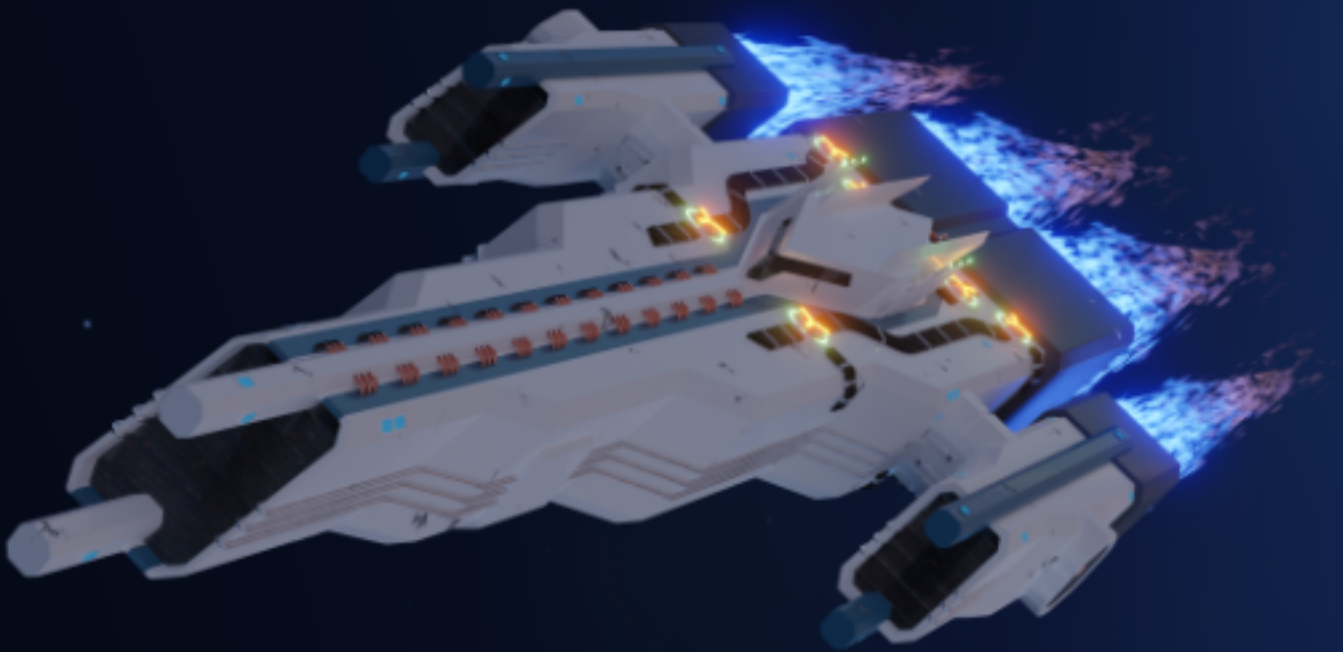


DICE ENGINE



CORE GUIDE

AN ANGEL DICE GAME

0.1.1

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The people listed here are the amazing, generous people who have supported this project during development.

Starships and Laserguns has cost a significant amount of money to create, form one-time payments for software to monthly fees for a website and the cost of artwork. So from the bottom of my heart, thank you to everyone who has supported me in creating Starships and Laserguns, I couldn't have done it without you!

PATREON SUPPORTERS

NoLateGame "Julien"
Rickgijs "Rick"
SugarPsycho "Luke"
Clowd Underwood
Tumchie

ONE-TIME DONATORS

NoLateGame "Julien"
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This Book is currently Preview Content and does not
Represent the look of the final product.

All artwork licensed from the Lead artist has been removed from
preview Content for legal reasons.

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ABOUT

Starships and Laserguns is a Science fiction Tabletop Role-playing game produced by Angel Dice Games and set in the “Terraverse” setting.

The Game Master

The game is played with a small group of friends. One person is designated as the Game Master. The Game Master (GM for short) is in charge of running the game. The other people are the players.

The Game Master is adequately described as being so powerful that they do not have stats, but I think this does a bit of a disservice to what a Game Master actually does. The Game master is the master planner behind everything, they run the game from start to finish. The Game Master’s job is to rationalise the world to their players. They describe the world and control characters not played by any player, the Non-Player Characters (NPC’s for short), if you will.

The Players

The Players are the people at the gaming table that brought nothing but a set of dice, character sheets and a willingness to role-play. The Players each control one character, over whom the Game Master has no control. The players characters (PCs for short) are the main characters of the story.

The Dice

The Dice are your best friends and your worst enemies. They can both help and hinder you. The Dice are rolled to see if your character is capable of performing some action that there is any question of their ability to perform.

The Die are both to be respected and feared. They are the true gods. It doesn’t matter if your Game Master has pitted your team against a single rat, if the dice are against you, the best thing you can do is run. But with that said, the opposite is also true. If you’re on a roll, maybe you *can* catch that grenade.

STATISTICS

Your character has a number of statistics that represent the physical and mental aptitudes of your character.

The statistics are broken down into four pairs: Talk, Think, Move and Body.

Talk

The Talk group contains the Charisma and Convince statistics, these are the statistics that you use when talking to other characters, hence the name. Convince is used to convince a character, regardless of if you speak the truth or not. Convince checks are often also called Con rolls. Charisma is the general likeableness of a character, Lower Charisma scores and rolls can lead to people taking a disliking to you, where higher charisma scores and rolls often lead to favours, friendships and give you an edge when you're talking your way out of that all too familiar situation with the local guards.

Think

The Think group contains Logic and Intuition. Logic represents your character's mental capacity overall. Low logic means a sluggish mind where higher logic implies fast moving thoughts. Intuition accounts for life experience. Knowledge is based on intuition as it denotes just how much you would know about the worlds around you from past experience. As a general rule, older characters tend to have higher intuition.

Move

The move group contains Agility and Dexterity. It is about the speed and accuracy with which you can manipulate your own body and react. Agility is used for larger actions, as well as for the majority of weapons. Dexterity is nimble fingers. Sidearms, daggers and other smaller weapons often use Dex. It's also used for controlling a number of vehicles where small movements have a large impact.

Body

Body refers to Strength and Endurance, the most self explanatory statistics. Strength is raw moving power, without fineness or accuracy. Strength is used for weapons such as War hammers and Battle axes. Endurance represents the toughness of your body. It is used when performing straining feats over a prolonged time and in resisting toxins and poisons.

FOCUSES

When you are asked to roll, your Game Master will tell you if there are any applicable focuses. If you have an applicable focus, you gain a bonus equal to the rating of that focus. As a player, you may also ask your Game Master if you can use a different focus when asked to roll. If you don't have an applicable focus, make the roll as normal, without adding a focus.

Focuses are non-combat bonuses and won't apply to attack rolls during combat encounter as they represent knowledge and skill in specific fields, not with weapons.

ROLLING DICE

Your character sheet will have a value on it listed for each stat. These should be between -4 and +5. These values will be generated during character creation.

The Dice

The dice you'll need are called d10's because they're 10 sided die. These die often come in pairs, which is good, because you ideally want two die, although one works fine, but rolling will take a little longer.

You may notice that some d10's have numbers from 0 to 9 instead of 1 to 10. For these die, the 0 represents a 10. You may also see a d10 die that has numbers from 00 to 90. These work the exact same way, the 00 represents 10, and the other numbers are simply 1 to 9. If you need to roll a "percentile die", you roll both of these together, adding them together.

You'll also need a d12 or two, a d4, d6 and d8. These are used for proficiencies and weapons damages.

If you pick up any regular set of TTRPG dice, you'll usually find a d4, a d6, a d8, two d10's, a d12 and a d20. This is usually all the dice you need, however, having a number of sets of these is often useful. And honestly, if you haven't started hoarding die yet... Sorry about the addiction.

When To Roll

One thing that can be most confusing for players new to the hobby, apart from the apparent maths workout you're getting, is when to actually roll.

Most of the time, your Game Master will call for a roll, often saying something along the lines of "okay, go ahead and make a perception check". You usually don't roll unless you are asked to by your Game Master. The primary exception to this is during combat, where you state what you're going to do, and then make the associated roll (if there is one).

Rolling

When you roll a stat, you take a pair of d10's and roll them together. This isn't a percentile roll, so each die's value is between 1 and 10.

After you have your value between 2 and 20, you add you stat value for the stat being rolled. After this, your total value will be between -2 and 25.

If you rolled a 10 or higher on one of your die, and didn't roll a 1 on the other die, then you add 2 to your value. This puts your total value between -2 and 27.

You may also have other "floating" modifiers applied to your roll based on what you are doing or have done. A ranged attack with a pistol for instance, may include an additional +1 bonus if you have taken an Aim action.

Your Game master will then tell you if you passed or failed the roll.

Criticals

A semi-critical success is when a character rolls a 10 or above one one of their die on a stat check or attack roll. This adds 2 to the roll and if the semi-critical success is on an attack roll, the attack deals 1 additional damage.

A super-critical success is when a character rolls a semi-critical success on both dice. This represents the best possible outcome. The effects of both semi-critical successes are applied first. On an attack roll, a character hits with a minimum of one degree of success, and all damage is doubled.

A semi-critical fail is when a character rolls a 1 on one of their die on a stat check or attack roll, this has no special effects.

A super-critical fail is when a character rolls a 1 on both of their die on a stat check or attack roll. This automatically fails the check or attack.

An Anti-critical is when a character rolls a 10 or above

on one of their die and a 1 on the other die. This has no effect as the semi-critical success and semi-critical failure cancel out.

Advantage and Disadvantage

If you roll a check with advantage or disadvantage, you roll an additional die on your check. If you are rolling something you have expertise in the additional die is a d12, otherwise it is a d10.

For advantage, you ignore the lowest die. For disadvantage, you ignore the highest die that you rolled. In both cases, you take the two remaining die and use those two as if they were your die rolls. This may sound strange, but it changes the statistics behind your roll to give you a bonus or negative without actually eliminating the possibility of rolling the maximum (or minimum) possible.

