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Introduction

What is a Role-playing Game

When playing a role-playing game, you will impersonate a character. This character is fully described as an individual, with memories, motivations, quirks, that are surely different from yours. He will evolve in the middle of a story, imagined and told by a game master, or GM. It's a matter of imagination. You will listen to the GM's description of a scene, and you will describe what your **character** does, in that scene. Remember that it's your character that is acting. He surely has abilities you haven't. You become like an actor, playing a movie character. The only exception is, usually, an actor follows the instructions of a director, while playing his character. You are not. You are just given the psychology of your character, and you're free of interpreting it.

The GM then will modify the scene's description, to reflect your character's actions on it.

Expand the picture, including other players, each interpreting another character, who will also influence the scene, and you got the basis of a role-playing game.

Rules for the game

The only **rules** for a role-playing game are « everybody should have fun ». There is no winner or loser.

The GM is the key element for everybody to have fun. He is the only one to decide how the scene evolves, when the players describe what their character's actions are. For that, you must leave every sensitive decision, like if an action is possible or not, how the Non Player Characters (NPC for short, all those people that are not incarnated by players) react to your character's doings. That's why there are, indeed, only a few real rules for any role-playing game:

- The GM is always right: whatever the subject, as long as it is related to his game. What happens, when to roll dice, when not, how much the dice must roll, what is the interpretation of the result of a roll...
- If ever you think the GM is wrong, refer to the first rule. That is to say, when you think he is wrong, never say so. You never know what the GM has in mind, what secret lies beyond that door. If he decided something, it's because he has his own good reason, one you not have to know, until the end of the adventure or the campaign or even never.

Example: « *What? That NPC shoots at my character, but that's impossible. I'm under cover and he can't see me.* » Yes, it is possible, because that NPC has a gun, able to shoot in corners, and your character is unaware that the NPC's fellow is right behind you, invisible, and communicating your exact position, through a telepathic link. What do you say to this? Nothing, and you should know that you should have kept your mouth shut, thus avoiding breaking the mood of this dramatic combat scene.

These are the only **Rules**. And they are universal for any RPG. All the rest would be better qualified as **Gaming System**. It is a mistake to call it rules, but it is a common, fairly accepted, one.

Rolling dice

It is important that, at some points, players and GM decides if an action succeeds or fails. Otherwise, every thing would be determined in advance, and that would not be fun. That's why a game system is used. The game system translates in numbers, what a character is, how hard an action is... Based on these numbers, your GM will ask you to roll some dice, just to introduce a part of randomness in your character's actions, and in the NPC's actions too. However, while every roll, a player makes, is made in front of the GM (which does not mean it has to be in front of all the players), every roll made by the GM is made secretly, just so he can apply the result he wants. Don't take that as cheating. There is no such thing as cheating for a GM. It is merely adapting the result, for everybody to have fun.

Thereafter, when we refer to the term of Rules, read it like Gaming System. The Gaming System describes how the Players and GM will roll dice. Again, this is subject to the GM interpretation. He always has the final word, on anything related to his game. You rolled 15? No! The GM said you roll 11, or 19, whatever. If he did so, he has good reasons, trust him. The GM controls the game system, not the opposite. The gaming system is to provide an easy way, for the GM, to give you fun. Everything written further, in that book, is only provided as guidelines. The GM follows it to the letter? Fine, that means we did a good job and he likes it. He doesn't? No offense, as long as you're having fun with it.

The D6 game system in a nutshell

D6 is a generic role-playing game system. Its purpose is to offer guidelines, for game masters who want to develop their own heroic gaming universe. Each section of this book describes, in D6 terms, the most current situations, encountered in such settings: combat, chases, character interaction, health... And if a situation is not covered in this book, at least it should provide enough comparison elements, for the GM to invent his own home rule.

But remember this important thing: this is your game. If a set of rules does not suit your campaign settings or even your own tastes, feel free to change it or drop it. Actually, as it's a generic system, there are certainly some aspects of your campaign's setting that won't be properly simulated, if simulated at all, in this book. Then do your own adaptation. These pages' role is to provide efficient guidelines for such a work.

Campaign settings

The gaming system, in itself, is not enough to play. You'll also need to select, or even design, your Campaign setting. This is the universe where the players' characters will evolve. Will it be a Space Opera, a Heroic-Fantasy world, a Super Heroes campaign? Both players and GM need to agree, if they want to have fun. Once the campaign setting is set, they're will surely be work to do, to further develop this set of rules, to fit the gaming universe: developing magic in Heroic-Fantasy, super powers for super-heroes, special rules to reflect some interesting aspect of the reference settings. If the rules, as written in this book, don't satisfy your vision, as GM, of the setting, then you'll need to expand them. Or may be someone already developed a set of D6 rules, which may come close enough to your vision. There are currently various implementations of D6 campaign settings. WEG officially released 3 of them: Star Wars, Men in Black and Metabarons. The D6 mailing list on egroups [UTL: <http://groups.yahoo.com/group/d6-weg/>] offers even more variations.

All in all, the game mechanics works best in heroic settings, where the character casually chase villains, in the middle of the rush hours' traffic, save the city from atomic Armageddon, or battle numerically superior opponents with ease. Common inspiration can be found in action comics, fast action movies (Hong-Kong cinema, Space Opera, spy genre, techno thrillers, swashbucklers), Sci-Fi novels (Heroic-Fantasy's sagas, Cyberpunk genre), and action TV series.

Glossary

Advanced skill: represent a knowledge that only trained characters can use.

Attribute: these are the innate abilities of a character. There are 7: Agility, Coordination, Strength, Knowledge, Perception, Charisma and Technical.

Campaign setting: D6 is a generic gaming system. It must be paired with a campaign setting, describing the world, where the characters evolve. It usually details alterations of the gaming system, even new rulings, to stay close to its mood.

Character concept: each player has his own idea on the character he wants to play. It's his character concept.

Character sheet: each player writes his character's abilities on it.

Creation Points (CP): for the character creation, the player has CP he will expand to define his PC.

Declared action: at the beginning of a combat round, the player declares the number of actions his character intends to do. These are his declared actions.

Dice code: any ability is measured with a dice code. They follow the $Xd+Y$ pattern, where X is called number of dice and Y number of pips.

Difficulty level: the threshold to be reached by the roll of a dice code.

Extended action: if a task takes a long time (more than 1 round).

Fate Points: optional, but highly encouraged, rule allowing a character to double his dice code, thus succeeding highly heroic feats.

Free action: an action that doesn't increase the multiple actions penalty.

Game master (GM): he's the storyteller and referee of the game. He creates and tells the story, and plays the Non Player Characters.

Gaming system: all the « rules » described in this book. It can be partially or totally rewritten by the GM.

Margin of failure (MF): when an action, opposed or unopposed, fails, the difference between the difficulty and the dice roll is called MF.

Margin of success (MS): when an action, opposed or unopposed, succeeds, the difference between the dice roll and the difficulty is called MS.

Merit and Flaws: a particular trait of a character, which is not ruled by a dice code.

Modifier: the task itself usually determines the difficulty and the dice code to roll. However, circumstances may modify both.

Move: special attribute of a character or vehicle, setting its speed of movement.

Multiple actions: when a characters does more than 1 thing at a time, or more than 1 action in a round, each action, beyond the first, imposes a 1d penalty, to all dice codes, of all the actions.

Non-Player Character (NPC): all the characters encountered by the PC, who are interpreted by the GM, are NPC.

Opposed action: when the dice roll of an opponent sets the difficulty of an action.

Pip: used in dice codes, 1d can be divided in 3 pips.

Player: each participant to a role-playing game is a player. The GM is a special player. The word Player now designates the other participants.

Player Character (PC): each player plays a character; it's a player character.

Reaction: during combat, a character, who is attacked, can decide to « react », using a Reaction skill.

Reaction skill: a skill to be used during a Reaction.

Restrictive skills: in certain conditions, a character has to master a particular skill, with a minimum dice code, for his other abilities to be fully functional.

Role-playing: qualifies a sequence of play where the player focuses on interpreting their characters, without involving the gaming system.

Round: to ease the simulation, combats are divided in rounds, with an approximate length of 6 seconds.

Skill (or Basic skill): represents the knowledge of the character. If a character does not have a skill, its dice code is defaulted to its relevant attribute.

Skill Point (or Character Points, SP): the experience of the character. They can be spent during the game, to improve his dice codes or between gaming sessions, to develop the character.

Special ability: in some campaign settings, PC and NPC may have some particular powers, not following the usual rules (ex: Magic).

Specialization (or Specialized skill): one of the several fields of application of a basic skill.

Template: the mold of a typical character. A player picks one, or designs a new one, as a base for his character's creation. He then fleshes it out to make it His character.

Template Points (TP): when creating a new template, it receives a value in TP. To balance the player characters, this value is subtracted from the CP of the player.

Unopposed action: when the difficulty is fixed.

Wild die: when a player rolls the dice, he includes a different die: the Wild die. If it rolls '1' (Wild 1) or '6' (Wild 6), something special happens.

Basic game mechanics

The game mechanics always revolves around the same concept: rolling a bucket of 6-sided dice, adding them up, and trying to beat a difficulty set by the GM.

Dice Codes

Every stat, be it characters', creatures', vehicles', equipments'... is quantified, as far as rolling dice is concerned, by a Dice Code. The Dice Code indicates how many dice you will roll, when doing an action. So a Dice Code of 3d means you will roll 3 dice. D6, as its name implies, uses 6-sided dice.

To allow more flexibility, D6 uses a subdivision of a Die called a Pip. A Dice is 3 Pips. Each Pip adds 1 to the total of the dice rolled. So a Dice Code of 3d+2 means a stat of 3 dice plus 2 pips, meaning you will roll 3 dice, sum them up and add 2 to the dice total, to get your stat roll.

From now on, remember this simple math:

$$1d = 3 \text{ Pips}$$

When expressing a Dice Code, we'll always use the following pattern: $Xd+Y$. Where X is the number of dice and Y is the number of pips added. Y can be 0, 1 or 2.

Example: $3d+1$, $2d+2$, $4d (+0)$. Indeed, when Y is 0, the Dice Code does not show it. So $4d+0$ is simply $4d$.

Dice codes of $Xd+3$ don't exist, at least, not when expressing a stat. Instead, it grows to $(X+1)d$. However, when considering dice codes' modifiers, when a dice code is modified, it can end with a number of Pips higher than 2, even negative.

Example: a Stat of $2d+3$ doesn't exist. Instead it becomes $3d$. But if a dice code of $3d+2$ receives a $+1d+2$ bonus, the resulting dice code, what the player will actually roll, is $4d+4$

Dice Codes Math

At some point, during the game, you will be confronted with simple operations on dice codes: additions, subtractions or multiplications.

Examples: when you get a bonus to your dice code, you'll add 2 dice codes. If you get a penalty, you will subtract the penalty from your dice code. You can also have to multiply dice codes by 2.

Additions

When adding dice codes, simply add together the numbers of dice, to get a resulting number of dice, and add the numbers of Pips to get the resulting number of Pips.

Example: $(3d+2) + (1d+2) = (4d+4)$. Though the number of Pips is higher than 2, it is valid as it's the result of a dice codes' operation.

Subtractions

When subtracting dice codes, first subtract the numbers of dice, then the number of Pips.

Example: $(3d+1) - (1d+2) = (2d-1)$. Though the number of Pips is negative, it is valid as it's the result of a dice codes' operation.

Multiplications

When multiplying a dice code by a number, simply multiply the number of dice by the multiplier, and then multiply the number of Pips by the same multiplier.

Example: $2x(4d+2) = (8d+4)$.

Average

This is the most delicate operation. Until you get used to manipulating dice codes, it's easier to average the pips instead of the whole dice codes. First, convert all the dice codes to pips, multiplying the number of dice by 3 and adding the number of pips. Average this result, as you would usually do (rounding up, down or to the closest is up to you). Then, divide the average number of pips by 3. The quotient is the average's number of dice; the rest is the average's number of pips.

Example: $(3d+1)$, $(4d)$, $(5d+1)$. Converted to pips: $(3x3+1=10)$, $(4x3=12)$, $(5x3+1=16)$. The average number of pips is $(10+12+16)/3=12,66$, rounded up to 13. The average dice code is $4d+1$ ($13=4x3+1$).

Rolling the Dice

When rolling a dice code ($Xd+Y$) the player rolls X 6-sided dice add their results, and adds Y. If the total beats the difficulty, the action is successful; otherwise it's a failure. Sometimes, the difference between the roll and the difficulty has

its importance. In the case of a success, the Margin of Success (or **MS**) is the difference between the roll and the difficulty. In the case of a failure, the Margin of Failure (or **MF**) is the difference between the difficulty and the roll. Sometimes, the roll is not made against a given difficulty, but will directly determine the quality of the action (like when rolling for damages).

Unopposed rolls

Most of the time, the GM will set the difficulty of the roll. Then, your roll just has to beat the number, given by the GM. Remember the MS or MF defined above. The following table lists the score to total, with the dice roll, to match each difficulty level.

This allows GM more flexibility when setting the difficulty of a roll.

The Heroic level has no maximum score: when the GM estimates the difficulty falls within this level, he will always have to decide, precisely, what is the exact difficulty to roll.

Difficulty levels	Ranges
Very easy (VE)	1-5
Easy (E)	6-10
Moderate (M)	11-15
Difficult (D)	16-20
Very difficult (VD)	21-30
Heroic (H)	31+

Example: *you're trying to lift a 100 lbs crate; your Lifting Difficulty is Easy (10), while for lifting 80 lbs the difficulty would be Easy (9).*

Opposed rolls

Sometimes, the difficulty will depend on someone or something else's action. Then, the opponent will make a dice roll, and that roll will set your difficulty. Indeed, the one with the highest roll wins the opposition.

Example: *you're trying to pull someone against his will; your Lifting difficulty is his Lifting roll*

Hidden difficulty

Sometimes, the GM won't announce the difficulty of a roll (either opposed or unopposed), because revealing it might provide the players with information they should not have. The GM simply asks you to roll the appropriate stat, and you announce the result. Then, the GM will tell you what happens. Sometimes, he will not be so precise as to tell you which stat you're rolling. He may take a look on your character sheet and asks you to « roll 4d+2 ». This is a trick that usually puts some pressure on the player.

Example: *you try to hack a computer. You roll your Computer skill, but the GM keeps the difficulty secret. Why? A reason might be that, knowing the difficulty is high would let you know that it's protected, and that there might be something valuable in it. Another reason might be that there are several things to discover, and the higher you roll, you more you discover.*

Hidden rolls

Sometimes, the GM may not even let you know the result of your roll. Then, he'll either do the roll himself, secretly behind his screen, or find a way to let you actually roll the dice, but hides the result from everyone else. Trust him on the result; be sure he will be fair. His job is to ensure the balance of the game, and the fun of everyone (including his).

Example: *You're looking for a secret door in this room. The GM rolls your Search skill, not revealing either the difficulty or the result. After all, if there's no secret door, you're not likely to find it. If you knew you rolled 33, and the GM says, "« Nope, you don't find it »" then you can be pretty sure the secret door is not in this room. This is typical: when there may be something to find, the GM will roll. Thus, you'll know there's something to find, when the GM will actually say so (because his roll, for your Search skill, matched the difficulty, or because the GM decides so, which is exactly the same thing).*

Bonus and Penalties

When rolling the dice, to resolve an action, a player can have Rolls' Modifiers, either bonus or penalties.

Bonus and penalties, to a dice roll, can come in 3 categories, and more than one type can appear, in a single dice roll:

- Dice codes modifiers: in this case, the dice code the player will roll is granted a **dice code bonus added to**, or a **dice code penalty subtracted from**, his character's dice code (as per the Dice Codes Math above)
- Difficulty modifiers: normally, when a GM announces a roll's difficulty, he should consider the absolute difficulty of the action, ignoring any particular circumstances. Then, according to the circumstances, he may further raise the difficulty (thus **adding a difficulty penalty**), or lower the difficulty (thus **subtracting a difficulty bonus**). He may also simply announce an overall difficulty, already counting the circumstances' modifiers.

- Roll's total modifiers: these are very similar to the previous ones. They are usually involved during an opposed roll, as the roll's total of the defending character will be the difficulty for the acting character. In this case, a **roll's bonus is added** to the dice roll, while a **roll's penalty is subtracted**.

A little bit of statistics

Statistics, on 6-sided dice, are quiet easy. Rolling 2d brings an average of 7. Thus, each additional multiple of 2d, will bring an additional average of 7. Rolling 1d has an average of 3,5 (weird isn't! don't bother, it's merely statistics). So now, you can estimate the average of any dice code. If it's an even number of dice it's the number of dice, divided by 2 and multiplied by 7. If it's an odd number of dice, add 3,5, to the average of the dice code, decreased by 1d. Then add the number of Pips of the dice code.

Dice code	Average roll
0d+1	1
0d+2	2
1d	3,5
2d	7
3d	10,5
4d	14
5d	17,5
6d	21

[Optional] The Wild Die

Whenever you roll the dice, always include a different die from the rest. It could be a different color, it could be bigger, smaller, whatever. This is **The Wild Die**. If the Wild Die comes up with a 2, 3, 4 or 5, count it normally, just like another die. Only when the Wild Die comes up with a 6 (a Wild 6) or with a 1 (a Wild 1), will it be treated differently than the other dice. However, the GM must be careful when interpreting the Wild Die. 1 and 6, on a D6, means 1, out of 3, chance that something unusual happens. In these conditions, players can easily be confused. Wild results should only interfere, when they bring something interesting to the story.

Wild 6

If the Wild Die comes up with a 6, something incredible happens. The GM has several options:

- He can let you roll the Wild Die again, and add this second result to your previous total. If it's a 6 again, re-roll and add, until you come up with something else than a 6.
- He may just be let you total the dice normally, but then something good happens to you or your party. Even if your total missed the difficulty, and thus you failed your action, the consequences of it will be good for you. You can witness its benefits immediately, or the GM may foreshadow an incoming positive event.

Example: *You shoot your opponent, rolling a Wild 6. The GM has no particular interesting plot twist to advantage you, so he simply asks for a re-roll of the Wild Die. That makes you capable of beating difficulties above your Dice Code (like rolling 21 with 3d+2).*

Now, he can decide that your shot missed (because you missed the difficulty, of course) but you scared your opponent to hell, and he now tries to flee. Or that you'll have a tremendous bonus, on your Intimidation roll, when you'll ask him to surrender.

Wild 1

If the Wild Die comes up with a 1, something bad happens. The GM has several options:

- He can simply ignore it, for his own reason, usually because it's a casual roll, not involving any drama.
- He can ask you to discard the Wild 1, and discard the highest single die, you rolled in your action
- He can let you total the dice normally, including the Wild 1, but then, a complication occurs.

Examples: *Same shot, same opponent, this time the Wild Die rolls 1. The GM has no particular inspiration, on an interesting complication, so he just asks you to discard the Wild 1 and the highest other die, that is siding it. With this option, you completely missed the shot. Now, he can decide to let you total all your dice normally, but your gun jams in the process. You hit your target (because your total beats the difficulty, of course), but won't be able to fire another shot. Then, later, when the fight is over and you are in a safe place, while trying to unjam your gun, your Weapons Repair roll comes with a Wild 1. The GM doesn't want to bother, and simply ignore the Wild 1 (note that he could be more vicious and state that you totally blew it and it explodes in your face).*

Note that, if the Wild Die comes up with a 1, while you're re-rolling it, after it did a 6, no complication occurs. It's just a score of 1. The Wild 1 is only happening on the original dice roll.

[Optional] Fumble – « All 1 »

To introduce a notion of fumble, you may prefer, over the Wild 1, the rule of the « All 1 ». Whenever a player rolls the dice, and they all come with a 1 (including a possible dice bonus), then a fumble occurs. Compared to the Wild 1, this rule makes fumbles harder to achieve, when the character is more proficient.

[Optional] High MS – High MF

Another possibility, to introduce fumbles and critical success, is to use the MS or MF of the action. A threshold of 10 could set the occurrence of extraordinary outcomes. If the MF is higher than the threshold, a fumble occurs. If the MS is higher than the threshold, a critical success occurs.

From now on, whenever the rules mention a fumble, they'll refer to the rule you have chosen to apply, for your game, whatever it is.

Skill Points (or Character Points)

The player can call upon these to increase their chances, at performing an action. These are what allow your character to go beyond his limits. What gives heroes the « right stuff ».

Spending 1 Character Points, **after rolling your dice**, allows you to roll an extra die and to add it to your current total. If one of these dice rolls a 6, re-roll and add, until you roll no more 6. If it rolls a 1, no complication. These dice are bonus, they look like Wild Dice, because of its Wild 6 similarity, but they're not Wild Dice. You can spend up to 3 Character Points on a roll. Furthermore, you don't have to announce how many Character Points you will spend in advance. You can wait for the result of each die before deciding to spend more.

[Optional] Character Points expenditure's limit: The Limit, on how much character points a player can spend, for a dice roll, depends on the campaign settings. More 'heroic' campaigns may raise the limit above 3, and more 'realistic' campaigns may reduce it. But beware not to disrupt the game's balance.

Fate Points

General Mechanics

Fate Points may be called differently, depending upon the campaign setting. D6 Star Wars called it Force Points, Metabarons called it Amarax Points. But, usually, they share the same usage. For the sake of simplicity, we'll call them Fate Points, in the rest of this book.

When you spend a Fate Point, and you can only spend one at a time, all your abilities see their Dice Codes doubled. Depending on the campaign settings, only a single action may benefit from a Fate Point, though you can spend more than one in a round or scene. Other settings let you double every stat, from the moment you spent the Fate Point, and it can be at any time during the round. Another option is to declare the Fate Point, at the beginning of the round, and you benefit of the doubled dice codes, for the complete duration of the round. This is up to the GM, but should be carved in stone, as one of the parameters of the campaign setting. Thus, the players will be fully aware of the value of their Fate Points.

However, you can never benefit from Character Points, at the same time as you benefit from a Fate Point.

Dice Codes Modifiers

Also, while a character is under the benefit of a Fate Point, and if any Dice Code Modifier applies to the action(s), the modifiers are always counted after applying the Fate Point

Example: *The player spends a Fate Point; his character's dice code of 3d+2 is doubled. Then the GM announces (or has announced before, and that's why the player spends a Fate Point) a Dice Code Penalty of -2d. The -2d are subtracted after the player doubled his dice code. (3d+2) doubled becomes (6d+4) as per the Dice Codes Math above. Then (6d+4)-(2d) = (4d+4). Without the Fate Point, the modified dice code would have been (3d+2)-(2d)=(1d+2)!*

The Fate Points Rationale

Fate Points, or whatever you call them, should be an integral part of the campaign setting. Force Points, in D6 Star Wars, represented the power of this mystic fluid that bathed any living things. Amarax, in Metabarons, is what counterweights the Necrodream, and prevent PC from becoming Techno-Techno puppies. Try to find some kind of mystic-philosophical or whatever explanation for the Fate Points, it will bring an entire new dimension to your campaign setting. Furthermore, additional special effects may be defined, when using a Fate Point. D6 Star Wars Force Points should never be used to do evil or the character received Dark Side Points, dragging him further to the Dark Side of the Force.

Be creative. Take a deep dive in your campaign setting's inspiration, to extract a nice package of Fate Points Rules: their acquisition, their long-term effects (short terms effects could be different from the x2 bonus above, but should provide similar benefits), and the punishment for « abusing » them.

Multiple Actions

When a character does something, there is no limit on the number of things he can do at the same time. When a character wants to do more than one thing at a time, all his actions will see their appropriate Dice Code suffer a Dice Code Penalty. Each action, beyond the first, penalized all the actions taken by a -1d Dice Code Penalty. This is called the Multiple Actions Penalty.

Example: *doing 1 thing, no penalty. Doing 2 things, the 2 actions are penalized by -1d. Doing 3 things, the 3 actions are penalized by -2d...*

Round per round sequence

When the action is taking place during combat, or chase, or whenever the GM calls for a round per round resolution, the players will have to declare the number of actions, they are taking for the incoming round. Then, it's the number of actions called by the player that will define the multiple action penalty, applied to their character's dice codes, for the round.

Example: *in a combat round, after initiative is rolled, a player intends to shot 3 times. He declares his character will perform 3 actions. When his turn comes to resolve any of these actions, he will suffer a -2d penalty.*

Other types of resolution

Though multiple actions seldom occurs outside of round per round sequences, it might still happen. If the player wants his character to do more than one thing at a time, his character will suffer the multiple actions penalty, for all the actions taken.

Example: *A Con artist his trying to Fast-Talk a vigil to go for a round, while he tries to Pickpocket his keys. Then the player will do both Pickpocket and Fast-Talk rolls with a -1d multiple actions penalty.*

Order of Resolution

For round per round sequences, and as further developed in the Combat Section and Movement Sections below, the order of resolution is usually up to the player. Some circumstances may force a player to do a particular action before the others. In such cases, it could either be forced by a GM's calling, or simply involve further penalties, if the actions are not done in proper order.

Example: *as seen in the Movement Section, if the pilot doesn't roll his piloting skill, as his first action, his vehicle will crash, by the end of the round.*

While not involved in round per round sequences, the order of resolution is usually up to the player, but the GM may force him to roll in a particular order. Indeed, even if both actions are resolved simultaneously, one may affect the difficulty number of the other(s).

Example: *as in the Con Artist above, calling for the Fast-Talk roll first, and depending if the player rolled high or low, may well give him a bonus or penalty, to his incoming Pickpocket roll*

Character Creation

Character Concept

First of all, the player should take some time, to elaborate a character concept. Of course, this step is highly dependant on the Universe the game will run with. In a Space Opera universe, the player might select to play an interstellar smuggler, a seasoned alien wars veteran, or a rude starship mechanic. In a historical medieval setting, he may wish to play a flamboyant knight, a stubborn monk or a mischievous bandit. Elaborating a character's concept is better done with the GM. First, he has to approve the result of your reflection, and then, he could give you hints on what could or should be done.

« Pre-rolled » characters

Some GM may want some or all of the players to play « pre-rolled » characters. This is quite an abusive term, as no dice are rolled, in the character creation process. It simply means that the GM has available, ready to play, characters, with defined character concepts and set stats. This could be very good, to perfectly fit the campaign the GM has in mind. It is also a big challenge for the players, as the GM decides every aspect of the character (just like an actor is given a completely scripted part, in a play or film). Do this with seasoned players, who won't be afraid of the challenge. Or to the opposite: do this with beginning players, those that are not familiar with the game mechanics and/or the campaign settings. Tournaments or conventions usually impose this, to speed up the game's set up.

« Roughly estimated » characters

This very interesting method of character creation lets the GM define the Attributes, Skills, Merits and Flaws, from your character concept. The player doesn't bother with Creation Points (see below). It's the GM's job to ensure that the character is balanced, regarding the other player characters. It eliminates the problems related to skill diversification. If the GM estimates that your character is able to do some kind of action, he will give him all the relevant skills, at a decent dice code.

Furthermore, it allows the creation of characters, starting with varying levels of Creation Points, still ensuring balance, as he controls the whole distribution process.

Example: *Imagine a Renaissance campaign, with 2 characters: Don Juan and Sganarelle.*

The character sheet

For a character to take form, in game's mechanics, he will be defined by a set of values. These values will measures how good your character performs, when he does something. Everything will be recorded on the character sheet. Some entries are qualified as Optional. It's the GM decision to use them, if it fits his campaign settings.

First, lets start with the portions of the Character Sheet that is independent from the games mechanics: these entries will describe the character as a living being, what he is, where he comes from, what he thinks....

Character's Name

Note here the name you gave to your character. If you're lacking inspiration, the GM may provide you with sample names that fit his setting.

Species

In some campaign settings, the GM may allow Player Character of non-human species. Note your character's species here.

Height, Weight and physical description

These figures are purely indicative and have no effect of the mechanics of the game. Report to your chosen species, for the description of the average specimen. Then flesh it out, to make it yours.

Background

According to your character concept, write his background (or a summary of it) in this section.

Motivation

According to your character concept, write his motivation, for living a life of adventuring (or a summary of it) in this section.

Relationships with other characters

Note here the relationship, if any, between your character and the other player characters.

Then come the game specific entries: how your character's abilities are translated in game terms.

Attributes

7 attributes define the inborn capabilities of a character: 3 physical attributes (AGILITY, COORDINATION and STRENGTH) and 4 mental attributes (KNOWLEDGE, PERCEPTION, CHARISMA and TECHNICAL). These attributes are each given a dice code. An Attribute dice code of 0D+1 or 0D+2 is still possible, virtually, but these represent some seriously crippled character, and an upper limit is likely to be set, by the GM, as part of his campaign setting. Here is an explanation of each Attribute's significance in the game, with a common usage in parenthesis

- AGILITY: the overall body's quickness (melee combat)
- COORDINATION: the hand-eye coordination (piloting skills, marksmanship)
- STRENGTH: physical power and toughness (lifting, climbing, running, stamina, resisting damage)
- KNOWLEDGE: memory, understanding and analysis capabilities (sciences, education)
- PERCEPTION: how well the character feels other people or his environment (search, fast talk, arts, combat initiative)
- CHARISMA: force of will (leadership, diplomacy, willpower)
- TECHNICAL: how well the character does when dealing with machinery (craft, repairs, heavy machinery operations)

Skills

Skills represent what the character has learned to do. As for attributes, skills are given dice codes, the player will roll when trying to accomplish the appropriate action. Each skill is related to an attribute. When a character hasn't developed a skill, the player defaults to the related Attribute's dice code, when using it.

Skills can also be declined in Specialized Skills (skills restricted to a single field of mastery, but easier to acquire and advance), and Advanced Skills (evolved version of basic skills that allow the character to do more complicated action, but harder to acquire and advance).

See the Skills section below, for details on using Skills, basic, specialized or advanced.

AGILITY		
Acrobatics		<i>breaking fall, free falling, performing</i>
Brawling		<i>wrestling, unarmed defense, unarmed attack...</i>
Dodge		
Martial arts (A)		
Melee combat	<weapon type>	<i>attack, defense</i>
Melee Combat		<i>per weapon type (swords, daggers, small flails...)</i>
Melee mastery (A)		
Powered Armor Operations		<i>per aspect category (Brawling, Melee Combat, Range Combat, Dodge, Movement)</i>
Riding – Land		<i>per aspect category (mastery to cancel restriction, Movement)</i>
Riding – Air		<i>per aspect category (mastery to cancel restriction, Movement)</i>
<i>Sport I (Agility based)</i>		<i>per sport (dancing, skating, skiing...)</i>
Zero-G Operations		<i>per aspect category (Brawling, Melee Combat, Range Combat, Dodge, Movement, EVA)</i>
COORDINATION		
Ambidexterity		<i>per task</i>
Boating		<i>per vehicle type (hydrofoils, hovercrafts, boats...)</i>
Driving - Land Vehicles		<i>per vehicle type (2 wheeled, 4 wheeled, tracked, hover, walking...)</i>
Energy Ranged Weapons		<i>per weapon type (blaster rifles, blaster pistols...)</i>
Fast draw	<weapon type> (A)	
Firearms		<i>per weapon type (rifles, pistols, submachine guns...)</i>
Heavy Weapons		<i>per weapon type (machine guns, repeating blasters, rocket launchers, flammers...)</i>
Missile weapons	< category>	
Missile weapons		<i>per weapon category.</i>
Mounted Weaponry		<i>per weapon type</i>
Piloting - Air Vehicles		<i>per vehicle type (gliders, planes, jet planes, helicopters...)</i>
Piloting - Space Vehicles		<i>per vehicle type (space fighters...)</i>
<i>Play Instrument</i>		<i>per type of Instrument (guitar, flute, piano...)</i>
Sleight of Hand		<i>per type of action</i>
<i>Sport II (Coordination based)</i>		<i>per sport (football, basket-ball, tennis...)</i>
Thrown Weapons	< category>	
Thrown Weapons		<i>per weapon category (knives, spears, grenade...)</i>
STRENGTH		
Climbing		<i>gear assisted climbing, rappelling, unassisted climbing.</i>
Heavy Melee < category>		<i>attack, defense</i>
Jumping		<i>long jump, high jump, pole vault, landing</i>
Lifting / Throwing		<i>lifting, throwing</i>
Running		
<i>Sport III (Strength based)</i>		<i>per sport (cycling, rowing, pole vault, shot put...)</i>
Stamina		<i>per type of resistance (poisons, fatigue, cold...).</i>
Swimming		<i>surface swimming, underwater swimming.</i>
PERCEPTION		
Acting		
Arts		<i>per art (novels, painting, photo, infography...)</i>
Bargain		<i>Per specific product or service (medicine, food, weapons, smugglers, physicians...)</i>
Blind combat (A)		
Con		
Disguise		<i>generic disguises, specific disguises</i>
Empathy		
<i>Etiquette</i>		<i>per environment (nobility, media, corporate, streetwise...)</i>
Forgery		<i>per type of forgery (handwritten documents, printed documents, bank notes...)</i>
Gambling		<i>per game (poker, black jack...)</i>
Hide		<i>per environment type (urban, forest, mountains...)</i>
Search		<i>surprise, observation, shadowing</i>
Seduction		
Stealth		<i>per environment type (urban, forest, mountains...)</i>
Tracking		<i>per environment type (urban, forest, mountains...)</i>

CHARISMA	
Animal handling	<i>per animal species (dogs, horses...)</i>
Command	
Diplomacy	<i>none or per type of environment (like Etiquette).</i>
Interrogation	<i>per type of interrogation (interview, torture, intimidation...)</i>
Intimidation	<i>bullying, authority, blackmail</i>
Meditation	
Performing (A)	
Persuasion	
Singing	<i>per singing style (poetry, opera, rap, rock...)</i>
Storytelling	<i>per type of story (poetry, history, legends, information...)</i>
Teaching	<i>per skill or group of skill, at GM's discretion.</i>
Willpower	
KNOWLEDGE	
Astrogation	<i>particular route, particular space sector.</i>
Bureaucracy	<i>per type of administration (car registration, gun registration...).</i>
Business	<i>per type of business (black market, stock exchange, foods...)</i>
Cryptography	
Culture	
Gaming	<i>per game (go, chess, checkers...)</i>
Gunnery	<i>per gun type (mortars, heavy artillery, capital ships' guns...).</i>
Heraldry	<i>per geographical zone</i>
History	<i>per area/country, per specific time period</i>
Humanities	<i>per field of study (politics, philosophy, ethnology, sociology...)</i>
Investigation	
Languages	<i>per foreign language.</i>
Law enforcement	<i>per legal system or domain (monarchy, republic, customs, weapons...)</i>
Legwork	<i>per specific medium (libraries, internet...), per specific field of study (magic, crime...).</i>
Linguistics	<i>historical period, geographic area...</i>
Medicine (A)	
Navigation	<i>particular area, particular environment (night, day...)</i>
Occultism	<i>none or per ritual if they are efficient.</i>
Poisons	<i>per type of poison (animals, plants, synthesis...)</i>
Psychology	<i>per population category (soldiers, criminals, corporate...), per culture</i>
Religion	<i>per religion</i>
Scholar	<i>particular subject.</i>
Sciences	<i>per scientific field (chemistry, physics...)</i>
Strategy and Tactics	<i>per type of unit (special forces, cavalry, space fighters, capital ships...)</i>
Survival	<i>per specific environment (artic, desert, forest, underground...)</i>
Value	<i>per type of goods or service (medicine, food, weapons, smugglers, doctors...)</i>
Xenology	<i>per specific species.</i>
TECHNICAL	
Built and Repair	<i>per type of equipment (vehicles, melee weapons...)</i>
Capital ship operations	<i>per type of vessel (freighters, liners, battleships...)</i>
Communications	<i>per specific technology</i>
Computers	<i>hardware (B-R), software (using-programming)</i>
Design (A)	
Explosives	<i>demolition, bomb building, defusing...</i>
First aid	
Hacking	
Heavy gunnery	<i>per gun type (capital ship guns, guns on rail...)</i>
Heavy machinery operations	<i>per type of machine (trains, steamboats, factories...)</i>
Lock picking	<i>locks, safes</i>
Photography	<i>hardware (B-R) or photo works (taking, developing and altering)</i>
Sailing	<i>per type of boat (dinghy, catamaran, three-master...)</i>
Security	<i>per type of security system (cameras, car alarms...)</i>
Sensors	<i>per sensor category (seismic, radars, drones...)</i>
Traps	<i>trap building or trap removing or per type of trap (GM's discretion)</i>

Move

This attribute represents the distance, in meters, the character can move during a combat round. It is not a dice code, but an absolute value.

See “Movement” section below, for details on using the Move Attribute.

Merits and Flaws

These are advantages and disadvantages given to your characters. They always have an impact on the way you’ll play your character. Some of them have a direct influence on the dice codes or difficulties your rolling. Some may require pure role-playing.

[Optional] Appearance

All the characters are usually good looking. Particularly attractive or ugly characters note it here.

[Optional] Social Status

If your GM opts for using some form of significant social classes (in terms of game mechanics), put the Social Status rank of the character here. Beginning characters usually have an average social status (a value of 0). Some Character Templates (see below) start with a higher (positive) or lower (negative) social status. It may also increase or decrease, as the character advances in his adventurous life.

[Optional] Wealth

It is a dice code, used when the character buys something significant for the game. See the “Wealth” section for details.

Wounds / Localized Wounds / Health penalties

These indicators represent the overall physical and mental condition of the character. Fatigue and combat are the main sources of wounds and health penalties.

See “Health” section below for details.

Fate Points

This is the current amount of Fate Points the character has. See “Basic games mechanics” section for further details.

This may be optional, if the GM sets his campaign in a “realistic” universe, he may state that Fate Points are not available

Character Points

Character points are accumulated after or during game sessions. See “Basic games mechanics” section for further details.

Veteran Points

This is the total of the Character Points ever received by the character. That way, the player and GM can have a quick estimation of the character’s rep and experience.

Creation Points

Now that you have a basic understanding of what a character is made of, you’ll learn how to associate game mechanics to your character concept.

Each player will start with the same amount of Creation Points (CP for short). The GM, to fit the power level of his campaign, will set this amount. See the table below, for an estimation of the starting CP, according to various campaigns’ power levels. D6 particularly suits heroic style campaign, where the characters are exceptional beings. This is the average D6 campaign’s Power Level, it grants 30 CP for each PC.

The player will spend these CP to give life to his character concept:

- Choosing a Character Template (or design a new one)
- Pick additional skills
- Pick Merits and Flaws
- Finishing touches
- Fate Points
- Remaining CP are just recorded on the Character Sheet

Campaign’s Power Levels and starting CP

Power Level	CP	Genre's Example
Action Heroes	30	Action movies
Veteran Heroes	45	Vampires
Legendary Heroes	60	James Bond's '00'
Superhuman	90+	Superheroes

Selecting a Template

The first step to make, when creating a new character, is to select a template or design a new one. See the “Template” section for all the details.

After choosing or designing a Template, the player **subtracts** the Template's TP Value from the starting Creation Points given by the GM. The higher the value of the template, the more advantageous it is. That's why the player expands CP. On the other hand, if a template value is negative, it will be harder to play, so the player gains extra CP.

Fleshing out the Template

What remains of the first step is now available to flesh out the character. This will make it a unique individual, as opposed to a generic character template. CP are spent to acquire Skills (basic, specialized and advanced) Merits and Special abilities. At GM's discretion the player may also modify Attributes, or the optional traits of Social Status and Wealth. If the player picks extra Flaws, he will receive extra CP, to acquire anything mentioned above.

Name, Physical description, Background, Motivation, Quirks

Choose a name and develop the other aspects, according to your character concept. The selected Character Template may direct some of these. If you picked up a complete Character Template, then sample Background, Motivations and Quirks may be provided. You can take them 'as is', use them as a base to elaborate new ones, or take completely different ones, if you feel inspired by your character concept. What is given on the Character Template is just provided to speed up the Character Creation process.

Each player is encouraged to give as much details as possible on these aspects. They are entirely left to him. The more details, the better. Feel free to discuss these points with the GM. He may give you advices, guidance, even restrains, if you want something that wouldn't fit his campaign. It may also goes up, if both of you have time, to a mini solo adventure, where your character's background and motivations will become much more substantial than just plain text on a character sheet. If your fellow players also have time for this, then it could be good if a pre-campaign mini adventure is ran, before the actual start of the campaign. It could provide excellent reasons for the party to assemble (as seen in the Relationship With Other PC entry below).

Now, GMs and players, never neglect these parts of a player character. It is very important. It will make character 'real' people, not just accumulation of scores and dice codes. It will also give the GM interesting ammunition to introduce plot twists in the campaign: stuff that will really involve the characters in the incoming adventures.

Relationships with other characters

Filling this section, in cooperation with the other players and GM, with reasons the Player Characters are standing together, is a very good way of creating a coherent party. Particularly willing GMs and players may even agree for some short background sessions, with only part of the group, to settle these relationships. Or the players and GM may simply work together, to define a background story, common to all the characters. As the name implies, it's a relationship. Both involved players should agree for it.

Here are examples, of common relationships, between player characters:

- Friends: in any campaign setting, long-term friends are usually ready to do many things to help one another.
- Relatives: even if you don't choose your own family, as you would for friends, blood ties are usually significant enough, for any character, to get involved. The relationship between members of the same family may not be very friendly. Even so, it is still something to relate the PCs together. It may well provide some interesting role-playing moments too.
- Employees: a PC being employed by another (as bodyguard for example), or both being hired by an NPC, is something you could find in any campaign setting. However, beware of the servant-master association between players.
- Joint Ownership: it could be a spaceship in a Space Opera campaign, or a town inn in a heroic fantasy setting. The characters are forced to stick together, and to shoulder each other, if they don't want their little business to come to an end.
- Traveling Companions: For some reason, the characters had to share a long travel experience. They may not appreciate each other but now they owe each other one (like fugitives or ship wreck survivors).
- Mentors: Any older character can take a younger one under his wing. However, this may require some work with the GM, as the eldest should have something to teach to the youngest. The GM may have to work something out for the Mentor. He may grant cheaper improving costs (see “Character's Advancement” Section below), to the trainee, if he follows his Mentor's teachings.

