

Frontiers Sci-Fi Starter Set

Content used

- **The d100 Ruleset** — percentile, roll-under resolution
- **Basic Combat** — the optional combat module

THERE IS AN ADVENTURE FOR THIS SET

The Great Exchange is a written adventure built on the set below. A bonded warehouse holding sixty thousand tonnes of other people's property, one lot that ships in nine days, and a buyer who has already paid half to have it before then. The way in is bought in advance out of eight Angles, and everything after that is three gates and a number called Lockdown that only ever goes up. It runs at any level between 1 and 5, but is built for 1, 3, and 5.

Read the adventure [The six pregens](#)

This is an example, not a product.

It is a science-fiction game built on the d100 Ruleset, written to show what that Ruleset produces when a designer stops hedging and commits to it. It is playable, and a table can run it. It is not exhaustive, not exhaustively balanced, and not pushed to its extremes. Nobody has run a hundred sessions of it. There are gaps a finished game would close, and places where a table will have to rule something on the spot.

What it is good for is showing how the d100 feels once the numbers on the page are real ones.

It is the granular one. Every Target is a percentage you can read off the sheet, every bonus is a number you can weigh before you commit, and the arithmetic is visible at all times. If you want a game where the odds are hidden and the dice are a surprise, one of the other Rulesets will suit you better. This one lets you look: at where a designer has to make a decision the core rules deliberately leave open, and at what happens downstream once they do. It runs from Level 1 to Level 5, which is enough to watch growth work without pretending to be a full campaign.

Liberties have been taken. Four of them are departures from the base rules rather than choices within them, and each is listed below with the reason for it. Everything else is the d100 as written.

Read it as a demonstration. Take it apart, disagree with it, and build the version you would rather play.

LOOKING FOR A DIFFERENT STARTER SET?

Each Starter Set demonstrates a different Ruleset. This one is the d100.

Wasteland — "the d18" Fantasy — "the d20"

The three sets are not three settings sharing a rulebook. Each one takes the Ruleset it is built on and leans into the thing that Ruleset is good at, so they play differently before a single word of setting is read.

	Ruleset	Leans on	Plays like
Fantasy	d20	A flat die and a Gradient rolled apart from it	Wide swing. Any roll can turn a scene
Sci-Fi — this set	d100	Targets written as true percentages	Exact and tactical. You can see the odds before you commit
Wasteland	d18	A Resolution die that changes size with your condition	Attritional. Most of the game is not a fight

What This Set Changes

Where this set departs from the base d100. Four rules behave differently here than the Ruleset says they behave. Everything not listed is the base rules unaltered.

#	Change	Base rule	Why
1	Combat resolves at the Challenging tier	Attacks are Routine unless an ability states otherwise	At Routine a Score of 80 and a Score of 100 produce the same Target, so growth stops paying. Challenging keeps every point worth something all the way to 100, and makes the early game hard
2	+ HP does not grow with Level. Node steps supply all of it	The base pool gains an increment each Level	A base Level 1 pool is three to nine points, too thin to carry a starter set. Moving that growth onto Nodes also makes durability a build decision
3	Chassis carry no ♣ Demand. Each permanently reduces maximum ♣ Energy by 1	Equipment holds a Demand measured against a Capacity	Augmentation is not a reach you grow out of. The hardware occupies the space for good, and a flat cost says so in one number
4	Maximum ♣ Energy rises every Level to a cap of 6	3, then +1 at each even Level	Every Level then offers the same choice: keep the point, or spend it permanently on a Chassis

Applying a rule somewhere new is not changing it. Restricting Marks to one of each type per Level, dropping the Category line from ability cards, naming the identity pieces, setting a creation spread, defining what per-track ♣ Capacity references, using Loadout, and the Skill, gear and adversary lists are all things the base Ruleset either leaves open or already permits. None of them are departures, and none belong in the table above.

Frontiers Sci-Fi

Everything from here is the game itself. It assumes no other document: every rule it uses is written out below, in full, in the order you need it.

What You'll Find

Part	Covers
1 — The Rules	Resolution, the modes of play, Attributes, health, Skills, abilities, combat, and gear. The whole engine
2 — Building a Character	Chassis, Background, Attributes, and your first three Node steps
3 — Chassis, BKGs & Abilities	The lists you pick from at creation, plus the shared ability pool
4 — Nodes	Protocols and Calibrations: the twelve tracks a character is assembled from
5 — Weapons, Armor & Items	The gear list: general items, weapons, and armor
6 — Advancement	Marks, Levels, and what five Levels of growth looks like
7 — Running the Game	Calling difficulty, handing out circumstance, and building a fight

How Much Is Here

Enough for **Levels 1 through 5**, which is four Party Pursuit resolutions and around **twelve sessions** at the suggested pacing.

That pacing is a suggestion rather than a rule, and it is the thing most likely to differ at your table. Levels come from the Party Pursuit, so a crew that resolves theirs quickly climbs quickly. Marks come from Individual Pursuits, so a table that leans on personal goals hands them out faster than one that does not.

The number that actually runs out is the **Node budget**. By Level 5 a character holds seven guaranteed steps and up to twelve with Marks, which is enough to max two Nodes and branch into two more. Past that there is nothing left to buy, and the set stops having answers.

None of that is a hard limit. Write a sixth Level, extend the **+** HP table, and keep going.

What a Character Looks Like

Four Attributes on a hundred-point scale, totalling exactly 200, so every strength is bought with a weakness. A **Chassis** of augmentations bolted into the body, permanently, at a permanent cost. A **Background** that says where you came from and who still owes you. And a stack of **Node steps** spent across six **Protocols**, what you know how to do, and six **Calibrations**, what you know how to use.

There are no classes here and no packages. You assemble a specialist out of parts, and you live with whatever gaps that leaves.

1 — The Rules

The Resolution System

The Resolution System answers any question the fiction cannot settle on its own. When the outcome of an action is uncertain and the result matters, you resolve it here. When it is not uncertain, or the result does not matter, nobody rolls anything.

A resolution uses the **Resolution Dice**: two ten-sided dice, one read as **tens** and one as **units**, together giving a result from 1 to 100. They answer two questions at once:

1. **Does it succeed?** Answered by the **pair read together** as a percentile result.
2. **How strongly does it land?** Answered by the **units die** alone, read as the **Gradient Die**.

Both answers come from a single throw.

Reading the Dice

The tens die gives the first digit, the units die the second. A tens die showing 4 and a units die showing 7 reads as **47**. A pair reading **00 counts as 100**, the highest result there is, and in a roll-under system that makes it the worst.

If your dice are marked 1-10

Percentile d10s ship marked two ways. On a die numbered **0-9**, read the faces as printed. On a die numbered **1-10**, read the **10 as a 0**. A units die is never worth ten; it is the second digit of a two-digit number, so its lowest value is 0 and its highest is 9.

Targets Live on the Sheet

Each of the four Attributes carries **three pre-computed Targets**, written on the character sheet when it is made. Difficulty selects which one is in play. Nothing is calculated at the table.

Tier	Target	Ceiling
Trivial	Score × 1½	99
Routine	Score	75
Challenging	Half Score	50

Round up. A **natural 100 always fails** whatever the Target, which keeps anything from being certain.

The ceiling clamps the Target derived from the Score, while adjustments made afterward stay unclamped, so gear and training still have somewhere to go.

EXAMPLE

A character with ☆ Deft 60 writes **Trivial 90 / Routine 60 / Challenging 30** on their sheet, and never does that arithmetic again.

Difficulty

The GM calls the tier before the dice come out.

- **Trivial** — well within competence, and reserved for work that would only be interesting if it went badly.
- **Routine** — ordinary application of skill, under no particular pressure.
- **Challenging** — the work is hard, or the situation is.

Example task	Tier
Recall something your training covered; read a cooperative person; climb a ladder in a hurry	Trivial
Force a jammed hatch; patch a breach with the right tools; talk past a bored checkpoint guard	Routine
Spot the one crate that was opened and resealed; land a shot in a firefight; talk past a guard who was warned about you	Challenging
Hotwire an unfamiliar drive core while it spins up; talk down someone who wants you dead	Challenging , with Disfavor

Where a task sits between two tiers, close the gap with a circumstance adjustment or with Disfavor rather than inventing a fourth tier.

Challenging is the house tier

Most tables running the base d100 attack at Routine. **This set attacks at Challenging**, and calls it for anything attempted under real threat. That halves the Target and pushes an unassisted attack to roughly 30%.

The intent is to make the tactical layer, Skills, Calibrations, position, preparation, decide a fight rather than decorate one. It also keeps advancement paying: at Routine, a Score of 80 and a Score of 100 produce the same Target, so growth flattens. At Challenging, every point keeps mattering all the way up.

Adjusting the Target

Once the tier is chosen, the situation adjusts the Target, in this order:

1. **Subtract Defense**, if the action is against another character.
2. **Apply circumstance**, positive or negative.
3. **Add numeric bonuses** from Calibrations, gear, and Protocol features.
4. **Subtract ⊖ Fatigue**, at 5 per point held.

A Target is never reduced below **1**, so there is always a chance, however poor.

"Roll against a Defense" means subtract it

Abilities and weapons throughout Frontiers are written as a Resolution roll against a target's □ Physical Defense or □ Mental Defense. That phrasing is shared across every Ruleset so the same card works in all of them, and each Ruleset defines how it resolves.

Here it means: **take your Target for the action and subtract that Defense from it, then roll under.** A Defense is never something you roll against directly, and nothing else about the card changes.

Circumstance	Adjustment
Minor help or hindrance	±5
Real advantage or obstacle	±10
Overwhelming	±20

Total circumstance is capped at ±20 in this set, so that the sheet drives the roll and the scene only modifies it. A GM stacking past 20 should reach for Favor or Disfavor instead, or reconsider whether the action needs a roll at all.

Modifiers can be negative

Circumstance runs both directions, and darkness, cover, bad footing, and unfamiliar equipment are all ordinary. A character who never checks whether the situation is against them will be surprised by how often it is.

The Gradient Die

The **units die** is read a second time to say how strongly a result landed.

Units die	Gradient
0 - 1	Positive
2 - 7	Standard
8 - 9	Negative

Because the units die is one digit of the same two-digit number, the Gradient is only loosely tied to the verdict. A success reads Positive about 20% of the time, and so does a failure. Positive and Negative each come up on **one roll in five**.

The Gradient never reverses the verdict

A Negative success remains a success and a Positive failure remains a failure, since the Gradient colors a result without ever overturning it.

Reading it is optional and costs nothing, since the die is already on the table. Consult it when the texture of the result matters and leave it alone when it does not.

WHAT THE GRADIENT SOUNDS LIKE

	Positive	Standard	Negative
On a success	Clean and fast, and it buys you something extra	It works	It works, and it costs you: noise, time, a broken tool
On a failure	You fail, but you learn something or keep your footing	It does not work	It does not work, and the situation gets worse

Favor and Disfavor

Favor and **Disfavor** apply to **one physical die**, never to the pair.

- **Favor:** roll one extra die of the chosen kind and keep the **better** result for that die.
- **Disfavor:** roll one extra die of the chosen kind and keep the **worse** result.

The other die stands exactly as rolled, and you never reroll the whole percentile result. Better and worse are judged on the **final percentile reading** rather than on the face of the die alone, remembering that a pair reading 00 counts as 100.

Placed on	Effect
The tens die	The strongest way to shift whether the action succeeds
The units die	Shifts success slightly, and shifts the Gradient substantially, since that die is read twice

Favor is **placed before the die it affects is rolled**: choose the die, then roll it. It is never added to a die already on the table. Disfavor is placed by whatever imposes it, or by the GM. An effect that grants Favor without naming a die puts it on the tens die.

Each side stacks up to **3**. Cap each side at 3 first, then cancel one against one, so the two never apply together.

WHAT FAVOR IS WORTH HERE

At a Target of 30, Favor on the tens die raises your odds of success from 30% to 51%: a value equivalent of about **+20**. Use that as the conversion rate when pricing anything.

Target	Plain	With Favor	Value equivalent
24	24%	42%	+18
30	30%	51%	+21
35	35%	~58%	+23

Stacking diminishes sharply. At Target 30 the first Favor is a value equivalent of +21, the second +15, the third +10.

Numbers for what you built, Favor for what the world gives you

This set separates the two tools.

Calibrations, gear, and Protocol features grant numbers. They pay out linearly and reward long investment in a single direction.

Skills, cover, position, and preparation grant Favor, which swings hard but caps out quickly.

The two stack. A specialist using both is roughly two and a half times as likely to land a hit as someone working outside their training, and that gap is where the tactical game lives.

Rolling the Dice

A full resolution runs in order:

1. **Declare intent.** The player says what they are trying to accomplish.
2. **Find the Attribute.** The GM identifies which of the four governs the attempt.
3. **Choose the difficulty.** Combat, and anything under real threat, is **Challenging**.
4. **Adjust the Target.** Defense, then circumstance, then bonuses, then $\ominus$ Fatigue. Never below 1.
5. **Check for a Skill.** If trained technique applies, gain **Favor** and place it before rolling that die.
6. **Roll the Resolution Dice.** Read them as a percentile result. Meet or roll under to succeed.
7. **Read the Gradient Die** if the degree matters.

A Resolution, Worked

Ander is braced behind a cargo container. A boarder is crossing the bay toward him, and he fires.

1. **Declare intent.** Ander's player says: "I put two rounds into the one coming through the hatch."
2. **Find the Attribute.** Steadying a rifle is ☆ Deft. Ander's is 60, so his sheet reads **Trivial 90 / Routine 60 / Challenging 30**.
3. **Choose the difficulty.** A firefight is **Challenging**. Target **30**.
4. **Adjust the Target.** The boarder's □ Physical Defense is 6, giving **24**. Ander bracing against the container is a real advantage: +10, giving **34**. His Ballistics Calibration sits at step 3, granting +10: Target **44**.
5. **Check for a Skill.** Ander has no Skill covering gunnery, so nothing from his sheet. But the boarder is silhouetted against an open shutter, and the GM allows that as **Favor**. Ander places it on the tens die.
6. **Roll.** Ander rolls two tens dice, 8 and 3, and a units die showing 1. Keeping the better tens gives **31**, under 44. **Hit**.
7. **Read the Gradient.** The units die shows **1: Positive**. Under the combat rules, that is a **Critical**.

Unassisted, that shot was a 24% proposition; braced, calibrated, and with the light on his side it was 68%. Nothing about Ander changed between those two numbers except what he brought and where he was standing.

A Scene, End to End

Three crew are aboard a derelict hauler looking for a flight recorder. The GM has decided the ship is dark, the atmosphere is thin but breathable, and something else came aboard before them.

Kell has ● Acuity 60, so her sheet reads **Trivial 90 / Routine 60 / Challenging 30**. She has the Systems Skill. **Ander** has ♦ Vigor 60 and ☆ Deft 50, with Athletics. **Vitt** has △ Resolve 60 and ● Acuity 40, with Rapport.

"Can I tell which way the crew went?"

The GM decides tracks in the dust are visible to anyone who looks. **No roll**. She describes scuffed decking leading aft.

"I want to know what the ship was carrying."

The manifest terminal is dead but intact. Kell is trained on this and nothing is pressing her, so the GM calls **Routine ● Acuity**, Target **60**. Her Systems Skill applies, so she takes **Favor** and places it on the tens die.

She rolls tens dice of 7 and 3, units 4. Keeping the better tens gives **34**, under 60. **Success**. The units die shows 4: **Standard**. The manifest opens, and it is unremarkable.

"Anything odd about it?"

The same terminal, but now she is looking for what somebody hid. The GM calls **Challenging ● Acuity**, Target **30**. Same Skill, same Favor.

She rolls 6 and 5, units 8. Keeping the 5 gives **58**, over 30. **Failure**. The units die shows 8: **Negative**. She fails, and it costs her, the terminal locks her out and logs the attempt somewhere.

"I force the aft hatch."

Ander braces against the frame. This is ♦ Vigor, and the hatch is warped rather than sealed, so **Routine**, Target **60**. Athletics applies: **Favor** on the tens.