Advantage and Disadvantage stack, so that you can have multiple levels of advantage and disadvantage. They also cancel each other out. So a check that has 2 levels of advantage, and no disadvantage rolls 4 die and takes the highest 2 as its result, while a check that has four levels of disadvantage and one advantage rolls 5 die and takes the lowest 2 as its result.

Degrees of success

Certain rolls in the game use a system called "Degrees of Success". This mechanism quantifies how much your roll exceeds a Difficulty Class (DC) or a target's Defence Value (DV).

A "Degree of Success" is achieved by equalling or surpassing the DC or DV. If your roll matches the DC or DV exactly, you achieve one Degree of Success. For each point beyond this, you achieve an additional Degree of Success.

Sometimes, you might also encounter "Degrees of Failure". This is less common but still important. Degrees of Failure measure how much your roll falls short of the DC or DV. Each point less than the DC or DV counts as one Degree of Failure.

For Example, if you roll a 23 against a target's DV of 20, you achieve 4 Degrees of Success. The first Degree comes from matching the DV of 20, and the remaining 3 Degrees come from exceeding it by 3.

Meet is Beat

In Dice engine, successfully completing a task or overcoming an obstacle often involves meeting or exceeding a certain Difficulty Class (DC). This DC represents the numerical value you need to achieve on your roll to succeed. If your roll equals or surpasses the DC, you've successfully navigated the challenge. This principle applies regardless of the task at hand

Rounding up

In Dice engine, we always round up. Whenever you're called to halve a number or divide it in any other way that results in a fraction, round up to the next whole number, even if the fraction is less than one-half. This principle ensures you get the most from your rolls and contributes to a faster and more streamlined game.

Contested Rolls

In some situations, you may find yourself directly opposing another character's action or intent. In these instances, we use a mechanic similar to setting a DC known as Contested Rolls.

In a Contested Roll, the defending party sets the DC based on their roll plus any relevant modifiers. This represents the difficulty of the task or the level of

resistance the attacking party must overcome. The attacking party then attempts to meet or exceed this DC with their own roll, plus any relevant modifiers.

If the attacker's result equals or surpasses the defender's DC, the attacker succeeds. This reflects the principle that meeting a DC is considered beating that DC. If the attacker's result falls short of the defender's DC, the defender succeeds.

Unskilled Rolls

A lot of equipment that you'll encounter while playing will require you to have a specific skill to use. Attempting to use it without the skill will result in a penalty. When making Unskilled rolls, you do so with disadvantage. Additionally, if Focuses are applicable to the roll, you do not add them.

Any item that does not require a roll, such as Armour, simply does not allow you to gain any bonus from its use, but you still suffer all negatives. For example, if you are wearing Heavy Armour without the appropriate skill, you do not get to add your Agility to your DV as usual, but also do not gain the Armour's PA or EA.

CHARACTER CREATION

Before you can play, you first need to create your character. This section is about how you go about doing that. You'll also find yourself coming back to the end of this section during play as you increase your skills and abilities, because those are listed at the end of this part.

Character Idea

The first part of creating your character, is deciding what you want to play as. You ought to have a character idea in your head before you start listing down stats. Who do you want to be? What do you want to do?

Starting Points

You start the game with Starting points. These points (SP) can be spent on skills, credits or vehicles. These points cannot be kept after character creation.

You start with 1,000 SP.

Perks and Skills can be bought for SP at their regular price. This means the exchange rate is 1 SP to 1 XP. You cannot buy XP this way, only perks, stat increases or skills, thus, these do not count towards your XP or XP total.

Race

Once you know what you want to play, you should choose a race. List this in the race box on your character sheet. It is important that you do this first as some races generate their stats differently.

Your race may give you a special ability, perk or other bonuses, be sure to note these down.

Stats

You will need to create a number of stats before you can begin playing. Before doing this, it is important to know what Race you want to play as some races may have specific rules about generating stats. All of your stats start at 0, and can be increased by spending a number of SP equal to the Cost in the table to the left. Additionally, you may also drop stats below 0, and in exchange gain a number of SP equal to the Gain column of the table. You may spend a maximum of 250 points on your stats, regardless of any decreases to your stats.

Change	Cost
0 → 1	10
1 → 2	15
2 → 3	20
3 → 4	25
4 → 5	30

Change	Gain
0 → -1	25
-1 → -2	20
-2 → -3	15
-3 → -4	10

During character creation, you cannot use the *Improving Stats* section to increase the stats.

You may only have one stat at +5, the maximum, at the start of a game.

HP and Stun

At the beginning of the game, a character will start with 3 HP, and some stun. The stun that a Character starts with is determined by their race, but all Characters add their Endurance to their starting Stun.

Experience Points

You will develop a number of new skills and talents during the game. These are reflected in the XP that you gather and the perks and skills you buy with that XP.

XP

Experience Points (XP) are given out by your Game Master for completing tasks, winning fights and solving problems, among other things.

When you gain XP, it is noted down under both your XP and Total XP boxes on your character sheet. Your total XP never decreases, even when you spend XP. This is a measure of how much you have gained in total. When you spend XP to buy a skill, perk or increase a stat, then you decrease your XP by the amount listed as the cost of the Perk, Skill or stat increase.

Spending XP

XP from your current XP can be spent on perks and skills as well as increasing stats or used to buy additional HP or Stun. When you do this you must first be sure that you meet the prerequisites for whatever you buy. You then reduce your current XP, but not your total XP. Your current XP cannot go below 0, and you cannot buy something that would reduce it below 0.

PERKS

Perks are character options that can give you special abilities, advantage on certain rolls or more role play focused things. Perks can be both positives and negatives, although those often have a negative XP or SP cost. This means that you gain XP or SP when you take them.

If a perk has its cost listed in SP, that perk cannot be taken outside of character creation, however if the cost is listed in XP, then the perk can be purchased for the XP amount after character creation or the same amount of P during character creation.

Many perks have prerequisites that must be met before you can take them and You can only take each perk once, unless it states otherwise.

Perks come in a number of categories to make them easier to find.

If a perk has a negative SP or XP cost, and you choose to take that perk, you may later choose to buy off that perk by spending XP equal to twice the cost of the perk. Some perks however, cannot be bought off. These perks will state that they are permanent.

Perception

Perceptive vision

Prerequisites: None
Cost: 100 XP
You gain advantage on perception checks based on sight.

Perceptive Hearing

Prerequisites: None
Cost: 100 XP
You gain advantage on perception checks based on hearing.

Perceptive Taste

Prerequisites: None
Cost: 100 XP
You gain advantage on perception checks based on taste.

Perceptive Touch

Prerequisites: None
Cost: 100 XP
You gain advantage on perception checks based on touch.

Perceptive Smell

Prerequisites: None
Cost: 100 XP
You gain advantage on perception checks based on smell.

Vibration Awareness

Prerequisites: Vibrosense
Cost: 50 XP, 100 XP, 150 XP
By spending 5 initiative You cause a small vibration in a surface, and listen for the echoes. By doing this you increase your Vibrosense rating by 2 for the next 10 initiative. You cannot use this ability while moving, or doing anything else. You can take this perk up to three times, with the cost increasing to 100 XP the second time and 150 XP the third.

Slicer

Slicer

Prerequisites: One melee weapon skill
Cost: 250 XP
On a semi-critical hit with a melee weapon that deals slashing damage, the target must succeed on a DC 13 Endurance check or suffer Bleeding:[1].

Second Blade

Prerequisites: Knife fighting skill
Cost: 100 XP
While wielding a weapon that uses the knife fighting skill in your second hand, you gain a +1 to your DV. This bonus cannot be used with Martial Stance and is not added to your Surprised or Touch DV.

Extra Attack

Prerequisites: One Melee weapon skill
Cost: 100 XP
When you make a Melee attack, your next attack with the same weapon costs half of the initiative it usually would (Rounded down), as long as you spend 4 or less initiative between the two attacks. This second attack does not trigger this benefit again.

Assassin

Prerequisites: Agility 2 or higher and Dexterity 2 or higher
Cost: 100 XP
When you perform a takedown, your target has disadvantage on their Endurance roll.

Defensive Stance I

Prerequisites: Spears skill
Cost: 50 XP
When you take an attack action, you can choose to take a defensive stance. When you do so, all of your attacks for the next 15 initiative are made with a -1 penalty but your Normal and Touch DV gains a +1 bonus.

Defensive Stance II

Prerequisites: Spears skill, Defensive Stance I
Cost: 150 XP
When you take an attack action, you can choose to take a defensive stance. When you do so, all of your attacks for the next 15 initiative are made with a -2 penalty but your Normal and Touch DV gains a +2 bonus.

Offensive Stance I

Prerequisites: Scythes skill
Cost: 50 XP
When you take an attack action,you can choose to take a offensive stance. When you do so, all of your attacks for the next 15 initiative are made with a +1 bonus but your Normal and Touch DV gains a -1 penalty.

Offensive Stance II

Prerequisites: Scythes skill, Offensive Stance I
Cost: 150 XP
When you take an attack action,you can choose to take a offensive stance. When you do so, all of your attacks for the next 15 initiative are made with a +2 bonus but your Normal and Touch DV gains a -2 penalty.

Shield Render

Prerequisites: None
Cost: 50 XP
By spending 3 initiative you can attempt to make a shield rend against an opponent's shield if they are within 1 meter of you. When you do so you roll an opposed Strength check. If you succeed, the target of your shield rend cannot benefit from that shield for the next 10 initiative.

Brutal Swing

Prerequisites: hammer skill
Cost: 100 XP, 200 XP.
When you roll a semi-critical on an attack roll with a hammer, you deal an additional +1 damage. You can take this perk twice. When you take it a second time it costs 200 XP.

