Major Actions

Assist

You assist another character with their next test. When the character you are assisting takes their turn and attempts their task, you provide assistance (p.16). If you have not yet acted this round, you may give up your turn later in the round to assist an ally when they attempt a skill test.

Attack

Make a melee or ranged attack.

Command an NPC

If you have an allied NPC under your command, choose a single major action for them to take. If the action requires a test, then you automatically assist using your **CHA + Speech** (if the NPC is a person), **CHA + Survival** (if the NPC is an animal), or **INT + Science** (if the NPC is a robot).

Defend

You focus on protecting yourself. Make an **AGI + Athletics** test with a difficulty equal to your current Defense. If you succeed, add +1 to your Defense. For 2 AP, add an extra +1 to your Defense.

First Aid

You try to quickly patch the wounds of yourself or an ally. Make an **INT + Medicine** test, with a difficulty equal to the number of injuries the patient has, and increase the difficulty by 1 if you are trying to perform first aid on yourself. If you succeed, you can either 1) *Heal HP equal to your medicine skill*, 2) *Treat one injury*, or 3) *Stabilize a dying patient*.

Pass

Do nothing

Rally

You grit your teeth, catch your breath, and prepare yourself. Make an **END + Survival**, **CHA + Speech** test (or some other test you can justify to the DM) with a difficulty of 0, and save any Action Points you generate.

Ready

Describe a situation you expect to occur, and choose a major action you will perform when it does. If that action occurs before the start of your next turn, you may perform that major action immediately, interrupting other characters' actions as necessary.

Major Actions (cont)

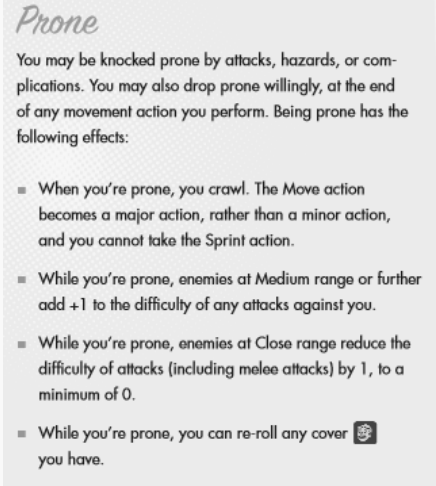
Sprint

Movement action. You move up to two zones, to anywhere within Long range.

Test

Do any other skill test (with GM permission).

Prone

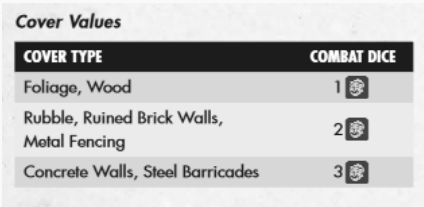


Prone

You may be knocked prone by attacks, hazards, or complications. You may also drop prone willingly, at the end of any movement action you perform. Being prone has the following effects:

- When you're prone, you crawl. The Move action becomes a major action, rather than a minor action, and you cannot take the Sprint action.
- While you're prone, enemies at Medium range or further add +1 to the difficulty of any attacks against you.
- While you're prone, enemies at Close range reduce the difficulty of attacks (including melee attacks) by 1, to a minimum of 0.
- While you're prone, you can re-roll any cover you have.

Cover



Cover Values

COVER TYPE	COMBAT DICE
Foliage, Wood	1
Rubble, Ruined Brick Walls, Metal Fencing	2
Concrete Walls, Steel Barricades	3

Misc Other Rules

Sneak Attack	If the enemy is unaware of you before you attack, the difficulty to attack them is reduced by 1 (to a minimum of 0), and your attack gains the Vicious damage effect if it did not have it already, or the damage is increased by +2 CD if it already has the Vicious damage effect.
Skill Tests Within Reach	Being in reach of an enemy is disruptive to ranged attacks and tests, adding +2 to the difficulty of **any test** that isn't a melee attack.