He rolls 2 and 8, units 1. The 2 gives **21**, under 60. **Success**. Units die shows 1: **Positive**. It opens without a sound, which is rather better than merely opening.

"I'd rather talk to it than shoot it."

Something is standing in the dark on the other side. Vitt tries. Nerve rather than knowledge is what the moment asks for, so the GM calls **Challenging △ Resolve**, Target **30**, and subtracts nothing because this is not a Contest yet. Rapport applies: **Favor**.

He rolls 9 and 4, units 9. The 4 gives **49**, over 30. **Failure**, units 9: **Negative**.

It moves. Play becomes an Encounter.

What the example is showing

Four rolls across four different Attributes, with the difficulty changing twice on the same terminal because the question changed. At no point did anyone roll to see whether they could see the floor.

Contests

When two characters oppose one another directly, both **roll**, each against their own adjusted Target, at the same tier, even when the two sides use different Attributes.

- **Both succeed, or both fail:** whoever rolled **further under** their Target wins, having managed it more cleanly.
- **One succeeds and one fails:** the one who succeeded wins.
- **Exact tie of margin:** favor the defender.

Only the **winner's** Gradient is read, since a Contest produces one result and needs one reading.

Flow of Play

Play runs in three **modes**, each defined by how fast time moves. The mode sets the tempo, and the tempo decides what kind of effort a character can bring to bear.

Mode	Time	Economy
Encounter	Seconds	♦ Action Points, ⇒ Movement, turn order
Exploration	Minutes	None
Endeavor	Hours or days	None

♦ Actions and * Activities

- An ♦ **Action** is quick enough to happen inside an Encounter Round. Firing a weapon, triggering an implant, vaulting a rail.
- An * **Activity** takes longer than a single Round. Repairing a coupling, searching a hold, resting, traveling. * Activities cannot be performed during an Encounter.

♦ Actions can happen in any mode, but they are only metered, paid for with ♦ Action Points, inside an Encounter.

Encounter

Seconds matter. A boarding action, a firefight, a scramble for an airlock that is already closing.

An Encounter runs in repeating **Rounds**. In each Round every participant takes one **Turn** in ► Initiative order. When all have acted, a new Round begins. A Round is roughly 10 seconds.

When play shifts into an Encounter, everyone determines ► Initiative and a fresh Round begins. Nobody starts with ♦ Action Points or ⇒ Movement already spent.

TURNS

At the **start** of a Turn:

- ♦ Action Points refresh to maximum.
- ⇒ Movement refreshes to maximum.
- Effects that expire "at the start of your Turn" resolve.

At the **end** of a Turn:

- Unspent ⇒ Movement is lost.
- Unspent ♦ Action Points remain available for Reactions until your next Turn.
- Effects that expire "at the end of your Turn" resolve.

► INITIATIVE

Each participant chooses one method at the start of an Encounter, and it holds for the whole Encounter.

- **Flat.** Take a standing value of 10 + ☆ Deft Rank.
- **Rolled.** Roll 1d10, either die of the pair, + 5 + ☆ Deft Rank.

Participants act in descending order. Ties break on the higher ☆ Deft Rank, then a roll-off. Once set, the order holds unless an effect changes it; a change takes effect at the start of the next Round and never reorders Turns already taken.

♦ ACTION POINTS

Each participant begins their Turn with **3 ♦AP**. An ♦ Action costs **1 ♦AP** unless stated otherwise.

Declare an ♦ Action, pay its full cost, and resolve it completely before declaring another. You cannot begin an ♦ Action you cannot pay for, and partial payment is not allowed.

◇ FREE ACTIONS

A ◇ **Free Action** costs no ♦AP. Two limits apply:

- Each individual ◇ Free Action may be used **once per Turn**.
- A participant may use at most **3 ◇ Free Actions** in a single Turn.

◇ **Interact** is the single ◇ Free Action covering all item handling: drawing, Stowing, Equipping, picking up, handing off. Because all handling shares one ◇ Free Action, you may Interact **once per Turn**, whichever item is involved. Drawing a sidearm and stowing a cutting torch in the same Turn is two Interacts, and therefore not possible.

REACTIONS

A **Reaction** is an effect used outside your own Turn, in response to a trigger. Reactions are paid from your current ♦AP pool, the same pool you spend on your Turn.

Because unspent ♦AP persists through the Round, every Turn carries a choice: **spend freely now, or hold points back to react**. A participant with no ♦AP available cannot react.

⇒ MOVEMENT

On your Turn you may move up to your ⇒ **Movement** in □ **Units**, equal to 5 + ☆ Deft Rank, never less than 1. ⇒ Movement refreshes at the start of the Turn and any unspent is lost at its end. It may be split freely before, between, and after ♦ Actions.

One □ **Unit** is 5 feet, or one square or hex on a map. □ Units measure movement, ranges, and areas alike. Movement forced by an external effect costs nothing and happens immediately.

⚡ ENERGY IN AN ENCOUNTER

Most ♦ Actions cost only ♦ AP. The demanding ones cost ⚡ **Energy** as well. How ⚡ Energy is sized, spent, and recovered is covered under Vitality, Exertion & Death.

Exploration

The ordinary business of play between crises: moving through the world, dealing with the people in it, working out what to do next. It is the default mode and the vast majority of a session.

Exploration runs on **choices**. The GM describes a situation, the players decide what their characters do, the fiction updates, and it repeats. Most decisions resolve through description alone. A roll enters only when the outcome is uncertain and the result matters.

There is no ♦ AP tracking, no turn order, and no ⇒ Movement budget. Time is loose. When a situation tightens so that order and position suddenly matter, play becomes an Encounter. When it stretches into a long, uneventful span, it becomes an Endeavor.

Three shapes come up constantly.

INTERACTION

Talking with people: negotiating, gathering rumors, buying passage, reading a room. Most of it is pure roleplay and needs no dice.

There is no social Attribute. A social action uses whichever Attribute fits the **approach**: ♦ Vigor to lean on someone physically, ☆ Deft or ● Acuity to charm or misdirect, △ Resolve to persuade through sheer conviction. Training is applied on top as Favor from a Skill, so a naturally intimidating character and a trained negotiator can reach the same goal by different routes.

One roll usually settles a social beat. Save repeated checks for a situation that has meaningfully shifted.

INVESTIGATION

Searching a place, examining a component, piecing things together. What is plainly visible needs no roll: the GM simply says what the characters see. What takes a moment's attention is a **Trivial** ● Acuity check. Finding what is deliberately hidden is **Routine** or **Challenging**, depending on how well it was hidden.

TRAVERSAL

Moving through a space that is not a fight: a station concourse, a derelict, a stretch of surface. Outside an Encounter there is no ⇒ Movement budget; characters go where they choose and a check happens only at a real obstacle.

Approach	How it works
On a grid	Position and distance tracked in □ Units, with no ⚡AP or ⇒ Movement limit outside an Encounter
In narrative	The GM tracks position loosely, and calls a roll only when an obstacle demands one

Endeavor

An Endeavor commits a long stretch of time, hours or days, to a single pursuit, handled as one compressed span. The GM narrates it, pausing for a beat of roleplay or a single roll when something is worth zooming in on.

Endeavors run almost entirely on ✱ Activities. No ⚡ Actions are spent and no economy is tracked. The character is committing time.

REST AND RECOVERY

The most common Endeavor, and the only one with fixed rules. Rest must be uninterrupted and taken somewhere free of pressure.

For each uninterrupted **hour**:

- Regain **1 ⚡ Energy**.

For each **3 uninterrupted hours**:

- Regain **half of maximum + HP**. This stacks at rolling intervals, so 3 hours restores half and 6 hours restores all of it.
- Remove **one ☹ Wound or one ☹ Fatigue**. Not both in the same interval.

If rest is broken by danger or significant exertion, only the current unfinished interval's progress is lost. Anything already recovered stays, and the count toward the next interval restarts from zero.

The three pools mend at different speeds, which is what keeps them meaningfully separate: ⚡ Energy returns steadily, + HP is back inside six hours, and ☹ Wounds and ☹ Fatigue come off one point per three hours, and only one or the other in that span, so a character carrying a full ☹ Wound track needs most of a day to clear it, and longer if they are exhausted as well.

Injuries follow you out of the fight, where the buffer does not.

DOWNTIME

Time spent on a pursuit rather than recovery. Rough scopes, all of them tunable:

Pursuit	What it is	Example scope
Training	Improve a capability	About a week of focused effort per step
Project	Build, repair, or modify something	A simple job in a day; a complex one over weeks
Work	Take a contract, run cargo, hire out	Earns resources across the span
Study	Research a question	The answer emerges with the time invested

Anything that permanently changes a character's sheet runs through Advancement.

TRAVEL

Measure a journey in **days**, then apply the conveyance's pace. What a day covers is the table's to pin down.

Conveyance	Pace
On foot	Baseline
Ground vehicle	About 5×
Atmospheric flight	10× or more
Orbital transfer	Hours to days, depending on the setting
Interstellar transit	Days to weeks, depending on the setting

One event per leg is a reasonable default. A dangerous route warrants more, a safe one fewer.

Attributes & Derivatives

Every character is defined by four **Attributes**. An Attribute measures a fundamental capacity, what a character is innately capable of before training, tools, or circumstance are taken into account. Almost every roll draws on one of the four, and most other values on the sheet are calculated from them.

The Four Attributes

Icon	Attribute	Capacity
❖	Vigor	Bodily power and endurance: strength, stamina, toughness
☆	Deft	Bodily precision and speed: coordination, agility, reflexes
●	Acuity	Mental sharpness and reach: perception, reasoning, memory
△	Resolve	Mental fortitude and steadiness: willpower, composure, conviction

❖ **Vigor** is the body's power and durability. How much force you exert, how long you sustain it, and how much punishment you absorb before it tells. Drives: Max + HP, Max ⊗ Wounds. In play: forcing, hauling, enduring, close-quarters violence.

☆ **Deft** is the body's precision and tempo. Accuracy, speed, balance, reflexes. Drives: □ Physical Defense, ⇒ Movement, ► Initiative. In play: shooting, dodging, stealth, fine work, acting first.

● **Acuity** is the mind turned outward. Perception, deduction, recall, technical grasp, and seeing a lie coming. Drives: □ Mental Defense, extra Skills. In play: noticing, diagnosing, investigating, resisting deception.

△ **Resolve** is the mind turned inward. Willpower, composure, and how firmly you hold under fear and strain. Drives: Max ⊖ Fatigue, □ Mental Defense, and lends to + HP. In play: resisting coercion, holding focus, outlasting pressure.

TELLING THEM APART

	Power & Endurance	Precision & Reaction
Physical	❖ Vigor	☆ Deft
Mental	△ Resolve	● Acuity

Breaking a hatch is ❖ Vigor. Bypassing its lock is ☆ Deft. Spotting the lie is ● Acuity. Refusing to break under the interrogation is △ Resolve.

Score and Rank

Every Attribute is read two ways.

- The **Score** is the number on the hundred-point scale. It is your chance, in percent, of succeeding at Routine work, and it is what you roll under.
- The **Rank** is the same Attribute compressed into steps, used to build derived values.

$$\text{Rank} = (\text{Score} - 50) \div 5$$

Score	30	40	50	60	70	80	90
Rank	−4	−2	+0	+2	+4	+6	+8

Rank is never added to a Resolution roll. It only appears in the values it produced. The single exception is rolled ► Initiative, which is not a Resolution roll.

Ranks can be negative

A Score below 50 gives a negative Rank, and it subtracts everywhere Rank is used. In this set, where Scores start as low as 30, that matters more than it does in the base rules. A few derived values are floored so they cannot break.

As a rough reading of the scale: **30** is unpracticed, **50** is competent, **70** is skilled, **90** is exceptional.

Derivatives

Derivative	Formula
Max + HP	10 + ❖ Rank + △ Rank + total Node +HP
□ Physical Defense	3 × half the sum of ❖ and ☆ Ranks, round up, min 0
□ Mental Defense	3 × half the sum of ● and △ Ranks, round up, min 0
Max ⊗ Wounds	3, +1 per 2 ❖ Rank. Max 5, min 1

Derivative	Formula
Max ⊖ Fatigue	3, +1 per 2 △ Rank. Max 5, min 1
⇒ Movement	5 + ☆ Rank, min 1
► Initiative	10 + ☆ Rank, or 1d10 + 5 + ☆ Rank
Starting Skills	3, +1 per 2 ● Rank, min 1
Slots	10, flat

+ HP is live, and never recalculated

In the base rules + HP accumulates an increment each Level, so raising ♦ Vigor later means recomputing the history. Nothing accumulates in this set, since + HP is simply the formula, read whenever it is needed. Raise ♦ or △ and it updates on the spot.

DEFENSE REWARDS BALANCED PAIRS

Defense sums a **pair** and halves it, so dumping either Attribute in a pair costs you protection across that whole track.

Pair	□ or □
60 / 60	6
60 / 50	3
50 / 50	0
60 / 40	0
40 / 40	0

A character who maxes ♦ Vigor and dumps ☆ Deft is no harder to hit than one who is average at both.

Vitality, Exertion & Death

Three separate tracks, mending at different speeds, measuring different kinds of harm.

+ HP

+ HP is the buffer: grit, near-misses, and glancing blows that soak an ordinary hit before it does lasting damage.

Harm reduces + HP first, and it never drops below 0. Excess harm from a single blow is **lost rather than carried over**: a hit for 12 against 3 remaining + HP empties the buffer and no more.

When + HP reaches **0**, the character takes **one ⊗ Wound** and is **downed**. They take no further ⊗ Wounds from that blow, however large it was. A downed character gains more ⊗ Wounds only if something strikes them while they are down, one per instance.

✚ HP returns quickly with rest, and it is meant to be spent and refilled often.

⊗ Wounds

A **⊗ Wound** is serious injury: the harm that lands once there is nothing left to absorb it. The track is short at every Level of play.

Every **⊗ Wound** held degrades **both Defenses**, at 5 per point, read at the current total and never accumulating across them.

⊗ Wounds held	Penalty to □ and □
1	−5
2	−10
3	−15
4	−20
5	−25

A Defense reduced by **⊗ Wounds** never falls below **0**, so a badly wounded character stops contributing protection without ever making an attacker's Target better than swinging at nothing.

Because **⊗ Wounds** are taken at the moment a character is downed, the penalty is usually felt in the **next** fight rather than the one that caused it. You carry your injuries forward until they are treated.

Harm that would push a character **past** maximum **⊗ Wounds** is **death**.

⊖ Fatigue

⊖ Fatigue is depletion: a body and mind pushed too hard.

Every point of **⊖ Fatigue** applies a penalty to **every Target the character rolls against**, at 5 per point, read at the current total.

⊖ Fatigue held	Penalty to every Target
1	−5
2	−10
3	−15
4	−20
5	−25

A character at maximum **⊖ Fatigue** is still conscious and can act, heavily impaired. The point that would push them **past** maximum drops them unconscious.

The two dials are asymmetric on purpose

⊗ **Wounds are felt later, and by your enemies.** They make you easier to hit, next fight.

⊖ **Fatigue is felt now, and by you.** It makes you worse at everything you attempt, immediately, and it is felt by every character regardless of build.

Overspend forces a choice between them, point by point, and that choice takes a genuine read of the situation.

⚡ Energy

⚡ **Energy** is the reserve a character spends to reach beyond their normal limits.

Everything usable has a **Demand**: the level of power it operates at. Every character has a **Capacity**: the level they sustain without strain.

⚡ **Energy cost = Demand – Capacity, minimum 0.**

- At or below Capacity, a thing is **native**: using it costs nothing.
- Above Capacity, it costs the difference. Reaching strains you.

An **ability's** cost is paid each time it is used. **Equipment** holds its cost for as long as it is Equipped, reducing the ⚡ Energy **maximum** rather than spending from the pool.

Character Level	Max ⚡ Energy
1	3
2	4
3	5
4	6
5	6

Character Level sets the **size of the pool** and nothing else. Capacity, the number that decides what is free, is read per track, below.