Momentum Master

Prerequisites: Quick Step II
Cost: 200 XP
After moving in a straight line for at least 4 meters, and then immediately making a melee attack; you gain a bonus to hit equal to the distance you moved, up to a maximum of your movement speed.

Blunt Force

Prerequisites: Hammer Fighting
Cost: 100 XP
Your strikes have a chance to daze opponents. On a semi-critical hit with a hammer, the target must pass a DC 13 Endurance check or take 2 initiative damage.

Reckless Abandon

Prerequisites: Axe fighting
Cost: 50 XP
You can sacrifice the accuracy of your swings for pure strength. When you make an attack with a weapon that uses the Axe fighting skill, you can choose to make a reckless attack. When you do so, you gain a -2 penalty to hit but you can add a bonus to the damage equal to the number of successes of the attack roll to a maximum of your Strength stat.

Lethal Edge

Prerequisites: Axe fighting
Cost: 250 XP, 400 XP
When you make an attack roll with a weapon that uses the Axe fighting skill, for any attack that hits a critical success can be declared on one die that is 9 instead of the regular 10. You can take this perk a second time for 400 XP to allow both die to declare critical successes on a 9 or higher.

Shield Bash

Prerequisites: Shield Skill
Cost: 50 XP
You gain advantage on shove actions while holding a shield.

Movement

Slow

Prerequisites: Agility +1 or higher
Cost: -75 SP
You do not add your agility modifier to your movement speed.

Light Step

Prerequisites: Agility +3 or higher
Cost: 50 XP
You don't trigger tripwires or pressure plates while moving at half speed or slower.

Untraceable

prerequisites: Light Step
Cost: 50 XP
While moving at half speed or slower, you don't leave behind tracks or traces of your movement.

Quick Step I

Prerequisites: Not Slow
Cost: 100 XP
Your base movement speed is increased by 1 meter.

Quick Step II

Prerequisites: Quick Step I
Cost: 250 XP
Your base movement speed is increased by 2 meters.

Natural Swimmer

Prerequisites: None
Cost: 100 XP
Your swimming does not cost double movement.

Natural Climber

Prerequisites: None
Cost: 100 XP
Your climbing does not cost double movement.

Safe Landing

Prerequisites: Agility 1 or higher
Cost: 25 XP
When you take fall damage, reduce that damage by your agility modifier to a minimum of 0.

Deadly Descent

Prerequisites: Safe Landing, One melee weapon skill
Cost: 50 XP
When landing from a fall that deals fall damage, you can choose to make a melee weapon attack against one target in range, spending the required initiative even if you are not the active player. If the attack hits, you deal bonus damage equal to your agility modifier.

Fancy Footwork

Prerequisites: Agility 2 or higher
Cost: 100 XP
You have unparalleled movement. You gain the ability to run onto, along, and up solid vertical surfaces during a movement action. At the end of your movement action if you are not standing on the ground, you fall.

Better Balance I

Prerequisites: Agility 2 or higher
Cost: 50 XP
You have advantage on agility checks to maintain your balance and are resilient to the prone condition.

Better Balance II

Prerequisites: Better Balance I
Cost: 75 XP
You can walk on narrow surfaces, such as ropes or beams, without making an agility check.

Pole Vault

Prerequisites: Strength 2 or higher and Agility 2 or higher
Cost: 25 XP
While holding a spear or similar long object, you are able to use it to vault over obstacles and gaps, effectively doubling your jump distance.

Evasion Dance

Prerequisites: Agility 3 or higher
Cost: 100 XP
Immediately after a character makes a melee attack against you, you may spend 2 initiative to move up to half of your movement speed. You may do this even when you are not the active player.

Underfoot Evasion

Prerequisites: Agility 1 or higher
Cost: 75 XP
You can move through spaces occupied by hostile characters provided they are at least one size category larger than you. You may not end your movement inside their space.

Carrying

Hauler

Prerequisites: Endurance 2 or higher, Not Lightweight
Cost: 100 XP
You are considered one size category larger for the purpose of inventory space.

Heavyweight

Prerequisites: Strength +2 or higher, Not Lightweight
Cost: 25 XP
Your lifting capacity is doubled.

Lightweight
Prerequisites: None
Cost: -50 SP
Your lifting capacity is halved, and you are considered one size category smaller for the purpose of inventory space.

Disabilities

Half-Blind
Prerequisites: Eyes.
Cost: -50 SP
You are blind in one eye. You gain disadvantage on all Perception checks based on sight. This perk is permanent and cannot be bought off after it is taken.

Half-Deaf
Prerequisites: Ears.
Cost: -50 SP
You are deaf in one ear. You gain disadvantage on all Perception checks based on hearing. This perk is permanent and cannot be bought off after it is taken.

Blind
Prerequisites: Eyes, Not Half-blind.
Cost: -150 SP
You are blind. You fail all Perception checks based on sight. This perk is permanent and cannot be bought off after it is taken. If your race gains this perk by default, you still get the additional SP at character creation.

Deaf
Prerequisites: Ears, Not Half-Deaf.
Cost: -150 SP
You are deaf. You fail all Perception checks based on hearing. This perk is permanent and cannot be bought off after it is taken.

Martial Arts

Martial Arts
Prerequisites: None
Cost: 25 XP, 50 XP, 100 XP, 250 XP, 500 XP
This perk represents your skill with martial arts. You gain a Martial Value that can be used in conjunction with other Martial Arts perks. See the Martial Arts table for this value. You can take this perk 5 times. Level of the perk has a different cost, listed in the Martial Arts table.

Level	XP Cost	Martial Value
1	25 XP	2
2	50 XP	4
3	100 XP	5
4	250 XP	6
5	500 XP	8

Martial Strike
Prerequisites: Martial Arts (any level)
Cost: 75 XP
You are trained in basic martial arts and have learnt to fight with your bare fists. You can make a Martial strike as a Light Attack without using a weapon. This attack can use your Strength or Agility Stat. When you hit with this attack, you deal bludgeoning damage equal to your Martial Value.

Martial Parry
Prerequisites: Martial Arts (any level)
Cost: 100 XP
Whenever a character hits a melee weapon attack against you, you can immediately spend 2 initiative to parry the strike, even if you are not the active player. Reduce the damage by your Martial Value, to a minimum of 0.

Martial Stance
Prerequisites: Martial Arts (any level)
Cost: 50 XP, 100 XP, 200 XP
Whilst you are not wearing armour, your Normal DV increases by 1 for each time you take this perk. You can take this perk a maximum of 3 times, but the cost increases to 100 XP the second time and 200 XP the third time.

Grapple Expertise
Prerequisites: Martial Arts (any level)
Cost: 50 XP
You excel at grappling techniques. When you attempt to grapple, add your Martial Value to the check.

Martial Throw
Prerequisites: Grapple Expertise
Cost: 150 XP
You can spend 5 initiative to throw a character you have grappled up to 2 meters, as long as they are the same size as you or smaller.

Counter Attack
Prerequisites: Martial Parry
Cost: 75 XP
After a successful parry, you can immediately make a Martial Strike against the attacker for 2 initiative. You can do this even if you are not the active player.

Meditative Recovery
Prerequisites: Martial Arts (Level 2 or higher)
Cost: 150 XP
If you meditate during a short rest, you recover stun points equal to your Martial Value.

Sweeping Leg Technique
Prerequisites: Martial Arts (any level)
Cost: 125 XP
On a successful Martial Strike, instead of dealing damage you can attempt to knock an opponent prone. If you do this, your target must make an Agility check with a DC equal to 12 + your Martial Value, falling prone on a failure.

Medic
Emergency Triage
Prerequisites: Medic Skill
Cost: 100 XP
You are skilled in field triage and can help stabilise dying characters quickly. First aid now costs 5 initiative.

Improved First Aid
Prerequisites: Medic Skill
Cost: 150 XP
First aid grants advantage to the next two death checks instead of just one.

Battlefield Transfusion
Prerequisites: Medic Skill
Cost: 100 XP
Can perform a blood transfusion on the battlefield. You can spend 10 initiative to use medical supplies to grant a dying character an automatic death check success.

Optimised Recovery
Prerequisites: Logic 2 or higher, Medic Skill
Cost: 100 XP
Shorten the recovery time for unconscious allies by half.

Emergency Protocol
Prerequisites: Medic Skill
Cost: 250 XP
Upon seeing an ally fall unconscious, spend 1 initiative to move up to half your speed towards them, even if you are not the active player.

Pain Resistance Techniques
Prerequisites: Medic Skill
Cost: 200 XP
You are pain resistant and have advantage on Endurance checks to remain conscious when you take damage at 0 stun.

Overwatch Medic
Prerequisites: Intuition 2 or higher
Cost: 200 XP
You can assist you allies recovery during a short rest. You can expend one of your stun die, rolling it to recover stun for an ally.

Emergency Resuscitation
Prerequisites: Medic Skill
Cost: 300 XP
If a character fails all three death checks while you are within 1m of them, you can make an Intuition + First Aid check. The DC of this check is 15. If you succeed, you are able to stabilise the character. If you fail, they die.

Surgeon

Field Surgeon
Prerequisites: Surgeon Skill
Cost: 300 XP
You can perform a quick field surgery to restore 1 HP on an allied character during a short rest. A character can only benefit from this once per long rest and a character that benefits from this, cannot recover HP on their next long rest. This uses one rating of Medical Supplies.

Critical Care
Prerequisites: Surgeon Skill
Cost: 350 XP
Double the effects of medical supplies used on characters with 0 HP or Res.

Endurance Booster
Prerequisites: Surgeon Skill
Cost: 200 XP
Apply treatments to give another character a +2 bonus to their roll to restore HP during a long rest. You can only do this once per long rest.

Repair Technician

Tech Medic
Prerequisites: Mechanic Skill, Medic Skill
Cost: 50 XP
You can use Medical supplies to attempt to repair Resilience with reduced effectiveness. When using medical supplies to replace Repair supplies, you must use twice as many medical supplies.

