## Core Rules

**Core Roll:** d20 + Skill Level and =>20 succeeds

## Chargen

**Starting skills**
- Set 10 skills to 6, 10 at 5, the rest are 4

**Adventuring Skills**

**Stamina** Roll 2d6+12

**Luck** 1d6+7

**Starting Talent**
- Roll 1d20 on each table starting on p16 and choose one of them

**Starting Career**
- P. 33. Roll a 1d4 to choose a table, then a d6 on that table. Do this 4 times, and decide which of those career's is your main career

**Starting Gear**
- Determined by Career

**Career Skills**
- You have 10 levels to spend in Career skills

**Career Skills p2**
- Some max at 10, some at 12. put a dash in 10, a cross in 12 to help you remember which maxxes out at what level

## Chargen (cont)

**Bonus Career Skill**
- You gain a special unique skill at the following level (Level = Average, rounded up, of the rating of the scores of the career skills granted by the career. This unique skill is named after your Career (ex, Assassin skill, Bodyguard skill, Diplomat skill) . This skill covers a broad range of actions, but they must be related to the Career itself.

**Weapon Damage Codes**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Size</th>
<th>Damage</th>
<th>Crit Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unarmed</td>
<td>1d6-2</td>
<td>Crushing</td>
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<tr>
<td>Small knife</td>
<td>small</td>
<td>1d6+1</td>
<td>Slashing</td>
</tr>
<tr>
<td>non-lethal, ex club</td>
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<td>large</td>
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<tr>
<td>Slug pistol</td>
<td>small</td>
<td>1d6+1</td>
<td>Piercing</td>
</tr>
<tr>
<td>Laser pistol</td>
<td>small</td>
<td>1d6+2</td>
<td>Energy</td>
</tr>
<tr>
<td>Slug rifle</td>
<td>medium</td>
<td>2d6+1</td>
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<td>Slug shotgun</td>
<td>large</td>
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<td>piercing</td>
</tr>
</tbody>
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### Weapon Damage Codes (cont)
- No matter what the Armor roll is, you always take one point of incoming damage on a successful enemy attack

### Surprise Attacks
- A full surprise attack, such as a sniper shot, knife in the back, etc, immediately reduces the target to 0 Stamina on a hit

### Generic Weapon Info

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## By tangobreaker

cheatography.com/tangobreaker/
Generic Weapon Info (cont)

- pulse gun: large, 2d6+4, crushing
- hunting needler: large, 2d6, piercing
- frag grenade: thrown, 2d6, energy
- concussion grenade: thrown, 1d6, crushing

Character Advancement

Earning Advances

1-3 advances determined by GM.

Spending Advances

You can only spend advances on Career Skills, on a 1:1 basis.

Because your Unique Career Skill changes based on averaging out your scores in your Career Skills, be sure to adjust it as needed when you spend advances on Career Skills.

Every time your Unique Career Skill goes up by 1, add 1 to your Stamina.

Combat Overview

Initiative

Each Side (PC and Enemies) rolls 1d6. Higher roll means that side (not just a single actor) wins init.

One PC or Enemy takes their action, then someone from the other side die.

Anyone from a side can "go" on a turn. Players should decide tactically who makes sense to go when.

Actions

You get ONE action per turn, movement is an action.

Combat Overview (cont)

You can move up to 2meters in combination with an action, without the move counting as an action.

Disengaging is an action, but is free and doesn't create opportunity attacks.

Movement

Ranges are Close, Nearby, Far Away, and Distant.

Characters can move one Range as their movement for the round (this is their one action for the round).

Critical Damage (hitting 0 or less Stamina)

- Reduced to exactly 0 Stamina
  - Roll 2d6, look up weapon's Crit chart and apply the result

- Reduced to below 0 Stamina
  - Roll 2d6, but at +1 for each point of Stamina Damage taken that takes the PC below 0. Ex, you have 6 Stamina, incoming attack does 8 damage, adding +2 to the Critical roll

- Currently below 0 and hit again
  - Always add the current negative score the PC has in Stamina to the Crit roll

- Pulling punches (melee)
  - An attacker can, if they realize the target will go below 0 on an attack, pull / reduce the damage so it puts the target right at 0

Healing

Catch your breath (30 mins)

Characters recover half their lost stamina as soon as they take half an hour to catch their breath.

Full healing

A good night's sleep will heal someone fully.

Critical Injuries

When downed by a Critical Hit (going to 0 or less Stamina) you can only recover by someone using their MEDICINE skill on you. Having a medkit grants a +5 bonus. The wounded person can try to heal themselves with a Med roll at -5. If med roll is failed, PC takes a penalty = to their current negative stamina until they get medical attention of a more serious level, such as at a hospital. So a PC at -4 Stamina would take a -4 on all rolls if the medicine roll failed them.

Adding a new Career

Cost

5 advancements to take on a new career.

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Page 2 of 3.
### Adding a new Career (cont)

- **Skill**
  - You buy all the new career skills with advancements, and you still cannot go over maximum limits (ex, Career 1 limits Skill X to 10, if Career to limits X to 10, you still can only max at 10, not 20).

- **Freeze**
  - All skills in your old career are frozen, that is, you cannot gain levels in skills of the old career.

- **Unique**
  - You always keep your old Unique Career Skill, but also gain the new Career's skill.

### Combat Rolls (cont)

- **Melee**
  - Melee is an opposed roll.
  - Attacker and Defender use the skill for the weapon they are currently using.
  - Winner of the roll does damage (so the defender can do damage!)
  - Whoever initiated the attack gets a +5 on their skill roll for that round.

- **Ranged**
  - Roll Attackers SMALL ARMS skill vs Defender's DODGE skill.

### Warp Glyphs (aka..magic) (cont)

- **Learning Glyphs**
  - The warp focus skill is used to manifest glyphs.
  - Player characters can learn a number of glyphs equal to half of their career skill in either the Warp touched or Warp lord careers.
  - Someone must teach the PC glyphs.

- **Types**
  - Each warp glyph listing notes whether a standard (denoted S) or opposed (denoted O).

- **Warp Bleed**
  - Rolling a 1 on Glyph use is a massive failure and causes bleed. Reroll the Warp Skill test, Success = nothing happens, Failure = roll on Warp Bleed table (p153), adding Stamina cost of casting the Glyph as a modifier to the roll.

- **Warp mutations**
  - Permanent Changes caused by warp bleed. Tables are on p.155.