

ADVENTURE

The Adventure section is an alphabetical listing of different concerns that might turn up during a game. Keep in mind that this isn't chess. *You do not need to know everything about the game in order to play the game* – just be willing to look things up or even make things up when needed.

No Do-Overs. With this said, keep in mind that the game only moves forward. If you suddenly realize that a battle would have gone differently had you known about *Charging* – no, we cannot go back and do it again – just try to remember for next time. Through hindsight is how much of this is learned.

Age

All organic lifeforms go through six stages of life, starting characters are adult by default which changes nothing, but you may create a character at a different stage of life and this may have a profound effect on your abilities and starting XP. The table below is what you need to go from Adult to some other stage in life.

Stats/Age	Child	Young	Adult	Mature	Old	Elderly
Mus/Hea	-20/+20	-10/+10	+0/+0	-5/-5	-15/-15	-30/-30
Agi/Ref	+20/+10	+10/+5	+0/+0	-5/-5	-10/-10	-20/-15
Int/Kno	-20/-20	-10/-10	+0/+0	+0/+5	-5/+5	-10/+10
Cha/Com	-5/-10	-10/-5	+0/+0	+5/+5	+10/+10	+5/+5
Sen/Luc	+0/+0	+0/+0	+0/+0	+0/+0	+0/+0	+0/+0
Starting XP	-70%	-50%	+0%	+200%	+400%	+600%

Sense. Sense is a combination of intuition and sensory perception. When you are young your senses are sharp but you don't have much life experience so your intuition is weak. As you grow older your senses start to dull but your life experience grows to where there is little you cannot predict. The end effect is a Sense modifier that does not change.

Starting XP. If a perfectly average adult character starts with 10 XP, a child would start with 3 XP, a young adult gets 5 XP, a mature character gets 30 XP, an old one 50 XP, and an Elderly one 70 XP. Note that this only applies to brand new characters. It doesn't apply to characters changing stages through life.

Ammo

Weapons with an Ammo count can fire that many shots before need to be reloaded. The Reload aspect is the amount of time it takes to reload the weapon. If just a number that is the number of rounds that reloading takes.

Load & Fire. Weapons which use ammo but have no Ammo or Reload aspect are *Load & Fire* weapons, such as the Bow & Arrow. You reload it every time you fire it and that reloading is considered a part of its attack. Beat-wise, this tends to make Load & Fire weapons slower than other attacks, but if you load up a shop before combat begins it only takes 1 beat to fire the first shot.

Power Supply Recharge. Power supplies are often a wireless network of batteries located about a character's person and essentially a big ammo reserve for anything that runs on electricity. Once out of juice you can connect to a power source such as a generator and recharge them. Unless something says otherwise, the standard recharge rate is **1 EU per round**.

High-Voltage connections recharge 100 EU per round. They only work with type C and D batteries and will cause type A and B batteries to explode (see *Electricity* in the *Core Rules*).

Natural Attacks. Natural attacks that use ammo, such as snake venom, reload as the creature sleeps.

Area Attacks

Area attacks hit an area rather than an individual, it floods the area with damage and everything in it takes the same amount. Because area attacks lack focus, the success of one does not change the amount of damage done. Succeed and the attack does one roll of damage. Fail and the attack still happens, just not the way you expected it to.

Area Aspects. You will know an area attack by its area aspect. This often combines a shape such as a Cone or Wall with a size which is its radius in meters. As for the shapes, when looking down from above...

Blast	= a full circle.
Stream	= a 15° angle.
Cone	= a 45° angle.

Funnel	= a 90° angle.
Curve	= a 180° angle.
Pour	= a 270° angle.
Cloud	= a projected circle.
Dome	= a bubble.
Cylinder	= a column.
Cube	= a full square.
Torus	= a doughnut.

Area Size. The size is its radius measured in meters radiating out beyond the meter the explosion detonated in...

0: Dinky.
 1: Small.
 3: Medium.
 6: Large.
 12: Big.
 24: Huge.
 48: Massive.

If there is no area size the radius is equal to the damage roll divided by 5, rounded down. So an Blast explosion doing 30 points of damage is actually a Blast 6.

No Size? = Damage Roll / 5.

Blast. An explosion with Blast 0 is like a firecracker. It hits anything in the same step as itself. A Blast 2 hits step zero as well as everything two meters beyond it.

Stream. With miniatures, a streaming attack shoots forward in a line, hitting everything it crosses paths with. Without minis, a streaming attack can hit 2 different targets per success as long as they are standing in a relatively straight line.

Cone, Funnel, Curve and Pour. With these step zero is always directly in front of the character creating it. They attack an ever-widening area the farther they fan out.

Cloud. A cloud attack is like a Blast except instead of billowing out around the point of detonation this one projects one length of its radius forward and billows out around that point. This protects the cloud's creator from being hit by it.

Cube. A cube forms a square space that is as high, wide and deep as its size. A Cube 3 starts with 3x3x3 as its dimensions but most can be scrunched into different shapes like a

wall with 4x4x1 or a beam with 1x1x7, just as long as the three dimensions add up to triple the cube's size in meters.

Dome. A dome is a sphere whose sides drape to the ground. It covers everything as tall as the sphere including the ground beneath it. Up in the air it forms a bubble.

Cylinder. A cylinder is like a dome but its height can be up to twice its radius. Up in the air it takes on more of a pill shape.

Torus. A torus is essentially a giant doughnut. It goes off like a blast but leaves step zero unharmed. This protected core can often be widened. Doing so does not change the overall size of the torus.

Armor

Armor is anything that comes with an **Armor** value attached to it - helmet, gauntlets, a skein suit - if the item has an armor number and is not a shield it is considered armor. The armor number turns into a die roll and the die roll subtracts from incoming damage.

Armor Sacrifice. When taking damage you may sacrifice some of your armor to keep from taking tear damage. Gamewise, each point of armor protection lost reduces the tear damage by 1 point.

This does not stop wear damage.

So instead of taking 5 tears of damage you can let your armor lose 5 points of protection. Your armor won't protect you as well the next time you are hit, but buying new armor does beat dying.

Be sure to readjust the die rolls on your character sheet. While armor damage will send bits and pieces of armor flying, it will not lighten the weight of it, not unless you decide to chuck a now worthless shield or helmet.

Shields. Shields are rare but they do exist. They work just like armor, but we keep them separate from the rest of your armor because they only protect the front and side of your character.

The arm holding a shield can do nothing but wield that shield. You may sacrifice the protection of your shield to reduce tear damage, but only if the shield was used to help stop that damage from hitting the character.

Aspects

Aspects are tags attached to attacks and equipment. Think of them as short reminders of how something works. Most but not all are combat related.

1shot. This item can be used once and never again.

2hds. It requires two hands to work.

Ammo. The number of shots a weapon can take before needing to be reloaded.

Armor. The armor value a piece of equipment supplies.

Bastard. A bastard weapon is a one-handed melee weapon made with an elongated grip that allows it to be used with two hands when needed. With two hands it gains Damage +2. Using a non-bastard weapon with two hands only brings Damage +1.

Turning a weapon into a bastard weapon increases its price by 25%. Be sure to attach Bastard to its name, such as Bastard Sword or Bastard Mace.

Weapons that have Bastard as an aspect, such as the spear, are made to be used one-handed but can be easily used with two for a +2 damage bonus.

Bal. Bal stands for balanced. Any melee weapon can be thrown at Point-Blank range with a -10. Balanced weapons suffer no penalty.

Burst. This attack fires off a machine gun like burst. The aspect should tell you its burst die and the number of extra beats it adds to the attack (see *Burst* in *Adventure*).

Close. This attack was made for fighting in close quarters, meaning two opponents right on top of each other. Non-close weapons take a -10 when trying this, -20 if they have Reach.

Con. Short for Contraband, this number grades an item's legality from 1 to 10, semi-illegal to highly-illegal. Governments often post the maximum acceptable contraband level at their ports of entry, so if it says Con 3 do not try to bring in anything with a Con level of 4 or more (see *Contraband* in *Galaxy*).