Enhanced Repair Kit
Prerequisites: Mechanic Skill
Cost: 200 XP
You can repair 2 Resilience instead of 1 when using repair supplies.

Advanced Resilience Repair
Prerequisites: Mechanic Skill
Cost: 400 XP
Once per long rest, you can repair one Resilience during a short rest, using Repair Supplies.

SKILLS

Skills are the abilities that characters can choose to buy for SP or XP. These allow a character to properly use different weapons, armour and tools. You may note that there are not very many skills. This is because many skills are setting-specific and will be listed in the appropriate setting module for the setting of your game. It is best to also check the skills available for your specific setting.

Melee weapons

Knife Fighting

Prerequisites: None
Cost: 25 XP
You are trained in fighting with combat knives, throwing knives and daggers.

Sword Fighting

Prerequisites: None
Cost: 50 XP
You are trained in fighting with swords, rapiers and Katars.

Scythe Fighting

Prerequisites: Agility 1 or higher
Cost: 50 XP
You are trained in fighting with combat Scythes.

Spear Fighting

Prerequisites: None
Cost: 50 XP
You are trained in fighting with spears and javelins.

Hammer Fighting

Prerequisites: Strength 1 or higher
Cost: 50 XP
You are trained in fighting with war hammers.

Axe Fighting

Prerequisites: Strength 1 or higher
Cost: 50 XP
You are trained in fighting with axes and tomahawks.

Armour

Shields

Prerequisites: None
Cost: 50 XP
You have trained with a shield and can effectively use one in combat.

Light Armour

Prerequisites: None
Cost: 50 XP
You have trained with light armour and it does not impede you in combat.

Medium Armour

Prerequisites: None
Cost: 50 XP
You have trained with medium armour and it does not impede you in combat.

Heavy Armour

Prerequisites: None
Cost: 50 XP
You have trained with heavy armour and it does not impede you in combat.

Vehicles and Mounts

Riding

Prerequisites: None
Cost: 25 XP
You have spent time learning how to ride animals and can do so without disadvantage.

Pilot Land Craft

Prerequisites: None
Cost: 25 XP
You have learnt how to control Land Vehicles and can do so without disadvantage.

Pilot Water Craft

Prerequisites: None
Cost: 25 XP
You have learnt how to control Water Vehicles and can do so without disadvantage.

Tools

Navigation

Prerequisites: None
Cost: 25 XP
You have learnt how to navigate using the equipment available to you, and are trained in the use of Navigation Tools.

Medic

Prerequisites: None
Cost: 75 XP
You are capable of first aid and caring for the injured. You can use Medical Supplies without risking injuring yourself or your allies.

Surgeon

Prerequisites: Medic
Cost: 150 XP
You are a trained surgeon. You can use Surgical supplies to attempt surgery when required.

Mechanic

Prerequisites: None
Cost: 50 XP
You are capable with mechanical tools and are able to perform basic repairs without risk of damage.

Chef

Prerequisites: None
Cost: 50 XP
You are a capable cook, able to use Cooking Tools to make food consistently.

Forgery

Prerequisites: None
Cost: 50 XP
You are trained to spot the finest details of a forgery. You can attempt to create falsified documents using Forgery Tools without difficulty.

Lock Picking

Prerequisites: None
Cost: 50 XP
You are able to use Lock Picks and other burglary equipment to attempt to open locks without breaking them.

PROFICIENCIES

Proficiency allows you to replace one of the d10's on your roll for a stat with a d12. Expertise allows you to replace all d10's with d12's.

Proficiency in any stat costs 200 XP.

Expertise in any stat costs 500 XP. You must have Proficiency with a stat before you can take Expertise and you cannot take an Expertise at character creation.

IMPROVING STATS

A character's stats can be improved by spending XP to do so. The cost of improving a character's stats is based on their current stats value. The lower their

Change	Cost
Negative → Negative	
Negative → 0	50
0 → 1	100
1 → 2	150
2 → 3	200
3 → 4	300
4 → 5	500

stats, the cheaper they are to improve. If a character's stat is negative, the stat only costs 50 XP to increase by one point. If the stat is a Zero it costs 100 XP to increase by one point, and so on as shown by the table to the left.

It costs a total of 2,100 XP to raise a stat from -4 to +5, which is the biggest possible change.

IMPROVING STUN & HP
To improve survivability, characters may spend XP to increase their stun. When you do this, you gain 4 additional stun, and a 1d6 Stun Die. Your GM may allow you to instead roll your new Stun Die to determine how much your Stun increases by.

Increasing your Stun like this costs XP. Each new rank costs 50 XP more than the previous. The first rank of additional Stun costs 100 XP.

A character may also Increase their HP by spending XP. As characters are permanently killed if their HP is reduced bellow 0 HP by an amount equal to their maximum HP, it is often worth spending XP to increase your HP.

To do this, a character spends 25 XP for 1 additional HP. Every time a character increases their HP, the cost of additional HP doubles.

FOCUSES

When you are asked to roll, your Game Master will tell you if there are any applicable focuses. If you have an applicable focus, you gain a bonus equal to the number of times you have taken that focus. The number of times you have taken a focus is called it's rating. If you don't have the focus you're asked to roll, make the roll as normal.

Increasing a focus's rating by 1 point costs 50 XP

Customs

This focus is used for your knowledge of the differing customs. Often used when dealing with higher class individuals, or travelling to distant lands.

Trade

This focus is used for your knowledge of the various traders in your local area and trade routes.

Crime

This focus is used for your knowledge of crimes, how to commit them, and how to get away with it.

Underworld

This focus is used for your knowledge of the underworld in both your local area, as well as in a more general sense.

Tactics

This focus is used for your understanding of strategic maneuvers, both in and out of combat situations.

Crafting

This focus is your knowledge and understanding of how things are made. It won't help you make things directly.

Exploration

This focus is your knowledge and understanding of the wilderness, navigation, and survival strategies.

Stealth

This focus is used for your understanding of how to move quietly, hide effectively, and avoid detection.

Medicine

This focus is your knowledge and understanding of how to treat wounds and illnesses.

Cooking

This focus is your knowledge and understanding of preparing meals and identifying edible plants and animals.

Perception

This represents your knowledge and understanding of investigative techniques, such as gathering clues and questioning, as well as your ability to spot things happening around you.

Academics

This focus is used for your knowledge of academic disciplines like history, literature, and philosophy.

Performance

This focus is your knowledge and understanding of the arts of acting, dancing, and other forms of public performance.

History

This represents your knowledge and understanding of past events, historical figures, and ancient cultures.

Security

This focus is used for your understanding of physical security measures, such as locks and traps.

Cartography

This represents your knowledge and understanding of creating and interpreting maps.

Agriculture

This represents your knowledge and understanding of farming, animal husbandry, and crop cultivation.

Folklore

This represents your knowledge and understanding of traditional beliefs, myths, and legends.

Law

This focus is used for your understanding of legal systems, their rules, and procedures.

First Aid

This focus is used for your knowledge of immediate care provided to an injured or sick person.

Foraging

This focus is used for your understanding of finding food or provisions in the wild.

RULES OF PLAY

The rules of play are a set of rules that must be applied to the game to allow it to be played properly. Some of these rules are optional. Your Game Master will tell you if your game is using an optional rule or not.

One Shot

This bit is simple. You only have one shot. Whatever you’re trying to do, you can only try it once. You *can* try to shoot the lock off the door after failing to pick it, but you can’t fail to pick it, and then try again.

If the situation changes, or you take a different approach, you can try to achieve the same outcome again. For example; if you try to knock over a statue of the tyrannical dictator Lord Gregory by pushing it, and fail your strength check, you cannot then just try and push it over again. However, if you decide to swing your war hammer at it, then you have changed your approach and can try again, but this may incur a different type of check. Alternatively, if the statue is damaged by Lord Gregory’s storm troopers in a firefight, then it may be weaker, this could count as changing the situation and allow you to take the same test again, to try and knock it over.

Law of Large Numbers

THIS IS AN OPTIONAL RULING Often, when one person declares they’re making a check, such as attempting to discern if a character is telling the truth, everyone else will make the same check. Normally, this wouldn’t be an issue, but the rule of large numbers implies that if everyone rolls, there’s a much higher chance of at least one person rolling a critical success or passing a nearly impossible test. If this becomes an issue, then a Game Master may implement the following rule:

No more than two players may make the same check. This ruling must be handled on a case by case basis.

Multiple Insight

THIS IS AN OPTIONAL RULING There are some players that want to roll insight checks every time a character talks. As with the Law of Large numbers, this can allow them to see through impossible lies because they have 5 chances to roll against one elaborate fabrication. This ruling is an extension of the One Shot rules. If this becomes a problem, your GM may choose to implement the following rule:

You cannot insight the same character twice during a single scene.

Resting and Fatigue

Characters need to rest during a game, or they can start to suffer from fatigue. At the end of a character’s 26th hour without a long rest they must pass an Endurance check or gain a level of fatigue. The DC of this roll is equal to 15 + your current fatigue level.

Each level of fatigue implies a different negative, which stacks with all previous levels.

Level	Effect
1	Disadvantage on attacks
2	Disadvantage on all rolls
3	Movement speed halved
4	HP and Stun maximum halved
5	Movement speed reduced to 0
6	Death

You can gain fatigue if you are exposed to certain bio-chemical attacks, or if you fail to sleep during a long rest.

A long rest is when you sleep for six hours, with a maximum of two or less hours of resting interspersed in between. This means that four people can take a long rest and always have someone on watch for two hours, but the rest will take eight hours.

A short rest lasts for half an hour.

During a long or short rest, a character must spend their time resting. Resting is non-strenuous activity that does not include travelling for more than a short distance by foot, hover board or hover bike, additionally, you cannot pilot a vehicle during a rest.