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Luck Uses

Luck Options Summary

LUCK SPEND	DESCRIPTION
Luck of the Draw	Add a detail to a scene
Stacked Deck	Use your LCK attribute for a skill test
Lucky Timing	Interrupt the normal turn order to take your turn now
Miss Fortune	Re-roll 1d20 or 3 per Luck point spent

Terrain & Environment/Lighting

Difficult Terrain and Obstacle Examples

TERRAIN	AP COST
Thick mud, loose sand, up stairs	1
Swamp, unstable rubble	2
Steep slope, fast-flowing water	3

OBSTACLE	AP COST
Up to waist-height/short jump	1
Up to chest-height/short jump with run-up	2
Taller than you/long jump	3

Environmental Conditions Examples

CONDITION	EFFECT
Poor Lighting/ Darkness	**PER** tests that rely on vision and all ranged attacks increase in difficulty by +1, +2, or +3, depending on the light level
Mist and Fog	**PER** tests that rely on vision and all ranged attacks increase in difficulty by +1 when the target is at Medium range or further.
Rain	Ranged attacks with Energy weapons, and Survival tests, increase in difficulty by +1 or +2, depending how heavy the rain is.
Radstorm	Any creature not in shelter suffers 2 radiation damage at the start of each turn.

Damage Effects

Burst

The attack hits one additional target within Close range of the primary target for each Effect rolled. Each additional target spends 1 additional unit of ammunition from the weapon.

Breaking

For each Effect rolled, reduce the number of CD a target's cover provides by 1, permanently. If the target is not in cover, instead reduce the DR of the location struck by 1, according to the damage type of the weapon—physical damage only reduces physical DR, for example.

Persistent

If one or more Effects are rolled, the target suffers the weapon's damage again at the end of their next and subsequent turns, for a number of rounds equal to the number of Effects rolled. The target can spend a major action to make a test to stop persistent damage early, with the difficulty equal to the number of Effects rolled, and the attribute + skill chosen by the GM. Some Persistent weapons may inflict a different type of damage to the weapon, and where this is the case, it will be noted in brackets, for example: Persistent (Poison).

Piercing X

Ignore X points of the target's DR for each Effect rolled, where X is the rating of this damage effect.

Damage Effects (cont)

Radioactive

For every Effect rolled, the target also suffers 1 point of radiation damage. This radiation damage is totalled and applied separately, after a character has suffered the normal damage from the attack.

Spread

For each Effect rolled, your attack inflicts one additional hit on the target. Each additional hit inflicts half the rolled damage (rounded down) and hits a random location even if a specific location was targeted for the initial attack.

Stun

If one or more Effects are rolled, the target cannot take their normal actions on their next turn. A stunned character or creature can still spend AP to take additional actions as normal.

Vicious

The attack inflicts +1 damage for each Effect rolled.

Minor Actions

Aim

Re-roll 1d20 on the first attack roll you make *this turn.*

Draw Item

Draw one item carried on your person or pick up an object or item within your reach. You may put an item away as part of this action.

Interact

Interact with your equipment or environment in a simple way, like opening a door, or pushing a button

Move

Movement action. Move up to one zone, to any position within Medium range. Alternatively, stand up from a prone position.

Take Chem

Administer a dose of a chem that you are holding, targeting yourself or a willing character within your reach. If you're not holding the chem, then you need to draw it first.

Hit Locations

Location d20	Humanoid	Quadruped	Flying Insect	Mr. Handy
1-2	Head	Head	Head	Optics
3-8	Torso	Torso	Torso	Main Body

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Hit Locations (cont)

9-11	Left Arm	Left Front Leg	Left Wing	Arm 1
12-14	Right Arm	Right Front Leg	Right Wing	Arm 2
15-17	Left Leg	Left Hind Leg	Legs	Arm 3
18-20	Right Leg	Right Hind Leg	Legs	Thruster

Injuries

Head (Optics)	You lose your normal actions in your next turn (though you may spend AP for extra actions as normal). Also, +2 difficulty to all tests that rely on vision.
Torso	Suffer 2 CD physical damage (ignoring DR) at the end of each of your turns.
Arm	Drop any object in that hand. The arm is broken or otherwise unable to move. You cannot perform any actions using that arm.
Leg (Thruster & Wings)	You fall prone. You can't sprint. *Move* is a major action for you.

