Set in a far future ‘post, post-apocalypse’,
four genetically engineered races seek to build a new society for themselves
as they emerge from the ruin of genocidal war, and back to the stars.

It is over 10,000 years into the future.
Earth is forgotten.

Humanity is dead.
Genetic erosion, brought on by thousands of years of apathy.

You are one of many genetically engineered descendants.
Created by the eugenicist Archons (humanity’s heirs), or the vengeful monster X’ion.

A genocidal war has ravaged the known galaxy.
X’ion won, killing the Archons, destroying their empire, and then abandoning his army to vanish without a trace.
This event threw the galaxy into 100 years of brutal tribalism.

After 100 years, your people have just re-entered space.
No one knows what’s out there.

Four surviving races have banded together.
Not out of a common direction, but out of necessity.
No one knows where this new society is headed.

Each race is struggling for survival.
They need each other.
Welcome to Fragged Empire

What You Need to Play

At least three six-sided dice (3d6) per player.
Character Sheet print outs (can be downloaded from the website).
Pens or pencils.
A laminated square-grid battle map.
Whiteboard markers.
Character and spacecraft miniatures.
Rulebook (print or PDF).
Two to five friends!

Key Features of the Rules

Adaptable Rules

While these rules are designed for use within the Fragged Empire setting, they are robust and flexible enough to be used for most science fiction settings with just a little creative “house ruling”. One of the best ways to alter the feel of a game is to increase or decrease the characters’ Resources (Core Rule Book pg: 56) and Influence (Core Rule Book pg: 58).

Simple 3d6 Resolution System

Most Skill Rolls are resolved with a simple 3d6 dice roll. If your roll, plus any bonuses or penalties, equals or exceeds the required amount, then you succeed.

Nonlinear Character Progression

Characters have many options available to them, with no set paths for ability or equipment progression. This allows for characters to quickly specialise or diversify and to create unique combinations of abilities and Equipment. Low-level characters, specialised properly, can be dangerous threats to high-level characters. Even if two characters have similar Attributes, Skills, or Equipment, they can function quite differently because of their differing Traits.

Best for Long Sandbox Games

Fragged Empire can be used to play short games, but it is best when used for long sandbox-style games. In this post-apocalyptic setting, you will regularly have to make the most of what little resources you have, balancing short-term sacrifices and long-term gain.

Tactical Miniatures Combat

This ruleset includes intuitive tactical combat in which you will need to react not only to your environment (cover is your friend), but also to your opponents’ actions. It also includes optional rules for miniature-free combat (pg: 30). GMs are encouraged to make combat a part of the story and to reward intelligent play. As there are no perfect, statistically balanced encounters, the players’ creativity, skill, and teamwork will be the key to victory.
Attributes

Attributes represent your character’s raw physical and mental ability. Attributes are primarily used for combat (pg: 10) and fulfil the requirements of many Traits. Out of combat, they may change your Description Bonuses/Penalties (pg: 6) to a Skill Roll or determine whether an attempt can even be made, especially in situations using Strength.

An average person has every Attribute at 2. A rating of 0 is impaired, and one of 5 is amazingly gifted.

There is no “social” Attribute. A character’s social ability is purely determined by their Trained Everyday Skills (pg: 9).

Strength (Str)
Your physical power and general quality of health.
Primarily used to determine the size of Weapons and the weight of Outfits you can efficiently use. Also determines how resilient you are in combat.

Reflexes (Ref)
The speed of your physical response to your environment, along with your flexibility and general agility.
Primarily used to avoid being hit, and represents your melee proficiency.

Movement (Mov)
Your speed of movement and general physical stability.
Does not give any statistical boost to combat rolls, but is used to move around combat areas, managing distance, and moving between Cover.

Focus (Foc)
Your mental strength and ability to focus.
Primarily used for long-range combat, and determines your speed of Recovering from exhaustion and minor damage in combat.

Intelligence (Int)
Your clarity, speed of articulation, and thought.
Primarily used for determining who acts first in combat, and for analysing opponents.

Perception (Per)
Your ability to use your senses to perceive your environment.
Primarily used to determine the accuracy of range Attacks you make during combat.

Fate

Fate is an ambiguous representation of your character’s luck, destiny, and spiritual protection, or their control over their own future through advanced technology.

All characters start with 2 Fate, which may be changed through Traits.

Dice Re-Rolls
Each session, you may spend a Fate Point to re-roll all dice in a roll. You may re-roll a re-roll.
Eg: Skill, Attack, or Spare Time Roll.

Unspent re-rolls are not accumulated between game sessions.

Avoiding Death

See pg: 18 for full Reduce Fate to Avoid Death rules.

If you have at least 1 Fate Point, you can permanently reduce your Fate by 1 to miraculously avoid your character’s imminent Death. If you wish to avoid your spacecraft’s Destruction, all characters on your spacecraft must permanently reduce their Fate by 1.

Mind, shaped in X’ion wrath.
Body, crafted by Archon pride.
Home, built on human folly.
Soul, gifted from unknown god.

Children of the void, born enemy of the light.
Forever passing our black inheritance on.
Who can redeem us?

- Our Inheritance, Kaltoran Dark Tribe poem.
Skills

Skills represent a character’s knowledge of and ability to interact with the universe. Characters may make Skill Rolls to determine if they succeed or fail at doing or knowing something. All Skill Rolls are made with 3d6 and modified by your Skill bonus/penalty and Description bonus/penalty. To succeed, the total of this must equal or exceed the difficulty.

Making a Skill Roll

3d6 +/- Skill +/- Description
Some Skill Rolls require specific Tools (eg: Toolkit).

Give a Reason for Your Skill Choice
GMs may require characters to use a specific Skill, or may simply present a problem and give the players the option to use a Skill of their choice. In the latter case, the players must give reasons or justification for their Skill choices.

Skill Difficulties

Routine or Easy task: 8 or more.
Moderate task: 12 or more.
Difficult task: 16 or more.
Very Difficult task: 18 or more.

Rolls significantly above the required difficulty should produce additional positive effects (eg: completed faster than expected). Rolls significantly below should also produce negative effects (eg: activating a security alarm).

Tools and Workshops
Some Skill Rolls can only be attempted if you have the right equipment (eg: to pick a mechanical lock, you will need a Mechanics Toolkit or Toolbox: you can’t do it with your bare hands).

Toolkit
Eg: Wrench, bandages, or other basic tools.

Toolbox
Eg: Bank card, chemistry kit, telescope, or other practical tools.

Description Bonus or Penalty
How a character approaches a problem and how they make use of their strengths and weaknesses greatly affect the outcome of a Skill Roll, up to a +2 bonus or down to a -2 penalty.

Good Role Playing
The Description bonus should NEVER be automatically applied. This bonus is there to reward well-planned and well-described approaches to a problem.

Players should play to their strengths AND give a good description of their approach to gain the full bonus.

Attributes
If a character is playing to their Attribute strengths, then GMs should feel free to give a Description bonus (or penalty) to a Skill Roll (eg: A perceptive person finds it easier to find objects with an Awareness Skill Roll).

An Attribute should only grant a Description bonus if it is over 3. It should only grant a Description penalty if it is under 2.

Assisting
Players can help each other when making a Skill Roll. To Assist someone, you must make a relevant Skill Roll and get at least 10. If successful, the Assisted player gains +1 to their Skill Roll.

You may assist someone even after they’ve failed a roll.

Re-Attempting a Failed Roll
If you fail a Skill Roll and attempt it again within a short time, you roll at a cumulative -4 penalty.

“Then, triangulate the signal via the nebula and done!”

“You’ve never hacked a thing in your life, have you?”
Making a Skill Roll

3d6 +/- Skill +/- Description
These are for Primary Skills (mainly used outside of combat).

GM Sets the Scene and Problem
The GM describes the situation to the players, possibly suggesting a Skill choice.
Be sure to point out any major restrictions or issues (eg: they may have limited time or available tools).
Be sure to also set the mood.

Players Explain their Approach and Choose Skills
Each involved player takes a turn explaining their approach to the current situation.
The players pick Skills to use based on their approach.
Each player may select a different Skill.

Tools or Workshop
Based on a player’s approach, the GM may specify if any Tools are required, such as a Toolkit, Toolbox, Workshop, or Dedicated Workshop.

GM Awards Description Bonus or Penalty
Players who put effort into describing a particularly good approach and play to their strengths should be given a +2 bonus to their Skill Roll. Playing to their weaknesses should give a -2 penalty.

Players Roll 3d6 + their Skill Bonus + Description Bonus
Each player rolls 3d6 and adds their Skill bonus (or penalty), then adds any Description bonus (or penalty).
Higher rolls are always better.
If you roll a “6” on the dice, you score a Strong Hit (pg: 8). Strong Hits are used to make use of special abilities.

GM Describes the Outcome
After each involved player has made their Skill Roll, the GM describes the outcome of the situation, including the time taken.
High rolls of at least the difficulty should have positive results, while rolls below the difficulty may have negative results. Choice of Approach and Skill should also affect the result. For example, if two characters use different Skills and approaches to the same problem, they should get different outcomes even if their rolls are the same.
Strong Hits (Primary Skills)

Rolling a 6
When making a Skill, Vehicle System, or Attack Roll, you gain 1 Strong Hit per “6” rolled on the dice.

Each Strong Hit can be spent on a Strong Hit Option.

You may select the same Strong Hit Option multiple times, as long as you have the Strong Hits to spend.

