

ENCOUNTERS

EXPLORE/INVESTIGATE

INTELLIGENCE

Art, Business, Cryptography, Current Affairs, Demolitions, Engineering, Evaluation, History, Law, Medicine, Navigation, Research, Science, Security, Tactics, Technology

PERCEPTION

Empathy, Hearing, Intuition, Searching, Seeing, Smelling, Survival, Tasting, Touching, Tracking

ACTION TIME: MOVEMENT

DEXTERITY

Acrobatics, Crafting, Driving, Initiative, Piloting, Sleight of Hand, Stealth

STRENGTH

Climbing, Intimidation, Jumping, Might

CONSTITUTION

Running, Stamina, Swimming, Tolerance

ACTION TIME: COMBAT

ACCURACY

Bows, Gunnery, Pistols, Rifles, Throwing

FIGHTING

Brawling, Grappling, Heavy Weapons, Light Weapons

SOCIAL INTERACTION

COMMUNICATION

Bargaining, Deception, Disguise, Etiquette, Expression, Gambling, Investigation, Leadership, Performing, Persuasion, Seduction

WILLPOWER

Courage, Faith, Self-Discipline

STUNTS

GENERAL EXPLORATION STUNTS

INFILTRATION STUNTS

INVESTIGATION STUNTS

CHASE STUNTS

GENERAL COMBAT STUNTS

GUN STUNTS

GRAPPLING STUNTS

MELEE STUNTS

VEHICLE COMBAT STUNTS

SPACE COMBAT STUNTS

ATTITUDE STUNTS

MEMBERSHIP & REPUTATION STUNTS

GENERAL SOCIAL STUNTS

BASIC ABILITY TESTS

$$3D6 + \text{ABILITY SCORE} + \text{ABILITY FOCUS} \geq \text{TARGET NUMBER (TN)}$$

STUNTS

- WHEN YOU ROLL DOUBLES ON SUCCESSFUL TEST, YOU RECEIVE STUNT POINTS EQUAL TO THE NUMBER SHOWN ON THE DRAMA DIE.
- STUNT POINTS MUST BE SPENT IMMEDIATELY OR ARE LOST
- YOU MAY DO MULTIPLE STUNTS, BUT NOT 2 OF THE SAME IN A ROW

ADVANCED ABILITY TESTS

$$\text{DRAMA DIE NUMBER TOTALED OVER MULTIPLE TESTS} \geq (\text{TN})$$

OPPOSED TESTS

$$3D6 + \text{ABILITY SCORE} + \text{ABILITY FOCUS} \geq \text{NPC ROLL}$$

FORTUNE POINT USES

- CHANGE A DIE ROLL: SPEND 'X' POINTS TO CHANGE A DIE TO THE VALUE OF 'X' FORTUNE POINTS SPENT (MAX 6)
- CHANGE A DRAMA DIE: SPEND '2X' POINTS TO CHANGE THE DRAMA DIE TO HALF THE VALUE OF POINTS SPENT (MAX 12)
- REDUCE DAMAGE: SPEND FORTUNE POINTS TO REDUCE DAMAGE TAKEN FROM AN ATTACK OR HAZARD

TURN ACTIONS

PLAYER'S TURN (1 MAJOR & 1 MINOR) OR (2 MINOR)

MAJOR ACTIONS *(ABILITY TEST REQ'D)

ATTACK

- MELEE ATTACK (ROLL: FIGHTING)
- RANGED ATTACK (ROLL: ACCURACY)
- CHARGE (ROLL: FIGHTING + BONUS)
- ALL-OUT ATTACK (ROLL: FIGHTING -1 DEF)
- STUNT ATTACK (ROLL: ACTION +1SP; NO BASE DAM)

DEFEND (+2 DEF UNTIL NEXT TURN)

RUN (MOVE 2X SPEED IN METERS)

MINOR ACTIONS *(TEST NOT REQ'D)

- ACTIVATE (TALENT OR TECH)
- AIM (+1 ON ATTACK ROLL)
- GUARD UP (+1 OR +2 DEF FOR ROUND; -1 TEST PENALTY)
- MOVE (MOVE 1X SPEED IN METERS OR STAND, SIT ETC)
- PREPARE (POSTPONE MAJOR ACTION THROUGHOUT ROUND)
- PRESS THE ATTACK (MOVE WITH NPC AT NO COST AFTER SUCCESSFUL ATTACK)
- READY (DRAW A WEAPON OR ITEM)
- STAND FIRM (RESIST MOVEMENT BY ATTACKER)

COMBAT PHASE

STEP 1: PC'S & NPC'S ROLL FOR INITIATIVE (DEX + INITIATIVE FOCUS)

STEP 2: CHARACTERS TAKE TURNS IN INITIATIVE ORDER

- TAKE ACTIONS (1 MAJOR & 1 MINOR) OR (2 MINOR)
- ROLL REQUIRED ABILITIES
- PERFORM STUNTS IF POSSIBLE
- RESOLVE DAMAGE

STEP 3: TURNS CONTINUE UNTIL GM ANNOUNCES END OF THE ENCOUNTER

STEP 4: BREATHER (1D6+CON+LVL) = +FORTUNE

APPLY DAMAGE

1. SUBTRACT the target's TOUGHNESS from damage
2. SPEND FORTUNE to eliminate some or all of the remaining damage
3. TAKE AN INJURED CONDITION - damage reduced by 1d6
4. TAKE A WOUND CONDITION - reduce by additional 1d6
5. if any damage remains, the target is TAKEN OUT of the encounter

** The attacker decides on the target's condition.