SENSES

The ability to sense the world around you is a vital one for any being. There are a number of ways that this can happen, and each of these has different rules during gameplay. The following are rules for various forms of senses.

As a general rule, removing or obscuring one or more of a creature’s senses that it would usually use to perceive something (such as the trying to locate a creature in a particularly loud, or an unlit environment, where both sight and hearing would normally be used) will give disadvantage on the check.

Sight

One of the most basic forms of perception for many is sight, although not everyone has the ability to see. Line of sight is relatively simple. It is dependant on light levels and obstruction.

An area that is brightly lit can be seen clearly, an area that is dimly lit gives disadvantage on perception checks using sight, and an area that is unlit cannot be seen with perception checks based on sight. For most races, this may mean that trying to perceive in areas that are unlit, you have disadvantage, as you are removing only one sense. However if sight is the only sense that you can use for whatever reason, then you will automatically fail at seeing something that is unlit.

An area that is not obscured can be seen clearly. Trying to perceive something through light obstruction causes disadvantage on the check. Trying to perceive something through moderate obstruction causes two levels of disadvantage. Trying to perceive an object through heavy obstruction causes three levels of disadvantage. There are perks and items that can remove levels of disadvantage caused by certain causes of obstruction.

The distances that a character can see are up to the Game Master, as each object and situation is different. However, great distance or an object or feature that is extremely small may impose disadvantage on a check.

Hearing

Hearing is the ability to perceive sound. Most characters have this sense. Perception checks that rely on sound may have advantage or disadvantage granted by your game master if the sound is particularly distinct or indistinct from the background.

Vibrosense [X]

Vibrosense is the ability to sense vibrations in the world around you. This sense requires contact with the surface you wish to feel vibrations through. This does not include air or other gasses. You can sense the vibrations as long as they are within X meters of your point of contact with the surface.

Vibrosense can be blocked by a surface with a Damping rating or a Damping field.

When using Vibrosense to see through a material or object, such as a wall or door, the Damping rating of the material used to construct it must be subtracted from the rating of the Vibrosense passing through it. This means that a character with Rating 15 Vibrosense who is stood next to a wall with a Damping

rating of 10 can still feel 15 meters around them, but only 5 meters through the wall. If they were to move 5 meters away from the wall, they would no longer be able to feel anything from the far side of the wall.

A few common Damping ratings are listed below, but this list is far from exhaustive.

Material	Thickness	Rating
Brick and Mortar wall	10 cm	4
Solid Stone	1 m	8
Durasteel	5 cm	10
Aerolite Sound Damping Foam	1 cm	10
Fresh Water	1 m	7
Hard Vacuum	1 mm	∞

ENVIRONMENTS

In your travels, you are more than likely to encounter various environments that are less than ideal for living in.

There are various conditions that are required for life as we know it. These are broken down into two main categories: Atmosphere, and Gravity.

The majority of environments that you encounter can be described on a simple scale for both of these. For example, a lunar surface, outside of the habitation domes may be a Non-Low environment; No atmosphere, and low gravity. The atmosphere may also have the unique property of toxicity. There are a few special cases that also need to be considered, such as being under water.

Depending on the location you find yourself in, you may suffer different effects from these situations changing.

Normal Environment

Most of your travels will be spent in a fairly standard environment. This is a breathable atmosphere, at standard gravity of 1g. This environment has no adverse effects on you, as it is the ideal environment. Gravities of 0.8 to 1.2 can be generally abstracted to 1g for the sake of GM and player sanity.

Vacuum

No matter how you look at it, the universe is mostly a vacuum. Vacuum is also, really, really, dangerous. A Vacuum automatically applies the Asphyxiated condition to any character unless stated otherwise. Additionally, if you undergo a very sudden transition from an atmosphere to a vacuum, you will be subjected to vacuum shock. This is the sudden boiling of your internal fluids, and sudden expansion of any internal gasses.

This manifests as 1d10 damage directly to a character's Hit points if they have air in their lungs, or 1d6 damage if they don't. A character must declare they are clearing their lungs of air *before* they are exposed to the vacuum for this to take effect. Characters without lungs only ever take 1d6 from Vacuum shock.

Toxic and Non-Breathable

There are a number of environments that you'll encounter on your travels that are less suited to living because they choke the life from you with every breath. Toxic environments have pressure, and can be countered with basic equipment or other preparations depending on the actual contents of the atmosphere.

If you are not protected against it, you automatically gain the Nauseated and Poisoned conditions. For only mildly toxic environments that still contain some breathable elements, that may be all. If there is no breathable element to the atmosphere, you are also given the Asphyxiated condition. Depending on the toxicity of the atmosphere, there may also be some damage that a character takes every round. On their first time as the active player after they are first exposed to the atmosphere, and every 10 initiative after, the character must make an Endurance check or take damage. The exact DC's and damage die are up

Toxicity	Damage	DC
Slight	1d4	7
Mild	1d6	10
Medium	2d4	13
Extreme	2d6	16

to the Game Master as they are dependant on the exact atmosphere you are in, however, some examples are listed on the table to the left.

Zero Gravity

Zero gravity imposes a number of disadvantages on characters, however, unlike most environmental

effects, these can be overcome with training.

In zero gravity, a character must push off of an object in the direction they wish to move if they wish to change direction. Additionally, once a character has pushed off of an object, their movement cannot be changed until they have another object or surface to push off of. They will continue to move in the direction they are moving at the same speed until this is the case. Once a character has spent speed to push off of an object or surface they continue to move in a straight line at the same speed, moving every 10 initiative, until they have a method of stopping themselves.

Low Gravity

Low gravity environments, often found on moons, are kind to the body and have little adverse effect on most characters. These are environments that have lower than 1g of gravity. However, the low gravity does decrease your movement speed slightly. In lower gravity environments, a character's movement speed is decreased by 1 meter.

A character also makes all Strength checks with advantage, due to the lowered weight of objects.

High Gravity

Higher gravity environments, often found on larger planets, are tough on the body. These are environments with higher than 1g of gravity. Higher gravity environments decrease your movement speed by 1 meter per 0.1g above 1g. Additionally, at 2g you lose one row of bulk.

After every hour in an environment with more than 1.5g, you must make an endurance check or gain a level of fatigue.

Underwater

Underwater environments include both water and other liquids through which characters can swim. Characters without a swimming speed are able to swim at half of their normal speed.

Most ranged weapons have their maximum ranges halved while underwater and Flak damage has its rating doubled. The falloff on Concussive Damage is halved to 1 per meter, and Impulse damage sources remain unaffected.

Characters underwater are resistant to the Burning condition and the Burning condition reduces by 2 every 5 initiative without an action.

COMBAT RULES

You will, inevitably, end up getting into a fight. When this happens, your Game Master will enter combat time. Whilst many rules are occasionally bendable outside of combat, it's during combat time that the rules are most important, as they will define the difference between your character's life or death.

When your Game Master initiates combat time, characters cannot move, take actions or do anything else when not the active player.

Rolling Initiative

When you are asked to roll Initiative, you roll your initiative dice, and add your modifier to it. This modifier should be noted on your character sheet. To work out your Initiative, use the following formula.

1d6 - Logic

When everyone has rolled initiative and told the Game Master their rolls, they will then roll initiative for every NPC that is going to be involved. They may or may not tell you these rolls, it's entirely up to them.

Stacking Initiative

When everyone has rolled initiative, the Game Master will place them on a list in order from highest to lowest. This list is the initiative tracker.

The character with the lowest initiative is called the Active character. The Active character may take an action, and then increases their initiative by the initiative cost of the action they took. If they are still the active character they may take another action, if not they are moved up the tracker and the new active character may take an action.

If two characters have the same initiative their actions occur simultaneously. If either character is rendered incapacitated, unconscious or killed during their simultaneous action, they still perform their action.

Actions

Characters have a wide variety of actions that they can take while they are the active player. Many of these are listed below.

Attack actions: Characters may make an attack. This action is used to fire a ranged weapon, swing with a melee weapon, throw an item or make an unarmed attack. The cost of an attack action is dependent on the attack type as listed below:

Attack Action	Action cost
Quick Attack	3 Initiative
Light Attack	4 Initiative
Grapple	5 Initiative
Standard Attack	5 Initiative
Seaking Attack	5 Initiative
Sustained Attack	5 Initiative
Thow	5 Initiative
Strong Attack	6 Initiative
Overcharged Attack	6 Initiative
Heavy Attack	7 Initiative
Precision Attack	8 Initiative
Spray Attack	10 Initiative

Hold Action: A character may choose to take a hold action. When they do so, they specify the action they would like to hold, and the conditions that must be met for them to take this action. If the conditions are met, you immediately take the action you described at no additional initiative cost.

Holding an action costs double the initiative cost of the action being held and lasts until you are next the active character.

Move actions: A character may spend 2 initiative to move a number of meters up to their speed value.

Wait: A character may choose to spend initiative doing nothing should they wish to allow another character to act before them by moving down the tracker. This is often called Burning Initiative.

Other Actions: A character may perform a myriad of other miscellaneous actions in combat, each with their own costs.

Interact Action	Action cost
Opening/Closing a door, window, hatch or other portal	1 Initiative
Unlocking/Locking a door, window, hatch or other portal with a key or pass code	3 Initiative
Picking up an object	2 Initiative
Dropping an object	0 Initiative
Drawing a stowed item	3 Initiative
Stowing a held item	3 Initiative
Drawing a holstered item	1 Initiative
Holstering a held item	1 Initiative
Dropping prone	1 Initiative
Standing up from prone	2 Initiative

Complex Actions: If a character attempts to perform a complicated action that requires a stat check to be completed, the initiative cost is equal to the DC of the check. This DC is set by the Game Master. The character should know this DC, before they roll, and may choose not to perform that action if this information changes their mind.

Attacking

When a character takes the attack action, they may make a single attack with any weapon they have readied, or an unarmed strike.

When initiating an attack, it is essential to determine the Attack Type your weapon is capable of using and declare your chosen Attack Type beforehand.