- **Rivals:** Friendly competition can add a lot to a campaign.
- **Same Geographical Origin:** People, away from home for a long time, tend to seek the presence of fellow countrymen. Even if they don't like each other, they may be the only people around, speaking their language, or understanding each other's cultural differences.
- **Classmates:** Characters of the same age may have studied together. It's not much but it's still something, particularly if they found themselves alone in some alien environment.
- **Known by Reputation:** They have heard of each other and are eager to work together (or to compete together, pick one).
- **Romance:** Character could be involved in a romantic affair, present or past.

Species

Changing the Template's species is always possible, with your GM's approval. Picking another species might jeopardize the balance between player characters, that's the main reason for requiring GM's approval. Now beware of racial limits on Attributes or Move. If the Template's Attributes or Move do not fit within the racial limit, you will have to increase or decrease the wrong traits (thus receiving or spending CP, as per the entries below), to fit in the limits.

Appearance, Move, Social Status, Wealth

To modify the Template, to change these traits, report to the "Templates" section below. The CP costs are the same as the TP costs mentioned in the tables. The Move should be updated, if the player selected a different species.

Attributes

If the GM allows you to increase the Attributes, above the Template's dice codes, **it costs 10 CP per pip of increase**. You can also decide to lower an attribute, in which case **it will grant you 10 CP per pip of decrease**. In no way an Attribute may fall out of the racial limits, at this stage. Remember that an Attribute is a stat, and as such should never have a dice code with a number of Pips higher than 2. If, adding +1 Pip to an attribute, you come up with a dice code of $Xd+3$, then it immediately becomes 1 more die, for a result of $(X+1)d$.

Example: *a player picked a template with a Strength Attribute of $2d+2$. The player, with GM's approval, spends 10 CP to boost his Strength 1 Pip higher. It becomes $3d$, not $2d+3$.*

Skills

Skills dice codes start at their related attribute's dice code. Acquiring further mastery of one skill **costs 1 CP per pip**. However, no skill can exceed its related attribute by more than **+2d** at this stage. At GM's discretion, this rule may be broken (like if the GM is allowing a beginning player to create a character with more CP, to insert him in a campaign, where the other players have already advanced their character).

Again, as a stat, remember that a Skill dice code could not have a number of Pips higher than +2. Having a skill dice code of $Xd+3$ immediately makes it $(X+1)d$.

Example: *a player picked an archetype with a Perception Attribute of $3d+1$. The player spends 2 CP to Acquire the Search Skill (related to the Perception attribute, so starting at $3d+1$). His character's Search skill is now $4d$, not $3d+3$.*

Specialization

Acquiring a specialization from a basic skill cost 1 CP and grants a dice code equal to the basic skill's dice code +1d. At GM's discretion, a player may spend more than 1 CP, on a specific specialization, to get more than +1d. This is particularly sensible for abstract skill (as described in the "Attributes and Skills" section). You could let players spend 2 CP, on these specializations.

You can specialize in more than 1 sub-skills of a basic skill at GM's discretion.

Advanced Skills

To acquire an Advanced skill, the player must spend 3 CP, which grants him a dice code of 1d. To further develop it, as long as it's below the relevant attribute, it costs $\frac{1}{2}$ CP for a 1-pip increase. Above the attribute, it cost 1 CP per pip, just as any basic skill. The GM will set the limit to an advanced skill, at character creation. A good compromise, between Advanced skills capabilities and basic skills' limits, is Attribute+1d.

Before acquiring an Advanced skill, the character must meet some prerequisites. They are usually minimum values for other skills' dice codes. But it could be anything else: minimum dice code in a specialized skill, another advanced skill or something else (like a particular Merit or Flaw, the species of the character...).

The available advanced skills are campaign setting's dependant.

Fate Points

If you are using Fate Points, player characters usually start with 1 for free. In some campaign settings, and with the GM's approval, you may buy more Fate Points with your CP. An average value for Fate Points is 3 CP per extra point. The GM

will also set a limit to the maximum number of Fate Points, at the beginning of a campaign. A character, starting above 2 points, should be considered as the bearer of a formidable destiny, for the campaign.

In the campaign setting, there may be a system to balance the power of Fate Points. When it comes, it's usually something expressed like Bad fate Points. In these campaigns, the GM may allow a player to start with some of these, if he thinks it suits the character concept. He will then gain extra CP, for picking this drawback. The value in CP may be explicit in the campaign settings details, or the GM will have to set it. It is usually the same value as extra Fate Points: 3 CP granted per point.

Special Abilities

If you want to further develop, or even acquire, any Special Abilities for your character, you can do it with the GM's approval. As for the related topic in the "Templates" section, the cost for developing these abilities is very dependant on the campaign setting. You'll have to refer to the settings' specific rules Sections for further details.

Merits and Flaws

Pick up Merits and Flaws, from the next section, if you think it fits your character concept. If your template already has Merits or Flaws, you may wish to buy them out at this stage.

They all have a value. You must spend the value from your CP, to acquire a new Merit, or to remove a Flaw from the template. You gain its value in CP, if you pick a new Flaw or remove a Merit from the template. In any case, it must be done with the GM's approval.

It is wise, for a GM, to establish an upper limit, to the number of CP gained with Flaws: 1/3 of the starting CP, for character creation, is a good compromise. If ever players want to pick up more flaws, they will simply not grant extra CP (GM should then lower the game effects, to keep the player away from frustration).

Character Points

Once the character is complete, the remaining CP are transformed in Character Points. Each character starts with 5 Character Points, plus the remaining CP.

Merits and Flaws

The lists of Merit and Flaws below are just suggestions. Each campaign setting will provide its own lists, adding new ones, removing some, and modifying their values or their impact in game terms. Some of the entries below are clearly related to specific campaign settings or genres. If they don't suit your campaign, the GM will rule on their availability, value and game effects.

Each Merit or Flaw follows the following format:

Name (Value)

Comment

- Description or description of the first level if more than one is available
- Description of subsequent level if more than one is available.

If the value indicates a unique number, it only has 1 level.

If it indicates 2 numbers separated by a “-”, then its value will depend on the details.

Example: *Compulsion (1-5). Depending on the severity of the compulsion, the GM will set a value between 1 and 5.*

If the value indicates a number, followed by “+”, its value depends on the details, as described above, and there may not be an upper limit.

Example: *Ally (3+). It costs at least 3 CP, but could be worth more, depending on the ally chosen.*

If the value indicates several numbers, separated with “/”, there are several levels. The value of each level is before the “/”.

Example: *Acute hearing (3/8). The first level costs 3 CP, the second level costs 8 CP. You just pay the value of the selected level; you don't add the preceding values.*

If more than 1 level are available, the description of a level includes the former levels, except when explicitly specified.

Secret Merits and Flaws

A player may ask his GM to select a secret flaw. At GM's discretion, its value can be increase by 1 CP. Of course, when the drawback comes to light, it's no longer secret. But it can take some time. Nearly all the mental and social flaws can be secret. It's harder for physical ones. It's up to the GM (indeed, the player won't know).

Similarly, a player can ask for a secret merit. Its value can be reduced by 1, as the player won't be able to use it voluntarily. Social merits, and the ones having an instinctive component, are particularly well adapted for that. The other ones are harder to keep secret.

On the other hand, a GM, willing to introduce an element of surprise in his campaign, can decide, secretly, to give merit or flaws to player characters. Then, it's just fair to compensate a secret flaw with an equivalent (in term of value) secret merit. This line particularly suits “roughly estimated” characters (has seen in the “Character creation” section), to ensure balance between PCs.

Merits

Absolute direction (2)

The character always knows where the North is. He can redo any journey he did in the past month.

- +1d for Navigation/Survival/Tracking. Not applicable in Space or in places where there is no immediate reference (GM's discretion).

Absolute timing (1)

The character always knows what time it is or the elapsed time between 2 events he witnessed, whatever the circumstances (unconscious, drugged, hypnotized, time lag). If he travels through time, he could be disturbed (-1d to any action, until he gets used to it, GM's discretion).

Acute hearing (3/8)

- +1d/level on any perception roll depending on hearing. The character is more sensitive to violent sounds. A sonic attack will inflict +1d of damage per level or its effects will be doubled per level. He could be deafened easily (GM's discretion).
- +1d during social interactions using voice, by sensing the tone variations. It only works if he hears the natural voice, as long as he can interpret the variations (known species, no strange mutation...).

Acute sight (3/6)

- +1d/level for any visual perception. The character will be more sensitive to intense lights: +1d of damage per level or effects doubled per level.

Acute smell and taste (3/9)

- +1d/level to any perception related to tastes or smells. He will be more sensitive to stinking smells. Treat it as doing +1d/level of damage (hardly applicable) or double the effects.
- +1d during social interactions by smelling the changes of body odors. Perfumes interfere and space suits completely block this ability.

Ally (3+)

It represents contacts or friends, who may bring some help to the character. They are described by 3 traits: relationship (how far the ally will commit himself to help), influence (the extent of his domain of intervention) and skill (gives an average measure of his dice codes). These values can be declined in many possibilities (ex: the character can count on the help of his former gang: relationship level 3, influence level 2, skill level 1). Always consider 2 ways relationships, except if the ally is forced to help (blackmail?). It's the GM's job to make sure the ally will also ask for help, from time to time (approximately as much as the character asks for his help).

Relationship (1/2/3):

- Connection: he will provide information or will sale his services, as long as it doesn't endanger or embarrass him.
- Buddy: he could get involved personally, or act by himself, as long as it doesn't compromise him.
- Friend: he could go pretty far to help the character.

Influence (1/2/4):

- Local: a neighborhood or a specific domain (informant, mechanic...).
- Big scale: a town or corporation (cop, executive...)
- Very big scale: a country or planet, a mega-corporation (Intelligence service, CEO...).

Skill (1/2/4):

- Generic NPC (see the "Campaign settings" section)
- Average PC
- Seasoned PC

Animal empathy (3)

+1d to any interaction with wild animals (including hunting) and +2d with domestic ones. He will never kill, or let kill, an animal, without valuable reason (survival is a valuable reason).

Area knowledge (1/level)

The character knows an area perfectly well. He will never get lost and will always benefit from the maximum possible bonus, at any Survival roll. Trailing or trying to lose someone, he will find shortcuts on an Easy Search roll. The GM will interpret the impact of the shortcut, on the scene.

- City
- Country
- Planet
- System

Artifact (variable)

The character has a magical or very high tech object. The value will depend on the impact of the object on the game.

Authority (3/6/9)

The character represents the law, to a certain extent, with all the advantages and drawbacks it presents. This merit can seriously imbalance the game. The 3rd level should be reserved to NPC, except if it's the theme of the whole campaign.

- Local police: allowed to arrest people, search places and wear weapons
- National police, secret police or totalitarian government law enforcer
- Intelligence agency with "license to kill" (NSA, CIA...)

Canceled (3)

Be it by mistake or on purpose, the authorities have lost all traces of the existence of the character (files, registers...). The campaign settings must show a minimum level of administrative influence, for this merit to be available.

Clerical investment (2/6)

The character is a known member of an official and respected religious organization. It roughly grants the same advantages as social status, during interactions. He will be in charge of religious ceremonies (weddings, funerals, oracles...).

- If it's only a social advantage its value is 2
- If there's actually a pantheon, of any sort, with deities that could possibly help its clergy, the value is 6.

Combat sense (3)

- +1d to the Perception Attribute when determining initiative during combat.

Common (2)

The character has a very common physical appearance, making him hard to be noticed among other people. It forbids any unusual physical trait (compared to other people in the society): he cannot be beautiful or ugly, no arm missing, but wearing sight glasses in a society like ours is fine. This merit is lost if the character endures a blatant modification (GM's discretion).

Danger sense (6)

■ The GM will make a secret Perception check, each time the character will be in danger. The difficulty depends on the danger (the greater the danger, the lower is the difficulty). If the test succeeds, the character won't be surprised. With this merit, the character can develop a new Perception advanced skill: Danger sense (A), to replace his attribute for this dice roll.

Eidetic memory (3/15)

■ The character always remembers any detail of what he ever heard or saw.
■ At character creation, each CP, spent in a Knowledge skill, counts as 2 CP spent. He still can't go over the Knowledge+2d limit. Specializations still cost 1 CP for +1d. For character development, consider his Knowledge skills' dice code to be 1d less, for character points' calculations (actually saving 1 point per pip of advance).

Favor (1+)

Someone owes the character a favor. Once spent, the merit is lost.
Treat it as an Ally, as described above, but divide the value by 3.

G-tolerant (3)

The character is not much affected by gravity variations.

If you use the system of penalties, due to gravity, presented in the "Campaign settings" section, then the penalty thresholds are doubled. If you don't, you'll have to develop a system or bane this merit.

Genius (3)

The character can study, modify or create, devices requiring a TL superior to that of the campaign (see the "Campaign settings" section for details on TL).

Good reputation (3)

At the beginning of the campaign, the player chose, with GM's approval, between a +1d bonus, during social interactions, within a large community, and a +2d bonus within a restricted community. He also has to determine the community, still requiring GM's approval.

Headquarter (1/2)

The character has a secret base, where he could lay back, in times of need.

- Small base (safe house...)
- Expansive (secret subterranean complex...)

High pain threshold (6/12)

■ Wounds' penalties are reduced by 1d/level. If he falls unconscious (being Neutralized or other source), this merit has no impact on it. He also gains a +2d/level bonus to resist physical torture or any other form of pain.

Language talent (3)

At character creation, each CP spent, to develop languages, adds +1d to 2 different languages. For character development, consider the character has 1d less in the language, for character points' calculation (actually saving ½ point per pip). This cannot cumulate with the Eidetic memory bonus.

Lightning calculator (2)

The GM can consider that the character can solve any simple mathematical problem. He also gains +1d, for any task involving calculations, as long as it's not already assisted by a sophisticated calculating device (like a computer).

Literate (0/3)

The character can read. The GM may so consider that foreign languages skills also include reading.

■ If the campaign setting is a society where most people read (TL 7+ usually), this merit is free. Otherwise, its value is 3.

Luck (5)

The character starts any new adventure with 3 extra character points. They can never be spent for character development, only to improve his dice rolls. If he didn't spend all the points during an adventure, they don't cumulate with the next one.

Magical aptitude (3)

Allows a character to access Magical special abilities.

Magical resistance (3/level)

- +1d/level to any trait used to resist magic, even benefic one. If the spell resolution is not resolved by an opposition, the difficulty is raised +5/level. The character will never be a magician.

Military rank (1/level)

The character ranks in a military or paramilitary organization. This supposes it's an efficient professional organization, based on skill and personal merit. To preserve balance, player characters should be limited to level 4.

Some civilizations directly link social status with military ranks. It usually represents petty regiments. In this case, if the character picks this merit, at level 1 minimum, he is granted as much free military ranks as his social status. However, if a professional branch of the army exists, he may fully buy true military ranks in it. Military ranks always imply the Duty social flaw (to the military). Thus players cannot take it to gain extra CP.

- 1-Sergeant (squad)
- 2-Warrant officer (platoon's second)
- 3-Lieutenant (platoon), minimum of *Command* 5d required.
- 4-Captain (company), minimum of *Command* 6d required.
- 5-Major (Battalion)
- 6-Colonel (Regiment or Capital ship)
- 7-General (Division/Brigade), minimum of *Command* 7d required.
- 8-Chief General (Corps/Army)

Musical talent (3)

Just as Language talent above, but applied to musical instruments.

Night vision (3)

- The character sees well in darkness. He compensates 2d of penalties due to darkness.

Omni connection (9)

- By spending 1 character point, and with GM's approval, he can acquire a connection (Ally with a value of 3), for the duration of the adventure.

Peripheral vision (6)

- Penalties involved for visual perception, attacks and defenses, from behind, are halved. From the sides, they are simply cancelled.

Psionic resistance (3/level)

- Just like Magical resistance, above, but applied to psionic powers. The character will never be psionic.

Rapid healing (3)

When rolling for natural recovery, the character rolls Strength+1d. If Mortally wounded, he rolls 2d+1 every round, instead of 2d, to check if he dies. The Strength attribute must be 3d or more.

Rich family/friends (3/6/9)

The character can count on financial support from family, friends or even the target of blackmail. The GM sets the frequency of the requests. The level determines the Wealth dice code of the support. See the "Wealth" section for details. The involved dice code must be used in whole, it cannot be split.

- High (5d)
- Rich (7d)
- Very rich (9d)

Sense of balance (2)

- +1d to any action involving balance or penalized by balance conditions

Strong built (6)

The character is particularly resilient. His Strength attribute must be 3d or more.

He is granted an extra wound level, inserted between Wounded twice and Neutralized. Thus, he will still suffer a –2d penalty, but it requires 1 more accumulated wound, to neutralize him. However, a net Neutralized wound result has the same impact. It also introduces an extra step, in natural healing.

Toughness (3/level)

By training or natural aptitude, the character is harder to wound.

- +1 pip/level to his Strength attribute, when resisting damage, just as if he was wearing armor. It cumulates with any armor bonus.

Except if it's a species natural ability, it should be limited to level 2.

Voice (3)

The character as a beautiful voice: easy going, clear, attractive or sensual

- +1d during social interactions like Diplomacy, Singing, Seduction...

Physical flaws

Age old (3)

- -1d to Perception, when determining initiative.

Le character is around 50 years old, for a human. If his species has a longer lifespan, than average humans, then the GM must adapt the age accordingly. If the campaign setting allows geriatric treatments, either the character took benefit of them before the campaign (in which case, his actual age is older) or will benefit of it during the campaign and will have to buy out this flaw.

Age young (1)

The character has not reached the age of adulthood, in the society he lives in. This could forbid him access to some places or equipments.

Albinos (8)

Albinism is an inborn deficiency of skin pigments. The skin is very pale and very sensitive to sun. The eyes are very red and very sensitive to light.

The character could not have an average physical appearance. He will be either beautiful or ugly. He will always be noticed in a crowd.

If he's not protected enough, the simplest exposure to sunlight may cause him wounds: after each period of exposure, he rolls his Strength attribute vs. a difficulty of 5. The difficulty increases by 5 after each new period (the duration of the period is up to the GM, depending on the intensity of the sun and the protection of the character). Each failed roll causes a wound, limited to Wounded twice.

The character also suffers a –1d penalty for each action, requiring sight, while directly exposed to intense light (sun, spotlight...)

Allergy (2/4/8)

The character is allergic to a substance. Double the value if it's a common substance. Half it if it's a rare one.

- Minor: -1d for each action, while in contact with the substance.
- Serious: 1 wound per minute of exposure, up to Wounded twice.
- Fatal: as above, but up to the death of the character.

Bad hearing (3)

-1d, to any action, requiring hearing (perception, understanding spoken language...).

If the character can find a non-permanent or not reliable way to correct it, he doesn't have to buy it out. If the correction is permanent and reliable, he must buy it out.

Bad sense of taste and smell (1)

-1d, to any perception check, requiring smell or taste. He will never be disturbed by bad stench, and could eat anything comestible.

Bad sight (3/8)

-1d, to any task, requiring sight (indeed, nearly any), until the character puts corrective glasses (or whatever).

If the universe hasn't any easy access to a corrective device (sight glasses), the value is 8, otherwise it's 3.

Blind (18)

The character's Move is limited to "half speed" (see "Movement" section). Range combat is impossible or completely random, at GM's discretion. If the target is close enough, to be considered in melee combat, apply the Blind Combat (A)

limitations (see “Advanced individual combat” section). He can benefit of a +1d bonus, during social interactions where the people can feel pity for him.

To compensate, the character can acquire the merits, regarding the other senses, at half price.

If this flaw is ever corrected (by cybernetics at TL 8+, magic, whatever...), but the correction is not permanent or reliable, the character has to buy out the flaw, up to a value of 3 (15 CP). If the correction is permanent and reliable, he has to buy it out in totality (18 CP).

Color blind (1)

- 1d to any appropriate action (GM’s discretion), like driving with traffic lights, chemistry, jewels’ evaluation...

Cyber-rejection (3/9)

The character systematically rejects any artificial replacement. Prosthetics must be external or cloned from his cells.

- Use the first value, if cybernetic implants are uncommon.
- Use the second value, if implants are common or required, to perform menial tasks.

Dependence (variable)

Don’t mix up with Addiction, which is a mental flaw. Here, deprived of the substance, the character ‘s health worsens, down to death.

The value is calculated according to 2 factors: availability of the substance and frequency of absorption.

After each period of time, without absorbing the substance, the character suffers a wound. If he reaches the Mortally wounded stage, you don’t check for death as usual (see “Health” section). It is just the last step before dying. The GM decides if medical assistance, but it must be intensive, can prevent the decay.

Availability:

- Rare (10): the substance cannot be bought. It must be found or synthesized.
- Uncommon (6): very expensive and very hard to find (cocaine)
- Occasional (2): expensive but not too hard to find (hashish)
- Common (1): not expensive and easy to find (alcohol)
- Illegal (+1): if, furthermore, possession is a criminal offense, add 1 to the value (normally not for common ones)

Frequency: multiply the above value by the indicated factor

- Permanent (x5): must be exposed to it permanently (ex: exotic atmosphere), or receives a wound every 5 minutes.
- Hourly (x4): 1 wound per hour of deprivation
- Daily (x3): 1 wound per day
- Weekly (x2): 1 wound per week
- Monthly (x1): 1 wound per month

Epileptic (3/6/9)

During a period of stress, the character can be victim of a seizure, rendering him useless. The GM decides when a seizure occurs (a failed Willpower roll against fear starts a seizure, a success may also require a Stamina roll, against the severity of the flaw). Each level increases the severity and duration of the seizures. In some primitive cultures, the seizures can be interpreted as trances of communication with gods. The impact on interactions is left to the GM. He may even decide it’s a real trance (on a Wild 6 for instance) and give a vision to the character.

At the end of a seizure, the character suffers a –1d Fatigue (see “Health” section), for 2dx10 minutes.

- Stamina 15, duration 1d rounds
- Stamina 20, duration 1dx2 rounds
- Stamina 25, duration 1d minutes.

Eunuch (1)

Only available to male characters.

The character is immune to seduction. –3d when he tries to seduce. –1d to any interaction, with people knowing of this flaw, and not coming from a culture used to it.

G-intolerant (3)

The character badly stands non-native gravities.

If you use the system of penalties, due to gravity, presented in the “Campaign settings” section, then the penalty thresholds are halved. If you don’t, you’ll have to develop a system or forbid this flaw.

One handed (4)

It’s the “One arm” flaw, with an equivalent of a rough replacement:

- A false hand gives a –2d penalty, to any action, requiring both hands (GM’s discretion). A hook or equivalent raises the above penalty to –3d, but is treated as a weapon (knife or similar in size) and grants a +1d bonus to intimidation attempts.

Neat and fully operational prosthetics are available at TL 8+.

Hemophiliac (12)

As soon as the character is, at least, Wounded, he receives an additional wound per minute. When Mortally wounded, he rolls 1d, instead of 2d, each round, to check if he dies. Any medical treatment's difficulty is raised by +5.

Lame (6/9/12)

Prosthetics can be used to buy out these flaws at TL 8+.

- Crippled leg: the actual Move of the character is half of his Move attribute. -1d to any action involving walking or running (dodge, melee...)
- One leg: -2d to any action involving the legs. Movement reduced to half speed, if he uses a crutch or similar equipment.
- Leg less or paraplegic: bound to a wheelchair (without engine, Move is equal to the number of dice of the Strength attribute), -2d in melee, plus any appropriate penalty, at GM's discretion (the wheel chair cannot pass a narrow door...).

Long sleeper (1/level)

The character needs 1 more hour of sleep, per level, not to suffer penalties, due to lack of sleep. Use the sleep rules of the "Health" section; consider he slept 1 hour less per level, during his last period of sleep.

Low pain threshold (6)

Any penalty due to wounds is increase by 1d (Stunned, Wounded = -2d, Wounded twice = -3d...). -1d to resist any form of pain (physical torture...). Use Strength-1d to determine the number of stun wounds he can take, before falling unconscious. See "Health" section for details.

Mute (9), Deaf (9), Mute and deaf (12)

He receives the same advantage as the "Language talent" merit, but only applied to sign languages.

Acquisition and advancement of Language skills (except sign and native language) are doubled.

He may receive the same interaction bonus as "Blind", when people pity him.

See "Blind" above for the ways of buying it out.

One arm (6)

If the GM estimates an action requires both hands, the character cannot perform it. When not sure, he can ask for a Coordination (Moderate) roll. If he succeeds, he can perform the action. In any way, the Coordination roll counts as an action for the round (inducing a multiple actions penalty).

Prosthetics can be used to buy it out at TL 8+.

One eye (5)

- 1d to any action requiring spatial perception (combat, piloting...). -1d to social interactions, except if his physical appearance is striking or better (the eye patch is then considered romantic). The GM has to adapt this to the situation. It could become a bonus to intimidation attempts.

Prosthetics can correct this at TL 8+.

Sea sick (3)

Whenever he's in a vehicle, he must pass, each round, a Stamina (Moderate) roll, modified by the type of vehicle, its speed (GM's discretion). If the roll succeeds, he suffers a -1d penalty to any action, otherwise he suffers a -2d penalty. During a journey, he rolls once per day.

Space sick (3)

Just as sea sick above, but whenever the character is in a 0-G environment or during a space travel.

Stuttering (6)

- 1d to any social interaction implying speech (most of all indeed). This may forbid him some occupations (diplomat, interpreter...). Some skill will suffer -3d penalties, or will even be impossible (fast-talk...).

Weak built (9)

The character is particularly weak. He lacks the Wounded twice state. Note that this removes 1 stage of natural healing (see "Health" section).

Mental Flaws

Addiction (variable)

The character must take a daily dose of a specific drug, or suffers withdrawal penalties. The value of the flaw depends on the price of a drug dose. Each day he doesn't take his dose, he makes a Willpower (Moderate) roll. If he succeeds, there is

no penalty, but the difficulty is raised by +5, for the next roll. If he fails, and a dose is available, he takes it. If not, he takes a -1d penalty, until he takes his dose. Once a roll is missed, the next one's difficulty falls back to Moderate. To ease things, the GM will consider that an addict always suffers the full effect of his drug, whatever they are.

To buy out this flaw, the player will have to spend character points and come up with a good reason. Several passed resistance rolls may be a good enough reason (GM's discretion).

You cannot take this flaw, along with "Dependence", to the same substance.

Price of a dose:

- Insignificant (0): the price is not a problem, even for the lowest income (tobacco, alcohol).
- Significant (3): the price has an impact on any average income (medicines)
- Expensive (6): the price would be a serious expense for an average income (heroin...).
- Illegal (+1): if it's a criminal offense to own it, add +1 to the value of the flaw.

Type of drug:

- Hallucinogenic (+3): under the influence of the drug, the character is unable to concentrate (cannot use any skill, except may be Arts, GM's discretion).
- Incapacitating (+4): while he's high, the character is unconscious.
- Strong addiction (+2): Willpower rolls, to resist withdrawal penalty, is raised by +5.
- Very strong addiction (+4): Willpower rolls are raised by +10
- Irresistible (+3): In addiction to his daily dose or Willpower roll, anytime he sees the drug, he must also make a withdrawal Willpower roll to resist the temptation (alcohol).

Berserker's rage (6)

In particularly stressful situations, the character enters a destructive rage. The GM sets the way to resist the rage (ex: if he receives a wound, he must pass a Willpower (Moderate) roll to stay calm).

- While in rage, he no longer makes Dodge nor Parries. He'll enter melee systematically (armed or unarmed is up to his usual habits). If his opponents are too far, he'll do range attacks. If he's proficient in range combat, he'll start by blindingly empty his ammo, then will rush in melee. Stun results have no effect on him, nor does fatigue. He cancels 1d of wounds penalties. If he no longer has opponents within melee reach, he must pass a Willpower (Difficult) roll or seek new opponents (he'll start with enemies anyway). If he succeeds he calms down. Anyone trying to stop him is considered an enemy.

When he comes out of rage, he receives all the health penalties he was ignoring plus a -1d from fatigue. He recovers this one by resting as long as his rage lasted.

Combat paralysis (9)

Not necessarily a coward, the character's body betrays him whenever a danger arises.

- Whenever a danger is imminent (combat, threat...), he must pass a Willpower (Difficult) roll. If he succeeds, he'll act normally until the end of the scene, or another danger arises. If he fails, he does nothing at all for the incoming round. He can try again the next rounds, lowering the difficulty by 3 per round. If someone helps him (slap him, motivate him...) he receives a +1d bonus to Willpower, for his next roll.

Compulsion (1-5)

The character has a habit (not always a vice). It can be something that attracts him or a task he performs everyday...

He must pass a Willpower (Moderate or more), to resist his compulsion, if the occasion arises. The value of the flaw must be determined with the GM, according to the severity of the habit and the difficulty to resist it.

It is very bad role-playing, for the player, to try to avoid the source of his compulsion. On the contrary, his character should be attracted by it.

Gluttony (1)

It's a compulsion for food (see "compulsion" above).

Greed (2+)

This is merely a compulsion to money. If the player choose a value higher than 2, the Willpower difficulty to resist is raised by +5 per additional point. The amount of money may bring a bonus or penalty to the roll (depending on the Wealth dice code involved, at GM's discretion).

Guilt (8)

The character feels guilty of something that happened earlier in his life. He may, or may not be, really guilty, that depends on his background.

- The character must spend 1 character point per week. If he doesn't, he suffers a -1d, per missed week, to any action.

Illiterate (0/3)

He cannot read

- If only an elite of the society can read, the value is 0.

- If everybody else reads, the value is 3.

Innocent (4)

The character believes anything he's told. -2d to resist fast talk or notice lies.

Phobia (variable)

The character is irrationally afraid of something. The value of the flaw depends on the phobia's severity and its source. He must pass a Willpower roll, whose difficulty is set by the intensity of the stimulus (GM's discretion). Even a successful test affects him. If the contact with the phobia's source is extended, make him roll again, every 10 minutes, with a +5 cumulative penalty to the difficulty.

Source: the more it's common, the higher the value. The 2 examples below are extremities.

- Rare (1): only in the most exceptional circumstances will he be confronted to it (ex: snakes as the character permanently resides in a big city).
- Constantly (9): he meets it daily (ex: cars in a modern universe).

Severity: the more important are the effects of the phobia, the higher is the value.

- Minor (x1): if the Willpower test succeeds, -1d to any action, while confronted to the source. If it's failed, the character starts acting weirdly (GM's interpretation). He can always willingly come close to the source, but the Willpower's difficulty is raised by +5.
- Serious (x2): the Willpower's difficulty is always raised by +5. He will always refuse to come close to the source. If forced, and the Willpower rolls succeeds, he suffers a -2d penalty to any action. If the test fails, his mental health will be affected, and he will suffer a permanent derangement (GM's discretion).

Shy (3)

-1d during interactions with strangers (GM's discretion).

Traumatic flashback (1/3/6)

The character lived a traumatic experience in his early life. From time to time, events rise up the memory, and he relives the trauma. The frequency is up to the GM: it must be enough, for the player to feel the weight of the flaw, but not too much. Otherwise, the player may feel that he's always lost in his dreadful memories. The nature of the trauma must be defined with the GM.

- Minor: 1d rounds duration. He has some hallucinations but he is aware he is reliving a flashback. -1d to any action.
- Serious: 1d minutes duration. His hallucinations seem real. -2d to any action.
- Catastrophic: 2d minutes duration. He completely relives his experience every time. He cannot do anything at all. This could be fatal, has he doesn't receive any external stimulus at all.

Unable to lie (3/6/9)

- -2d during interactions based on lies or bluff.
- -4d (instead of 2d) to these interactions
- At level 3, he is simply unable to succeed in such an interaction. Even the "Innocent" flaw cannot be fooled.

Unlucky (3/6/9)

The GM can ask the player, to roll again, 1 dice roll per level and per adventure.

Social Flaws

Bad reputation (3)

The character is famous among a part of the population, and they don't like him.

The player choose a large group, toward which he'll suffer a -1d penalty during interactions, or a narrow group, with a -2d penalty. The group is determined, at the beginning of the campaign, with GM's approval.

Debt (variable)

The character owes money. Determine the ins and outs with the GM. The value equals the cost of the "Wealth" dice codes, as explained in the "Template" section, that the character must give up, each month.

A debt can take other forms than money, of course.

Dependent (3)

Someone depends on the character (child, parent, consort...).

The GM will use it to introduce dramatic elements in the campaign. It must be frequent enough, for the player to feel it, but not too much, to avoid monopolizing the GM's attention.

If the dependent requires the character's presence regularly (child, elder, crippled...), it must be associated to the "Duty" flaw.

Duty (1/3/5)

The character has obligations toward a hierarchy, an organization, even subordinates or subjects. The frequency this flaw will show up, in the campaign, determines the value.

- From time to time: occasionally, a scene or adventure hook, will revolve around a task, commanded by his duty.
- Regularly: entire adventures, dispatched throughout the campaign, played solo or with other players driven in the action, will be commanded by his duty.
- Permanently: he's constantly "on duty". This level can quickly become boring for everybody, as it will draw the permanent attention of the GM. It should be left to NPC, except if all the PC share it, and the campaign revolves around this. Otherwise, the character won't have much free will: it could be helpful to the GM, from time to time, but it could also limit his campaign's ambitions.

Enemies (1/3/6/10)

The character has enemies, who want him harm. This should be a part of his background. They must appear frequently enough, for the character to feel it. Nevertheless, it shouldn't be too often or the GM's attention will be focused on him, displeasing the other players. If their appearance is fully part of the adventure, it's so better for the motivation of all the players. Eliminating enemies will not be enough to get rid of this flaw. It must be bought out, or other enemies will show up, in time. The level sets the resources of the enemies:

- Standard NPC with little experience: it won't be much of a problem when he'll show up, merely a nuisance.
- Standard PC: to make it more interesting, his skills should advance along the PC's.
- Group of standard NPC: they are not that skilled, but they are many (at least 20 with 1 PC, advancing along the PC). It can be a NPC, more experimented than the PC. In this case, each encounter may be tough, and may require help (think of a famous bounty hunter trailing a famous smuggler).
- Powerful organization: at least 100 standard NPC and some PC's level NPC. It may also include a more experienced NPC.

Primitive (2/level)

The character comes from a society with a lower TL than the campaign's. At character creation, he cannot take any skill, related to a higher TL than his. When determining authorized and forbidden skills, the GM will determine the level. Usually it's 1 level per TL unit, but it's not always that easy to estimate.

Secret (1/3/6/10)

The character is hiding a secret, related to his past, that he must keep hidden or suffer some consequences. The trouble incurred, by its discovery, sets the value. As usual, the GM should bring a subplot, involving the secret, from time to time, for the player to feel it. Here are the severities:

- Embarrassing: if it's discovered, the character will just be embarrassed, prevented any promotion or election (this could easily evolve in "Bad reputation" for concrete effects).
- Rejected: the character will be rejected by his peers, friends or family (can evolve in a decrease in Social Status)
- Imprisoned or Exile: once disclosed, the character will have to flee the authorities or risk prison (or any other appropriate sanction).
- Death: as above, except he risks death. It may be wiser to create a new character.

Templates

What is a template?

Technically, a Character Template is a way to benefit from someone else's reflections', on a generic character concept. It translates, in game terms, a typical character: a scout, a mechanic, a savant or a diplomat. The ones who published the gaming universe usually create templates. Often, courageous GM may create some more, and seldom, players. The result of that reflection is an appropriate (hopefully) set of stats. It is made to be the basic skeleton of a character. It's like a mold, you can choose, to give a basic shape to your character concept. Once selected, you will then personalize, it to match your character concept. Most importantly, you will give him a history and a psychology. Then, you will flesh it out in game terms. You'll do that by spending CP to add skills, merits, and flaws...

The Character Templates are just a handy way to quickly create a new character. If you want further control, then you'll have to design your own template. It requires a bit more knowledge of the game system, and is not advisable to beginning players.

Sometimes, Templates can be much developed, including a background, motivations, and quirks. Indeed being complete character sheets. In these cases, the players should consider them as sources of inspiration. They can take it "as is", or just use the basic Stats, and elaborate a new background. The point is to speed up the character creation process. If the player feels like further refining the character, the more the better. If he has no particular idea for his character concept, then just browsing the available "complete" templates may be sufficient, to provide him with a suitable character.

Predefined templates

GM are advised to have a couple of ready to play character templates. Thus, players can skip the template creation process, speeding up the start of the game. Furthermore, and as mentioned above, by showing a list of predefined "complete" character templates, it will give some clues, to the players, on what kind of character concepts the GM wants to see in his campaign.

Template's values

Templates set the Species (if the campaign allows different PC races), Attributes scores, social status, wealth and basic equipment for the character. All the templates won't be equivalent (some may have higher Attributes total, or more equipment...), but it will be soaked by its Template Points (TP) Value.

Selecting a Template

When a player creates a new character, he starts by selecting a Template. If no available template suits him, he can create a new one, to add it to the list. Once the template is selected, the player adjusts his Creation Points total with the Template Value. If it's null, there's no change. If it's positive (more advantageous template), the player subtracts the value from his CP. If it's negative, then the template is disadvantaged. The player will add the value to his CP.

The remaining creation points will allow the player to flesh out the templates, so they could turn it, from archetypal, to unique. Further details regarding this step are provided in the "Character creation" section.

Creating new Templates

This task is usually assigned to the GM, so beginning players may skip it for now. They may have to go back to it, for the various tables below, in the fleshing out step of their character's creation.

Anyway, if the player cannot pick a predefined Template to fulfill his character concept, he still has the option of designing a new template. This slows the character creation process, as the basics of the character have to be defined. It is also more suited for experienced players, those who already know the mechanics of the game and the campaign settings.

To create a new Template, follows the steps listed below:

- Select species (if the campaign setting provides non-human species)
- Determine Attributes and Move
- [Optional] Determine appearance
- Determine Special Abilities (if the campaign setting provides some)
- [Optional] Determine Social Status
- [Optional] Determine Wealth
- [Optional] Determine Basic Equipment

Each of these steps is detailed below, with the impact the various choices have on the Template Value. Sum up the positive value modifiers and subtract the negative ones.

Species

A new Template must have a favored species. Species sets the minima and maxima of the Attributes, the base Move, and may give the character some special abilities, common to all the specimens. The basis for designing a new species is the human (min/max=2d/4d, Move=10, no special ability). The GM may have designed a campaign setting where the human is not the basic species. He may also forbid any other species than the basic one. In the end, allowing a player to play specific species may imbalance the player characters. To help GM estimate potential gaps, between species, they are each given a value. Report to the "Non-Human Species" section of this book for details. Each campaign setting should present its own "Non-human species" section, to details those available to players.

Attributes dice codes and Move

At this stage, the Template designer assigns dice codes to the 7 Attributes. He can spend up to 21d, within the minimum/maximum range of the selected species. As usual, 1d can be divided in 3 pips. Distributing 21d has no impact on the Template Value.

Attribute's dice code	Level
< 1d	Crippled
1d	Weak
2d	Average
3d	Superior
4d	Formidable
> 4d	Legendary

If ever this 21d total doesn't suit the designer, he can increase or decrease it. For each +1 pip added above the 21D total, **add** 10 TP the TP Value of the Template. For each -1 pip below the 21D total, **subtract** 10 TP.

To ensure the overall balance of the character, the GM may limit the number of attributes with a dice code equal to the species' maximum. Limiting it to 1 avoids character's optimization toward one specific task (the more common example is combat).

The Move value of the template is the minimum Move from the species.

Example: *humans have a min/max Move of 10/15. Any template, of human species, will have a Move attribute of 10.*

This value can be further modified (if it suits the Template's concept): increasing the Move by +1 **adds** 2 TP, decreasing it by 1 **subtracts** 2 TP. It cannot be raised above the species maximum. On the other hand, with a good background explanation, it can be lowered below the minimum.

Example: *If the template is a wheelchair bound human psychic, his Move value will certainly be around 1-2, so this crippling disadvantage removes 8 TP from the template.*

[Optional] Appearance

D6 focus on heroic characters. And in any setting, a hero is always good looking. At least, he's always a good-looking specimen of his species. Anyway, at this stage of the Template design, you may opt to give it a more noticeable physical appearance. Appearance has an impact on characters' interactions, with specimens of the same or related species (mostly to the opposite sex, where a part of seduction is involved). So it will give bonus or penalties, on NPC reactions, toward the character.

Though it may influence the behavior of player characters, as it should if both players are role-playing well, it won't have any game terms' effect, on interactions between players.

The table below summarizes the TP cost and game effects of each appearance class.

Rare species: In the case of a campaign, where the Template's species is qualified as rare, the character is unlikely to ever encounter a member of his species, thus of ever being affected by the bonus/penalty, granted by his appearance. Then, the TP cost should be ignored.

Special species: However, some species may be so particularly ugly, from the other species point of view, they may suffer penalties, in any encounter they make, with specimens of other species. (Note that the reverse could also happen, some species may appear very beautiful to any other species). In such cases, this will be mentioned in the species' special abilities, and will already be taken into account, as a Merit or Flaw of the species.

Appearance/ Effects / TP cost table

Appearance	TP cost	Game effects
Ugly	-3	-2d except +1d for intimidation
Unattractive	-2	-1d
Average	0	No effect

Striking	2	+1d
Sensational	5	+2d

[Optional] Social Status

In almost every campaign settings, the society will recognize some form of social classes. It could be based on nobility, reputation, whatever. In campaign settings, where Social Status has an impact on game's mechanics, you must give one to the Template. Giving a TP value to the social status is meaningless if the group of player characters is of the same social class. Only differences between them should be cared for.

Example: *if all the PC are knights (level +2), don't bother including this +4 TP modifier in their template's value.*

Social Status ranges from -3 to +8. +8 corresponds to the unquestioningly ruling class of the society, while -3 corresponds to the most miserable beggar. Each level above 0 **adds** 2 TP, while each level below 0 **subtracts** 2 TP. The table below gives some equivalent social standing, according to the Social Status trait and various campaign settings.

