

## SKILL CHECKS

In order to make a skill check, you:

- **Choose attribute+skill:** The DM decides which combination of **Attribute** and **Skill** would best fit what the character is trying to do. Each skill has a default attribute, but it could be any combination. The number you get from adding the attribute and the skill is the **Target Number**, which dice must roll under to succeed.
- **Set the difficulty:** The DM decides on a difficulty of 1-5.
- **Assemble the dice pool and roll:** By default, you roll 2d20 on any given skill check. You may purchase up to 3 additional dice with **Action Points**.
- **Count successes:** Any roll equal to the target or under is a success. Any roll of 1 is a critical success, which counts for 2 successes. If the target is a **Tag Skill**, any roll less than or equal to your skill level counts as a critical success. A roll of 20 generates a **Complication**.
- **Compare successes to the difficulty:** You succeed the check if you scored a number of successes higher than or equal to the difficulty. Every success above the difficulty generates an **Action Point**.

## ACTION POINTS

You can spend action points to do the following:

- **Buy d20s (1-6 AP):** On a skill check, you may buy additional d20s for your dice pool. The first additional d20 costs 1 AP, the second costs 2, and the third costs 3. So if you purchase all 3, that's a total of 6 AP. You may also choose to generate the same number of AP for the Game Master, instead of using your own.
- **Obtain Information (1 AP):** Can only be used directly after getting the Action Point used. Ask the GM a question regarding the roll.
- **Reduce Time (2 AP):** Can only be used directly after obtaining the Action Points used. Halves the time it takes to complete the action.
- **Take an additional minor action (1 AP):** May only take a total of 2 minor actions in a single turn.
- **Take an additional major action (2 AP):** Any skill test you must attempt is increased in difficulty by +1. May only take a total of 2 major actions in a single turn.
- **Add extra damage (1-3 AP):** On a successful melee attack or thrown weapon attack you can spend AP to add 1 ■ per AP spent, up to a maximum of +3 ■ for 3 AP.

## LUCK

You start each quest with an amount of Luck Points equal to your Luck attribute. You may at any point spend them for one of the following effects:

- **Luck of the Draw:** You will something good to happen, like looting the right kind of ammo or discovering the password to a door. The GM may veto your suggestion or say it takes multiple Luck Points to achieve.
- **Stacked Deck:** You may spend 1 Luck Point before a skill check to use your Luck attribute instead of the default attribute.
- **Lucky Timing:** You may spend a Luck Point to immediately take your turn for the round in combat.
- **Miss Fortune:** Spend 1 Luck Point to reroll 1d20 or up to 3 ■. You may use multiple Luck Points on the same roll. You cannot reroll a die that has already been rerolled.

## INITIATIVE

Initiative is determined without a roll. Each character has an initiative statistic, which dictates the order of combat. The character who initiated combat takes a single turn. Afterwards, each character takes turns from highest initiative to lowest. Each turn consists of a single **Major Action** and a single **Minor Action**.

## MINOR ACTIONS

- **Aim:** Re-roll 1d20 on the first attack roll you make this turn.
- **Draw Item:** Draw one item carried on your person or pick up an object or item within your reach. You may put an item away as part of this action.
- **Interact:** Interact with your equipment or environment in a simple way, like opening a door, or pushing a button.
- **Move:** Move up to one zone, to any position within medium range. Alternatively, stand up from prone position.
- **Take Chem:** Administer a dose of a chem that you are holding, targeting yourself or a willing character within your reach. If you're not holding the chem, then you need to draw it first.

## MAJOR ACTIONS

- **Assist:** You help another character with something they're attempting. Roll a single d20 against a relevant **attribute+skill** (doesn't have to be the same combination) and add any successes to the roll you're helping, assuming the roll you're helping generates at least 1 success on its own.
- **Attack**
- **Command an NPC:** Tell an allied NPC what to do. You may automatically assist using **CHA+speech**, **CHA+survival**, or **INT+science**, depending if it's a person, animal, or robot.
- **Defend:** Make an **AGI+athletics** test, with a difficulty equal to your current Defense. If you succeed, add +1 to your Defense. For 2 AP, add an additional +1 to your Defense.
- **First Aid:** Make an **INT+medicine** test.
- **Rally:**
- **Ready:**
- **Sprint:**
- **Test:**

## PRONE

## ATTACK