A character's ⚡ Energy maximum can **never be reduced below 1** by held drain. Gear whose combined drain would take them below 1 cannot be Equipped at all until something else is set aside, or Capacity rises to afford it.

Capacity is per-track in this set

The base rules invite systems with multiple progression tracks to define which Level their Capacity references. This set does exactly that:

- **Protocol abilities** reference **your steps in that Protocol**. An ability granted at step n carries **Demand $n + 1$** , so the step that grants it never quite covers it.
- **General Abilities** reference your **highest single Node**, whichever that is, so depth pays here where breadth does not.
- **Gear** references the **Calibration** governing its family. A Demand-4 rifle is free at Ballistics 4, and drains 2 at Ballistics 2.
- **Chassis** reference nothing. Each takes 1 off your maximum ζ Energy, permanently.
- **Character Level** sets the size of the ζ Energy pool.

In practice this means **your newest ability costs 1 ζ and everything below it is free**. See Part 4.

Overspend

A character may spend more ζ Energy than they have. There is no ceiling on how far past 0 they reach, but the shortfall is paid immediately: **each point spent below 0 becomes 1 $\otimes$ Wound or 1 $\ominus$ Fatigue, chosen point by point as it is paid**.

Held equipment drain can never push a character into Overspend; only abilities can do that.

Overspend needs no cap of its own, because the tracks run to 5 at most and often to 2 or 3 here, so reaching a few points past empty is frequently enough to drop a character.

Unconscious and Death

A character is put out of the fight in one of two ways:

- **Downed by harm.** $+$ HP reaches 0. They take one $\otimes$ Wound and drop.
- **Collapsed by exhaustion.** $\ominus$ Fatigue would be pushed past maximum. They are held at maximum and drop.

Either way they cannot act, cannot move under their own power, and are left at the mercy of the scene. Harm inflicted on a character who is already down adds a $\otimes$ Wound for each instance, and enough of those will kill them.

A character downed by harm returns as soon as **any $+$ HP** is restored. A character collapsed by exhaustion returns the moment their $\ominus$ Fatigue falls below maximum.

A character **dies** when $\otimes$ Wounds would be pushed past their maximum, with no dying timer and no bleeding out. The track is itself the edge.

Skills

A **Skill** is trained technique, and having one is binary. When a Skill applies to a roll it grants **Favor**, and that is its entire mechanical effect. One Skill per roll; they never stack.

The groups below carry no rule of their own. A Skill may apply to any roll the GM agrees it covers, including an ability's roll.

BODY

Skill	Covers
Athletics	Climbing, hauling, running, holding on when something is trying to shake you off.
Survival	Shelter, water, weather, and staying alive somewhere that wants you dead.
Stealth	Not being seen, not being heard, and not being on the log.
Piloting	Small craft, ground vehicles, loaders, and hard docking.
Vacuum	Suit work, tethers, and moving in nothing without wasting air.
Sleight	Palming, lifting, and fine work done where someone is watching.

MIND

Skill	Covers
Engineering	Drives, hulls, power, and the ten thousand things that fail on a ship.
Systems	Networks, intrusion, and reading a machine's mind.
Medicine	Trauma, toxins, surgery, and telling someone how bad it is.
Science	Analysis, chemistry, biology, and knowing what a reading means.
Navigation	Routes, transits, charts, and where a thing is going to be.
Security	Locks, alarms, cameras, and the habits of the people who installed them.
Salvage	Appraisal, scavenging, and knowing which piece of a wreck is worth carrying.

VOICE

Skill	Covers
Negotiation	Terms, contracts, prices, and finding the deal that closes.
Deception	Lies that hold up, and the paperwork that supports them.
Intimidation	Making the consequences legible without having to demonstrate them.
Command	Being obeyed by people who have a choice about it.
Streetwise	Ports, black markets, and who to ask about what.
Rapport	Reading a room, and being someone people want to talk to.

Abilities

An **ability** is a specific thing a character can do that the ordinary rules do not cover. Abilities come from Protocols, from the shared General pool, and from equipment, and every one of them is written on the same card.

Reading an Ability

The badge on the left of a card is the **step** that grants it. The line beneath the name carries everything else: the ♦AP cost in gold, how the ability is used, and its ♣ Demand.

On the card	Means
♦ Action	Costs 1 ♦ Action Point
♦♦ Action	Costs 2 ♦ Action Points
♦ Reaction	Used outside your own Turn when its Trigger is met, at the ♦AP shown. Reacting means holding points back on your own Turn
◇ Free Action	No ♦AP. Each may be used once per Turn, and only 3 per Turn in total
* Activity	Longer than a Round, so it cannot be used during an Encounter
♣ Demand n	Costs n minus your steps in that Protocol, minimum 0. In practice your newest ability costs 1 ♣ and the rest are free

A **Trigger**, set apart in its own box, means the ability waits for a condition rather than being declared freely.

ONCE AGAINST A TARGET PER DAY

Some abilities carry this line, and it means what it says: you may use the ability on a **different** person, system, or place freely, but not on the **same** one again until a day has passed.

Inside an Encounter, ♦AP is the limiter, three points a Turn is a real budget. Outside one it is no limiter at all, because nothing stops a character repeating a Free Action until it works. Abilities that mostly operate outside combat are held in check by time and by this line instead.

No Categories in this set

The base rules let an ability carry a **Category**, Body, Mind, or Voice, with (opt.) or (req.) marking whether a Skill in that Category is needed, and the ability then naming a specific improvement the Skill unlocks.

This set leaves them out and keeps abilities and Skills separate. An ability does what its card says, and a Skill grants **Favor** on any roll the GM agrees it covers, including an ability's roll. Nothing on a card gates on what is written in your Skill list.

The cost is small, a lost hook for tying training to a specific ability, and in exchange both systems mean one thing each, which matters more in a set this size.

Pursuits & Advancement

A character advances on two clocks that do not feed each other. **One is theirs. One belongs to the whole crew.**

The Two Pursuits

	Whose	What it is	Earns
Individual Pursuit	One character's	What that person wants, written by the player rather than chosen from a list	1 Mark , to that character, about once a session
Party Pursuit	The whole crew's	What the crew is trying to do, agreed between everyone	1 Level , to everybody at once, about every third session

What They Buy

A **Mark** is one entry from this menu. Maximum three per Level, and **only one of each type per Level**, so three Marks means three different rows. Marks are spent when earned and never banked.

Mark	Effect
Attribute	+5 to two different Attribute Scores
Skill	Gain one Skill
Ability	Gain one General Ability
Resilience	+1 maximum ⊗ Wounds or ⊖ Fatigue, to a cap of 5
System	Advance one Node step. Grants no + HP

A **Level** goes to everyone at the same time and grants:

On a Level	Effect
⚡ Capacity	+1 on every track
Node step	One step, and the + HP that Node grants
⚡ Energy	+1 maximum, to a cap of 6, or a new Chassis instead
Loadout	+1 at Levels 3 and 5

Full rules in Advancement.

Combat

Combat uses the Basic Combat module. Its own weapon and armor cards are written on a twenty-point scale. The damage transfers cleanly, since damage is measured against + HP and + HP is the same in every Ruleset; the Defense numbers do not, because a Defense here is subtracted from a

percentile Target and a flat +2 is worth about an eighth of what it is worth on a d20. The gear in Part 5 is written to this chassis instead.

How an Attack Resolves

Before anything else, the numbers a fight runs on:

♦ Action Points	3 at the start of each Turn. An ♦ Action costs 1 unless it says otherwise
⇒ Movement	5 + ☆ Deft Rank, in □ Units, refreshed each Turn
► Initiative	10 + ☆ Deft Rank, or 1d10 + 5 + ☆ Deft Rank, chosen once per Encounter
□ Unit	5 feet, or one square or hex
Reactions	Paid from the same ♦AP pool, so reacting means holding points back

Full definitions in Flow of Play.

An attack is an ordinary resolution, and it uses the same rule everything else does.

1. **Choose the Attribute** you are attacking with. Every weapon card suggests one or two, and those are suggestions.
2. Take its **Challenging** Target.
3. **Subtract the defender's Defense**, then apply circumstance and your Calibration bonus.
4. **Roll under**. The weapon supplies the damage, the reach, and any rider.

ANY ATTRIBUTE, IF YOU CAN ARGUE FOR IT

The four Attributes describe four ways of being good at something rather than cataloguing what a weapon is for, and an attack works like any other action: the player says how they are doing it, and the Attribute follows from that.

Putting a blade through a gap in someone's armor is ☆ Deft. Driving the same blade through the armor is ♦ Vigor. Firing a mounted gun by reading where a target will be is ● Acuity. Holding your nerve and firing anyway while something enormous walks toward you is △ Resolve.

The tag on each weapon card names the one or two that need no argument, and anything else is available where the player can say why and the GM agrees.

- **Critical** — the Gradient reads **Positive**. Double the damage dice.
- **Graze** — the Gradient reads **Negative**. Half damage, and no riders take effect.

With the bands at 0–1 and 8–9, **Criticals and Grazes each occur on one landed hit in five**. A miss reads its Gradient too, but neither rider applies to it.

Pacing Targets

The whole equipment list is tuned to these figures, which is why the numbers come out where they do.

Target	Value
Average foe drops in	~2 rounds against 3 characters
Attacks per character per round	2, holding 1 ♦AP for Reactions
Damage per landed hit	~25% of an average foe's pool
Unassisted hit rate	~30%
Trained and calibrated hit rate	50 – 75%

Character pools run about **22 + HP at Level 1** and **38 at Level 5**, so weapon damage climbs with Calibration rather than sitting still.

Adversary Defense Bands

Role	□ / □ Defense
Rabble	0
Average	3 – 6
Elite	12
Boss	18

Statblocks and a four-line build rule are in Adversaries.

An Attack, End to End

Ander is carrying a **Service Rifle** (Demand 2, 1d6, Medium 16 □) and holds **Ballistics 3**, so the weapon is native and costs him nothing to carry. His ☆ Deft is 60.

Across the hold, a boarder in a **Plate Carrier** is advancing. Average foe: □ Physical Defense **6** from its band, **+6** from the carrier, so **12** in total. It has 25 **+ HP**.

Step		Target
Choose the Attribute	Firing a braced long arm is ☆ Deft	
Take the Challenging Target	half of 60	30
Subtract the Defense	–12	18
Apply circumstance	he is braced on a rail: +10	28
Add the Calibration bonus	Ballistics 3: +10	38

He rolls **38** or under, a **38%** chance.

Ander has no Skill that covers gunnery, so no Favor from the sheet, but the boarder is silhouetted against an open shutter, and the GM allows that as **Favor**. He places it on the tens die.

He rolls tens dice of 6 and 2, units 3. Keeping the 2 gives **23**, under 38. **Hit**.

Damage is 1d6 plus +2 from Ballistics 3. He rolls a 4, for **6 damage**. The units die shows 3: **Standard**, so no Critical and no Graze. The boarder is at 19 of 25.

THE SAME SHOT, WITHOUT THE WORK

Take away the brace and the silhouette, and take away his Calibration:

	Target	Chance
Braced, silhouetted, Ballistics 3	38 + Favor	61%
Braced, silhouetted, no Calibration	28 + Favor	48%
Nothing but the rifle, no Calibration	18, and Disfavor for using an untrained family	3%

Same character, same weapon, same target, with the whole difference coming from what he brought and where he was standing.

Equipment

Item States

Every item is in exactly one of four states.

State	What it means
Stowed	Packed or carried. Costs Slots, cannot be used until Equipped
Equipped	Worn or held, ready to use. Costs no Slots
Active	Currently doing its work: a torch cutting, a shield powered on, a dose taken
Removed	Out of reach: dropped, disarmed, confiscated, left behind. Costs no Slots and grants nothing, but still exists

Moving between states is the ✧ **Interact** Free Action, once per Turn. Going **Active** is the same ✧ Interact unless an item's own card says otherwise, so lighting a lantern competes with drawing a blade for the one handling action a Turn allows. Putting on or removing armor is an ✱ Activity, and cannot be done inside an Encounter.

Slots

Every character has **10 Slots**. They do not measure weight and are not derived from any Attribute; they measure what you can practically distribute about your person.

Each item costs Slots while **Stowed** only, and Equipped items cost nothing, so Slots track the pack rather than the person.

Item	Typical Slots
Small item, tool, or dose	1
Weapon	1 – 2
Armor	3 – 4
Large or awkward gear	4+
Negligible items	0

Negligible items are not tracked. Rations, a coil of line, a light source, a handful of credits. Ammunition is handled the same way: a magazine is a single item, individual rounds are never counted, and a magazine is **Consumed after an Encounter in which it saw heavy use.**

Items Carry Their Own Actions

The engine has no generic attack Action. **Weapons carry their attacks, and items carry their uses**, written in the same format as an ability and available only while the item is Equipped.

That lets two weapons of the same type behave differently, and keeps a character sheet down to what is in your hands. The weapon and armor lists are in Part 5.

Unarmed and improvised options are assumed throughout. You can always hit someone with whatever you have, and how well it goes is a matter for the combat rules.

2 — Building a Character

The Identity Layers

A character is assembled from two layers, each with two named pieces.

Layer	Piece	What it gives	Changes?
Origin	Chassis	Augmentations, carried as 0-Slot Equipped items. Each costs 1 maximum ⚡ Energy, permanently	One added per Level
	Background	Two Skills chosen from three, and one piece of leverage in the world	Never
Archetype	Protocols	Abilities. Each step grants one, and sets your ⚡ Capacity for that Protocol	Steps added, never swapped
	Calibrations	+5 to hit and +1 damage per step after the first, gear access, and your ⚡ Capacity for that family	Steps added, never swapped

Sheets say Chassis, Background, Protocol, and Calibration. **Origin** and **Archetype** are category words that never appear on a character sheet.

Both Node categories draw from the same pool of steps, so every point spent on what you can use is a point not spent on what you can do.

Attributes

Distribute Scores across ♦ Vigor, ☆ Deft, ● Acuity, and △ Resolve.

Rule	Value
Total	200
Floor	30
Cap	60
Granularity	multiples of 5

Because the total is fixed at 200, **total Rank is always exactly 0**, so every point of strength gets bought with a point of weakness and 50 across the board is the true neutral. There are 149 legal spreads, and **no spread can hold more than one Score of 30**: two Scores of 30 would leave 140 to find across two Attributes capped at 60. Only two shapes reach the floor at all — 60/60/50/30 and 60/55/55/30.

WHAT A DUMPED ATTRIBUTE COSTS

Score 30 in	Consequence
♦ Vigor	Max ⊗ Wounds 1 . The second Wound kills you
△ Resolve	Max ⊖ Fatigue 1 . One point past and you collapse
☆ Deft	⇒ Movement 1 □ Unit
● Acuity	−2 Skills

THREE SAMPLE SPREADS

	♦	☆	●	△	□	□	Base +HP	⊗	⊖
Frontliner	60	60	40	40	6	0	10	4	2
Generalist	50	50	50	50	0	0	10	3	3
Operator	50	60	50	40	3	0	8	3	2
Envoy	40	40	60	60	0	6	10	2	4

No character starts with both Defenses

A Defense only rises above 0 once its **pair** sums to 105 or more. Two pairs at 105 would need 210 points, and creation gives you 200, so **no legal spread has both □ and □ above zero**. Every character is open on one side from the first session.

That is the cost of the fixed total, and it is deliberate. Protection has to be bought with armor, position, and allies rather than handed to you by a good spread.

Write the three Targets for each Attribute on the sheet once, and never calculate them again.

Creating a Character

1. **Concept.** One line covering what you do and what it cost you.
2. **Chassis.** Choose one augmentation from Part 3. It is Equipped permanently and costs 1 maximum 4 Energy.
3. **Background.** Choose one from Part 3. It grants Skills and a piece of leverage.
4. **Attributes.** Distribute to a total of 200, floor 30, cap 60. Write the three Targets for each.
5. **Derivatives.** Calculate from the table in Part 1.
6. **Nodes.** Spend **3 steps** freely across Protocols and Calibrations. Each grants its + HP.
7. **Skills.** Take your starting Skills, plus any your Background granted.
8. **Equipment.** Take your starting gear from Part 5, and check that its held Demand leaves you at 1 4 Energy or more.
9. **Pursuit.** Name what you personally want. This is what earns you Marks.