Social Status may evolve, during the course of the campaign, as the characters accomplish certain feats, gain favors in high places and so on. It will bring bonus and penalties when interacting with NPC.

Social Status doesn't represent wealth. Though it is usually related, Status and Wealth are purchased separately.

As a GM, be careful when allowing beginning characters to a social status higher than 3. It may seriously imbalance the game. Also, beware of -3 Social Status, as it should be hard to play a character that is so close to the border of the Law, and often means heavy restrictions on freedom of action.

Social Status: TP values / Examples

Social Status	TP cost	Medieval Europe	Modern France	Space Opera
+8	16	Absolute King	President	Emperor
+7	14	King's Family	Prime minister	Sector Governor
+6	12	Duke	Minister	System Governor
+5	10	Count	Multinational's C E O	Fleet Admiral
+4	8	Baron	C E O	Interstellar Merchant
+3	6	Knight w Fief	Doctor / University Teacher	Imperial Official
+2	4	Knight	High school Teacher	City Official
+1	2	Merchants	Executive/ School Teacher	Soldier
0	0	Soldiers	Average Citizen	Spacer
-1	-2	Craftsmen	Homeless	Laborer
-2	-4	Peasants	Homeless w criminal record	Fringer
-3	-6	Villains	Homeless Illegal Immigrant	Slave

[Optional] Wealth

The « Wealth » section gives all the details on using the Wealth dice code.

The GM may use it to estimate the quantity of equipment the character will start the game with. Regarding the TP value of Wealth dice codes, as for social status above, the GM should consider the differences between player characters and with standard NPC. He will set the average dice code of the PC. Then, each template, according to its concept, could raise it, at the cost of 1 TP for a +1d increase, or lower it at the cost of -1 TP per -1d. Wealth dice codes cannot fall below 0. The GM is advised to set a superior limit: 7d is a good compromise.

The GM must ensure the Wealth dice code of the template suits its concept.

[Optional] Starting equipment

In some campaign settings, the starting equipment may imbalance characters. If the GM can't find any other way to reestablish balance, with a background or motivation element of the character, he should compensate with a TP modifier. It's very hard to translate it in generic game terms, as the impact of the equipment, on the game, will vary from a setting to another. Report to the "Equipment" section, for further details.

Special abilities

Depending on the campaign setting, some special abilities can be available to player characters. The most common types of special abilities are Magic in Heroic Fantasy settings, and Psionics in Sci-Fi settings. The exact rules governing these abilities vary greatly according to the campaign setting. In this context, it's hard to make a generic set of rules. Each setting will provide its own set of rules.

Merits and Flaws

Now you can select Merits and Flaws to further define the Character Template. Even if it's usually done in the "Fleshing out your character" step of the creation, some template concepts may impose *de facto*, some Merits or Flaws. Merits **add** their cost to the TP, while Flaws **subtract** their bonus from the TP Value.

Paperwork

The Character Template is now finished. If you're a player, submit it to the GM for approval. Then, record its various traits, defined above, on a "template sheet". Give it a significant name and record its TP Value.

Don't hesitate to note all the details that guided you during your reflection, on this template's concept. They are all further guidelines, to elaborate a background and psychology, of a character coming out of this mold.

Completing a Template

Still as a way to accelerate character creation, the GM may prepare some complete characters from these templates. He must give them a background, motivations, and any significant detail. Thus, a player could directly pick it, as his character, with minimum changes. These « complete templates » should be detailed enough for the player just to spend CP, giving him skills. The GM may go up to indicate which skills the character concept is more likely to develop.

Non-human Species

This section describes how to design new sentient non-human species. Some campaign settings won't use this section at all. The most common settings with non-human species are Heroic-fantasy (with elves, dwarves, orcs, dragons...) and Space opera (with the numerous alien species). The GM, or the campaign setting's designer, decides if non-human species exist. The GM decides if they are available to players.

Foreword

This section assumes the base species, of the campaign setting, is the Human. A GM may well consider that, in his universe, or in his campaign, the more common species is not the Human. So the basis, for the calculation of values (see below) is 0, starting with human stats.

TP Value

This is strictly a numerical value, in Template Points (TP), to estimate the advantages or disadvantages, in game terms, of a species, compared to humans.

It may have no impact on the game itself, but gives the GM a rough idea of any potential lost of balance, introduced by a player, if he creates a character from this species. It may not be blatant, especially at character creation and during the first adventures. But on the scale of the campaign, it may have an impact. The GM must just take care of it. If the value is too high (more than +5 for instance), may be he should think of giving limits to the character. This limit can simply be imposed by parts of the background or motivations of the character. Then, he may just simply forbid the players to select this species. Similarly, if the player selects a species, with a too low value (say, below -5), the GM should find a way to compensate.

Each advantage of the species will increase its value. Each drawback will reduce it. If the total is negative, then it means that, in game terms, the species has more drawbacks than the humans, making it harder to play. Some TP values are expressed in halves TP (0,5). You round up the value at the end of the species design process.

Description of a sentient species

Though the notion may be fuzzy, we'll qualify a species as sentient, as opposed to creatures (pets, wild beasts), described in another section. A species is described by minima and maxima in its attributes. Any template, based on this species, should have attributes between those 2 values. Then, some species will have particular traits, common to all individuals. These traits could be special abilities, merits, flaws, and background or psychology elements... Here is the format used to describe a species:

Name: name of the species

Bulk: see below for explanation. If it doesn't appear, assume the default value of 2.

Size / Weight: a range of values or average values, of individuals from this species, for information.

Lifespan: a range or average value.

Agility: Min/Max (expressed in dice code minimum/maximum)

Coordination: Min/Max

Strength: Min/Max

Knowledge: Min/Max

Perception: Min/Max

Charisma: Min/Max

Technical: Min/Max

Move: Min-Max (expressed in m)

Special: optional, describes any particular trait, common to all the individuals.

Description: text describing the species (physical appearance, psychology, history...)

The Human, the base species

The description of the human species set the origin of the TP values. Here is its description:

Name: Human

Size / Weight: 1,75 m / 75 kg for males, 1,60 m / 45 kg for females

Lifespan: 70

Agility: 2d/4d

Coordination: 2d/4d

Strength: 2d/4d

Knowledge: 2d/4d

Perception: 2d/4d

Charisma: 2d/4d

Technical: 2d/4d

Move: 10-15

To design a new species, start from this model. Any change will increase or decrease the TP value. The human has a TP value of 0.

Species concept

Like any new element in the campaign setting, the designer must start with a concept: physical and psychological description, its place in the campaign setting, history, and special abilities... Stick to purely descriptive terms, at this stage, putting aside any game terminology.

Give it a name.

Bulk

It describes the overall size and mass of the individuals of the species. It's close to the Scale notion (as described in the "Movement" section). The basic value is 2. If the description of the species omits this value, assume it's 2. The higher this value, the bigger and heavier is the species. It starts at 0 (tiny species), 2 for human-sized species. Above it, we're talking about giants. A high bulk doesn't imply a high Strength attribute, but it usually is. The GM must be careful to ensure the consistency of size and weight, with the bulk of the species. If a bulk grants or remove extra wounds, they are so many more or less steps during natural healing (see "Health" section). The various bulk values have an impact in game terms:

- Tiny bulk (0): NPC only. These species are about a foot tall and are impossible to play for players.
 - Neither Wounded nor Wounded twice state. A Wounded character is automatically Neutralized. Whatever his Strength dice code, it falls unconscious, whenever he receives a Stun.
 - Reaction bonus: in any man-to-man combat (range or melee), his size give a -2d penalty to the to hit dice code of his opponent.
 - Stealth bonus: +2d in any stealth action
 - The weapons, tailor made for them, never add any dice code, to their Strength attribute, to determine damage.
 - Size/mass penalty: Strength based actions, at GM's discretion, are penalized -2d. Strength's based melee weapons' damage are penalized -1d.
 - Value: -10
- Small bulk (1): These species are less than 1 m tall.
 - No Wounded twice state: a Wounded character, receiving a second Wound, is Neutralized.
 - Reaction bonus: as above but the opponent receives a -1d penalty.
 - Stealth bonus: as above with a +1d bonus.
 - Usual, man-sized, weapons must be used two-handed. Usual 2-handed weapons are forbidden
 - Size/mass penalty: Strength based actions, at GM's discretion, are penalized -1d.
 - Value: -5
- Average bulk (2): no change
- Big bulk (3): these species are 3m tall and more
 - 1 extra Wound level, added between Wounded twice and Neutralized. It doesn't introduce any rule modification, regarding the "Health" section, except for wound accumulation. Once Wounded twice, he must be wounded, twice, again, to be Neutralized. However, he will still suffer a -2d penalty, to any action, due to his wounds.
 - Ignores the first Stun result whenever he receives physical damage (Fatigue is received normally).
 - Reaction penalty: any attack against the character receives a +1d bonus
 - Stealth penalty: any stealth action is penalized -1d
 - Size/mass bonus: any Strength action, at GM's discretion, receives a +1d bonus.
 - Value: +10
- Huge bulk (4+): NPC only. The sentient species of this bulk are rare (Titans, Dragons...). The impact, in game terms, is described in the "Creatures" section. The GM must extrapolate a bit, to apply it to a NPC.

Lifespan

This is the average age when an average individual die of old age. D6 is designed to play heroic settings. Heroes rarely suffer from old age, during a campaign. These values are given for information only. A long lifespan may be seen as an advantage (thus increasing the TP value of the species). But, considering 2 characters, starting the campaign at adult age, the one with a longer lifespan has, indeed, lived longer than the other. Then, it's not normal that he receives less CP, as he should have a longer experience.

In the end, the GM will compensate a longer lifespan with more background details, he will impose on the character (he may be comparatively younger, or spent part of his youth in custody...).

Assigning Attributes minima and maxima

Starting with the 2d/4d of humans, the designer will, if he wants, vary the attributes' minima and maxima.

Minima

Decreasing an attribute's minimum below 2d **adds** 0,5 TP per pip. This option allows more flexibility, when designing a template. Mainly, it could be assigned a lower dice code, allowing a higher one in another attribute.

Increasing an attribute's minimum above 2d **subtracts** 0,5 TP per pip. This option constraints a template to assign a higher value to the attribute. As a template uses 21d, these are pips that can't be assigned to improve another attribute.

Maxima

Decreasing an attribute's maximum below 4d **subtracts** 0,5 TP per pip.

Increasing an attribute's maximum above 4d **adds** 1 TP per pip

If an attribute's maximum is raised, a template that can have a dice code higher than 4d is greatly advantageous, at character creation, and later for character's advancement.

The GM must be careful regarding the difference between maximum and minimum. It usually doesn't fall shorter than 2d. In no way it should fall below 1d. Of course, maxima should be higher than minima.

Assigning Move minimum and maximum

Minimum move

Any template has a Move attribute equal to the minimum of its species.

Increasing the minimum Move above 10 **adds** 1 TP per extra point.

Decreasing the minimum Move below 10 **subtracts** 1 TP per point below.

Maximum Move

It's the limit a character can reach through experience.

Increasing the maximum Move **adds** 0,5 TP per point above 15.

Decreasing the maximum move **subtracts** 0,5 TP per point below 15

Define special traits

These are particular abilities, common to all individuals of the species. As far as possible, they should be estimated in TP values. An advantage will raise the value and a drawback will lower it.

If the trait is similar to one described in the "Merit and Flaws" section, then we'll use its game mechanics and its creation points value. Creation points and Template Points are equivalent.

If the trait is similar to a special ability, of the campaign setting, its acquisition and development costs will determine its TP value.

If the trait is more exotic, the GM will have to improvise. At the end of this section, you'll find some examples of exotic traits, their game mechanics and their TP value.

Finishing touches

Now is the time to fully describe this new species. Starting with its name, the designer will give as much details as possible: physical description, anatomical details like genders or food behaviors, psychology, history... Some details will be generic and common to all the individuals; some will be more statistical, where each individual will display variations

Recording

Formalize all this on a Species sheet.

Recapitulation table

Trait	TP modifier
Bulk 1	-5
Bulk 2	0
Bulk 3	+10
Lifespan	No impact
Attribute's minimum < 2d	+0,5 per pip
Attribute's minimum > 2d	-0,5 per pip

Attribute's maximum < 4d	-0,5 per pip
Attribute's minimum > 4d	+1 per pip
Minimum Move < 10	-1 per point
Minimum Move > 10	+1 per point
Maximum Move < 15	-0,5 per point
Maximum Move > 15	+0,5 per point
Special trait	Based on the Merits and Flaws lists
Special ability	As defined in the campaign setting
Exotic trait	GM's discretion or according to the lists below

Non-human species example

Name: Heroic-Fantasy Elf

Height / Weight: 1.4 to 1.7 m / 35 to 55 kg

Lifespan: nearly immortal

Agility: 3d/5d (+1,5 TP)

Coordination: 3d/5d (+1,5 TP)

Strength: 2d/3d+1 (-1 TP)

Knowledge: 2d/4d (0 TP)

Perception: 3d/4d+2 (+ 0,5 TP)

Charisma: 3d/4d (-1,5 TP)

Technical: 1d/3d (0 TP)

Move: 10-15 (0 TP)

Special: Night vision (+3 TP)

Description: slightly shorter and thinner than human, they have fine features and slightly pointed ears...

Final Value: 4 TP. If a player chooses to play an elf, the GM may not have to compensate this slight advantage. Should the value exceed 5 TP, the difference would have been significant.

Exotic trait for non-human species

Advantages

Any Merit of the "Merits and Flaws" section is eligible as a species' Merit.

Additional limb (3/6)

The species has an additional limb. If it has more than one, it must be taken as many times.

- The limb is not prehensile. It can be used in Brawls. Its use will be limited by Ambidexterity, but adds a free attack or parry, per round.
- As above, but prehensile. It can manipulate an object (like a weapon), as if it were a hand.

Affinity toward a skill (1+)

Be it for cultural or anatomical reasons, the species is particularly gifted for a skill. The value will depend on the importance of the skill in the campaign (ex: affinity for a combat skill would have a value of 3 TP)

- At creation time, each CP spent in the skill augments the skill by +2 pips. Still, it cannot be higher than Attribute+2d. For character development, consider the current dice code to be 1d less, for character points cost (indeed, saving 1 point per pip).

Flight (12)

It can fly. The character can develop a special Agility skill: Flight, to be used as Riding.

Gills (6)

The species is amphibious and can involve equally in water (or any other specific environment) or in air.

Gliding (9)

It can glide, but not fly. The character can develop a special Agility skill: Flight, to be used as Riding.

Natural armor (3 per level)

Just like the "Toughness" Merit. The physical description should incorporate it. Limit it to +2d, at level 6, for game's balance.

Natural weapon (3 per level)

The species has a natural weapon (claws, fangs, thorns...).

- Uses the Brawling skill. The character is considered armed, and won't suffer the usual unarmed combat penalties (see "Combat" section). The first level gives a damage dice code equal to the Strength attribute.
- Each subsequent level adds +1 pip to the damage dice code. The physical description should incorporate this (a +1d set of claws makes them the size of a dagger...). Limit it to +2d, at level 7, for game's balance.

Poison (variable)

It has an attack that carries poison. The value must be determined, according to its virulence, and the mode of application.

Special resistance (1+ per level)

It has a particular good resistance against some form of harm (poison, disease, magic...). The value, per pip, depends on the frequency of encounter of the mentioned attack, in the campaign setting. Limiting it to +2d, as "Natural armor" is a good compromise.

Temperatures tolerant (3)

It can adapt to temperatures variations

- If you use the rules presented in the "Health" section, consider the toughness of the climate to be 1 rank inferior, toward warmer or cooler temperatures. To adapt to both extremities of the spectrum, it must be taken twice. Inhuman climates, however, are not affected by this advantage. If you don't use these rules, then you'll have to adapt.

Drawbacks

All flaws of the "Merits and Flaws" section are eligible as species' flaws.

Aquatic species (4/8/12)

This drawback can be related to another environment than water (frost for instance).

- Outside of a moist environment, members of the species suffers a -1d penalty, per level, to any action
- At third level, it's a fish species, which will suffocate outside of water, just like humans underwater.

Special vulnerability (1+ per level)

It's particularly vulnerable to some form of aggression. It receives +1 pip of damage per level. The value, per pip, depends on the chances to be confronted with its source, in the campaign setting.

Thermal sensitivity (3)

It doesn't support temperature variations.

- If you use the rules presented in the "Health" section, consider the toughness of the climate to be 1 rank harder, toward cold or warmth. If it doesn't support both variations, take it twice.

Attributes and Skills

This Section will list the most common skills in D6 Campaigns. It describes their use and meaning in the game, and how the rules could be applied to them. Sometimes, it just refers to another Section of this book, like Task Resolution, Characters Interactions, Combat or Movement. Report to these sections, for further details, on the skill's use.

The rules, provided in this section, as well as those provided in the aforementioned sections, are to give GMs a basic understanding, of what the D6 System could do, with the skills. If you, as a GM, don't like them, change them. But at least, you will have an idea on how to integrate the skill in your campaign.

The skills are regrouped per related attribute. Each attribute's list begins with further explanation of what the Attributes represents. Available skills, per attributes, are very dependant on the campaign setting. GMs are advised to extend or restrain, the available skills, according to their campaign setting.

Deciding what skill to roll

It's always up to the GM what skill's dice code a player will roll. If the GM cannot find an existing skill, or a "reasonably possible skill", then he will need to decide which skill is the closest. A "reasonably possible skill", is one that is not explicitly listed in the campaign setting's skills' lists, but could easily be added, as it fits. Usually, if, during the campaign, a situation arises, where a new skill should be added, then it's reasonable to add it.

Example: *In a Sci-Fi setting, the GM didn't mention the Archaic Planes Piloting skill. He didn't, because, in this setting, it is unlikely that a character will be confronted to a WWI plane. However, it is still a reasonable skill. A Player may come with a Collector's character concept, and develops this particular skill.*

Example: *In a Medieval campaign, the GM didn't mention the Firearms skill, because it simply cannot be in the normal course of the campaign. Now, imagine that some local genius discovers gunpowder, designs a basic gun and then the skill becomes reasonable. Of course, no one will be allowed to develop it, until he can have access to the device.*

Skill redundancy

Some skills are very close to one another. They usually depend on different attributes. This is deliberate. It shows that you can get similar results, using different methods. According to the circumstances, how the character will handle the issue, the GM will decide which skill suits best the character's method. Usually, both skills may suit the situation. In this case, the GM will tell it and the player will choose which skill he uses. Note that the interpretation of the skill roll may differ, according to the skill used.

Example: *Diplomacy and Bargain. Both are used to negotiate. Diplomacy (Charisma skill) is based on the negotiator's aura, his overall behavior and the words he uses. Bargain (Perception skill), is based on emotional argumentations and the feeling of the other party's limits.*

Several skills involved

Whenever an action involves more than one skill, the GM must decide how to handle it:

- Several dice rolls: The GM sets a difficulty for each skill (they may be different), and the player must roll each skill. It still counts as a single action, as far as multiple actions penalties are concerned, whatever the number of involved skills.
 - All or nothing: if all the rolls succeed, the action succeeds, otherwise it fails.
 - Cumulating margin: add all the margins of success; subtract all the margin of failure. If the result is positive or null, it's a success, otherwise it fails.
- 1 dice roll, using the average: calculate the average of the dice codes involved and roll those dice, to beat a single difficulty.
- 1 dice roll, using the lowest: the weakest skill involved is rolled against a single difficulty. The GM may use the rules explained in the "Restrictive skills" chapter below.

Attributes vs. Skills

In some situations, no skill corresponds to the action taken. When it occurs, the GM may call upon an Attribute roll.

Example: *While climbing a cliff, one of your fellow adventurers slips and starts to fall. The GM may ask you to roll your Reflexes Attribute, to see if you are fast enough to grab his hand, before he actually falls.*

Skill levels

For a player to have an idea of his character's level, related to skill's dice code, use the table below:

Skill's Dice code	Level
< 2d	Incompetent
2d	Average Joe
3d	Basic training
4d	Professional training
5d	Expert, elite
6d	Exceptional, 1 out of 100 000 people
7d	Formidable, 1 out of 1 million people
8d	Monstrous, 1 out of 100 millions people
> 8d	Unmatched, less than 1 out of 1 billion people

Specializations

Specialization represents a sub skill of a basic skill. The character focus on improving a particular field, while leaving the rest mostly untrained.

Example: *In a Heroic Fantasy campaign, a character specializes his Melee Weapon Skill to focus on Swords. He will have a better dice code when using a sword, than when using any other melee weapon.*

On the character sheet, specialized skills are noted by writing the base skill, followed by “::”, followed by the specialization. You will see this notation in the pages of this book.

Examples: *Language::English, Melee weapon::Swords...*

Improving specialized skills is cheaper than basic skills. Usually they are half cheaper (but that is subject to changes, in the GM's campaign setting). So they usually improve faster.

Basic Skill's Improvement

When the Basic skill of a specialized skill improves, through experience and training (with the expenditure of Character Points), then the related specialized skills are not improved. Over time, it can even happen that a basic skill reaches a specialization. In these cases, the specialized skill disappears.

Attribute's Improvement

However, if the related Attribute improves, then all the related specializations also improve.

Advanced Skills

In the following skill lists, you will find samples of Advanced Skills. Though they don't default to their related attribute, the attribute has some importance. It sets a threshold, below which it's cheaper to develop the advanced skill.

Advanced skills represent some very sharp knowledge that all the characters won't have. Those who developed a particular advanced skill can perform specific actions that will be detailed in the advanced skill's description.

This Advanced Skills list is far from exhaustive. Available Advanced Skills greatly depend on the campaign setting. Design you own advanced skills; be creative. And don't neglect Players' input on that matter; they could have interesting ideas too.

On the character sheet, advanced skills are noted with their name, followed by (A). You will see this notation among the pages of this book.

Example: *Medicine (A), Martial arts (A)...*

Prerequisites

To start developing an advanced skill; the character will have to meet some prerequisites. They are usually expressed as a minimum score in one or more basic skills or specialized skills. Prerequisites may be expressed in other ways. In some campaign settings, some advanced skills may require a given Merit or Flaw to be eligible. It can also be a part of the character's background, something not expressed in game terms... Again, be creative.

Some advanced skills require at least one among a list of pre-requisite skills. As long as one of them is met, the character can develop the advanced skill. If the character develops others of those pre-requisite skills, then the same advanced skill can be used, in conjunction with those new skills.

Example: *Engineering (A) requires 1 Built & Repair skill at 5d. Then, the character can design equipment belonging to this Built & Repair category. If the character develops other B&R skills, he will be able to design those, as well, with the same Engineering (A) skill.*

Some are more specific, but still, are described in generic terms. They require at least one, from a list of pre-requisite skills, but the character will develop a single, independent, advanced skill, related to that one skill. If he develops other skills of the list, he will need to acquire different advanced skills, starting them from scratch.

Example: *Advanced melee combat (A) requires 1 Melee combat skill at 5d. If the character wants to be an advanced fighter with many weapons, he will have to develop 1 advanced melee combat (A) per Melee combat skill.*

All these subtleties will be further detailed in each relevant description of advanced skills. The GM is free to interpret the character concept, to allow an advanced skill, even if the pre-requisite is not met, or to deny it, even if the pre-requisite is met.

When you design new advanced skills, you must decide what the pre-requisites will be. Keep it logical. Here are some examples:

- Skill pre-requisite: Basic skills or specializations must be developed above the attribute, even if the attribute's dice code already matches the pre-requisite. Here are some common minima:
 - 1 basic skill: minimum dice code of 5d
 - 2 or more basic skills: minimum dice codes of 4d each
 - 1 specialized skill: minimum dice code of 6d
 - 2 or more specializations: minimum dice code of 5d each
 - 1 or more advanced skill: minimum dice code of 4d each
- Merit or Flaw: the character must have it

Example: *in Celtic civilizations, only the Druids could perform sacrifices. The Sacrifice (A) skill requires the "Clerical investment" Merit to be developed.*
- Other pre-requisite: Do it yourself...

Reaction Skills

The skills, which fall in this category, are usually used slightly differently. They are usually involved while performing some kind of combat (including vehicle combat). Players don't need to declare them at the beginning of the round. They just need to declare them as a reaction, to an incoming attack. Though they still count as an action, for the multiple actions Penalty, for the reaction's roll, and for the rest of the round. See "Combat" section, for further details on the use of Reaction Skills.

Abstract Skills

Some basic skills, described thereafter, are only provided to regroup many independent fields of specializations. These skills cannot be developed as other basic skills. Instead, the player must always choose a single, or more, specializations, that he will develop independently of the other fields.

Example: *The Language skill represents the ability to speak, eventually read and write, a foreign language. Each separate language is independent from the others. So, a player wishing his character to speak a foreign language, must select the language and develop the Languages::<Specific Language> Specialized skill. He can also speak various foreign languages, in which case he will develop each one as independent specialized skills. He cannot decide to develop the Languages basic skill and be fluent in every possible language.*

Whether or not a character can perform an action, related to such a specialization, depends on the circumstances, or the skill itself. He can also impose a difficulty penalty for such a use.

Example: *A Scholar, with a Knowledge Attribute of 4d is likely to have a basic understanding of any scientific field. Therefore, the GM may allow him to roll his Knowledge Attribute when trying to identify an electronic device. Of course, if he has the Sciences::Electronics specialization, then he will roll it, and is likely to have a lower difficulty.*

Example: *A French character, only having Languages::English, won't be able to understand German, whatever his Knowledge Attribute is.*

If you discard this rule, then treat the skills, noted as abstract below, as any other basic skill, with the usual specializations rule.

Restrictive Skills

When performing an action, in some unusual environment (like underwater, in space, riding a horse...), a character may see his usual dice code restricted by another skill. This other skill is called a Restrictive skill. It represents the familiarity of the character, with these particular conditions. In such case, the character will use the lower of the 2 skills involved, to determine his dice code.

Example: *A knight, fighting on horseback, has a good advantage over footmen. However, he must be able to stand on his horse for that. When fighting on horseback, he will use the lowest of his Melee Combat and Riding skills for attack and defense.*

Mastery

We consider a character achieves mastery, in a restrictive skill, when he reaches the 4d dice code. It may be achieved through the attribute alone. Then the character becomes familiar enough with the conditions, to no longer be restricted. He can now use his normal full skill, while in the given unusual environment.

Example: *Our knight is no longer a squire; he improved his Riding Skill from 3d+2 to 4d. On horseback, he can take full advantage of his 5d Melee Weapon when attacking. However, the GM will ask him to roll his Riding skill, once in a while, to see if he doesn't fall during the battle.*

Character points

Character Points can still be spent, in the usual way, to improve a restricted dice code.

Fate Point

Fate Points double dice codes for, at least, 1 action. Using a skill, restricted by another, is only 1 action. If the restricted dice code, doubled by the Fate Point, is higher or equal to 4d (which is very likely), then this particular action is not restricted. The character uses his primary skill, still doubled by the Fate Point.

Dice code modifiers

Any dice codes modifiers (imposed by the GM, health penalties, multiple actions penalties...) are applied after restricting the primary skill.

Example: *if the knight, still on horseback, makes an attack and a parry, he receives a -1d multiple actions penalty, after calculating the restricted dice code. He'll roll $(3d+2)-1d=2d+2$ for both attack and parry.*

Multiple actions

If a skill is used in a restrictive way, it doesn't count as an action, as far as multiple actions penalties are concerned.

Trying again

If a character fails a task, the GM may forbid him to try again, until the conditions improve. It prevents a player from requiring the GM's attention, by rolling the dice, over and over, hoping the probabilities laws will be with him. Here are some examples of improving conditions:

- A new bonus is given by the GM: it could be a different one or an extra one
- Character Point or Fate Point: as soon as the character spends at least one of those, on an action, we consider the conditions to be improved.
- Character development: the player spent Character Points, to develop the skill, by 1 pip or more.

However, whenever each failed try would have an impact on the adventure, the GM may let the player try again. Here are some examples:

- Character under pressure: he has a time limit (diffuse a bomb, lock pick before the guard comes back...)
- Character involved in combat: during his try, he can be wounded, receive multiple actions penalties...
- A failed try has a price: someone or something, of importance, receives damages, an alarm is set...

How to read these lists

The following lists show the more common skills, those likely to be met in many campaign settings. The interpretation of a skill can vary, from a universe to another. Those proposed below describe a generic approach. The GM is free to modify it to satisfy his vision of his universe.

These lists are far from exhaustive. Each campaign setting will eliminate some, add others or change them. Skills can even change to another attribute.

Prerequisite

This is for advanced skills only, and lists the various prerequisites necessary, to develop this advanced skill.

Required Time

This entry will detail how long it usually takes, in game time, to use the skill. Use it as a general guideline, as circumstances can greatly influence the required time. It's always up to the GM to define the required time, for a particular task. The character must work for the required time, before allowing the player to roll the dice, for the resolution.

If a skill's required time says 1 action, it usually describes a combat skill. The player must include this skill use, in a round as an action. Refer to the "combat" section for further details on "actions".

If several values are listed, then it will depend on the circumstances. They will be further detailed in the skill's description or in another section of this book.

Description

The actual explanation of what the skill represents in the game. The description may refer to other Sections of the book. Then, the skill is part of more generic group, which is treated, with further details, in the aforementioned section. If categories of skill are listed (like Reaction, Restrictive...), report back to these chapters of this section, for further details. The GM may well have his own idea of how the skill works in his campaign. GM's word is rule in this matter, as always. The skills' descriptions given here are just a way of interpreting them. There could be many others.

Specializations

This list samples possible specializations of the skill. Again, this list is not exhaustive. The GM has final word on which specializations are available or not.

Agility Skills

The Agility Attribute measures the character's physical quickness. In this category, you'll find most of the melee combat's skills, as well as skills involving the whole body. Skills involving Hand/Eye coordination are covered in the Coordination Attribute.

Acrobatics:

Required Time: 1 action or Movement maneuver

Description: Movement/Arts/Reaction. This skill allows the character to do some impressive athletic feats like back flips. In some conditions (like during a free fall), it will be considered a Movement Skill. As soon as on-foot movement meets a Moderate or more difficulty, the player can use Acrobatics instead of Running. If the character tries some spectacular actions, here are some sample difficulties:

- Crossing a pit using a rope: +5 to +15 / Easy to Difficult, depending on the rope length and the pit.
- Taking foot on a wall to jump higher: +5 per 2m / Easy
- Walking on a beam: Moderate
- Walking on the hands: Easy, Move attribute divided by 5
- Doing a back flip or whatever to get behind an opponent: +15 to +25 / Difficult to Heroic, depending on the distance

The first set of values is movement's difficulty penalties, if the character integrates the maneuver, as part of his movement (use of Acrobatics mandatory). The second set is a guideline for the difficulty of the action, if it's not part of a movement. When a character falls, he can soak the damages by rolling Acrobatics, instead of Strength. Then, it is considered as a Reaction skill.

It is also an Artistic Skill.

Specializations: breaking fall, free falling, performing

Brawling:

Required Time: 1 action

Description: Combat/Reaction. Used to attack and defend while unarmed or while using an improvised weapon. This is street fighting. As soon as the character wishes to use a more "academic" style, it requires the Martial Arts (A) skill. It also covers wrestling. The GM may decide that some close combat weapon may be used with this skill (sap, brass knuckles, dagger...).

Specializations: wrestling, unarmed defense, unarmed attack...

Dodge:

Required Time: 1 action

Description: Reaction. This skill covers evasive maneuvers against range attacks only. Dodges against melee attacks are covered by Brawling or Melee combat. It usually implies to get behind some cover, and the GM may penalize you if you don't have any.

Specializations: none

Martial arts (A):

Pre-requisite: Brawling 5d

Required time: 1 action

Description: Advanced combat. This skill allows advanced unarmed combat maneuvers.

Melee combat <weapon type>:

Required time: 1 action

Description: Combat/Reaction. In campaign settings where melee combat is important, the GM is advised to use separate basic skills, for each type of weapon (Swords, Daggers, Shields, Pole arms, Articulated weapons...). Heavy melee weapons (Battle axe, Flails...) are covered by separate Strength skills.

It covers the offensive and defensive uses of those weapons. The same skill is used for attacks and parries. However, some weapons are not designed for attack (shields) while others are not designed for defense (axes, flails). Such a use of those weapons will be penalized, mainly by making it an improvised weapon, falling under the Brawling skill usage.

Specializations: attack, defense.

Melee Combat:

Required Time: 1 action

Description: Combat/Reaction. In campaign settings where melee combat is scarce, the GM is advised to use a single basic skill, for all melee weapons. In these settings, there is no need to separate melee weapons from heavy melee weapon (Strength skill). For all the rest, the rules are the same as the above skill.

Specializations: per weapon type (swords, daggers, small flails...)

Melee mastery <weapon category> (A):

Pre-requisite: Melee weapons::<Specialization> 5d or Melee weapon <weapon category> 5d

Required time: 1 action

Description: Advanced combat. This skill allows advanced melee combat maneuvers, using the specified weapon category. If the character wants to master several weapon categories, he must take this advanced skill as many times.

Powered Armor Operations:

Required Time: 1 action

Description: Restrictive/Combat/Movement/Reaction. Covers the use of a powered armor, in Sci-Fi settings. This skill replaces Dodge and Brawling, while wearing such armor. It will restrict any other skill too. It serves as Movement skill too.

Specializations: per aspect category (Brawling, Melee Combat, Range Combat, Dodge, Movement)

Riding - Land:

Required Time: 1 action

Description: Combat/Restrictive/ Movement/Reaction. Restricts any action on horseback (or any similar creature walking on land). It serves as Movement Skill to guide the mount, and as Reaction Skill when trying to evade an attack, while preserving the mount (if the attack is directed to the rider, he can still use Melee / Brawling to parry or Dodge to avoid being hit. The latest is likely to make him fall, and let the mount take the hit). If the rider tries to make his mount attack an opponent, this skill will be used to resolve the attack. Reins or equivalent gives +1d for movement or making the mount attack.

Report to the "Creatures" section for details on Riding rolls.

Specializations: per aspect category (mastery to cancel restriction, Movement)

Riding - Air:

Required Time: 1 action

Description: Combat/Restrictive/ Movement/Reaction. As above but to use flying mounts.

Specializations: per aspect category (mastery to cancel restriction, Movement)

Sport I (Agility based):

Required Time: varies

Description: Abstract/Restrictive/ Movement/Reaction/Artistic. This covers the training in any sport, based mainly on agility. Of course, each sport may involve a bit of all the attributes, but they usually emphasize one of them. Also, beware that some sports may be covered by some other specific basic skill (like Melee Weapons for Fencing, or Acrobatics for Gymnastics). Anytime that a sport's training doesn't fall into one or more 'useful' skill, it can fall into this category. If you feel like it, and if you know enough details regarding sports, you can even further separate a given sport in other Sports skills. A football quarterback needs coordination, while a linebacker need strength, and a wide receiver needs agility.

Thus, these skills may be used for different kinds of purpose: Performing (which is usually called competing), Movement (like when someone chases while skiing), Restrictive (like trying to shoot your gun while surfing), Reaction (like replacing Dodge while skiing)...

Specializations (Abstract): per sport (dancing, skating, skiing...)

Zero-G Operations:

Required Time: 1 action

Description: Restrictive/Combat/Movement/Reaction. Covers any weightless situation, in Sci-Fi settings. This skill replaces Dodge and Brawling in combat, while in space. It will restrict any other skill too. It serves as Movement skill too. This could be extended to Underwater Operations, or it could be an entirely different skill.

Specializations: per aspect category (Brawling, Melee Combat, Range Combat, Dodge, Movement, EVA)

Coordination Skills

This attribute measures the hand-eye coordination of the character, the easiness to correctly interpret the instructions, coming from the brain, according to its perceptions. Among other things, it covers range combat and piloting. It also covers anything that requires precision, without involving instruments (which fall under the Technical attribute).

Ambidexterity:

Required Time: as per action taken

Description: Restrictive. Each time a character wants to do something, with his off hand, his dice code is restricted by his Ambidexterity dice code. Unlike other Restrictive Skills, there is no Mastery Level (see Restrictive Skills above). That is, a character will always be limited by his Ambidexterity skill, whatever his dice code is, and whenever he's performing with his off hand. It's always the GM's judgment that calls upon this skill's requirement.

Specializations: per task (Melee combat, Range combat, any other skill or group of skills at GM's discretion)

Boating:

Required Time: 1 action or journey's duration

Description: Movement. Used when piloting motored boats

Specializations: per vehicle type (hydrofoils, hovercrafts, boats...)

Driving - Land Vehicles:

Required Time: 1 action or journey's duration

Description: Movement. Used when driving land vehicles. The GM may state that, in the specializations listed below, some may require an entire different basic skill.

Specializations: per vehicle type (2 wheeled, 4 wheeled, tracked, hover, walking...)

Energy Ranged Weapons:

Required Time: 1 action

Description: Combat. Used to shoot with small to medium caliber energy weapons.

Specializations: per weapon type (blaster rifles, blaster pistols...)

Fast draw::<weapon type> (A):

Pre-requisite: <weapon category skill or specialization> 5d

Required time: 1 action

Description: Advanced combat. The character is trained in drawing his weapon and using it in the same movement. The GM must agree on the weapon category (Fast draw::Battle axe (A) is out of question).

Firearms:

Required Time: 1 action

Description: Combat. Used to shoot with small to medium caliber firearms.

Specializations: per weapon type (rifles, pistols, submachine guns...)

Heavy Weapons:

Required Time: 1 action

Description: Combat. Used to shoot with heavy weapons. GMs may further divide this skill in Energy Heavy Weapon, and Heavy Firearms

Specializations: per weapon type (machine guns, repeating blasters, rocket launchers, flamers...)

Missile weapons <weapon category>:

Required time: 1 action

Description: Combat. Used to fire with a weapon throwing projectiles (bow, crossbow, sling...). These skills will be used in campaign settings where ranged combat still uses this type of weaponry. It will be 1 separate basic skill for each weapon category. The GM may decide that some of these weapons are also covered by other skills (like an air propelled harpoon can be considered a firearm).

Specializations: none

Missile weapons:

Required time: 1 action

Description: Combat. Use this basic skill, only in campaign settings where these weapons' usage is scarce (mainly in favor of firearms or energy weapons).

Specializations: per weapon category.

Mounted Weaponry:

Required Time: 1 action

Description: Combat. Used to operate any weapon mounted on a vehicle. This should be applied to fixed arc weapons. Turret mounted weapons could be used either with this skill or the Heavy Weapons skill above.

Specializations: per weapon type

Piloting - Air Vehicles:

Required Time: 1 action or journey's duration

Description: Movement. Used when piloting air vehicles like planes, helicopters, repulsorcrafts

Specializations: per vehicle type (gliders, planes, jet planes, helicopters...)

Piloting - Space Vehicles:

Required Time: 1 action or journey's duration

Description: Movement. Used when piloting small spacecraft like space fighters, shuttles, light transports

Specializations: per vehicle type (space fighters...)

Play Instrument:

Required Time: varies

Description: Abstract/Artistic. The character knows how to play music with an instrument

Specializations (Abstract): per type of Instrument (guitar, flute, piano...)

Sleight of Hand:

Required Time: a action

Description: Covers all the aspects of moving the hand faster than the eye of the witnesses (like pickpocket or prestidigitation). By prestidigitation we mean small tricks. Big illusionary shows, like Houdini or David Copperfield, should be covered by an advanced skill, whose pre-requisite would be Sleight of the hand.

If the roll beats the difficulty (which depend on the task taken, the size of the item pick pocketed...), the action is successful.

Examples of difficulties (the smaller the item, the harder it is, the more it is exposed, the easier it is):

- Steal a wallet: Moderate
- Steal a wristwatch: Difficult
- Steal a ring on a finger: Heroic
- Steal a gun in a hip holster: Easy
- Steal a gun in an armpit holster: Very difficult
- Put a microphone on someone's pocket: Easy

Whether or not that difficulty is beaten, the victim makes a perception roll, against the roll of Sleight of Hand, to see if he notices the action. This roll could be further modified by the circumstances (like a penalty if the target is properly distracted).

Sample modifiers:

- Raise the Sleight of hand roll by:
 - +5 or more: small crowd, minor distractions not involving the victim
 - +10 or more: big crowd, distractions directly requiring the victim's attention
 - +15 or ore: huge crowd, the victim is constantly pushed
 - +0 to +10: size of the item (the smaller it is, the harder it is, for the victim, to notice it was removed or put). Earring +10, Wallet +0
- Raise the perception roll by:
 - +5 or more: slight crowd, walks in the street with few passer by.
 - +10 or more: isolated victim or suspecting the attempt
 - +0 to +10: size of the item (the bigger it is, the easier it is to notice it was removed or put). Wallet +0, Suit case +10.
 - +5 or more: direct skin contact or close to (wrist, trousers pockets).
 - +10: currently holding it.

This skill can also be considered as an artistic skill.

Specializations: per type of action (pickpocket...)

Sport II (Coordination based):

Required Time: varies

Description: Abstract/Restrictive/ Movement/Reaction/Artistic. Report to the description of Sports I above for explanations. This abstract skill covers the coordination based sports like football, bowling (well, all the ball sports).

Specializations (Abstract): per sport (football, basket-ball, tennis...)

Thrown Weapons <weapon category>:

Required Time: 1 action

Description: Combat. Used to throw weapons like knives, grenades. In campaign settings where characters often use varied thrown weapons, use separate basic skills. Categories regroup weapons using the same throwing technique (javelins, knives, axe...)

Specializations: none

Thrown Weapons:

Required Time: 1 action

Description: Combat. As above, but in campaign settings where these weapons' usage is scarce, use only one basic skill for all categories.

Specializations: per weapon category (knives, spears, grenade...)

