

Character Generation	
Attributes	Spend 18 dice across the seven attribs Minimum for each attrib is 1D, max is 5D
Skills	Spend seven dice on SKILLS. The max dice you can apply to a skill is 3D
Move	Base of 10 M per round
Body Points	AKA "HP" - if using this instead of Wounds, roll your STR dice and add the result to 20 Wounds - if using this,
Strength Damage	Drop the pips from your STR or Lift score, then divide the remaining die code by 2, round up. This is your STR Damage die code
Base Funds	3D
Character Points	Start with 5
Fate Points	Start with One
Advantages	Cost one creation die per rank of the Advantage See Page 17
Disadvantage	You gain one creation die per rank of the disadvantage. See page 27
Alien Species	See Page 42 for species packages
Cybernetics	At character creation you can take an augmentation which essentially reflects an Advantage, and costs as many dice at creation. You can also take them later with specific costs. See p45

Combat	
Initiative	Method 1: Whoever is making the most significant actions gets to go first Method 2: Roll on Perception, go in that order
Actions	One action (move, attack, etc.) per round For each additional action over the first one in the same round, you take a cumulative 1D penalty for the round. Ex. You move and shoot, both of those actions are at a 1D penalty. Another round, you move, shoot, then shoot again - every action that round is a 2D penalty
Waiting	Players may wait, but it costs one action

Character Improvement (spending Character Points)	
Cost to gain one pip in a NEW skill	Cost per pip = the number of dice of the matching attribute. Ex. You have 3D in knowledge, and want to add a pip in Languages. The pip will code 3 points
Cost to improve an EXISTING skill	Cost per pip = the number of dice you have in that skill. Ex. You have 4D+2 in Dodge. To gain another pip, it will be 4 character pts

Typical Difficulty Numbers/Ratings	
Very Easy	1-5
Easy	6-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-25
Heroic	26-30
Legendary	31+

Rolling Dice	
Wild Die	One of the dice from your pool should always be a different color, as it's your Wild Die (ex, you have 3D in fighting, so you roll 2d plus your third die will be a different color and be the wild die) If your wild die is a 6, it explodes and can be re-rolled until a 6 no longer comes up If your wild die is a 1, the GM may choose to negate your highest die roll in the pool, or keep all the dice but introduce a new challenge or complication If you only have 1 die available to roll, that die is a wild die
Spending Character pts to boost the roll	You may buy a bonus Wild Die by spending a Character Point



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Rolling Dice (cont)

Spent CP can be re-earned at the GM's discretion for doing cool stuff

Spending Fate Points on the Roll
Player may spend a Fate Point to double the base dice (attrib and skill, but not wild dice, weapon bonus dice, etc) they roll

Fate Points recover VERY slowly, based on the character's moral code, personality, etc. These are NOT Bennies like in Savage Worlds, they take quite a bit to regenerate.



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