Primary Skill Roll Strong Hit Everyone has Access to
Effort.

Combat Strong Hits Everyone has Access to
Effort, Critical Hit (pg: 16) and Critical Boost (pg: 16).

Additional Strong Hit Options
Additional Strong Hit Options can be gained through Traits or from specific Weapons (eg: Disruptors).

Requirements
Nearly all Strong Hits have requirements to be used. The most common requirement is that you are using the correct Weapon, but you may also need to use a specific Skill.

Primary Skill (or a specific Primary Skill)
Can only be used with a Primary Skill (pg: 43) or a specific Primary Skill.

Success
Your Skill Roll must be Successful to use this Strong Hit Option.

Does not Req Success
Your Skill Roll does not have to be Successful to use this Strong Hit Option.

Results
This is what happens if you meet all the Requirements of your desired Strong Hit Option.

Pick Thought, Conversation Strong Hit Example
Astrid’s psionic abilities have grown quite strong, enabling her to pick the thoughts right from a person’s mind.

Astrid strikes up a casual conversation with a local thug, hoping to find his gang’s base of operations without tipping him off to the fact that she’s looking for it.

Her Conversation Skill Roll results in a total of 9 (1, 2, and 6), which is not high enough to subtly gain information. But her 6 counts as a Strong Hit.

She has two Strong Hit Options she can choose to use, Effort or Pick Thought (pg: 346). She chooses to use Pick Thought, which allows her to read her Target’s surface thoughts.

The GM lets her know that, while the thug speaks to her, he is not suspicious. Rather, he thinks of hanging out with friends to play computer games later that night. Astrid manages to locate an address where his friends ought to be, and she hopes that is their gang base.

Strong Hit: Effort
Pushing yourself, you reassess your situation and take advantage of a slightly different approach.

Requirements
Primary or Vehicle Skill
Can only be used with a Primary Skills (pg: 43) and Vehicle System Skill (pg: 53) Rolls.

Does not Req Success

Result: Re-Roll a Die
You may re-roll a single die (not including the die that was given you this Strong Hit or any that have been used to cause a Strong Hit).
Primary Skills

Primary Skills focus on out-of-combat tasks and are split into two categories: Everyday and Professional.

At character creation you may select any six Primary Skill to be trained in. Each Trained Skill may have a single connected Trait.

Trained Skills grant a +1 bonus to your Skill Rolls.
Untrained Skills grant a -2 penalty to your Skill Rolls.

Everyday Skills

These Skills are the most commonly used because they focus on your natural body, social ability, and cultural knowledge.

Wealth
Your ability to use money and barter, and your knowledge of financial values, business, and economics. Commonly used for Spare Time Rolls to purchase minor items or services.

Conversation
Your knowledge of and ability to verbally communicate with NPCs in a variety of subtle ways.

Leadership
Your ability to control and guide one or more NPCs through the force of your personality.

Culture
Your knowledge about and ability to navigate cultural customs, subgroups, laws, history, and archaeology.

Physical
Your ability to endure physical hardship and utilise your strength, movement, and reflexes.

Resolve
Your commitment and confidence, often motivated by a strong sense of purpose. This purpose could come from a belief in a specific cause or religion, or through mental training.

Awareness
Your ability to perceive your environment through your available senses and general deductive ability. Includes your ability to hide and locate physical objects, piece together clues and identify points of interest in your environment.

Survival
Your ability to work with and gain supplies in unconventional environments such as city slums, wild forests, barren deserts, arctic tundra, and spacecraft with limited supplies.

Professional Skills

Mechanics
Your ability to understand, repair, and design machines: any devices with moving parts. Also covers your understanding of refined and designed materials such as alloys and synthetic polymers. Finally, it represents your structural and architectural knowledge.

Electronics
Your ability to understand, repair, and design electrical devices, and your understanding of electrical signals. This skill also covers an understanding of computer hardware, cables, communication technology, and energy weapons.

Programming
Your knowledge of and ability to work with computer software and digital information, including computer locks, digital security systems, databases, firewalls, and drones.

Bio Tech
Your ability to work with and knowledge of biological technology, genetic engineering, advanced biology, and chemistry, including implants, Bio Tech weapons, Nephilim spacecraft, and DNA.

Medicine
Your ability to work with and knowledge of medical equipment and pharmaceuticals, as well as your ability to heal others and safely interact with the insides of living biological life forms.

Psychology
Your ability to understand the mind, such as recognizing the motivations of others, diagnosing and treating mental conditions, understanding and utilizing psionic powers, and understanding biological technologies and systems which are neurological in nature, commonly called synaptronics.

Astronomy
Your knowledge of celestial objects, phenomena, stars, and Ley Lines. Also includes your knowledge of and ability to use astronomical equipment.

Planetoids
Your knowledge of planetary bodies, as well as atmospheres, flora, fauna, minerals, habitats and advanced weather effects. Also includes your knowledge of and ability to work with mining, terraforming equipment, and asteroids.
Since the Great War the universe has become a very dangerous and often violent place. Out of necessity, carrying a weapon is common practice in all known cultures.

Overview

The following is a short overview of how combat works. It may also be a good idea to have a printout of the Combat Character Sheet (download from www.fraggedempire.com) as you read these rules.

Turns and Actions, pg: 20

Once the GM decides that combat has started, time becomes carefully measured with each character taking Turns performing their Actions.

Combat is broken up into Turns and Actions, characters with the highest Intelligence often act first (see Combat Order, pg: 20). During each Turn, a character may perform 2 Actions, shown on the bottom of your Reference Character Sheet. Your 2 Actions can be in any order you want. Some Actions also enable you to Move and Attack with the one Action choice, allowing many different tactical options.

Battle Map, Miniatures, and Movement, pg: 11

To track movement in combat, it is helpful to have a large sheet of laminated paper with a square grid printed on it, along with some miniatures.

Non-permanent whiteboard markers are also useful for drawing terrain and other environmental objects.

Rolling Dice and Attacking, pg: 12

After declaring that you are Attacking, you make an Attack Roll to determine whether you hit your Target.

Normally, on an Attack Roll, you roll 3d6, add your Weapon’s “Hit” Stat + your Personal Combat Skill with that Weapon, and subtract −2 for each Range Increment, beyond your first, between you and your Target.

A successful Attack Roll with a Weapon reduces the Target’s Endurance (pg: 15). When a Target has no Endurance every successful attack against them causes a Critical Hit (pg: 16).

Strong Hits and Doing “Special” Stuff, pg: 14

Whenever you roll a “6” on an Attack Roll, you deal a Strong Hit. You can use a Strong Hit to cause a special effects from your Weapon, one of your Traits, or a common ability usable by anyone, such as a Critical Hit (which is used to Kill Targets).

Critical Hits and Killing Things, pg: 16

Actions with the Major Effect: Attack (pg: 23) can cause Critical Hits, used to kill Targets by Damaging their Attributes directly.

On a Critical Hit, roll 1d6 to determine a random Attribute (see pg: 16). The affected Target reduces that Attribute by your Weapon’s Critical Damage minus your Target’s Armour.

On each Attack, your Weapon may only cause a maximum number of Critical Hits equal to its “Rate of Fire” (RoF, pg: 12).

You die when any of your Attributes is reduced to −5. An NPC dies when any of its Attributes is reduced to 0.

Combat Is Never “Balanced”

Combats should very rarely be perfectly balanced. Players are encouraged to intelligently pick their fights, fight dirty, and be cunning. If you are able, carefully pick not only when you fight, but also who and where.

“We shall never waver! Our stand against the tide shall prevail; our loyal Child-Races are with us, and the false X’ion shall be stopped!”

- Dignified Archon speech, recorded one year into the Great War.
Movement

Any Action with the Major Effect: Move lets you move spaces up to a number (squares or inches, depending on your battle map) equal to your Movement Attribute.

Representation of Space
Each square, inch, or space represents a two-meter square.

Moving Diagonally
Does not reduce your movement.

Moving and Attacking
If an Action allows you to Move and Attack, you may only Attack before or after you Move. You may not Move partially, Attack, and then Move partially again.

Move and Attack Example

Max (A) is using the Snap Shot Action (pg: 26), which allows him to Move and Attack. For his first Action during his Turn, he moves and then Attacks. Once he makes his Attack Roll he is not able to move any more. He cannot Attack part way through his movement.

For his second Action, he performs another Snap Shot Action. This time he Attacks and then Moves.
**Attack Roll**

All Attacks (except Stealth) in combat are done with a Weapon (pg: 118).

**Attack Roll**

3d6 + Wpn Hit + Skill - Range Penalties vs Trg Def  
Success = Deal your End Dmg to Target’s Endurance

**Weapon (Hit)**

Your Weapon’s “Hit” Stat adds a bonus or penalty to your Attack Roll.

**Attacking Through a Character**

When you Attack through a character to another Target, the Target gains Light Cover (+2) against your Attack.

**Characters Adjacent to You**

When Attacking through a character adjacent to you, your Target does not gain any additional Cover.

**Firing a Rifle, Attack Roll Example**

Cody (A) is making an Attack Roll against his opponent (2). Cody has a +4 bonus to his Attack Roll. His opponent is 9 spaces away, which is in Cody’s second Range Increment, giving a -2 penalty to Cody’s Attack Roll. Cody rolls 3d6 and gets 5, 5, 1: an 11. With the bonus and penalty applied, the final result is a 13.