Rather start playing?

The Pregen Chars are six Level 1 characters built by exactly these steps, one for every Protocol.

3 — Chassis, BKGs & Abilities

Chassis

Augmentations are **0-Slot items, permanently Equipped**. They do not carry a 4 Demand and they do not scale with anything.

Each Chassis permanently reduces your maximum 4 Energy by 1.

That reduction never goes away and never gets cheaper. You do not grow out of it, because it is the space the hardware occupies.

Installing

Take **one Chassis at creation**. You may install **one more each time you gain a Level**, which is the same moment your maximum ⚡ Energy rises. Every Level therefore asks the same question: keep the point, or spend it permanently on hardware.

Level	Max ⚡ Energy	Chassis installed	Reserve if fully converted
1	3	1	2
2	4	2	2
3	5	3	2
4	6	4	2
5	6	5	1

Maximum ⚡ Energy can never fall below **1**, so a fully converted character is always left with something, though never with much.

Installing takes a clinic and an ✳ Activity. Removing one restores the point and takes the same.

–1Neural LaceChassis · –1 maximum ⚡ Energy

+1 Loadout.

Everything you have ever prepared is still in there, including the parts you would rather not have kept.

–1Ocular SuiteChassis · –1 maximum ⚡ Energy

You ignore Disfavor from darkness, smoke, glare, and concealment.

You have not seen an unfiltered color in years and have stopped noticing.

–1Powered TendonsChassis · –1 maximum ⚡ Energy

+2 ⇨ Movement. Favor on any roll to lift, force, climb, or hold something shut.

They lock when they overheat. Not often, and never at a convenient time.

–1Reflex GovernorChassis · –1 maximum ⚡ Energy

Once per Encounter, take a Reaction **without spending** ⚡AP.

It fires on threats you had not consciously registered, which is not always the same as threats.

–1Cortical DamperChassis · –1 maximum ⚡ Energy

+3 ☐ Mental Defense. Favor on any roll to resist coercion, fear, or intrusion.

It dampens everything, not only what you wanted dampened.

–1Subdermal WeaveChassis · –1 maximum ⚡ Energy

+3 ☐ Physical Defense. A **Graze** against you deals no damage.

It has to be adjusted as you age, by someone qualified, on a schedule you cannot afford to miss.

–1Reinforced FrameChassis · –1 maximum ⚡ Energy

+1 maximum ⊗ Wounds, to the cap of 5.

The frame outlasts the tissue around it. You will feel that before you are old.

–1Endocrine RegulatorChassis · –1 maximum ↵ Energy

+1 maximum ⊖ Fatigue, to the cap of 5. You remove ⊖ Fatigue at double the usual rate when resting.

It decides what counts as an emergency, and it is not always wrong.

Backgrounds

A **Background** is where you were before this, and what it left you holding. Choose one at creation.

Each offers **three Skills, of which you take two**, and one piece of **leverage**: a person, an access, or a debt that exists in the world whether or not you use it. Leverage is no mechanic. It is a thing the GM now has to account for, and a thread they can pull.

BackgroundFleet Veteran

You served, and you left, and the difference between those matters to you.

Choose two

CommandAthleticsSurvival

Leverage

An old unit that still takes your call. They will do one thing for you — a lift, a name, a door held open — and they will not ask what it is for. They will also remember that you asked, and there is a ledger somewhere with your name at the top of it.

BackgroundVoid Salvager

You have spent more of your life in a suit than out of one.

Choose two

VacuumSalvageEngineering

Leverage

A buyer who asks no questions and pays under value. Whatever you drag out of a wreck, there is somewhere to put it and someone who will take it that week. What you do not have is any leverage over the price, and he knows it.

BackgroundCorporate Defector

You left with more than they know, and they are still counting.

Choose two

SystemsNegotiationDeception

Leverage

Credentials you never surrendered. They still clear one door somewhere, and the logs still read you as staff. Nobody has revoked them because nobody has noticed, and the day somebody does, they will start looking for whoever holds them.

BackgroundDock Rat

You grew up in the gaps between bulkheads on somebody else's station.

Choose two

StealthStreetwiseSleight

Leverage

You move through any working port without appearing in its logs. You know which corridors are unwatched, which official is worth paying, and which one will take the money and file the report anyway. It does not travel — every port has to be learned from scratch.

BackgroundShip's Medic

You have told people how bad it is and been right both ways.

Choose two

MedicineRapportScience

Leverage

Someone is alive because of you and knows it. They are not always glad about it, and they answer anyway. It is one person, not a network, and using them costs something you will not get back.

BackgroundFrontier Wrench

Everything out here is held together by someone like you.

Choose two

EngineeringPilotingSalvage

Leverage

A workshop on some rock with your name on the lease: tools, a bench, a bunk, and a door that locks. It is also collateral. The debt that came with signing is still being paid, and the people holding it know exactly where the building is.

BackgroundSurvey Scientist

You went out to measure something and came back with questions.

Choose two

ScienceNavigationSurvival

Leverage

Archive access nobody has revoked, and a dataset you are fairly sure no one else has read. It answers questions about places, populations, and what was there before. It does not answer questions about people, and the gaps in it are not accidental.

BackgroundEnforcer

You were what happened when somebody did not pay.

Choose two

IntimidationAthleticsStreetwise

Leverage

A reputation that arrives before you do. In the right rooms that opens doors and ends arguments early. In the wrong ones it means the conversation is over before you sit down, and you do not get to choose which room you are in.

BackgroundLong Con

You have been several people, and at least two of them are still solvent.

Choose two

Three identities that hold up to an ordinary check: names, histories, and enough paper behind them to survive a bored official. Using one burns it for a while, and there is no fourth.

Backgrounds are the cheapest thing on the sheet to replace

Nothing downstream reads a Background's name. If none of these fit the crew you want, write one: offer three Skills from the list above, and one piece of leverage a GM could complicate.

General Abilities

The shared pool an **Ability Mark** draws from. These belong to no Protocol and are open to anyone.

Because they sit outside the Node tracks, a General Ability's ♣ Demand is measured against your **highest single Node**, whichever that is. A character with Trooper 3 and nothing deeper has Capacity 3 here.

General Abilities therefore reward depth rather than breadth, and the highest Demands stay costly at every Level, with Demand 7 costing at least 2 ♣ to anyone for the whole set.

General Abilities count against your **Loadout** like any other. The badge on each card is its Demand.

1Stabilize♦♦ Action · ♣ Demand 1

Touch a downed ally. They return to consciousness at **1 + HP**. Their ⊗ Wounds are unchanged.

1Take Cover◇ Free Action · ♣ Demand 1

You gain **Favor** against ranged attacks until you move or the cover is destroyed. Requires something to get behind.

1Read The Room♦ Action · ♣ Demand 1

Frequency — Once against a location per day

The GM names the most dangerous thing present and roughly why. Not the strongest: the one most likely to hurt you first.

1Signal Discipline◇ Free Action · ♣ Demand 1

Until the end of the Encounter, you and every ally who can hear you ignore Disfavor caused by noise, jamming, or bad comms.

1Field Dressing* Activity · ♣ Demand 1

Frequency — Once against a target per day

About half an hour of work. Remove **one ⊗ Wound** from a willing character.

2Covering Fire♦ Action · ♣ Demand 2

Choose an ally within 12 □ Units. Until the start of your next Turn they have **+5** to both Defenses, and anything attacking them has **Disfavor** if you could attack it yourself.

2Second Wind♦ Action · 4 Demand 2

Frequency — Once per Encounter

Regain **a quarter of your maximum + HP**, rounded up.

2Hold Fast♦ Reaction · 4 Demand 2

Trigger — an effect would move you against your will, or knock you down.

You are not moved, and you do not fall. Any rider attached to the movement still applies.

2Breach♦ Action · 4 Demand 2

Force, cut, or blow open one door, hatch, panel, or container. It does not close again.

Everything within 6 □ Units hears it.

2Overwatch♦♦ Action · 4 Demand 2

Ready an attack you could make now. At any point before the start of your next Turn, spend **no further ♦AP** to make it as a Reaction.

If you have not used it by then, it is lost.

3Push Through♦ Action · 4 Demand 3

Remove **one ☹ Fatigue**. You take **one ☹ Wound**.

3Second Guess♦ Reaction · 4 Demand 3

Trigger — you fail a roll by nine or less.

Reroll the **units die** only. The tens die stands. This changes the result by at most nine, and always changes the Gradient.

3Last Word♦ Reaction · 4 Demand 3

Trigger — you are reduced to 0 + HP.

Before you drop, take **one ♦ Action costing 1 ♦AP**, paid from your remaining pool. If you have none left, you may still act. Then you are downed as normal.

3Steady Hands♦ Free Action · 4 Demand 3

Your next roll this Turn ignores **one stack of Disfavor**.

3Drag Clear♦ Reaction · 4 Demand 3

Trigger — an ally within 2 □ Units is reduced to 0 + HP.

Move up to your ⇒ Movement, taking them with you. Neither of you provokes anything on the way.

4Hard Burn♦ Action · 4 Demand 4

Move up to **triple your ⇒ Movement** in a roughly straight line, ignoring Reactions. You take **1 ☹ Fatigue**.

4Triage* Activity · 4 Demand 4

Frequency — Once per day

About an hour of work. Remove **one ☹ Wound** from up to **three** willing characters.

4Shrug It Off♦ Reaction · 4 Demand 4

Trigger — an attack against you reads a **Positive** Gradient.

It is an ordinary hit instead. Roll its damage without doubling.

4Barricade♦♦ Action · 4 Demand 4

Block a doorway, corridor, or gap up to 2 □ Units wide with whatever is to hand. Anything wanting through spends **1 ♦AP** to clear it, once.

It stays until something clears it.

4Scavenge* Activity · 4 Demand 4

Frequency — Once against a location per day

A couple of hours picking over a wreck, a body, a workshop, or a ruin. Recover one piece of equipment of **Demand 3 or less** that the place could plausibly hold.

5Requisition* Activity · 4 Demand 5

Frequency — Once per settlement

A day spent working contacts, favors, and paperwork somewhere settled. Obtain one piece of equipment of **Demand 4 or less** that the place could plausibly have.

The GM names what it cost you. It is not always money.

5Adrenal Surge♦♦ Action · 4 Demand 5

Until the end of the Encounter you have **4 ♦AP** at the start of each Turn instead of 3.

When the Encounter ends you take **2 ⊖ Fatigue**.

5Regroup* Activity · 4 Demand 5

Frequency — Once per day

An hour somewhere defensible. You and every ally present remove **one ⊖ Fatigue**.

This does not stack with the ⊖ Fatigue removed by resting over the same hours. It is instead of, not as well as.

5Pin Them Down♦♦ Action · 4 Demand 5

Frequency — Once per Encounter

Every hostile within **3 □ Units** of a point you can see has **Disfavor** until the start of your next Turn, and pays double ⇒ Movement to leave the area.

6Bloody-Minded♦ Reaction · 4 Demand 6

Trigger — a ⊗ Wound would be pushed past your maximum.

Frequency — Once per day

You do not die. You are held at your maximum ⊗ Wounds and downed instead.

6Not Today♦ Reaction · 4 Demand 6

Trigger — an ally within 6 □ Units would take a ⊗ Wound.

Frequency — Once per day

They do not take it. Nothing is transferred to you, and nothing else changes.

6Slip The Net♦ Free Action · 4 Demand 6

Frequency — Once per Encounter

You become hidden with no cover, no distraction, and nothing to move behind, in front of anyone watching. You stay hidden until you act against someone.

7Long Odds♦♦ Reaction · 4 Demand 7

Trigger — any roll finishes, anywhere in the Encounter, made by anyone.

Frequency — Once per day

That roll is made again from the beginning, both dice, by whoever made it. The second result stands.

7Field Surgery* Activity · 4 Demand 7

Frequency — Once against a target per day

Four uninterrupted hours, somewhere clean enough, on a willing patient. Remove **every** ☉ **Wound** they are carrying.

If you are the patient, remove all but one.

7Redline♦♦ Action · 4 Demand 7

Until the end of the Encounter, every ability you use costs **0** 4 **Energy**.

When the Encounter ends, take ☉ **Fatigue equal to half the 4 Energy you did not spend**, rounded up. Past your maximum, you collapse.

Pursuits

An **Individual Pursuit** is what your character wants. You write it rather than choosing it, and it is where your Marks come from.

Writing One

The recommendation is to write something that **puts you somewhere, in front of someone, doing something specific**. A Pursuit that names a place and a person is easier to bring up than one that names a feeling.

Harder to use: **I want to be respected.**

Easier to use: **I want the yard on Kessel Dock back under my name, and Ferro knows what I did to lose it.**

Both are workable. The first comes up when the fiction happens to offer it, where the second hands the GM a location, a person, and a grievance, so it can be put on the table on purpose. If your table likes surfacing things slowly, the first is a fine choice.

A Pursuit does not need to be achievable inside five Levels, and most of them will not be.

Where to Start

If nothing comes, take your **Background** and your first **Protocol** and read them together, since the gap between where you came from and what you do now is usually where the Pursuit sits.

Background	Protocol	What that person might want
Fleet Veteran	Trooper	To find out what the order actually was, and who gave it
Corporate Defector	Netrunner	To reach the archive that would make the case, before it is scrubbed
Ship's Medic	Mechanic	To buy back the hull they had to sign away
Dock Rat	Operative	To get one specific person off a station that will not let them leave
Survey Scientist	Psionic	To go back and confirm the reading nobody believed
Long Con	Diplomat	To retire one of the three names, permanently and on their own terms

Finishing One

When a Pursuit resolves, or stops mattering, **write another**. Holding onto a dead one earns nothing, and abandoning it costs nothing.

A character between Pursuits still earns Marks from what the crew is doing. They simply earn them more slowly, which is the fiction telling you to write the next one.

4 — Nodes

Nodes are the whole of a character's built capability. A **step** is one point of investment in one Node. Each Node caps at **5 steps**.

There are two categories, and steps are spent freely between them.

- **Protocols** — what you know how to do. Steps grant **abilities**, and set your ♣ Capacity for that Protocol's abilities.
- **Calibrations** — what you know how to use. Steps grant **numeric bonuses and gear access**, and set your ♣ Capacity for gear in that family.

The Step Budget

Source	Steps	Grants + HP?
Creation	3	Yes
Each Level gained (2 – 5)	+1 each	Yes
System Marks, max 1 per Level	up to +5	No
Total by Level 5	7 guaranteed, 12 ceiling	7 grant + HP

Every character has exactly **7 + HP-granting steps** by Level 5. Only which Nodes they went into varies, so durability is a build decision without being a lottery. Mark-bought steps grant their ability or gear ladder, but no **+** HP.

Each Node carries a **+ HP value** of 3, 4, or 5, gained each time a guaranteed step goes into it.

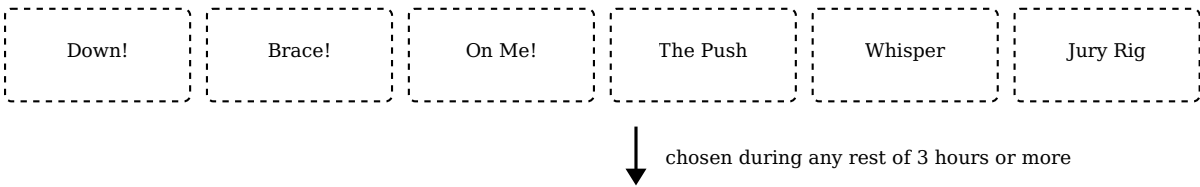
A Protocol's step *n* grants an ability of **⚡ Demand *n* + 1**, measured against your steps in that same Protocol. Your newest ability therefore always costs 1 ⚡ to use, and every ability below it is free.