Def. Short for *Defense*, this is the ability one uses to defend against an attack (See *Challenges & Competitions* in *Action*).

Disarm. This attack gets a +10 when attempting to disarm opponents (see *Disarm* in *Adventure*).

Dur. Dur is short for *Duration*. It tells us how long something lasts. A number is in rounds. A PS stands for *Per Success*. So a talent with *Dur 5 PS* lasts five rounds per success.

Dur Conc. This lasts as long as its creator concentrates on making it last. Being stunned or trying to do anything other than move around will dismiss it.

Elec. This attack hits with an electrical current. Metal armor does not protect against it.

Entangle. This attack will entangle an opponent when it successfully hits (see *Entangle* in *Adventure*).

Fire. This attack stands a chance of setting a character on fire (see *Fire* in *Adventure*).

Flex. Shields only protect half as well against a flexible attack.

Grapple. This attack does damage **and** grapples whoever it hits when desired (see *Grapple* in *Adventure*).

Great. Like *Bastard*, this aspect is normally found attached to the name of a weapon. It is a one-handed Melee weapon made larger and two-handed to deal more damage. It gains Damage +4, takes a Hit -5, and requires two hands to use.

Making a weapon great increases its price and weight by 50%. Be sure to attach *Great* to its name, such as *Great Sword* or *Great Mace*.

HA. Armor only works half as well against this attack.

Light. The number of 10' squares a light source will illuminate beyond the one its bearer is in (see *Illumination* in *Scrambles*).

NA. Armor does not protect against this attack.

Poison. The number attached to this aspect is the strength of a poison which opposes the health check that a character makes when trying to save against it.

Range. Ranged attacks hit from a distance. This aspect is a small r and a capital letter indicating its effective range, aka how far it can shoot before running into problems. The ranges are:

Abbv	= Description	= Meters Distance
rP	= Point-Blank	= 0 to 9
rS	= Short	= 10 to 19

rM	= Medium	= 20 to 39
rL	= Long	= 40 to 79
rX1	= Xtra-Long 1	= 80 to 159
rX2	= Xtra-Long 2	= 160 to 319
rX3	= Xtra-Long 3	= 320 to 639

So a weapon with rS is Short range and can hit any target standing up to 19 meters away without problem. After that it takes a -10 for each successive range. This means a -10 at Medium range, a -20 at Long range, and a -30 at Xtra-Long 1 range. Projectile weapons peter out at -30. Beam weapons keep going until their chance of hitting a target are nil (For more see *Miniatures in Adventure*).

Reach. These melee attacks have the benefit of reach. Weapons without it can only strike into an adjacent step. Reach can strike over that step to attack into the one beyond it. When Reach comes with a number that is the number of steps the weapon can reach across to make an attack. So Reach can reach over 1 step. Reach 2 can reach over 2 steps. Reach 3 can reach over 3 steps, and so on (see *Miniatures in Adventure*).

RoF. Rate of Fire tells us the maximum number of times an attack may be used in one round. If a weapon has RoF 1 then it can only be fired once per round. If the attack has no RoF attached to it then it can be used any number of times per round.

Rld. Rld is short for Reload. When just a number it is the number of rounds it takes to reload a weapon.

SEP. Single Effect Power. A character can only be effected once by this power. Using it on a character multiple times does nothing more than cause the most recent use to replace the older ones.

SUP. Single Use Power. Future uses of this power will dismiss earlier uses of it.

Time. This is the amount of time it takes to commit an action that cannot be pulled off in a single round. When just a number it is a number of rounds.

During this time the character cannot do anything but work on committing that action. If stunned or otherwise distracted the attempt will be lost and the character will have to start over.

Once the time requirement is fulfilled a check can be made in the following round. So a power with *Time 1* can be used every other round. You always need to spend at least one round preparing for the attack to follow in the next round.

W. Short for Warmth, this is the number of warmth points a piece of equipment adds to your character to help deal with the cold. A negative warmth number will cool you down rather than warm you up.

Burst

A burst fires off a machine-gun like volley of missiles. Its aspect should tell you the burst roll to make as well as the number of extra beats making a burst attack adds to firing a single shot from the weapon. For example:

Light = Burst 1d4, b+1.

Small = Burst 1d6, b+2.

Medium = Burst 1d8, b+3.

Large = Burst 1d10, b+4.

Heavy = Burst 1d12, b+5.

A weapon with *Burst 1d6, b+2* can fire a small burst attack. If it takes 1 beat to normally fire it takes 3 beats to fire off the burst. Roll to hit and if you succeed, roll the burst die. This tells us the number of shots that hit the target. Roll a 4 and the target is hit four *separate* times, each shot doing the same amount of damage.

Separate is important since the target's defenses get to defend against each shot separately. To save time, the target should roll for defense once and use the same amount to thwart each separate shot. If each shot delivers 9 points of damage and the target rolls a 6 for its armor then each shot will only do 3 points of damage.

For ammo purposes, the number of shots fired is equal to the best number on the burst die. A medium burst fires off eight shots with every burst.

Spreading the Burst. You can fan a burst out over an area to strike multiple targets but it will impact your burst roll:

Tight concentration (15° angle) = -1

Loose concentration (45° angle) = -2

Wide spread of fire (90° angle) = -4

A small burst spread over a wide area rolls 1d6-4. *Good luck hitting anything!* Any burst roll less than 1 spreads the burst so thin that it misses everything. When the burst does

hit, everyone in the area should make a **Luck Save**. Each target takes a shot, starting with the worst luck strength and moving up through the strengths until the burst is out of shots. Run out of targets before that happens and you should cycle back to the lowest roller and hit them again.

Body Size

Most characters in Free Frontiers are *Medium* or *Man-Sized* in build and can ignore matters of body size. For everything else we have fifteen different size categories ranging from Tiny for cat-sized creatures to Gargantuan for kaiju-sized creatures. The influence of size is largely controlled through this table.

Index	Size	Mass	Dmg	Dis	Hide
1	Tiny	0.3	0.4	0.6	+30
2	Teeny	0.5	0.6	0.8	+20
3	Small	0.8	0.8	1	+10
4	Medium	1	1	1	+0
5	Large	1.5	1.2	1	-5
6	Extra	2	1.5	1.2	-10
7	Big	4	2	1.5	-20
8	Huge	8	4	2	-30
9	Massive	12	6	4	-40
10	Enormous	20	8	6	-50
11	Humongous	40	10	8	-60
12	Colossal	60	15	10	-70
13	Gigantic	100	20	12	-80
14	Titanic	300	30	15	-90
15	Gargantuan	500	50	20	-100

Mass. Mass tells us how the size relates to medium. A teeny creature has half the mass of a medium-sized character. A huge one has eight times that mass. Mass multiplies:

Muscle, after character creation.

Weight of equipment made to fit the character's size.

Base Load for determining encumbrance.

Food, the amount one needs to eat.

Body and fat weight.

After character creation is important for Muscle seeing as muscle is pivotal in determining such things as Damage Points, Base Movement Speeds, the Muscle Modifier, etc. During

character creation your Muscle score should stay at medium size. After it you can multiply the score to fit the character's size mass. The same goes for increasing your Muscle with XP. You should increase your medium-sized muscle score and then multiply it by your size mass to bring it up to scale.

Dmg. This is a multiplier that deals with damage. It effects:

Wear, Tear & Stun Point.

Attack Damage of size adjusted attacks.

Muscle Modifier.

So a Medium character with 20 damage points will have 16 when made Small and 160 when Huge. If a weapon has been made to fit a certain size, the damage it does should be multiplied as well. A sword doing 8s at Medium size does 6s when Small and 32s when Huge.

Exhaustion. Size Dmg also multiplies the damage one does to oneself, such as by trying hard or going without food or water. Trying hard does 1 point of wear damage. A Huge creature with Size Dmg 4 should take 4 points of damage when it tries hard. On your character sheet, put your Size DMG multiplier where it says **EX**. Basically, that is the amount of damage you take when exhausting yourself by trying hard.

