

* Abbreviations

* Positive Dice

<A>	Attribute or Characteristic Dice
<S>	Skill or Proficiency Dice
	Bonus or Advantage Dice

* Positive Results

[S]	Success Result
[A]	Advantage or Boon Result
[T]	Triumph or Critical Result

* Negative Dice

<d>	Difficulty Dice
<c>	Challenge Dice
<s>	Setback or Penalty Dice

* Negative Results

[f]	Fail Result
[t]	Threat or Bane Result
[d]	Despair or Botch Result

- Any fails cancel an equal amount of successes until either only fails or successes or none remain.
- Any banes cancel an equal amount of boons until either only banes or boons or none remain.
- Any botches cancel an equal amount of criticals until either only botches or criticals or none remain.
- A critical also counts as an additional success which cannot be canceled by a fail.
- A botch also counts as an additional fail.

* Attack Difficulties

Melee Difficulty: Average(2)

Ranges	Alt.	Meter(m)	Foot(ft)	Difficulty
Engaged	Touch	<2	<6	Average(2)
Short	Reach	<10	<30	Easy(1)
Medium	Near	<50	<150	Average(2)
Long	Far	<250	<750	Hard(3)
Extreme	Sight	<1250	<3750	Daunting(4)

Ranged Target is Engaged with ally, +<c>, on [d] hit ally.

Target is prone: Melee add +;
Ranged add +<s>

Target has made a ranged attack while you are in engaged range, add + to next melee attack.

* Actions & Maneuvers

- Max of two maneuvers per turn. First is free, the second costs 2 strain or exchange an action.
- Aim: Add to attacks (max 2).
- Target limbs/spot/item: add <ss> OR 2 maneuvers & +<s>
- Guard: Add <s> to attacks on the opponent.
- Assist: Add to ally's next check.
- Interact with environment or gear, mount or dismount.

- Move: One maneuver to move at half or full MOV, two & check for anything faster.
- MOV = AGL + BRN
Basic Pace is MOV = ft/sec.
(Structured) Combat Pace is MOV * 5ft/round
(Narrative) Pace is MOV * 30ft/minute
- Creep = x1/2
Walk = x1
Brisk = x3/2
Jog = x2
Run = x3
Sprint = x4
Dash = x5

* Medicine & Healing

Rest — Each full night of rest heals 1 Wound & all Strain. Each full week of rest, check Resilience x<d> to recover from 1 Critical Injury. [T] Heals +1 Critical Injury. Failed checks heal 1 Wound.

Medicine Checks — Success: heal a # of Wounds = [S] & Strain = [A]. Self-care: increase difficulty by 2.

Limits to Medicine — One Medicine check / encounter
Critical Injuries: one attempt/week

☒ **Stims maneuver** — May be used up to 5x/day. Heals 5 wounds; -1W each subsequent use.

Recovering Strain — At the end of an encounter pass Simple(0) Discipline or Cool check to recover 1 Strain per [S] or [A]. Recover all Strain on a [T].

* Spending Hits & Boons & Crits & Banes & Botches

[S]	Add +1 wound or strain to Damage result.
[n*A]	Inflict a Critical Injury with a weapon having (n) Criticality OR Activate an item (n) quality.
[A] or [T]	Recover 1 Strain OR Add to the next allied character's check OR Notice a single important point in the ongoing conflict OR Add +2 wound or strain to Damage result.
[AA] or [T]	Perform an immediate free maneuver (still max 2 per turn) OR Add <s> to next skill check by opponent OR Add to any allied character's next check, including that of the active character.
[AAA] or [T]	Negate enemy defense (Mdef, Rdef) until end of Round OR Ignore environment penalties until the end of the active character's next turn OR Damage a target's gear/limbs OR Gain +1 defense for until the end of the active character's next turn.
[AAAA] or [T]	Inflict a Critical Injury with a successful attack that deals damage past soak OR Activate an item quality OR Add <c> to the opponents next check OR Add <S> to any allied character's next check, including that of the current active character OR On an Initiative check, perform an immediate free maneuver/action before combat begins OR Recover a non-critical wound OR Do something vital
[TT]	When dealing damage to a target, have the attack destroy a piece of equipment the target is using.
[t] or [d]	Suffer 1 strain OR Character's weapon runs out of ammo/charges OR Lose the benefits of a prior maneuver until they perform the maneuver again.
[tt] or [d]	An opponent may immediately perform one free maneuver as an incidental in response OR Add to the opponents next check OR Character or an allied character suffers <s> on their next action.
[ttt] or [d]	Character falls prone OR Character grants the opponent a significant advantage in for the scene.
[d]	Character's weapon runs out of ammo/charges and may not be used for the remainder of the scene OR The tool, Brawl, or Melee weapon the active character is using becomes damaged OR Add <c> to an allied character's next check or the next check of the current active character
[dd]	The tool/weapon/item the active character is using is destroyed

* Social Encounters

[A] or [T]	Recover 1 strain OR Add to an ally's next check OR Notice an important detail.
[AA] or [T]	Learn strength/weakness of target OR Add <s> to next skill check by target OR Add to an character's next check
[AAA] or [T]	Learn desire/fear of target OR Conceal your goal OR Learn the goal of your target (if there is one).
[AAAA] or [T]	Learn a motivation of any character OR Add <c> to target's next check OR Add <S> to next check of self or ally OR Do something vital to encounter.