Loadout

You know every ability your Protocol steps have granted. You can only bring some of them.

Your **Loadout** is the number of abilities you have prepared at any moment. Everything else is still yours, still on your sheet, and unavailable until you sit down and change what you are carrying.

KNOWN — every ability your Protocol steps granted



PREPARED — what you can actually use



LOADOUT BY LEVEL

Level	Loadout
1 - 2	2
3 - 4	3
5	4

Preparation changes during any **rest of 3 hours or more**, which is the same interval that recovers **+** HP. Rest is when you decide who you are going to be next.

By Level 5 a character holds up to 12 Node steps. Split evenly that is around six abilities, and a Protocol-heavy build can reach twelve. Calibrations are always on; Protocols are chosen before you walk in.

The **Neural Lace** Chassis grants +1 Loadout.

Protocols

What you know how to do

Each Protocol step grants one ability, written on the cards described in Reading an Ability. Step n grants an ability of **⚡ Demand $n + 1$** , so step 1 grants a Demand 2 ability and step 5 grants a Demand 6 one. Because a Protocol ability measures its Demand against **your steps in that same Protocol**, your newest trick always costs exactly **1 ⚡ Energy**, and everything below it is free.

A character prepares a limited number of abilities at a time, two at Levels 1–2, three at Levels 3–4, and four at Level 5 (see Loadout), whatever they have learned.

ProtocolTrooper+HP 5

You are the reason the others are still standing.

The Trooper holds ground and keeps other people alive on it. Their abilities are shouted, because everyone within earshot needs to hear them.

Trooper owns ☉ Wounds

Every other character treats a ☉ Wound as something to avoid. The Trooper treats it as a resource, taking harm meant for other people and getting more dangerous as it accumulates.

1"Down!"♦ Action · ⚡ Demand 2

Choose a target within 12 □ Units. Until the start of your next Turn they have **Disfavor** on their first attack, and moving toward you costs double ⇒ Movement.

2"Brace!"♦ Action · ⚡ Demand 3

Until the start of your next Turn you have **+10 □ Physical Defense** and cannot be moved against your will.

Any ☉ Wound you take while braced does **not** reduce your Defenses for the rest of this Encounter. You still carry it afterward.

Ends early if you move.

3"On Me!"♦ Reaction · ⚡ Demand 4

Trigger — an ally within 3 □ Units is targeted by an attack you can see.

The attack targets you instead, against your Defense. If it reduces you to 0 + HP you take the ☉ Wound but remain standing until the end of your next Turn.

4"Hold The Line!"♦♦ Action · ⚡ Demand 5

Until the end of the Encounter, allies within 3 □ Units have **+5** to both Defenses.

While you are holding **one or more ☉ Wounds**, it is **+10** instead.

Ends if you are downed.

5"Nobody Falls!"♦ Action · ⚡ Demand 6

Until the end of the Encounter, an ally within 3 □ Units who would take a ☉ Wound does not. **You take it instead.**

Each ☉ Wound taken this way grants you **+10 to your attacks** for the rest of the Encounter.

ProtocolOperative+HP 4

You were in the room the whole time.

The Operative moves through a space without being accounted for. Their abilities describe what they are doing, in the flat voice of someone who has done it before.

Operative owns Favor placement

Favor is normally placed on one die, before that die is rolled. The Operative bends all three of those rules: they bank it, split it, and sometimes place it after seeing the other die.

1Case The Room♦ Action · 4 Demand 2

Frequency — Once against a location per day

Study a space. The GM tells you its exits, whatever is watching it, and the most valuable thing in it.

You **bank 2 Favor**. Spend them at any point this scene, on any die of any roll, yours or an ally's, placed before that die is rolled.

2Slip Away♦ Action · 4 Demand 3

Break line of sight and become hidden, even while observed, provided there is anything at all to move behind. You may move up to half your ⇒ Movement as part of this.

Your next attack from hiding gains **Favor you may place after seeing the other die**.

3Close Distance♦ Action · 4 Demand 4

Move up to your full ⇒ Movement without provoking any Reaction.

Until the end of your Turn, any Favor you hold may be **split across both dice** rather than stacked on one.

4Vanish♦♦ Reaction · 4 Demand 5

Trigger — you are targeted by an attack you can see.

The attack fails. You move up to 2 □ Units and become hidden. The attacker has **Disfavor** until the end of their next Turn, having lost you.

5Never Was There♦♦ Action · 4 Demand 6

Attack a target unaware of you. **Read the Gradient as Positive whatever the units die shows**, making it an automatic Critical.

You remain hidden, and the target cannot identify where it came from.

ProtocolMechanic+HP 4

It was going to fail anyway.

The Mechanic keeps failing things running for exactly as long as they are needed. Their abilities are named the way the work gets described afterward, which is to say cheerfully and without detail.

Mechanic owns gear states and ⚡ Energy

The Mechanic moves equipment between Stowed, Equipped, Active and Removed at will, and treats a broken item as fuel. They are the only character who can turn gear back into ⚡ Energy.

1Percussive Maintenance♦ Action · ⚡ Demand 2

Clear one jammed, fouled, or seized item, or force a stuck mechanism. Fast enough to do mid-fight.

Repairing something actually **broken** is an ✱ Activity instead, and cannot be done during an Encounter.

You also change any item between **Stowed and Equipped** without spending your ♦ Interact, for yourself or an adjacent ally.

2Good Enough♦ Action · ⚡ Demand 3

Strip an Equipped item you are touching for parts. It becomes **Removed**, and you regain ⚡ Energy **equal to its Demand**.

3Jury Rig✱ Activity · ⚡ Demand 4

Build one single-use device from what is on hand. Each takes about **an hour**, so devices are made before trouble rather than during it.

You may carry **two built devices at a time**. Building a third means stripping one of the others for its parts.

Choose as you build:

- **Breaching charge** — 2d6 to everything within 1 □ Unit, and opens any ordinary barrier.
- **Screamer** — Every hostile within 6 □ Units has Disfavor until the end of your next Turn.
- **Patch kit** — An ally regains a quarter of their maximum + HP.
- **Cell tap** — One ally regains 2 ⚡ Energy.
- **Beacon** — Favor on every roll made to find or reach its location, for an hour.
- **Deadfall** — 1 □ Unit of ground. The first creature entering takes 1d8 and stops moving.

4Hold It Together♦ Action · ⚡ Demand 5

Choose yourself or an ally within 2 □ Units. Until the end of the Encounter their equipment cannot become Removed or damaged, and the **held Demand drain on their gear is reduced by 2**, freeing that much maximum ⚡ Energy.

Only one character at a time.

5Warranty Void♦ Action · ⚡ Demand 6

Overclock a piece of equipment you can touch. Its next use has **double effect**: double damage, double range, or double duration, whichever applies.

The item is then **Removed** — unless you pay its Demand in **Overspend**, in which case it survives and you take the ⊗ Wounds or ⊖ Fatigue instead.

ProtocolNetrunner+HP 3

Everything out here is listening to something.

The Netrunner works through whatever the world has left connected. Their abilities are named for the commands that run them, which is how they think about it.

Netrunner owns the Gradient die

Everyone else reads the Gradient. The Netrunner rewrites it, on any roll in range, theirs or not. They rarely change whether something worked, only how badly it went.

1> ping.local ♦ Action · 4 Demand 2

Every networked device within 20 □ Units reports itself: what it is, roughly where, and whether it is currently doing anything. It does not tell you what any of them contain.

2> spoof.id ♦ Action · 4 Demand 3

Frequency — Once against a system per day

One system treats you as authorized for as long as you do nothing that obviously contradicts it. Doors open, credentials clear, logs read you as someone permitted.

While spoofed, any roll you fail against that system **reads its Gradient as Standard**. It does not escalate. It simply does not work.

3> recompile ♦ Reaction · 4 Demand 4

Trigger — any roll within 12 □ Units finishes, made by anyone.

A **Negative** Gradient becomes Standard, or a **Positive** Gradient becomes Negative. The verdict never changes, only how it lands.

4> inject.payload ♦♦ Action · 4 Demand 5

Take control of one networked thing within 20 □ Units until the end of the Encounter. It acts on your

► Initiative and spends your ♦AP. Something actively defended requires a Contest.

- **Turret or fixed weapon** — Attacks at your ☆ Deft Target. 2d6 damage, 12 □ Unit range.
- **Drone** — 10 + HP, ⇒ 6, can carry, scout, or block a lane.
- **Door or bulkhead** — Opens, closes, or seals. Nothing passes without cutting.
- **Lighting and life support** — Darkness, or Disfavor on anything relying on breathing comfortably.
- **An implant in a hostile** — They have Disfavor and cannot use 4-Demand abilities.
- **Vehicle** — It goes where you say, at its own pace.

5> blackout.all ♦♦ Action · 4 Demand 6

Every networked device within 20 □ Units shuts down until the end of your next Turn. Anything with an electronic component does not fire, implants do nothing, nothing records.

Every roll made inside the area during that time **reads its Gradient as Negative**.

This includes your own gear, your allies', and your own rolls.

ProtocolPsionic +HP 3

The room gets quieter when you are working.

The Psionic reaches out with nothing at all. Their abilities are named for what the other people in the room feel, since there is nothing to see.

Psionic owns Overspend

Overspend is available to everyone and taken by almost nobody, because paying in ☉ Wounds and ☹ Fatigue is a bad deal. For the Psionic it is the interface. Their reach is bounded by what they are willing to spend of themselves.

1The Push♦ Action · ½ Demand 2

Move an unattended object you could have lifted up to 4 ☐ Units, or shove a target 1 ☐ Unit on a Resolution roll against their ☐ Physical Defense.

2Whisper♦ Free Action · ½ Demand 3

Speak once into the mind of any creature you can see, up to a sentence. They know it came from you, and may answer the same way if they choose.

3The Weight♦ Action · ½ Demand 4

Resolution roll against a target's ☐ Mental Defense within 12 ☐ Units. On a success their ⇒ Movement is halved and they act with **Disfavor** until the start of your next Turn.

You may **Overspend** deliberately. Each point past 0 adds **+5** to the roll and **4 ☐ Units** of range, and is still paid as a ☉ Wound or ☹ Fatigue, chosen as you pay it.

4Unmake♦ Action · ½ Demand 5

Resolution roll against a target's ☐ Mental Defense within 12 ☐ Units. On a success deal 2d6 damage that ignores armor entirely, there being nothing physical to stop.

Each point of **Overspend** adds 1d6 .

5The Quiet♦♦ Action · ½ Demand 6

Until the start of your next Turn, no creature within **6 ☐ Units** may use any ability carrying a ½ Demand. Weapons still work. Nothing else does.

The radius extends by **2 ☐ Units for each ☹ Fatigue you are currently holding**.

You are not exempt.

ProtocolDiplomat+HP 3

Everyone in this room wants something, and you already know what.

The Diplomat reads a room and then rearranges it. Their abilities are named for the line that does the work, which is rarely the clever one.

Diplomat owns difficulty tiers

The GM chooses the tier. The Diplomat argues with that choice, moving a conversation down the ladder from Challenging to Routine and occasionally to Trivial, which is the largest single swing available to anyone in this set.

1Yeah, Sure, Buddy♦ Free Action · ½ Demand 2

Frequency — Once against a target per day

You know whether the last thing said to you was a lie. You do not learn what the truth is, or why they bothered.

2Stop Lying To Me♦ Action · 4 Demand 3

Contest your Δ Resolve against a target's □ Mental Defense. On a win they answer one direct question honestly, once, and know they were made to.

3Everybody Wants Something* Activity · 4 Demand 4

Frequency — Once against a target per day

Spend real time on one person: watch them work, ask around, sit through a meal. The GM tells you what they actually want, which is often not what they are asking for.

For the rest of the scene, your social rolls against them are made at the **Routine** tier instead of Challenging. Your Target roughly doubles.

4Name Your Price* Activity · 4 Demand 5

Frequency — Once against a target per day

A person who is not actively hostile will do one thing you ask, provided you meet a cost they name. The GM sets the cost, and it is real.

5We're Done Here♦♦ Action · 4 Demand 6

Contest your Δ Resolve against the □ Mental Defense of every hostile creature within 12 □ Units that can hear you. Resolve it as a single roll against each.

Each one you beat disengages and will not re-enter this Encounter unless attacked.

Against a target already affected by **Everybody Wants Something**, make the Contest at the **Trivial** tier.

The Calibration Ladder

Every Calibration grants a numeric bonus at its steps, on one shared ladder.

Step	To hit	Damage
1	+0	+0
2	+5	+1
3	+10	+2
4	+15	+3
5	+20	+4

One sentence covers the whole ladder: **each step after the first is +5 to hit and +1 damage.** Where a family deals no damage of its own, only the accuracy half applies.

At the Targets this set produces, **step 5 is worth roughly one Favor**. Combined with a Skill, a fully specialized character lands around 75% of their attacks against an average opponent. That same character reaching for a family they have no steps in adds nothing and takes Disfavor, which puts them under 12% no matter how good they are.

The damage half is what keeps output scaling with the pool. A 1d6 at Calibration 3 averages 5.5 against a Level 1 pool near 22; a 1d8 at Calibration 5 averages 8.5 against a Level 5 pool near 38. Both sit on the 25% anchor without a spike anywhere on the ladder.

Calibrations

What you know how to use

Every Calibration runs the same ladder: **each step after the first is +5 to hit and +1 damage**. The riders are what make them different from each other.

Using a family you have no steps in imposes Disfavor. Step 1 is not a null step: it is the difference between a tool you were trained on and one you are holding for the first time.

CalibrationKinetics+HP 5
Something heavy, swung well.

Governs melee weapons and heavy armor. Sets 4 Capacity for that gear, and grants its bonus to **any roll made using it**.

Step	To hit	Damage	Also
1	+0	+0	Access. You no longer suffer Disfavor using this family
2	+5	+1	—
3	+10	+2	A melee hit pushes the target 1 □ Unit
4	+15	+3	—
5	+20	+4	Heavy armor no longer reduces ⇒ Movement, and your melee attacks read a Positive Gradient on a units die of 0-2

CalibrationBallistics+HP 4
It is a solved problem. Solve it.

Governs projectile weapons, from sidearms to crew-served mounts. Sets 4 Capacity for that gear, and grants its bonus to **any roll made using it**.

Step	To hit	Damage	Also
1	+0	+0	Access. You no longer suffer Disfavor using this family
2	+5	+1	—

Step	To hit	Damage	Also
3	+10	+2	Reloading happens as part of the attack, not as a separate ♦ Interact
4	+15	+3	—
5	+20	+4	Your ballistic attacks ignore 5 points of □ Physical Defense

CalibrationEnergetics+HP 3

Directed power, and the barriers that answer it.

Governs energy weapons, emitters, and personal barriers. Sets ♣ Capacity for that gear, and grants its bonus to **any roll made using it**.

Step	To hit	Damage	Also
1	+0	+0	Access. You no longer suffer Disfavor using this family
2	+5	+1	—
3	+10	+2	Your energy attacks ignore cover entirely
4	+15	+3	—
5	+20	+4	Once per Encounter, as a Reaction, a barrier absorbs one hit against you completely

CalibrationCybernetics+HP 4

The part of you that came in a box.

Governs implanted equipment: reflex rigs, weapon mounts, subdermal systems. Sets ♣ Capacity for that gear, and grants its bonus to **any roll made using it**.

Step	To hit	Damage	Also
1	+0	+0	Access. You no longer suffer Disfavor using this family
2	+5	+1	—
3	+10	+2	Your Chassis Demand is reduced by 1, to a minimum of 1
4	+15	+3	—
5	+20	+4	+1 maximum ♣ Energy

CalibrationTechnomatics+HP 3

Tools, and the things you build with them.

Governs field tools, breaching gear, engineering rigs, and drones. Sets 4 Capacity for that gear, and grants its bonus to **any roll made using it**.