Begin by familiarising yourself with your weapon's range. This is denoted as *X-Y Max*: Z. For instance, a weapon may have a range of 3-8 Max: 20, indicating an optimal range between 3 and 8 units and a maximum range of 20 units. It is important to note that attempting to attack a target beyond the Maximum range of your weapon is not permitted. If your intended target falls within your maximum range, you proceed with the attack roll. Within the Optimum range, you make the roll normally, but if the target is outside this range, a -2 modifier is applied to your attack roll.

Next, roll the corresponding stat for your weapon. For instance, an unarmed attack typically employs Strength, while a pistol relies on Dexterity and a Dagger utilises Agility.

Once you have the result of this roll, consider any additional modifiers, such as those derived from your chosen attack type. For example, the Standard Attack gains a +1 bonus to this roll. For further details about specific attack types, refer to the respective section in the rules.

Lastly, communicate the final value to the Game Master, along with the damage your attack inflicts. The Game Master will handle the subsequent proceedings. If there are any additional checks required, such as rolling to determine weapon overheating, perform them at this stage.

Throw

A throw isn't intended to harm a target. Instead it is used for throwing spells, grenades or other objects to a location of your choosing. This can also be used for throwing an item to a friendly character. In these cases, the friendly character catches the object at no initiative cost, if the throw lands on target.

Characters have a throwing range equal to 10 + Strength stat. Throwing an object to a location that is within your throwing range automatically succeeds. The object lands on-target without a check required.

If you attempt to throw an object beyond your throwing range, you must make a Strength check.

The DC for this check is equal to 10 + the number of meters beyond your Throwing Range to your target. If you fail this check you must roll for scatter with a rating of 2.

When a throw attempt fails and scatter must be determined, follow the normal scatter rules, rolling for direction and distance. However, if the total distance to the final landing point is greater than the original target distance, the scatter direction must be re-rolled.

Under normal circumstances you cannot attempt to throw an object to a point more than twice your Throwing Range. However, some objects or environments may increase or decrease your throwing range.

As with all ranges, these are inclusive. This means a character with a Throwing Range of 12 can throw an object exactly 12 meters without making a check.

Grapple

For both grabbing another character to stop them moving and throwing a character to the ground, you will need to make a Grapple. Doing this costs 5 initiative.

A Grapple check is a contested Strength check. As such, both the character attempting to Grapple and the character being Grappled must make strength checks. If the attacker's result is equal to or higher than the defender's, the Grapple, succeeds. Otherwise, the attempt fails and nothing changes.

It is worth noting that you can only attempt to Grapple a character that is one size category larger than you. Additionally, if the target is a larger size category than the attacker, the target's roll is made with advantage.

Resisted Damage

Some damage types can be resisted. Resisted damage is reduced by the Endurance of a character. The damage is reduced by their endurance stat, with a minimum of 0 reduced damage if the character has a zero or negative endurance stat, as a negative endurance stat does not increase the damage.

Explosions

Explosives deal damage in a radius, centred on the explosion. To work out the damage a character takes from an explosion, take the shortest path from them to the centre of the explosion and reduce the damage they take by that number. This means that standing directly next on top of a grenade will deal full damage and right on the edge of the explosive radius will reduce the damage to nearly 0.

Ace in the hole

An explosive's damage is usually not reflected by walls or other objects. However, under the Ace in the hole rules, a explosive's damage can be reflected from any walls, or other solid objects. Exactly what will reflect an explosive's damage is determined by the GM, but as a general rule, it's an object that won't be moved much by the explosion, or will contain it, such as a brick wall. When this happens, the distance between the wall and the character caught in the blast is added twice to the distance to be reduced from the second damage of the explosion.

So for an example:

A character is stood 1m from a wall, and a grenade detonates 2m away from them with a flat damage of 25.

The character first takes 21 damage as they are 2m away so they take 4 less damage. The damage then travels 1m to the wall, and 1m back to the character, so it has travelled another 2m. This means that they are 4m from the second damage source (2m + 1m + 1m), and take 17 additional damage.

Whilst this can provide a significant damage boost near a wall, this effect is most powerful in tight spaces, like corridors or inside a land speeder or other small vehicle, where the damage can reflect off of opposing walls a number of times and deal damage to the character on each pass.

This rule is only for the concussive damage dealt by an explosion. Other damage types do not reflect in this manner.

Scatter

When throwing objects, using high altitude weaponry

or orbital bombardments, there is often a chance of scattering. Whenever you have to roll for scatter you must first roll a d8. This d8 determines the direction which you scatter. If there is any confusion about the direction, 1 on the chart, is as close to directly away from the Game Master as the grid will allow. When 1 cannot be directly away from the GM, the GM will declare which direction it represents. If you are playing on a hexagonal grid, you use a d6 instead of a d8.

Note: This direction **must** be consistent per-map and combat encounter.

Once you know the direction to scatter, roll a number of d4 equal to the scatter rating to see how far, in meters, the roll scatters.

Unarmed Strike

An Unarmed Strike is a special attack action that all characters have access to. An unarmed strike is a Heavy Attack:[2]. The attack roll adds your strength stat and deals 1 bludgeoning damage on a hit.

If the character is only able to make the attack with one limb, the attack is instead a Heavy Attack:[1].

Shove

When you attempt to shove another character you must take a shove action. This costs 5 initiative. The shove action is a Contested Strength roll. If you succeed, you can shove your target up to 1 meter directly away from you. If you fail nothing happens.

Static Targets

THIS IS AN OPTIONAL RULING Because DV is based on a character's agility score, a target that cannot move or cannot reasonably be missed does not have a DV. When attacking a target without a DV, you roll your attack die as normal, however, regardless of your roll you still hit (with the exception of a super-critical failure which is still a miss). You still roll your die because there is still a chance of a critical success or a critical failure. When you roll against a static target, you automatically gain the maximum possible degrees of success for the attack type you are using.

ATTACK TYPES

There are a number of attack types that a character can make. The specific attack types each weapon is capable of is listed in the weapon's stats. This section lists the different attack types and how they work.

Attack Ratings

Some attack types may have a rating listed as Attack Type:[X]. When an attack uses ammunition or resources, an attack uses X times the resource, and generally deal additional damage or have other effects. Not all attacks with ratings works the same way however, so check the specific attack to be sure.

If an attack has multiple ratings, you may choose to use either, but cannot use an attack type that uses a resource you don't have.

For Example you cannot use an attack with rating 3 if you only have 2 ammunition, but you could still use rating 1 or 2 for that attack type in this situation.

Quick Attack

Quick Attacks are the fastest attack type in the game. Costing only 3 initiative, they are very rare and usually do little or no damage.

Light Attack

Light Attacks are only used on a small number of weapons, and at a cost of 4 initiative they allow a character to attack and remain the active player. This versatility makes them preferable in some situations, and allows for easy double attacks. This attack type is most commonly found on knives, and will often do low damage.

Standard Attack

Standard Attacks are the most common form of attack. They cost 5 initiative, and you gain a +1 bonus to your attack roll.

Seeking Attack:[X]

Seeking attacks have one or multiple ratings. This attack type hones in on its target on its own, making it significantly more accurate. If you have line of sight to your target, you gain a +5 bonus to your attack.

If you do not have line of sight to your target, you do not gain this bonus, but may still attack as long as the path to your target curves by no more than 90 degrees and the target is within your range.

Generally, Seeking Attacks need a target to be designated first, or tracked via some form of tracking equipment or spell. The specifics for each will be listed with the weapon or ammunition that allow the attack type.

Sustained Attack

Costing 5 initiative, Sustained Attacks are attacks that deal additional damage each time you make them against the same target. Each hit with this attack type multiplies the damage dealt by the number of consecutive successful hits with this specific attack. If you spend 5 or more initiative between attacks, or if your target breaks line of sight with you, the stacking damage resets. Sustained Attacks do not require more ammunition or resources to deal this additional damage, but still expend resources as per normal for each attack.

Strong Attack

Strong attacks cost 6 initiative, and generally deal more damage than Standard attacks.

Heavy Attack:[X]

Costing 7 Initiative, Heavy Attacks are assigned ratings which correspond to degrees of success. These attacks inflict damage according to the weapon's specifications. Specifically, at the first degree of success, they deal the indicated damage once. With every additional two degrees of success, the same damage is inflicted again. The number of times this can occur is limited to the rating of the attack.

For Example, if a weapon possesses a Heavy Attack rating of 3, it will cause damage once at 1 degree of success, twice at 3 degrees of success, and thrice at 5 degrees of success.

Precision Attack

Precision Attacks are generally reserved for precision weapons or precise strikes. These gain a +2 bonus to hit, and cost 8 initiative to use, making them a significant trade off. However, these attacks generally deal large damage values. Many weapons that allow this will drop a foe in a single attack.

Spray Attack:[X]

The most initiative expensive attacks, Spray Attacks cost 10 initiative to use. Spray Attacks have one or multiple ratings. These attacks are designed to either deal significant damage to one target or to hit multiple targets. For Spray Attacks, you have a number of shots equal to the attack's rating.

First, you must declare which targets you are attacking, and how many of your shots will be used to hit which targets. You then roll once against the DV of each target, gaining a +1 bonus for every 5 shots you are aiming at a target.

This attack type is based on degrees of success, so you land a number of shots equal to your degrees of success, limited by the number of shots you declared you were putting into a given target.

DAMAGE TYPES

You may take damage from many sources in your game, but not all damage types are equal. The following lists all of the damage types in the base Dice Engine, though some settings may have their own types.

Acid

Acid damage is Damage dealt by corrosive substances that eat away at materials or tissue. It often continues over time.

Bludgeoning

Bludgeoning Damage is usually the result of being hit with a heavy or hard object. This is also the damage type associated with fall damage.