**Range Increments (Rng)**

When you Attack a Target any number of spaces away up to its Range, your Attack Roll takes no penalty. For each increment of Range beyond that, it gets a cumulative -2 penalty.

A Weapon’s maximum range is its Range x10. Any Attack made beyond this distance automatically misses.

**Rate of Fire (RoF)**

Some Weapons are able to spend Ammunition (pg: 122) faster than others, increasing their chance to hit, potential damage output, and ammunition depletion rate.

**Hit +Extra RoF Dice**

When you perform an Action with this Minor Effect: Hit +Extra RoF Dice (pg: 23), you may roll additional d6s by spending an equal amount of Ammunition.

If your Action does not have “Hit +Extra RoF Dice”, then you may only roll 3d6 (spending one Ammunition).

Before you roll any dice for your Attack Roll, you must declare how many additional d6 you will be rolling.

**Spread Fire**

Weapons with RoF 2 or more may Spread Fire. When you Spread Fire, you may split the dice of an Attack Roll across multiple Targets. A minimum of 1d6 must be used for the space between each target.

**Attacking Multiple Targets, Spread Fire Example**

Sarah (A) is using an SMG with Hit +3 and RoF 3. She spends 2 Ammunition, giving her a total of 5d6. She uses her Action to Attack and chooses to Spread Fire. She rolls 3d6 against the first Target (1), allots the required 1d6 for the space between, and rolls 1d6 against the second Target (2).

Her first Attack Roll has a total of 16 (6+5+2, +3 from Weapon). Her second Attack Roll has a total of 9 (6, +3 from Weapon).

“Many underestimate the humble bullet. Their financial value and the cost of being hit by one... I make it my job to drive both prices up.”

- Megan Black, Corporate Arms Dealer.
Making an Attack Roll

3d6 +Weapon Hit +Skill -Range Penalties vs Target Defence.
All Attacks in personal Combat are done with a Weapon.

Select Your Target
Pick a Target to Attack.

Roll 3d6 and Choose to Add Rate of Fire
May roll 1 additional d6 per your Weapons RoF above 1 (eg: a Rate of Fire 3 Attack may roll up to 5d6).
1 Ammunition used per RoF used.

+Weapon Hit +Personal Combat Skill
Add your Weapon’s Hit bonus and your Personal Combat Skill to your roll.

Take Penalty for Range
-2 penalty for each Range increment beyond the first.
Your Weapon’s maximum range = Rng x10.

Endurance Damage
If your Attack Roll equals or exceeds your Target’s Defence, they lose Endurance equal to your Weapon’s Endurance Damage (End Dmg).
If your Target is at or reduced to 0 Endurance by this Attack, you deal an automatic Critical Hit (pg: 16).

Count Strong Hits
If you hit the Target, any 6s you rolled are Strong Hits (pg: 14).
Strong Hit: Critical Hit (pg: 16) is required to kill Targets.
**Strong Hits (Combat)**

**Rolling 6s**

When you make a Skill, Vehicle System, or Attack Roll, any 6s you roll are Strong Hits, which you can spend on Strong Hit Options.

You may choose the same Strong Hit Options multiple times, unless otherwise stated.

Every character has access to the following Strong Hit Options: Critical Hit (pg: 16), Critical Boost (pg: 16), and Effort (pg: 8).

**Requirements**

- After you roll a Strong Hit, you may assign it to use any Strong Hit Option for which you meet the requirements.

  Most commonly, a Strong Hit Option requires a specific Action Major Effect (eg: Attack), a Weapon Keyword (eg: Energy), or a specific Skill (eg: Conversation).

- **1 Use per RoF**
  This Strong Hit may only be used on each Target you hit once per your Weapon's RoF.

- **Attack**
  May only be used when your Action has Major Effect: Attack.

- **Damage**
  May only be used when your Action has Major Effect: Damage.

- **Does not Require Hit**
  May be used even if you do not succeed on your Attack Roll or deal Damage, at the GM’s discretion.

- **Hit**
  May only be used when you succeed on your Attack Roll.

- **RoF X+**
  Your Weapon must have a Rate of Fire of X or more.

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The tree lifted into the air, seemingly in slow motion as dirt and sludge fell to the ground in large clumps. A dozen purple eyes stared out at me. Shortly joined by two large, mud covered metal arms. Pushing upwards, the monster displayed its impressive strength and height.

Then came the noise, a high pitch digital scream as fiery purple bolts of death shot out from the darkness.

The tree fell to the ground, revealing the monster that had lain in wait for a hundred years to make this kill.

- Mechonid sighting.

**Target Has 0 Endurance**

May only be used against a Target with 0 Endurance, including ones reduced to 0 Endurance by this Attack.

**Weapon Keyword**

May only be used with a Weapon that has the listed Keyword (eg: Bio Tech, Blunt, Burn, Disruptor, Psionic).

**Result**

The result of a Strong Hit Option only lasts until the beginning of your next Turn (pg: 20) unless stated otherwise.

**Bonuses Only Last One Turn**

All Strong Hit results (eg: Buffs and Effects) last until the start of your next Turn (pg: 20) unless stated otherwise.

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**Critical Hit and Set Alight, Multiple Strong Hit Example**

Alex has just hit a Target with his Flame Thrower and rolled two Strong Hits. He spends one on a Critical Hit (pg: 16).

He cannot spend his second Strong Hit on another because it has the Requirement "1 Use per RoF" and the Flame Thrower only has RoF 1. Instead, he spends his second Strong Hit on the Strong Hit Option: "Set Alight", which he gains from the Trait "Set Alight".

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<table>
<thead>
<tr>
<th>Name</th>
<th>Requirements (in brackets)</th>
<th>Result</th>
</tr>
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<tbody>
<tr>
<td>Critical Hit</td>
<td>(Damage, Hit, 1 use per RoF)</td>
<td>Deal your Weapons Critical Damage (– Targets Armour) to a random (roll a d6) Attribute.</td>
</tr>
</tbody>
</table>
**Defence**

When a character makes an Attack Roll against you in combat, your Defence is the number they must equal beat to succeed.

\[
\text{Defence} = 10 + \text{Reflexes} + \text{Cover}
\]

**Defence vs Impair**

Your Defence vs the Impair Action.

Add your Strength to your Defence.

**Defence vs Stealth**

Your Defence vs Stealth Action.

Stealth Attack Rolls are only rolled against the enemy character with the highest Defence vs Stealth, not against each Target.

\[
\text{Defence vs Stealth} = 10 + \text{Perception} + 1 \text{ per Ally (max 10)}
\]

**Armour**

See pg: 16 for full Strong Hit: Critical Hit rules.

Each point of Armour reduces Attribute Damage to you by 1.

**Endurance**

See pg: 16 for full Endurance Damage rules.

\[
\text{Your maximum Endurance} = 10 \times (\text{Strength} \times 5)
\]

**Cover**

Cover protects you. It not only increases your Defence Stat, making you harder to hit, and can make you immune to Critical Hits (pg: 16) while you have Endurance (pg: 15).

Cover is represented in three Steps: Light, Heavy, and Entrenched.

**No Cover**

If you are currently gaining no Cover, your Cover Step cannot be otherwise increased (eg. by Traits or Equipment).

**Step 1) Light Cover (+2 Defence)**

+2 Defence and you may perform the Stealth Action (pg: 109).

Light Cover applies whenever a non-Stealth Attack Roll is made against you.

Eg: Foliage, the edge of a round pillar, smoke, or low light.

**Step 2) Heavy Cover (+4 Defence)**

+4 Defence, you may perform the Stealth Action, and -2 Endurance Damage done against you by Weapons with Rate of Fire 3 (pg: 12) or more.

Heavy Cover applies whenever a non-Stealth Attack Roll is made against you.

Eg: Chest high stone wall, metal doorway, complete darkness or blindness.

**Step 3) Entrenched (+6 Defence)**

+6 Defence, you may perform the Stealth Action, -2 Endurance Damage done against you by Weapons with Rate of Fire 3 or more, and you are Immune to Critical Hits (pg: 16) while you have Endurance.

Entrenched Cover is only ever gained by combining multiple sources of cover. Eg: Heavy Physical Cover and Low Light OR Light Cover, equipment and a Trait.

Eg: Metal doorway and the Take Cover Action: metal doorway and Low Light Cover.

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“The effects of a strontium-core round are well documented by science. The results, extremely satisfying, making great bar stories across the sector”.

- David Choma, Kaltoran weapons expert.
**Damage**

See pg: 12 for full Attack Roll rules.
See pg: 15 for full Defence rules.
See pg: 18 for full Healing Rolls rules.

**Attribute Damage**
This is primarily caused by Strong Hit: Critical Hit (see next page). Attribute Damage can reduce your Defence (pg: 15), your Order of Combat (pg: 20), and bonuses your Actions may give you (eg: Attack Rolls and Movement).

**Damaged Ligament, Attribute Damage Example**
Ajax has just taken damage from a Shotgun, reducing his Reflexes Attribute by 2. This reduces his Defence (pg: 15) by 2 and hampers any Action that would benefit from Reflexes (eg: Melee Strike).

If his Reflexes ever becomes negative, he would start Bleeding (pg: 18), his Defence would decrease further, and using Actions that benefit from his Reflex Attribute would gain a further penalty.

**Endurance Damage**
When you succeed at an Attack Roll (pg: 12), deal Endurance Damage to your Target equal to your Weapon’s Endurance Damage.

