	After this is done, roll *2d6* and replace your ACU score with the result.
10: **Shattered Ego**	You are dealt a humiliating blow	If you achieve revenge, reroll your **Maximum HP** on *3d6* and take the result if higher
11: **Fractured Skull**	Your limbs feel slightly discon-nected, and you have trouble recogn-izing yourself	Reroll your **GUI** on 2D6
12: **Doomed to Die**	You shouldn't have survived that. You have nightmares of your own death.	If you fail your next **Save** against **Critical Damage** you die horribly. If you pass, remove this effect and reroll your **Maximum HP** on *3d6*, keeping the result if higher.

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