Dying

When you reach 0 hp...
-Fall prone and start dying.
-Suffer 1 injury in the location hit.
-If the hit that brought you to 0 hp was a crit, suffer a total of 2 injuries.
-You can't regain HP from first aid - you must be stabilized first.
-Death save = **END + Survival** difficulty = your number of injuries. The complication range is 19-20.
--> If you succeed, you're still dying. If you fail, you're dead.
-Any further damage you receive gives an additional injury automatically (plus extra if it's a critical hit).
-If you're stabilized by another person's First Aid, you regain 1 hp but are unconscious.
--> When being stabilized, you can spend AP to heal 1 hp per AP spent.
--> You can also spend 1 AP to wake them up.

Weapon Qualities

Accurate

> If you take the Aim minor action before attacking with an Accurate weapon, you may spend up to 3 AP to add +1 DC per AP spent to the attack's damage. If you gain damage in this way, you may not spend ammunition for extra damage. A weapon cannot be both Accurate and Inaccurate.

Blast

> When you make an attack with a Blast weapon, you do not target a single opponent. Instead, select a single zone you can see, and make the appropriate skill test to attack, with a basic difficulty of 2 (adjusted for range as normal). If you succeed, every creature (and other damageable target) in that zone suffers the weapon's damage. If you fail, your misplaced attack is less effective: roll only half the weapon's CD to determine the damage inflicted to creatures in the target zone and ignore the weapon's normal damage effects.

Close Quarters

> A Close Quarters weapon is easy to use up-close, and suffers no difficulty increase for being used when within Reach of an enemy.

Concealed

> A Concealed weapon is small, or otherwise easy to hide on your person. Enemies do not spot a concealed weapon unless you're wielding it, or if they make a thorough search and succeed at a PER + Survival test with a difficulty of 2.

Debilitating

> The difficulty of any skill test to treat injuries inflicted by a Debilitating weapon increase by +1.

Gatling

> Ammunition is spent at ten times the normal rate by Gatling weapons: whenever you would spend one shot of ammunition, a Gatling weapon instead spends a burst of 10 shots. Whenever you spend ammunition to increase this weapon's damage, add +2 CD per ten-shot burst (to a maximum number of bursts equal to the weapon's Fire Rate), rather than +1 CD per shot.

Inaccurate

> When making an attack with an Inaccurate weapon, you gain no benefit from the Aim minor action. A weapon may not be both Accurate and Inaccurate.

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Weapon Qualities (cont)

Mine

When a Mine is placed onto a surface and primed, it becomes a dangerous object, inflicting its damage upon anyone who comes within Reach of it (and upon additional characters, if it has the Blast quality).

Night Vision

The sights of a weapon with Night Vision have been made to allow you to see more clearly in the dark. When you Aim with a Night Vision weapon, you ignore any increase in the difficulty of an attack due to darkness.

Parry

When an enemy attempts a melee attack against you, and you are wielding a Parry weapon, you may spend 1 AP to add +1 to your Defense against that attack.

Recon

When you Aim with a Recon weapon, you may mark the target you aimed at. The next ally to attack that target may re-roll one d20 on their attack.

Reliable

During each combat encounter, a Reliable weapon ignores the first complication you roll on a test to use that weapon. A weapon may not be both Reliable and Unreliable.

Suppressed

If an enemy is not aware of you when you attack with a Suppressed weapon, they do not notice the attack unless they are the target or they pass a PER + Survival test with a difficulty of 2.

Thrown

A Thrown (C) weapon can be thrown, as a ranged attack with an ideal range of Close. A Thrown (M) weapon can be thrown, as a ranged attack with an ideal range of Medium. You make an AGI + Throwing test to attack with the weapon, depending on the type of weapon.

Two-Handed

A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2.

Unreliable

When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

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