**Strength Damage and Losing Endurance**
If you take Strength Attribute Damage, reduce your maximum Endurance. If this reduces your maximum below your current Endurance, reduce your Endurance to your new maximum after applying any Endurance Damage taken.

Davidson has 30 max Endurance and 25 current Endurance. He receives 3 Endurance Damage and 2 Strength Damage, reducing his max Endurance to 20 and current Endurance to 20 (not 17).

**Zero Endurance**
If you have 0 Endurance and receive a successful Attack Roll from an Action with the major Effect: Damage (pg: 16) you are always dealt a Critical Hit and the Critical Boost Strong Hit Option (see next page) may be applied to you.

Entrenched Cover (pg: 23) does not grant immunity to Critical Hits when you have 0 Endurance.

**Recovery**
You can restore Endurance by performing an Action with the Major Effect: Recovery (pg: 23).

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**Strong Hit: Critical Hit**

See pg: 14 for full Combat Strong Hit rules.
See pg: 12 for full Attack Roll rules.

Critical Hits are the primary method of killing or debilitating a Target. This is done by reducing their Attribute Scores.

**Requirements, pg: 14**

**Damage**
Action must have the Major Effect: Damage (pg: 23).

**Hit**
Succeed at your Attack Roll (pg: 12) to Hit Target.

**1 use per RoF**
This Strong Hit may only be used on each Target you hit once per your Weapon’s RoF.

**Result: Attribute Damage**
Reduce one of your Target’s Attributes, chosen randomly, by an amount equal to your Weapon’s Critical Damage (pg: 16) minus the Target’s Armour (pg: 15).

**Random Attribute: Roll 1d6**
1 = Strength  3 = Movement  5 = Intelligence
2 = Reflexes  4 = Focus  6 = Perception

**Critical Hit Example**
Logan has inflicted a Critical Hit (Critical Damage 3) on his Target (Armour 2). His Critical Damage is 1 (3 - 2), He rolls a 2, so the Target reduces their Reflexes by 1, the Critical Damage.

---

**Strong Hit: Critical Boost**

The Critical Boost increases the Attribute Damage you deal to a Target at or reduced to 0 Endurance.

**Requirements, pg: 14**

**Damage**
Action must have the Major Effect: Damage.

**Result: Attribute Damage**
This Attack gains +1 Critical Damage against all damaged Targets at 0 Endurance or reduced to 0 Endurance by this Attack.

**High-Armour Targets**
The Critical Boost is the best way to kill Targets with high Armour once they are reduced to 0 Endurance.
**Strong Hit: Critical Hit**

*Die Roll of 6 = Strong Hit.*

**Requirements:** Damage, 1 Use per RoF.

**Result:** Deal your Weapon’s Critical Damage (minus Target’s Armour) to a random Attribute.

- Roll a “6” and Select Strong Hit: Critical Hit
  - Your Attack Roll (pg: 12) must succeed.
  - Each 6 lets you use a single Strong Hit Option.
  - You may cause a number of Critical Hits up to your Weapon’s RoF.

- Weapon’s Critical Damage - Target’s Armour = Attribute Damage
  - You can increase your Critical Damage by using a Critical Boost.

- Deal Damage to a Random Attribute
  - Roll 1d6 to determine which Attribute you Damage.
    - 1 = Strength
    - 2 = Reflexes
    - 3 = Movement
    - 4 = Focus
    - 5 = Intelligence
    - 6 = Perception

- Entrenched Cover + Positive Endurance = Target Immune to Critical Hits
  - If your Target has Entrenched Cover and Endurance above 0, they are immune to Critical Hits.

- If Your Target has 0 Endurance, Gain a Free Critical Hit
  - If your Attack reduces your Target to or if they are at 0 Endurance, you gain a free Critical Hit against them and are able to use the Critical Boost: Strong Hit Option.
Bleeding

If any of your Attributes is reduced to below 0, you gain the Bleeding Effect.

While Bleeding, you take 1 Attribute Damage (ignoring Armour) to a Random Attribute at the start of each of your Turns.

You may only ever have 1 Bleeding Effect.

First Aid removes the Bleeding Effect.

Death

See pg: 16 for full Critical Hit and Critical Boost rules.

Player characters die if any Attribute reaches -5.
Non-player characters die if any Attribute reaches 0.
Drones and Henchmen die if any Attribute reaches 0.

Reduce Fate to Avoid Death

You may avoid Death by permanently reducing your Fate (pg: 5) by one. Collaborate with the GM to figure out how you miraculously avoided Death.

At the GM’s discretion you may still take some Attribute Damage, and you may take Conditions or Effects that are appropriate to the situation (e.g., Unconscious or Lost Limb). Remove the Bleeding Effect and any others that could cause you additional Attribute Damage.

Healing Rolls

See pg: 16 for full Damage rules.
See pg: 24 for full Prep Action rules.

In-Combat Healing

During combat, some minor Effects (e.g., Bleeding) can be removed from yourself or an adjacent character by performing a First Aid Healing Roll of 10 or more. This can be done with any Action with the Minor Effect: Skill Roll (pg: 23).

You may also heal Endurance by using any Action with the Major Effect: Recover (pg: 23).

Out-of-Combat Healing Rolls

Attribute Damage is healed outside of combat, by making Medicine Skill Rolls on a wounded character, using one of the following three Healing Roll options:

Paramedics, 12, Requires Relevant Toolbox
Within three minutes of combat ending, you may attempt a single Paramedics Healing Roll (usually using Medicine) against a Difficulty of 12. If you succeed, you Heal a total of 3 Attribute Damage dealt during the most recent combat. This Healing may be combined or split in any way across Attributes and characters. Paramedics Rolls cannot be made on the move. After each combat, only one Paramedics Roll may be attempted per three player characters.

Self-Healing

If you include yourself in any Healing Roll, including Paramedics, you take a -2 penalty.

---

Already wounded, Theodore receives a Critical Hit from a grenade. He takes Attribute Damage to Strength, reducing it to -6. This would kill him, but he decides to cheat death by permanently reducing his Fate by 1.

The GM says the grenade instead reduces Theodore’s Strength to -4 and knocks him out, giving him the Unconscious Condition.

“Too long have we regarded restraint a weakness.”

- Gri, musing on Nephilim long-term survival.
**Bleeding and Death**

When an Attribute drops below 0, it causes Bleeding.

Critical Hits are the main way to kill.

---

**Bleeding Causes Random Attribute Damage Each Turn**

If any Attribute is reduced to below 0, you gain the Bleeding Effect.

While Bleeding, at the beginning of each of your Turns you receive

1 Attribute Damage (ignoring Armour) to a Random Attribute

(roll 1d6).

1 = Strength
2 = Reflexes
3 = Movement
4 = Focus
5 = Intelligence
6 = Perception

---

**Bleeding Can Be Stopped with First Aid**

Succeed on a Medicine Skill Roll against a Difficulty of 10.

Removes Bleeding from you or someone adjacent to you.

Requires: Toolkit.

May be performed during combat.

---

**Healing Damage**

Attribute Damage is only Healed through Healing Rolls.

Endurance Damage is completely Healed during any Downtime.

---

**Recovery**

During combat you may Heal Endurance by performing an Action

with the "Recovery" Major Effect.

Heals Endurance Damage equal to your "Recovery".

Recovery = Focus + any bonuses.

---

**Paramedics**

Immediately after combat, you may attempt one Paramedics Roll

against a Difficulty of 12. This requires an appropriate Toolbox.

If successful, Heal 3 Attribute Damage dealt during the most

recent combat.

You may spread this Healing across multiple characters and Attributes.

You may only attempt 1 Paramedics Healing Roll per 3 player

characters in the group.
Overview

Combat is broken up into Turns, each representing about fifteen seconds of combat.

Each character in combat takes a Turn. When you take a Turn, you may take 2 Actions.

Actions are split into three categories: Tactical, Range, and Melee. You use any Actions, even the same one, in any order.

Weapon Type, pg: 21
Each Weapon has one or more Weapon Types. These determine which Actions the wielder can perform with the Weapon.

Starting Combat

Combat begins as soon as any character or the GM declares an Attack action.

Combat Order

During combat, each character takes a Turn in Combat Order.

Determine Combat Order by comparing Intelligence (+any bonuses). The player highest in Combat Order goes first.

If multiple characters have the same Intelligence, the character with the higher Reflexes goes first. If there is still a tie, roll a die or play a quick round of rock, paper, scissors at the start of each Turn.

Delaying Your Turn

When your Turn would begin, you may choose to delay your Turn until after another character with a lower Combat Order takes their Turn.

Once you have delayed your Turn, you may not delay it again during the same Turn. If the character you had decided to act after decides to delay their Turn, you will still act after that character.

---

### Action Name | Action Major Effects | Action Minor Effects

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<td>Stealth</td>
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Pick any 2 Actions Per Turn. Bonuses from the same Action do not Stack.
Weapon Types

See pg: 24 for full Tactical Action rules.
See pg: 26 for full Range Action rules.
See pg: 27 for full Melee Action rules.

Weapon Type dictates which Variations and Modifications can be added to the Weapon and which Combat Actions a character can use with the Weapon.

Analytical
This is often a natural ability (eg: your mind), used to perceive and understand your environment.

Rules
- Deals 0 damage (Endurance or Attribute).
- Attacks are invisible to the Target (as with Analyse).

Actions that Can be Used
- Analyse
- Overwatch

Gun
Popular projectile delivery system due to its ease of use and production.

