

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**, in any order.

PRONE

You may be pushed prone, or drop prone willingly as part of a movement action. If you are prone, the following effects apply:

- You can only crawl. The move minor action turns into a major action and you cannot take the sprint major action.
- Enemies at medium range or further add +1 to difficulty against any attack against you.
- Enemies at close range reduce the difficulty of attacks by 1.
- You can re-roll any cover ■ you have.

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, with a difficulty equal to the number of injuries the patient has, and increase the difficulty by 1 if you are trying to perform first aid on yourself. If you succeed, you can either:
 - Heal HP equal to your Medicine rating + AP Spent.
 - Treat 1 injury the patient is suffering from.
 - Stabilize a dying patient, restoring them to 1 HP + AP Spent. The character remains unconscious.
- **Rally:** Make an **END+survival** test with a difficulty of 0, and save any Action Points you generate. The GM may allow you to use a different **ATT+skill** combination.
- **Ready:** Prepare to perform a major action if a specific situation happens.
- **Sprint:** Movement action. Move up to two zones, to anywhere within long range.
- **Test:** Perform a skill check not covered by the other actions.

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.

ATTACK

1. **Choose weapon and target:** You may also choose a specific hit location, increasing the difficulty of the attack by 1.
2. **Roll the attack:** The difficulty is equal to the defense of the target. The test is determined by the type of weapon:
 - **Melee:** **STR+melee weapons.**
 - **Ranged:** **AGI+small guns, END+big guns, or PER+energy weapons.** The difficulty of the check is increased by the number of zones closer or further than the weapon's ideal range.
 - **Thrown:** **PER+explosives or AGI+throwing.** The difficulty of the check is increased by the number of zones closer or further than the weapon's ideal range. You also add +2 difficulty to ranged attacks while a target is within reach.
 - **Unarmed:** **STR+unarmed.**
3. **Determine hit location:** If you passed the test, roll for hit location (assuming you didn't aim for a specific location).
4. **Inflict damage:** Roll a number of ■ indicated on the weapon's damage rating, plus any bonuses. You may increase the amount of ■ rolled on a ranged attack by spending ammunition. Spend an amount of ammunition up to the weapon's fire rate, and add 1 ■ per ammunition spent. Reduce the target's hit points by the total rolled, taking resistances into account.
5. **Reduce ammunition**

Combat, cont.

HIT LOCATION TABLE

D20	HIT LOCATION		
ROLL	Person	Quadruped	Flying Insect
1-2	Head	Head	Head
3-8	Torso	Torso	Torso
9-11	Left Arm	Left Front Leg	Left Wing
12-14	Right Arm	Right Front Leg	Right Wing
15-17	Left Leg	Left Hind Leg	Left Legs
18-20	Right Leg	Right Hind Leg	Right Legs

DISTANCES AND RANGES

Areas are divided into **zones**, which are not fixed in size. A zone is whatever size is needed to convey it's "about 1 area". It could be a single room or a large clearing in a forest. Distances are measured in 5 categories:

- **Reach:** Within touchin' distance.
- **Close:** In the same zone.
- **Medium:** In the neighboring zone.
- **Long:** 2 Zones away.
- **Extreme:** 3 or more zones away.

COMBAT DICE

When rolling ■, roll a d6:

D6 ROLL	RESULT
1	1 damage
2	2 damage
3	-
4	-
5	1 damage + damage effect trigger
6	1 damage + damage effect trigger

RADIATION DAMAGE

Radiation damage reduces the target's maximum hit point total, instead of their current hit points. If the source of radiation damage affects the whole body, take the lowest locational radiation DR.

CRITICAL HITS AND INJURIES

When a target suffers 5 or more damage in one hit (after resistances), they suffer a **critical hit**. A critical hit imposes an injury on the character, which confers a penalty depending on the hit location:

- **Arm:** You drop whatever you're holding, and your arm becomes useless.
- **Leg:** You fall prone. The move action becomes a major action and you can no longer sprint.
- **Torso:** You begin bleeding. You suffer 2■ physical damage, ignoring resistances, at the end of each of your turns.
- **Head:** You use your actions for the next turn. All tests that rely on vision have +2 difficulty.

DYING

When a character reaches 0 HP, they suffer an injury and begin **dying**. At the end of each of your turns, attempt an **END+survival** test with a difficulty equal to the amount of Injuries you have. If you pass, you are still dying. If you fail, you die.

All attacks while dying give an injury.