Strength Skills

The Strength Attribute measures the raw physical power of a character. It covers all the skills based on strength and endurance. It is the base for calculating melee damages and to resist damage.

Climbing:

Required Time: 1 minute per meter up or a 10 m Move while rappelling

Description: Movement. This skill allows the character to climb, up or down, difficult slopes. The first failed roll means that the character is blocked; a further failure means a fall. Climbing gear prevents the falls, but also ease the task. However, assisted climbing usually takes longer, double the required time and even quadruple it, if the character must make his own holds (carving steps in ice or planting pegs).

The roll's difficulty is based on the slope:

- From Very easy: tight slope (30°)
- To Very difficult: vertical surface

It is modified by the surface material and easiness to find holds:

- -10: many firm holds
- -5: scarce or liable holds
- 0: few holds
- +5: no obvious holds
- +10: slippery surface, ice
- +15: smooth surface, glass
- -20: using proper equipment

A fumble means a direct fall or equipment malfunction.

Specializations: gear assisted climbing, rappelling, unassisted climbing.

Heavy Melee Combat <weapon category>:

Required Time: 1 action

Description: Combat. Covers the use of heavy melee weapons like maces, battle axes, heavy pole arms, heavy shields... There is one basic skill for each weapon category. The same skill is used for both attack and defense. Use these skills only in campaign settings where melee combat is fairly common. In other campaign settings, don't separate these weapon categories from the others (Agility skill).

Specializations: attack, defense

Jumping:

Required Time: 1 action

Description: Allows the character to perform both long jumps and high jump. It will also measure how well he can take a high jump down. In heroic campaign settings, the GM can assume any character is able to pole-vault (which is hardly the case). Using a pole can double the jumped distance.

Long jump:

- Less than 1 m: automatic, doesn't count as an action, this is hardly a jump
- 1-2 m: Very easy

- Per additional meter: +5

High jump:

- Less than 30 cm: automatic, doesn't count as an action, this is hardly a jump
- 30-50 ft: Very easy
- Per additional 50 cm: +5

Momentum:

- 10 m or more: -5
- Less than 5 m: +5

During a jump downward (not a fall, which is covered by Acrobatics), use the Jumping skill, instead of Strength, to determine damages, as if it was a fall from the same height.

Specializations: long jump, high jump, pole vault, landing

Lifting / Throwing:

Required Time: 1 action

Description: Measures how much a character can lift. This should not be considered as an encumbrance's rule. Only use it when the character wants to lift a heavy object. Depending on the Margin of success, the character will be able to carry the load unhindered, or with a required number of actions per rounds (thus imposing a multiple actions penalty), or even taking all the character's actions for the round. It also measures how far he can throw a heavy item.

Lifting difficulties

Mass	Difficulty
Less than 10 kg	Automatic, doesn't count as an action
10 kg	Very easy (5)
50 kg	Easy (10)
100 kg	Moderate (15)
200 kg	Difficult (20)
500 kg	Very difficult (30)
750+ kg	Heroic +

Margin of success and required actions to carry it

MS	Effect
0-2	Successful lift for this round, roll again next round, the character cannot do anything else this round.
3-5	Lifting is the only thing the character can do
6-8	Lifting counts as 3 actions
9-11	Lifting counts as 2 actions
12-14	Lifting counts as 1 action
15+	No penalty, no problem

The GM must estimate the rolls' frequency, if the character wants to carry the load over long distances. In this case, you may let him make a first roll, to check if he can carry the load, then make him roll again, before any critical scene, to check the penalties for the scene, if he keeps carrying the load.

The GM can impose fatigue penalties, if the character carries the load for too long. He will recover 1d, per resting period, equivalent of the time he carried his load. If he accumulates more fatigue penalties than his Stamina skill, he must drop the load, and must rest twice the previous time to recover.

Fatigue's accumulation period, depending on the Margin of Success

MS	Period
0-2	He only does this, it's very demanding. -1d per 5 rounds
3-5	-1d per minute
6-8	-1d per 5 minutes
9-11	-1d per 10 minutes
12-14	-1d per 30 minutes
15-19	-1d per hour
20+	No fatigue

Throwing difficulties

Missile's mass	Difficulty
Less than 2 kg	0
2 kg	Very easy

The margin of success sets the maximum distance he can throw it. If the difficulty is 0 or lower, then throwing it is not considered an action. Otherwise, he will have to take an action for throwing, which determines the distance. If he wants to target a specific point (throwing on someone for instance), he needs to take an additional Throwing weapon action. Both actions are resolved at the same time. Beware not to use this to complicate the throwing of a regular throwing weapon. Everything will be integrated in the ranges of the weapon, which will depend on the Strength of the character.

Specializations: lifting, throwing

Running:

Required time: 1 action or journey's duration

Description: Movement. Used for foot movements.

Specializations: none

Sport III (Strength based):

Required Time: varies

Description: Report to the description of Sports I (Agility) above for explanations. This abstract skill covers the strength-based sports.

Specializations (Abstract): per sport (cycling, rowing, pole vault, shot put...)

Stamina:

Required time: usually none, these rolls usually don't count for multiple actions penalties

Description: Allows a character to resist damage due to long exposure to aggressive environments like heat, frost, and radiations... The roll determines if the character is affected or not. It is also used to resist poisons, diseases, and fatigue...

See "Health" section, for details regarding the various uses of the Stamina skill.

Specialization: per type of resistance (poisons, fatigue, cold...).

Swimming:

Required time: 1 action or journey's duration

Description: Movement. Used for water movement (above or below). The Move attribute of a swimming character is 1 plus half the number of dice of his Swimming skill. If a character misses a Swimming roll, he may drown.

Specializations: surface swimming, underwater swimming.

Perception skills

This is the ability to notice details, both regarding the surrounding environment and surrounding people. It covers many social interactions' skills: those based on feelings.

Perception is used to determine initiative during combats.

Perception rolls

When a character has to notice important details, during a scene, the GM will ask the player (or will do it himself, to preserve surprise) a perception roll. If the character is explicitly paying attention, he will roll his Search skill. Otherwise, he rolls his Perception attribute. These rolls are usually opposed rolls, against the skill of an opponent.

Examples: *opposed to the Hide skill of someone hiding an object, opposed to the Stealth skill of someone trying to backstab him...*

For a general perception roll, on the purpose of noticing something not intentionally hidden, see the Search skill's description for difficulties.

The surrounding weather conditions will impose some dice codes modifiers to perception rolls:

Complete darkness: -4d

Partial darkness: -2d

Rain: -1d to -3d

Sand storm: -1d to -3d

Fog or smoke: -1d to -6d

Note that these modifiers suppose the observer's main sense is the sight. If his main sense is another one, these penalties could be compensated or replaced by different ones.

Acting:

Required time: variable

Description: Interactions/Artistic. This skill allows the character to mimic emotions or behave differently than his natural ways. It will be used if he tries to impersonate someone else. This is the most valuable complement of the Disguise skill, if

he wants to enter social interactions (bargaining, seduction...) while impersonating someone. In these cases, he will use the lower of both skills, Acting or the appropriate social skill.

If it's only on a simulation purpose (an emotion or a deception) Acting will oppose a perception roll of his opponent.

Use the same modifiers, due to the proximity between the target and the impersonated character, described in the Disguise skill's description.

Specialization: none

Arts:

Required time: variable

Description: Abstract/Artistic. This skill regroups any sort of artistic expression: musical composition, artistic photography, painting, writing, origami...

Specialization (Abstract): per art (novels, painting, photo, infography...)

Bargain:

Required time: variable

Description: Interactions. Used to negotiate the price of something, to try to get the better value out of it. Both negotiators oppose their Bargain skills. The winner gets the better price. The difference between the rolls determines the earned ratio. Use 1 % of benefit per point of difference. The Evaluate skill will allow a character to determine if the price is correct or not.

The offer and demand conditions will bring the following modifiers:

- For the seller:
 - The item is not currently available: +5 or more
 - The item is much demanded: +10 or more
- For the buyer:
 - The market is saturated with this item: +5 or more
 - The item is damaged: +5 to +10, depending on his ability to recognize the flaws.

Specializations: per specific product or service (medicine, food, weapons, smugglers, physicians...)

Blind combat (A):

Pre-requisite: melee weapon or brawling 5d

Required time: like the weapon used

Description: Advanced combat. Compensates the visibility's penalties. To acquire it, the character must meet at least 1 pre-requisite in his combat skills. If he develops several combat skills, above the pre-requisite dice code, then Blind combat (A) can be used with all of them.

Con:

Required time: variable

Description: Interactions. This is the art of confusing people, by the only beauty of speech. It is solved with an opposition. The victim can oppose with Willpower or Con. The circumstances brings the following modifiers:

- For the victim:
 - +10 or more: the con artist wants him to do something illegal or dangerous
 - +5 or more: the victim is careful, for any reason (she knows his reputation, she's aware such an attempt might happen...)
- For the con artist:
 - +5 : the victim likes him but still thinks he's acting weird
 - +10: the victim has no reason to doubt him. She appreciates him and trusts him

It's pretty close to Persuasion (Charisma skill) and produces roughly the same effects, but works by feeling the victim's reactions rather than trying to impress her.

Specialization: none

Disguise:

Required time: variable

Description: Task. This is the art of impersonating someone else's image. Make opposed rolls, between the Disguise skill and observers' perception rolls. The Disguise skill of the observer can replace his Search skill, for the perception roll. The required time and modifiers depend on the type of disguise

- Impersonating a specific person:
 - Required time: 1 hour
 - Modifiers for the observer:
 - Doesn't know the impersonated person: -5
 - Met the impersonated person: 0 to +5 depending on the frequency and proximity
 - Close to him: +6 to +10
 - Intimate relation: +11 or more
 - Big age difference: +3

- Physical differences (height, weight, bulk, skin color...): +1 to +6
- Modifiers for the disguised:
 - Already looks like the impersonated person: -3 or more
 - Studied the impersonated person for some times: +5 to +15 depending on the depth of study
- Impersonating a generic person (a fireman, a priest...):
 - Required time: 1 minute
 - Modifier for the observer:
 - Gender difference: +4
 - Physical differences for the same species (height, weight, skin color...): +1 to +6
 - Different species (human disguised as an elf): +5 to +10 (depending on basic physical differences)
 - Modifiers for the disguised:
 - Always: -10 (it's really easier than the specific disguise).

The GM may take modifiers from one type of disguise to the other; even estimate an average required time, depending on the various options the character may take, while preparing a generic disguise. You can use the base time's options described in the "Tasks" section, with their usual modifiers, regarding dice codes and dice rolls.

Don't ask for any roll, before the first confrontation, with an observer, just to maintain the tension with your player.

Specialization: generic disguises, specific disguises.

Empathy:

Required time: variable

Description: Interactions. Allows to feel the emotional state of an individual, by observing his nervous twitching or face mimics... It can oppose several skills, if the target tries to hide it: Etiquette, Con, Willpower, Diplomacy.... A successful use will only give an overall feeling, but no details on the reasons of this emotional state. Then, successful uses of Investigation, Psychology, Politics or others, depending on the situation, may bring additional information.

It's pretty close to Psychology (Knowledge skill). It gives roughly the same information, but uses a much less analytical channel.

Specialization: none

Etiquette:

Required time: variable

Description: Abstract/Interactions. It's the art of good behavior in public; feeling the changes of mood of one's entourage, saying the right things at the right time, not making any 'faux pas', knowing when to make humor and when to be serious, how to address the chief, his lieutenants... It allows the character to find the proper words to ask a favor, or to reject it without any offense (or purposefully offending)... Usually, an Etiquette roll, during the first encounter, will determine the overall reaction of NPCs toward the character.

Specializations (Abstract): per environment (nobility, media, corporate, streetwise...)

Forgery:

Required time: variable

Description: Task. Allows fabrications of false documents. The GM will do a hidden Forgery roll, thus the player won't know the result. However, he can emit a slight comment, depending on the dice roll, so the forger can estimate his work.

Examples: *"poor" for a roll below 10, "not bad" for 10-15, "good work" for 15+, "terrific" for a fumble and the character is completely mistaking.*

Then, whenever someone inspects the document, he will do an opposed Perception roll (if he's oblivious), Search, Forgery or Bureaucracy roll (if he's suspecting something) with the Forger's roll.

The required time depends on the type of false document:

- Signature: 5 minutes
- Per page: 1 hour
- Bank notes: several days for the models and basic material. Printing is then a question of equipment's availability, but doesn't require a roll.
- Typed documents, without appropriate equipment: impossible

The following modifiers are applied to both forger's and observer's rolls:

- Original document available: +5
- Fragments of original document available: +3
- No information related to the original: no roll, he must hope the observer also won't have any.
- Work based on descriptions: 0
- Already had the original document: +1 to +5 depending on the number of time he had it, the number of different specimens...
- Frequently met the original document: +5 to +10 depending on the frequency
- Familiar with the document (uses it everyday as part of his work...): +10 or more

- The original document has well known distinctive features: +5 to +15 depending on the estimated difficulty to reproduce it (+5 sigil, +10 watermarks, +15 holograms)

Specializations: per type of forgery (handwritten documents, printed documents, bank notes...)

Gambling:

Required time: variable

Description: Allows to play games of luck like poker. If the game is really pure luck, like lottery, then no skill is associated. At best, a Fate Point, who also represents the luck of the character, may favor him.

This skill is more related to games including an important part of luck, which can still be compensated by a good sense of play, observing the opponents' reactions... If the GM wants to further detail some gaming sessions, here are some examples:

- Poker...: Opposed roll with the Gambling skill of the opponents. The closer the rolls, the closer the game will be. The higher the winner's roll, the higher the gains will be (at GM's discretion).
- Black jack...: these games have a great deal of luck. The character will have to beat a set difficulty (many games are well studied by statisticians), depending on the game. A casino won't play a game with a difficulty less than Difficult. The higher the difficulty, the higher the basic gains or loss will be. The MS or MF will also determine if the character wins or loses a lot (GM's discretion).

The GM must estimate the impact of cheating. Additional skills like Con or Sleight of hands may interfere.

Specializations: per game (poker, black jack...)

Hide:

Required time: 1 action to several minutes

Description: this will oppose perception rolls of those hoping to find what the character tries to hide. To hide himself, he uses Stealth.

In addition to the weather penalties, on the perception rolls, the size of the hidden item has an impact. It sets the base time and modifiers.

- Required times:
 - Small item (a gun or smaller): 1 action
 - Average item (a briefcase): 1 round
 - Big item (a person, a crate): 1 minute
 - Very big item (a car): 5 minutes
 - Huge item (a lorry, a ship): 15 minutes
 - Even bigger item (aircraft carrier??): just say it's impossible
- Modifiers to the Hide roll:
 - Can be hidden in the hand (jewel): +15
 - Can be hidden in a pocket (gun): +10
 - Can be hidden under clothing (shotgun): +5
- Modifiers to the perception roll:
 - Average item: 0
 - Big item: +5
 - Very big item: +10
 - Huge item: +15
 - Body search: +10 to +20 depending on the depth of the search.

Specializations: per environment type (urban, forest, mountains...)

Search:

Required time: 1 action and more

Description: This skill is used for any perception, when the character is actively searching or announced he is careful. To determine surprise, the character will use Search instead of Perception. However, being careful, while doing something else (search a room, lock picking...) implies a multiple actions penalty.

To search a place or to examine something, the GM will have to estimate the required time, according to the importance of the task. Search difficulties must always be kept hidden. The GM may even wait to see the results, to reveal more or less information, according to the rolls of the players. Here are some difficulties:

- Very easy: notice something blatant (in this station, many people are running around), exactly knows the place to look at
- Easy: make blatant observations (in the crowd, there are travelers, luggage carriers, controllers), approximately knows where to search
- Moderate: notice interesting details (among the travelers, there's a military officer, with his 'aide de camp'), only has a rough idea of where to look at
- Difficult: notice an unusual or particular detail (he's a navy officer, he's slightly lame, his 'aide de camp' is taking notes), has a rough idea of what he's looking for
- Very difficult: notice details, very hardly noticeable, at first glance (the officer and his aide have a tough conversation)

- Heroic: notice a detail impossible to see with bare eyes (both have the same ring, at the same finger, it's a recognition's sign)

Search also allows a character to shadow someone. It allows him not to lose sight of his prey. If she explicitly tries to avoid shadowing, resolve the situation with an opposition: Stealth versus Search. Avoiding detection, while shadowing, requires an opposition between Stealth of the trailer and a perception roll of the shadowed. If one of the opponents is not on foot, use the appropriate vehicle skill, instead of Stealth, but his opponent will have a bonus to notice him.

Two oppositions are thus required: Search of the trailer against Stealth of the shadowed or a set difficulty if he isn't avoiding explicitly, and Perception or Search of the shadowed against Stealth or a set difficulty if he isn't avoiding being noticed. Difficulties and modifiers are absolutely symmetrical for both roles:

- Nobody in the streets: Very easy, -10
- Few passer by: Easy, -5
- Small crowd (a commuter's platform outside rushing hours): Moderate, +0
- Average crowd (shopping mall on Saturday afternoon): Difficult, +5
- Big crowd (public demonstration...): Very difficult, +10
- Congested crowd (commuter during rush hours): Heroic, +15
- Target in a vehicle: depending on its size, from -5 (horse, motorcycle) to -20 (10-wheeler)

The average distance between the two will also bring modifiers:

- Close range (2 or 3 m): -10
- Long range (200 m or more): +10

Subtract the weather conditions from the perception's dice codes.

Specializations: surprise, observation, shadowing

Seduction:

Required time: variable

Description: Interactions. Using his charm, and romantic mechanisms, the character will attract a person's favors. The target resists with the Willpower skill.

The base time depends on the purpose of the seducer:

- Attracting attention: 1 action
- Giving a favorable impression: 1 round
- Attracting sympathy, having a pleasant conversation: 5 to 10 minutes
- Physical contact: 15 minutes and more
- Sexual relationship: 1 hour or more

Use the following modifiers (mainly to the Willpower roll):

- Incompatible sexual orientations: +10 to +20 or more (according to the orientation of the individual)
- Different species, with no sexual compatibility or no genre: +25 even impossible, according to the campaign setting
- Individual's motivations: according to the motivation, given to the individual, by the GM, he may apply a bonus or penalty, to both Seduction and Willpower rolls.

Specializations: none

Stealth:

Required time: 1 action

Description: This skill is opposed to perception rolls of those hoping to spot him, while he's trying to hide or move silently. Apply the weather modifiers to the perception rolls.

Specializations: per environment type (urban, forest, mountains...)

Tracking:

Required time: 10 minutes and more

Description: This skill is used to follow trails, usually in natural environments. If the thing causing the trail tried to hide it, she opposes the Tracking roll with her Hide or Tracking skill. Otherwise, the GM will set a difficulty, according to the environment. In the table below, the first value indicate a set difficulty, the second one is a modifier to the opposed roll:

- Snow: Very easy, +10 to the tracker
- Mud, Sand: Easy, +5 to the tracker
- Wet earth: Moderate
- Dry earth: Difficult, +5 to the tracked
- Rocky trail: Very difficult, +10 to the tracked
- Hard stone (urban environment): Heroic, +15 and more to the tracked
- Per hour since the tracked passed: +1 to the difficulty or the tracked roll

Subtract the weather modifiers from the tracker's dice code.

Use the MS to determine the distance crossed, following the trail, before requiring a new roll.

If a character lost a trail, he can go back to try to catch it again. Each attempt takes about 10 minutes.

Specializations: per environment type (urban, forest, mountains...)

Charisma Skills

The Charisma attribute is the spiritual fortitude of the character. This is where you'll find the interactions' skills based on contests of might or authority.

Animal handling:

Required time: 1 action, 1 month for animal training

Description: Task/Movement/Interactions. Allows the character to interact with animals or creatures.

Where Riding uses Agility, to stay on horseback, this skill uses the character's authority over the animal. It will be used as Movement skill, while driving a carriage, but can also substitute Riding while on horseback. However, it cannot substitute for the restrictive aspect (if the rule is used) of the Riding skill.

For animal training, the task will be resolved with an opposed roll against the creature's orneriness. A similar roll will also solve interactions with animal: trying to approach it, intimidate it...

See "Creatures" section for further details.

Specializations: per animal species (dogs, horses...)

Command:

Required time: as the task

Description: This skill is used to coordinate several characters, doing the same task or action. All the details regarding combined actions are given in the "task" section.

Specialization: none

Diplomacy:

Required time: variable

Description: Interactions. This skill, close to Politics, Etiquette and Bargain, allows the character to properly respect the diplomatic protocols. He will seize the mishaps of his opponents while avoiding them himself. On the contrary, he can provoke incidents, still pretending to avoid them. In these kinds of interactions, the opponents make Diplomacy opposed rolls. The thinner the margin of success of the winner, the longer the negotiations have been. The higher the roll of the winner, the higher his benefits are (GM's discretion).

Close to psychology, this skill allows the character to calm down an incoming crisis or explosive situation. Once he understands the objectives of the aggressors, he can exploit them to cool things down. This kind of interaction opposes his opponents Willpower skill.

Specializations: none or per type of environment (like Etiquette).

Interrogation:

Required time: variable

Description: Interactions. Allows the character to get information from someone. In a basic situation, the target will oppose with his Perception attribute. As soon as she understands what the character is doing, she can oppose with her Willpower skill, to resist the pressure. She can also use other interactions' skills, to mislead the interrogator: Con, Politics, Acting... are valid possibilities. The situation can then mix perception rolls, to counter each other's maneuvers. Interrogation does not systematically mean rough questioning. It can be a polite conversation, where the interrogator quietly and slowly asks the good questions.

This skill also covers torture. For the player to be immersed in the mood (if a NPC is torturing a PC), the GM has to find some dirty tricks: no way physical contact should ever be made. A very dirty trick is to oblige the player to spend Character Points. Use the margin of success of an opposed roll, between the Interrogation skill and the Willpower: 1 CP per 5 points of difference at first, then lower the ratio. Sooner or later, the character will talk. He will certainly try to lie. But then, he will be believed... or not.

Specializations: per type of interrogation (interview, torture, intimidation...)

Intimidation:

Required time: variable

Description: Interactions. Allows the character to force someone else to do something, using the mechanisms of fear: fear of violence, fear of the authority, fear for his relatives... The target opposes with his Willpower skill. Here are some sample modifiers:

- For the intimidator:
 - Threatening of violence, with a visible way to do it (armed, stronger...): +5
 - Blatant superiority (numeric advantage, authority figure...): +10
 - Target completely powerless (attached...): +15
- For the target:
 - Advantage for the target: +5
 - Blatant superiority: +10

- Can't reasonably conceive the intimidator is a threat: +15

Specializations: bullying, authority, blackmail

Meditation:

Required time: at least 1 hour

Description: Allows the character to isolate his physical perceptions, to concentrate on himself. After a meditation period, the character will be perfectly calm with a clear mind. It may not have practical application, in game mechanics, in every campaign setting. If any, they will certainly be linked to the Fate Points system, Character Points system or some special ability. The benefits of a meditation will depend on the time spent meditating. The GM must set a limit, like making the benefits not directly proportional to the time spent.

When a character enters meditation, he decides how much time he will spend in that state. The difficulty of the skill roll depends on the surroundings level of stimulation, regarding the 5 (or more???) senses, and the character's level of excitement:

- Very calm (absolute silence, no running vehicle's bounces, no or few smells): Very easy
- Per sense weakly stimulated (quiet conversation nearby, boat's rolling, persistent smell): +5
- Per sense strongly stimulated (loud music, running car's bounces, strong smell): +10
- Per sense extremely stimulated (shaken, shout in his ears, ammonia): +15
- Character is quiet since a long time: -1 per 10 minutes of quietness
- Character is shaken, feeling a strong emotion: +5
- Character is anxious, under pressure: +10

If ever something happens, before the requested end of the meditation, the character can awake. To check if he notices something, he will make a roll with his Perception attribute. The difficulty depends on the stimulation's level, at the time he entered meditation (the more noise there was, the louder a new noise must be, for him to notice it). The basic difficulty is Easy. The GM uses the stimulations' modifier he gave to the character, and compares it to the new stimulation's modifier. To estimate the Perception's modifier, he subtracts the second from the first. If the check is missed, the character didn't notice anything. Otherwise, he gets out of his meditation, except if he wants to stay, and passes a new Meditation roll, with the new stimulation's modifier.

Specializations: none

Performing (A):

Pre-requisite: any performance artistic skill 5d.

Required time: as per the piece's execution

Description: Arts. When the character performs in public, the size of the audience will surely impress him, giving him a penalty. The table below shows the penalty, applied to the artistic skill's dice code, depending on the size of the audience. The Performing (A) skill allows to reduce the penalty to the point of canceling it. Before rolling the performance skill, the character rolls his Performing (A) skill. On the table below, if he beats the difficulty, indicated on the line corresponding to his audience, he cancels the penalty. If the Performing (A) roll is missed, go up, in the table, until a difficulty is below his roll. This line indicates the final penalty for the performance skill, in the Penalty column of the table.

Audience's size	Sample place	Performing (A) Difficulty	Performance skill Penalty
5 or less	Small room, around campfire	None	None
20	Medium room	3	1d
50	Big room	6	2d
100	Small theatre	10	3d
1000	Big theatre	15	4d
5000	Concert hall	20	6d
10 000 or more	Stadium	25	7d

To acquire this skill, the character must have at least 1 performance skill with a dice code of 5d. If he has more than 1 such skill, the same Perform (A) skill will be used for all his performance skills. Don't bother using this mechanism, if the artist doesn't try to produce an effect (as described in the "Arts" section). If he just wants to perform, then a dice code of 1d, in Perform (A), will be enough to cancel the penalties.

Persuasion:

Required time: variable

Description: Interactions. Used to convince someone, using arguments the characters believes in or seems to believe in. It's the equivalent of Con while being sincere. The GM can use the same modifiers.

Specializations: none

Singing:

Required time: variable

Description: Arts. This skill allows the character to sing in tune. It also covers declaiming poetry.
Specializations: per singing style (poetry, opera, rap, rock...)

Storytelling:

Required time: variable

Description: Arts. Allows to tell stories and get the public's attention. Also allows to declaim poetry. For poetry, the character can choose between Singing and Storytelling.

Specializations: per type of story (poetry, history, legends, information...)

Teaching:

Required time: several days for training, several hours for briefings

Descriptions: This skill allows the character to efficiently teach his knowledge.

The training aspect is fully described in the "Character's development" section below.

If the character organizes a briefing, related to a subject (one of his skills), his students will benefit from part of his knowledge, at the appropriate moment. In a situation, they will be able to make a knowledge roll, using the dice code of the teacher. They could do so a number of time equal to the number of dice, of the Teaching skill, of the teacher. Use the table below, for the duration of the briefings:

Type of skill	Briefing's duration
Basic skill	1 day per 1d to give
Specialization	1 hour per 1d
Advanced skill	2 days per 1d

The duration depends on the number of dice the teacher wants to give, up to his own dice code.

Specializations: per skill or group of skill, at GM's discretion.

Willpower:

Required time: none

Description: Interactions. This skill is often used to oppose other interactions' skills.

Furthermore, it can be used in addition to the Stamina skill, when the character just missed a Stamina roll (the body fails, but the mind is above it). If the player wants it, he can immediately roll his Willpower, against the Stamina difficulty+5, with no additional multiple actions penalty. If the Willpower roll is successful, just consider the Stamina roll was successful. Otherwise, the effects of the failed Stamina roll, on the character, are doubled: try to give a priority to the duration of the effect over the penalties of the effect, is possible.

Example: *The character tries to stay awake. He must make a Stamina (20) roll. He fails. The player chooses to try a Willpower (20+5=25) roll. If he succeeds, the character stays awake. He fails, and falls asleep. Normally, the failed Stamina roll would force him to sleep for 6 hours. As he pushed his body limits, he must now sleep for 12 hours.*

Specializations: none

Knowledge Skills

The knowledge attribute is the overall culture of the character, his education, his memory and analysis capacity.

Knowledge rolls

When the GM asks a player to make a knowledge roll, his characters uses his memory. The first roll is never considered an action, as far as multiple actions penalty is concerned; it's a "free" roll. If the roll beats the difficulty set by the GM (it's often a hidden difficulty), then the character simply knows the required information. The GM may also ask the player to roll a knowledge skill, wait and see the result, and give more or less information, according to the roll.

If he failed the first roll, the character can then spend some time, doing researches, calculations, hypothesis... This is where the required time, indicated in the skill's description below, is used. At the end of this time, the character can make a new roll, to check if he finally got the information. If it's still a failure, the next step will require the character to make a "Legwork" roll, to accumulate extra data. Then, he will be allowed to make a new knowledge roll.

The more broadcasted is an information; the easier it is to know it. Here are some sample difficulties:

- Common knowledge that any individual should know: Very easy
Examples: *the name of his ruler, the 4 basic operations in a civilized society, football's rules*
- Most individual knows this kind of information: Easy
Examples: *who won the superbowl, what is the capital of a country*
- Amateur's knowledge: Moderate
Examples: *off side's rule of rugby, currencies' exchange rates, administrative division of his country*
- Professional knowledge: Difficult
Examples: *memory matrix calculation, detailed laws' articles, ruler of a foreign country who lost the last revolution*

- Very specific or accurate knowledge: Very difficult
Examples: *Caesar's tactic at the battle of Alesia, Theory of Relativity*
- Classified or lost knowledge: Heroic
Example: *the inventor of Chess, Celts blacksmithing techniques*

Depending on the campaign setting, if some acute knowledge has low impact, they could be considered Scholar's specializations (see below).

Astrogration:

Required time: 1 minute for calculations, 1 day for location

Description: In a sci-fi setting, this is the knowledge of planetary systems' locations, in space. It allows the character to make the necessary calculations, for hyperspace travels. If the ship is lost in space, it allows to estimate the location, through observation of nearby stars. If a player asks for the hyperspace coordinates of a particular system, this skill can bring the answer.

Space travel is very specific to each campaign setting. Each one may use a different theory. According to these theories, the difficulty of the rolls is different. Each setting should provide its own system for estimating astrogration's difficulties.

Specializations: particular route, particular space sector.

Bureaucracy:

Required time: 15 min for knowledge

Description: Knowledge/Interactions. This is the knowledge and understanding of the administrative procedures. It covers the knowledge and all the tricks, to properly address a state employee, in a way to quickly obtain one's request (when to be nice, when to be threatening...).

According to the overall professionalism of the administration, apply the following modifiers:

- +5 to +10: the request is unusual
- +10 to +15: the request is suspicious or worse
- -5: the administration is dedicated to his work, and tries to ease things to the people
- +5: its ethics are inappropriate, the employees don't bother with people's troubles
- +10: it is corrupted. A bribe might be appropriate, to transform the penalty into a bonus.

Specializations: per type of administration (car registration, gun registration...).

Business:

Required time: 1 hour

Description: Knowledge. This is the knowledge and understanding of the financial world. Depending on the campaign setting, it can relate to stock exchange, black market or simply knowing demand and offer, regarding a given product.

Specializations: per type of business (black market, stock exchange, foods...)

Cryptography:

Required time: 1 hour per page, 1 hour for knowledge

Description: Task/Knowledge. This is the art of encrypting and decrypting messages. Decrypting a message, while owning the code, is Very Easy (3). Otherwise, the decipherer's skill opposes the encrypter's. The encrypter has a +15 bonus. Using appropriate equipment will give a bonus that will be detailed in its description. This skill is also the knowledge of the various encryption methods.

Specializations: none

Culture:

Required time: none

Description: Knowledge. This is the general culture of the character. It can only be used immediately: the character knows or not. If he must think about the subject, then it automatically falls in another knowledge skill. It is never affecting multiple actions' penalties. You can see it as a basic skill, for the Scholar's specializations. It's just a way not to automatically default to the Knowledge attribute.

Specializations: none

Gaming:

Required time: variable

Description: Allows to play games like chess, go, wargames... Make an opposed roll against the opponents. The highest roll wins the game. The MS estimates the level of victory achieved. The thinner the Margin of Success, the closer and longer the game has been.

The GM must estimate the modifiers if one player cheats, is distracted by external events...

Specializations: per game (go, chess, checkers...)

Gunnery:

Required time: 1 action

Description: Combat. Allows shooting in indirect fire or with weapon not manually activated.

Specializations: per gun type (mortars, heavy artillery, capital ships' guns...).

Heraldry:

Required time: 1 hour

Description: Knowledge. This is the knowledge of nobility's arms. It allows to recognize an individual just by studying his arms. It can be pushed further to study his genealogy. The higher an individual's reputation is and the more important he is, the easier the roll will be. Whatever is the difficulty to recognize someone, consider it 2 difficulty levels lower, if using Heraldry, when applicable.

If the campaign setting seldom uses the arms of nobles, this skill becomes anecdotic: more a hobby than a basic skill. Then, consider it a Scholar specialization.

Specializations: none if the campaign setting is small. Per geographical zone otherwise (Europe, Japan...).

History:

Required time: 1 hour

Description: Knowledge. Covers the knowledge of the history of the campaign setting.

In some campaign settings, particularly when everyone can easily access databases or the like, then it's appropriate to consider this skill as a Scholar specialization.

Specializations: per area/country, per specific time period

Humanities:

Required time: 2 hours

Description: Abstract/Knowledge/Task. This is the equivalent of Sciences below, applied to humanities.

Specializations (Abstract): per field of study (politics, philosophy, ethnology, sociology...)

Investigation:

Required time: 1 minute

Description: Allows a character to reach significant conclusions, through clue analysis. Accumulating clues is related to the Search skill.

This is the typical skill secretly rolled by the GM. He can thus control the flow of information he sends to the players, during investigative adventures. He can guide them if they lack ideas or slow them if he thinks they are going to fast.

The difficulty of the roll depends on the number and obviousness of the clues. GM's are advised to keep the difficulty hidden, or to roll themselves. This is the typical roll where revealing the difficulty number gives away part of the information. It can also be an opposed roll, against Law Enforcement or Investigation of someone trying to meddle with their investigation.

Specializations: none

Languages:

Required time: variable

Description: Abstract/Restrictive/Knowledge. This is the ability to speak a foreign language. According to the campaign setting, and the character's background, it can allow reading and writing too. Any interaction skill will be limited by it, while dealing in the foreign language. The mastery level of the Language's specializations is 5d, instead of the usual 4d. Once the mastery level is reached, the character won't roll the skill anymore, to simply understand and have casual conversations in the language. Only exceptional circumstances will motivate a dice roll (like deciphering an ancient text or understanding a strange accent).

Some languages share common linguistic roots. The GM may allow a character to default to another language of the same group. In this case, the character will always need to roll his language skill, to speak and understand, in addition to any interaction roll required (thus suffering a -1d multiple actions penalty). Furthermore, the difficulty to understand is always raised by at least +10. If the language roll is failed, then no interaction is possible.

The difficulty usually depends on the concept to express or understand:

- Very easy: basic concept. "Yes", "No", "Hello", "Thank you".
- Easy: simple concept. "I'm hungry", "How much for this thing". This is the usual level for bargaining.
- Moderate: average concept. "We're running out of ammo", "Run for your life". This is the usual level of fast talk.
- Difficult: complex concept. "They'll arrive through this road in about 10 minutes", "3000 for the 10 rifles, plus 1 crate of ammo". This is the usual level for diplomacy and business.
- Very difficult: very complex concept. "When the tower explodes, red squad attacks along the river while blue squad concentrates its fire on the bridge entrance". This is the usual level for accurate technical discussions.
- Heroic: abstract concept or going against cultural differences. This is the usual level for philosophy or theology.

If ever the need arises, consider a character knows his native language, with a dice code of 5d or Knowledge+1d (whatever is higher). He can further develop it as any other Language's specialization.

Specializations (Abstract): per foreign language.

Law enforcement:

Required time: 2 hours for knowledge

Description: Interactions/Knowledge. Allows the character to know the laws, criminal offenses, penalties and the way they are conducted. It indicates if a character better has to obey, fool, bribe or cooperate with the authorities. Beyond the knowledge, various situation may arise: unopposed roll to defend against a common offense (speed limits...), opposed roll against the opposing party for a suit, as an interaction skill, it may grant a request before a court or police officer.

Here are several modifiers, depending on the situation:

- The character is blatantly right: +15 or more
- He can prove is right by providing irrevocable evidences: +10
- He proves his right through indirect evidences: +5
- Ambiguous situation, doubt is allowed: 0
- Minor offense, passing over: -5
- Serious offense, downright lie: -10
- Caught red handed: -15

Be careful: not every society will tolerate such interactions. A character can very well convince a policeman of his good right, but nevertheless will be arrested (because he has orders or whatever). Using another interactions' skill (like Con, Persuasion or Intimidation) can get the character out of trouble, with a bonus or penalty, depending on his Law enforcement roll. Furthermore, the character he addresses must care about those laws (a corrupted officer won't give a damn about the rights of the character).

Specializations: per legal system or domain (monarchy, republic, customs, weapons...)

Legwork:

Required time: 1 hour

Description: Task. Allows to find and interpret various data sources to get a particular piece of information. The higher the roll, the more accurate and reliable the information will be. Depending on the campaign setting, the data sources and their medium will vary (libraries, newspapers' archives, courts' minutes, the Internet...). If the search implies too many social contacts, like interviewing people, then use the Interrogation skill. Some searches may require both.

This skill doesn't lead to sharp researches on a particular field of study, unlike scientific research. It just accumulates information and extracts facts.

Example: *doing Legwork on magic cannot design a new spell. It just accumulates news items or essays related to magic, and separates the hoax from the real facts.*

Technically speaking, it's a complement on failed knowledge rolls, to get extra information, thus allowing another knowledge roll. The base difficulty of Legwork is the same than the knowledge roll. It can be adjusted, depending on the circumstances of the legwork (is there enough data sources nearby...), and the GM may cumulate the successive rolls (or only a part of them). As soon as the Legwork difficulty is met, and after spending the required time for the knowledge skill (to analyze the new data), the character can roll his knowledge skill again. The GM may consider that repeating the Legwork process exhausts the possible data sources, making the rolls more and more difficult. A good compromise is to raise the Legwork's difficulty by +5 after each roll, about the same piece of information.

Specializations: per specific medium (libraries, internet...), per specific field of study (magic, crime...).

Linguistics:

Required time: 1 minute

Description: Knowledge. Allows to study the origins and developments of languages. Without knowing how to speak or write it, comparing structures, idioms, roots or symbols close to other languages, the character can still understand the meaning of a text or sentence. However close it is to Languages, regarding understanding, it doesn't allow character interactions with individuals. The more obscure it is, the more complex the expressed idea is, the more elaborate the form is, all these increase the difficulty.

- Basic difficulty: the concept expressed in the sentence or text
 - Use the Languages difficulties above
- Differences with a language mastered by the character:
 - Different dialect: +3 to +5
 - Same root: +6 to +10
 - No link: +15
 - Different symbols (for a text): +10 to +20
 - Different phonetics (for a sentence): +10 to +20
- Other modifiers:
 - Spoken: +5 to +15 depending on the listening conditions
 - State of the manuscript: 0 (near mint) to +15 (very poor condition)
 - Slang: +5
 - Poetry: +5 to +15 depending on the artistic skills of the poet

Specializations: none or at GM's discretion (historical period, geographic area...)

Medicine (A):

Pre-requisite: First aid 5d

Required time: variable

Description: Task. Allows to really heal people, where First aid normally only stabilize. Medicine (A) is fully described in the “Health” section. The medical techniques vary widely from a campaign setting to another. It is possible for this advanced skill to be unavailable.

Navigation:

Required time: 1 minute for calculations, 1 hour for location

Description: Task. Allows a character to find the proper path for a trek. He’ll use known and visible landmarks or buoys to find the proper direction and estimate the distance. Using equipments (compass...) will grant a bonus, detailed in the material’s description. This skill is usually used on sea, but also works on land. In which case it doubles the Survival skill. On a fumble, the character gets lost, but won’t find out until he passes a forthcoming roll. A failure simply means the character went slightly off course, but can still go back on course without further penalty (just wasted time).

The difficulty depends on the visibility conditions and the number of usable references:

- Visibility:
 - Very good (several km): Very easy
 - Good (1 km): easy
 - Average (less than 1 km): Moderate
 - Bad (several hundreds of m): Difficult
 - Poor (several tens of m): Very difficult
 - None (several m): Heroic
- Visible landmarks:
 - Few (the Sun, the stars): +10
 - Not always visible: +5
 - 1 or more references, but not in the proper direction: +5
 - 1 or more references, in the opposite direction: 0
 - 1 or more references, in the proper direction: -10
 - Party already lost: +5 to +10 depending on the level of mistake

Specializations: particular area, particular environment (night, day...)

Occultism:

Required time: 2 hours for knowledge

Description: Task/Knowledge. This is the knowledge of strange or paranormal phenomena. It can also be used to properly organized rituals. Whether these rituals are efficient or not depends on the campaign setting. If so, the difficulties will be detailed in the setting’s description.

If occultism is not a reality in the campaign setting, then just consider it a Scholar specialization.

Specializations: none or per ritual if they are efficient.

Poisons:

Required time: 2 hours

Description: Task/Knowledge. This is the knowledge and the art of making poisons; recognizing their effects and knowing how to counter them. It can regroup several basic knowledge like botany, zoology, chemistry, but without accurately studying them; just the required measures to extract ways of making poisons. Drugs are considered as poisons. The “Health” section explains everything about the stats of poisons, drugs and diseases.