Actions that Can be Used
- Snap Shot
- Spray Fire
- Sighted Shot
- Overwatch

Gun or Shell
When you acquire this Weapon, choose if it has the Gun or Shell Weapon Type. Once chosen, the Weapon uses the normal rules for its Type. This choice cannot be changed.

Impairment
A flexible and useful Weapon for controlling your enemies’ movement.

Actions that Can be Used
- Impair
- Escape

Melee
It was once thought that the closer you got to your opponent, the less important your technology became. With strength augmentation, energy blades, and nanosharpening, this idea has never been less true.

Actions that Can be Used
- Strike
- Charge
- Block
- Overwatch

Shell
A similar design philosophy to most gun systems, but the space within its special projectiles allows for greater design variation.

Actions that Can be Used
- Snap Shot
- Spray Fire
- Sighted Shot
- Overwatch

Thrown
A physical projectile, thrown using the muscle strength of the user.

Thrown Weapons only ever have the Thrown and Overwatch Actions despite any other Weapon Types (eg: Shell or Disruptor) they might have.

Actions that Can be Used
- Thrown
- Overwatch
Action Major Effects

See pg: 11 for full Movement rules.
See pg: 12 for full Attack Roll rules.
See pg: 16 for full Damage rules.

Each Action has at least 1 Major Effect. Whenever you use an Action, you gain its Major Effects.

Attack
You may make an Attack Roll (pg: 12) against a Target’s Defence with a Weapon that you have Equipped.

Moving and Attacking
If the Action also has the Move Effect (see below), you may Move and then Attack or Attack and then Move. You may not Attack partway through your Movement.

Damage
On a successful Attack Roll, your Weapon deals its Endurance Damage (pg: 16) to your Target’s Endurance.

Critical Hit and Critical Boost, pg: 16
This Action allows you to cause Critical Hits and Critical Boost Strong Hits Options against your Target.

Impair
You may make an Attack Roll against a Target’s Defence vs Impair Defence Stat (pg: 15).

Move
You may move a number of spaces equal to or less than your Movement Attribute.

Recover
You may heal your Endurance by an amount equal to your Recovery Stat (pg: 18), up to your Maximum Endurance.

Stealth
See pg: 25 for full Stealth Action rules.

While in Cover (pg: 15), you may make an Attack (pg: 12) against a Target’s Defence vs Stealth Stat. No Weapon required.

Action Minor Effects

See pg: 11 for full Movement rules.
See pg: 12 for full Attack Roll rules.
See pg: 12 for full Rate of Fire rules.
See pg: 15 for full Defence rules.

Minor Effects commonly give bonuses to your Attack Roll (pg: 78) and Defences (pg: 84).

Cover +X Steps
Add “X” Steps to any Cover (pg: 15) benefits you are receiving.

Defence +X
Add “X” to your Defence score until your next Turn.

Hit +X
Add “X” to your Attack Roll associated with this Action.

Hit +Extra RoF Dice
If your Weapon has Rate of Fire (RoF) of 2 or more you may spend additional Ammunition to roll additional Attack Roll dice (see pg: 12).

Move +X
Add “X” to the number of spaces you may Move with this Action.

Range +X
Add “X” to your Weapon’s Range (Rng) for any Attacks made with this Action.

Boost Next Attack: X
Boost your next Attack Roll (pg: 12), taken within 1 Turn. This is fully explained under each Action with this Minor Effect.

On Hit: X
If this Attack Roll succeeds, you may do “X”. Fully explained under each Action.

Pick One: X, Y, or Z
You may choose to do “X”, “Y”, or “Z”. Each time you perform this Action, you may make a different choice. Fully explained under each Action.

Other Minor Effects
Fully explained under each Action.
Take Cover
You take Cover as you move carefully to avoid enemy Attacks, especially the slow but powerful ones.

Major Effect
Move

Minor Effects
Move +1 Cover Step
Increase your Cover by 1 Step. You must already have at least 1 Step of Cover.

Tip: Flanking and Take Cover
If you are relying on Environmental Cover and not Armour, be careful of flanking enemies, as you may not only lose your Cover Defence bonus, but also any immunity to Critical Hits granted by Entrenched Cover.

Armour vs Slow +1 (go Prone)
Whenever you are targeted by an Attack with the “Slow” Keyword, you may go Prone as a Free Action and gain Armour vs Slow +1 (does not Stack) until your next Turn.

Prep
You are briefly catching your breath and regaining a little focus, while possibly taking time to do a short task.

Major Effect
Recover

Minor Effects
Pick One: X

Draw Weapon (Draw Wpn)
Makes an Equipped Weapon Active. Takes 1 Action to Draw your Weapon per its Load Stat (pg: 28).

Reload
Swaps out your Active Weapon’s current Clip for a new one. Takes 1 Action to Reload a Weapon per its Load Stat (pg: 28).

Skill Roll
Sometimes you need to use a Non-Personal Combat Skill during combat, most commonly Medicine for First Aid (pg: 18) to stop Bleeding (pg: 18). Often the GM will require multiple Actions to compete a task, depending on its complexity.

Remember, Reloading Heals You
Reloading is done by taking a Prep Action, which also Heals Endurance (pg: 93).

"Then, triangulate the signal via the nebula and done!"
"You’ve never hacked a thing in your life, have you?"
**Analyse**

You carefully analyse your Target to make your next Attack more accurate.

**Major Effect**
- Attack
- Recover

**Minor Effects**
- On Hit: Boost next Attack: Crit Attribute Location ±/−2

Make an Attack Roll with an Analytical Weapon (eg: Mind) or a Combat Computer Weapon versus the Target’s Defence. If you succeed, your next Attack Roll against that Target gains a Boost to any Critical Hits (pg: 16) it causes: when you roll to randomly determine the damaged Attribute, you may increase or decrease the result by up to two. This Boost lasts until the end of your next Turn.

**Use Your Mind!**

All characters have access to the Tactical Weapon: Mind.

You can use this to Analyse a Target if you don’t have access to a Combat Computer.

**Lining up the Shot, Analyse Example**

Tanya (A) only has 1 Ammunition left in her Rifle and needs to kill her Target (I) by damaging the right Attribute. She spends her first Action on Analyse to improve her later Attack.

She does not have a Combat Computer Equipped, so she must use her Mind to Analyse her Target, giving her Hit +4 (Intelligence +Tactical) and Range 3 (Focus). Her Target has Defence 8, so she needs to make an Attack Roll of at least 8 (10 +4(Hit) −6(Range) = 8). She rolls an 11, which is a hit!

On her next Action, she Attacks with the Rifle Attack and causes a Critical Hit. She rolls a d6 to determine which Attribute she Damages, and gets a “3” (Movement). This isn’t what she wants, so she uses the Boost given by Analyse, subtracting one to get a “2” (Reflexes).

**Stealth**

You attempt to hide from your enemies. Using Stealth does not require a Weapon.

**Major Effect**
- Stealth

**Minor Effects**
- Vs Highest Defence

Make your Attack Roll (pg: 12) against the highest of your opponents’ Defence vs Stealth. If you succeed, you gain the Stealthed Effect against all opponents.

- On Hit: Cannot Be Targeted

When you have the Stealthed Effect, enemies cannot make any Attack Rolls (pg: 12) against you and can also not see where you are moving and what you are doing.

**Stealthed Effect**
- Hit +Tactical +Ref

**Requires Cover**

You must be gaining at least Light Cover (pg: 15) to perform this Action. If you end a Turn outside Cover, the effects of this Action end.

**Each Turn**

Stealthed Effect is lost at the start of your next Turn if your first Action is not a successful Stealth.

**Attacking**

Making an Attack Roll with any visible attack, removes the Stealthed Effect from you.

**Stealth Outside Combat**

Stealth has many non-combat applications, which are rolled just like Skill Rolls, except that the Difficulty is the highest of any nearby NPCs’ Defence vs Stealth. (Remember, the Difficulty increases by 1 for every other NPC in the area up to +10.)

Unlike in combat, once you succeed at Stealth, you do not need to make new Stealth Rolls every Turn, just as the GM deems appropriate (eg: once per 5 minutes, or as the situation changes).
Range Actions

Snap Shot

Dashing across the battlefield, you let off a quick shot.

**Major Effects**
- Attack
- Damage
- Move

Spray Fire

You pull down the trigger and let your gun do most of the work as you keep your position flexible.

**Major Effects**
- Attack
- Damage
- Move

**Minor Effects**
- Hit +Per +Extra RoF Dice
  - See pg: 12 for full Attack Roll and Rate of Fire rules.
- Move -2

Sighted Shot

Concentrating carefully, you minimise the consequences of attacking at long range.

**Major Effect**
- Attack
- Damage

**Minor Effects**
- Hit +Per
- Range +Foc

Throw

You throw your weapon at your opponent!

**Major Effects**
- Attack
- Damage
- Move

**Minor Effect**
- Hit +Ref
- Range +Str

Overwatch

With your weapon at the ready, you wait carefully. You are either waiting to catch your target in a moment of vulnerability, or waiting to protect an area against potential attacks.

But be careful: if your target is quick enough, they might take you down before you can.

**Major Effect**
- Attack*
- Damage

**Minor Effects**
- Hit +Per

*Special Attack Rules

Until your next Turn, if a character performs an Action in the 180-degree arc you are facing, you may make an Attack Roll as a Free Action. This Attack Roll is made after the triggering character’s Action ends. Performing multiple Overwatch Actions in a Turn only allows you to make one Attacks.