Smaller sizes use fractions. Small = 1/2. Teeny = 1/3. Tiny = 1/4. This means that small characters use half-points on themselves. Teeny ones use third-points. Tiny ones use quarter points. Trying hard only costs a tiny character one quarter of a point. A small character takes only half a point of damage.

Effort Points. When it comes to finding effort points, divide the amount of wear damage healed by your EX. A Huge character with EX 4 healing 40 points of wear damage gets $(40 / 4 = 10)$ 10 effort points for it.

Small characters get double the damage they recover in effort points. Teeny characters triple it. Tiny characters quadruple it.

Dis. This multiplies movement speeds and distances. If a monster has a breath weapon with Cone 3 at medium size, that blast shrinks to Cone 2 when made by a teeny monster, a Gargantuan one increases it to Cone 60.

Melee attacks have a distance of sorts with Normal being what we use when neither Close nor Reach is mentioned. To change it multiply the following by the character's Dis

and subtract 2 to get its Reach number. End with a 1 and that is Reach. A 0 is Normal and a -1 or less is Close.

Close	= 1	Normal	= 2	Reach	= 3
Reach 2	= 4	Reach 3	= 5	Reach 4	= 6
Reach 5	= 7	Reach 6	= 8	Reach 7	= 9

So a medium claw attack is a Close attack. For a gargantuan creature we take 1 from the table above for Close, multiply it by Dis 20 for gargantuan, and subtract 2 to give it Reach 18.

Armor. The protective value of armor should be multiplied by **Size Dis**. While you might think that Dmg would do this, the problem with resizing armor is that it doesn't scale in the same way that weapons do. The material it is made of does not get substantially weaker as it gets smaller, meanwhile the inevitable chinks in the armor only get bigger and more obvious as the armor's size increases.

Force fields are not effected by size when it comes to protection, but the energy they consume should be multiplied by the Size Mass of the creature being protected by it.

Hide. This modifier comes into play when trying to hide from sight. It also works in your favor when diving for cover, providing you remember to bring it into play.

Target. You get a +10 Target bonus when being attacked by anything with a body size larger than your own. Like Hide this is another thing you simply need to remember to bring into play to take advantage of.

Equipment. It's a medium-sized galaxy out there and everything is medium by default. Items can be made to fit different sizes but both their Price and Weight should be multiplied by the desired Size Mass. A huge sword should cost and weigh 8 times more than a normal one.

With smaller than medium-sized equipment only weight is effected. The weight gets lighter but the price remains the same.

Wrong-Sized Weapons. You may use weapons that are not made for your body size but every size difference brings a -10 to hit, with an additional -5 when two-handed. The same goes for characters trying to use weapons that are too small, except without the two-handed penalty.

So a Medium sized character trying to swing a Large two-handed sword will take a Hit -15. Increase the size of the weapon to Extra large and it brings a Hit -30.

Charging

Charging puts velocity behind the damage of a melee attack. Every 10 SPR causes a Hit -5 to a maximum of Hit -30, it increases the damage done by the blow by 2 points, and does 2 points of blowback damage to the deliverer of the blow.

Speed	Hit	Damage	Blowback
10	-5	+2	2i
20	-10	+4	4i
30	-15	+6	6i
40	-20	+8	8i
50	-25	+10	10i
60	-30	+12	12i
70	-30	+14	14i
80	-30	+16	16i
90	-30	+18	18i
100	-30	+20	20i

Speed Not Distance. Charging has nothing to do with the distance traveled before impact. Charge 27 spr and you get speed 20 even though you may have only traveled 5 steps. Charging does nothing for 9 spr or less.

Blowback. Blowback comes from the concussion you receive when dealing the blow. Armor does not protect against it. Success does not multiply it. Inertia fields do not protect against it and you cannot make a charging attack with an Inertia field raised.

Chases

Eventually it happens, a character or creature takes off running and the rest go chasing after. Unless you decide to map it out with minis, this turns the game into a series of **Agility Competitions**, each representing a few rounds of movement. Divide into two groups (or more if needed) and use the **best agility strength** from each group to represent the group as a whole. Typically the first group to win **three competitions** gets their way.

Speed Matters. For a chase to even happen the speed of the slower group multiplied by 1.5 needs to be greater than or equal to the speed of the faster group. Otherwise, the faster group is just too fast to be caught or avoided.

Slower Group x 1.5 >= Faster Group

Group speed is always the speed of its slowest member. While running and sprinting may be involved, these options cannot be used when comparing speeds. Always use the characters standard movement speed.

Knowing the Territory. Hard and easy depends on how convoluted and maze-like the area is where the chase will take place. An urban neighborhood may be a hard check for someone who is new to it yet an easy check for someone who grew up there.

Speed Is Exhausting. More so than normal movement, being in a chase is exhausting. After rolling each competition, a **1d6i** should be taken by each character and creature. This is pure exhaustion and there is no way to defend against it.

Hazards. If the GM has a hazard table for the chase it should be rolled on once between each competition. A hazard table is a table of possible things the chase might run into such as a barred door that needs to be knocked down, a rooftop ledge to be jumped over, a dead end, etc.

Generally speaking, the chased party needs to deal with the hazard or be caught. After that the party of chasers needs also deal with the hazard to remain in the chase.

Where It All Ends. While we may have a map of the area, chases often take place in the imagination. The winner of the chase gets to choose where it ends, *within reason*. The chase shouldn't cover too great an area or allow characters to slip through any barrier they couldn't move through otherwise. If the winning characters have no idea where they are, the ending of the chase is left up to the GM.

Climbing

Climbing is an Agility check made hard or easy by the nature of the climb. The slicker, more vertical or higher the climb, the harder the check should be. Meanwhile, using climbing gear or climbing a surface the character has climbed before will make it easier.

Agility + Climb

S: You make it no problem!

L: Try again at -10.

H: Fall! Roll 1d4 to figure out how far.

1: 25%. **2:** 50%. **3:** 75%. **4:** 100%.

With that last one, the percentage pertains to the total height of the climb. Fail when climbing a 40 foot wall, and a roll of 3 will cause the character to fall 30 feet.

Crowded Areas

Firing into a crowded area is a **-10** to hit. If the shot misses, the three characters or creatures standing closest to the target should make a **Luck Save**. Whoever produces the worst strength is hit by one success of damage.

Damage

Damage is a measure of force. Damage Type is what makes that force lethal. There are five types of damage: **Piercing** focuses the force onto a single point, such as a bullet. This is the most deadly damage type. **Sharp** spreads the force along a sharp edge, such as the blade of an axe. **Mixed** combines multiple small sharp edges with brute force. Shotgun blasts, morning stars and fragmentation grenades do mixed damage. **Blunt** focuses the force onto a single wide area, such as the head of a hammer or the fist of a punch. **Impact** spreads the force over the widest area, such as running into a branch or wall.

Changing Damage Types. All weapons come with a standard damage type, many you can change to do a different damage type. No matter what you choose, changing the damage type brings a -10 to hit.

For example, swords are made to do sharp damage with a slashing attack, but you could stab with its tip to do piercing damage or hit with the flat of its blade to do blunt damage. In all cases the sword takes a Hit -10 when not making a sharp attack.

Making Up Damage. Sometimes you need to clock a goon but all you have is a flower pot and flower pots don't come with damage stats. Damage is not hard to guess. Generally speaking:

Light	= 1 to 5
Medium	= 6 to 10
Heavy	= 11 to 20

A punch is a light attack doing 3 points of blunt damage, so a flower pot would probably do the same or possibly one point more. For damage type? Mixed combines sharp edges

with blunt force. If the flower pot is some funky thing covered in spikes it might do 4 points of mixed damage. Otherwise it would probably do 4 points of blunt damage.

Don't forget about your character's Muscle Modifier. If the attack is powered by a character's muscle (as our flowerpot is) it should change the amount of damage done.

