

Quick Rules Reference Sheet

Skills

You have many Skills, applicable to a number of different situations. When rolling your d10 and %d10, you are aiming to roll beneath your Skill Level.

On Your Turn

When it is your turn in combat, there are a number of different actions you can take, each costing different amounts of Action Points (AP). You may take as many actions as you wish until your AP is fully depleted.

Draw Weapon

You may draw a weapon from your inventory for 2AP, equipping it. You can hold one two-handed weapon, or up to two one-handed weapons. Note that if you are equipping two one-handed weapons, the AP cost is 4.

Load Weapon

If using a bow, you may load a singular arrow into it for 1AP.

Aim Weapon

If using a ranged weapon, you may aim at an enemy for 1AP. If you do not aim, you have a -1 to your Archery Skill per each metre away from you the enemy is (e.g., if an enemy is 5m away and you don't aim, you have a -5 to Archery when taking your shot).

Use Weapon

You may use your weapon – this could mean firing your bow or swinging with your knife. You must make the corresponding Skill Check in order to succeed. AP cost is dependent upon the weapon.

Feint

For the same AP cost as using a weapon, you may feint to reduce your opponent's dodge by 5% until the start of their next turn.

Charge

For the same AP cost as using a weapon, you may charge to deal extra damage at the cost of reduced Dodge % until the start of your next turn. You may deal 1 extra damage per -5% Dodge.

Melee Attack

You may spend 2AP to do a melee attack, making a Fisticuffs Skill Check.

Move

You may move up to 5m (1 hex) per AP spent.

Speak

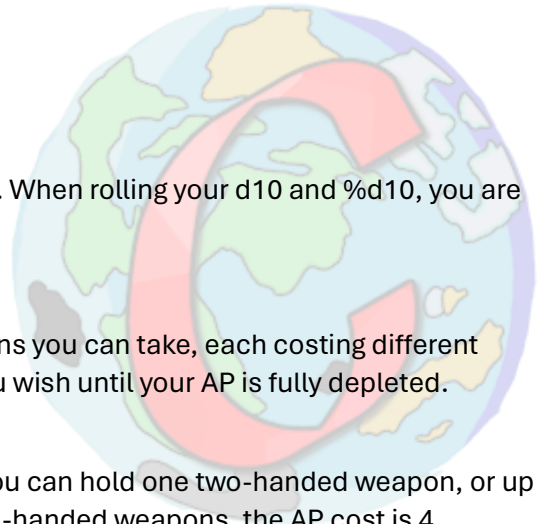
You may speak to an enemy for free one time, making a Speech Skill Check. If you wish to speak again afterwards, it costs 2AP per speech attempt.

Interact with Object

You may interact with an object in your hex for 1AP per individual interaction. For example, picking up a box on the ground costs 1AP, and opening it costs another 1AP.

Dodge

You may spend AP to increase your Dodge %, at 1AP per +5%.



Special Actions

There are also a number of species-specific special actions you can take, if you are a member of that species.

Trap (Fasca)

For 2AP, you may make a Fisticuffs Skill Check on an enemy within 10m of you. If you succeed the Fisticuffs Skill Check and the enemy fails their Dodge Roll (if applicable), you successfully ensnare them with your tentacles, meaning they cannot take any actions on their turn. Your trap only lasts one turn, but you may make another Fisticuffs Skill Check with a +5 if your opponent is already trapped by you to continue to trap them.

Beam (Golem)

For 3AP, you may roll Archery to fire an energy beam with a 15m range from your skull, dealing **Melee Damage - 2** of damage to your opponent if you succeed (and they fail their Dodge Roll, if applicable).

Dash (Drifter)

You may make a Fisticuffs Skill Check and rush towards an opponent, using your momentum to bash into them and deal **Melee Damage + 1 per 5m travelled** Piercing damage to your opponent if you succeed (and they fail their Dodge Roll, if applicable). This attack costs 3AP + 1AP per 5m travelled and can only be done from more than 10m away (so a Drifter couldn't dash an enemy that is only 5m away from it). For example, if a Drifter with **d10+2** Melee Damage were to Dash an enemy 15m away, the attack would cost 6AP and would deal **d10+5** Piercing damage.

Environmental Attacks

If you don't have a weapon on you, you can use your environment to your advantage in a multitude of different ways:

Terrain Blind

You can pick up a handful of terrain (i.e., soil, sand, gravel, snow, etc.) from nearby for 1AP, and throw it into your opponent's eye for 2AP and an Archery + 10 Skill Check. If your opponent unsuccessfully dodges, they have a -5 to all their Skills for the next turn.

Terrain Stab

You can pick up a nearby sharp object (i.e., a rock, an icicle, etc.) from nearby for 1AP, and use it to stab your opponent for 2AP and a Melee Weapons Skill Check. If your opponent unsuccessfully dodges, they will take d10-5 of damage.

Terrain Lob

You can pick up a nearby object (i.e., a rock, a mug, etc.) from nearby for 1AP, and throw it at your opponent for 2AP and an Archery + 5 Skill Check. If your opponent unsuccessfully dodges, they will take d10-6 of damage.

Taking Damage

Special Damage Types

Piercing damage (Direct) will deal double damage if it makes it through armour.

Walloping damage (Direct) completely ignores Damage Resistance.

Poison damage (Indirect) causes a character to take a certain amount of damage each turn for a certain amount of turns, as long as it makes it through armour. The amount of damage dealt decreases by 1 for each turn from the initial damage minus two.

Resistance

Armour can provide Resistance to damage. Each armour has a different amount of Damage Resistance, listed in its description. Simply take your armour's resistance from the amount of damage dealt to you, then take the remaining damage from your current HP.

Consciousness

If you are unconscious, you cannot perform any actions until you have been revived by another Party Member. To be revived, a Party Member must interact with you and make a First Aid Skill Check.

If you are conscious but on 0HP, you can attempt to stabilise yourself, which will stop you from having to roll to retain consciousness every turn. To stabilise yourself, simply interact with yourself and make a First Aid Skill Check with -15 to your Skill Level. If you choose to do this, you may not make any other actions on that turn. Whilst conscious on 0HP, you can also speak, interact with anything directly next to you, and make ranged attacks with a -15 to all of your Skill Levels; however, your Max AP is decreased by 3.

If you are conscious and on more than 0HP, you can make all actions as normal.

Death

Whilst unconscious, you have an effective Maximum HP of half of your normal Maximum HP. If your Active HP decreases to 0 while unconscious, you will die and you will not be able to be revived again. Make a new character, you poor soul. It should be noted that if you are revived back to consciousness, then become unconscious again, you are back to half of your normal Maximum HP as your effective Maximum HP – i.e., your effective Maximum HP resets when you become unconscious again.