To fabricate them, each poison’s stat will be considered, to calculate the difficulty:

- Basic difficulty: the Stamina roll difficulty
- Vector:
 - Ingested (swallow): -5
 - Insinuate (injection or wound): 0
 - Inhaled (breath): +5
 - Contact (touch of the skin): +10
- Latency:
 - 1 roll per round: +20
 - 1 to 5 rounds between rolls: +(20-number of rounds)
 - 1 to 10 min: +(15-number of minutes)
 - 10 to 60 min: +(5-number of tens of minutes)
 - 2 to 12 hours: -1 per hour
 - 1 day or more: -15
- Failed Stamina roll’s effects:
 - Wounds: +15 per wound
 - Unconscious: +10 per Stun

- General penalty: +10 per -1d of penalty
- Targeted penalty: +3 per -1d per targeted attribute
- Other effect: GM's discretion
- Successful Stamina roll's effects:
 - Poisoning ceases: -20
 - Ceases on MS 10+: -15
 - Ceases with 3 consecutive success: -5
 - Ceases with 5 consecutive success: 0
 - Ceases with 10 consecutive success: +5
 - Continues until treatment: +10
 - Has an effect on successful rolls (must be lower than the failed roll effect above): double the value, detailed above, of the same effect on a failed roll
- Difficulty for noticing it:
 - Add the difficulty -10
- Diagnostic's difficulty:
 - Add the difficulty -15
- Treatment's difficulty:
 - Add the difficulty -20

Specializations: per type of poison (animals, plants, synthesis...)

Psychology:

Required time: 1 hour for knowledge

Description: Knowledge/Interactions. This is the knowledge of individuals' behaviors. During interactions, opposing other interactions' skill like Politics, Con... it can give clues about the true thoughts of people. If the thinking pattern of the individual is uncommon, the character will have dice roll's modifiers:

- Same culture, same social roots, same values (at least one): +5
- The character knows details about the individual's motivations or values: +5
- The character is mistaking about the motivations of the individual: -5 to -15
- Unknown individual: -5
- Individual from a completely different culture: -10 to -20

Specializations: per population category (soldiers, criminals, corporate...), per culture

Religion:

Required time: 1 hour

Description: Knowledge. This is the knowledge related to religions: dogma, myths, realities, and clergy's organization... It allows the knowledge of the various trends, important personalities, and rivalries with other religions... Then, it allows the character to properly officiate (it may fall under the field of other skills or even advanced skills, depending on the campaign settings).

If the campaign setting gives no political influence to religions, then this skill can be considered a Scholar specialization.

Specializations: none if only 1 significant religion exists in the campaign setting, per religion otherwise (Ancient Egypt, Catholic, Jewish, particular sect...).

Scholar:

Required time: variable

Description: Abstract/Knowledge. Covers the knowledge of any specific subject, not already covered by a basic skill or one of its specializations. It can include a little bit of practical knowledge, like the Sciences skill below. Any active skill, like Firearms or Demolition, can have a related Scholar specialization. It represents the theory behind the active skill (how a gun works, how explosives work). Though the active skill has an associated theoretical part, a Scholar specialization will always push the theory further, but will never replace the active skill.

Specializations (Abstract): particular subject.

Sciences:

Required time: 2 hours

Description: Abstract/Knowledge/Task. This skill covers all the available sciences of the campaign setting (chemistry, physics, genetics...). The available fields depend on the campaign setting (chemistry becomes alchemy in the Middle Ages). This skill is used for analysis, research and realizations. It can be considered a sub list of the Scholar skill. Whatever, acquisition, development and usage are the same.

Specializations (Abstract): per scientific field (chemistry, physics...)

Strategy and Tactics:

Required time: 1 action for tactics, 1 battle round for strategy, 1 minute for knowledge

Description: Combat/Knowledge. This is the knowledge of war techniques, and the ability for the character to elaborate battle plans. As tactics, the leader of a unit can use this skill to determine initiative for his group, for the round to come. This is done at the same time, and instead of, the usual initiative determination and does count for the multiple actions penalties for the round to come.

As strategy, the general of an army uses it during mass combat.

Specializations: per type of unit (special forces, cavalry, space fighters, capital ships...)

Survival:

Required time: 1 minute for orientation, 5 minutes for food, 10 minutes for shelter

Description: This is the ability to survive in a hostile environment: finding food or shelter, knowing the usual traps of the environment, orientation... For the orientation difficulties, report to the Navigation skill. To find food or shelter, the GM must set the difficulty, depending of the abundance in the immediate surroundings. A fumble will mislead to poisonous food or a badly inhabited shelter.

For Survival rolls, the character's knowledge of the area will bring a modifier. Depending on the background of the character, the GM must decide:

- Complete stranger: 0
- Theoretical knowledge (he has been told, has learned it somewhere): +1 to +5
- Map: +10 to +20 depending on the scale and the attempted task
- Already been there: +1 to +5 according to the number of times and duration of the visits
- Comes regularly and spends some time: +6 to +15 according to the number of times and duration of the visits
- Lived there: +10 to +20 according to the time spent

Specializations: per specific environment (artic, desert, forest, underground...)

Value:

Required time: 1 minute

Description: Knowledge. Allows to estimate the value of a good or service. The character will know the average price. He can also estimate the variations, according to its state for a good or the professional level of the individual for a service, as long as he owns the information. It can be learned by using the appropriate technical skill or trusting what someone else says. The rarer a thing is, the more difficult it is to evaluate:

- Very common (basic food, basic service like a mechanic or plumber): Very easy
- Common (consumer's goods like cars or TV sets, accurate service like a doctor): Easy
- Uncommon (specific good like bio food or perfumes, special service like a lawyer or solicitor): Moderate
- Rare (luxury goods, random service like a prostitute): Difficult
- Very rare (alien goods, illegal service like a street doctor): Very difficult
- Unique (piece of art, a specific individual's service): Heroic

Specializations: per type of goods or service (medicine, food, weapons, smugglers, doctors...)

Xenology:

Required time: 1 hour for knowledge

Description: Knowledge/Restrictive. This is the knowledge of all the aspects of non-human species: biology, arts, culture... It only allows to know generalities regarding the whole species. It is useless when it comes to the knowledge of a specific individual. Adapt, if the character is non-human himself.

It will restrict any use of social skills, medicine, arts... and any skill the GM estimates as appropriate, while dealing with people from this species.

Specializations: per specific species.

Technical Skills

The Technical attribute represents the character's understanding of machines or mechanisms. We'll find here all the craft skills, building skills, repair skills and everything involving close interaction with machines or mechanisms. The B-R abbreviations means Build-Repair.

Built and Repair:

Required time: variable

Description: Abstract/B-R. This generic term designate all the skills involved in building something. In the campaign setting, all the available specializations should be listed (or the setting's description should make it obvious).

Specializations (Abstract): per type of equipment (vehicles, melee weapons...)

Capital ship operations:

Required time: 1 action or journey's duration

Description: Movement. Used to pilot capital ships (sea vessels or space vessels, depending on the campaign setting: distinct basic skills required in this case), mainly war ships, but it can be others.

Specializations: per type of vessel (freighters, liners, battleships...)

Communications:

Required time: variable

Description: Task/B–R/Knowledge. This is the knowledge of communications' techniques and equipments. With it, the character can use any communications' device (Telegraph, Radio, Satellites...). Upon reaching a dice code of 4d the character automatically knows the Morse's alphabet (or something equivalent, if it exists in the campaign setting). For B–R, the GM will use his own judgment. Indeed, many modern communications' devices mixes so much electronics and computer sciences, to the pure signal's treatment, that the GM may require those B–R skills as well.

Its main purpose remains sending, receiving and intercepting information.

For sending and receiving, no dice roll is required, in normal conditions (clear terrain and weather for optical telegraph, no interference for radio...). However, as soon as the conditions are not at best, the affected operator will need to roll his Communications skill. The GM, depending on the range and intensity of the disturbances, sets the difficulty. If both operators are affected, both will need to roll their skill. Here are some sample difficulties:

- Optimum conditions: 0, automatic
- Feeble disturbance (light clouds for optical telegraph): Very easy
- Average range or light disturbance: Easy
- Long range: Moderate
- Strong disturbance: Difficult
- Extreme range: Very difficult
- Very strong disturbance: Heroic and more

The range estimation must be done according to the technology used. The telegraph, for instance, is not affected by range, as long as the wires are not cut, and the communication is simply impossible if they are.

For intercepting and scrambling, against an oblivious operator, the difficulty depends on the frequencies' band (or the equivalent depending on the technology) the scrambler has to scan to find the signal (GM's discretion). If the operator tries to avoid scrambling or interceptions, resolve it with a Communication's opposition. The equipment used may bring modifiers that will be fully detailed in the equipment's description.

Specializations: none or per specific technology, if several are commonly used in the campaign setting.

Computers:

Required time: variable

Description: Task/B–R/Knowledge. Allows to use, program, build and repair computers.

Specializations: hardware (B–R), software (using–programming)

Design (A):

Pre-requisite: any Built and Repair skill 5d

Required time: variable

Description: Task. Allows the design of equipment, relevant to the B–R category. If the character possess more than 1 B–R skill at 5d, he can design equipments relevant to all of them, with the same Design (A) skill. Report to the "Equipment" section for all the details.

Explosives:

Required time: 1 minute or more for demolition, 1 hour or more to make bombs

Description: Task/Knowledge. Allows the character to know and manipulate explosives. To set charges (demolition) the player rolls against a difficulty depending on the wanted results. A successful roll with add a bonus to the explosives' damage roll:

- Breaching a wall: Easy
- Destroying a small building (barrack, car): Moderate
- Destroying a big building (house, apartment, warehouse, 10-wheeler): Difficult
- Destroying a huge building (multiple stories building, big cargo boat): Very difficult
- Accurate work (blow a lock...): +10 to +20
- The target bears an explosive component (car's petrol tank, ammunition depot...): –10 to –20 depending on the quantity. This bonus becomes a penalty, if accurate work is required.

On a successful roll, divide the MS per 5, rounded up, to know the number of extra damage dice, added to the used explosives (minimum of +1d if the MS is 0). Then roll the normal damage dice code of the explosive plus the number of extra dice, against the Body of the target, to determine the effects.

On a failed roll, the GM will use the MF to estimate the collateral damages.

For diffusing bombs, make an opposed roll against the Explosives skill of the maker. The thinner the MS, the longer is the operation. On a fumble, the GM may estimate the bomb detonates.

If the character wants to make explosives (TNT, dynamite...), the required time is 1 day. The difficulty depends on the type of fabricated explosives:

- Unstable (Nitroglycerin): Easy, beware fumbles in the handling

- Stable: Difficult
- Maxi dosage (1d of damages is roughly the size of a dynamite stick): -5
- Normal dosage (1 dynamite stick for 4d of damages): 0
- Mini dosage (1d of damages fits in 1 cubic inch): +5
- Micro dosage (1d of damages fits in a cube of 5x5x5 mm): +10

The MS indicates the number of damage dice produced. Note that this aspect of explosives can be achieved with Sciences::Chemistry

Specializations: demolition, bomb building, defusing...

First aid:

Required time: variable

Description: Task. Allows to rapidly treat wounds. All the details are described in the “Health” section. If the character tries to treat a character of an uncommon species (GM’s discretion), the skill may be restricted by the Xenology skill. Treating an animal is restricted by Animal handling.

Specializations: none

Hacking (A):

Pre-requisite: Computers 5d

Required time: variable

Description: Task/Combat. This skill allows to intrude computer systems. Resolve the action with an opposed roll, against the security dice code of the computer system. On a successful attempt, the thinner the MS, the longer the intrusion took time and the more likely the hacker can be discovered. This aspect is left at GM’s discretion. Here is a sample way of solving it: if the MS is inferior or equal to the number of dice of the system, the hacker is caught, if these numbers are equal, the hacker knows he has been discovered.

On a failed attempt, the GM must also interpret the MF. He can use a similar sample: if the MF is inferior or equal to the number of dice of the system, the hacker is caught, with no way of knowing it (he failed his attempt after all), if the MF is higher, meaning the hacker really botched his intrusion, then it simply failed, the system didn’t regarded it as a threat, did not warned the administrators, but still logged the attempt.

In a Cyberpunk genre campaign setting, hacking rules should be more detailed, even to the point of becoming a “game within the game”. Beware not to bore the players not involved in the hack.

Heavy gunnery:

Required time: 1 action

Description: Combat. Allows shooting with heavy caliber weaponry, usually difficult to move or even immobile. Where Gunnery (Knowledge skill) uses calculation for indirect fire, this skill uses the mechanical sense of the crew. Even if there is still a calculation part, the shot is also part instinctive. The gun requires manual commands, even if it can perform indirect fire.

Specializations: per gun type (capital ship guns, guns on rail...)

Heavy machinery operations:

Required time: 1 action or journey’s duration, variable for tasks

Description: Task/Movement. This skill covers the use of the heavy industry machines like steam engines, nuclear plants... Depending on the various available technologies of the campaign setting, this skill may be split in distinct basic skills: one per technology category.

It’s a Movement skill, if the vehicle is motioned by such machines (like a train or a steamboat).

It’s a Task skill for all the other uses (like an Industrial Revolution’s factory).

Specializations: per type of machine (trains, steamboats, factories...)

Lock picking:

Required time: variable

Description: Task. Allows to force the opening of any mechanical aperture (locks, safes...). Here are some sample difficulties:

Target	Difficulty	Required time
Simple lock	Easy	1 round
Complex lock	Moderate	1 minute
Security lock	Very difficult	5 minutes
Safe	Very difficult	15 minutes
Tailor made lock	10+Building roll*	5 minutes
Tailor made safe	20+Building roll*	15 minutes

Tailor made locks and safes: it's a unique piece; crafted to fulfill the specific needs of its owner. The Lock picking difficulty depends on the builder's Built and Repair skill roll.

Specializations: locks, safes

Photography:

Required time: variable

Description: Task/B–R/Knowledge. Used to take and develop pictures. There is no artistic consideration in this skill (Art photography is a specialization of Arts, Perception's abstract skill). It only covers the knowledge of photographic techniques and images' alteration on a non-artistic purpose. It also allows photographic equipment's maintenance.

Specializations: hardware (B–R) or photo works (taking, developing and altering)

Sailing:

Required time: 1 action or journey's duration

Description: Movement. Used to pilot a sailing boat. The maneuverability of a kite is much reduced and depends on the wind conditions. The GM must decide how it affects the movement difficulties.

Specializations: per type of boat (dinghy, catamaran, three-master...)

Security:

Required time: variable

Description: Task/Knowledge. This is the knowledge, usage and neutralization of security systems (alarms, video surveillance...). It can replace the Search skill when the character is looking for those systems. To neutralize, the difficulty and required time depend on the complexity of the system, at GM's discretion, or using the details given in the equipment's description. The intruder can also use equipment that will bring him bonus.

If an operator is actively monitoring intrusions, resolve the situation with an opposed roll between the Security skill of the intruder and a perception roll of the monitor (he can use Perception, Search or Security). Equipment, on both parts, will provide bonus. If the GM estimates that the character who installed the security is good enough (a Security dice code of 4d or more), the operator can use the installer's Security skill, for his perception roll.

Specializations: per type of security system (cameras, car alarms...)

Sensors:

Required time: 1 action during combat, 1 round or more for detection, 5 minutes or more for analysis

Description: Combat/Task/Perception. Allows the use of sophisticated detection and analysis tools, to peek at a remote area. The equipment used will bring modifiers, fully detailed in the equipment's description.

For detection, it is the skill used for perception rolls.

3 tasks are defined:

- Detection: noticing something unusual
- Location: precisely locating something, when we know it's up there
- Analysis: once located, extra data on the target can be gathered.

The difficulty depends on the size of the item to detect, compared to the size of the area covered:

- Basic difficulty:
 - Detection: Very easy, required time 1 action
 - Location: Signature roll of the target (see "Movement" section), required time 1 round to 1 minute (according to the size of the area) even several hours (inspect the visible surface of a planet).
- Target's size modifiers:
 - Very small (a body in free fall): +15
 - Small (opened chute): +5 to +10
 - Average (a plane in the sky): 0
 - Big (a Zeppelin): –5 to –10
 - Very big (Capital ship): –10 to –15
 - Huge (an island): –15 to –30
- Conditions' modifiers:
 - Signal disturbed (weather, interferences): +5 to +15
 - Equipment is fully adapted to the target (infra red sensor for an item emitting heat): –10 to –20
 - Inaccurate equipment (infra red sensor for an item emitting few or no heat): –10 to –20
 - The target is shadowed by something more obvious (a ship close to a bigger ship): +5 to +20
 - Number of targets: –1 per additional target of detection and location of the whole, +1 per additional target to locate 1 particular element in the group.
 - The target simultaneously uses an equivalent equipment (they sense each other): –5 to –10 depending on the power of the target
 - Target at the edge of the equipment's limits (range, angle): +10
 - Target out of the equipment's limits: no possible action.

If the target tries to evade, she will do it with her Stealth skill if she's on-foot. If it's a vehicle, use its Signature, raised by +1 pip, per die, in the pilot's movement skill's dice code.

Apply the following modifiers:

- Basic difficulty:
 - As above if the target only "plays dead" (see below for the details).
 - Replace the basic difficulty with the raised Signature roll (or Stealth) otherwise
- Apply the above modifiers for size and conditions
- Target's counter measures:
 - The target "plays dead" (limits its emissions, immobile): +5 or even impossible to detect, depending on the sensor used. It may require Knowledge or Technical rolls, from the target, to know the type of sensor used.
 - Cloaking device (stealth plane): adds its dice code to the Signature. If it's an active device, the target cannot also "plays dead". If it's passive, it's already included in the Signature's dice code.
 - Scrambler: adds its dice code to the Signature, against analysis and location during combat. For detection, add the dice code to the observer's (a scrambler creates so big an area of static, it's impossible to miss it but makes it very hard to read).
 - Decoy: they create additional targets, with more or less the same signature. According to the similarities between the actual signature and the decoys', add +5 to +10, per decoy, to the difficulty, for analysis and precise location only. For detection, add +1, per decoy, to the observer's roll.

During combat, one or more crewmembers of a vehicle must pass a Sensors roll, for each potential target, at the beginning of each round, as soon as the combat is not in sight of the gunners. The difficulties and modifiers are those of detection above. For the duration of the round, the target thus located can be shot. The other targets are not visible on the gunner's screens.

Once a target is located, analysis can be performed:

- Identification/Analysis: Make a Sensors roll. According to the result, give more or less information.
 - Equipment: add the dice code of the sensors
 - Help for recognition: the observer can use any knowledge he has. If the sensors' roll is good enough, an appropriate knowledge roll can bring the missing elements, using deductions and cross-referencing.
 - Counter measures: if the target has appropriate counter measures, apply their capabilities (penalty or difficulty modifiers to the observer's roll)

Specializations: per sensor category (seismic, radars, drones...)

Traps:

Required time: 1 round or more depending on the trap (GM's discretion)

Description: Task. Allows to build and remove traps. If the trap has explosive components then the Explosive skill will restrict the Trap skill. If the trap has components from different technologies (accurate mechanisms, electronics), then the GM may restrict the Trap skill with the appropriate B-R or Sciences skills.

A trap has 4 statistics:

- Accuracy: the attack dice code of the trap, which will oppose an appropriate reaction skill, according to the trap's description, of the victims. The trap description will detail if it has an area of effect and its size.
- Damages: the damage dice code dealt to all who are affected.
- Complexity: the difficulty to remove it
- Hide's modifier: the one who sets the trap receives this modifier, on his Hide roll.

To build a trap, the character decides its accuracy and its damages. The difficulty is 2, per 1d, to distribute between these 2 stats. To build a trap affecting multiple targets, consider that 1d of Accuracy is used per extra target (corresponding to a multiple actions penalty for the trap). Then, the designer decides the Hide's modifier. A bonus to the roll adds its value to the previous building difficulty. A penalty subtracts its value. The character describes the trap he wants to build. The GM will then estimate the reaction skill that will oppose its accuracy and the required time to build or remove it. If the trap looks like an area effect trap, the GM will estimate how it modifies the building difficulty.

The character rolls his Trap skill, after the required time has elapsed. The MS sets the Complexity of the trap.

To set the trap, the character makes a Hide skill roll, modified with the Hide's modifier of the trap. This roll will be the difficulty of the perception roll to find it. To this purpose, the Hide skill is restricted by the Trap skill of the character.

Specializations: trap building or trap removing or per type of trap (GM's discretion)

Character's Advancement

One of the most interesting aspects of role playing games is to see your character evolve, during the course of the campaign. Usually the character will make progress in his fields of expertise, but sometimes, adventures' hazards can cause him some troubles (like permanent wounds sequels...).

Character Points

Character Points have 2 purposes. The first one is describe in the "Basic Games Mechanisms Section". The other one is for character's advancement.

Acquiring Character Points

The GM gives Character Points, during the course of the campaign. These rewards are entirely up to him. He will state when and how much Character Points your character receives. This will depend on several factors, like good role-playing, adventures' resolutions... trust him to make it fair and balanced.

When a player is rewarded Character Points, he adds them to his Veteran Points total. This way, the GM can keep track of the overall experience level of the characters (to allow more than the average Creation Points total, when a new player character is introduced in the campaign), or to simply gauge the rep of the character.

Advancement through Experience

To advance their character, players will spend character points. They can improve their current skills or acquire new skills (basic, specialized or advanced). They can improve attributes or special abilities, though it costs more character points. Finally, they can, with GM's approval, acquire Merits or buy out Flaws.

Development

The developments' costs below regard +1 pip augmentations. Raising a dice code 1 pip depends on its current number of dice (the X in a Xd+Y dice code formula). Remember that +3 pip is +1d.

Example: *developing 3d+2 one pip makes it 4d*

Training Time

Training time is just a safeguard, to prevent players to acquire, or improve, skills during the course of an adventure. So improving a stat requires the character to spend some time training, and it's more efficient to do so with a teacher that still has something to teach you. It requires a deep commitment, so characters cannot train for more than one ability at a time, except if the GM states otherwise. Training usually takes place between adventures. If an adventure has a long period of downtime (like a long travel on a liner), then the GM may let the character train during this time, as long as it stays logical (no way to train on Explosives on a transatlantic liner).

However, if a character used a skill during the adventure, or the previous one, the GM may let him increase it 1 pip, without training. This can only happen in a peaceful period of the adventure, where the character can think about his mistakes. Beyond +1 pip, training is required.

Training Time is 1 day per Character Point spent on the improvement. If a player really wishes to improve an ability, in the middle of an adventure, and if he is willing to spend some extra character points to speed up the training, then he can reduce the training time: 1 extra Character Point spent on the ability reduces the Training Time by 1 day, to a minimum of 1 day.

Training works best if the character follows the teaching of someone, with a better dice code than he, in the ability. Double the indicated training time, if the character is training without the help of a teacher. A teacher can only teach students, up to a dice code equal to his -1d. If the teacher passes a Teaching skill roll, opposed to the dice code the student wants to reach, he gains MS, divided by 5, rounded down, days of training, to a minimum of 1 day.

These training durations are provided as samples. If a GM thinks they are too short or too long, he can change them.

Basic skills

To increase a basic skill 1 pip, the character must spend as many Character Points as the current number of dice.

To acquire a new skill, just remember that any skill defaults his dice code to its related attribute. If a character hasn't developed a given skill, and the player now wishes him to develop it, simply consider that his current dice code is equal to his related attribute's dice code.

Improving a basic skill doesn't improve its related Specializations. If the basic skill's dice code reaches a specialization's dice code, it's no longer any use to note the latest on the character sheet.

Specializations

To increase a specialization's dice code 1 pip the character must spend as many Character Points as the current number of dice divided by 2, rounded up.

To acquire a new specialization of a basic skill, simply consider its current dice code is equal to the basic skill (which could, in turn, be defaulted to the related attribute). It is up to the GM to allow more than 1 specialization per basic skill.

Advanced Skills

If the dice code of an advanced skill is strictly inferior to its attribute, the cost is same as a specialization. Otherwise, the cost is the same as a basic skill.

As an advanced skill doesn't default to its attribute, the acquisition process is different. To acquire a new advanced skill, the character must first meet all the pre-requisites detailed in its description. Then, spending 5 Character Points, grants the character a 1d dice code.

As they are far more accurate than basic skills, the GM may increase their training time. A good compromise is to set it to 2 days per Character Point spent.

Attributes

Increasing an attribute +1 pip costs 10 times its current number of dice. There is no teacher's consideration for attributes' advancement. The training time is 2 days per Character Point spent.

Furthermore, there are limits to the improvement of attributes. Each time a player wants his character to improve an attribute, and at the end of the training period, the GM will roll a dice code, equal to the racial maximum of the character's species (human have 4d), while the player rolls a dice code equal to the dice code he expects to reach. If the GM rolls higher or equal to the player's roll, then the attribute is improved (note that this means the character's attribute can exceed his racial maximum). Otherwise, the attribute doesn't improve, the player gets back the invested Character Points, minus 1 point, per pip he wanted, above the species maximum.

Attributes cannot be improved more than +1 Pip per adventure.

The campaign setting can set a limit to the number of attributes that can exceed the species maximum (it can be 0).

When an Attribute improves, all the related basic skills and specializations improves by the same amount. However, the advanced skills are not affected, except in the way the cost threshold is raised.

Move

A player may improve the Move ability of his character by spending his actual Move score in Character Points. Don't take teaching considerations, as for Attributes, and consider the Training Time to be 2 days per Character Point spent.

The Move Attribute cannot be raised above the racial maximum.

Special Abilities

As Special Abilities are very dependant on the campaign settings, their rules for advancement should be defined, in their related campaign setting's chapters.

Merits and Flaws

With GM's approval, a player may acquire Merits, or buy out Flaws, for his character. It costs a player, in Character Points, 4 times the cost, in Creation Points, listed in the Merit/Flaw tables.

The Training Time, and the need for a teacher, when considering advancement through Merits and Flaws, is now entirely left to the GM. There are too many cases, and too many possible combinations, to treat them as generic rules.

[Optional] Appearance

With GM's approval, and with a good background explanation required (such as plastic surgery, but that will also cost money), a player can improve his character's appearance. It will also cost the player, in character points, 4 times the difference, between the new listed cost, and the current listed cost, as read, in Creation Points (or Template Points for that matter), in the related table of the "Character Creation" and "Templates" Sections.

[Optional] Social Status

There is no way a player can improve his social status by spending Character Points. This is a pure role-playing statistic. It can only improve (or worsen for that matter), by events occurring during the course of the campaign. If the player wants his character's status to improve, he will have to make his character do things in that direction. And this is deeply related to the campaign setting.

[Optional] Wealth

The Wealth dice code cannot increase through the expenditure of Character Points. See the “Wealth” section for details on Wealth dice codes’ variations.

[Optional] Pure Training Improvement

If the GM feels comfortable with it, and if it fits the campaign setting, a character may develop abilities, by pure training, without the expenditure of character points. This could provide a useful tool to balance characters, when their player has missed campaign sessions.

You can consider that, after a period of training, equal to twice the Training Time required to improve an ability, the character improves it by 1 Pip. Feel free to extend or reduce (like accelerated training) the period, to balance the game.

Also, if you want to allow players to do that, to manage the campaign’s down time, remember that they may also need to work to make a living. Also remember that not any socio-cultural category is ready to spend all his time on training. Aristocrats won’t spend all their free time (they have a lot of that, OK, but nevertheless) with their ‘Maître d’Armes’. A good ratio is ¼ of the campaign’s down time dedicated to training. It corresponds to a pretty intensive training, for a character that needs to work 8 hours per day to make a living. Now, for an operational military character, like a commando, this isn’t much. For the sake of game’s balance, just consider that every character may have some kind of obligation, during his regular life.

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Health

This section relates to the health of characters and creatures. It builds up the simulation as you read further chapters. Feel free to take the parts you want.

Foreword: The Stamina skill is involved in different contexts, in this section. When a character must roll his Stamina skill, the dice codes will always be reduced by Health penalties. However, when we refer to the number of dice of his Stamina dice code, use the raw dice code, without Health penalties. Other elements can modify the dice code in these instances, but never the Health penalties.

Also, the term character, used throughout this section, could be replaced by creature, as the system applies to both.

Wounds

Each time a character is hit or exposed to a source of damage, he may suffer injuries. A damage source uses a damage dice code. Roll this dice code to set the Damage roll. The character rolls his Strength dice code to set his Strength roll. If the character has armor, or other form of protection, his Strength dice code receives a bonus for this roll.

If the weapon does stun (non lethal) damages, use the third column of the table below, to determine the wound.

Damage Table

Check the difference between the Damage roll and the Strength roll. A wound is received only when the damage roll is higher or equal to the strength roll.

Damage roll - Strength roll	Wound received	Stun damages
Less than 0	None	None
0-5	Stunned	Stun
6-10	Wounded	Stun x2
11-15	Neutralized	Unconscious 2d min
16-20	Mortally wounded	Unconscious 1dx10 min, +Wounded
21+	Dead	Unconscious 1d h, +Wounded

Wounds Penalties

When a character suffers a wound, he gets the penalties listed in the Wound Effects table below.

Wound Level	Penalty
Stunned	-1D for this round and the next
Wounded	-1D until healed
Wounded twice	-2D until healed
Neutralized	Unconscious 10d minutes, plus see below
Mortally Wounded	Unconscious, Near death, see below
Dead	Instant Death

Additional notes:

Neutralized: a Neutralized character falls unconscious for 10d minutes, or until another character makes a Moderate (15) First Aid roll, to wake him up. Once awake, the neutralized character will still be dazed. Until his condition reverts to at least Wounded twice, he won't be able to use any skill and his movements will be limited to half his cautious movement speed. At GM's discretion, a Neutralized wound, received at once, and not due to damage accumulation (see below), may leave some minor sequels.

Mortally wounded: in this state, a character is very close to death. He bleeds for a number of rounds equal to the number of dice of his Strength attribute. Afterward, and for each subsequent round afterward, the character rolls 2d. If the result is strictly inferior to the number of times he rolled, he dies. If this occurs, the player can spend a Fate Points to prevent the death of his character, for this round. He will resume the rolls of 2d next round.

A Difficult (20) First Aid roll will stabilize such a wound, and the player won't have to roll the 2d anymore. If the First Aid roll comes up with an Easy (10) result, then the medic managed to temporarily stabilize the wound. The casualty won't need to roll the 2d, as long as the medic spends 1 action per round, to maintain him. Then he can try to do another First Aid attempt, but he will either suffer a -1d multiple actions penalty, or let the 2d rolling for death resumes where he stopped it. Once stabilized, a character will stay unconscious until his condition improves to Neutralized, where he will be affected, as explain in the Neutralized note above.

In highly heroic campaign settings, the GM may allow spending a Fate Point thus definitively stabilize the character.

Up to the GM, a Mortal wound, received at once (not through damage accumulation), is very likely to leave major sequels.

Dead: in Heroic Campaigns, the GM may allow the player to spend a Fate Point, to transform a Dead injury into a Mortally wounded one, with all its due consequences. The GM may also estimate the character doesn't die right now. Nothing could prevent his death, but he still has time to say his last words with his last breath (well known cinematographic effect).

Cumulating Wounds

A character, directly receiving a worst wound than his current state (ex: Wounded character receiving a Neutralized wound), goes to the new wound state.

A Wounded character that is wounded again becomes Wounded twice

A Wounded twice character that is wounded again becomes Neutralized

A Neutralized character that is Wounded or Neutralized again becomes Mortally Wounded

A Mortally Wounded character that is Neutralized or Mortally wounded again is dead

Stuns cumulate in a different way: when a character receives such a wound, the player checks it on his character sheet. Their effects are cumulative (each Stun penalizes with a further -1d, for this round and the next), and they wear off, one at a time, at the end of each round afterward.

Example: *A character receives 3 stuns in round 1; he is penalized -3d for round 1 and round 2. At the end of round 2, 1 stun wears off; he is still penalized -2d for round 3. At the end of round 3, 1 more stun wears off; he will be penalized -1d at round 4. At the end of round 4; the last stun wears off, he is no longer penalized. If he receives another stun in the process, say at round 3, where he still had 2 stuns running, for a penalty of -2d, then he goes back to -3d, for the rest of round 3. At the end of round 3, one of the previous stun wears off, he still has 2 stun (1 of the first batch plus the one he received this round). And so on.*

If a character cumulates enough Stuns and wounds, so his Health penalty is above or equal to the number of dice of his Stamina Skill, then the character falls knocked out for 2d minutes. Optionally, a player may invoke his character's Willpower Skill, in which case he's knocked out if the wounds and stuns penalty reaches the number of dice minus one. And if it comes out, the character will be KO for 4d minutes. An Easy (10) First Aid roll is enough to wake him up. Then count the rounds elapsed and remove as much stun wounds. Note that this KO can come from a Stunned, Wounded or Wounded twice injury.

[Optional] Desperation Recovery: in Heroic campaigns, the GM may allow a character to spend a Fate Point, to resist this KO, or to wake up on his own if already Koed. Consider he recovered up to Strength-1d Stun penalties.

Treating wounds:

First Aid: successful use of the *First Aid* skill, as per the difficulty indicated in the Treating Wounds Table below, will reduce the severity of a wounded character's condition (Mortally wounded becomes Neutralized, Neutralized becomes Wounded twice, Wounded twice becomes Wounded, Wounded is fully healed). Fumble will worsen the wound. Once successfully treated with First aid, this skill can no longer be used, on the same character, until he receives another wound.

Medical Treatment: a character with the *Medicine (A)* skill can further treat the wounds. This requires time and equipment. The GM is free to increase the difficulty, if the conditions are not good enough, for proper medical attention (like asepsis...). Use the difficulty indicated in the Treating Wounds Table below. A successful roll could further reduce the wound 1 step only. A very successful roll (10+ over the difficulty) could even reduce it one step further. Otherwise, the *Medicine (A)* can be used, by an attending physician, in the natural recovery procedure below. Wounded characters, not treated by *First Aid* or *Medicine (A)*, within a reasonable time, risk complications (GM's Discretion)

Natural Healing: see below

Technology and Special abilities: technological wonders like Medicines, Bacta Tanks, Healing Plants, or special powers, can fully heal a wound in no time, or offer some easy and sure way of stabilizing a Mortally wounded character. They may simply bring a bonus to the natural recovery.

[Optional] CPR: a successful Very Difficult (30) First Aid roll, given the round a character died from a bleeding Mortal wound, or Heroic (35) the next round, allows the character to survive one more round, resuming the 2d rolling procedure. The medic can redo CPR, as long as the casualty isn't stabilized or dead.

Treating Wounds Table

First Aid rolls have a base time of 1 minute for wound reduction and 1 round for stabilization. Medicine (A) rolls have a base time of 15 minutes to hours, depending on the equipment at hand (GM's discretion).

First Aid or Medicine (A) Skill roll	Wound's gravity
Easy (10)	Unconscious through penalties' accumulation
Moderate (15)	Wounded, Wounded twice
Difficult (20)	Neutralized
Moderate (15)	Waking a Neutralized character
Very difficult (30)	Mortally wounded
Difficult (20)	Stabilize Mortal wound
Easy (10)	Temporarily Stabilize Mortal wound
[Optional] Very difficult (30)	CPR on death through bleeding's round
[Optional] Heroic (35)	CPR next round

Natural Healing Table

When a character is wounded, and after a period of rest, depending on his current state, the character will roll his Strength dice code. In the table below, read the current wound level of the character in the first column. The required period of rest is the corresponding second column. The third column displays which wound level the character reaches, if he improves his condition, the next column if he worsens. The last 3 columns indicate the Strength roll ranges to worsen, no change, improve his condition. If someone with the Medicine (A) skill properly attends a character, then reduce the resting period by half. This time bonus can be further reduced, depending on the medical facilities at hand, and up to 1/3, in a fully equipped **modern** hospital. Furthermore, if the strength roll doesn't indicate an improvement in condition (i.e. worsen or no change), the physician, if he can attend, can roll his Medicine (A) skill, and see, in the same table, if he gets a better result (he can prevent a worsening or get an improvement).

Wound level	Rest	Improves to	Worsen to	Worsens on	No change on	Improves on
Wounded	3 days	Healed	Wounded twice	2-4	5-6	7+
Wounded twice	3 days	Wounded	Neutralized	2-4	5-6	7+
Neutralized	2 weeks	Wounded twice	Mortally wounded	2-6	7-8	9+
Mortally wounded	1 month	Neutralized	Dead	2-6	7-8	9+

[Optional] Localized states

To further enhance the model, you can use a system, where the localization of the wound inflicts specific penalties to the victim.

The body is divided in 6 major zones: Head, Torso, Right arm, Left arm, Right leg, Left leg.

Wounds inflicted, to different parts of the body, are treated separately, for healing, recovery, accumulation, bleeding and penalties, but their effects are cumulative.

All the wounds effects and descriptions, described in the previous chapter, are applied for Torso wounds only.

For ease of play, the GM may consider that any attack that hit a character hits the Torso, unless otherwise specified by the attacker: if the character doesn't call a shot for a specific body part, the hit lands on the Torso. To add more descriptive action, when major wounds are received, the GM may randomly roll for hit locations, using the table below. Don't automatically roll for all the wounds.

2D	Localization
2	Head
3-4	Left Leg
5	Left Arm
6-7-8	Torso
9	Right Arm
10-11	Right Leg
12	Head

Localized wounds penalties:

Loc	Called Shot	Stun	Wounded	Neutralized	Mortally	Dead
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Wounded						
Head	-4D	Dazed	Unconscious	Paralyzed	Dead	Dead
Neck	-5D	Silence 1 hour	Silence 1 day	Mute		
Eyes	-6D	Blinded	Blind			
Ears	-5D	Deafened	Deaf			
Arms	-3D	Drop	Disabled	Broken	Severed	Severed
Legs	-2D	Fall	Disabled	Broken	Severed	Severed
Torso	As usual	As usual	As usual	As usual	As usual	As usual
Heart	-6D	Dazed	Dead			
Ribs cage	-3D	Stun	Dazed	Broken ribs	Punctured Lungs	Dead

Key:

Called shot: this represents the skill penalty, to the attacker, for aiming this particular zone.

Extra called shots: in this table appear extra locations. These are vital areas, like sub-locations of the general location above. They can only be affected, when the character calls a shot for it, specifically. Each wound level includes the penalty of its container zone, plus extra nasty penalties. They are very hard to hit, but the damage is devastating. Exception: Rib cage's called shots' penalties supersede the common Torso wounds.

Stun and subsequent columns: these are the effects of each wound level, for the given location. If a cell is empty, there is no additional effect than the one from the previous column. The penalty due to a wound state includes the previous wound states too (a broken leg makes the target fall), and supersedes the usual common penalty.

Complete descriptions

Dazed: the target completely loses his next action (if he already did something in this round, it carries on to the next round). He can't do anything, neither dodge nor parry.

Unconscious: the target falls unconscious for 2d minutes.

Paralyzed: this is permanent. The character receives the "Lame" flaw, at its highest level.

Silence: the target cannot speak nor shout for the indicated period of time. Each time the indicated period ends, the character must make a Moderate Strength roll, to be able to speak again. If he succeeds, the effects disappear (though, if he stayed in this state for a long time, the GM may impose some strange voice sequels). If the roll is failed, the character will have a cumulative +1 bonus, for his subsequent rolls.

Mute: the target is permanently mute. The character receives the "Mute" flaw.

Blinded: the target is blind for 1d rounds.

Blind: the target is permanently blind. The character receives the "Blind" flaw.

Deafened: as Blinded applied to hearing.

Deaf: as Blind applied to hearing. The character receives the "Deaf" flaw.

Drop: the target immediately drops what he's holding, in the hand of the attacked arm, unless he passes a Difficult *Stamina* roll.

Fall: the target falls prone; losing any action he planned, for the remaining of the round. At the start of the next round, he will be able to stand up, with no movement roll, but at the cost of 1 action.

Disabled: the target's limb is twisted or whatever, rendering it useless. If it's a leg, the target can no longer move except by crawling. A Moderate (15) *First Aid* roll can fix a leg so the target can use it to stand up and walk at cautious speed maximum, and at the cost of 1 action. Without appropriate *First Aid*, the target can still try to stand and move, but it requires a Difficult *Stamina* roll, each round he tries to stands. The maximum is still cautious speed, and the overall penalty is -2d, for any action requiring him to stand up. A disabled arm cannot be used until a *First Aid* roll fixes it. Then, the target will suffer a -2d penalty, to any action involving this arm.

Broken: the limb is broken and is useless until healed. The target must also make a Moderate *Stamina* roll. If he fails, he falls unconscious for MF minutes. A successful Difficult (20) *First Aid* roll can let the target conscious but still unable to use his limb. Fixing a broken limb brings the same effects as a disabled limb (see above) but requires *Medicine (A)* instead of *First Aid*.

Severed: the limb is cut off, crushed, whatever. Only cybernetics, or some form of supernatural regeneration, can restore it.

Broken ribs: anytime the target intends to do something harder than cautious speed movement, he must make a Difficult *Stamina* roll or do nothing. Then, at the end of each round, where he attempted to do it, he will make a Strength roll.

Strength Roll	Effect
5 or less	Worsen to Punctured Lungs and falls Unconscious
6-8	Falls Unconscious due to pain
9-10	Receives 2 torso Wounds
11-12	Receives 1 torso Wound
13-15	Stunned for the next round
16 or more	No effect

Punctured Lungs: the target is in serious trouble. Do as for Mortally wounded, except that neither *First Aid* nor *Medicine* (A) will prevent death. Only advanced technology like hibernation or bacta tanks, or supernatural powers, can stabilize his state. As for Broken ribs above, but the character must make a Very Difficult *Stamina* roll to act. Then a failed roll means instant death.

Treating Localized Wounds

Here is table to recap how First Aid and Medicine (A) deals with localized wounds:

Action on Wound	Effect on character	First Aid	Medicine
Unconscious	Awakened	Easy (10)	
Fixing a Disabled Leg	Cautious Speed max, for 1 action	Moderate (15)	
Fixing a Disabled Arm	-2d on actions using the arm	Moderate (15)	
Unconscious due to broken limb	Awakened	Difficult (20)	
Fixing a Broken Leg	Cautious Speed max, for 1 action		Moderate (15)
Fixing a Disabled Arm	-2d on actions using the arm		Moderate (15)

Localized wounds and natural recovery

Follow the same procedure. You must roll as many recovery rolls as wounded zones. The recovery periods may be different for each zone.

Any localized wound effect, described as permanent, cannot be healed naturally. Only some exceptional intervention (Cybernetics, Magic, Divine intervention, whatever) can bring back the former condition.