Concussive

Concussive Damage is the result of a shock wave, generally created by an explosive or extremely loud noise. Concussive damage is reflected off of walls with the Ace in a Hole rule. Additionally, Concussive damage is reduced by your distance (in meters) from the source of the damage.

Electric

Electric Damage is dealt by electrical energy, such as from Electric weapons or lightning bolts. This damage type is generally resisted by grounded armour, but automatons are more likely to be susceptible to it.

Fire

Fire Damage is caused by direct exposure to intense heat, such as a fire, but Boiling water and steam also deal Fire damage.

Flak:[X]

Flak damage is caused by small fragments or shrapnel. Each meter from the source the damage is reduced by the rating. For example 15 Flak:[3] damage, reduces by 3 per meter. So at 3 meters from the source, a character would take only 6 damage. Damage sources with the property Flak Offset:[Y] consider the distance to a target to be Y meters less.

Initiative

Initiative damage is not a traditional damage type. When a character takes initiative damage they add the damage to their initiative as if they had spent an amount of initiative equal to the initiative damage they took.

Mental

Mental damage is damage to a character's mind and psyche. This is often caused by extreme mental strain or psionic attacks.

Piercing

Piercing damage is caused by a small object with a lot of force behind it such as a bullet, spear point or a thrust with a dagger.

Radiation

Radiation damage is dealt by high energy particles or waves. This damage type is also caused by light, such as lasers or extremely bright objects. Vampires burning in sunlight for example, would be caused by Radiation damage.

Slashing

Slashing damage is dealt by cutting or sharp edged weapons. This damage type can often cause the bleeding condition.

Toxic

Toxic damage is caused by Harmful substances, like poisons. This is also the damage type caused by radioactivity.

Impulse:[X]

Impulse damage is a rare damage caused by weapons or attacks that deal additional damage as their range increases. This damage increases by 1 every X meters from the source.

Stun Damage & Direct Damage

Stun damage is not a damage type. Instead, Stun damage is a modifier to an existing damage type. This means that the damage will damage a character's stun but not overflow to a character's HP. Similarly, Direct damage bypasses Stun entirely, and damages a character's HP directly. Direct damage also affects a character's Resilience.

TAKEDOWNS
AND ASSASINATIONS

It doesn't happen often, but you don't need to have a long fight every time a foe needs to be dispatched. Sometimes a single succinct kill is enough to deal with a situation.

What constitutes a takedown

Takedowns are used when a character is attempting to take out a character that is unaware of them. The character they are attempting to take out must be unaware of the character performing the takedown.

A takedown can be done with either a one handed melee weapon or an unarmed attack.

Performing a Takedown

Takedowns require a little setup. To perform a takedown, a character must be within 1 meter of a character that is unaware of your intent. You must pass a Stealth check against the character's passive Intuition, or you will be noticed.

You may then take an action to perform a takedown with a melee weapon you have the appropriate skill for, or an unarmed attack. When you do so, the target must make an endurance check, and compare the result against the table shown.

Check Result	Effect
>20	Target takes weapon's damage
16 to 20	Target takes double weapon's damage
11 to 15	Target takes triple weapon's damage
6 to 10	Target takes quadruple weapon's damage
0 to 5	Target reduced to 0 HP or Resilience
<0	Target Dies

There are a number of perks that a character can take to aid them with takedowns. These perks are particularly useful for assassin characters. Their effects range from giving your target disadvantage on their endurance roll to adding a negative to their roll.

What constitutes an Assassination

Assassinations vary from takedowns wildly, because they are not as much about the stealth of getting up close and personal behind a target as much as they are about finding a good place to hide and wait for your target to walk into your cross hairs.

Assassinations are a special type of attack that can be made against a target that is unaware of you whilst you are using a ranged weapon.

Performing an Assassination

Assassinations require the skilled use of a ranged weapon. The target must be unaware of the assassin and not behind cover.

To make an Assassination, a character must make an attack roll against the target's surprised DV. The attack is made with advantage. All hits with an Assassination do the maximum damage. If this reduces the target to 0 HP or Res, they are killed.

DEFENCE VALUE

A character has a Defence Value (or DV for short) that represents how hard a character is to hit. This value reflects the Armour a character is wearing as well as the speed with which they can avoid oncoming attacks.

Calculating DV

A character's Defence Value is calculated based on their Agility stat and the specific armour they are wearing, if any. A character's DV is calculated using the following:

8 + Agility stat + Physical Armour

If the character is wearing armour, they must have the appropriate skill to gain the bonus to their DV.

Physical Vs Energy Armour

Armour comes in two types; Physical armour (or PA for short) and Energy armour (or EA for short). PA aims to deflect blows entirely where as EA attempts to soften them. This means that they protect a character differently.

A character with armour with a PA value and the required skill to use the armour they are wearing, adds the PA value to their DV.

A character with armour with an EA value and the required skill to use the armour they are wearing, reduces all incoming damage by the EA value (to a minimum of 0).

Not all damage can be resisted by EA. If it can't the damage source will state that it is Unresisted or Unresistable. The most notable example is fall damage.

Armour Piercing

Some weapons have an Armour Piercing value (or AP for short). When a target is hit with a weapon with an AP value the AP value reduces a target's EA value for the damage dealt on that attack by an amount equal to the AP value, to a minimum of 0.

Cover

Armour can be augmented by standing behind objects so people have a harder time shooting you. Against ranged attacks, a character may gain a bonus to it's DV equal to +2 for half cover, and a +5 bonus to their DV for three quarter's cover. These bonuses are applied by a character taking cover behind an object. There are dependant on the angle you are approached from, and can be negated by a character stepping around your cover.

Armour Types

To gain the benefits from the armour you wear, you need to have the appropriate skills for each available type of armour. There are three common types of armour available: Light, Medium, Heavy.

Light armour is the least protective, but it's also the least impeding. Light armour simply adds PA and EA to your Defence Value without any downsides.

Medium armour is more protective than light armour, but begins to hamper your movement. It adds PA and EA you your Defence value like normal, however, whilst you're wearing Medium armour, your agility is capped at 2 for the purposes of calculating your DV.

Heavy armour is the most protective of the common armours, but it's far more impeding than the others. While wearing heavy armour you cannot add your agility to your DV.

Defence Value Types

You have three types of Defence Value, your Normal DV, your Surprised DV and your Touch DV. Your normal DV is the one calculated above. Your Touch DV does not add any PA from your armour and your surprised DV does not add your Agility stat if it is positive. There are sections on the character sheet for each of these to be written down.

HEALTH AND HEALING

Health, Healing and tracking Damage is an important part of tracking the condition of a character. Characters can be badly hurt or even killed in the line of duty and tracking that health is important.

HP & Stun

Characters have both a Hit point (HP) tracker and a Stun tracker. Each tracker has both a maximum and current value. The maximum value only increases when you specifically buy Stun or HP increases. The current value for each tracker increases as you heal and decreases as you take damage.

A character's Stun tracker tracks the current resilience of a character. As a character takes damage, it will be first reduced from their Stun tracker. When a character takes enough damage that their Stun tracker is reduced to 0, they must make an endurance check or fall unconscious for 1d6 hours. The DC is 12 + the overflow damage. Every time the character takes damage after this they must repeat this check, against the new DC. A character's Stun cannot go below 0, instead, any damage that would take a character below 0 overflows to their HP tracker.

When a character's Stun tracker reaches 0, any additional damage overflows into the character's Hit point tracker. Damage to the HP tracker is called overflow damage. Once a character's HP reaches 0, they are on the verge of death. Unless they are being executed, they must immediately make a death check.

Healing

Characters can recover their HP and Stun through a number of means.

Stun can be recovered through resting. During a short rest, a character can expend Stun die to recover. A character starts the game with 1 stun die, and gains an additional 1 stun die per level of Stun increase. The default Stun die is 1d6+Endurance, but some perks modify this. At the end of a short rest a character can expend Stun die, recovering the Stun rolled, up to their maximum. Characters regain all of their Stun and all expended Stun die at the end of a Long rest.

Hit Points can be recovered by receiving medical treatment.

A character may attempt to heal during a long rest. A character may make a DC 15 Endurance check to recover 1 HP during a long rest, and may use medical supplies to restore an additional 1 HP per long rest.

Resilience

Resilience (Res) is an alternative to HP and Stun that some characters use instead. This is typically used by automaton characters, but there may be other characters that use Resilience instead.

This single health tracker is usually much larger than a respective character's HP and Stun trackers, however it does not regenerate naturally. A character with Resilience may attempt to repair themselves to heal during a long rest. A character may make a DC 15 Intuition check to recover 1 Resilience during a long rest, and may use repair supplies to restore an additional 1 Resilience per long rest. Unlike with HP, another character may attempt the Intuition check to restore 1 Res to a character with Resilience. However, only 1 Res may be restored this way per long rest.

A character with 0 Resilience requires another character to repair them before they may regain consciousness as they are unable to continue to function at 0 Resilience in the same manner characters at 0 HP are able to.

This means that characters with a lot of Resilience are significantly tougher to start with, but weaken over time if they are not given enough time to repair.

Death Checks

A death check is a DC 12 Endurance check. A character with 0 HP or Res must also make a death check every 10 initiative until they are stabilised.

A character makes a tally of their successful and their failed death checks. When a character reaches 3 successful checks, they are stabilised. If, however, they reach 3 failed checks, the character dies.

A character must make a new Death check every time they take damage whilst their HP or Res is 0. When damage causes a death check, a success does not count towards stabilising the character, however failures still count towards death.

If a character with 0 HP stabilises, they remain at 0 HP and remain unconscious for 1d6 hours, but no longer make death checks every 10 initiative. A stabilised character must still make death checks if they take damage and still die if they reach 3 failed checks.

When a character with 0 Res stabilises, they remain unconscious until they regain 1 Res.