Heavy Damage. An attack with an **h** before its damage type does *Heavy Damage* and is normally used against vehicles and buildings. Each point of heavy damage is worth 10 points of normal damage. So a weapon doing *6hm* does *six points of heavy mixed damage*. You roll 1d6 and each point does 10 points of normal damage.

1 Heavy Damage = 10 Normal Damage

Disarm

Sometimes you just want to knock the weapon out of your opponent's hand. This is a Hard Hit vs Hit Save challenge. Meaning your ability to hit with the attack verses a save roll made with the hit score of the attack you are trying to disarm. The number of successes you score determines what happens next:

Hard Hit vs Hit Save

4: Ah-hah! The weapon flips gracefully through the air to land in your other presumably open hand.

3: Thwanggg! The weapon flies across the room to stick into something with an impressive noise.

2: Knocked Free. The weapon is knocked free of your opponent's hand and drops to the ground.

1: Lock Weapons. Your weapons lock together. Your opponent loses their next immediate action to break free.

C: Whoops! Your own weapon goes flying across the room.

Disarm. If the weapon you are using bears the Disarm aspect then it was made for this sort of thing. Remove the -10 that the Hard brings to the check.

Two-Handed Weapons. Two-handed weapons are hard to disarm. Take another -10 when trying to disarm an opponent wielding a two-handed weapon.

Unarmed Attacks. You can disarm an opponent using just a Punch attack, but only if the weapon has a sizeable area to grab onto such as a spear shaft, and your attempt takes another -10.

You cannot disarm an opponent of an attack that is physically attached to their body (such as a Punch) but you can grab or grapple them (see *Grapple* in *Adventure*).

Ranged Weapons. Want to shoot the weapon out of your opponent's hand? Forget everything you just read. It's a flat **Hit -30 vs Hit Save**. One success does the trick. Two successes or more destroys the weapon. Miss and your shot goes wild.

Dive For Cover

You can't dodge an explosion but you can dive for cover. This is an Agility check plus the Dodge skill if you have it. If all goes well it will reduce the amount of damage you take. If not it might just increase it. In combat this is a reaction that takes **3 beats** to perform.

Agility + Dodge.

4: No Damage.

3: Tenth Damage.

2: Quarter Damage.

1: Half Damage.

L: Full Damage

H: Double Damage.

C: Triple Damage.

The check should be made hard or easy depending on how much cover there is to dive behind. You can't dive for cover in an empty room.

Dodge

A dodge is a reaction. It's you suddenly jerking back or to the side, or possibly even leaping into the air to avoid being hit.

What it does is turn the attack you are dodging into a *Hit vs Dodge* challenge. Your dodge strength subtracts from the strength of the attack, reducing its success or possibly even defeating it.

Dodge should already be on your character sheet, often as the last of your attacks. If not your hit score is your **Agility** plus any bonus you might have with the skill **Dodge**.

Dodging takes **1 beat** and does no damage. It has no aspects.

Drawing a Weapon

As a general rule, it takes as many beats to draw a weapon as it takes to attack with it, so you can draw a weapon and fire it all in the same action but it takes **double** the beat count. A laser pistol takes 1 beat to use. It takes 2 beats to draw and fire.

Entangle

Attacks bearing the *Entangle* aspect (such as a tangler grenade) are designed to tangle up whoever it hits. Typically the device will produce a number of strength points per success which those entangled by it need to beat with a **Muscle** check to break free.

This check can be made **once per round** at the end of each round, starting with the round in which the entanglement happened. An entangled character cannot make any actions or reactions until freed.

Others may try to help an entangled character break free. Often it takes **2 points of sharp damage** to remove a point of strength from the entanglement. Obviously, an entangled character cannot cut themselves free.

Falling

A fall does **3 points of damage per meter fallen** (aka 1 point of damage per foot) which should be added up and turned into a die roll using the damage table. A fall of 4 meters does (3 x 4 =) 12 points of damage max, which turns into a roll of 1d12. Armor and shields normally do not protect against falling damage. An Inertia field will have its protection cut in **half**. Damage type depends on the landing:

Impact	= Dirt, lawn, field.
Blunt	= Concrete, cobblestones, flagstones.
Mixed	= Jagged rocks, broken timbers.
Sharp	= Sharp rocks, broken glass.
Pierce	= Spikes, stalactites.

Soft Landings. Landing on something softer than dirt, such as thick mud, snow, water, or a conveniently placed hay stack is cause for a Luck Save that may dramatically change the amount of damage done. The easier a soft landing is to hit (think of a lake compared to a tub) the easier this check should be.

Luck Save

3: No Damage.

2: Tenth Damage.

1: Quarter Damage.

L: Half Damage.

H: Full Damage.

Body Slam! When a creature falls on a character (or vice versa) the same amount of falling damage is taken by both, but the muscle modifier of the falling character adds to the damage done to their opponent. As an attack, use **Agility vs Agility** to find its success.

Gravity. Gravity effects a fall by multiplying the total damage done before it is turned into a die roll. The earth's moon has Gravity 0.16. A fall of 4 meters will do $(3 \times 4 = 12 \times 0.16 = 1.92)$ a single point of damage. Jupiter has Gravity 2.4. The same fall would do $(3 \times 4 = 12 \times 2.4 = 28.8)$ a none too gentle $2d10 + 1d8$ of damage.

Fire

Any hit from an attack bearing the **Fire** aspect should be followed by a **Luck Save** to see if the character hit by it has been set on fire.

Luck Save

1: Nothing Happens.

L: Fire Damage 1d6b.

H: Fire Damage 1d8b.

C: Fire Damage 1d12b.

Fire damage should be rolled at the end of each round until the blaze is extinguished, this includes the round that started the fire. Armor only half protects against it.

Stop, drop and roll lets you remake the Luck Save **once per round** spent doing nothing but that. Diving into something like a pool of water puts the flames out instantly.

Food & Water

Organic lifeforms need to eat and drink in order to survive. Each day spent without one or the other does bodily harm. Your Muscle Modifier **adds** to the damage done but does not subtract from it.

No Food = 1d6b.

No Water = 1d6s.

Provisions. Generally speaking, man-sized characters need at least 1/2 a kilo of food and 1 pint of water per day. Dietary requirements may change for different species, but the fact remains the same. If you don't eat what you need to eat your body will eat itself. Substandard food and drink only does half damage.

Burning Fat. Body fat can be burned to stave off starvation but not dehydration. Half a kilo of fat equals 1 meal. Intentionally burning fat when food is available requires a **Hard Spirit** check to do.

Gravity

People get used to the gravity they live in, anything more or less will make it hard to commit actions. Compare your character's native gravity to the gravity they are currently in and use the table below to figure out their action modifier.

Gravity	3.0g	2.5g	2.0g	1.5g	1.0g	0.5g	0.0g
3.0g	-0	-5	-10	-20	-30	-40	-50
2.5g	-5	-0	-5	-10	-20	-30	-40
2.0g	-10	-5	-0	-5	-10	-20	-30
1.5g	-20	-10	-5	-0	-5	-10	-20
1.0g	-30	-20	-10	-5	-0	-5	-10
0.5g	-40	-30	-20	-10	-5	-0	-5
0.0g	-50	-40	-30	-20	-10	-5	-0

So a character whose native gravity is 2.0g will take a -10 when trying to do anything in 1.0g. Gravity amounts that don't come in amounts of .5 g should use whatever is closest. A 1.6 or 1.7 would use 1.5, while a 1.8 or 1.9 would use a 2.0.

Pure Zero Gravity. Working in perfect 0g comes with the added risk of possibly being knocked off into space. Any character who is **stunned** in combat should make a **Luck Save**. If they make it they managed to grab onto something. Fail and they go flying off into space. Characters who have been **knocked down** take a -10 to the save.

Other Influences. Gravity can have a profound effect on the way characters operate. For its influence on falling and jumping, see the entries for *Falling* and *Jumping*.

Grapple

Grappling is wrestling, an **Agility Competition** where the winner locks the loser in a hold using the strength it was won at. Round after round the winner can do nothing but maintain the grapple and the loser can do nothing but try to escape it.