Other Sources of Damage

Here are some proposal, on ways of simulating others sources of damages. Use this to simulate any damages that are not done through injuries.

Whenever a *Stamina* roll is required, and fails, the player has the option of immediately making a *Willpower* roll. If this one fails, double the effects of a failed *Stamina* roll. Don't double the effects of a passed *Stamina* roll, if the *Willpower* roll is successful.

Falling

When a character falls, he receives damages according to the height of the fall. Some skills (like Acrobatics) can substitute Strength to determine the wound.

Height	Damages
0-1 m	0d
1-2 m	1d
2-3 m	2d
3-5 m	3d
5-7 m	4d
7-10 m	5d
10-15 m	6d
16-30 m	7d
x2	+1d
Very soft ground (pole vault cushion)	-3d
Soft ground (sand)	-1d
Very hard ground (rock)	+1d

Fatigue

We introduce a new scale to determine a character's health: Fatigue. In this term are grouped all the sources of damages that don't cause wounds (and not only the lack of sleep). Fatigue penalties are dice codes penalties, just like wounds. However, they are temporary. Enough rest, or even getting out of the source of damages, can wear them off. They cumulate with wounds penalties.

The character sheets must be improved, to add check boxes for Fatigue. Each box checked brings a -1d penalty. If the Fatigue penalty exceeds the number of dice of the Stamina skill, rounded up, then he falls unconscious. The player has the option of substituting his Willpower-1d, to his Stamina, for this calculation.

He won't get up until his Fatigue is reduced to 0. In each of the cases below, the periods of rest are indicated.

Lack of Sleep

Lack of sleep causes Fatigue. The time during which a character is fully functional depends of the length of his last period of sleep. The term "period", used hereafter, is equal to the length of the last period of sleep, limited to 8 hours. The character must sleep at least 1 hour, to consider a new period of sleep. While sleeping, a character recovers 1d of Fatigue per hour.

Using the table below, the player will roll Stamina, to resist the effects of lack of sleep. The first column indicates the elapsed time, since the last period of sleep, the second indicates the Stamina difficulty, the third indicates the result of a failed roll, the last the result of a passed roll.

Time between rolls	Stamina Difficulty	Failed roll	Passed roll
2 periods	Easy (10)	-1d	-
1 period	Moderate (15)	-2d	-1d
1 period	Difficult (20)	Sleep, 2 periods	-3d
½ period	Very difficult (30)	Sleep, 3 periods	Sleep, 1 period

Some medicines or drugs, called stimulants (like amphetamines, or even coffee), can be used to delay the Stamina rolls, or bring some bonus to it, or even, for the strongest drugs, can negate the penalties. When designing such drugs, in game terms, be sure to use some counter-effect, to balance the bonus. It could be a crash period, during which the target suffers double the normal penalties, addiction leading to the drug having less and less effects, or any other nastiness you can think of.

Violent Efforts

Characters accumulating violent efforts, without appropriate rest, are likely to suffer from it. Here are some ways of managing these.

Running

Depending on the speed of run, the character will be exhausted, sooner or later. Roll for Very easy (5) Stamina checks. A successful roll brings no penalty, but the next roll's difficulty is increased. On failed rolls, the character suffers a cumulative -1d of Fatigue. The table lists the speed of movement, the period between rolls, and the incremental difficulty of the next roll. The player rolls after the indicated period. The Stamina difficulty lowers by 1 increment, for each period of rest, equal to the period between rolls. If the character alternates different running speeds, the GM will have to estimate the period. The penalties for failed rolled will wear off only when the difficulty is brought back to 5, through rest. The system may seem hard, comparing to any athlete's performances. However, we're dealing with people, not particularly trained, but moreover, fully dressed and equipped. You can adapt this, if the characters are running in better conditions.

Speed	Period	Incremental Difficulty
Cautious	NA	NA
Cruise	1 hour	5
High	1 minute	4
All out	1 round	3

Lifting

Use the system, described in the Lifting / Throwing skill's description.

Long Combat

In some campaign settings, the GM may estimate that long combats take a toll on the fighters. Each 10 rounds of combat, the character must make an Easy (10) Stamina roll. A successful roll raises the difficulty of the next roll by +5. Each failure brings a -1d of Fatigue. It is up to the GM to estimate how much ranged combat affects the period between rolls, a x2 factor is a good approximation, but again, it may well depend on the circumstances (like being dug in a bunker while firing a machine gun at assailants as a much lower rate of fatigue). This Fatigue wears off 1d per 10 rounds (1 minute).

Lack of Food

If a character doesn't eat well for a long period of time, he will suffer Health penalties. It won't be just Fatigue. He can also receive wounds, even die. The table below indicates the type of starvation, the cumulative penalty for passed rolls, and the cumulative penalty for failed rolls. The difficulty for the Stamina rolls start at Easy (10), and goes up by 5 after each period. The frequency of the rolls should depend on the heroism's level of the campaign; a base of 2 days is an average heroic campaign, 1 roll per day for a "realistic" campaign.

If a Wound level is indicated, no treatment, be it First Aid or Medicine (A), can be of any help. Only proper nourishment allows natural recovery checks.

For lack of drink, divide the period between 2 rolls by 4.

Starvation	Passed roll	Failed roll
Mild (miss 1 meal)	-	-1d
Serious (1 poor meal per day)	-1d	-2d
Extreme (few bites)	-2d	Wounded
Complete (nothing)	Wounded	Wounded twice

A character won't fall Mortally Wounded through Wounds accumulation due to starvation. Instead, if he falls Neutralized, the next failed roll (still increasing the difficulty by 5) puts him into Coma, and the next one to Death.

Also note that an unconscious character is particularly hard to nourish. A Moderate (15) First Aid roll is required. Given the appropriate medical equipment lowers the difficulty. It doesn't make it automatic, as the physician still needs to know how to operate the equipment. But as it's pretty common equipment, Medicine (A) is not required.

In heroic campaign settings, the GM may allow a character to spend a Fate Point, to cancel a failed roll.

Harsh Climates

Extreme climates (either cold or hot) bring their lot of damage to a character. Use the table below, to set those game effects. Note that appropriate clothing or equipment may reduce the harshness of the climate, even negating it. It is up to the GM to estimate its impact (it can lower the harshness 1 or more stage for example).

The frequency and difficulty for Stamina rolls are summarized in the table below. Each failed roll gives a Wound to the character, to be accumulated as usual. Like above, in the Mortally wounded stage, the character doesn't roll 2d. It's just the last stage before death. No First Aid or Medicine (A) roll can treat these wounds. Only the extraction from the given environment, to a milder one, can help. For natural recovery, the character must take no additional wound during his rest period. Medicine (A) brings the usual advantage for these rolls.

Climate	Period	Difficulty
Temperate	NA	NA
Mild (Temperate Winter, Summer)	1 day	Easy
Serious (Cold Winter, Hot Summer)	½ day	Moderate
Hard (Sub arctic, Tropical)	½ day	Difficult
Extreme (Polar, Desert)	1 hour	Difficult
Very Extreme (Polar Waters, Volcano neighborhood)	1 minute	Very difficult
Inhuman (Void of space, Earth's Center)	1 round	Heroic

Diseases, Poisons, Drugs

All these nastiness should be defined using a similar format:

Vector:

Insinuating (injection or wound): If it's on a sharp or pointed weapon, it must inflict at least a Stun wound, for a dose to be delivered. If the target doesn't wear protective clothings (at least a +2 pip bonus to the Strength roll), then the damage roll must be higher than the Strength roll-10.

Ingested (swallow): The victim may make a perception roll, related to taste, to detect it.

Inhaled (breath): The victim may make a perception roll, related to smell, to detect it. If she wears a breathing apparatus, she is unaffected. If she wears a filter of some sort, she may easier resist the poison (GM's discretion).

Contact (touch of the skin): If the victim wears watertight clothing, where the poison is applied, she won't be affected.

Period: the period of time between each stamina roll

Difficulty of Stamina Rolls

Passed: Describes the effect of a passed stamina roll. The easiest ones should stop requiring further rolls (but their previous effects remains, until fully healed).

Failed: describe the effect of failed Stamina rolls.

Detection: The perception roll's difficulty, to notice it. The GM must estimate the circumstances where the poison can be detected.

Diagnostic: The difficulty, for a physician, to diagnose the illness. Bonus should be granted by the proper equipment.

Treatment: The difficulty to stop further Stamina rolls, and to treat its effects. Again, proper equipment or medicine (A) will bring bonus.

Additional notes: After effects, or long-term sequels. How they can be avoided or reduced. Will the character develop immunity, or an addiction, and how to prevent or favor it...

Example: This is just a ramble, as I don't know much about snakes. However, it gives an example of what should be done, to describe a poison, drug or disease

Rattlesnake poison:

Period: 3 rd

Difficulty: Moderate (15) +5 per previous successful Stamina roll

Passed roll: no effect. 5 passed rolls and the character is safe

Failed roll: 1 Wound, cumulative until Mortally Wounded, then roll 2d, as usual.

Diagnostic: Easy for Medicine (A), Difficult for First Aid

Treatment: Difficult for Medicine (A), Heroic for First Aid. Stabilization possible on a Moderate First Aid or Easy Medicine (A) roll. Stabilization delays the progress of the poison or the death of a Mortally Wounded character. Proper counter poison gives a +20 on the treatment roll.

Drowning, Suffocation

When a character is drowning, or is deprived of oxygen for too long, he stays awake for an amount of time, before dying. He makes a Strength roll when he takes his last breathe (as soon as he makes a successful Swimming roll for drowning, or when a strangulation starts...). Multiply this result by 3 if he's surprised and by 6 if he's not. This is the time, in seconds (divide by 6 for the number of rounds), before troubles. Afterward, he receives -1d of Fatigue per round. When he falls unconscious, because his Fatigue overwhelmed his Stamina skill, he falls unconscious for 2d minutes. Meanwhile, he receives 1 wound per round, until death. Fatigue thus received wears off 1d per round. Wounds must be recovered naturally. First aid or Medicine (A) can be used normally for wounds.

Tasks' resolution

While combat is resolved by dividing the time in rounds, where everything is treated as an **action**, some tasks require a longer time to be accomplished. This section proposes a system to simulate these. It covers things such as lock picking, forgery, repairing things, treating wounds... Everything that takes time.

Determining task's parameters

The GM will have to determine what are the task's parameters:

- Base time
- Difficulty Number and Skill involved
- Other parameters

Base Time

This is the time the character must spend at work, before the player can roll his appropriate dice code. If the difficulty number is met, after the dice roll, then the task is over. The skills' descriptions, in the «Attributes and Skills» section, give a rough idea of some base (or required) time.

If a character interrupts his work (like to take some sleep for a day long task), it is up to the GM, to determine if it has an impact on the skill roll to come. It can just delay it, or can bring further penalties.

Difficulty Level and Skill involved

The GM now determines which skill suits the task at hand. Most of the time, the choice will be obvious. See the chapter 'Deciding what skill to roll', in the "Attributes and Skills" section, for advices on how to decide the appropriate skill.

Then, the GM will decide of the difficulty number of the task. If the difficulty number is not met, after the first roll, then the player may try again, until he finally meets the difficulty number assigned. From one attempt to another, tasks' parameters may vary, depending on the previous task's roll or external factors.

Tasks are usually unopposed rolls, knowing the difficulty. But any form of resolution is possible (hidden roll, opposed roll...).

***Example:** the character wants to remove a trap. The GM doesn't give the difficulty away, as it's the Traps skill roll of a NPC, and he doesn't want to give clues about his dice code. The GM asks for a hidden roll because he doesn't want the player to know if he really removed it. There is still a doubt.*

Other parameters

These are the rest of information required to perform a task: mandatory equipments, asking for hidden rolls or hidden difficulty, the consequences of a failed roll, will the character be allowed trying again after failures...

Rushing things

Some times, the character is in serious hurry and can't afford to work the full base time, to accomplish the task. Then, he can choose to rush. Doing so, the base time is divided by 2, but the skill roll will also be divided by 2. If, doing so, a task's base time is reduced below 1 round (6 seconds), then consider the task takes an action (like any other combat action).

Taking more time

If a task is particularly challenging, the character can choose to make it twice longer, thus multiplying his skill roll by 2. Unlike the 'Rushing things' option above, this option is not always available, at GM's discretion. He may consider a task to be difficult, because it requires knowledge the character may not have.

Fumbles

Here are some possible ways of interpreting Fumbles, during a task's resolution:

Basic material fooled: the task can no longer be performed with this basic material; a tool is broken in the lock, the raw material of the analysis is destroyed... The task can no longer be performed, except if the material can be replaced.

Mishap: the worker caused a catastrophic reaction, the chemical lab is set to fire, he tripped the alarm wired.

Bad Luck: if the task actually succeeded, it did, but some unexpected event occurs, a guard pass by and sound the alarm, the chemist's cat spilled part of his compound on him...

Character Points and Fate points

If the character spends those, the bonus is applied for the entire task, even if it lasts longer than 1 round or action.

Multiple Actions

A character, while accomplishing a task, can be involved in some other action: performing 2 tasks at a time, or even trying to perform a task while in the middle of a combat... Then, as per the Multiple Actions's rule, the character's dice codes will be penalized. As a rule of thumb, you can consider that, if the interference lasts longer than half the base times, then the task's skill roll will be penalized, as per the Multiple Actions penalties. However, the other action's dice code **will** receive the multiple actions' penalties. If the player thinks his dice codes, for both actions, are too low, he can decide to suspend his current task, to perform the other action, resuming it later. It is up to the GM to determine the impact of the interruption. A too long interruption may spoil the time already spent.

Combined Actions or Team Work

Workers can pool their skills to increase the manpower required for a task. The GM must decide how many people can work together, on a single task (only 1 person can pick a lock, while several people can do a starship overhaul). In that case, a taskmaster must be chosen. He will lead the work. At the end of the base times, he will need to roll his Command skill, over the Command table below, to see how many workers he can efficiently coordinate. Then, he will make a single skill roll, using bonus acquired from the co-workers. Only 1 roll is made.

To read this table, use the average task's skill of the workers. This average is finally restricted by the taskmaster's dice code, in the appropriate task's skill. If the taskmaster's dice code is lower than 4d, then the average of the workers' skills is limited by the taskmaster's skill. If the taskmaster's skill is higher or equal to 4d, then he is proficient enough, to properly coordinate people, and the average workers' skill is not affected. Note that the 4d requirement, for the taskmaster, is unaffected by Multiple Actions penalties, but is affected by Health penalties (that is, a leader with 4d in a Repair skill can coordinate people while doing something else, that's a multiple action penalty, but will hit the limit if he suffers a -1d penalty for a Wound). If the leader is actually taking part in the task, then both his Command skill and task's skill will suffer the multiple actions' penalties (which may greatly lower the average dice code).

Combined action (Team Work) and Fate Points

If workers spend a Fate Point, the usual advantage is applied. His modified dice code will be used, to calculate the average skill's dice code.

Combined actions and Character Points

If people intend on spending Character Points on a task, exceptionally, they must do it prior to the dice rolls. It's the only exception to the usual Character Points' rule, because it affects the average dice code of the team, thus affecting the Command roll, and finally, the bonus granted.

The leader can also spend Character Points from his own pool, on behalf of his workers, up to the number of dice of his Command skill. The average skill will thus be increased. He cannot give more than 3 points (or the limit of the campaign setting) to each worker.

How to use The Command Table

On the far left, you read the number of people to coordinate. If you don't find the exact number of workers, take the line immediately below.

Example: 8 people working, use the 10 line.

In the middle section, you read the average skill of the group, rounded down.

Example: the average skill is 4d+1, use the 4d column.

Read the Command difficulty level, at the cross point of the number of workers' line and the average skill's column. Experienced GM may set various difficulty bonuses, to compensate for the approximations that are always in disfavor of the Commander (number of people adjusted up, average skill rounded down).

Example: 8 people, average of 4d+1, become, line 10, column 4d, Command difficulty M for Moderate.

If the Commander rolls the difficulty number, then he efficiently coordinates every worker. Otherwise, go up to find the line showing the difficulty level he rolled. This indicates the number of people efficiently coordinated.

Example: Average of 4d+1, 8 people to coordinate. The Command difficulty is Moderate. The Commander rolls 9, which is lower than the 15 of a Moderate task. The GM goes up the table, to find the first difficulty level matching the 9. 9 is in the Easy Difficulty Level's range, the GM stops at the 2 people line, which is the first Easy Difficulty of the 4d average skill column. The Commander was only able to coordinate 2 people.

In the far right column, at the line indicating the actual number of people efficiently coordinated, read the skill dice code bonus provided, by the teamwork.

Example: 4 people efficiently coordinated bring a +2d bonus.

Command Rolls Modifiers

When dealing with teamwork, the level of discipline of the people, coordinating their efforts can greatly interfere with the success of the task. However good they may be, at what they do, and as many as they could be: if they can't obey orders, they will blow it. Here are sample Command rolls modifiers, depending on the level of discipline and how the people trained to work together. In parenthesis, you will see some examples, mainly extracted from military, but you can easily extrapolate for any environment.

Command Roll Modifier	Condition (cumulative)
+5 to +10	Fanatics
+1 to +5	Trained together
0	Disciplined (professional soldiers)
-1 to -5	Hardly to 'Not at all' trained together
-1 to -5	Undisciplined (enlisted troops, irregulars...)

The Command Table

# of people to coordinate	Average Skill Levels								Combined Action Bonus
	1d	2d	3d	4d	5d	6d	7d	8d	
2	M	M	E	E	E	VE	VE	VE	+1d
4	D	M	M	M	E	E	VE	VE	+2d
6	D	D	M	M	M	M	E	E	+3d
10	D	D	D	M	M	M	E	E	+4d
15	VD	D	D	D	M	M	M	E	+5d
25	VD	VD	D	D	D	M	M	M	+6d
40	VD	VD	VD	D	D	D	M	M	+7d
60	H	VD	VD	VD	D	D	D	M	+8d
100	H	H	VD	VD	VD	D	D	D	+9d
150	H	H	H	VD	VD	VD	D	D	+10d
250	H	H	H	H	VD	VD	VD	D	+11d
400	H	H	H	H	H	VD	VD	VD	+12d
600	H	H	H	H	H	H	VD	VD	+13d
1000	H	H	H	H	H	H	H	VD	+14d
1500	H	H	H	H	H	H	H	H	+15d

VE: Very easy E: Easy M: Moderate D: Difficult VD: Very difficult H: Heroic

Arts & Artistic creations

Some campaign settings may give artistic skills their due respect, and not just place them in this character definition's list of useless skills. After all, if you expect players to spend character points (or creation points) in artistic skills, because their character concept reclaims it, they may feel frustrated if the skills are really useless or rarely useful.

If you don't feel like using this system, then I advise you to lower the cost, of advancement and acquisition, of artistic skills. Now, as before, this is a proposal. If you come with another system, more suitable to your taste, use it.

Composition

The first step of the artistic creation is the making. The skills used for creating artistic pieces are the Artist::<Specific Art> specialties, found under the Perception Attribute. At this stage, the artist alone sets the quality of his piece. After a base time, defined by the GM (it can go from a few hours for a short poem to month for painting the ceiling of a cathedral), the player rolls his character's artistic creation's skill. This roll sets the quality of the piece.

Also, the artist must decide what kind of effect he wants to produce to the audience. It may be done secretly, with the GM, for other players not to know, until they experience them. See "Effect on the Audience" below for possible choices.

Improving one's work

If the artist is not satisfied with the quality of his first draft, he can try to improve it. Working another base time period, he rolls his skill again. His piece's quality is now the better of the 2 rolls. He can repeat the process indefinitely, until he's finally satisfied.

Character Point & Fate Points

For this task, and at any stage, the artist is free to spend character points (up to 3), or a Fate point, to increase the quality of his piece.

Fumble

Apart from the usual nasty things a GM may provoke in case of a Fumble, during an improvement roll (see above), the new quality of the piece can become the worst of this roll and the previous piece's quality.

The GM alone can decide if the character has the opportunity to throw away his previous work, so he can start from scratch again. Though it is very likely to be allowed, nevertheless, material constraints may forbid it (like the ceiling of a cathedral).

Restitution

Making a masterpiece is one thing, but it has little meaning if no one tries to retribute it for an audience. Well, some artists like to work for themselves; we are dealing with the other kind now.

The skill used for the restitution of the piece depends on the medium of the piece itself. Music use Play Instrument::<Instrument>, a Coordination Specialized Skill, Dance uses Sports I::Dancing a Reflexes Specialized Skill...

The difficulty of this task is the quality of the original piece. If the restitution is a success, the effects are described in the "Effects on Audience" chapter below. If it's a failure, then there is no effect on the audience, except that it may notice the failure of the performer. The audience rolls either the corresponding creation skill or the corresponding performance skill, against the difficulty of the original piece, to notice the failure. Then, it's up to the GM to decide what are the effects on the audience (polite applause, booing....). The GM sets the skill dice code of the audience, either as an average, if the scene is of no particular importance and/or using the dice codes of particular NPCs, if their reaction may have some importance.

Fumbles

A Fumble, on the restitution roll, may immediately result in the audience noticing the failure and booing.

Non performance Arts

Some media, like Paintings, Photography.... do not really require a performer to retribute the piece. For them, always consider the restitution passed, and directly go to the "Effect on Audience" chapter below. These arts usually take much more time to compose than the other kind, and it compensates the lack of 2 skills' requirement, to compose and perform.

Improvisation

Improvisation is just a combined action of the previous 2. As such, it sets a multiple actions' penalty of -1d. Furthermore, the artist hasn't the option of improving his original piece, as he restitutes it immediately. However, after he rolled his Composition's skill, he has the option of lowering the result, thus producing a lower quality piece but easier to retribute.

Then, depending on the circumstances, the GM may allow him to use the quality roll as a base for a future regular piece. Making his improvised piece something another artist could retribute or to improve it, himself, later.

Effect on the Audience

With audience, understand everybody assisting to the piece's restitution. If it were a visual art, he would be much appropriate to talk about spectators.

If the performer successfully restituted the original piece, then the audience may catch the feeling or message the artist wanted to communicate. The audience will roll his appropriate artistic creation skill against the quality of the original piece. The Margin of Success of the restitution's roll has no effect, in game's mechanics terms, in itself. It only means the artist did a more or less brilliant interpretation of the piece. Which may, at GM's discretion, also have an impact on the audience.

Beware! For the piece to produce an effect, the audience must **fail** this test. Meaning that a fine connoisseur of the art won't be affected by poor pieces. Only genius masterpieces will affect him. As described in the Restitution Chapter above, the GM will set the dice code of the audience for this test. He may also wish to roll several times: one for each important NPC present, plus one for the crowd of nameless NPCs.

Full Effect

So, if the aforementioned test failed, the audience is fully affected by the piece, and feels what the artist had in mind at creation time. At creation time, the artist must decide of any one of the following effects:

Morale: an artistic piece may boost, if it's joyful, or lower, if it's depressing, the morale of the audience. The audience will experience a +/- 1 pip modifier, to any subsequent dice roll, per 5 points of quality of the piece. Consider that 1d is 3 pips for this calculation. The maximum is 2d at a quality of 30. The GM is final judge on the duration of this effect, as well as the extent, in terms of what skills are affected. Optionally, if the piece reaches a quality of 35+, it can grant/absorb 1 Fate Point.

Praise: if the piece's purpose is solely to praise an individual, this individual will have the bonus described above, to any interactive skill roll, when dealing with the audience.

Satire: just the opposite of the previous one

Message: message is like a praise/satire but regards an idea more than an individual. Then, anybody interacting with the audience, about the idea, will get the above bonus/penalty, depending if he favors the piece's opinion.

Others: many other effects can be transposed in an artistic piece. Effects that involve more role-playing than game system's terms. Be creative, and arrange for the bonus/penalty involved, if any, to be related to the level of the ones mentioned above.

Not Full Effect

If the audience finally passed the effect test, it doesn't experience the effect the artist intended. But at least, they appreciated the quality of the piece at its just value. Which, in turn, may provoke various reactions (a too low piece, played before a king may insult him, or a great one may grant favors to the artists...). Here, we're entering the realm of pure "role-playing", which goes far beyond any gaming system.

Perform (A) Advanced skill

This advanced skill, fully described in the "Attributes and Skills" section, particularly suits artistic performances, in front of a large audience.

Arts & Team Work

When several artists work together, to produce the same effect on the audience, use the notes below. GM will have to judge on more complex cases (one artist trying to produce an effect, another one trying to produce another effect....).

Composition

If several artists work together, to compose a piece, then just proceed as usual, for a task involving several workers, with the Command table.

Restitution

Several artists working together, to reconstitute a piece, are called a Band. Proceed the usual way (with the Command Table) for a Combined action. Then, the Command roll will be modified by how well the artists are used to work together, how well they repeated their part, and so on.

Improvisation

As above. GM may immediately apply a -5, to the Command roll, as the artists have no time to repeat.

Social Interactions

This rather pompous term describes the situations where the PCs will engage discussions with NPCs. Interactions between PC are very seldom regulated by game's mechanics. The players should manage it themselves, according to their character's interpretation. However, the GM may still interfere, asking for dice rolls, particularly if he estimates a player his acting out of character. It's mainly when the player doesn't possess the ease of speech his character is supposed to have, or the opposite.

Generalities

The various types of interactions between PC and NPC are solved using a similar system, even if different skills are involved in the various cases. Dice rolls modifiers will also depend on each situation. The more specific are detailed in each skill's description, in the "Attributes and Skills" section. We'll now see general rulings, applied to each interaction's type.

Role-playing

Above all, players and GM must play interactions between PC and NPC. If ever the player, or the GM, are not very good at oral expression, at least, the player must let his character talk through his mouth. The GM must not accept a simple "I try to fast-talk him" from a player. Similarly, the GM should never have this attitude. As far as possible, the player must initiate the interaction, playing his character. Only then the GM will ask for dice rolls.

A good interpretation of his character not always means a bonus. He will certainly be specifically rewarded, mainly through more Character Points, at the end of the adventure. However, for interactions based on the tone of speech (authority for intimidation, confusion for fast-talk, sincerity for persuasion...), the player's interpretation will certainly also grant him a modifier. No doubt that using proper arguments will grant him a bonus. It's up to the GM to estimate if wrong arguments bring penalties.

From GM to players

Interactions going from the GM to the players (ex: fast-talk from a NPC) are touchier. Solving them through a simple dice roll could be very frustrating to the players, who can feel like being simply manipulated by the GM. If the GM estimates that a dice roll must interfere, then both players and GM should use the result, to set the tone of the piece of role-play they will interpret.

Example: A NPC fast-talks a PC. He speaks through the mouth of the GM. If the players believe him, so far so good. Otherwise, they have their own judgment, which is good too. However, if a player clearly expresses doubts on the NPC's good faith, then the GM and the player will roll dice.

Example: A NPC intimidates a PC. The GM rolls his dice, and tells the result to the player. Both can now interpret the scene: the player must play an intimidated character and the GM, as far as possible, must play an intimidating NPC.

Opposed rolls

An opposed roll, between the parties, solves all interactions. Modifiers may interfere on both rolls. Once the modifiers applied, the winner of the opposition has what he wanted. As a rule of thumb, the higher the Margin of Success, the more fructuous the interaction will be for the winner. The higher the roll of the loser was, the longer the interaction took time. However, gains and length are left to the GM's discretion, according to the situation. In case of a tie, the interaction left no winner or loser; no one took benefit of it. According to the situation, the GM may ask for additional opposed rolls, or will end the interaction. He will also determine the duration of the attempt, according to the characters' dice rolls.

Multiple interlocutors

A character, interacting with several NPCs, will only roll the dice once. However, the GM will roll the opposed skill for all the NPCs and will interpret the results separately. If the audience is too big or if it's made of minor NPCs, then the GM will only roll the dice once, using an average dice code. He will then apply the same result to the whole audience.

If several PCs are actively taking part, because the players talked, the easiest way is to let them roll only once, using the dice code of the one who talked the more. Then, apply modifiers, according to the dice codes of the other PCs (a bonus if it's better, a penalty if it's worst) and the arguments they brought to the debate. Proceed like this if both sides try to get something from the other.

In any case, interacting with several people doesn't bring multiple actions penalties, even if the GM estimates that more than one skill was required. However, if a character tries to interact, while doing some other kind of action, he will receive the usual multiple actions penalties.

Involved skills

The skills involved depend on the type of interaction. According to the tone of the conversation, between players and GM, or the arguments, several skills may be involved (see “Attributes and Skills” section for details). The rest of this section will describe the main types of interactions and details to solve them. The GM may have to take elements, from all the proposals, to solve the situations presented by the players.

One way interactions

In this kind of interactions, a character (“the attacker”) tries to convince another one (“the defender”) to grant him something. To solve the opposition, the attacker rolls the dice code of the appropriate skill (GM’s discretion) and the defender will roll his Willpower skill. Other skills can substitute for Willpower. These cases are usually described in the “Attributes and Skills” section.

Fast-talk

The attacker tries to obtain something by confusing the defender. These interactions must be fast paced, thus the defender has no time to recollect his thoughts and expose the maneuver. They really work well only against minor NPCs, who will have a weak opposing dice code (thus the defender’s roll will be low, so much for a fast interaction). Let the player talk then solve the opposition. If the defender’s roll is too high (GM’s discretion), then the interaction is not yet solved. The PC will have to switch to another type of interaction. Though the Margin of Success of the first roll may be reported as a bonus to the next.

Attack skills: Con, Acting, Bureaucracy, Seduction, Intimidation, Persuasion, Bargain, Law enforcement

Defense skills: Willpower, Con, Empathy, Bureaucracy, Law-enforcement, Psychology

Eloquence

The attacker tries to convince the defender through the substance of his speech. He can be lying. However, he uses arguments. In this kind of interaction, the arguments’ relevance, as well as the player’s interpretation, will grant him modifiers.

Attack skills: Con, Acting, Bargain, Seduction, Persuasion, Bureaucracy, Low-enforcement, Etiquette, Politics, Diplomacy

Defense skills: Willpower, Con, Empathy, Bureaucracy, Law-enforcement, Psychology, Politics

Intimidation

The attacker tries to convince the defender through fear. He can be bluffing or not. The balance of power between the two parties will bring modifiers (see the Intimidation skill’s description, in the “Attributes and Skills” section).

Attack skills: Acting, Intimidation, Bureaucracy, Law-enforcement, Politics, Diplomacy

Defense skills: Willpower

Two way interactions

In these kinds of interactions, both parties try to obtain something from the other. We can’t talk about attacker or defender. Both will roll the same skill to solve the opposition.

Various modifiers

In addition to the specific modifiers, detailed in each skill’s description, here are some sample general modifiers, according to the interaction’s type.

Social status

If both parties are from different social status, each point may bring a +1d bonus to the highest. The GM must decide if this bonus takes place. As soon as the interaction is formal, with people caring about the social etiquette, the bonus is granted. In more sinister environments (underground, extremist or revolutionary), the bonus may well transform in an equivalent penalty. In either case, the social status of both parties must be clearly exposed. It’s always up to the GM.

Authority

The “Authority” Merit, according to its level and the circumstances, may grant a bonus. The GM may grant a +1d per level. The situation must be appropriate, and the law enforcer must be clearly identified. Furthermore, certain circumstances may make it a penalty.

Reputation

In addition to the “Good reputation” Merit and “Bad reputation” Flaw, who bring specific modifiers, the PC can have built, along the previous adventures, a reputation than may please (bonus) or displease (penalty) or inspire nothing (no modifier). In either case, the GM sets the modifiers, usually as dice result’s modifiers, for one party or the other.

Merits and Flaws

In the lists, several of them bring modifiers to social interactions.

Bribery

See “Wealth” section, for details on the impact of bribes, on social interactions.

Individual Combat

The system, presented in this section, relates to combat, involving only a few participants. The last chapter will present adjustments' proposals to manage skirmishes between small units. All along this section the term 'character' concerns any opponent, including creatures.

The combat round

To smooth time management during combat, we use an arbitrary time unit: the round. A round lasts approximately 6 seconds. The exact duration hardly matters; it's roughly the usual time, taken by 2 opponents, to make a melee attack or shoot with a firearm. 6 seconds for a round makes 10 rounds per minute, which makes further calculations easier.

A combat round unfolds according to the following pattern:

- Begin new round: some management must be done at the beginning of the round

- Perception rolls: if the characters have new things to discover, for the incoming round

- Determine initiative: to know in which order the characters will act

- Declare actions: each character declares how many actions they will do during the round

- Resolve actions: in initiative order, each character will perform an action and apply its effects. If characters declared more than 1 action, repeat this phase until no more action is left.

- End of round: the round ends with some management actions, for the players and GM (mainly health's concerns)

Now, let's detail each of these phases.

Begin new round

If a player wants to spend a Fate Point, for the incoming round, he must declare it before anything else. PCs are advantaged, as the GM will declare first, if his NPCs are spending Fate Points. This only takes place if the GM chooses a Fate Points' rule where their effect lasts for the entire round.

Perception rolls

If a new event arises for the incoming round (a surprise attack, the discovery of a secret door, an alarm is set...), each character can make a Perception roll. For this roll, apply health penalty and benefits from a Fate Point, but don't count multiple actions penalties. It's a reflexes roll, based upon a rapid eye sweep of the scene. That's the reason why the Attribute is rolled, and not a Perception skill. If a character wants to make a more precise observation (a Search roll for instance), it is considered as an action, which needs to be declared and resolved at his initiative rank.

Determine initiative

His Perception Attribute determines a character's initiative. Health penalties are applied, as well as benefits from a possible Fate Point, spent at the beginning of the round.

Fixed initiative

For more simplicity, the GM may consider the initiative to be the order of Perception dice codes. Those who have better dice codes will automatically act before the others. In case of a tie, the PC will go first. If there's a tie between PCs, the GM must choose (alternate every other round).

Variable initiative

For additional tension, let each participant make a Perception roll. The initiative goes to the best dice rolls. In case of ties, compare Perception dice codes. If the tie is still unresolved, give the advantage to PCs. If the tie is between PCs, the GM decides. This roll does bring multiple actions penalties.

[Optional] Fumbled initiative

If you're using the variable initiative rule, as well as a fumble rule, a fumble, on the initiative roll, means the character is confused, by the combat. He cannot take any action, during this round, except a full reaction.

Surprise

If a character is surprised, his initiative rank doesn't matter, as he won't do anything for the round. He cannot declare any action, neither can he declare any reaction, if he's attacked.

Declare actions

Each character, from the lowest to the highest initiatives, will declare **the number of actions** he wants to do, during the round. Don't detail what kind of actions you will make, only their number. Furthermore, as no character yet knows if he will be attacked, he doesn't have to declare any Combat Reaction. However, if he plans a Full Reaction, he must declare 1 action (see the "Reactions" chapter below). If a character declares only 1 action, he won't have any multiple actions penalty. For each declared action, above the first, he will receive a -1d multiple actions penalty.

The following actions, though they are resolved at the initiative rank of the character, don't need to be declared, and don't bring multiple actions penalty (except in special circumstances):

Speak a few words: give an order, a quick recommendation

Observe: each character can witness any evolution of the combat scene. The GM may even call for Perception rolls at any moment

Move at Cautious speed: see "Movement" section

Drop a weapon: or any object held in the hand

Push a button

...

Resolve actions (and reactions)

Starting from the best initiative, down to the lowest, each character will perform 1 of the actions he declared at the beginning of the round. We talk about initiative ranks. If a character declared more than 1 action, he starts to resolve the first. Each character performs his first action, before any character can take any further action. When everybody acted once, those who still has unresolved actions continue to take their initiative ranks, performing 1 action at a time.

Here are the actions requiring declaration:

Use a skill: be it a combat skill or a skill unrelated to the combat, as long as it is done during combat.

Make an attack: indeed, it is the use of a combat skill

Move to Cruise speed or more: see "Movement" section

Ready a weapon: there is no dice roll to do.

Sheath a weapon: as above

Full reaction: if the character intends to do a Full reaction, he may declare it (see "Reactions" below).

Reload a weapon: it depends on the weapon. If the weapon's description doesn't specify a special game system, there is no dice roll, but it counts as an action.

During a combat round, the situation may evolve. That's the reason why we're only declaring the number of actions. In the course of the round, the character may thus adapt his actions to come to the current situation:

When a combat option requires an action, the character must have at least 1 of his declared actions left, and must wait for his next initiative rank. If he already has resolved all his declared actions, he must wait for the next round.

Each time a combat option requires a reaction, the character can expand 1 of his declared actions, to limit his multiple actions penalties. He can also add this new reaction, to the current total of declared actions, but it increases his multiple actions penalties, by 1d, for the reaction and the rest of the round.

Combat Reactions

Each time a character is the target of an attack, he can declare, on the fly, a Combat reaction. Against a range attack, he can make a Combat Dodge to take cover. Against a melee attack, he can make a Combat Parry. The "Movement" section extends this notion to vehicles.

The reaction roll is done immediately, as its result will **replace** the difficulty of the incoming attack. The reaction's dice code is affected by the multiple actions penalties of this round, and a combat reaction counts as an additional action for this purpose. The character can decide to spend one of his declared actions, to perform his combat reaction. This will not increase his multiple actions penalty. However, he can decide to do his combat reactions in addition to his declared actions. Then, his reaction and all further actions of the round, will receive an additional -1d multiple actions penalty. The result of a combat reaction only applies to the incoming attack. If the character is attacked several times, he will have to do as many combat reactions (thus, eventually, suffering further multiple actions penalties).

It's easy to see that declaring any possible combat reaction is not interesting. It is always possible to react, and if nobody attacks the character, he saved his dice codes.

Full Reactions

If a character has not yet taken an initiative rank, and is attacked, he can declare a Full reaction. A Full reaction applies to all the attacks of the same type of the round, but forbids any other action from the character. If he declared more than 1 action for the round, his reaction skill will suffer the usual multiple actions penalties, but he won't perform any other actions. If the character declared no action for the round, and as long as he is not surprised, he can still perform a Full reaction, but his dice code will be penalized -1d. If his initiative rank is before his attacker's, the GM may indicate that he will be attacked, so he can declare a Full reaction.

Against range attacks, he will do a Full Dodge. Against melee attacks, he will do a Full Parry. The reaction's roll is **added** to the regular difficulty of the attack, making the character very hard to hit. If a character is attacked by both range and melee adversaries, he won't be able to do full reactions against both.

After a successful Full reaction (meaning nobody touched him), the character is usually definitively behind cover or disengaged from the melee.

Apply results

Immediate actions apply their results. For attacks, apply damages, as explained in the "Health" section.

End the round

The characters adjust the Stun levels they may have received in previous rounds. Mortally wounded characters roll 2d to see if they die. Characters, dead during this round, may have, at GM's discretion, the option of saying their famous last words. See "Health" section for details.

The GM describes the evolution of the combat scene, depending on the actions performed during the round.

Others matters can be managed at the end of the round, depending on the situation.

Dice less actions

During combat, not all the actions will require dice rolls, but still count as actions. The GM decides if an action requires a dice roll. Here are some examples:

- Ready a weapon, except if the character has the Fast-Draw (A) skill

- Sheath a weapon

- Stand up when prone, except specific situations

- Move at Cruise speed in Easy terrain

- Drop prone, kneeling

- Pick up something on the ground

Melee attack

Difficulty

When a character attacks with a melee weapon, he uses the skill or specialization, relevant with the weapon. The weapon used sets the difficulty, which will be part of its description. Here are some examples:

Weapon	Difficulty
Dagger	Very easy
Sword	Easy
Club	Easy

However, the opponent has the option of doing a parry (Full or Combat parry), which will change the difficulty.

Reach

In melee combat the reach of the weapon is important. The reach of a weapon goes from 0 (short weapon) to 2 (pole arm), and will be specified in the weapon's description. If no reach is specified, consider it is 1 (average weapon). If 2 characters use weapons with different reaches, each point of difference will bring a -1d penalty to the attack and parry dice codes. If they are close to one another, the opponent with the longer reach is penalized. If they are far, the opponent with the shorter reach is penalized. As soon as a penalized character passed an attack, despite the penalty, then he imposes his reach, the penalty is now for the other opponent. If he passes his attack while he is not penalized, then he managed to keep the distance, with his opponent.

Engagement

During the engagement round (the first round of the combat), the shortest reach is automatically penalized, except for surprise situations.

Charge

The engagement attack may be a charge. It's a movement attack. It is the Ramming maneuver, detailed in the "Movement" section. The Movement roll will determine if the attack is successful. The base for damage calculation is given by the movement speed at impact.

Modifiers

In addition to the reach penalty described above, various tactical advantages can bring their lot of modifiers, to an attack roll. They're up to the GM, who could use the tables at the end of this section.

Melee parry

Melee parries include body feints and small movements, but mainly uses a weapon to block the attacker's.

Full parry

If a character attempts a Full parry, he tries to get out of the melee. A full parry includes a Cruise speed movement, the character uses to get out of reach. His parry roll will be **added** to the regular difficulty of all his opponents. If he's not hit, he will be considered disengaged. They must respect the movement though. If, during the same round, other attacks target the character, his previous full parry is still applied. The first attack, after a full parry, is always an engagement attack.

Modifiers

There is no reach penalty to full parries.

If several opponents are encircling the defender, he will have a -1d penalty, to his parry dice code, per side occupied by an opponent (front, left, right and back), for a maximum -4d penalty when surrounded.

The GM must interpret any other tactical advantage.

Combat parry

If a character decides to make a combat parry, his parry roll **replaces** the regular difficulty of the attack. If it's lower, then the defender made a mistake and opened his guard.

Successful attack: the attack roll is higher or equal to the parry roll

Missed attack: the attack roll is strictly lower than the regular attack difficulty

Successful parry: the attack roll is above the regular difficulty of the attack but is strictly lower than the parry roll.

Modifiers

In addition to the reach penalty mentioned above, a character will receive a -1d penalty against an attack coming from his side, and -2d from behind.