Step	To hit	Damage	Also
1	+0	—	Access. You no longer suffer Disfavor using this family
2	+5	—	—
3	+10	—	Any * Activity using this family takes half as long
4	+15	—	—
5	+20	—	You field a drone: 10 + HP, ⇒ 6, acts on your ► Initiative, spends your ♦AP

This family deals no damage of its own, so only the accuracy half of the ladder applies.

CalibrationOptics+HP 3

You saw it first. That is usually enough.

Governs sensors, scopes, sights, comms, and surveillance gear. Sets 4 Capacity for that gear, and grants its bonus to **any roll made using it**.

Step	To hit	Damage	Also
1	+0	—	Access. You no longer suffer Disfavor using this family
2	+5	—	—
3	+10	—	You ignore Disfavor from darkness, smoke, or concealment
4	+15	—	—
5	+20	—	As a ♦ Free Action, mark a target you can see. Until your next Turn every ally has +5 against it

This family deals no damage of its own, so only the accuracy half of the ladder applies.

5 — Weapons, Armor & Items

How Gear Works

An item is only useful when it is **Equipped**: worn, held, or installed. Equipped items cost no Slots and their Actions are available to you. **Stowed** items are in the pack, cost Slots, and do nothing until you get them out. Moving anything between those states is the ♦ **Interact** Free Action, once per Turn, whichever item is involved.

An item's **Level is its ♣ Demand**, and it is the number that decides whether carrying the thing costs you anything.

- **General items are Level 0.** They cost nothing to anyone, ever.
- **Weapons and armor** measure their Demand against the **Calibration** governing their family. A Demand 4 rifle is free at Ballistics 4, and holds 2 ♣ Energy against you at Ballistics 2.

Held drain is a standing reduction of your **maximum ♣ Energy** for as long as the thing is Equipped, not a cost you pay per use. Your maximum can never be pushed below 1, and gear whose combined drain would take you below 1 cannot be Equipped at all.

Using a weapon or armor from a family you have **no Calibration steps in** imposes **Disfavor**.

Reading a Gear Card

Where	What it is
Badge, left of the name	Slots, the cost of carrying it while Stowed. 0 is negligible and not tracked
Line under the name	What kind of thing it is, its Level, its Calibration family, and its reach
First paragraph	What the thing is, and what it is like to use
♣ lines below	Actions the item grants while Equipped, and what each costs

The Actions on a card are examples, not an inventory. They cover what the item does often enough to be worth pricing. If a player wants to do something else with a torch, a line, or a rifle butt, the description is there to make that ruling easy: the GM calls a Target and a cost, and play continues. Nothing here says these are the only things a torch can do.

General Items

1Line and GrappleItem · Level 0
♦ 55 · ☆ 45 · ● 40 · △ 45 □ 0 · ▢ 0 · ⇒ 5 · ➤ 9

A spool of filament line with a folding claw on the end, driven by a compressed gas charge. The line holds several times a person's weight and cuts skin if you grab it wrong. Everyone who has used one has a scar somewhere.

♣Anchor and Climb

Cross a gap or scale a surface up to **8 □ Units**. Anyone following spends 1 ♣AP to do the same.

♣Snag

Resolution roll against a target's □ Physical Defense within 4 □ Units. On a success, pull them 1 □ Unit toward you or drop them where they stand.

1Cutting TorchItem · Level 0

A handheld plasma cutter running off a swappable cell. It goes through sheet metal at about the speed of a slow walk, throws light everywhere, and makes a noise like tearing paper amplified through a wall.

♦♦Cut Through

Open a lock, a weld, a grille, or a thin bulkhead. Loud, bright, and slow enough that anyone nearby will know.

♦Burn

Resolution roll against a target within 1 □ Unit. On a success, deal 1d6 damage. Consumes the cell.

1Med PatchItem · Level 0 · Consumed

An adhesive square that reads what it is stuck to and pushes coagulants, sealant foam and painkillers through the skin. It closes what is open. It does not care what is broken underneath.

♦Apply

A willing character regains **5 + HP**. Does nothing for ⊗ Wounds.

1Stim TabItem · Level 0 · Consumed

A bitter wafer that dissolves under the tongue. Ten seconds later the tiredness is gone and everything is slightly too bright. The tiredness has not gone anywhere; it is waiting.

♦Take One

Remove **1 ⊖ Fatigue**. At the end of the Encounter, take it back, plus one more.

1Breach ChargeItem · Level 0 · Consumed

A shaped charge in a flat adhesive housing, keyed to a handheld trigger. Designed to put a person-sized hole in a wall without bringing down what the wall is holding up. Mostly it manages that.

♦Place and Blow

Everything within 1 □ Unit takes 2d6 . Opens any ordinary barrier. Everything within 12 □ Units hears it.

1Smoke CanisterItem · Level 0 · Consumed

A palm-sized cylinder that fills a room with dense particulate in about two seconds. It blocks sight and most cheap sensors. Anything with decent thermal optics sees straight through it.

♦Throw

A 3 □ Unit cloud, centered within 6 □ Units, lasting until the end of your next Turn. Anything attacking through it has **Disfavor**.

1Signal FlareItem · Level 0 · Consumed

A strike-tipped rod that burns hard and white for several minutes and cannot be put out. Useful for finding people. Equally useful for being found, which is not always what you wanted.

♦Strike

Light out to 20 □ Units for the rest of the Encounter, and mark your position to anyone who can see it.

1MultitoolItem · Level 0

A folding handful of drivers, cutters, probes and a small torch, worn smooth at the grip. Every working person out here has one and none of them are identical. You can tell a lot about someone from theirs.

♦Work On It

Repair, strip, or adjust one mechanical thing. Without it, that work takes **Disfavor** or cannot be attempted at all.

1Sealant KitItem · Level 0 · Consumed

A canister of expanding polymer and a spreader. It goes into a hole as liquid and comes out as something you can stand on within a minute. It is not a repair and everyone treats it as one.

◆Patch

Seal one breach in a suit, hull, tank, or pipe. Holds for hours, not days.

1RebreatherItem · Level 0

A soft mask and a filter block that scrubs and recycles whatever is around you. It buys hours in bad air and nothing at all in no air.

While Equipped, you can breathe anywhere with any atmosphere at all, and you ignore Disfavor from gas, smoke, or fouled air.

It does not work in vacuum.

2Vacuum SuitItem · Level 0

A sealed pressure suit with a day of air, a soft helmet, and gloves thick enough that everything delicate becomes a problem. It is heavy, it smells of the last person in it, and it is the only reason anyone works outside.

While Equipped, you survive vacuum and hard weather, and you can use the **Vacuum** Skill at all.

Disfavor on anything needing fine manual work. Donning or removing it is an * Activity.

1Hand ScannerItem · Level 0

A slab of sensor package with a small screen, about the size of a paperback. It reads density, heat, and composition, and it is confidently wrong about roughly one thing in ten.

◆Sweep

Learn one of: what is behind a surface within 4 □ Units, whether something is alive, or what a material is made of.

1DatapadItem · Level 0

A rugged screen that syncs whenever it finds a network and hoards everything it saw last time. Out on the frontier that cache is often months old, and it does not tell you which parts.

◆Look It Up

If the answer exists in any archive you have reached lately, you have it. If the question is about right now, it does not help.

1RestrainsItem · Level 0

Loops of memory polymer that tighten on contact and stay tightened until the release code, or until somebody cuts them. Light enough that most people carry a pair without noticing.

◆Bind

A downed, willing, or restrained target cannot move or act with their hands. Getting free is an * Activity, or one ◆ Action with the **Sleight** Skill.

0Ration BlockItem · Level 0 · Negligible

A dense brick of everything a person needs for a day, sealed against everything and rated for decades. It tastes like the packaging.

Not tracked. Assume you have some unless the GM says otherwise.

Weapons

A weapon does not carry its own resolution rule. Attacking works the same way everything else does, choose an Attribute, take its Challenging Target, subtract the defender's Defense, roll under, and the Combat section covers it in full.

What the card supplies is everything after that: **the damage, the reach, the ♦AP it costs, and any rider.** The tag on each Action names the Attribute or two that need no argument.

Damage climbs with Demand, and again with the Calibration bonus, because pools nearly double across the band. A weapon whose Demand matches your Calibration step lands close to **a quarter of an average foe's + HP** at the Level that gear suits.

Demand	Typical die	With matching Calibration
1	1d6	3.5
2	1d6	4.5
3	1d8	6.5
4	1d10	8.5
5	2d6	11

1Shock BatonWeapon · 4 Demand 1 · Kinetics · Melee, 1 □

A collapsible rod with a capacitor in the grip and two contacts at the tip. Station security carry them because they drop people without killing them, which keeps the paperwork short.

♦Jolt♦ or ☆

Resolution roll against a target's □ Physical Defense within 1 □ Unit. On a success, deal 1d6 damage.

On a **Critical**, they also lose their Reaction until their next Turn.

1Mono-EdgeWeapon · 4 Demand 3 · Kinetics · Melee, 1 □

A short blade with an edge a few molecules across, held together by a field in the spine. It parts most armor like cloth and it will part you the same way if you are careless putting it away.

♦Cut☆

Resolution roll against a target's □ Physical Defense within 1 □ Unit. On a success, deal 1d8 damage.

Ignores 3 points of □ Physical Defense from armor.

2Breaching MaulWeapon · 4 Demand 4 · Kinetics · Melee, 1 □

A long-hafted hammer with a powered head that delivers its mass twice: once on contact, once a half-second later. Built for doors. Used on doors most of the time.

♦Swing♦

Resolution roll against a target's □ Physical Defense within 1 □ Unit. On a success, deal 1d10 damage and push them 1 □ Unit.

♦♦Wide Arc❖

As Swing, against every adjacent target.

On a **Graze** you are off balance and lose your Reaction until your next Turn.

2Powered GauntletsWeapon · 4 Demand 5 · Kinetics · Melee, 1 □

Articulated shells over the hands and forearms, running off a spinal harness. They multiply grip and impact by an order of magnitude and make anything smaller than a door handle impossible.

♦Hammer❖

Resolution roll against a target's □ Physical Defense within 1 □ Unit. On a success, deal 2d6 damage.

♦Seize❖

Resolution roll against a target within 1 □ Unit. On a success they cannot move away from you until the end of their next Turn.

1SidearmWeapon · 4 Demand 1 · Ballistics · Short, 6 □

A compact slug thrower with a twelve-round magazine. Common enough that nobody looks twice, small enough to bring where you should not, and unremarkable in every way that matters until it is pointed at you.

♦Snap Shot☆

Resolution roll against a target's □ Physical Defense within 6 □ Units. On a success, deal 1d6 damage.

No Disfavor when a target is adjacent to you.

2Service RifleWeapon · 4 Demand 2 · Ballistics · Medium, 16 □

A general-issue long arm, gas-operated and stubbornly reliable. There are four decades of them in circulation and parts from any one fit any other, which is most of why they are still everywhere.

♦Fire☆

Resolution roll against a target's □ Physical Defense within 16 □ Units. On a success, deal 1d6 damage.

♦♦Aimed Shot☆

As Fire, with **Favor** on the roll and 1d8 damage instead.

2ScattergunWeapon · 4 Demand 3 · Ballistics · Short, 4 □

A wide-bore weapon throwing a cone of flechettes. Devastating in a corridor and close to useless across a hangar, which makes carrying one a statement about where you expect to be standing.

♦Spread☆ or ❖

Resolution roll against the □ Physical Defense of every target within 4 □ Units in a rough cone. On a success, deal 1d8 to each.

Disfavor beyond 4 □ Units.

2Marksman RifleWeapon · 4 Demand 4 · Ballistics · Long, 30 □

A long barrel, a heavy stock, and optics worth more than the rest of it together. It rewards patience and punishes anyone who brings it into a room.

♦♦Place a Shot☆ or ●

Resolution roll against a target's □ Physical Defense within 30 □ Units. On a success, deal 1d10 damage.

Disfavor within 4 □ Units.

3Squad Support GunWeapon · 4 Demand 5 · Ballistics · Medium, 16 □

A belt-fed weapon meant to be fired from a mount or a braced position. One person can carry it and one person can fire it, and it is rarely comfortable to be that person.

♦Burst♦ or ☆

Resolution roll against a target's □ Physical Defense within 16 □ Units. On a success, deal 2d6 damage.

♦♦Walk It Across♦ or ☆

Resolution roll against up to three targets within 16 □ Units and within 3 □ Units of each other. On a success, deal 1d8 to each.

Consumes the magazine.

1Beam PistolWeapon · 4 Demand 2 · Energetics · Short, 8 □

A directed-energy sidearm with no report, no recoil and no shell to leave behind. It runs hot enough that a long firefight means holding it in a different grip than you want to.

♦Pulse☆

Resolution roll against a target's □ Physical Defense within 8 □ Units. On a success, deal 1d6 damage.

Silent, and leaves no round to find.

2Arc ProjectorWeapon · 4 Demand 3 · Energetics · Short, 6 □

A stubby emitter that throws a contained discharge along whatever conducts best. In a metal corridor that is frequently more things than you intended.

♦Arc● or ☆

Resolution roll against a target's □ Physical Defense within 6 □ Units. On a success, deal 1d8 damage, and it jumps to one other target within 2 □ Units of the first for 1d6 .

2LanceWeapon · 4 Demand 5 · Energetics · Long, 24 □

A shoulder-braced emitter that dumps its whole cell into one sustained line. It goes through cover, bulkheads and everything standing behind them, and then it needs a minute.

♦♦Lance●

Resolution roll against the □ Physical Defense of every target in a line 24 □ Units long. On a success, deal 2d6 damage to each.

Ignores cover entirely.

2Drone MountWeapon · 4 Demand 3 · Technomatics · Medium, 12 □

A weapon pod that clamps to a drone's hardpoint and slaves to your controller. Whatever the drone is looking at, this is pointed at, with roughly a half-second of argument in between.

♦Direct Fire●

Your deployed drone makes a Resolution roll against a target's □ Physical Defense within 12 □ Units of itself. On a success, deal 1d8 damage.

Requires a drone in play.

1Seeker MineWeapon · 4 Demand 4 · Technomatics · Placed, 1 □

A disc that walks itself into position on three short legs and then waits, listening for a gait that is not on its whitelist. Patient, cheap, and entirely without judgement.

♦Set●

Place it within 1 □ Unit. The first hostile to come within 2 □ Units takes 2d6 damage and stops moving.

You may hold two placed at a time.

Armor

Armor is the one place this set hands out a flat number rather than Favor. It earns the exception by being a standing property of the character rather than a circumstance of the moment.

Bonuses are written in **multiples of 3**, the same units □ and □ Defense are built from. The module's +1 to +3 is rounding error on a hundred-point scale and does not transfer.

1Weave LinerArmor · 4 Demand 1 · Kinetics

A layer of impact-hardening fabric worn under whatever you were wearing anyway. It stiffens where it is struck and relaxes a moment later, and nobody can tell you have it on.

While Equipped, gain **+3 □ Physical Defense**.

Passes for ordinary clothing. No penalty to anything.

2Plate CarrierArmor · 4 Demand 2 · Kinetics

A vest of ceramic plates in a webbing harness, covering the parts that end a fight. It is obvious, it is heavy across the shoulders, and it works.

While Equipped, gain **+6 □ Physical Defense**.

Disfavor on Stealth. Donning or removing it is an * Activity.

4HardsuitArmor · 4 Demand 4 · Kinetics

A sealed armored shell with its own air, power and thermal control. You are safe inside it from almost everything, and you are also a slow, loud, unmistakable target with poor peripheral vision.

While Equipped, gain **+9 □ Physical Defense**, and you survive vacuum and hard weather.

Disfavor on Stealth and Athletics. ⇒ Movement reduced by 1 □ Unit, never below 1. Donning or removing it is an * Activity.

1Deflector FieldArmor · 4 Demand 3 · Energetics

A belt emitter that holds a thin dispersal field a few centimetres off the skin. It blunts everything a little and stops nothing outright, and it hums at a pitch some people cannot stand.

While Equipped, gain **+3 □ Physical Defense** and **+3 □ Mental Defense**.

♦Overload

Until the start of your next Turn, attackers have **Disfavor** against you. The field is then **Removed** until you have three uninterrupted hours to reset it.