This Attack can only be taken against a Target within the 180-degree arc.

If multiple characters with Overwatch wish to Attack in response to the same Action, they resolve in Combat Order (pg: 20) and may choose to delay their Attack.

Overwatch, Example

During his Turn, Simon (A) uses Overwatch.

Opponent 1 uses Move, but stays out of Simon’s 180-degree arc, so Simon cannot make his Attack in response.

Opponent 2 starts within Simon’s arc, but moves outside of it. Simon may Attack in response to this Action, but may not Attack opponent 2 because they are now outside Simon’s 180-degree arc.

Opponent 3 starts within Simon’s 180-degree arc and moves to a location still within the arc. Simon may Attack in response to this Action, and may Target opponent 3 with this Attack. If opponent 2 had performed their Action, as described before, Simon could have targeted opponent 3, either before or after their move.
**Melee Actions**

**Strike**

You move into position and strike at your target.

**Major Effects**
- Attack
- Damage
- Move

**Minor Effects**
- Hit +Ref +Extra RoF Dice
  
See pg: 12 for full Attack Roll and Rate of Fire rules.

- Move -2

**Charge**

You rush at your target, putting not just your physical strength but also your momentum behind your attack.

**Major Effects**
- Attack
- Damage
- Move

**Minor Effects**
- Move +2 (straight line)
  
You may move up to your Movement +2, but only in a straight line.

- Damage +1 (per 4 Movement)
  
For every four spaces you move in this Action, you gain +1 Endurance and Critical Damage for this Attack.

**Block**

You aim for your target’s weapon, hoping to knock them off balance so they cannot get a clear shot at you or others.

**Major Effect**
- Impair

**Minor Effect**
- Hit +Per +Foc

On Hit: Debuff Target: next Attack Strong Hit -1.

On a successful Attack Roll against your Target’s Defence vs Impair, your Target’s next Attack Roll is hampered: their die range to get a Strong Hit (pg. 14) is reduced by one. If they would require a “6”, rolling a Strong Hit becomes impossible. This penalty lasts until your next Turn.

**Impair**

Grappling with your target, trying to limit their mobility and gain the advantage through your physical strength and agility.

**Major Effects**
- Damage
- Impair
- Move

**Minor Effects**
- Hit +Ref +Str

On Hit: Pick One Debuff Trg: X

If you succeed in an Attack Roll against a Target’s Defences vs Impair, you may apply one of the following Effects onto them:

- **Grabbed**
  You gain the Grabbing Target Effect, and your Target gains the Grabbed Effect.

- **Move 1**
  Force your Target to move one space in a direction of your choice.

**Escape**

Using your physical strength and agility, you attempt to wrestle free from an opponent who is grabbing you.

**Major Effects**
- Damage
- Impair
- Move

**Minor Effect**
- Hit +Ref +Str

On Hit: Debuff Target: Lose Grabbing Target.

If you succeed on an Attack Roll against a Target’s Defence vs Impair, your Target loses any “Grabbing Target” Effect they may have on you or another character. Also remove the corresponding “Grabbed” Effect against you or another character.

The Target of Escape may be outside your Weapon’s Range (eg: using your Limbs against a Grav Gauntlet) who is Grabbing you. However, in this case you deal no Damage to the Target.

**Use Your Limbs!**

All characters have access to Exotic Weapon: Limb.

You can use this to Block or Escape if you don’t have access to another Impair Weapon.
**Weapon Stats**

**Hit Bonus (Hit)**
Gives a bonus or penalty to your Attack Rolls (pg: 12).

**Endurance Damage (End Dmg)**
How much pain and stress the Weapon causes. Each successful Attack Roll (pg: 12) deals this much Endurance Damage (pg: 16) to the Target.

**Critical Damage (Crit Dmg), pg: 88**
How effective your Weapon is at penetrating your Target’s Armour and killing (pg: 18) them.

A Weapon with Critical Damage 0 or below cannot deal Attribute Damage.

**Range Increment (Range)**
Your Weapon’s effectiveness over long distances (pg: 12).

The Maximum Range of a weapon is its Range x10.

A Weapon with Range 0 or below cannot be used to Attack, unless you use an Action to increase its Range above 0.

**Clips**
The number of spare Clips you have available, which you can use to regain Ammunition. Clips are usually restored at Downtime or by looting.

A Weapon with Clips 0 or below cannot be Reloaded once they have used all their Ammunition, and only refresh their Ammunition during Downtime.

**Ammunition**
Each Attack reduces the Weapon’s Ammunition by 1 per RoF used (pg: 12). You may only Attack if you have Ammunition available.

A Weapon’s Ammunition depends on its RoF (eg: For a Weapon with Ammunition: RoF x2 and RoF: 2, its Ammunition is 4).

A Weapon with Ammunition 0 or below cannot be used to Attack.

**Load Time (Load)**
The number of Draw Actions required to make your Weapon Active.

It is also the number of Un-Jam Actions required to remove the “Jam” Effect from the Weapon.

Finally, it is the number of Reload Actions required to replenish the Weapon’s Ammunition with a Clip.

**Rate of Fire (RoF)**
Weapons with a higher Rate of Fire can use additional Ammunition to roll additional dice on an Attack Roll (pg: 12) and cause additional Strong Hits (pg: 14).

**Adding Attack Roll Dice**
Additional dice for RoF 2+ Weapons can only be gained from Actions with the “Hit +Extra RoF Dice” Minor Effect (pg: 107).

A Weapon with RoF 0 or below cannot make Attacks.
**Weight (Wgt)**

The Strength required to optimally use this Weapon. If you have lower Strength than a Weapon’s Weight, you become Overburdened.

The Weapon Weight also dictates how many Equipment Slots it takes to Equip and Activate it.

A Weapon with 0 Slots or below requires 0 Slots to Equip and Activate.

**Type, pg: 21 and Variations**

A Weapon’s Type dictates what Actions can be used with it and what Variation templates can be chosen for it.

**Cost**

The amount of Resources and number of successful Spare Time Rolls required to acquire and keep the Weapon.

**Keywords, pg: 124**

Various Traits, Strong Hit Options (pg: 14), and Modifications (pg: 116) only apply to Weapons with a specific Keyword.

**Notes**

Use this space to write the Weapon’s Keywords, Traits, and other special abilities.

**Natural Weapons**

All characters have access to these two Natural Weapons.

**Mind**

Primarily used to Analyse Targets.

**Limbs**

Primarily used to grapple with and Attack Targets in Melee.

**“-” Stat**

This means the item does not normally use this Stat. Variations, Modifications and Trait bonuses (+/-) do not increase or reduce this Stat.

**Set Stat Value**

If a Variation, Modification, or Trait inserts a Set value (Eg: “2” not “+2” or “-2”) in this Stat, then the “-” is replaced with the set value.

This Set value also replaces ANY existing (non “-”) value.
Optional: Theatre of the Mind Combat

The following combat rules can be used instead of the standard combat ruleset. They require no miniatures and take less time, making them ideal for combats that don’t need to be followed blow for blow, and for gamers who prefer abstract, cinematic combat over detailed, tactical forays.

Equipment
These rules do not use Equipment Stats.

Attributes
These rules only use Attributes to determine Description bonuses and for the purposes of taking Damage.

Traits and Strong Hits
These have limited use with Theatre of the Mind Combat rules.

Combat Summary
At the start of combat, the GM explains the situation. Then, in turn, each player describes what they are doing and makes a Combat Skill Roll related to their approach. The GM then describes what happens. To be victorious, one side must succeed on a number of Combat Skill Rolls equal to two times the participating PCs on that side.

Successful Combat Skill Roll
On a successful roll, the GM or rolling player (with the GM’s guidance) describes a positive result based on the chosen skill and stated goal.

To achieve victory, a side must succeed on two Combat Skill Rolls per involved player character on their side.

Victory
A side is victorious when they have accumulated successful Combat Skill Rolls equal to the number of participating PCs on that side multiplied by two. These successes can be rolled by the PCs in any combination.

To achieve victory, the final Combat Skill Roll must be some kind of Attack, otherwise the combat continues.

Failed Combat Skill Roll
A failed Combat Skill Roll causes 2 Attribute Damage to a player character of the GM’s choice. It could be the PC who failed the roll, or the PC who put themselves most at risk.

Bleeding
Characters cannot gain the Bleeding Effect (pg: 90) during Theatre of the Mind combat.

Non-Lethal Damage
If the NPCs choose to deal non-lethal damage (e.g., with blunt weapons), a failed Combat Skill Roll only causes 1 Attribute Damage. If any PC has an Attribute reduced to 0 or below, they go unconscious and can no longer make Combat Skill Rolls. This does not reduce the number of successful Combat Skill Rolls required for victory.

Healing Damage
Damage is healed using the standard Healing Roll rules (pg: 92).

Retreating
Immediately before a character makes a Combat Skill Roll, they may declare that they wish to retreat. If they succeed at this Combat Skill Roll with a +2 bonus, they exit the combat. For the remainder of combat, they make no further Combat Skill Rolls and take no more Damage. This Skill Roll does not count towards the total of successful Skill Rolls required for victory, and their departure from combat does not reduce that total.

Combat Skill Roll Difficulty
Easy Fight: 10 or more.
Evenly Matched: 12 or more.
Out Matched: 14 or more.
Suicidal: 16 or more.