Some weapons are specifically designed for parry (like shields) and usually bring a bonus to the parry roll. However, some weapons are particularly designed to counter these bonuses (like flails). Some weapons are not designed for parries (axes, flails), and parrying with them brings penalties to the parry roll.

Do not consider this kind of modifiers in full parries, as it's much more a dodge than a block.

Chocks

If a parry is successful, with the Margin of Failure of the attack equal or lower than 5 (a closely successful parry), the 2 weapons connected. The attacker rolls the damages against the body dice code of the defender's weapon, to check if it breaks. Some weapons may have specific effects in these circumstances, in attack as well as in defense (a flail catches the parrying weapon, a sai traps the attacker's weapon).

Brawling attack

Difficulty

When a character fights with bare hands, he can select several maneuvers, with different difficulties:

Maneuver	Difficulty	Damages
Hit	Very easy	Strength (non lethal)
Improvised weapon	Easy	Strength+2 (lethal)
Grappling	Moderate	-

Improvised weapon: using an improvised weapon, except if the GM qualifies it otherwise, uses the Brawling skill. It is so when the character uses a weapon, not designed for attack (shield, rifle's handle) or not to attack this way (sword's pommel). The damage is lethal, however, unlike other brawling attacks.

Grappling: this attack doesn't do damages in itself. If the attack is successful, the 2 opponents are grappled. The attacker partly subdued his opponent.

The MS allows the GM to estimate the level of immobilization inflicted to the defender

The defender may try to break the grapple, by spending an action and winning a Strength opposed roll. The attacker has a bonus equal to the Grappling attack's MS.

The attacker can break the lock when he wants, without spending an action

While locked, none can do any parry or dodge, combat or full, until the lock is broken.

At GM's discretion, if he estimates the defender is not properly immobilized, he can authorize or forbid, to one or both opponents, to make any attack. Only weapons with reach 0 can be used in a grappling lock.

The attacker can try, by spending an action, to tighten his hold, by winning a Brawling opposed roll. He receives a bonus equal to the MS of his current hold. If he succeeds, we now use this MS for the hold. If it's a failure.

The defender can free himself, by spending a reaction (-1d multiples actions or spends an action).

All other hand-to-hand maneuvers (special strikes, strangulations...) are Martial arts (A) special maneuvers. The simple Brawling skill only allows the basic maneuvers mentioned above.

Modifiers

Using a weapon, to parry a brawling attack, is easier, as the attacker must avoid to directly wound himself, on his opponent's weapon. In addition to the potential reach penalty, the parry roll receives a +5 bonus. This is not applicable against an opponent using a natural weapon, like claws or horns, or an improvised weapon.

Brawling parry

When a character doesn't have a weapon, while attacked in melee, he can try a brawling parry. It's mainly feints, eventually accompanied with an attempt to deflect the attack. It can be a full parry or a combat parry, following the same rules as melee parries.

If the character uses an improvised weapon to parry, he uses his Brawling skill (unless the GM sees otherwise).

Chocks

In case of a chock (see above) when the attacker uses a weapon, the defender barely escaped the attack, by deflecting it with his arm. The GM determines which arm is hit, depending on the circumstances. The attacker rolls his normal damages, targeting the arm (see "Health" section and localized states). If you don't use this health rule, do a normal damage roll, but the defender cannot be more than Wounded by it.

If the defender uses an improvised weapon, his arm is safe, but the weapon is likely to break (roll the damages against the body of the improvised weapon).

Range attack

Range

The distance between the shooter and his target determines the base difficulty of a range attack. Each weapon defines its range, according to this distance. The ranges are detailed in the description of each range weapon. It is possible that only the long range is indicated. In this case, consider that medium range is half the long range, short range is half the medium range. Close range is always 0 to 3 m, if the short range is longer than 3 m. Otherwise, close range is 0 to 1 m.

Difficulty

Range	Difficulty
Close	Very easy
Short	Easy
Medium	Moderate
Long	Difficult

As the ranges have lower and upper limits, the GM may more accurately modulate the difficulty, if the distance is closer to the lower limit or the upper limit.

If the target wants to do a reaction, it must be a full dodge or combat dodge.

Modifiers

Here are some sample situations, implying modifiers, during a range attack.

Cover

If the target is partially hidden by something (a background element or another character), the shooter must choose to avoid the obstacle or shoot through it.

If he avoids it, he receives a dice code penalty, as indicated in the table below, according to the protected portion of the target

Cover	Penalty
Less than 25 %	None
25 %	-1d
50 %	-2d
75 %	-3d
100 %	Must shoot through

If the shot missed, it lands anywhere in the obstacle, but has no impact on the game (except if it's another character). If it hits, and you are using localized wounds, the GM will have to stay coherent, between the hit zone and exposed zone.

If he shoots through the obstacle, as long as the target is not fully hidden, he has no penalty. However, his bullet must pass through the obstacle. If the attack hits, he rolls his normal damages, against the body of the obstacle, as seen in the table below

Obstacle	Body
Window	1d
Wooden door, furniture	2d
Inner wall, brick	3d
Outer wall, stone	4d
Security door	5d
Armored door, concrete	6d

The obstacle will eventually suffer damages, according to the table below. If a modifier appears, in the last column, apply it to the damage dice code of the weapon to determine the damages to roll against the defender, as the shot passed through the barrier.

Damage roll – Body roll	Damages	Damage modifier
3 or less	None	No damage
4-6	Light damages, small holes	-4d
7-12	Serious damages, big holes	-3d
13-15	Heavy damages, man sized hole	-2d
16+	Destroyed	-1d

If he shoots through the obstacle, but the target is completely hidden, then he must have a way to see through, if it's opaque (X-ray vision or the like). He can also attempt saturation burst fire (see below).

Rate of fire

A range weapon may have a Rate of fire. This is the number of times it can be fired in a round. Multiple actions penalties still apply. Rate of fire is only a limitation. If the weapon's description doesn't mention it, consider it has no limit. If it mentions a ratio 1/n, then n rounds are needed, before firing again, with that weapon.

Ammo

If a weapon exhausted its ammo, it must be reloaded. Reloading a weapon requires the expenditure of 1 action. The weapon's description may determine how much ammunition is reloaded in 1 action. Usually there's no roll to make for reloading, but exceptions do exist (it will be mentioned in the weapon's description).

Area effect

Some weapons, or even some specific ammo, have area effects. There are 2 main types:

Blast: a sphere, centered at the impact, with a radius set by the weapon

Cone: starting at the weapon, up to long range, with a width at the base depending on the weapon, centered along the line of fire.

All the targets within the area of effect will suffer damages. The GM determines if covers (thus if dodges are allowed) are applicable, within the area of effect. Full dodges may not be enough, to put the target out of the way. If the attack succeeds, the line of fire or impact point is placed at the designated target. Otherwise, consider it scattered MF/5 m in random direction (use a clock quadrant and 1d6). The targets, at the impact point of a blast area, and in a cone area, receive full damage. Further targets, from a blast impact point, will receive diminishing damages. Each weapon describes the damage reduction, according to the distance to the impact point.

Short burst

Some weapons allow short bursts. A short burst index, in the weapon's description, specifies it. The attacker can then spray a small zone. He reduces his shooting skill by $-1d$ per meter of width of the zone. Then he adds a number of dice, equal to the short burst index. If this initial roll doesn't beat the base difficulty, determined by the range, then the burst is lost. Otherwise, each target in the zone can try a dodge reaction. The shooter makes only 1 roll. All the targets that rolled a strictly better dodge roll than the attack roll are safe. Those who rolled lower are hit. Each one receives damages equal to the weapon's damage code.

The shooter can decide to distribute his short burst bonus, between his attack roll and his damage roll.

Thus, he can shoot his burst on a single target. Treat it as a normal shot, except there is a higher count of bullets shot. If the weapon has recoil (like most firearms), the short burst bonus is reduced by $1d$. If a repeating weapon does not mention it has no recoil, consider it has some.

Example: *A submachine gun has a short burst index of 3 and a 4d damage dice code. A character, firing a short burst on 1 target distributes 2d (3 for the index -1 for recoil) between attack and damage rolls.*

A short burst requires 1 action, and exhausts the number of ammo indicated in the weapon's description.

A character cannot make more short bursts than his Strength attribute's number of dice, per round.

Spray fire

Some weapons allow spray fire. The shooter sets the width of the zone. It must be at least 1 m. Spray fire takes the full round; the shooter can't do anything else. As long as he sprayed fired on the previous round, don't bother with his initiative. At the beginning of the next round, the spray fire continues, until he gets his first initiative rank and decides to stop (free action). The shooter may still declare more than 1. His dice code for the burst's accuracy will be reduced as usual. If he makes a reaction (full or combat), he automatically ceases his fire.

The purpose of spray fire is to force opponents to stay behind cover. The shooter rolls his skill, against the difficulty set by the range. If he misses, he sprays the ceiling, floor whatever; the burst is lost. Nevertheless, he used all his actions for the round. If he succeeds, the spray fire affects the entire zone, for the round and the next, until he stops or some event modifies the circumstances of the shot (he's wounded, tries to move the zone...).

Anybody in the area will be hit, unless he makes a successful Movement action to get out. The movement's difficulty depends on the terrain (see "Movement" section) and will be augmented, by a penalty depending on the weapon and the width of the area. Each weapon's description indicates the movement penalty. It is reduced by 1, per meter of width of the area. If the movement roll is successful, the target is safe for this round. If it fails, the target is hit. If cover is available, within cruise speed movement, the target can make a full dodge. If the dodge roll is higher or equal to the movement difficulty, the target is safe.

Anybody, trying to pass through the area, must first pass a Willpower roll. The difficulty is equal to the spray fire movement modifier of the weapon (discard the width modifier).

Discard scale modifiers (see "Movement" section for details on scales).

If the shooter makes a spray fire on a single target, then consider the weapon gains 2 scale levels, for attack difficulty and damages.

Bursts and cover

To use bursts or spray fire, to shoot at someone behind cover, the shooter must roll the difficulty set by range. If he hits, apply the burst damages to the cover. Then, resume the burst procedures: potential targets must move or dodge against the shooter's attack roll. Damages are reduced according to the "shoot through" rule of the "cover" chapter above.

Blind shooting against a 100 % covered target must make an area of at least 2 m wide. If the target is not in the area, it's a miss.

Target's movement

Shooting on a moving target brings penalties detailed in the "Movement" section. This penalty is not applied to spray fire, as the area is usually there before or during movement. However, the GM may decide otherwise.

A prone target brings a $-3d$ penalty at Medium range or more, no modifier at short range, and a $+1d$ bonus at close range. A kneeling target brings a $-1d$ penalty, at any range except close range.

Preparing shots

If a character spends at least 1 full round to do nothing except preparing a shot (he may declare several actions, as long as he uses none), he will receive a bonus to his attack skill. It is equal to $+1d$, per round of preparation. Though it's limited by the character's Perception attribute.

Example: *with $3d+1$ in Perception, he spends 3 round to prepare, he gets a $+3d$ bonus. If he spends 4 rounds, he gets a $(+3d+1)$ bonus.*

The bonus applies only to the first following shot.

Some weapons or equipments improve targeting. To take advantage of them, the character must spend at least 1 initiative rank, to adjust his shot (if he spends at least 1 round in preparation, he takes the advantage, of course). This is not an

action in the sense that it doesn't increase the multiple actions penalty nor expends 1 declared action. It just forces the character to wait until his next initiative rank and spend a declared action.

Shooting in melee

A character can use a range weapon, while engaged in melee combat. The GM has final word to say if the weapon can be used in melee or not (impossible with a bow for instance or a thrown weapon). Consider a handgun to be reach 0, a shoulder weapon to be reach 1, and a heavy weapon to be reach 2. This reach doesn't bring any penalty to the opponent, only to the shooter, if his opponent has the advantage of a shorter reach. The reach penalty is doubled to the shooter. He will use his Brawling skill to shoot, no Martial arts (A) possible. However, the damage dice code of the weapon receives a +2d bonus, for the very close range.

Shooting an opponent in melee

This is quite random. The shooter has as much chances, to hit any fighter. He first makes his attack roll, against the difficulty set by range. If he succeeds, he will roll Xd6, all of them different (or manage to tell the difference, or roll them one by one), where X is the number of opponents in the melee, excluding those who have a reach advantage of 1 or more. The shooter assign 1 die to each opponent, before rolling them. The highest dice indicates which character is hit. In case of a tie, both are hit. The shooter can take penalties, to his attack roll, to adjust his shot. Per -1d, he can add +1 to any combination of the Xd6, after he rolled them.

Example: 3 opponents brawling. He shoots with a -4d penalty. He rolls 3d6 and distributes +4. He puts +3 on 1 die and +1 on another, though his friend is not hit.

The character(s), hit by the shot, can then decide to make combat dodges, to avoid being hit. They must roll strictly higher than the attack roll.

A burst, even a short, in such a melee, will hit everybody.

Shooting with 2 weapons

Shooting with 2 weapons, on the same target, is treated as 1 single action. The shooter makes only 1 attack roll, but it is limited by his Ambidexterity. If he hits, the damage dice code is increased by +1d (use the average of the 2 weapons +1d).

Shooting, with 2 weapons, on different opponents, bring no advantage, except rate of fire considerations.

Lost bullets

If a range attack fails, the GM may estimate it's not lost for everybody. He may state that another target receives it (a background element or even another character). If it's a character, he can dodge. We advise you to avoid these situations, except on a Fumble on the attack roll. It's better to affect the background, with additional descriptions.

Dodge

Full dodge

When making a full dodge, the character dives for cover, to avoid any range attack, targeting him, this round. A Cruise speed movement is included in a full dodge. It must be used to get behind cover. The distance, between the closest cover and the character, will bring penalties to his Dodge dice code. If he's just beside (less than 1 m) from cover, there is no penalty. Otherwise, per (Cruise Speed)/3 m to cover, he receives a -1d penalty. It is ceiled to -4d, if there is no cover closer than (Cruise Speed) m. After a full dodge, the character is prone and will have to spend 1 action, next round, to get up.

Combat dodge

A character, making a combat dodge, can avoid a range attack, with reduced movement. A Cautious speed movement is included in the combat dodge. He must use it to get behind cover. The distance also brings a penalty. If he's close to cover (less than 50 cm), there is no penalty. Otherwise, per (Cautious Speed)/3 m to cover, he receives a -1d penalty, ceiled to -4d, if there is no cover closer than (Cautious Speed) m. After a combat dodge, the character is not prone.

Modifiers

If shooters surround the character (all the ones this round for a full dodge or all those involved in a combined shot for a combat dodge), he will receive a -1d penalty, per side of incoming attack (front, left, right and back), to a maximum of -4d, if surrounded.

Individual Combat's Modifiers Summary Table

Condition	Modifier	Notes
Melee attack		
Reach disadvantage	−Xd, X=Reach's difference	Invert the penalty when an attack hits
Charge	See Movement	
Parries		
Reach disadvantage	−Xd, X=Reach's difference	Invert the penalty when an attack hits
Side covered by opponent	−1d per additional side	Full parry only. Max −4d if surrounded
Weapon vs. weaponless	+5	
Weapons' types	Variable	See each weapon's description
Successful MS 5−	Chock	Damage to parrying weapon or arm if weaponless
Attack from side	−1d	Combat parry only
Attack from behind	−2d	Combat parry only
Attack from above	−1d except pole arm parry	No localization below waist
Prone	−2d	Don't cumulate with "above" penalty
Range attack		
Cover	See cover table above	If shoot through, reduced damages
Short burst	−1d per m wide + (Short burst Index)d	1 attack roll, defenders dodge individually
Spray fire	None	Last full round, see details above
Prone target, close range	+1d	
Prone target, short range	None	
Prone target, medium+ range	−3d	
Kneeling target	−1d	Except at close range
Preparing	−1d/round	Max Perception
Shooting while in melee	Double reach penalty	Use Brawling skill, damage +2d
Shooting in a melee	Special	See details above
2 weapons, same target	None	Average damages +1d
2 weapons, different targets	Multiple action	
Targeting equipment	Equipment bonus	1 initiative rank to adjust
Full dodge		Cruise speed, prone
Distance to cover	−1d per (Cruise speed)/3 m	Max −4d in open ground
Combat dodge		Cautious speed
Distance to cover	−1d per (Cautious speed)/3 m	Max −4d in open ground
Any dodge		
Encircled	−1d per arc covered by an attacker	Max −4d when surrounded
Any attack		
Called shot	Per table in "Health" section	See "Health" section
Any attack or parry		
Visibility	Per Perception's visibility table	See "Attributes and Skills" section
Any action		
Health	Health penalties	See "Health" section

Skirmishes— Small units combat

When a combat involves small units, it's not worth using the large-scale battle system. However, managing 20 vs. 20 battles quickly becomes fastidious. Here are some ways of handling it.

Unit

Group fighters into units. Each one will act like a single opponent, though each member will do his Reactions individually.

Command roll

At the beginning of the round, when doing Perception rolls, the unit leader must make a Command roll, on the Command table. If he intends on making them do several things, he uses the worst skill average of his men, of all the actions he plans. If he fails, those who are not coordinated do nothing and stay behind cover.

Initiative

Instead of using his Perception attribute, the leader can use his Strategy and Tactics skill instead, or any appropriate specialization.

Declare actions

The leader declares the actions of the whole unit. A unit can declare more than 1 action. Those who are efficiently coordinated won't do reaction, except if the leader planned them in this actions' declaration. This disadvantages a unit, at this level, but it's compensated by other bonus, and it eases the management.

Resolve actions

At the leader's initiative rank, the unit spends its actions. During an attack from the unit, the leader decides how he distributes his Command bonus, between shooting and damages. No Command bonus for reactions. If the unit is shot upon, and the leader wants to spend a unit's action, the target can dodge. From now on, any other member of the unit can dodge once. Don't forget the multiple actions penalties.

Damage rolls

Treat the unit's damage at the individual level. If a member of the unit is wounded, he will lower the average dice codes of his team, except if he can be replaced by one member that was not efficiently coordinated, on the previous round.

Advanced Individual Combat

In a campaign setting where melee combat is important, characters can develop advanced combat techniques, to do specific maneuvers. Each campaign setting may define its own advanced combat skills. From a generic point of view, we'll study only a few possibilities, hoping these descriptions will be enough for ambitious GMs, who want to develop their own.

Fast-Draw (A)

If a character has this advanced skill, he will have advantages, when beginning a round with his weapon sheathed. The Fast-Draw (A) skill is only applicable to 1 weapon. To use it with other weapons, it must be purchased separately.

Initiative

In a round, where several opponents have their weapon sheathed, the ones with Fast-Draw (A) always have the initiative. When he begins a round, with his weapon sheathed, the character can draw it, use it and eventually sheath it again, in a single action. He will use his Fast-draw (A) skill to resolve the actions (there is no dice roll to draw or sheath a weapon, unless the GM exceptionally decides so). His Fast-Draw (A) skill will receive multiple actions penalties only if he does something else than "Draw-use-sheath" in the round. Everything is finally counted as a single action, for the multiple actions penalties' purpose.

Duel

During a Fast-draw duel (Wild West style or Japanese Iaijutsu style), the characters will bid, raising the difficulty of the action. The winner shoots first.

Determine who is the fastest naturally: compare Perception, then Agility, and then the weapon skill. This one selects who declares first.

In turn, each character must declare "Focus" or "Strike":

Focus: he bids on the action's difficulty. The base difficulty is 5. Each Focus raises it by +5. A character cannot focus more than the number of dice of his Willpower skill, rounded down.

Strike: the character drops the auction and let his opponent strike first.

Each duelist must beat the difficulty of his last Focus. He rolls his Fast-Draw (A) skill. If he hasn't it, he uses his weapon skill, but the difficulty is further raised by +10.

If the first strike doesn't kill the opponent, he can strike now, using his last focus as difficulty (which should be 5 lower).

Example: In the Wild West, Blondy (B) and Tuco (T) are in a colt duel. B is naturally faster. He decides to declare first.

Base difficulty = 5

B-Focus-(diff=10)

T-Focus-(diff=15)

B-Focus-(diff=20)

T-Focus-(diff=25)

B-Focus-(diff=30)

T-Strike. As T has Willpower 2d+2 (number of dice=2), he cannot Focus again. B shoots first with Fast-Draw::Colt (A) 6d against 30. He rolls 25, spends 2 Character Points, to roll an additional 2d, and rolls 32. T, tough as rock, still stand after the first bullet, he now shoots with Fast-Draw::Colt (A), but against a difficulty of 25 (his last Focus value). He also has all the health penalties from B's first shot.

Blind Combat (A)

This skill can only be used in melee combat. The character trained to use all his senses in combat, allowing him to partially ignore sight penalties. His Blind Combat (A) dice code is subtracted from the normal visibility penalties, in melee combat. For further simulation, you can consider the reach of his weapon lowers his Blind combat (A) skill by -1d per point of reach.

Only 1 Blind combat (A) skill is purchased, it is applicable to any weapon skill meeting the pre-requisite.

Melee mastery

As soon as a character meets a 5d per-requisite in any melee weapon (or heavy melee weapon), he can pretend receiving training from a *Maître d'arme*. In this purpose, he will develop the advanced skill Melee Mastery <weapon> (A). Each melee mastery is unique, and if the character wants mastery of several weapons, he must purchase them individually. These advanced skills allow him to make specific maneuvers. The maneuvers, presented below, are just proposals. Each GM, in his campaign setting, is free to accept them or create new ones.

Acquiring maneuvers

If he follows a teacher's training to progress 1 or more pips, the teacher, if he wants to, and if he knows it, can teach him new maneuvers at the same time.

Otherwise, the trainee is on his own. He must find another source

A teacher can teach him without training him for additional pips. The training time is 2 days and the Teaching skill of the teacher cannot reduce it.

If he finds another source (book, recording...), he can use it. The training time is 5 days.

Otherwise, he must do the research himself (see "Inventing maneuvers" below).

He must spend 1 Character Point

Except specific approval from the GM, a character cannot have more maneuvers than the number of pips of his current dice code in the advanced skill.

Some maneuvers require pre-requisites conditions. It can be the knowledge of simpler maneuvers. It can also be any other condition (a Merit indicating he followed the teaching of a specific school or some natural aptitude).

The possibilities of finding a teacher depend on the campaign setting. Some weapons are usually not appropriate to weapon mastery, as they are not considered as noble (pole arms, shield, heavy weapons...). However, the stick of a pole arm can be used as a staff, which weapon mastery is called Bojutsu.

Inventing maneuvers

If a character has no existing source of teaching, for a new maneuver, he can try to find it himself. This is a research task, using the Weapon mastery (A) skill. The base time is 1 month. The difficulty depends on the maneuver's complexity. The player describes his new maneuver to the GM, who will set the research's difficulty. If he thinks the maneuver is impossible, the player must find another one or simplifies this one.

As soon as the character passed his research roll, he can spend 1 Character Point to acquire it.

Use the guidelines below, to set the research difficulties:

Maneuver's type	Difficulty
Feint, Counter-feint	10
Conditionally brings a bonus to attack, damage or parry	15
As above for 2 of the 3	20
As above for the 3	25
Non-conditional bonus to attack, damage or parry	20
As above for 2 of the 3	30
As above for the 3	40

Using maneuvers

A maneuver's description sets the conditions to use it, its difficulty, and the impact regarding multiple actions penalties. Furthermore, many of them can only be used once, per opponent, during the same combat. However, some can be acquired many times, as they are not unique (like feints) and offer possible variants which, if their description in game mechanics are the same, are different enough, for an opponent not to see the relation. At last, some maneuvers (mainly defensive ones) ignore this rule. Except when it is mentioned explicitly, 2 maneuvers cannot be combined, during the same action or reaction.

In the following lists:

The * symbol means the maneuver can be used any number of times, against the same opponent.

The symbol + means there are several variants so it can be acquired more than once.

The symbol – means the Weapon mastery (A) is not affected by multiple actions penalties, to resolve the maneuver. The weapon skill, though, will always be affected.

General maneuvers

Switch hands–

The character swiftly switch hands for his weapon. He must pass a Moderate Weapon mastery (A) roll. If he goes from the off-hand to the good-hand, his advanced skill is restricted by Ambidexterity. The following action or reaction

receives a +2d bonus. If the action is done with the off-hand, his weapon skill is restricted by Ambidexterity. This maneuver counts as an action/reaction but includes the ensuing attack or parry.

Teasing-

Doing petty offensive or defensive movements, the character tries to tease his opponent. The winner of Weapon mastery vs. Willpower opposed roll receives a MS/5, rounded up, bonus. This bonus must be distributed, all along the combat, by steps of +1d per action/reaction. Using this maneuver prevents him from doing anything else, except reactions, during the round.

Offensive maneuvers

Attack sinister+

If he has a weapon in his off-hand, he can use it to attack, with his weapon skill, restricted by Ambidexterity. This attack can be declared as a Reaction. However, the secondary weapon must be of the same category as the Weapon mastery (A)'s weapon, or he must have the secondary weapon's Weapon mastery (A) skill too.

Doing so, by spending 1 of his declared action for the round, doesn't require any Weapon mastery (A) skill. It's just a 2 weapons' option.

Disarm

The character attacks with his Weapon mastery (A) skill. The target can defend as usual. If she's holding her weapon two-handedly, she receives a +1d bonus to parry. If the attack is successful, the weapon flies MS/2 m (maximum of Strength's number of dice x 3 m), in a direction selected by the attacker. If he makes an Agility or Coordination roll (player's choice), against 20-MS, he catches the weapon in mid air. Guaranteed psychological effect.

Feint+-

The character makes a Weapon mastery (A) vs. Perception (or Weapon mastery (A) if he knows Counter-feint) of his opponent.

If he wins:

If the opponent doesn't declare a reaction, it becomes a regular attack and counts as 1 action

If the opponent makes a reaction, it counts as an action for him, but the feint doesn't count as an action for the attacker.

If he fails: the feint counts as an action and the defender can make a reaction, if he wants to.

In addition to being limited by the number of different feints he knows, the character cannot make more feints, in a round, than his Weapon mastery (A)'s number of dice.

Pin

The attacker tries to pin his opponent's weapon. He attacks with Weapon mastery (A) instead of his weapon skill. If the attack or parry is successful, the defender's weapon is pinned. He can try to free it, by spending 1 action, to win a Strength or Weapon mastery (A) opposed roll. The attacker can free it, without spending an action, and the defender won't be able to use his just freed weapon, to defend himself.

Power strike+

First, the character can use his Weapon mastery (A) skill, instead of Strength, as a base for damage calculation. Then, he will trade a damage bonus for an equivalent bonus to his opponent's reaction. When he acquires the maneuver, he must decide the number of dice of this bonus. The bonus is added to the defender's parry roll, but if the attack is successful anyway, he receives the bonus to his damage dice code. If the attack fails (missed attack or successful parry), his next action/reaction will receive an equivalent penalty. If the Power strike is his last action of the round, the penalty reports to the first action/reaction of the next round. At GM's discretion, depending on the choice of the next action, the penalty can be negated (movement action, getting up...). A character can take this maneuver more than once, with the same or different bonus. The bonus must be at least +1d.

Unusual attack+

The character can use his weapon in an unusual manner. If it has a longer reach than his opponent's weapon, he can negate 1d of reach penalty but receives a -1d penalty to damages.

The GM can let the character use his Weapon mastery (A) instead of Brawling, whenever he uses his weapon in any unusual manner (ex: attack with the sword pommel). For damages, use the regular weapon's code -1d or Strength+2, at player's choice.

Defensive maneuvers

Aggressive parry

The defender makes a brutal parry against the attacker's weapon. He uses Weapon mastery (A) for his parry roll, instead of his weapon skill. If the attack fails or the parry is successful, the defender rolls his weapon's damages against the body of the attacker's weapon or his arm in case of hand-to-hand attack.

Counter-feint*–

Knowing this maneuver allows the character to substitute Weapon mastery (A) to his Perception attribute, to counter a Feint.

Missiles parry*

Pre-requisite: aggressive parry

The character uses his weapon to turn missiles, targeting him or someone behind him. He uses his Weapon mastery (A) skill. He spends 1 Reaction per incoming missile. Multiple actions penalties apply as usual. If the parry fails, the character is automatically hit. A heavy melee weapon receives a –1d penalty for this maneuver. Furthermore, if his weapon has reach 0, he suffers a –1d penalty.

The parry difficulty depends on the missile:

Missile	Difficulty
Throwing weapon	Attack roll
Propelled missile (bow, crossbow...)	Difficult
Firearm*	Very difficult
Energy weapon*	Heroic

*For firearms and energy weapons, the parry doesn't turn the missiles but merely blocks the shot. His weapon then receives the damages. Furthermore, the GM is free to forbid this kind of parries, if he estimates the campaign setting not to be so much heroic.

Neat parry*

The character knows how to parry more efficiently than just blocking the incoming attack. In case of a chock, don't roll the damages against the parrying weapon's body.

Parry-Riposte+

Pre-requisite: neat parry

The defender uses his Weapon mastery (A), instead of his weapon's skill, for the parry roll. If the parry is successful, he can immediately attempt an attack against the attacker. The whole maneuver (parry + riposte) counts as 1 action, for multiple actions' penalty. The target of the riposte can normally react to it.

Parry sinister*

With this maneuver, the character can make a parry, with a weapon in his off-hand. This parry doesn't count as an action, for multiple actions' penalty. He must use his Weapon mastery (A) skill, restricted by Ambidexterity.

This maneuver has the same restrictions, as attack sinister regarding weapons' types.

Pinning parry

Pre-requisite: pin, neat parry

Like aggressive parry, except the defender blocks the attacker's weapon, just as the pin maneuver.

Martial arts

Martial arts are the equivalent of Weapon mastery (A) for weaponless combat. Regarding the defender, Weapon mastery (A) and Martial arts (A) are exchangeable. As soon as the character knows Martial Arts (A), his weaponless combat becomes more academic. The GM is final judge to estimate if Martial Arts (A) maneuvers can be done with improvised weapons.

Acquiring, Using, Researching maneuvers

Do exactly as for Weapon mastery (A).

General maneuvers

Break fall*

The character can use Martial Arts (A), instead of Strength, to resist falling or throwing damages.

Prone fighting*–

This maneuver partially cancels the penalty, for melee fighting while prone. The –2d penalty is cancelled by the Martial Arts (A) dice code.

Teasing–

Like Weapon mastery (A).

Offensive maneuvers

Feint+–

Disarm

Pin+

Like Weapon mastery (A).

Death strike+–

Pre-requisite: Lethal damages

This attack must target a specific localization, as defined in the “Health” section. The attacker rolls his Brawling skill, with the called shot penalty. The defender reacts normally. Damages are determined with Martial Arts (A). The attacker can always lower the wound given. The character can take this maneuver several times, for the same or different localizations. A player can propose new localizations (mainly vital areas). He must deal with the GM, to determine the appropriate localized wounds’ effects.

Extra damages*+

Each of these maneuvers brings a +1 pip, to the hand-to-hand damages of the character. The GM must limit the number of those maneuvers to the number of dice in the Martial Arts (A) skill.

Lethal damages*

The character can choose to do lethal or non-lethal damages.

Power strike+

Like Weapon mastery (A).

Strangulation*

After a successful grapple, with a MS 10+, the character can strangle his opponent. Each round, he receives damages equal to the attacker’s Martial Arts (A) dice code. The strangler can still do actions, as long as it stays compatible with the hold and strangulation. Strangulation requires at least 1 action per round. It doesn’t call for a dice roll, but counts for multiple actions penalties.

Throw+

After a successful grapple or pin (or pinning parry), the character can throw his opponent. Spending an action and winning a Martial Arts (A) opposition, raised by the MS of the previous grappling or pin attack, against Brawling or Martial Arts (A), the defender is thrown MS/3 m away. He receives equivalent falling damages. If the defender wins the opposed roll the grapple or pin his broken.

Defensive maneuvers

Aggressive parry:

Pre-requisite: weapon parry

Like Weapon mastery (A).

Counter-feint*–:

Like Weapon mastery (A).

Missiles parry*

Like Weapon mastery (A). Don’t forget the –1d penalty for reach 0. If the MS of the parrying roll is 10 or more, the character catches the missile.

Parry–riposte+

Pre-requisite: weapon parry

Like Weapon mastery (A).

Pinning parry

Pre-requisite: weapon parry, pin

Like Weapon mastery (A).

Weapon parry*:

The character can no longer be wounded, when parrying a melee weapon bare handedly.

Large scale Combat

When the characters are involved in large-scale battles, you won't manage individual combats. This system provides a much quicker way, as well as less boring.

The battle round

A battle round will last 30 min to 1 hour, according to the GM's needs. During this time, the characters will be in the middle of the fights, doing nothing else. After each round, you'll determine if the battle is a victory, a defeat or is still undecided. In this latest case, the battle goes on for another round.

The engagement level

Before the resolution of the battle round, each character must choose is level of engagement:

Not involved: the character isn't part of the battle, there is nothing to do.

Support: the character stays behind, to care about minor tasks like command (which is hardly a minor task), supply, communications, medical care, artillery support. He won't risk trouble, except on a terrible defeat.

Disengaged: the character is affected to fighting tasks, but more as a reserve or rear guard (support archers, line artillery). He won't really see combat, except if the outcome is in his side's disfavor.

Engaged: the character is supporting the first lines. He's pretty sure to see combat, except on a complete victory.

First line: the character is in the middle of the worst fighting. He'll always have his share of action.

Special operations (or "Specops"): the character is assigned a task behind enemy lines.

After the first round, each character can change is engagement level, up to 1 rank. To go to the "Specops" level, the character cannot have been more involved than "support", on the previous round. A non-participating character can enter the battle now, at the "support" level.

Battle round's resolution

The general of each opposing army will roll a Strategy & Tactics (or any specializations appropriate for the battle) opposed roll. Strategic advantages, for each side, will bring modifiers:

Circumstances	Modifier
For defenders	
Entrenched	+5 to +20 according to the level of entrenchment
For each side	
Numeric advantage	+1 per 10 % more
Elite troops	+1 per 2 % of the army (max +10)
Poor troops (levee, conscripts)	-1 per 5 % of the army
Material superiority (equipment, food, health...)	+5 to +20, at GM's discretion
Weather conditions	0 to +15 for 1 side, GM's discretion
Previous round tactical advantage	According to PC/NPC actions
Chain of command's quality	-10 to +10, GM's discretion
Morale	-10 to +10, GM's discretion
Previous round strategic advantage	MS of the previous round's winner
Specops effect	GM's discretion

During a siege, it is likely the attacker will first use siege engines or bombardments, to weaken the defender's fortifications, before the actual assault. There will be preliminary rounds, which can last several days, where only the combat engineers and war machines will be involved. Doing so, they will lower the defender's entrenchment bonus, and will diminish their food supply, affect their morale... The besieging army must be nourished too. All these parameters are left to the GM's discretion.

If no PC is involved in the battle, keep it simple. The winner of the first opposition wins the battle. His MS gives the degree of victory, the loser's roll give an idea of its duration.

If the PC are involved, you must switch to battle rounds' resolutions. The 2 general solve the opposed roll. Then, each player will roll on the battle table below, to see what happens to him during the round. If the GM particularly cares about details, he will also roll, on the battle table, for every hero or major NPC of both sides. To ease things for him, he can arbitrarily decide of their actions, as a tactical bonus for the next battle round. The value of this bonus depends on the skill levels of the NPCs.

Battle's results

MS of the opposed roll's victor	Outcome
0	Tie, no side as a strategic advantage
1-5	Strategic advantage, no decisive victory
6-10	Small victory, organized retreat of the loser
11-15	Great victory, loser disorganized
16+	Flawless victory, loser rooted

If the tactical advantages, gained by heroes of the losing side are greater than the MS of the victor, they will lower his MS. Reduced it by half, rounded down, of their tactical advantages' points. They can never give the strategic advantage to their losing general. This modifier gives more interest in a battle, where the PCs are not generals.

Special Operations

If all the PC decided to take part of a specop, then the GM should play it completely, eventually taking a break from the game, if he needs to prepare it a bit longer. If not all the PCs are involved, and the other players agree to temporary play NPCs from their side, then the GM can play the operation. This is to avoid some players to get bored during the operation's resolution.

Otherwise, or if the GM doesn't want to completely play the specop, he must find a way to solve it. He must estimate the involved skills (Stealth, Weapons, Command, Strategy & Tactics, Explosives, Poisons...). For each skill roll, he sets the difficulty to achieve success, and determine the wound levels received by the characters.

Then, the GM must estimate the impact of the specop (successful or failed), as strategic advantage's modifiers, for each side.

The Battle Table

How to use it

On the upper left part of the table, find the line corresponding to the outcome of the battle, for the army of the PC. On the corresponding line, and on the upper right part of the table, find the level of engagement of the PC. The player rolls 2d6 and adds the number of dice of his Strategy & Tactic (S&T) skill, or any appropriate specialization. At the cross line of his level of engagement and the 2d6+S&T result, read what happens to him.

The Battle table

	Result of the general	PC's level of engagement					
	Victory	Support	Disengaged	Engaged	First line		
	Tie		Support	Disengaged	Engaged	First line	
	Defeat			Support	Disengaged	Engaged	First line
2d6+S&T	2-4	4d - 0	5d - 0	6d - 1	6d - 2	7d - 3*	8d - 4
	5-8	4d - 0	4d - 1	5d - 1	6d - 2*	6d - 4	7d - 5
	9-11	3d - 1	4d - 1	4d - 2	5d - 3	6d - 4*	6d - 5*
	12-13	2d - 1	4d - 1*	4d - 2*	5d - 3*	5d - 5*	6d - 6*
	14-16	2d - 1*	3d - 1*	4d - 2	4d - 4*	5d - 5*	5d - 6*
	17-19	2d - 2	3d - 2*	3d - 3	4d - 4	4d - 6*	5d - 8*
	20+	1d - 2*	2d - 3	3d - 4	4d - 5	4d - 7*	4d - 10*
Modifiers: Medieval and before (+0d-Parry); Renaissance (+1d-Parry); XIXth (+2d-Dodge); Modern (+3d-Hide); Future (** per setting) For defeats, if the victor's MS > 10, add (MS-10)d							

Code: Xd – Y(*)

The character receives damages equal to Xd. Treat them as a regular (physical) attack. Depending on the type of war, these damages will be modified. Add the dice code indicated in the modifiers line, at the bottom of the table. A skill is indicated as well. Subtract the character's dice code, in the indicated skill, from the damage dice code. He rolls his Strength+Armor, as usual, to set the received wound. The GM may roll for a random localization (see "Health" section). If the PC is piloting a vehicle, the indicated damages are at the vehicle's scale and are resisted with the vehicle's Body. Then the skill to reduce the damages' dice code is automatically the vehicle's piloting skill.

The action of the character grants Y tactical points to his general. These points can be interpreted differently from the GM. If Y is marked with "**", then a particular event occurred to the character. This event depends on the campaign setting. It is left at GM's discretion. If this event is successful, or even just correctly role-played by the player or players (after all, the GM may state that several PC got involved), it may grant 1 to 5 extra tactical points. Here are some examples: protecting a leader or standard, attacking enemy supplies, taking a position, back up of a rooted unit, capturing an enemy leader or standard, taking command, hero confrontation... Be creative.

** Future wars: The GM decides the damages' dice code modifier (at least +4d), and the skill that will diminish it. He can also estimate that infantry as absolutely no chance of survival, and only PC, onboard vehicles, will have damages reductions. Furthermore, futuristic weaponry may cause other kinds of damages than just physical ones.

Wealth

To provide a generic money management's system, we introduce the Wealth dice code. Money and currencies are thus put aside from the gaming system. They are specific parts of campaign settings. The things the character will buy have a price index, a generic component too.

Each campaign setting will provide tables, to translate Wealth dice codes and price index in local income and money.

The Wealth dice codes

For a character, the Wealth dice code represents his weekly income. Consider that the expenses of his life style are already taken into account in the dice code. The table below gives a rough idea of wealth levels according to the Wealth dice code:

Dice code	Level
0	Broke
1d	Poor
2d	Difficult
3d	Average
4d	Easy
5d	High
6d	Luxury
7d and more	Extravagant

Price indexes

The price of an item or service, the characters can buy, is quantified as an Index. If a character wants to buy it, he will need to roll his Wealth dice code against a difficulty equal to this index. The purpose is not to ask the player, to roll dice, each time they want to buy a newspaper or take the bus. For all these petty usual things, the GM should decide if the character could get it or not. He will usually grant it, except for the poorest ones.

This system is mainly to buy things that will have a serious impact on the game, like equipment or a very specific service.

To give more references to the players, the campaign setting should provide a way to convert from Price index to local currency. This conversion could be linear: provide a conversion rate between 1 point of Price index and the local currency. It could also not be linear: provide a more detailed table, to convert from various Price index levels to local currency.

How to use it

Each week, a character has his Wealth dice code. Thus, he can make 1 wealth roll per week, with his full Wealth dice code. If the Wealth roll is above or equal to the Price index, or the sum of the Price indexes if he's buying several things, then he had the money to buy it. Otherwise, it means it was more expensive than what he could afford, at this time, which could be temporary.

[Optional] Splitting

To introduce a more detailed management, the GM may allow a player to split his Wealth dice code, thus allowing him to roll several times per week, but with lower dice codes. To ease things for both GM and players, try to group items when buying. It will lower the number of dice rolls to make. The players must keep track of their Wealth dice codes splits.

Character Points

For a Wealth dice roll, a player can still spend up to 3 Character Points, after the roll, to increase its result. He cannot spend Fate Points. This can represent savings the character did, over several weeks, or by particularly watching his life style, during the previous week.

Overflow

If a player already rolled all his Wealth dice code, in 1 roll or by splitting it over several rolls if you allow it, he can still make Wealth rolls. However, he must first spend as much Character Points as the number of dice he wants to roll, on the incoming Wealth roll. On each roll, he cannot exceed his original Wealth dice code. For the purpose of this limit, ignore the pips, by rounding the Wealth dice code to the lowest full die. He can still also spend Character Points, after the roll, to increase it.