Escape. Escape is a **Grapple vs Muscle** challenge for those trying to bust loose or a **Grapple vs Agility** challenge for those trying to wriggle free. In either case, grapple does not need to be re-rolled if the grappler does not want to. Simply use the strength the grapple was set at. For those who just want to avoid being grappled, you can go straight to the muscle or agility challenge.

Easy Targets. Anyone locked in a grapple, including the grappler, will be an easy target for anyone not involved in the grapple. They will be at **Hit +10** and unable to move or react to any attacks to come their way. Any grappler stunned by a blow immediately releases the grapple.

Grabs. A grab is a grapple where you aren't seeking to subdue your opponent so much as immobilize them, latch onto them and keep them from going anywhere. Nothing changes except both you and your opponent now have one arm free to make attacks with.

One-Armed Grapple. Trying to grapple an opponent with just one arm so as to leave the other arm free is a one-arm grapple. This can be done but takes a **Hit -10** when making it.

Pile-On. More than one character can attempt to grapple another. Agility strengths combine, but Hard Agility checks should be made from the chaos this causes.

[example]

Grenades

Grenades are **short range** thrown explosives. A successful hit lands it where you want it to land. Unless the grenade specifically says otherwise, success does not multiply damage. You get **one roll of damage** and that's it.

Agility + Thrown Weapons

S: Grenade lands where you want it to land.

L: Grenade lands 1d10 meters from your target in a random direction.

H: Grenade lands 2d10 meters from your target in a random direction.

C: You drop the grenade and throw the pin!

Random Direction. When the grenade misses its target, roll **1d8** to figure out where it goes in relation to the character throwing it. When playing without miniatures or a map, it's left up to the GM to figure out where the grenade goes.

1: Flies Beyond

2: Flies Beyond Right

3: Flies Beyond Left

4: Goes Right

5: Goes Left

6: Falls Short Right

7: Falls Short Left

8: Falls Short

Batter Up! An unarmed, melee or ranged attack may be used as a reaction to bat a grenade out of the air. This takes a **Hit -30**. An unarmed or melee attack will knock it **2d10 meters** in a random direction away from the character hitting it. A ranged attack should cause it to explode prematurely by 2d10 meters.

Chucking It Back. Grenades take **two rounds** to explode. *Six seconds*. It will go off at the very end of the round following the one in which it was thrown. If you can grab the grenade during the first round you may throw it somewhere in the second round.

Grabbing the grenade is a **Reflex Reaction** that takes **3 beats** to pull off. Succeed and you can throw it during the next round. Fail with either check and the grenade goes off right on top of you doing **double damage**.

Hide & Sneak

Skulking about is essentially a **Sense Competition**. When dealing with groups, if the worst strength of the hiders can beat the best strength of the seekers they pass undetected.

Worst Hider > Best Seeker = No Detection.

Hiders. On the hider's side, studying the area and looking for a good place to hide should make the check easier. Be aware that Body Size does effect a character's ability to hide (see *Body Size*).

Seekers. On the seeker's side, they need to be actively searching for something. If they are just passively milling around and not looking for anything in particular they should make **Hard Sense** checks.

Very Large Groups. Sometimes you will have very large groups of characters or creatures skulking about. Making all of those checks can waste a ton of time. When it happens, choose two characters to represent each group. Pit the best possible seeker verses the best possible hider and have the result apply to everyone.

Surprise Attacks. A surprise attack is an ambush. It happens when the Hiders beat the Seekers and are in the position to launch an attack. During the first round it is as if everyone being attacked has rolled a 1 with their INI die.

A surprise attack can only be launched once per encounter. The ambushers also need to somehow get away from those they ambushed and hide again before they can attempt to make another surprise attack on that party.

Hirelings

Hirelings are creatures you hire to accompany the party on an adventure. How much this costs per day depends on the level of the hireling, your character's Charisma and the hireling's Intellect (or lack thereof).

Charisma vs Intellect

3: \$10 per level.

2: \$20 per level.

1: \$30 per level.

L: \$60 per level.

H: Sorry mate, no sale.

C: Did you just insult my mother?

Roll up two successes while trying to hire a third level character and it costs ($\$20 \times 3$) \$60 per day for their service. Most hirelings will want at least a week's pay in advance.

Loyalty. During the adventure, any event outside of what the hireling signed on for (being arrested, shot at, radiation poisoning, etc) will be cause for a loyalty challenge, a **Charisma Save vs Sense** pitting the employer's innate charm against the hireling's good senses. *This is a secret challenge.* The employer will not know the outcome of it until it's already too late.

Rout, Run & Mutiny! A lost loyalty challenge will become apparent once the hireling takes the next best opportunity to disappear.

Good aligned hirelings will often sneak off hoping to never run into the party again. They may even leave behind their advance as a token of good will.

Neutral hirelings will not only disappear without returning their advance but they may steal a few things on the way out.

Evil hirelings will not only steal anything not nailed down but they might just stalk the party, hoping to pounce on them when they are at their weakest.

GM Controlled. All hirelings are ultimately creatures run by the GM. Treat them badly, use them as meat shields, force hirelings to take risks that the characters are not willing to take and all agreements are off. The hirelings will quit on the spot and even the good ones may come seeking retribution.

Max Number of Hirelings? The only thing limiting the number of hirelings a party can have is the amount of money they have to spend on them. What works for a small party of adventurers also works for an interstellar army.

Rebellion! When it comes to loyalty challenges and large numbers of hirelings the GM should choose an NPC to represent the whole group. This will be a revolutionary leader actively instigating revolt against the employer.

At some point, there should be a **Spirit Competition** between the two. If the rebel leader wins those forces will break away to become a separate faction under the rebel leader's command. Otherwise the rebel leader will be abandoned and have to flee.

Jumping

Jumping requires an Agility check made hard by just how far you have to jump and how intrepid the leap actually is. There is a big difference between jumping over a puddle and jumping between skyscrapers, even though the distance may be the same. Characters with the Hop form of movement get an automatic +20 bonus.

Agility + Acrobatics

3: You make it with a back flip or two.

2: You make it in style.

1: You make the leap.

L: You are on the other side dangling by your fingertips.

H: GAHhhhhhhhhhhhhhhhhhhhhhh-hhh!!!!

C: Splat.

Gravity can also play a factor. Every 0.5 below 1.0 makes the check easier. Every 0.5 above 1.0 make it harder:

3.0: -40

2.5: -30

2.0: -20

1.5: -10

1.0: +0

0.5: +10

0.0: +20

Mojos

Mojos are a celestial currency we use as unacknowledged gods to assert our divine presence on the universe. At base, they let you re-roll the dice. Each coin is one re-roll. This can be done up to three times. Each roll erases the previous one so there is no going back to a better roll. They cannot be used with critical fails and successes, nor can they be used during character creation. Mojos may also be used for other things such as:

Rise Above. 1 Mojo. The character becomes filled with an inexplicable surge of energy. Each mojos spent adds a +10 to the action about to be made.

Divine Wind. 2 Mojos. A mysterious breeze blows away a character's fatigue. Gamewise it heals any wear damage the character has taken. Additional characters may be healed by the wind at a cost of 1 mojo per character.

Gift of the Gods. 3 Mojos. The party stumbles upon something they desperately need. This should not be a major game changer, such as an important villain found inexplicably tied up in the ship's airlock.

Resurrection. 5 Mojos. You bring a character back from the dead. The character will be as healthy as they had been during the last year of their life. They will have no idea what just happened or why they are alive again.

Dream Sequence. 7 Mojos. Everything that happened since the last time the characters slept was a bad dream of ill portents the whole party just woke up from.
Do they dare try it again?

Mojos can be spent on characters or creatures. You can even pool your resources to pull off something big like a *Resurrection* or *Dream Sequence*. Just be sure to use them before you lose them! Unspent mojos do not carry over between gaming sessions. The only way to gain them is by showing up on time.