Justify Your Skill Choice
When you act, you must justify the Skill you choose; you cannot simply use the Skill that gives you the most bonuses. The GM can dictate which Skill you must roll to match the description of your Action (e.g., require a Tactical Skill Roll to hide).

Description Bonus and Penalties
If you describe your action well and play to your strengths – by making use of the environment, responding to the GM’s descriptions, and so on – the GM can award you a +1 or +2 bonus to your Combat Skill Roll.

Likewise, the GM can assign a -1 or -2 penalty to you if you do not play to your strengths or are at some kind of disadvantage.

Primary Skills
You can not only use your Combat Skills, but also your Primary Skills. This often leads to creative thinking as you must still justify your Skill choice to the GM.
Theatre of the Mind Combat

**Combat without miniatures.**
Be sure to describe the fight as you roll.

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**GM Sets Difficulty**
The GM describes the situation to the players, pointing out anything important (e.g., how many enemies there are, and how they are armed), and setting the mood.

**Player Explains Approach and Skill**
In turn, each involved player explains their approach to the conflict, then picks a Skill to use based on their approach. Certain Skills may require specific or suitable tools (e.g., Small Arms requires a Gun). Players who describe a particularly good or bad approach with the relevant Skill choice may gain a bonus or penalty (+2 to −2) to their Skill Roll.

**Player Rolls Dice and Adds Bonuses**
The player rolls 3d6 and adds their Combat Skill bonus or penalty then add, then any Description bonus or penalty given by the GM. If you roll a “6” you score a Strong Hit (pg: 82).

**GM Describes the Result**
Based on the result of the roll, the approach, and the Skill, the GM describes the outcome. (With the GM’s permission and guidance, the player may describe what happens.)

**Failed Roll = 2 Points of Damage to a Random Attribute (1d6)**
If the roll failed, the GM deals 2 Attribute Damage to a random Attribute: roll 1d6.
1 = Strength
2 = Reflexes
3 = Movement
4 = Focus
5 = Intelligence
6 = Perception
This Damage DOES NOT have to be applied to the character that failed the Skill Roll. It may be applied to the character who is most vulnerable.
Damage can be healed with Healing Rolls (pg: 92).

**2 Successes per Character to Achieve Victory**
Repeat these steps until one side accumulates successful Combat Skill Rolls equal to the number of involved PCs on that side times two. The final successful Skill Roll must be some kind of Attack.
Option 1: Occasional Theatre of the Mind Combat

This is the most flexible option. Many (or most) of your fights will use the standard combat rules, but you may use the Theatre of the Mind Combat rules when you want to quickly complete a combat that does not need to be measured blow by blow.

Example Uses
» For when PCs have split up, and only some of them have gotten into a fight.
» For when you don’t want a fight to slow down the game session.
» For less important or lighthearted fights.

Option 2: Theatre of the Mind Only Game

This option will dramatically change the feel of the rules and will make many Traits redundant.

Example Use
» You wish to focus on spacecraft Combat, not personal Combat, so you run all personal Combat using the Theatre of the Mind rules.

Use These Rules for Theatre of the Mind Only Games
» Players may use the Traits and Combat Items listed on the next page.
» Any time a character would gain Resources, they receive a Spare Time Point instead.
» All Weapons are purchased with Spare Time Points, not Resources.

Feral Nephilim Lair, Theatre of the Mind Example

GM: The massive Feral Nephilim beast bellows out a defiant roar as you approach its lair. The smell of rot and decay from the many half eaten carcasses scattered around the clearing fills the air. The beast is as large as a car, with a thick brown plated hide and a horned, scarred face. Its eyes glow red and its breath fogs in the morning cold. There is no hint of intelligence in its bestial face, only violence.

GM: Simon, you’re first. What do you do?
Simon: Is there any cover around?
GM: Yes, there is a large, half-eaten carcass nearby.
Simon: Great, I draw my twin Ion Pistols and dive behind the carcass while firing.
GM: Sounds great. Give me a Small Arms Roll of at least 12, with a +1 bonus for good description since you have a high Movement Attribute.
Simon: (Rolls an 11, with +1 Description bonus and +1 Skill bonus) Awesome! I succeed!
GM: Your fast reflexes quickly get you to cover as the beast charges. Your shots catch its attention, and it goes right for you. But it stops just short, its path blocked by the decaying corpse you are hiding behind.

GM: Simon, it is back to you. What do you do?
Simon: Is there any cover around?
GM: Yes, there is a large, half-eaten carcass nearby.
Simon: Great, I draw my twin Ion Pistols and dive behind the carcass while firing.
GM: Sounds great. Give me a Small Arms Roll of at least 12, with a +1 bonus for good description since you have a high Movement Attribute.
Simon: (Rolls an 11, with +1 Description bonus and +1 Skill bonus) Awesome! I succeed!
GM: Your fast reflexes quickly get you to cover as the beast charges. Your shots catch its attention, and it goes right for you. But it stops just short, its path blocked by the decaying corpse you are hiding behind.

GM: Simon, it is back to you. What do you do?
Simon: Is there any cover around?
GM: Yes, there is a large, half-eaten carcass nearby.
Simon: Great, I draw my twin Ion Pistols and dive behind the carcass while firing.
GM: Sounds great. Give me a Small Arms Roll of at least 12, with a +1 bonus for good description since you have a high Movement Attribute.
Simon: (Rolls an 11, with +1 Description bonus and +1 Skill bonus) Awesome! I succeed!
GM: Your fast reflexes quickly get you to cover as the beast charges. Your shots catch its attention, and it goes right for you. But it stops just short, its path blocked by the decaying corpse you are hiding behind.

GM: Simon, it is back to you. What do you do?
Simon: Is there any cover around?
GM: Yes, there is a large, half-eaten carcass nearby.
Simon: Great, I draw my twin Ion Pistols and dive behind the carcass while firing.
GM: Sounds great. Give me a Small Arms Roll of at least 12, with a +1 bonus for good description since you have a high Movement Attribute.
Simon: (Rolls an 11, with +1 Description bonus and +1 Skill bonus) Awesome! I succeed!
GM: Your fast reflexes quickly get you to cover as the beast charges. Your shots catch its attention, and it goes right for you. But it stops just short, its path blocked by the decaying corpse you are hiding behind.

GM: Simon, it is back to you. What do you do?
Lucas Varenz

You don’t talk about Varsphere. No one even knows you grew up there. As far as the crew knows, you were born in a Corporation enclave on Alabaster 2, not in ruins of your peoples former home world. But you came from small beginnings, worse than small. From nothing. You had a vid screen that picked up three channels on satellite downlink. All of them showed Corporate commercials. Those were your people - out there - not your mom and your drunk father in the ruins of a world that was.

When you finally made it out of there, you started in a mailroom. You found the angles pretty quickly. Worked your way up the ladder. Blackmail may have played a role. Junior executive by the time you were 27, not bad. Still, you never really fit. The other guys in the designer suits could somehow smell Varsphere on you.

A fight with a senior executive escalated and you broke his jaw and left him burned. That was it for you and the Corporation. That was it for you trying to escape your Varsphere past, you ran.

Then you found a man down on his luck and bought a ship: The Ransom from him for less than a month’s rent. Stupid bastard. Well, that’s what happens when you’re bad at economics. You freelance now but still pretend you were one of the most elite Corps. For a while, you really were. Where you go from here. No one knows.

Primary Skills:
+2 Wealth  -2 Physical  -2 Mechanics  -2 Medicine
+1 Conversation  -2 Resolve  +2 Electronics  -2 Psychology
-2 Leadership  +1 Awareness  +2 Programming  -2 Astronomy
+1 Culture  -2 Survival  -2 Bio Tech  -2 Planetoids

Equipment:
Head Set (Short Range Comms (100km)).
Flash Light (Small, Load 1, Reduce Low Light Cover penalties by 2 Steps in any area of 3).
Electricians Tool Belt (Electronic Toolbox).
Portable Computer (Programming Toolbox).

<table>
<thead>
<tr>
<th>Weapons</th>
<th>Hit</th>
<th>End Dmg</th>
<th>Crit</th>
<th>Range</th>
<th>Clips</th>
<th>Ammo</th>
<th>Load</th>
<th>RoF</th>
<th>Wgt</th>
<th>Type &amp; Variation</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rail Pistol</td>
<td>+2</td>
<td>3</td>
<td>4</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>2</td>
<td>1</td>
<td>Gun, Rail</td>
<td>4</td>
</tr>
</tbody>
</table>

Strong Hks:

- Critical Hit: Attack, Hit 1 use per RoF  Deal your Weapons Critical Damage (~ Targets Armour) to a random (roll a d6) Attribute.
- Critical Boost: Attack, Does not Req Hit  +1 Critical Damage for this Attack vs all Targets with 0 Endurance.
- Covering Fire: Attack, Does not Require Hit, RoF 2+ 1 Ally gains Heavy Cover (+4) or +1 Cover Step until your next Turn.

Pick any 2 Actions Per Turn  Bonuses from the same Action do not Stack

Tactical Actions  Range Actions  Melee Actions

- Move  Move +2
- Spray Fire
- Attack Damage Move
- Ht +Per Extra RoF Dice
- Move +2
- Attack Damage Move
- Ht +Per Range +Foc
- Move +2
- Attack Damage Move
- Ht +Per Range +Str
- Move +2
- Attack Damage Move
- Ht +Per *May Attack in a 180 Arc in response to any Action.