1Riot ShieldArmor · 4 Demand 2 · Kinetics

A transparent slab of laminate with a forearm brace and a grip. Meant for holding a line rather than winning a fight, and it is very good at exactly that.

While Equipped, gain **+3** $\square$ **Physical Defense**. Occupies a hand.

◆Set

Until the start of your next Turn, attackers have **Disfavor** against your $\square$ Physical Defense, and you cannot be moved against your will.

1Neural BaffleArmor · 4 Demand 3 · Cybernetics

A collar seated at the base of the skull that floods the local band with noise. Nothing gets in. A great deal of what you would have picked up on your own does not get in either.

While Equipped, gain **+6** $\square$ **Mental Defense**.

Disfavor on anything requiring you to read a person rather than a machine.

1Dermal MeshArmor · 4 Demand 2 · Cybernetics

A lattice grown under the skin across the torso and forearms. It spreads impact instead of stopping it, and it is invisible until someone tries to cut you.

While Equipped, gain **+3** $\square$ **Physical Defense**. Costs **0 Slots** and cannot be removed, disarmed, or taken off you.

It is under the skin, so it is also permanent.

2Ablative PlatingArmor · 4 Demand 2 · Energetics

Panels of sacrificial composite over the shoulders and chest. Each one takes a beam once and comes off in a sheet of vapour, which is precisely what it is for.

While Equipped, gain **+3** $\square$ **Physical Defense**.

The first **Critical** against you each Encounter is an ordinary hit instead. A panel is spent doing it.

3Screen DroneArmor · 4 Demand 4 · Technomatics

A hovering slab of composite on a follow harness. It reads incoming fire and puts itself in the way, roughly a third of the time, which is better than nothing and worse than a wall.

While Equipped and deployed, gain **+6** $\square$ **Physical Defense** against ranged attacks only.

◆Reposition

Move the drone up to 6 $\square$ Units. Until it returns to you, an ally it is beside gains the bonus instead.

1Dazzle ArrayArmor · 4 Demand 3 · Optics

A collar of emitters that reads targeting lasers and answers them with a pulse across the same wavelengths. It ruins optics, cameras, and anyone who was looking directly at you.

While Equipped, attackers more than 6 $\square$ Units away have **Disfavor** against you.

◆Flash

Every creature within 4 □ Units that can see has **Disfavor** until the end of their next Turn. Allies included.

6 — Advancement

Two tracks run in parallel. Neither feeds the other.

	Comes from	Rate	Grants
Mark	Your own Individual Pursuit	~1 per session	One entry from the menu below
Level	The shared Party Pursuit	~1 per 3 sessions	Capacity, a Node step, maximum ⚡ Energy

Levels 1 through 5 is **four Party Pursuit resolutions**, roughly twelve sessions. Marks come to individuals; Levels come to everyone at once, so nobody falls behind on the spine of their character.

Marks

Maximum **3 Marks per Level**, and **one of each type per Level**. Marks do not bank.

Mark	Effect
Attribute	+5 to two different Attribute Scores
Skill	Gain one Skill
Ability	Gain one General Ability
Resilience	+1 max ☉ Wounds or ☹ Fatigue, to a cap of 5
System	Advance one Node step. Grants no ⚡ HP

Because three Marks per Level must be three different types, no single track runs away. Attribute growth caps at +10 per Level rather than +30, and the System Mark cannot be taken twice.

Resilience is worth most where you are weakest

This set's Attribute floor drops the ☉ Wound and ☹ Fatigue tracks to 1–4 rather than the base 3–5, so Resilience Marks have real headroom: one useful Mark at Score 60, four at Score 30. In the base rules a tough character is already capped and the Mark does nothing for them. Here it is a genuine option for the fragile.

Levels

Gaining a Level grants:

- ⚡ **Capacity +1** on every track
- **One Node step**, and the ⚡ HP that Node grants

- **+1 maximum 4 Energy**, to a cap of 6, which may instead be spent on a new Chassis

Capacity is the Party Pursuit's real reward

Every Level makes gear and abilities the character is already carrying stop taxing them. A Demand 5 rifle holds four points of a Ballistics 1 character's 4 Energy maximum against them. Climb that Calibration to 5 and it costs nothing at all. No Mark can do that.

The Progression, Illustrated

A specialist putting one Attribute Mark per Level into their combat Attribute, climbing one Calibration, attacking an average foe at □ 6:

Level	Score	Challenging Target	Calibration	Plain	With Skill
1	60	30	3 (+10)	34%	56%
3	70	35	4 (+15)	44%	68%
5	80	40	5 (+20)	54%	79%

Pacing

The rates at the top of this section are defaults, and they are the thing most likely to differ at your table. Both are levers, and they are worth pulling separately, because they buy different things.

	Default	If it feels slow	If it feels fast
Marks	1 per session	Award on meaningful progress rather than on resolution	Require the Pursuit to actually resolve
Levels	1 per 3 sessions	Break the Party Pursuit into stages and pay one per stage	Set a Party Pursuit with more road between here and there

A Level 1 to 5 run is four Party Pursuit resolutions and about twelve sessions. Marks are capped at **three per Level and one of each type per Level**, so a fast Mark pace runs into a ceiling rather than running away with the character.

The Level lever is the one that changes the game. Marks are breadth: another Skill, another ability, a point of resilience. Levels are 4 Capacity, and Capacity is what makes the gear a character is already carrying stop taxing them. Speed the Levels up and the whole set gets easier at once, because everything on the sheet gets cheaper at the same time. Speed the Marks up and characters simply get wider.

If you want a longer campaign, stretch the Levels and leave the Marks alone. A crew that Levels every fifth session and Marks every session ends up broad, specialised, and still feeling the weight of their best equipment, which is the shape this set is tuned for.

One Attribute Mark per Level is +5 to the combat Attribute each Level, so a character standing at Level 5 has banked four of them: 60 at creation, 70 by Level 3, 80 by Level 5.

The same character reaching for a gear family they have **no Calibration steps in** adds nothing and takes **Disfavor: 6%** at Level 1, **12%** at Level 5. The Attribute carries them a little; nothing else does.

Growth here is real and narrow. You get better at what you built, and never at anything else.

7 — Running the Game

Everything below assumes you have read the rules. This is not a summary of them. It is how they behave once there are people at the table.

You Hold the Numbers

This is the part that differs most from running a game where players add dice to modifiers.

In a roll-under system the player does not know the foe's Defense, does not need the difficulty tier, and does not have to hold the circumstance ladder in their head. **You do the arithmetic silently and hand them one number.**

Player: "I lean out and put a shot into the one by the hatch." **You:** (Challenging 30, minus Defense 6, plus 10 for the Calibration, minus 5 for leaning out of cover) **You:** "Roll under 29."

That is the whole interface. One number crosses the table. The tier, the Defense, the cover, the Calibration and any $\ominus$ Fatigue collapse into it before the player hears anything.

The worked examples earlier in this document lay all of that out step by step, so a reader sees the machinery once. At the table it lives behind the screen, and a round of combat is four or five spoken numbers.

WHAT PLAYERS DO KNOW

- Their own three Targets, written on the sheet and never recalculated.
- What their Calibration adds, and what their gear does.
- Whether they have Favor, and which die they are putting it on.
- That a lower roll is better, and that 00 is the worst result there is.

WHAT YOU DO NOT HAVE TO ANNOUNCE

You are never obliged to say what a Defense is. Telling them "roll under 29" after they said they were leaning out communicates the cost of leaning out without a lecture. If a player asks whether cover would help, answer honestly: the point is for them to weigh position, not to guess at it.

The Target Lookup

The subtraction is small but it happens constantly. This is every combination you will actually meet.

Attacker's **Score** down the side, target's **total Defense** across the top. The number in the cell is the **Challenging** Target before circumstance and before the attacker's Calibration bonus.

Score	0	3	6	9	12	15	18
40	20	17	14	11	8	5	2
50	25	22	19	16	13	10	7
60	30	27	24	21	18	15	12
70	35	32	29	26	23	20	17
80	40	37	34	31	28	25	22
90	45	42	39	36	33	30	27
100	50	47	44	41	38	35	32

Add the attacker's Calibration bonus, then circumstance, then subtract 5 per $\ominus$ Fatigue. Never below 1.

Other tiers: do not scale the cell

The cell already has the Defense taken out of it, so doubling it doubles the subtraction too. For the other two tiers, start from the Score and subtract the Defense **once**:

- **Routine** — the Score, capped at **75**, minus the Defense.
- **Trivial** — the Score $\times 1\frac{1}{2}$, capped at **99**, minus the Defense.

A Score-60 attacker against Defense 6 is **54** at Routine and **84** at Trivial, not 48 and 72.

Calling the Tier

Three questions, in order. The first one that answers yes sets the tier.

1. **Is anything actually at stake, and is the outcome uncertain?** If not, no roll. Say what happens.
2. **Is this person under threat, out of their depth, or working against someone?** **Challenging.**
3. **Is this ordinary work for someone with their background?** **Routine.**
4. Otherwise it is **Trivial**, and you should ask again whether it needs a roll at all.

The most common mistake is calling Routine out of politeness. This set runs hard, and Challenging is the default for anything happening under pressure. A Score-60 character at Challenging succeeds 30% of the time unaided, and that is intended.

THE SAME TASK, TWO TIERS

Difficulty follows the **question**, not the object. A character at a terminal:

What they are asking	Tier
"What's on the manifest?"	Routine
"What did somebody take off the manifest?"	Challenging

Nothing about the terminal changed. The second question is harder work.

Circumstance, and When to Give Favor

You have two tools and they are not interchangeable.

NUMBERS, IN FIVES

Use a **number** when the situation is a matter of degree, and always in multiples of five.

Situation	Adjustment
A hand from an ally, a decent angle, familiar ground	+5
Braced, prepared, or the target is unaware	+10
Overwhelming: they are restrained, asleep, or cornered	+20
Awkward footing, poor light, working one-handed	-5
Leaning out of cover, at range in the dark, injured tools	-10
Actively opposed, no light at all, doing this upside down	-20

Cap the total at ± 20 . If a scene seems to warrant more, you are describing a different tier, not a bigger number.

FAVOR, FOR A CHANGE OF KIND

Use **Favor** when the situation changes what the roll is, rather than nudging it. Ambush rather than a good angle. Full cover rather than a wall nearby. A tool that makes the job possible rather than easier.

At the Targets this set produces, **one Favor is worth about +20**, and it is far swingier than +20. Reach for it when the moment deserves a swing.

HOW OFTEN TO GIVE IT

More often than feels natural, and always in response to something a player did.

Favor is what carries an unaided 30% into the band where attacks land half the time. If nobody at your table is getting Favor, combat will feel like flailing, and the fix is not to lower Defenses. It is to reward the player who took the high ground, put the light behind them, or spent a Turn setting something up.

Never hand out Favor for a good description alone. Give it for a decision that cost something: a Turn spent, a position taken, a risk accepted. Otherwise it becomes a tax on shy players.

DISFAVOR

Impose it for the same class of reason, reversed, and warn before the dice. "You can shoot into the smoke, but you'll have Disfavor" is a fair offer. Discovering it afterward is not.

When a Skill Applies

Say yes more than you say no.

A Skill grants **Favor** on any roll it plausibly covers, one Skill per roll. The list is nineteen entries and deliberately broad, so a player reaching for Systems on anything with a network in it is using the Skill correctly.

Two habits worth keeping:

- **Rule before the dice, every time.** Whether a Skill applies is part of what the player is deciding.
- **Do not let a Skill gate an action.** Anyone may attempt anything. A Skill makes them better at it, never permitted to try.

Reading the Gradient

The Gradient is free, because the die is already on the table, and it is **optional every single time**.

Read it when the texture matters: a first failure in a scene, a hit that ought to have consequences, anything where "it works, but" is more interesting than "it works." Ignore it on the fourth identical shot of a firefight.

	Positive	Negative
On a success	It buys something extra: position, information, speed	It works and costs: noise, time, a broken tool, a spent magazine
On a failure	You fail but keep your footing, or learn something	It fails and the situation gets worse

One in five rolls reads each way, so reading it every time means inventing a complication every fifth roll. Pick your moments.

The Party Pursuit

The Party Pursuit is the only source of Levels, so it is the clock the whole campaign runs on. It should be **large, shared, and slow**.

What Makes a Good One

Three ingredients. A Party Pursuit is worth having when it names all three.

Somewhere to be	A place the crew has to reach, hold, or get inside
Somebody who cares	A person or faction that gains or loses by it, and who will act
Something that stops being possible	A reason it cannot simply be done later

Get rich has none of them. Buy out the lien on the Anselm before the yard sells her for scrap in six weeks has all three.

Handing It Out

Do not write the Party Pursuit and present it. Ask the table what their characters would agree to do together, take whichever answer has the most hands behind it, and then supply the third ingredient yourself. Players are good at naming a place and a person. They are rarely the ones who put a clock on it.

Resolve it as a **beat, not a scene**. It has taken three sessions. Let the arrival land, then hand out the Level at the table rather than at the end of the night.

When Nobody Can Think of One

Give them a debt. Somebody in the crew owes something to somebody who is now asking, the amount is more than they have, and the person asking has a deadline of their own. It supplies all three ingredients, it explains why these people travel together, and it can be paid off in about three sessions.

Tying It to Individual Pursuits

The most reliable way to make a session matter to everyone is to put **one character's Individual Pursuit on the road to the Party Pursuit**. The crew is going to Kessel Dock anyway; Ferro happens to be there.

Do that with a different character each time. Over twelve sessions everyone gets three or four turns of the road bending toward them, and nobody has to ask for it.

Pricing Something That Is Not on a List

A player will want something the gear lists do not have. Two questions settle it in about four seconds.

Who would have one? That sets the Demand.

What family is it? That sets the Calibration, or Level 0 if none fits.

Who would have one	Demand	Looks like
Anybody, in any market	0	Rope, tools, rations, a light. Costs nothing to carry, ever
A working professional	1 - 2	A sidearm, a good scanner, a decent suit
A specialist outfit	3 - 4	Military hardware, surgical gear, a drone
Something taken rather than bought	5	Prototype, restricted, or the only one anybody has seen

If nothing in the six Calibration families fits, **it is Level 0**. Most equipment in a science-fiction game is a tool rather than a weapon system, and tools should not cost ♣ Energy.

Do not invent a new Calibration family. Six is the whole ladder, and a seventh would leave every existing character untrained in it.

Building a Fight

The whole set is tuned to one figure: **an Average adversary drops in about two Rounds against three characters.**

Everything else is arithmetic around that.

Fight	Shape
A scrape	1 Average per character
A real fight	1 Average per character, plus 2 to 4 Rabble
Something serious	1 Elite, plus 1 Average per character
The fight	1 Boss, plus 2 Averages, plus Rabble as the scene needs

Rabble exist to be cleared. They die to one hit, and their job is to spend the party's ♦AP and force them to choose targets. Three Rabble are a tactical problem. Three Averages are a grind.

WHAT ACTUALLY MAKES A FIGHT HARD

Adding ♣ HP makes a fight longer rather than harder. Fights get hard when the party cannot get Favor:

- **Terrain that denies position.** Open ground, no cover, nothing above.
- **Something that punishes standing still**, so the braced shot costs them.
- **A second threat** that forces someone to spend Turns not attacking.
- **Darkness, smoke, or noise**, which turns Optics and Signal Discipline from nice into load-bearing.

Take a party from 46% to 30% by making position hard to get, and a two-round fight becomes four without a single extra hit point.

ADVERSARY ♦AP

Give adversaries **3 ♦AP** like everyone else. A Boss should act more than once per Round; the roster shows one way to write that.

The Two Dials

⊗ Wounds and ⊖ Fatigue are not two flavours of the same thing, and you should reach for them for different reasons.