Miniatures

We only break out the maps and minis when something big is about to happen. This will slow down combat but it definitely helps when dealing with large numbers of combatants. A few things you might want to have on hand are:

Miniatures. Paper, Plastic or Metal. One for each character and creature involved.

Vinyl Battle Mat. Covered in 1-inch squares or hexes, designed to be drawn on using Dry Erasable Markers.

Dry Erasable Markers. Do not use permanent markers. *Sharpies are forever!*

Paper Towels. For cleaning off the mat after a battle.

Small Measuring Tape. For making quick distance measurements.

Mini-Mag Light. For lighting up areas.

Hexes or Squares? Often buildings use squares while wilderness encounters use hexes. Both have their benefits and drawbacks.

Squares are good for places defined by walls, but if you want to move diagonally it will take you 2 steps of movement to do so.

Hexes let you move in any direction, but if more than half a hex is occupied by something like a wall you cannot move through it.

To play without grids or hexes, use a ruler to measure the distance traveled. **1 inch = 1 step** of movement.

Distance. When it's your turn to go, move your mini then make your attacks. All forms of movement can Run or Sprint. Running will double your movement speed. Sprinting triples it. So if you have Walk 5 you get to take five steps while moving, ten while running and fifteen while sprinting.

Run = Move x 2.

Sprint = Move x 3.

Turning. A character traveling normally can turn up to 90° per step without problem. More than that will cost an extra step of movement. Running characters can turn up to 45° per step. Sprinting characters can turn up to 45° every other step.

Measuring Distance. When measuring distance using just the map (not a tape measure) count the steps along the shortest route between the two combatants and stop in the step the target is in. If the creature in that space is filling more than one step, stop in the closest step it occupies.

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So two combatants in the same step are 0 steps apart. In adjacent spaces they are 1 step apart. With a step between them they are 2 steps apart and so on...

Melee Reach. Normal melee attacks can hit into an adjacent step. Those with the Reach aspect, such as a spear, can reach over that step to hit an opponent. If that reach aspect has a number attached to it, such as Reach 2, that is the number of steps the attack can reach over. If you can't reach your opponent with a melee attack you cannot make the attack.

Close Quarters. Melee attacks that have the Close aspect can strike into an adjacent step but they are meant for close quarters combat where combatants are right on top of each other. To show this, move both minis halfway in and out of the same space. Normal melee weapons take a -10 in close quarters. Those with a Reach aspect take a -20.

Ranged Attacks. The effective range of an attack tells us how far it can shoot before running into a problem. This is defined by the attack's range aspect which is always a small letter r and a capital letter/number combination:

Aspect	= Description	= Meters Distance
rP	= Point-Blank	= 0 to 9
rS	= Short	= 10 to 19
rM	= Medium	= 20 to 39
rL	= Long	= 40 to 79
rX1	= Xtra-Long 1	= 80 to 159
rX2	= Xtra-Long 2	= 160 to 319
rX3	= Xtra-Long 3	= 320 to 639

A weapon with the rS aspect is a short range weapon that can strike any target up to 19 steps away without problem. At step 20 you reach Medium range. You can still shoot it but with a Hit -10. At step 40 you enter Long range and a short range weapon will take a

Hit -20. Projectile weapons peter out at -30. Beam weapon can fire until they no longer have a chance of hitting the target.

There is no real end to the Xtra-Long ranges. The close number keeps doubling with each new range and the end number is always one meter short of the next range. An rX4 is 640 to 1279 meters distant.

Area Attacks. For area attacks, find the space the blast detonates in – aka step zero – and measure on the battle mat the size of its radius horizontally. Hold the flashlight above the point of detonation and move it up until the edge of the light hits the outer edge of the blast.

Any mini caught in the light will be hit by the blast. Any character straddling the beam should make a **Luck Save** to see if they are hit or not. For cone shaped attacks, lay the flashlight on its side and shine it forward. Mini-maglights are good for this because they come with a lens that can be spun to change the width of the beam it casts.

Retreat! A character can move in any direction at normal speed but can only run or sprint in a forward direction. To run or sprint from a fight requires turning your back on your opponent. Anyone attacking you gets a **Hit +20**.

Parry

A parry is where you use an attack to stop an inbound attack. Declare it as a reaction, add its beats to your beat counter, roll to Hit and the success tells us the number of times you roll for damage. That damage you subtract from the incoming attack as if it were extra armor. The parry should make sense for the situation at hand. Depending on the attack you are making the parry with:

Unarmed attacks can parry other unarmed attacks but cannot parry ranged or melee attacks unless something specifically says that it can.

Melee attacks can parry both unarmed and melee attacks. Against slow ranged attacks (thrown spears, rocks, etc) it takes **2 points** of damage to stop each point of damage. Against other ranged attacks it takes **4 points** of damage to stop each point.

Ranged attacks can parry melee attacks but it takes **4 points** of damage to stop each point of damage. They can also parry unarmed attacks but the shot merely distracts the attacker and does not actually damage them. Whether a ranged attack can parry another ranged attack is left up to the GM.

Area Attacks, aka Explosions, can neither parry nor be parried, not even by the deftest of space ninjas.

Picking Pockets

Picking a pocket lets you lift a single item off another character or creature known as your *Mark*. They defend against this with a Sense Save. The more successful your pick pocketing attempt is the longer it takes for the mark to notice that something has gone missing.

Reflex + Pick Pocket vs Sense Save

4: Notice in 1d6 days.

3: Notice in 1d6 hours.

2: Notice in 1d6 minutes.

1: Notice in 1d6 rounds.

L: Fail to snatch the item.

H: Fail and be caught trying to steal it.

C: Owner gets to make a surprise attack!

Fail! With a defeat or light fail you do not grab the item. With a heavy fail the mark catches you in the act. With a crash fail the mark not only sees you coming from a mile away but can make a surprise attack against you as you go in for the grab, just as if you had rolled a 1 for initiative!

Factors. This check is made hard by just how well protected the item is. Maybe it is overly large or hanging around a person's neck. If the item is too big, watched, or securely attached to something then it cannot be lifted.

Distraction. Having someone or something distract the mark will harden their Sense check. Usually it all comes down to a Charisma check on the part of whoever is creating the distraction.

Charisma

1: Each success brings a Sense -10

L: Nothing happens.

H: The mark is suspicious and gets a Sense +10

C: *The Gig is up!* The mark cannot be pick-pocketed!

Describing how the character will distract the mark often makes the check easier than rolling a simple charisma check.

Poison

Poisons come with a strength attached to them (ex: *Lethal Poison 3*). The person administering it makes either an **Intellect or Luck** check plus the **Medical** skill if they have it. The success of this check multiplies the poison's strength.

The creature or character being poisoned now needs to defend against it with a **Health Save**. This is a challenge pitting the two strengths against each other. If the defender wins nothing happens. Otherwise the nature of the poison tells us what happens next:

Lethal Poison. The character falls unconscious and will die in 1d6 minutes minus 1 minute for each success. At less than a minute the character dies instantly.

Knock-Out Drug. The character is knocked unconscious for 1d6 hours per success. No actual damage is taken.

Paralytic Poison. The character will be immobilized yet is still aware of all that is happening for 1d6 hours per success.

Hallucinogen. The character trips through wild dreams, barely conscious of the actual world. This lasts 1d6 hours per success.

Intoxicant. For each success the character gets a Drunk -5 hindrance. The character should make a Spirit Save minus this penalty or pass out until they sober up. It takes 1 hour to remove each -5.

Antidotes. An antidote is a reverse poison. It also comes with a strength (ex: *Antidote 3*) which should be multiplied by the success of whoever is administering it. If given within **10 minutes** of a poisoning and can defeat the strength of the poison (ex: 4 vs 6) it will neutralize its effect. This can even bring back from the brink of death anyone who has been "killed" by a lethal poison.

Venom. Poisons are imbibed. Venom is injected. *Snake bite, scorpion sting, a poisoned dagger* – all of these need to do at least **1 tear** of damage to deliver a dose of venom. The character or creature delivering the poison should make a **Luck** check and multiply the poison's strength by its success.

