

Core Rules

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

Chargen

Starting skills (Adventuring Skills) Set 10 skills to 6, 10 at 5, the rest are 4

Stamina Roll 2d6+12

Luck 1d6+7

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

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

Starting Gear Determined by Career

Career Skills You have 10 levels to spend in Career skills

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

Chargen (cont)

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

Weapon Damage Codes

First letter is the size S = small, M = Medium, L = large. Ex. S would be a knife or pistol, M is a sword or rifle, L would be an LMG or large sword

d6 value Damage roll (ex 1d6+1)

Final letter is Crit table used slashing (S), piercing (P), crushing (C) or energy (E)

*** Mighty Strike** If attacker beats defender's roll by 3x (including all modifiers) it's a Mighty Strike. Roll damage, add modifiers and double it as incoming damage

*** Armor** Light armour reduces incoming damage by 1d3, modest by 1d6 and heavy by 2d6

Weapon Damage Codes (cont)

No matter what the Armor roll is, you always take one point of incoming damage on a successful enemy attack

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

Generic Weapon Info

Weapon	Size	Damage	Crit Table
Unarmed		1d6-2	Crushing
Small knife	small	1d6+1	Slashing
non-lethal, ex club	medium	1d6-1	Crushing
Lethal , ex. Sword	medium	2d6	slashing
Non-lethal weapon e.g. staff	large	1d6+1	Crushing
Lethal weapon e.g. great sword	large	2d6+2	Slashing
Slug pistol	small	1d6+1	Piercing
laser pistol	small	1d6+2	Energy
slug rifle	medium	2d6	piercing
laser rifle	medium	2d6+1	energy
slug autogun/lmg	large	2d6+2	piercing
slug shotgun	large	2d6+3	piercing
pulse gun	large	2d6+4	crushing



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Generic Weapon Info (cont)

hunting needler	large	2d6	piercing
frag grenade	thrown	2d6	energy
concussion grenade	thrown	1d6	crushing

Character Advancement

Earning Advances 1-3 advances determined by GM.

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

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

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

Combat Overview

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

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

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

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

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

Combat Overview (cont)

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

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

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

Critical Damage (hitting 0 or less Stamina)

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

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

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

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

See p.115 for tables

Healing

Catch your breath (30 mins) Characters recover half their lost stamina as soon as they take half an hour to catch their breath. They can do nothing else during this time.

Healing (cont)

Full healing A good night's sleep will heal someone fully

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

Weapon Codes

Letter	Dice	Crit Table
S - small: knife or pistol	xd6+y	S = slash, p = pierce, c = crush, e = energy
M - Medium: rifle or sword		S = slash, p = pierce, c = crush, e = energy
L - Large: automatic weapon, LMG, large sword		S = slash, p = pierce, c = crush, e = energy
		S = slash, p = pierce, c = crush, e = energy



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Adding a new Career

Cost	5 advancements to taken on a new career
Skill	You buy all the new career skills with advancements, and you still cannot go over maximum limits (ex, Career 1 limits Skill X to 10, if Career to limits X to 10, you still can only max at 10, not 20)
Freeze	All skills in your old career are frozen, that is, you cannot gain levels in skills of the old career
Unique Career Skill	You always keep your old Unique Career Skill, but also gain the new Career's skill

Combat Rolls

Melee	Melee is an opposed roll Attacker and Defender use the skill for the weapon they are currently using Winner of the roll does damage (so the defender can do damage!) Whoever initiated the attack gets a +5 on their skill roll for that round
Ranged	Roll Attackers SMALL ARMS skill vs Defender's DODGE skill

Combat Rolls (cont)

	All ranges except Far Away have no modifier, but attacking a Far Away target can (GM's discretion) inflict a -5 penalty to attacker
	Attacker wins roll = roll damage. Defender wins roll = no damage, but no other effect (unlike Melee)
Pinning/suppression fire attack (Ranged)	Attacker rolls on SPOT skill, defender doesn't roll. On a success, defender dives behind cover and can't do anything for their next round.
Flanking	Attacker rolls Athletics test. Success = you flank the target, and get an immediate, and free, Ranged attack with a +5. Failure means you've made yourself an open target, and take -5 to all Dodge rolls until the start of your next round

Warp Glyphs (aka..magic)

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

Types	Each warp glyph listing notes whether a standard (denoted S) or opposed (denoted O).
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Warp Glyphs (aka..magic)

Learning Glyphs	The warp focus skill is used to manifest glyphs. A new Warp-touched character starts with one Glyph rolled at random Player characters can learn a number of glyphs equal to half of their career skill in either the Warp touched or Warp lord careers Someone must teach the PC glyphs. Once glyphs are learned, they cannot be changed. To learn a new one, you must level up your Career skill to open a new slot
Type	Each warp glyph listing (p 161) notes whether a standard (denoted S) or opposed (denoted O).
Warp Bleed	Rolling a 1 on Glyph use is a massive failure and causes bleed. Reroll the Warp Skill test, Success = nothing happens, Failure = roll on Warp Bleed table (p153), adding Stamina cost of casting the Glyph as a modifier to the roll
* Warp mutations	Permanent Changes caused by warp bleed. Tables are on p.155



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