	⊗ Wounds	⊖ Fatigue
Felt	Next fight	Immediately
By whom	Their enemies, who now hit more often	The player, on every roll they make
Track	1 to 4	1 to 4
Recovery	One per 3 hours of rest	One per 3 hours, and not both
Reach for it when	You want the campaign to carry a mark forward	You want this scene to get harder right now

⊖ Fatigue is the sharper tool and the easier one to overuse. Four points is –20 to every Target the character rolls against, which is most of a specialist's advantage gone. Use it when you want a scene to close in.

⊗ Wounds do their work out of sight. A character walking into the next fight at –10 Defense is in real trouble and will not feel it until the first attack lands.

When Someone Dies

This set kills characters. Attributes total 200, tracks run as low as 1, and combat resolves at Challenging. A table should agree about that before the first session rather than after the first death.

A character dies when a ⊗ Wound would be pushed past their maximum. There is no dying timer and nothing to roll.

THE LEVERS, IF YOUR TABLE WANTS LESS OF IT

Each of these changes the tone. Pick deliberately.

- **Stabilize is in the shared pool.** If nobody has taken it, the party has no way to pick each other up mid-fight. Point that out at character creation rather than at the moment it matters.
- **Downed is not dead.** A downed character only takes further ⊗ Wounds if something strikes them while they are down. Adversaries that move on to the next target are the single largest dial you hold.
- **Let them see it coming.** Announce that something is lining up on a wounded character. Being killed by a decision is very different from being killed by a die.

- **Raise the Attribute floor to 40.** Tracks start at 2 rather than 1, and nobody dies to a second Wound.

THE LEVER THAT DOES NOT WORK

Lowering adversary Defense. It makes fights shorter without making them safer, because the party was never the thing at risk of running out of + HP first.

A Fight, Start to Finish

Three characters against a Boarder and two Dock Toughs, in a cargo bay with containers down one side.

The crew. Ander, ☆ Deft 60, Ballistics 3, Service Rifle. Kell, ● Acuity 60, Netrunner 2, Sidearm. Vitt, ♦ Vigor 60, Kinetics 3, Shock Baton. All at Level 1 with 3 ♣ Energy. Their + HP differs with the Nodes they bought; the example runs all three at **22** to keep the arithmetic readable.

The opposition. One Boarder at □ 6, 30 + HP, attacking at 35. Two Dock Toughs at □ 0, 8 + HP each, attacking at 25.

Setting up

Everyone picks flat ► Initiative. Ander and Vitt are on 12, Kell on 10. The Boarder is on 12, the Toughs on 9. Ties break on ☆ Deft Rank, and the Boarder loses to Ander.

Round 1 — Ander

He spends 1 ♠ AP moving behind a container and 1 ♠ AP firing. Braced, that is Challenging 30, minus the Boarder's 6, plus 10 for bracing, plus 10 for Ballistics 3: **roll under 44.**

He rolls 51. Miss. The units die reads 4, Standard, so nothing else comes of it.

He holds his third ♠ AP.

Round 1 — Vitt

Two Toughs are between him and the hatch. He spends his full ⇒ Movement closing and 1 ♠ AP swinging: Challenging 30, minus 0, plus 10 for Kinetics 3. **Roll under 40.**

He rolls 12. Hit, and the units die is 2 — Standard. 1d6 plus 2 for Kinetics is 7 damage against 8 + HP. The Tough is still standing, barely.

Second ♠ AP, same again. Rolls 08, hit, units 8, **Negative**, so a Graze: half damage, 3, and no rider. The Tough drops. Vitt holds his third point.

Round 1 — Kell

She has no shot worth taking, so she spends 1 ♠ AP on > ping.local . Free at Netrunner 2, and the bay reports two personal comms and a door controller she did not know about.

She spends her remaining 2 ♠ AP getting behind the containers with Ander.

Round 1 — the opposition

The Boarder fires on Ander: 35, minus Ander's $\square$ 6, minus 10 because Ander is behind a container. **Roll under 19.** It rolls 44. Miss.

The remaining Tough closes on Vitt and swings: 25, minus Vitt's $\square$ 6. **Roll under 19.** It rolls 17, hit, $1d6$ for 4. Vitt is at 18.

Round 2 — the turn it breaks

Ander fires again, same 44, and rolls **09**. Hit, units 9, that is Negative, a Graze. $1d6+2$ halved is 3. The Boarder is at 27.

Kell spends 2 $\blacklozenge$ AP on `> inject.payload`, Demand 3 against her Netrunner 2, so it costs her **1 $\blacklozenge$ Energy**. She takes the door controller and seals the hatch behind the Boarder. It cannot leave and neither can its reinforcements.

Vitt drops the second Tough with one swing.

How it ended

Four more Rounds on the Boarder. Two attackers making two attempts each at roughly 45%, for about 6 a hit, is close to 11 $\blacklozenge$ HP a Round, which puts 30 $\blacklozenge$ HP inside the two-to-three Rounds the pacing targets. It ran long because Ander rolled badly twice, which is what the pacing figures are: an average, not a schedule.

Nobody was downed. Vitt finished at 11 $\blacklozenge$ HP, Kell spent 1 $\blacklozenge$ Energy, and the crew has a sealed hatch and a Boarder who would now rather talk.

What the example is showing. Every number the GM spoke aloud was a single Target. The players never learned the Boarder's Defense, only that shooting from behind a container was better than shooting from the open. Two of the three landed hits were Grazes, which is the Gradient doing its ordinary work rather than anything dramatic.

Adversaries

Adversaries are built from a band, not from a character sheet. Give one a Defense, a $\blacklozenge$ HP figure, an attack number and one or two things it does, and it is finished. Nothing on the far side of the screen needs Attributes, Nodes, or a Loadout.

Every number on a card derives, so you can improvise from it

The statblocks below use the same formulas characters do. An adversary's $\square$ is its **derived Defense plus whatever armor it wears**, its $\square$ is derived the same way, and its $\Rightarrow$ and $\blacktriangleright$ both come off $\star$ Deft, which is why $\blacktriangleright$ is always $\Rightarrow + 5$.

That means you can move a number and know what else moves with it. Strip the Hardsuit off a Breacher and its $\square$ drops from 12 to 3; it is a different fight, and you did not have to look anything up.

The **band** is the target you build toward, not a value you write down. Where a card sits off its band, the Adept is an Elite with an Average's $\square$ 6, that is the card saying where its threat actually lives.

The Four Bands

Band	□ / □ Defense	Attacks at	⊗ Wounds	What it is
Rabble	0	25	—	Dies to one solid hit. Dangerous in numbers and nowhere else
Average	6	35	—	The ordinary opposition. Two rounds of a party's attention
Elite	12	45	—	Worth a whole fight on its own, or two alongside Averages
Boss	18	55	2	The fight. Comes back twice, and should act more than once

+ HP by Band and Party Level

Fixed + HP does not survive a five-Level band. A party's output roughly triples between Levels 1 and 5, so an Elite written for Level 1 is a speed bump by Level 5. Read the column for the party's Level.

Band	L1	L2	L3	L4	L5
Rabble	8	10	12	16	20
Average	30	40	50	65	80
Elite	40	50	65	85	105
Boss	28	38	48	62	78

These are set against the pacing target: an **Average** drops in about **two Rounds** against three characters, an **Elite** in about **three**, and a **Boss** in **four or five** across all three of its bars.

Only a Boss Has a ⊗ Wound Track

Everything below Boss is out of the fight at 0 + HP. Dead, unconscious, fled, surrendered, whatever the scene wants. There is no Wound track, no downed state, and nothing to finish off.

A ⊗ Wound track is an extra health bar. Giving one to every adversary would mean either quadrupling the time a fight takes or quartering the + HP on every card, so adversaries carry their durability in a single number.

A **Boss** is the exception, and it is written as an explicit rule rather than as a track that has to be read a special way:

When a Boss is reduced to **0 + HP**, it takes **one ⊗ Wound** and returns at **half its maximum + HP**. Each ⊗ Wound it holds costs it **5 from both Defenses**. When it has no ⊗ Wounds left to take, it is finished.

Two ☉ Wounds means a Boss goes down three times, and gets easier to hit each time. Its + HP column is set at **half** what a single-bar creature would need, so the whole fight still lands at four or five Rounds.

"Attacks at 35" means: roll under 35, minus the target character's Defense. The same subtraction players make, run from the other side.

Building One in Four Lines

1. **Pick a band.** That gives Defense and attack number. Only a Boss gets ☉ Wounds.
2. **Read + HP** off the column for the party's Level.
3. **Give it a weapon** from Part 5, or just a die: 1d6 for Rabble and Average, 1d10+3 for Elite, 2d6+4 for Boss.
4. **Give it one thing it does** that is not an attack, which supplies its whole personality.

The fourth line does most of the work. An Average that calls for reinforcements plays nothing like an Average that grabs something and runs, and the two share the same three numbers.

A Starting Roster

Adversaries run on the same economy as everybody else. Three ♦ Action Points a Turn, ⇒ Movement in □ Units, Reactions paid out of whatever they held back. Nothing on an adversary card is a special case; it is a character sheet with fewer lines on it.

They can carry gear. Anything from the lists can be hung on an adversary, and the **Equipped** line on each card says what it is holding.

The badge carries □ Physical Defense. Read + HP from the table above rather than from the card, so the same adversary works at any Level in its band.

Each card lists the four Attributes, both Defenses, ⇒ Movement, ► Initiative, and what it is carrying. **Both Defenses are the total**, worked out from the Attributes and the armor in its kit, so you never have to add anything. The Attributes are there for Contests, for anything targeting □ Mental Defense, and for the moments a player tries something the card does not cover.

Band Defenses are typical rather than fixed. The Adept sits at □ 6 and □ 18 because it has never needed to be hard to hit, only hard to reach.

0Dock ToughRabble · Attacks at 25

♦ 55 · ☆ 45 · ● 45 · △ 45 □ 0 · □ 0 · ⇒ 4 · ► 9

Somebody's muscle, paid by the day and not very much. They fight until it stops being worth it, which is usually the moment one of them goes down.

Equipped — Shock Baton, work jacket

♦ Baton

Roll 25, minus your □ Physical Defense, within 1 □ Unit. On a hit, 1d6 damage.

Breaks. When half of a group has been downed, the rest leave.

0ScavengerRabble · Attacks at 25

♦ 40 · ☆ 60 · ● 45 · △ 45 □ 0 · □ 0 · ⇒ 7 · ► 12

Picking over the same wreck you are, and unhappy about the competition. Fast on their feet and carrying whatever the wreck provided.

Equipped — Cutting Torch, improvised club

♦Improvised

Roll 25, minus your □ Physical Defense, within 1 □ Unit. On a hit, 1d6 damage.

♦Grab and Go

Takes one unattended item within 1 □ Unit and moves its full ⇒ Movement away.

6Station SecurityAverage · Attacks at 35

❖ 55 · ☆ 55 · ● 55 · △ 55 □ 6 · □ 3 · ⇒ 6 · ► 11

Trained, bored, and equipped better than they are paid. They fight like people who expect to file a report afterward, and who would rather you surrendered.

Equipped — Sidearm, Shock Baton, Weave Liner

♦Sidearm

Roll 35, minus your □ Physical Defense, within 6 □ Units. On a hit, 1d6+2 damage.

♦Baton

Roll 35, minus your □ Physical Defense, within 1 □ Unit. On a hit, 1d6+2 damage and they lose their Reaction.

Calls it in. On its first Turn it spends 1 ♦AP on the comm. Reinforcements arrive in three Rounds.

6BoarderAverage · Attacks at 35

❖ 50 · ☆ 60 · ● 45 · △ 50 □ 6 · □ 0 · ⇒ 7 · ► 12

Came aboard on purpose, knows the layout better than you do, and is not here to negotiate. No interest in your cargo manifest.

Equipped — Service Rifle, Weave Liner

♦Rifle

Roll 35, minus your □ Physical Defense, within 16 □ Units. On a hit, 1d6+2 damage.

♦♦Suppress

Every character in a 3 □ Unit area has **Disfavor** until the start of its next Turn.

6Feral ConstructAverage · Attacks at 35

❖ 65 · ☆ 50 · ● 40 · △ 80 □ 6 · □ 6 · ⇒ 5 · ► 10

A maintenance unit whose orders decayed decades ago and which has been improvising ever since. It is not hostile. It has simply concluded that you are in the way.

Equipped — Integral manipulators, worn plating

♦Manipulator

Roll 35, minus your □ Physical Defense, within 1 □ Unit. On a hit, 1d8 damage.

Not alive. Immune to anything targeting □ Mental Defense. A **Netrunner** may target it with > inject.payload .

6Corporate FixerAverage · Attacks at 35

◆ 55 · ☆ 55 · ● 70 · △ 70 □ 6 · □ 15 · ⇒ 6 · ► 11

Arrives with paperwork and leaves with what they came for. Violence is one of several tools and rarely the first.

Equipped — Beam Pistol, Weave Liner, Neural Baffle, three sets of credentials

◆ Beam Pistol

Roll 35, minus your □ Physical Defense, within 8 □ Units. On a hit, 1d6+2 damage.

◆ Terms

Contest against a character's □ Mental Defense. On a win, that character has **Disfavor** on anything they do against the Fixer until the end of the Encounter.

12BreacherElite · Attacks at 45

◆ 60 · ☆ 50 · ● 50 · △ 60 □ 12 · □ 3 · ⇒ 5 · ► 10

Hardsuit, maul, and a job that consists entirely of going through the door first. Slow, loud, and very difficult to stop once it has decided which way it is going.

Equipped — Breaching Maul, Hardsuit

◆ Maul

Roll 45, minus your □ Physical Defense, within 1 □ Unit. On a hit, 1d10+3 damage and you are pushed 1 □ Unit.

◆◆Through The Wall

Moves up to its full ⇒ Movement in a straight line, through any ordinary barrier, and attacks once at the end.

Hardsuit. A **Graze** against it deals no damage.

12MarksmanElite · Attacks at 45

◆ 55 · ☆ 65 · ● 65 · △ 55 □ 12 · □ 6 · ⇒ 8 · ► 13

Somewhere with a good angle, and there before you arrived. The first anyone knows about it is usually somebody going down.

Equipped — Marksman Rifle, Dazzle Array, Plate Carrier

◆◆Placed Shot

Roll 45, minus your □ Physical Defense, within 30 □ Units. On a hit, 1d10+3 damage.

If it has not moved this Round, it has **Favor**.

Relocates. After attacking it may move up to its ⇒ Movement as a Free Action, once per Round.

6AdeptElite · Attacks at 45

◆ 50 · ☆ 60 · ● 80 · △ 80 □ 6 · □ 18 · ⇒ 7 · ► 12

Whatever was done to them was not standard and is not on any record. They do not carry a weapon and have not carried one for years.

Equipped — Deflector Field, and nothing else at all

◆ Pressure

Roll 45, minus your $\square$ **Mental** Defense, within 12 $\square$ Units. On a hit, 1d10+3 damage that ignores armor.

◆ Displace

Moves 4 $\square$ Units without crossing the space between.

18Ship's MasterBoss · Attacks at 55

◆ 65 · ☆ 65 · ● 70 · △ 70 $\square$ 18 · $\square$ 15 · ⇒ 8 · ► 13 · ⊗ 2

Runs the wreck, the crew, or the operation, and has run it a long time. Everything else in the room is arranged around keeping this one alive.

Equipped — Lance, Hardsuit, Neural Baffle

◆ Lance

Roll 55, minus your $\square$ Physical Defense, in a line 24 $\square$ Units long. On a hit, 2d6+4 damage. Ignores cover.

◆ Order

One allied adversary within 12 $\square$ Units immediately takes one ◆ Action.

◆ Withdraw

Moves its full ⇒ Movement. Does not provoke.

Two Turns. It acts twice each Round, on its ► Initiative and again at the bottom of the order.

Reference

Icons

Icon	Meaning
◆	Vigor
☆	Deft
●	Acuity
△	Resolve
+	HP
⊗	Wounds
⊖	Fatigue
⚡	Energy
□	Physical Defense

Icon	Meaning
□	Mental Defense
⇒	Movement
►	Initiative
✦	Action / Action Point
◇	Free Action
✱	Activity
□	Unit