Natural Poisons. Poisons naturally created by creatures should have a toxicity equal to the strength of the poison **multiplied by its Body Size**. So a huge space wasp with a body size of 4 will produce a lethal poison bearing 4 times the strength of a normal medium-sized dose.

Likewise, the strength of the Health Save a creature uses against a poison should be multiplied by its body size. Trying to poison a huge space wasp is going to take a toxin that is four times greater than what you would need with a medium-sized one.

Creating Poisons. Those with access to the right chemicals can create a poison. Doing so usually takes 1d6 hours, depending on the situation. Succeed and the strength of the check becomes the strength of the poison.

Knowledge + Medical

S: Strength of check becomes the Poison Strength.

L: You think you got it right but the poison strength is 1.

H: You create a souffle instead.

C: You accidentally poison yourself with a strength of 1d20.

Creating a poison for a body size larger than Medium takes a **-10** for each size difference. Huge is four sizes larger than Medium and takes a -40 to the check.

Push

Sometimes all you want to do is push the other guy around. With a Tackle, Trip or Throw your opponent will be knocked to the ground and need to spend **3 beats** standing back up again. Damage type depends on what the creature lands on. Getting thrown to a stone floor does blunt damage. A bed of spikes does piercing damage (see *Falling in Adventure*). All push attacks take **1 beat** to pull off.

Trips. You knock your opponent on their butt. This is an Reflex vs Agility challenge doing 1d4 damage per success.

Throws. You pick your opponent up and slam them down. It's a Hard Muscle vs Muscle challenge doing 1d8 per success. Your opponent can be thrown up to 1 step per success in a direction of your choice.

Tackles. A tackle slams your opponent to the ground. It uses Muscle vs Muscle or Agility and does 1d6 per success.

Rushes. With a rush you try to push your opponent around. No damage is done. Use Muscle vs Muscle. Succeed and you push them using half your normal movement speed.

Scrums. A scrum is a rush between two groups. It is a group Muscle Competition. The side that wins it pushes the other side around with half the speed of its average member.

Push	Check	DMG
Trip	Reflex vs Agility	1d4?
Throw	Hard Muscle vs Agility	1d8?
Tackle	Muscle vs Muscle or Agility	1d6?
Rush	Muscle vs Muscle	none
Scrum	Group Muscle Competition	none

Radiation

Radiation is any transmission of energy through space, but what most people think of when they hear *Radiation* is deadly high-frequency radiation. The kind that is invisible to the naked eye but can cook you from the inside out. Gamewise, radiation will have a source as well as an area it is contaminating. It typically does between 1d6 and 1d12 impact damage. What separates the merely sickening from the deadly is the matter of how often it does this damage, for example:

Level	Damage	Time Period
Low	1d6i	Once per day
Medium	1d8i	Once per hour
High	1d10i	Once per minute
Extreme	1d12i	Once per round

Timewise, you take damage from radiation on the instant you are exposed to it and then again at the end of the time period. So if you venture into a highly radioactive area doing *1d10i once per minute*, you will take that damage once from simply going in there and then again at the end of each minute.

Radiation Suits. Radiation suits are full body suits designed to protect against this. They often come with two protective values. **Radiation** works against radiation damage. **Armor** protects against normal attacks. Both turn into die rolls that subtract from the incoming damage. Normal armor does provide some protection against radiation, but only a **quarter** of what it provides against normal attacks.

Like normal armor, a radiation suit can be sacrificed to protect the character wearing it, but the points lost should be removed from both its normal armor and radiation protection values.

Energy Fields. Energy force fields protect against deadly radiation as well as normal energy-based attacks, but this is often treated as a protection of last resort since the force

field can only stay up as long as you have energy to pump into it. Unless you have a large power supply, lead-lined radiation suits are far more reliable.

Detection. While some more primitive worlds may have developed a Geiger Counter like device for detecting radiation, most rely on **Mechanical Ultravision** which lets its user see high-frequency radiation as if it were beams of light in the normal spectrum (see *Vision in Adventure*).

Recovery

Adventure is tough business and characters are eventually going to need to spend time recovering from it.

Rest. Taking a rest is essentially the character stopping to catch their breathe and hoping to recover some wear damage from it. Gamewise they spend 30 seconds (10 combat rounds) doing nothing. At the end of the rest a **Health** check is made. If successful the character gets to roll its Rest Die once per success and subtract the total from their wear damage. Nothing happens when this check fails.

Every time the character stops to take a rest, this should be marked down using roman hash marks in the Rests section of the character sheet. The next time the character goes to take a rest they will take a -5 penalty for each rest taken so far.

Health - 5 per Rest

S: Heal one Rest Die in Wear damage per success.

So if Shiela Starfox has Health 70% but has already rested three times today that will reduce her chance of resting again to 55%. She takes a break and rolls a 28, scoring 2 successes. Her rest die is a [1d10] which she rolls twice and removes 8 points from her wear damage. Last but not least she marks another rest on her sheet.

Sleep. At the end of the day, a full night of sleep erases any wear damage the character has left as well as the character's rest count. Natural attacks that use ammo, like snake venom, replenish themselves overnight. A character who only gets half a night of sleep will only recover half of these things.

Healing Tear Damage. Tear damage takes far longer to recover. One month is spent recuperating and at the end of it a Health Save is made. The Medical skill can be used with this check. If the character is being nursed back to health by someone who has it,

that nurse's skill can be used in its place. Doing this in a hospital or medical bay may dramatically speed up the recovery time, shortening it to weeks, days or even hours.

Health Save + Medical

S: Heal one Rest Die in Tear damage per success.

L: Nothing happens.

H: Nothing happens except Health -5.

C: Suffer a Malady.

For every success roll the character's rest die once and erase the total from your tear damage. With a heavy fail nothing happens except your Health score drops by 5 points. With a Crash fail you suffer a malady. Make a Luck Save.

Luck Save

S: Health -5.

L: Health -5 & Minor Loss.

H: Health -10 & Major Loss.

C: Dead.

Succeed and all you lose are health points. A minor loss is typically some kind of disfigurement such as the loss of a hand, foot, ear or eye. A major loss is more along the lines of an missing arm or leg. What happens is left up to the character's player but something needs to happen otherwise the character dies. Cybernetics can be used to recover from such losses but otherwise that damage is permanent.

Mortally Wounded. Most tear damage is superficial until the character has taken more than their Tear total. Then they become *Mortally Wounded*. When this happens and then again at the end of every minute afterwards, they need to make a **Health or Luck** check to stay alive. This check will suffer a -5 for every tear the character has taken over the limit. Succeed and they continue to live. Fail and they die. If the character falls unconscious during this time they automatically die. *Mortally wounded is not a good place to be.*

Health or Luck – 5 per Tear over the limit.

S: Live for another minute.

F: Die.

Mortally wounded characters can still do things while wounded but they suffer a **Wounded -20** hinderance. This penalty does not apply to the Health or Luck check they need to make to stay alive.

First Aid. A character with a first aid kit can attempt to stabilize a mortally wounded character by patching them up to where they no longer need to make a check to stay alive. Administering First Aid is an Intellect check that benefits from the Medical skill.

Intellect + Medical.

S: Patient is stabilized.

F: Try again later.

First aid can be attempted once per minute, right *after* the patient has made their check to stay alive. During that time the character can do nothing but administer aid. A full first aid kit contains enough bandaging to perform **10** of these checks on a medium sized character. Once it runs out, first aid can no longer be attempted.

Role-Playing

Role-Playing is where you assume the persona of a character and say what that character might say given the current situation. While this sounds simple enough, many choke on it because of what the imagination has to leap over. The role-player may not look or sound anything like the character they are portraying. You are probably sitting around a table instead of standing on a stage filled with elaborate set pieces and wearing a costume.