Life at OHP

When a stabilised character with 0 HP regains consciousness, they do not reset their failed death check counts until they have regained at least one HP. Additionally, while at 0 HP, the character must immediately make a death check upon taking any damage, and immediately falls unconscious. They begin to make death saves every 10 Initiative again until they stabilise again and remain unconscious for an additional 1d6 hours, or until they die.

First Aid

When a character is unconscious and making death checks, an allied character with the Medic Skill may attempt to provide First aid to assist them. First aid costs 10 initiative, and gives the character advantage on their next death check.

CONDITIONS

During play, a character may have a number of status effects afflicted upon them, these are called conditions. Conditions are relatively generalised and the narrative reason for each should be deduced from whatever is causing the condition, not the condition itself. One cause may inflict multiple conditions at once.

Depending on a character's race and equipment, they may be immune, susceptible, or resilient to a certain condition. A character that is immune to a condition cannot be affected by it, one that is susceptible to a condition has disadvantage on all checks made against the condition being applied, and against all checks caused by the condition, and a character resilient to a condition has advantage against checks to be afflicted by the condition and any checks caused by it.

Asphyxiated

The Asphyxiated condition is applied to characters that are unable to breathe. An Asphyxiated character cannot speak. The Asphyxiated character may take their actions as normal, as they hold their breath. A character can hold their breath a number of minutes equal to their Endurance stat, with a minimum of 1.

If a character with the Asphyxiated condition stops holding their breath, they must make an Endurance check with a DC equal to 10, or fall unconscious. This check is repeated every 10 initiative, and the DC increases by 1 each time. A character that is Asphyxiated and not holding their breath take 1d4 unresisted damage to their HP per 10 initiative. Every 10 damage, their Convince, Charisma, Logic and Intuition stats are reduced by 1 to a minimum of -4 as they suffer brain damage. This stat decrease is permanent, even if the character's life is saved.

Blinded

The blinded condition is often incurred by items such as flash bangs, as well as more mundane effects, such as a blindfold. A character that is blinded automatically fails all perception checks based on sight, has disadvantage on all perception checks and attack rolls. Attack rolls against the blinded creature have advantage.

Burning:[X]

The burning condition is caused primarily by fire.

A character suffering from the burning condition takes fire damage equal to Xd4 every 10 Initiative, where X is the rating of the condition. A burning character that is not Incapacitated, Paralyzed, Restrained or ElectroShocked may spend 7 Initiative to lower the rating of the effect on themselves by 1. The effect ends if the rating is reduced to 0. Unless stated otherwise a character is resilient to this effect if they are completely submerged in water or in a vacuum. In both of these conditions, the rating reduces by 2 each time the damage is dealt without the character needing to spend initiative, though they still can if they choose.

Deafened

The Deafened condition is often incurred by items such as flash bangs, as well as more mundane effects, such as a earplugs. A character that is deafened automatically fails all perception checks based on hearing, and has disadvantage on all perception checks.

Grappled

A grappled character is one that is being grasped by another character or object, stopping them moving. A grappled character cannot take a move action, or spend their existing movement to move.

AI's using Hard Light and Soft Light bodies are resistant to this effect, but they also have disadvantage applying grappled to another character via the grapple action.

Incapacitated

An Incapacitated character cannot spend initiative. When they are the active player they automatically burn 5 initiative.

Nauseated

A Nauseated character has disadvantage on Convince, Charisma, Logic and Intuition checks.

Paralysed

A Paralysed character is incapacitated, cannot speak or move their bodies, and all attack rolls against them use their Surprised DV.

Poisoned

A Poisoned character has disadvantage on all stat checks.

Prone

A Prone character has disadvantage on attack rolls unless a weapon has the Stable or Anchored properties.

Additionally, a Prone character's movement speed is halved.

Prone characters may have advantage on Stealth checks, and gain a cover bonus by significantly reducing their profile, however these are situational and your GM will decide when they happen.

Restrained

A character that is restrained has their speed reduced to 0. Attack rolls against the restrained character have advantage and the restrained character's attacks have disadvantage. The creature has disadvantage on Agility and Dexterity checks.

ElectroShock

Every 5 initiative the ElectroShocked character must make a DC 15 Endurance check or be paralysed for the next 5 initiative, or until the condition ends, whichever is less.

Surprised

When a surprised character is the active player, they immediately burn 8 initiative, and attacks against them use their Surprised DV until they are next the active player, at which point the surprised condition ends.

Bleed:[X]

A character suffering from the Bleed condition takes resisted damage equal to Xd6 every 10 Initiative, where X is the rating of the condition. A Bleeding character that is not Incapacitated, Paralyzed, Restrained or ElectroShocked may spend 7 Initiative to lower the rating of the effect on themselves by 1. The effect ends if the rating is reduced to 0. A character is immune to this condition if they cannot bleed.

MOVEMENT TYPES

There are a number of types of movement that are available to characters through out the course of a game.

Walking and Running

The most basic form of movement available to a character is walking or running. The speed of this movement is set by the Speed listed on your character sheet. This is based on your Race, your agility, and any perks that you have that affect your base speed.

Climbing

Characters can climb on or over objects. Unless you have a perk that states otherwise, climbing is done at half the speed at which a character walks. This means that every 1m you climb you must spend 2m of your speed.

Swimming

Swimming, typically through water, is similar to climbing in that it is done at half speed. Unless you have a perk that states otherwise, you spend 2m of your speed to move 1m through water.

Flying

Flight is not available to most characters, however Some characters have wings that they can fly with by default and characters may purchase items or equipment during a game giving them the ability to fly. A character that is flying may move vertically as they choose. However, a character that is flying and does not have the *Hover* property must move at least half of it's speed over the course of a round, or it will not be able to fly, and falls. Characters that do not have the *Hover* property may not fly vertically up or down, and must move at least 1m forward for every 1m they move upwards or downwards. For every 1m the character ascends or descends, you must spend 1m of your speed.

Hover

Hovering is an additional ability that adds to a character's flight. This ability is given to characters that are capable of hanging in the air without moving forwards. If a character has the *Hover* property they are able to fly vertically upwards and downwards and have no horizontal movement requirement. This is typically found on Jetpacks.

Gliding

Gliders are a form of slowed descent. They convert some of your downwards motion into forwards motion and often offer limited control. While gliding, a character moves forward a number of meters equal to the rating of the glider, for every 1m they descend. Whilst gliding, a character may only make a number of turns equal to the rating of the glider, and each of these turns must be 45 degrees or less.

THIS IS AN OPTIONAL RULING If the game is being played on a Hex grid instead of a Square grid, the angle change limit may be increased to 60 degrees per rating instead. This allows you to move 1 hex to the left or right as 45 degrees is less than 1 hex and would not allow the character to manoeuvre.

Leaping

A character can leap by spending speed equal to the distance they leap. The distance you can leap is calculated with the following:

$$(5 + \text{Strength} + \text{Perks or Items}) / \text{Gravity}$$

You can only leap half of this distance if you do not take a running start. A running start involves spending at least 4m in a straight line before the

jump. Additionally, you only jump half of this distance vertically, and half of that again without a running start.

Some Items can assist you with this, such as JumpPacks, which add a flat bonus to the distance you can leap (The bonus is always added before gravity is considered, unless otherwise stated).

Zero G movement

Movement in Zero Gravity comes in one of two methods. A character can either use powered flight to control themselves using the flying rules, or the following Zero G rules if they do not have the ability to fly.

A character must push off of an object in the direction they wish to move if they wish to change direction. Additionally, once a character has pushed off of an object, their movement cannot be changed until they have another object or surface to push off of. They will continue to move in the direction they are moving at the same speed until this is the case. Once a character has spent speed to push off of an object or surface, they will continue to move in the direction they are moving at the same speed until this is the case. Once a character has spent speed to push off of an object or surface they continue to move in a straight line at the same speed, moving every 10 initiative, until they have a method of stopping themselves.

BULK

All characters have a grid of squares called the Standard Bulk Space.

Standard Bulk Space

The number of columns is equal to 8 + half of your Endurance stat (rounded down). The number of rows is determined by your size class. Small characters have 5 rows, Medium characters have 6 rows, and Large characters have 7 rows. There are also perks that add or remove rows.

Any items that are not being worn or held must be stored in the Standard Bulk Space. Items take up a rectangular space with a defined length and width.

Some items are small enough that they do not take up bulk in the usual way. These are tagged as [Bulkless]. You cannot carry more than 100 of a specific [Bulkless] item at a time.

Character Slots

Items that are being worn or carried take up Character Slots: these are tied to the body parts of the character. Each slot can only take items as defined by the slot, and usually can only take one item, but otherwise do not have a space requirement.

Characters have the following slots:

Held

This is for items the character is actively carrying, such as their current weapon.

Torso

This is the slot for your chest and upper body.

Legs

The other slot for your legs and lower body.

Back

This is the slot that backpacks and thruster packs go into.

Hands

The slot for gloves of any kind.

Feet

The slot for boots and other footwear.

Armour

This slot is exclusive to armour.

Extra Space

Extra inventory spaces such as carts, backpacks, and storage crates can have their own bulk capacity grids or attachment slots.

For example, a backpack may grant a character additional inventory space in the form of a 6 x 6 grid. Backpacks often also have an additional attachment slot on the side.

DOWNTIME ACTIVITIES

Whilst you as a player may not need a rest between excursions there is a lot that a character may want to do.

Working

Characters can choose to spend their downtime working. This could involve using their skills or abilities to earn money. Through work, characters can convert XP into monetary gain.

Relaxation

Alternatively, characters can opt for relaxation and leisure activities. These pursuits, while costing money, can enhance a character's experience and learning. Therefore, characters can convert money into XP during periods of relaxation.

As the economy can greatly vary from one setting to another, specific conversion rates between XP and money are not provided in these core rules. For precise values and additional details on how to manage these conversions, please refer to the appropriate setting module.



I'LL
EVENTUALLY
GET
QUALITY



SUPERIOUSLY
SWEAR
I
WILL!

OH
OFF

BUGGEE
ALREADY