- Snap Shot
- Attack Damage Move
- Ht +Per *Extra RoF Dice
- Move +2
- Attack Damage Move
- Ht +Per *Foc
- Move +2
- Attack Damage Move
- Ht +Per *Str
- Move +2

- Charge
- Attack Damage Move
- Ht +Per +Extra RoF Dice
- Move +2
- Attack Damage Move
- Ht +Per RoF Damage +1
- Move +2
- Attack Damage Move
- Ht +Per RoF Damage +1
- Move +2

- Block
- Damage Move
- Ht +Per +Foc
- Damage Move
- Ht +Per +Foc
- Damage Move

- Impair
- Damage Move
- Ht +Per +Foc
- Damage Move
- Ht +Per +Foc
- Damage Move

- Escape
- Damage Move
- Ht +Per +Foc
- Damage Move
- Ht +Per +Foc
- Damage Move

- 3d6 +Hit -2 per Rng Increment beyond 1st Attack costs 1 Ammunition per RoF used Minimum 6
- vs Targets Defence
- Free Critical Hit vs Target with 0 Endurance

34d6 +Hit -2 per Rng Increment beyond 1st
Adam Blaze

You were always good with machines. It was in your DNA. You grew up in the underground Pit Cities under the oceans of your home world, Kadash. A diver and a gearhead, you fixed things others couldn’t puzzle out, but you never got over the... not exactly claustrophobia... but limits of that place. You knew every bulkhead’s graffiti, every rust stain dripping down every bolt. It was... boring.

You saved up money for a trip to the surface and a ticket off world. You’re a Kaltoran, which means you have racial memories. Everyone in the system knows this. What they don’t know, what most Kaltorans don’t talk about, is that a lot of the stronger memories, the ones that get passed down the DNA ladder, are bad. Really bad.

You can see it in most of the eyes of the other Kaltorans you meet out here—you’re all running from something. Running from memories that aren’t really even yours. It’s a weird feeling, but not half as weird as the things you’ve seen out here. Maybe that’s what the void offers, something odder than who you are.

Primary Skills:
- Wealth -3
- Conversation -1
- Leadership +2
- Culture +2
- Physical +1
- Mechanics +2
- Medicine -1
- Resolve -1
- Electronics +1
- Psychology -1
- Awareness +2
- Programming +1
- Astronomy -1
- Survival +1
- Bio Tech -1
- Planetoids -1

Critical Boost

Defence: 10 - Ref + 12 (Crit)

Armour: +2

End: 10 (Str x 5) + 25

Equipment:
- Head Set (Short Range Comms (100km)).
- Mechanics Tool Box (Mechanics Toolbox).
- History Book (Culture Toolbox).

<table>
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<tr>
<th>Weapons</th>
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<th>Crit</th>
<th>RNG</th>
<th>Clips</th>
<th>Ammo</th>
<th>Load</th>
<th>RoF</th>
<th>Wgt</th>
<th>Type &amp; Variation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dual SMGs</td>
<td>+1</td>
<td>6</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>12</td>
<td>2</td>
<td>4 (+3d6)</td>
<td>2</td>
<td>Gun, Self-Propelled, Ion</td>
</tr>
</tbody>
</table>


Strong Hits

<table>
<thead>
<tr>
<th>Effort</th>
<th>Requirements</th>
<th>Benefits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary or Vehicle Skill. Does not Req Success. You may re-roll a single die from this Skill Roll.</td>
<td>Deal your Weapons Critical Damage (~Targets Armour) to a random (roll a d6) Attribute.</td>
<td>+1 Critical Damage for this Attack vs all Targets with 0 Endurance.</td>
</tr>
<tr>
<td>Critical Hit</td>
<td>Attack, Hit, 1 use per RoF</td>
<td>-1 Critical Damage on this Weapon for the remainder of the Combat (Stacks).</td>
</tr>
<tr>
<td>Critical Boost</td>
<td>Attack, Does not Req Hit</td>
<td>Gain +2 Endurance Damage on this Weapon for the remainder of the Combat (Stacks).</td>
</tr>
<tr>
<td>Tweak</td>
<td>Attack, Hit, Non Infinite Clips or Ammo</td>
<td></td>
</tr>
</tbody>
</table>

Tactical Actions

<table>
<thead>
<tr>
<th>Pick any 2 Actions Per Turn</th>
<th>Bonuses from the same Action do not Stack</th>
<th>Melee Actions</th>
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<tbody>
<tr>
<td>Full Move</td>
<td>Move +2</td>
<td>Attack Damage Move</td>
</tr>
<tr>
<td>Take Cover</td>
<td>Move +1</td>
<td>Attack Damage Move</td>
</tr>
<tr>
<td>Prep</td>
<td>Pick One: Draw Wpn, Reload, Un-Jam, Set Up, Pull Down, Use Stun or Skell Roll (Medical).</td>
<td>Attack Damage Move</td>
</tr>
<tr>
<td>Analyse</td>
<td>On Hit: Boost next Attack, CRT Attribute Location +/-2</td>
<td>Attack Damage Move</td>
</tr>
<tr>
<td>Stealth</td>
<td>On Highest Defence On Hit: Cannot Be Targetted</td>
<td>Attack Damage Move</td>
</tr>
</tbody>
</table>

Attack Roll Formula

3d6 + Hit -2 per Ring Increment beyond 1st Attack costs 1 Ammunition per RoF used Minimum 0

vs Targets Defence

Free Critical Hit vs Target with 0 Endurance
Athena March

You would have been a soldier your entire life. You were bred for it, raised for it and trained for it. Your first campaign was destined to be your last. Some nerve agent the Neph’s used on that swamp world made most of your company go buggy. They muddled all of you out. Couldn’t trust that you wouldn’t one day go mad like your brothers in arms had.

You aren’t sure you won’t go mad either. That nerve agent’s still working its way through your synapses according to scans. Maybe you will lose it one day. You bounced around from job to job for a long time before Lucas brought you aboard The Ransom. He seems like a good enough Corp, but he has an edge. Everyone on board does. They don’t know about the nerve agent. They don’t know about the ticking time bomb in your head. Between now and when it goes off, you’re going to fight, carouse and have the greatest life you can.

Primary Skills:
- -2 Wealth
- -2 Conversation
- +1 Leadership
- -2 Culture
- +1 Physical
- +2 Mechanics
- -2 Electronics
- -2 Programming
- -2 Bio Tech
- -2 Planetoids

Equipment:
- Head Set (Short Range Comms (100km)).
- Flash Light (Small, Load 1, Reduce Low Light Cover penalties by 2 Steps in any area of 3).
- Mechanics Tool Box (Mechanics Toolbox).

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<th>Wgt</th>
<th>Type &amp; Variation</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gauss Assault</td>
<td>+4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>8</td>
<td>2</td>
<td>2</td>
<td>(+166)</td>
<td>Gun, Ion.</td>
<td>3</td>
</tr>
</tbody>
</table>

**Defence:**
- 10+Ref = 13

**Armour:**
- 2 + 1 = 3

**End:**
- 10 + (Str x5) x + 35

**Immune:**
- vs Energy
- vs Slow
- at 0 Endurance

**Bonuses:**
- 3* Melee, Composite

**Strong Hit:**
- Only ever requires 1 Hand, Modification: Low Quality, Personalised.

**Tactical Actions:**
- Full Move
- Take Cover
- Prep
- Analyse
- Stealth

**Range Actions:**
- Move
- Snap Shot
- Spray Fire
- Sighted Shot
- Throw
- Overwatch

**Melee Actions:**
- Attack Damage Move
- Strike
- Charge
- Block
- Escape

**Ranged Actions:**
- Hit +Ref +Extra RoF Dice Move -2
- Hit +Per +Extra RoF Dice Move -2
- Hit +Per +Range +Foc
- Hit +Per +Range +Str
- Hit +Per +*May Attack in a 360 Arc in response to any Action

**Melee Actions:**
- Hit +Ref +Extra RoF Dice Move -2
- Move -2 (Straight Line)
- Damage -1 (per 4 Movement)
- Hit +Per +Foc
- Damage +1 (per 4 Movement)
- Hit +Ref +Str
- Damage +1 (per 4 Movement)
- Hit +Ref +Str
- Damage +1 (per 4 Movement)

**Equipment:**
- Head Set (Short Range Comms (100km)).
- Flash Light (Small, Load 1, Reduce Low Light Cover penalties by 2 Steps in any area of 3).
- Mechanics Tool Box (Mechanics Toolbox).
Beytah

All of your memories were made in a lab. Every Emissary knows this theoretically, but few really KNOW it like you do. You woke up during an implantation. While those memories they implanted still feel “real”, they don’t feel like yours.

That’s probably why you dropped out of the ambassadorial program in your first year. You had a head full of thirty years’ worth of memory, but you knew you were really only two. That glitch made you different. Being around other Emissaries unsettled you—like you were watching a magician on stage, and you were the only one who saw through the illusion. You were a chef for a while, a fixer of things—eventually, a Corp recruiter took you on as scientific apprentice.

Science was something you could trust. There were answers. Where there weren’t answers, there was doubt. Science doesn’t accept things blindly. You did well in that program and worked for the Corporation for a year. That’s where you met Lucas, both of you not quite fitting in. When he got booted from the Corporation, you resigned a few months later. Now, maybe, you both belong aboard The Ransom—at least a little bit.
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