Easier Than It Looks. It's good to remember that we are not expecting Shakespeare so much as a campfire skit. You do not need to talk in a funny voice to portray a character, and often it's better that you don't as that gets exhausting after awhile. The GM can, but the GM may only be portraying the character for a minute or two. There is no telling just how long your character will be around. *Do you really want to spend hours upon hours talking like that?*

Switching Characters. To switch characters try doing what authors do. Verbally introduce the character by name before speaking as them. Say something like, "Well, Sheila says to the guard..." and with that established go on to speak as Sheila and continue speaking as her until she is finished or you switch to a different character by saying, "And Dent is like..." from which point on you would speak as Dent.

The Power Word Like. The word *Like* may not seem like much, and if you remember the valley girls of the 1980's you know it can be abused, but Like is a powerful word. It introduces you as doing something more than just speaking on a character's behalf. *You think like them. You emote like them.* When you wave your hands around it is easy to imagine the character doing the same.

So don't use the word Like too often, but do realize that it leads to what role-players crave. Acting like a character will take you closer to being that character, at least for a brief moment in time.

Slip-Thru

In combat, especially when using miniatures, you cannot move through a space occupied by another character or creature, not without making a Slip-Thru check first. This is you ducking under, sliding past, or possibly even vaulting over whatever is in your way. It adds **2 beats** to your action.

Agility + Acrobatics vs Agility

1: You make it thru!

L: Lose rest of movement.

H: Lose rest of action.

C: Knocked Down!

Succeed and you can continue with the rest of your action. A light fail will steal away the rest of your movement, often leaving you planted in front of your opponent for the rest of the round. A heavy fail ruins the rest of your action. You may still make reactions however. A crash fail ruins the rest of your action and leaves you flat on your back. You are not stunned but you will need to spend an action standing back up.

Back Attacks. One good reason to make a slip thru is so you can attack an opponent's backside. They cannot use a shield against you and you get a Hit +20 with your attack.

Allied Space. When trying to slip past a character who is on your side and not trying to block you yet still in your way? Make the same Agility + Acrobatics check but the other character does not oppose you. With a Crash fail you knock the other character down as well as yourself.

Speed Reduction

Speed Reduction is purely optional. It makes sense but it can also be quite annoying to implement. Basically, add up your hinders and every -10 slows your movement speeds by 10% **rounded off** to a minimum of 1.

So if your movement speed is Walk 6 and you are suffering a -20 then twenty percent of 6 is 1 so your movement speed slows to Walk 5.

If you don't have a calculator on hand, use the following table to do the conversions, for at least the first ten points of speed.

Full	-10	-20	-30	-40	-50	-60	-70	-80	-90	-100
10	9	8	7	6	5	4	3	2	1	1
9	8	7	6	5	5	4	3	2	1	1
8	7	6	6	5	4	3	2	2	1	1
7	6	6	5	4	4	3	2	1	1	1
6	5	5	4	4	3	2	2	1	1	1
5	4	4	3	3	3	2	1	1	1	1
4	4	3	3	2	2	2	1	1	1	1
3	3	2	2	2	1	1	1	1	1	1
2	2	2	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1

Swimming

If you have the Swim form of movement then swimming is not a problem. Otherwise, once you hit the water you need to make a Muscle check. Swimming doubles the weight of any equipment you are carrying for purposes of encumbrance. It also adds **3 beats** to your action.

Muscle + Swim

S: Swim with a speed equal to success x 2.

L: Try again at -10.

H: You sink to the bottom.

C: Startled, you inhale water and drown.

Breath Holding. You may hold your breath for up to 10 rounds without problem. After that a **Spirit or Health** check should be made, plus the **Swim** skill if you have it. Succeed and you can hold your breath for another 10 rounds. Fail and you inhale and drown.

Every 10 rounds you need to make this check again but with a **-5 per check made**. So after the first check you take a -5, after the second a -10, and so on until eventually you run out of air.

Drowned Characters. A drowned character is essentially dead, but they can be brought back to life with artificial resuscitation providing it's done within **2d20 rounds** of

drowning. This requires a **Knowledge + Wilderness Survival** check by whoever is attempting the resuscitation.

For every success that comes from the resuscitation attempt the drowned character gets one **Hard Spirit Save**. Success means they cough out some water and start breathing again.

Trek

The galaxy is a pretty big place and often we don't have game maps for every city, town and country you will encounter out there. To make up for this we have the Trek check. The character who is leading the party should make it, using either their Knowledge, Sense or Luck ability plus the Navigation skill if they have it.

Know or Sense or Luck + Navigation

2: You get to where you are going in record time.

1: You get to where you are going.

L: It takes you twice as long as expected to get to where you are going.

H: You are totally lost.

C: You are lost in the worst possible spot.

It is assumed that the party will have some kind of map of the area. Going without one will make the check harder. On top of this, the more maze-like the area is the harder the check should become. Trying to find your way back to some place you have been before will make the check easier.

If you do have a game map of the area then by all means you should skip the trek check and use it to ramble through the area (see *Ramble* in *Scrambles & Rambles*).

Vision

Unless something says otherwise, all characters come with color vision that works fine in most conditions but suffers as it grows darker. Illumination we narrow down to four stages.

Day Light is the light of clear day here on Earth. It is as bright as a ray of sunshine and takes a lot of energy to replicate it through artificial means.

Normal Light is the light of a cloudy day and akin to most indoor lighting. It is the comfort zone for normal vision.

Low Light is near darkness, the light of a full moon or single candle. Colors fade. Actions that depend on sight take a -10.

No Light is perfect darkness. Actions requiring sight cannot be performed. Those helped by it take a -30.

There are four major ways creatures and even some characters get around the problem of seeing in the dark.

Infravision. Infravision is heat vision. It can see in any level of light but it cannot see actual colors. Cool areas appear green and fade to blue, purple and black as they grow colder. Warm areas start red and fade to orange, yellow and white as they grow hotter. Large sources of heat can be blinding. Definition is severely lacking. You may see something in the darkness ahead of you but have no idea what it is.

Nightvision. Nightvision is normal vision that has adapted to low-light conditions. No penalty will be taken in low light, but a -10 should be taken in daylight. A character with nightvision will be rendered blind in perfect darkness.

Ultravision. Everything is slightly radioactive and **Natural Ultravision** is an organic adaption that lets those who have it see in the dark by way of this ambient radiation. Unlike infravision, definition is not lacking. Print on a page can be read. Perfect darkness is not a problem. Unfortunately, other light levels are painful to behold and suffer a -10 in normal light and a -30 in daylight. Prolonged exposure to daylight or any strong source of high-frequency radiation will blind it permanently.

Mechanical Ultravision is often found in the sensor arrays of robots and polygoggles. It can be turned up to see like natural ultravision, or tamped down to view high frequency radiation. For the latter, its user takes a -10 in daylight, a -20 in normal light, and loses the ability to see in low and no light conditions.

Echolocation. Echolocation is not vision but the ability to chirp out a sound and read the way it echoes back. While a creature with echolocation cannot see colors or read print, they are very good at telling where things are and can "see" in all directions at once. Loud noises will render them blind. Needless to say, they like to keep things exceedingly quiet.

All Together. That may seem like a lot but it's not hard to keep straight. Echolocation and Infravision never suffer a penalty. Characters with Normal, Nightvision and Natural Ultravision suffer a -10 or -30 as their vision gives out. Mechanical Ultravision cranked up

to high levels cannot see in low or no light conditions and takes a penalty in day and normal light conditions.

Sight/Light	Day	Normal	Low	None
Normal	+0	+0	-10	-30
Nightvision	-10	+0	+0	-30
Natural UV	-30	-10	+0	+0
Mechanical UV	-10	-20	Blind	Blind

Switching Vision. Characters with Infravision or Echolocation may also have Normal, Night or Ultravision. It takes 1 round to intentionally switch between the two, or 2d10 rounds when a character has been blinded by a sudden blast of heat or sound.

Permanent Blindness. It's assumed that a permanently blind character will have learned to deal with their affliction and only suffer a -10 to most activities. Those actions which absolutely depend on sight cannot be performed. Actions that make prominent use of other senses such as sound gain a +10.

DISCARDS

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