* Spellcasting

[t] or [d]	Character and all allied in scene <s> to cast spells until the end of the player's next turn OR Suffer 2 strain or 1 wound.
[tt] or [d]	Spell doesn't take effect until the start of the next round OR If using item, becomes damaged one step OR Until the end of the scene, add casting a spell that targets this character.
[ttt] or [d]	Spell is slightly more powerful than expected. One character is targeted or otherwise affected OR All attuned to magical energies within a day's travel become aware of the character.
[d]	character overexerts and is unable to cast spells for the rest of scene OR GM picks the target of the spell.
[dd]	Character completely lose control, suffering one Critical Injury OR If the character is using a magical item, it is completely destroyed.

* Item Qualities

Unless specified, active qualities require [AA] to activate.

- **Accurate N:** Add N to checks made with the weapon.
- **Auto-Fire (Active) :** Character selects whether to use it before attack. If used, upgrade difficulty by d. Spend [AA] to deal another attack to the target or any other target in range.
- **Blast (Active) :** Deals damage of Blast rating + [S] to creatures in engaged range with target. Characters can spend [AAA] to still activate the blast effect on a miss.
- **Breach:** Ignore 1 point of vehicle armor (10 points of soak).
- **Burn (Active):** Suffers weapons base damage for round specified. Victims may spend a Coordination check to put themselves out. Average(2) on hard stuff, Easy(1) on soft/wet stuff.
- **Concussive (Active) :** Activate to stagger target for specified rounds.
- **Cumbersome:** Must have specified Strength or its hard to use.
- **Defensive/Deflection :** Add melee/ranged defense.
- **Disorient (Active):** Add to opponents checks depending for specified rounds.
- **Ensnare (Active) :** Target is immobilized for specified rounds. They can make a +<ddd> Athletics check to bust out.
- **Guided (Active):** If miss but triggered, make an +<dd> check to see if it hits as an out-of-turn incidental. Requires [AAA]
- **Inaccurate N:** Add +N <s> to checks made with the weapon
- **Inferior :** Add [t] to checks with it.
- **Knockdown (Active):** Target is knocked prone. Knockdown only takes [A] per Silhouette.
- **Limited Ammo :** Need to reload (maneuver) after the specified number of uses.
- **Linked (Active):** Spend [AA] to do additional hits with the weapon on same target.
- **Pierce N:** Pierces soak for N.
- **Prepare N:** Takes N maneuvers before use. Can be used unless something happens, then redo prepare.
- **Reinforce:** Immune to Sunder, Pierce and Breach.
- **Slow-Firing :** Weapon can't be fired for specified rounds after use.
- **Stun (Active):** Deals strain to target equal to stun rating. (ignores Soak)
- **Stun Damage :** Weapon deals damage as strain.
- **Sunder (Active) :** If targeting an item can damage it. Takes [A] to activate.
- **Superior :** Add [A] to checks with it.
- **Tractor :** Vehicles won't move unless successful piloting check equal to beams rating.
- **Unwieldy N:** Weapon sucks unless agility is equal (or higher) to N.
- **Vicious N:** Add N to any critical hit.

* Item Qualities - Custom

- **Bonded N:** In order to benefit from this item's supernatural properties, you must bond to the item. You may bond to a number of magic items with the sum of N equal to your Willpower plus one. Magically enhancing your Willpower (by the Augment spell or an item-based effect) does not increase the number of items with which you can bond.
- **Limited Uses N:** The item can only be used N times, after which it either has become useless or is broken beyond repair.
- **Of „Type“ Bane N:** Reduces the Critical Rating of the weapon by N to a minimum of 1, if target is of "Type".
- **Of Bleeding:** Spend [AAAA] to activate the „Bleeding Out“ critical status effect.
- **Of Changing (Incidental):** The weapon changes to appear and function according to the wielders most favourable skill but keeping the weapons combat characteristics.
- **Of Critical N:** Spend [AAA] to activate a Severity N critical status effect.
- **Of Returning:** Spend [AA] (or 2 strain reduced by additional [A] spent) to return the thrown/ranged weapon to the wielders hand at the end of the round.