Upkeep

A character must upkeep his Wealth dice code. Once per gaming month, each character will make a roll, to upkeep his wealth. He makes, or lets another PC or NPC make, a Business (or the equivalent in the campaign setting) opposed roll, against his current Wealth dice code. Neither Character Point nor Fate Point can be spent on this roll. According to the MF or MS, here is what may come:

Fumble: the Wealth dice code falls to 0, at least temporarily. The character must make a subplot (which could also involve other PC) to restore his original Wealth dice code.

Failure: the Wealth dice code is reduced by –1 pip, per MF/10, rounded down (as long as MF < 10, there is no loss). He could get back to his original value, if he quickly does a subplot to restore it.

Success: no change

Success **and explicit action of the character**: the Wealth dice code is raised +1 pip per MR/10, rounded down. The character must have spent gaming time for the only purpose of increasing his wealth (GM's discretion).

The GM can do this roll secretly, which could inspire him, to introduce a new adventure, to one or more unlucky characters.

Advancement

As mentioned above, the Wealth dice code cannot advance through the expenditure of Character Points. Only a success on the upkeep roll, and a serious implication of the character, can do it.

Extraordinary cash flow

This mainly concerns settings where the characters are mercenaries.

When he manages to get some cash, the character receives a one-shot Wealth dice code. It won't be renewed each week, and he won't have to upkeep it. He can split it if you use this rule. He can still spend Character Points to increase his rolls, but he won't be allowed to overflow it, as described above.

Bribes

In situations, mostly social interactions, where money could bring an edge, the player can decide to spend some or all of his Wealth dice code for the week. He will get a dice code bonus equal to the Wealth dice code spent on the bribe. However, bribery does not always work well with every NPC. Someone, particularly hostile to the idea of being bought, can transform it in a penalty. In the same way, offering too much to someone may make him nervous, making the interaction harder. As usual, the GM is free to interpret his NPCs' reactions, in front of this behavior. Skills like Empathy and Psychology can help the character feeling the line not to cross with a NPC.

In the cases where it could be important, the Wealth dice code thus offered is considered an "extraordinary cash flow", as described above.

Equipment

This section details generalities regarding character's equipment: which attribute to use, when to use it, how do we acquire equipment, how to repair it, modify it, build it... For now, only generic concepts and rules can be told, with various examples from various campaign settings. Each campaign setting should provide detailed specific equipment lists, describing all their statistics and capabilities.

Acquiring equipment

Characters' equipment, particularly PCs, can disrupt the game's balance. The more delicate situations are in the campaign settings where equipments can be powerful enough to make super beings of the PCs. As soon as the technological level allows equipments that increase or duplicate Attributes or Skills, super powerful weapons or armor making their bearer invulnerable, the GM must guarantee the balance of the game. It's a question of balance between PCs on one hand and between PCs and NPCs on the other hand. Particularly between PCs that entirely depend on their equipment and those only using their own capabilities. In these cases, the GM must strictly control the characters' equipment (if they're part of a military-like organization, it suits the control), or the cash flow (see "Wealth" section). Otherwise, the campaign may fall in the "mission-money-buy equipment-next mission easier-more money-more equipment" routine. This is particularly sensitive in mercenary-like campaigns. If the GM doesn't want to use the "Wealth" section's rules, he must take good care of the cost of the daily life, during the down time of the campaign. No expense should be neglected, as well as none of the petty troubles, associated with the acquisition or powerful equipments.

Character creation

A character creation, the more appropriate stat, to evaluate the starting equipment, is the Wealth dice code. The GM's approval is required to acquire any equipment. Either he estimates the quantity and power of the character's equipment, according to his Wealth dice code, or he calculates an average Price index, he gives to the player, to buy his starting equipment. To calculate this average, he uses the dice codes' averages' tables, given in the "Basic game's mechanics", multiplying it by 10, to integrate the years of savings of the character.

Equipment's value

Mainly for building and repairing equipment, the GM will give values to equipments. This value indicates their relative power, complexity... their overall impact on the game. We'll give methods to evaluate this, according to each equipment's statistics. These are just general guidelines.

If your campaign setting does not really suits building and modifying equipment, you will never have to calculate those values. Just use the default repair difficulties when needed.

Availability

A character may not be able to find his equipment in the corner's shop. Some equipments will be much harder to find, or will require clearance for transport, use... (if your GM can have access to gun control laws, you'll have some pretty good ideas of the troubles to buy one). Some equipments may also be completely illegal, in some societies. In the "Equipment" section of each campaign setting, you'll find information, related to the difficulty of acquiring it, and its legality.

Availability index

It reflects the difficulty to find it. This index can vary from one society, country or planet to another, according to the campaign setting. Provide an average index, to estimate its complexity or rarity. The GM will then modify this average index, according to the circumstances of the acquisition. The character must make a skill roll, against a difficulty equal to the Availability index multiplied by 5, to acquire this equipment. The GM will interpret the MS, if the character wants a bigger quantity. The skill rolled will depend on the method of research used by the character. Here are some samples:

Legwork: he uses adverts, advertisings...

Bureaucracy: the equipment requires fees or clearance.

Business: he uses market's information

Etiquette::Street: for the black market

Others: at GM's discretion, depending on the players' creativity.

In case of a failure, the GM can interpret the MF, particularly fumbles, according to the method of search (the black market may consider them a threat, the authority may watch them closely or arrest them...).

Of course, if the characters build their equipment themselves, they won't have to bother with these details.

A unique item will not have an Availability index. Acquiring it must be the purpose of an adventure or subplot.

Authorization

X: The equipment is illegal. If the authorities catch the character with it, he will be prosecuted. He can only acquire it through the black market or by stealing it. However, in a “special forces” like campaign, it can be assigned to them.

F: it is regulated and requires a clearance. It must be granted (a bureaucracy roll, whose difficulty and base time depend on the equipment), and could require a fee. The campaign setting, or the GM, will determine those factors (for a weapon, an opposed roll, against the damage dice code, is a good compromise). Of course, a clearance can be forged, with the Forgery skill. The character may also ignore the clearance. It then falls in the X category above.

–: No specific regulation.

If the characters use home made equipment, the GM must compare it to existing things, to estimate the authorities reactions. An equipment of a higher TL is very likely to be considered illegal. But many more reactions are possible, and this could lead to interesting adventures.

Encumbrance

It shouldn't be a source of trouble, as D6 mainly deals with heroes. However, if the GM estimates a player is unreasonable, about his equipment, he could ask for Lifting skill rolls. The GM will approximately estimate the weight of a character's equipment.

Regarding weapons uses, always consider that a character can use a weapon of the character scale. If the weapon's scale is 1 more, he must do Very easy Lifting rolls. If it is 2 more, the Lifting difficulty is Moderate. Above, he cannot use this weapon, unless it is mounted (on a vehicle or battery).

Equipment's stats

Foreword

In addition to detailing the various stats qualifying equipments, this chapter will propose rules of thumb, to calculate their value. These rules are mainly to give ideas of power levels to the GM. There are too many possible types of equipment, to give complete generic rules. If these rules seem too complicated, use your own judgment to set their values. It may prove more satisfying, and far quicker, than doing the calculations.

Name

This is the name of the equipment

Scale

All the details, regarding scales, are given in the “Movement” section. If this stat is missing, in the equipment's description, consider it has a scale of 1 (character). The GM may use the scale, to modify the value of equipment, particularly if the players plan to make too big constructions or modifications.

Body

This is the dice code to roll, to resist damage done to the equipment. If it's lower than 1d, it is noted 0. See “Damaging equipment” chapter, below, for the uses of the Resistance stat.

Body	Value
0	0
1d	5
+1 pip	+1

Capabilities

These determine how the equipment is used. They are many possibilities. Each capability will add its value to the overall Equipment's Value. The tables below propose several capabilities' types:

Fixed dice code: the equipment, if it's properly used, gives a fixed dice code to do something specific (ex: firearms).

Skill bonus: he gives a bonus to skills, in specific circumstances (ex: vehicle's maneuverability, Search bonus for binoculars). If the circumstances cover a wider range of possibilities, the value must be increased. If the circumstances are very specific, it can be decreased, or apply the bonus to several skills.

Attribute bonus: it gives a bonus to an Attribute, outside of skill uses (Initiative for Perception, Strength for the damages of a melee weapon, Strength to resist damage for armor).

If the equipment offers some exotic capability, the GM will have to determine the value.

Type of capability	Effect	Recommended value
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Fixed dice code		
	Below 3d	5-10
	3d-4d	10-15
	4d-5d	15-20
	5d-6d	20-25
	Per +1d above	+10
Skill bonus		
	Below +1d	10
	+1d to +3d	10-20
	Per pip of bonus above +3d	+4
Attribute bonus		
	Less than +1d	10
	+1d to +2d	10-20
	Per pip of bonus above	+5
Exotic capability		
	Variable	GM's choice

Bonus and Limitations

If the use of the equipment brings penalties (ex: Agility penalty for wearing armor), then the GM must estimate its impact, regarding value's reduction. Likewise, if the equipment has a specific bonus (ex: area effect), the GM must estimate its impact, regarding value's increase. Here are some examples. Some of these add their value to the capability they give the bonus to (a + or – sign in the value). Others are just capabilities on their own, but are hardly translated as dice codes (no sign).

Type	Value modifier	
Bonus	Blast area effect (effect reduction –1 per X m)	+X per dice
	Cone area effect (cone's base X m)	+ X per dice
	Short burst weapon	+Short burst Index per dice
	Spray fire weapon	Spray fire modifier
	Long range	Distance/(10xScale)
	Allows indirect fire	+5
	Always on	+5
	Miniaturization	+5 to +15
Limitation	Attribute's penalty (and its related skills)	-3 per pip of penalty
	Annoying effect always on	-5
	Mandatory indirect fire	-5
	Ammo	Estimate the impact of the ammo count
	1 shot (cannot be reloaded)	-10

Skills to use

The GM decides which skill must be rolled to use the equipment. There could be none (armor), there could be several possibilities (a weapon falling in several categories), there could be several required (complex equipment)... It could be advanced skills. As far as possible, the GM must decide which specializations are adapted to its use.

Usually, it's 1 skill per capability, with 1 possible specialization. If the GM estimates the equipment to be more versatile (can be used with several different skills), it's final value is increased. If its use is more restrictive (Advanced skill, several skills required) then its value is decreased.

Use difficulty

If a skill roll is required, to properly use equipment's capability (like an attack roll for a melee weapon), then its value can be decreased. Subtract half the difficulty of the skill roll.

Technological Level

The GM must estimate the average required TL, for the equipment to be available. Equipment's TL, lower than the campaign's TL is common (melee weapons still exist in SF settings). Genius could design equipment of a TL higher than the campaign's. Their Equipment Value must be increased: add +5 to the value of each involved capability. But more importantly, it makes the equipment an artifact. It will never be available in a shop. A player, wishing to acquire it, at character creation, won't be able to just use his Wealth to get it. He must acquire it by spending a cost, in Creation Points, set by the GM, according to its impact on the game.

Another element, depending on TL, is miniaturization. As a rule of thumb, if an equipment is available at a given TL, it will be twice smaller at TL+1 and 4 times smaller at TL+2. Keep it coherent and balanced, though.

Value

This is the Value, in Equipment Points described above. To determine this value, add the values of all its components. Most of the time, the Value won't appear in the item's description. If the GM wants to determine it, he will have to estimate it.

Price

This is the price to pay, in Price Index (see "Wealth" section), to buy the equipment. Beware, some of them have an availability codes that may require the character to do more legwork than just passing to the cashier.

Description

The equipment will be further detailed, if required. It may mix game terms (capabilities above) with purely descriptive features. Players and GM will refer to this description, if there's a doubt regarding its use.

Example: Binoculars

Stat	Value	Comment
Body: 1d	5	
Capability: +3d to Search to cancel range penalties	10	Skill bonus
Skill: Search	0	1 skill for 1 capability
Skill difficulty	0	No skill roll required
TL 4		
Total	15	This equipment is really not a threat to game's balance.

Melee weapons

For further details, on melee weapons and armors, outside of their equipment value, report to the "Combat" section and "Movement" section for vehicle weapons.

Body

Mainly used to resist chocks during parries.

Damage

The capability of a melee weapon is to deal damages. However, some weapons were designed for a specific purpose (ex: flails are designed to make a shield useless). In this case, the GM must determine the impact, regarding Equipment Value, if it's not provided.

Usually, melee weapons' damages are expressed according to a Str+Xd+Y formula. Add Xd+Y to the bearer's Strength dice code, to determine damages. Except with particularly advanced technologies, a damage dice code strictly above Str+2d requires the Heavy melee weapon skill (Strength skill) instead of an Agility skill.

Base difficulty

The weapon sets the difficulty of the attack roll. This is its Use difficulty. Report to the "Combat" section for further details.

Example: Long sword

Stat	Value	Comment
Body: 5d	17	When it's supposed to parry, a melee weapon must have a decent Body.
Capability: damage=Str+2d	20	Attribute bonus
Skill: Melee weapon	0	1 capability for 1 skill
Difficulty: Easy (10)	-5	
TL 2		
Total	32	This weapon is no threat to the game's balance

Range weapon

Damage

Like melee weapons, thrown weapons have a damage dice code of Str+Xd+Y, but there could be exceptions. Except with particularly advanced technologies, a damage dice code strictly above Str+1d means the weapon is heavy enough, to require a Throwing skill roll.

For a range weapon, and except with particularly advanced technologies, if the damage dice code is strictly above 6d, it is considered a heavy weapon.

Ranges

Range weapons' difficulty depends on range. Here, you'll find the various ranges, expressed in meters. Report to the "Combat" section for their meaning. For a thrown weapon, the range may be expressed in Str multiples. Use the number of dice of the Strength attribute of the thrower, multiplied as indicated, to determine the ranges, in meters.

For Equipment value's calculation, use the long range, in meters, divided by 10. Then further divide by the Scale of the weapon. If the range depends on a stat, use an average value of 3d for Attributes and 4d for Skills.

Short bursts (spent ammo)

If a range weapon can fire short bursts, it has a short burst index. In the parenthesis, you'll find the number of ammo spent on a short burst. It is usually 2 rounds per short burst index.

Spray fire (ammo spent)

If a range weapon can spray fire, it has a spray fire modifier. In the parenthesis, you'll find the number of ammo spent on a spray fire. It is usually (Spray fire modifier)/2 rounds per burst.

Report to "Individual combat" for further details on bursts.

Area effect

If it has area effect, it can be 1 of 2 types:

Blast: the weapon's description indicates an effect's reduction range. The weapon's capability will be reduced -1d per multiple of this range, to the impact.

Cone: the weapon's effect is a cone starting from the muzzle. The weapon's description indicates the width of the cone, at long range.

Area effects are further detailed in the "Combat" section.

Note that some other equipments can have this bonus.

Targeting aids

Some weapons may include targeting aids. They are considered as Skill bonus.

Example: Heavy repeating blaster

Stat	Value	Comment
Body: 2d	8	
Scale: 2	—	—
Capability: damage 7d	35	Fixed dice code(30)+Scale(+5)=35
Limitation: cannot be used unless installed as a battery	-10	Very limitative as it must be set a long time in advance
Crew: 2[1]	-10	+10 difficulty penalty if alone (see "Movement" section).
Ammo: 500	0	Don't bother counting them
Capability: Range 400 m	20	400/(10x2)
Capability: Spray fire 30 (15 ammo)	30	
Skill: Heavy weapon		
TL 7		
Total	73	This weapon may imbalance the game

Armor

Protection

It's indicated as a dice code bonus to Strength rolls, when resisting damage only. Armors can have different protection's bonus, for different attack types. Then, the GM must factor it, when calculating value.

Covered zones

Indicates which parts of the body of the wearer are covered, in case your using localized damage's rules. The calculated value concerns torso only. Add 20 %, to the value, per additional zone covered (reminder: there are 6 zones on a humanoid body). If the armor doesn't protect torso, take 20 % of the calculated value per zone covered. Actually, this makes 100 % of the calculated value for torso and 100 % for the rest of the body.

Armor penalty

Some armors are clumsy. They are not necessarily heavy, they are just hindering the body's movements. The Agility, and all its related skills, will be penalized by this limitation.

Example: Chain mail

Stat	Value	Comment
Body: 3d	11	
Capability: Str +1d against all damages	+10	Torso+5zones = +100 %
Limitation: -1d to Agility	-9	
TL 3		
Total	22	This armor doesn't threat the game's balance

Vehicle

For further details, other than equipment values, regarding vehicles, report to the "Movement" section.

Move

It's indicated in meters. As soon as an equipment has this stat, it is considered a vehicle. This stat can have several different values. The vehicle can then evolve in different environments.

Some campaign settings may present specific movement types (hypersapce in SF settings...), which may be expressed in other units.

To calculate the value of the equipment, use the following guidelines, depending on the type of movement and the speed:

Terrain	Movement's type	Notes	Value
Air	Jump		5+Height/4
	Fly		15+Move/20
	Glide	Ceiled to starting height, silent	5+Move/5
	Ceiled fly		-10+Ceiling
	Take off/Landing	Minimum speed=Cruise	-Move/30
	VTOL	See Movement section	+15
	STOL	See Movement section	+5
	VSTOL	See Movement section	+10
Ground	Wheeled	Max Scale 3, off-road penalty	Move/5
	Wheeled, All terrain		+Move/5
	Tracked	No max Scale	Move
	Walking	Can fall	Move/2
	Underground		5+Movex2
Water	Surface		5+Move
	Underwater		10+Move
Space		Space Units	20+Move
Hyperspace		Setting specific	30+

Crew [Reduced]

This is the number of people required to man the vehicle. If a number appears between brackets, it's the minimum crew, below which it is impossible to man it. Report to the "Movement" section for details about Crew.
The GM must estimate the impact of Crew, on the value.

Passengers (Comfort)

The number of passengers that can embark in the vehicle. Between parentheses is the comfort level.
The GM must estimate the impact of passengers, on the value.

Cover

Expressed in degree of protection, to the people inside the vehicle:

- None: fully exposed (skateboard)
- ¼: they are 25 % covered (Motorcycle)
- ½: they are 50 % covered (roofless car)
- ¾: they are 75 % covered (WWI plane)
- Full: they are 100 % covered (Car)

Report to the "Combat" section, for covers' effects.

Maneuverability

It's added to the pilot's skill, when maneuvering the vehicle. To calculate its value, it's a skill bonus. If the vehicle has acceleration or deceleration capabilities like characters', double this value. If it is design to particularly ease some maneuvers, add the bonus. If some maneuvers are more difficult, subtract the penalty.

Signature

It will oppose Sensor rolls to spot it, and locking attempts using guided missiles. Calculate its value as an attribute bonus.

Autonomy

Depending on the level of detail of the campaign setting, several units can be used. It can be a number of days of continual use, a maximum distance or fuel units. It represents fuel's quantities, as well as food or other vital resource, for the vehicle to work properly.

Cargo

This is the mass and volume the vehicle can transport, in addition to passengers. Exceeding the volume requires to attach the supplement outside. Exceeding the mass will hinder movement. Both give penalties. Report to "Movement" section for details.

Additional equipments

Everything that could be added to a vehicle (weaponry, protective shield...). Everything that has an impact in game terms will increase the value of the vehicle, the rest will just increase its price.

Damaging equipment

Equipments may receive damage. Vehicle damage is treated in the "Vehicle combat" chapter of the "Movement" section. When other equipments receive damages, roll their Body attribute, to check how badly damaged they are. If the Body is 0, the equipment is automatically destroyed, as long as the weapon's scale is at least equal to the equipment's. Otherwise, use the following table, according to the difference between damage roll and Body roll:

Damage-Body	Effect
5 or less	None
6-10	Lightly damaged
11-15	Seriously damaged
16-20	Severely damaged
21+	Destroyed

Legend:

Lightly damaged: the equipment can malfunction. On a Wild 1, it ceases to function. If the GM doesn't use the Wild die rule, he must now introduce an equivalent concept. Each time the equipment is used, add 1 colored die. If this die rolls a 1, the equipment malfunctions. Repairing it puts it back to work (see "Repairing equipment" below). Use the "Minor damage" entry, to just put it back to work. It will still be Lightly damaged, until fully repaired. The GM may

alter this rule, to adapt to the involved equipment (a sword doesn't malfunction, it will just be less efficient: reduce its damage dice code -1d).

Seriously damaged: the equipment is out of order, until fully repaired (see below)

Severely damaged: as above, but repair difficulties are higher.

Destroyed: it can no longer be used or repaired.

Damage accumulation

The following table shows how equipments accumulate damages:

Dam. Received Current Dam.	Light	Serious	Severe
Light	Serious	Severe	Destroyed
Serious	Severe	Destroyed	Destroyed
Severe	Destroyed	Destroyed	Destroyed

[Optional] Maintenance

Equipments should be maintained, otherwise they risk malfunctions. Monthly, each character must make a Wealth roll. The difficulty of the roll is 1/10 the sum of all the Price Indexes of his equipments. If it fails, the player will use the MF, to select which equipment are not maintained. They are considered Lightly damaged. These damages are cumulative, from one month to another. An equipment that missed maintenance twice is Seriously damaged... The GM may modify the Wealth roll's difficulty, and interfere with the equipments, selected by the player, to enforce the consistency of his campaign setting (a sword may not need to be maintain every month, but most of all, it doesn't break apart permanently because of lack of maintenance).

Repairing equipment

When a character wants to repair damaged equipment, the GM will use the following guidelines. All along the process, the character must use the appropriate Repair skill. Each damaged component of the equipment must be repaired.

Diagnostic

First of all, the character must diagnose the extent of damage of the equipment. As a rule of thumb, unless the GM has other ideas at the moment, we'll consider that the more important is the damage, the easier it is to diagnose. An appropriate specialization of the Scholar skill can be used for diagnostic. The base difficulty is equal to the Equipment value of the damaged component. The damage level further modifies this difficulty. If the GM doesn't want to bother with Equipment values, he can use the default difficulties:

Equipment's damage	Value modifier	Default difficulty
Destroyed	Automatic	Automatic
Severe	-10	Easy
Serious	-5	Moderate
Light	0	Difficult
Minor damage	+5	Very difficult

Usually, no specific equipment is required to diagnose, but the GM can decide otherwise. Nevertheless, if the technician has access to special repairing equipment, it will give him a bonus. This bonus will be detailed in the repairing equipment's description.

Regarding diagnostic's base time, you can proceed as for "Knowledge skills", described in the "Attributes and Skills" section. If the technician witnessed the damages, or someone accurately described it to him, he can immediately roll for diagnostic. This roll doesn't count for multiple actions penalty. If this first roll fails or if nobody can make him an accurate description, a first sight examination of 5 minutes allows him a new diagnostic roll. If this roll is missed, then the GM may consider he will never find the malfunction, as long as the diagnostic's conditions doesn't evolve (third party help, new repairing equipment, Character Point or Fate Point, diagnostic skill's advancement).

Repairing

As soon as the damage is identified, the technician can move to the next step, the actual repair. For this task, a Scholar's specialization is not enough. It must be the appropriate Repair skill. The more important is the damage, the harder it is to repair it, unless the GM has other ideas on the difficulty. It is a task, as further detailed on the "Task" section. The base difficulty is equal to the Equipment value of the component, modified by the damage level. Again, the GM may use the default difficulties, if he doesn't use Equipment values.

Damage	Value modifier	Default	Base time	Price
Destroyed	Impossible	Impossible	Rebuild*	100 %
Severe	+5	Very difficult	1 day	50 %
Serious	0	Difficult	1 hour	25 %
Light	-5	Moderate	5 min	10 %
Minor	-10	Easy	1 min or less	–

* Being destroyed, the equipment must be replaced, buying a new one or rebuilding it entirely.

The required time can be reduced or increased, as indicated in the “Task” section, by ‘Rushing things’ or ‘Taking more time’. It can be further modified, according to the scale of the equipment.

The price represents the spare parts to use. Usually, when characters keep spare parts (in their personal equipment or vehicle), they just indicate how many generic Price indexes, of spare parts that are commonly damaged. The GM decides if the pieces to replace are part of their stock or not. If they don’t have the stock at hand, they must buy it, making the appropriate Wealth roll.

Various modifiers

Complex equipment (several capabilities, complex use...): +5 to +10

Miniaturized: the Repair skill is restricted by the Electronic skill for TL 6+ and the Clockwork skill at TL 4–6.

Jury rigging

The technician can decide to jury-rig equipment, instead of repairing it. It’s much cheaper, much quicker but much liable:

Reduce the difficulty by -10

Use the base time of the damage 1 level inferior

The cost is 10% of the indicated cost. The parts are always common ones. If no parts are available, the technician can try to salvage parts, from other similar equipments (GM’s discretion), but the difficulty goes back to the original level.

Jury-rigging is impossible, on destroyed equipment or with minor damages

Any further full repair’s difficulty is increase by +5 or more, depending of the intensity of use of the jury-rigged equipment (GM’s discretion). Once a full repair is done, the jury-rigging is forgotten.

If you decided not to use the Wild die rule, you must introduce it now, for jury-rigged equipments. Each time it is used, roll one different die. If it rolls 1, it’s a Wild 1. A 1 out of 6 probability of malfunction, on jury-rigged equipment, gives the good dose of pressure to the player.

If a Wild 1 happens during any use of the jury-rigged equipment, the jury-rigging fails. It reverts to its previous damaged state. However, full repair’s penalties stay. At GM’s discretion, for the good of the adventure, he may decide any other Wild 1 effect. But there always should be something.

Teamwork

If several people work together, at repairing equipment, they can combine on the same component (the GM sets a sensitive limit to the number of simultaneous people), thus increasing their chances of success. They can also work on different components, with GM’s approval, thus saving time.

[Optional] Building equipment

These rules will only be used in appropriate campaign settings. If your characters are unlikely to build their own gadgets, ignore these rules. They are particularly hard to use, as the GM must calculate or improvise the Equipment values.

Building something, according to the plans or recommendations of the designer, requires time, money and the appropriate Built/Repair skill. Once designed (see “Designing equipment” below), the builder must install each component separately, starting with the Body. Then, he can install them in any order. These are tasks, as detailed in the “Task” section.

The installation difficulty is equal to the Equipment value of the component. The installation time is 8 days, for each component. This duration cannot be voluntarily reduced, as per the ‘Rushing things’ rules of the “Task” section, because the final installation time depends on the MS of the installation roll. Furthermore, depending on the scale of the equipment, the GM may modify the base time.

MS of the building roll	Installation’s duration
0-4	8 days
5-9	4 days
10-14	2 days
15+	1 day

In case of failure, the builder lost 8 days. He can always try again. In case of a Fumble, the builder may have been confused, by the designer's instructions, and may not try again, until the circumstances evolve.

Sub-systems

If 1 or more smaller equipments are installed, on bigger equipment (ex: weapons on a vehicle), we call them sub-systems. To install a sub-system, use the highest Equipment value of its components, to set its overall Equipment value. This is the difficulty to roll, to install the sub-system.

Building price

The GM sets the price of building equipment, in Price index to oppose a Wealth roll, according to the Equipment value.

Teamwork

If several people work together, to build equipment, they can combine on a single component (thus increasing their chances of success and thus diminishing the final installation's time) or they can work on different components (thus speeding the overall construction). The GM must always approve the combinations proposed by the players.

[Optional] Designing equipment

Like building above, designing equipment is reserved to appropriate campaign settings. When a player wishes to design new equipment, he must first get GM's approval. He must define all its capabilities, for now only in descriptive terms. The GM may simply refuse, because it's inconsistent with his campaign or to preserve its balance. If he's ready to approve, he can bring modifications, mainly limitations or small features, to enforce consistency.

Game terms

The next step is to translate it in game terms. It's better to let the GM do the work here, unless the player has a very precise idea on the capabilities he wants his gadget to have. Besides defining its stats, the GM must also calculate or estimate each component's Equipment value. Don't bother with scales, for now. If the GM estimates the TL of the gadget exceed the campaign's, the designing character must have the "Genius" merit.

In a campaign setting where magic is vivid, the new equipment may be a magical item. TL considerations become magical knowledge, instead of "Genius".

Designing time

Designing equipment is a task, as described in the "Task" section. According to the Equipment value of the gadget, the GM decides its base design time. Unless he has a more precise idea, consider 1 day per point of Equipment value. This duration can be modified by the options: Rushing and Taking time.

Skill roll

For each component, starting with Body, the character must roll the appropriate Design (A) advanced skill. The difficulty is equal to the Equipment value of the component. Once successfully designed, the character now has plans, ready to be exploited by a builder. Now, for any consideration (cost in money, in Character Points), the GM may multiply the Equipment value by the scale of the equipment.

Then it must be built. The builder can be another character. If the designer takes part in the building process, all the difficulties are reduced by -5.

Wealth

The GM may estimate that the design requires various expenses (raw material, tools, workshop...), thus requiring a Wealth roll.

Character Points

If the GM thinks the new equipment has an impact on the game's balance, he may impose Character Points' expenditure, to validate the designing process. The number to spend is up to the GM, based on the Equipment value. He may estimate that it's not the designer who must entirely pay in Character Points, but also the ones who will use the equipment.

[Optional] Modifying equipment

Again, in the appropriate campaign setting, the GM may allow characters to modify their equipment. This task is similar to design/built, except it is likely to involve 1 capability at a time. All other considerations are the same (design's costs, design's Character Points, building's cost, acquisition Character Points).

Movement, Chase and Vehicle combat

These movement rules are described in generic terms. Whatever the vehicle is, they will be similar. Skills and Attributes will change, but there won't be much adaptation to do, from the general principles.

Foreword

The term 'vehicle' is used for any mean of motion. To make the text uniform, we'll talk about vehicles, even for characters on foot.

The term 'Movement skill' or 'piloting' is used for the skill the character will roll to do movement checks. It depends on the vehicle used. All the skills, qualified, in the "Attributes and Skills" section, as 'Movement', can be used to pilot something. Unless explicitly specified, the piloting dice code will be modified by the maneuverability dice code of the vehicle (including scale modifiers, see below).

Vehicle	'Piloting' skill
Character or creature, on-foot	Running [Strength] or Acrobatics [Agility]
Character or creature swimming, on surface or underwater	Swimming [Strength]
Mounted character	Riding (per creature) [Agility] or Animal handling [Charisma]
Carriage	Animal handling [Charisma]
Powered armor	Powered armor [Agility]
Weightless environment	Zero-G [Agility]
Rappelling	Climbing [Strength]
Jumping	Jumping [Strength]
Ground vehicle	Driving (per vehicle type) [Coordination]
Air vehicle	Piloting [Coordination]
Ground vehicle jumping	Driving or Piloting [Coordination]
Sea or underwater motored vehicle	Boating [Coordination]
Sailing boat	Sailing [Technical]
Sea capital ship	Capital ship operation-sea [Technical]
Space capital ship	Capital ship operation-space [Technical]
Train/Steamboat	Heavy machinery operation [Technical]

The term 'Body' is used for resisting damage. It depend on the vehicle:

Vehicle	Attribute
Character, on foot	Strength
Mounted character	Creature's Strength
Vehicle	Vehicle's Body

The term 'combat skill' or 'attacking' is used, depending on the weapon type:

Weapon	Attacking skill
Character using a weapon	Appropriate weapon skill
Mobile guns on big vehicle (direct fire)	Heavy artillery
Mobile guns on small vehicles (direct fire)	Mounted weaponry or Heavy weapon
Fixed arc guns	Mounted weaponry
Non manual guns, indirect fire	Artillery

Vehicles' stats

We already know how to use stats for characters; the creatures are described in the "Creatures" section. Let's now see the vehicle stats.

Name/Type

The type indicates the vehicle's model. If it has a name (like a sea or space ship), her name appears first.

Size

Gives a rough idea of the size of the vehicle, in its most significant dimensions (length, width...)

Scale

The scale index as described below.

Skill

The piloting skill.

Crew [Minimum]

See the “Crew” chapter below.

Passengers (Comfort)

The table below indicates the various levels of comfort:

Level	Comfort
1	Seats in a common room
2 (crew)	Compartments with trunks
3 (officer)	Individual cabins
4	Luxury
5+	Great luxury

Transporting extra passengers is possible, but if their weight exceeds the Cargo capacity, the vehicle is overloaded (see Cargo below).

Cargo

If the vehicle is overloaded, the pilot receives a +1 penalty, per 5 % overweight. If the volume is exceeded, things must be put outside the vehicle. For some vehicles, where aerodynamics is important, or where the outside is under extreme environment, it won't be possible (planes, submarines, starships). Otherwise the pilot receives a +1 penalty, per 5 % of exceeding volume.

Autonomy

Usually, it's not worth factoring autonomy. The character must just think about refueling on a regular basis. However, if it becomes critical, the GM must, as far as possible, keep the players informed about the fuel reserves. He must factor all the various uses made of the vehicle (cruise speed, combat, economic use...)

Body

Used to resist damage, particularly in combat or during an accident.

Signature

Used to determine how hard it is to lock the vehicle, with a scanner or guided weapon. It is used to oppose such actions. It is usually increased by +1 pip, per 1d of pilot's dice code (he knows how to maneuver to avoid detection). A character has a 3d signature.

Maneuverability

Added to the piloting skill to make the movement roll.

Acceleration

Unless specified otherwise, a vehicle can increase its speed 1 rank per round. Unless specific braking maneuvers, he can reduce its speed only 2 ranks maximum per round.

Characters, creatures and vehicles specifying it explicitly, can increase their speed up to 2 ranks per round and decrease up to 4 ranks per round.

Starting up

There's an exception, to this acceleration's limit, when the vehicle starts up. The pilot can decide to directly go to cruise speed, without spending a full round at cautious speed. This increases the movement's difficulty by +5. However, some particularly bulky vehicles cannot use this feat (lorries, big boats...). The GM must keep it logical.

Move

This is the distance moved, usually in meters, in 1 round, at cruise speed. If several Moves are indicated, in different environments, the vehicle is designed to evolve in all of them. Otherwise, the vehicle is unable to evolve in another environment.

Space units

When a ship leaves planetary atmosphere, distances are expressed in Space units (SU). It has no accurate equivalent, in meter, because space distances are so high and factor the relative proximity and position of space bodies. Its main purpose is to avoid dealing with lots of 0, when expressing distances.

Other (weapons, scanners, communications)

These equipments may have an impact on movement rules, but are mainly used in vehicle combat.

Scales

To avoid using huge dice codes, for vehicles' stats, we introduce the notion of scale. It's an index that adds or subtracts dice codes, to various vehicles' stats, according to the difference between to vehicles of different sizes. If both vehicles have the same scale, there is no adjustment. The table below gives examples of the various scales:

Scale	Examples
1	Character, creatures, motorbike, chute
2	Small vehicles (car, motorboat, glider)
3	Big vehicle (lorry, yacht, airplane)
4	Very big or armored vehicle (tank, transport plane, locomotive)
5	Space ship, sea freighter
6	Medium starship, sea warship
7	Space warship, space station
8	Etc.

Effects of scales difference, on vehicles' stats:

Maneuverability: the biggest is penalized -1d per scale difference

Signature against missiles: the smallest increases its signature +1d per scale difference

Signature against missiles: the biggest reduces its signature -1d per scale difference

Fire: the smallest receives +1d per scale difference

Fire: the biggest receives -1d per scale difference

Body: the biggest receives +2d per scale difference. If the shot targets a specific localization, the GM may modulate this bonus.

Damages: the biggest receives +1d per scale difference. He may also receive an area effect bonus of the 'blast' type with -1d (scale bonus factored) per m or 10 m, according to the weapon type.

If the GM wants to further simplify, he can consider that, as soon as there is a 3 scale points' difference:

The biggest only goes straight on (no maneuver). This is from a relative movement point of view.

The biggest is invulnerable to the smallest fires, unless he targets specific sensitive locations.

If the biggest hits, the smallest is destroyed.

Long journeys

When the characters are doing a long journey, the GM won't play it on a round per round basis. He sets an average difficulty, for the journey. The pilot decides the average speed. He rolls his piloting skill:

If he succeeds, the trip was without trouble, lasting the estimated time.

If he fails, with a MF lower than 10, then petty troubles happened (flat tire, light damages...) which only delays the arrival. The GM decides, according to the MF and the average speed.

If he fails with MF > 10, there is an accident. Roll the damage, as indicated in the chapter 'Failed movement' below.

Vehicles are designed to travel at cruise speed for long distances. If the character takes a higher average speed, the GM may use the rules of Fatigue while walking (see "Health" section), to estimate the impact on the machine. Notwithstanding that high speed reduces autonomy.

If the GM plans some more difficult portions, during the journey, he may slice the trip in as much piloting rolls, with different difficulties.

The chase round

A chase round has the same duration as a normal combat round: roughly 6 seconds. Here are the phases of a chase round:

- Begin new round: repeat relative positions and speed of each vehicle
- Perception rolls: as in the combat round
- Determine initiative
- Declare speed and maneuvers
- Declare actions (for pilots and passengers): each pilot must declare at least 1 action for the vehicle's control
- Resolve actions: the first action done, for a vehicle in motion, must be control.
- End the round: adjust speeds and positions

Begin new round

The GM should remind the speed and position of each vehicle, particularly in the first chase round.

Initiative

To determine initiative, a character could always substitute his Strategy & Tactic skill or appropriate specialization, to his piloting skill. If both are closer than 1d of difference, he can take the smallest with a +1d bonus. At the cost of 1 actions, to declare in the declaration's phase, the leader can make a command roll, for his teammates to take advantage of his initiative dice code. In the Command table (see "Task" section), use the number of teammates and their average piloting skill.

Chase

During a chase, determining initiative is touchy. Knowing there is usually a pursuer and a pursued, the first as the edge of seeing the other's maneuvers. Furthermore, their relative proximity, particularly compared to the pursuer's speed, will determine his reaction's capabilities. To make a very accurate simulation, heavy calculations should be done. This has no room in an action role-playing game like D6. To simplify, here are some rules of thumb (the GM may always decide, according to circumstances, of the movement's initiative).

A stopped vehicle is not engaged in the chase yet. See below

The vehicle with the smallest scale has the initiative, unless blatant inconsistency (GM's discretion).

At equal scales:

Use the piloting skills (rolling them or comparing the dice codes)

Add a bonus, according to their relative speed. It can't be a linear bonus, as it would make a plane vs. car chase impossible to manage. The GM must estimate at best. At close range, high speed is a disadvantage; while at long range, it's an advantage.

Consider the pursuer has a final bonus of +1d.

Outside chase

A vehicle, stopped at the beginning of the round, is not in the chase. It doesn't take part in the speed and maneuvers declarations' phase, at the beginning of the round. If the pilot wants to start his vehicle, this movement will be declared has 1 of his usual actions for the round. Starting the vehicle can be resolve at any of the pilot's initiative ranks, during the round.

His initiative is determine as usual, with the Perception Attribute of the pilot.

Declare speed and maneuvers

From lowest to highest movement's initiative, the vehicles, in motion at the beginning of the round, must declare their speed for the round. We consider the movement to be spread all over the round's duration. The GM will have to extrapolate the actual moves, during the course of the round. The pilot must choose one of the allowed speeds and prepare to the consequences. The speed chart and their consequences are detailed below.

They must also declare if they try special maneuvers. They will increase the movement's difficulty. They are detailed in a table below.

Declare actions

All the participants must declare the number of actions they intend to perform this round. Pilots, of vehicles in motion, or intending to be in motion during the round, at a speed requiring a piloting roll, must declare at least 1 action, to control their vehicle. Otherwise, they risk an accident. Report to the speed and maneuvers tables below.

Resolve actions

This is mainly the same thing as during normal combat. Except:

If the pilot of vehicle, in motion at the beginning of the round, must make a control roll, he must do so at his first initiative rank of the round. It's also true for a character running at high or all-out speed.

No passenger, in a vehicle in motion, can take an initiative rank, before the pilot takes his first. Then, actions' resolutions resume normally.

The pilot of a vehicle, planning to move at all-out speed, can do nothing else during the round, but its passengers can act normally.

Ending the round

The pilots, who didn't spend an action to control their vehicle, risk accidents. Consider the movement roll to have a MF equal to the movement's difficulty. Then, use the Failed movements' table, to determine the outcome.

Movement difficulties

During the movements' resolution phase, the pilot will roll his piloting skill. The base difficulty depends on the nature of terrain. The clearer it is the easier is the movement. The tighter it is the more difficult is the movement.

Terrain	Difficulty
Clear	Very easy
Minor obstacles, light traffic	Easy
Rough terrain, moderate traffic	Moderate
Broken terrain, heavy traffic	Difficult
Very hard terrain, traffic jam	Heroic

Note that the type of vehicle takes a part in determining the movement's difficulty.

Example: in a helicopter-car chase, going through a tunnel makes a Easy difficulty to the car, but a Difficult one for the helicopter.

Off-road

A ground vehicle, not designed for off-road movement, leaving the road anyway, has his Move attribute divided by 2 and gets a +5 to all movements' difficulties.

The various speeds

The pilot must choose the speed of his vehicle for the round. Acceleration will limit the speed increase. Unless using a braking maneuver, deceleration will limit the speed decrease.

Some maneuvers affect the selected speed. The modified speed is called actual speed. It's the selected speed that determines the number of required actions, for the vehicle's control, as well as the possible movement's difficulty's modifier.

The pilot must, at least, move half the distance of the actual speed. At the end of the round, the vehicle will have the actual speed of this round.

Stop

A vehicle, in motion at the beginning of the round, whose pilot wants to stop through normal speed reduction, won't have to make a piloting roll. It won't count in the multiple actions penalties. However, it will still be in motion, as long as the pilot didn't have his first initiative rank.

Cautious speed

At cautious speed, a vehicle moves half its Move attribute. The terrain and maneuvers difficulty is reduced by 15. If it's still positive, the pilot will have to make a piloting roll anyway, during his first initiative phase, but it won't count as an action. We ask for a piloting roll for consistency with these rules, but it doesn't prevent the pilot from doing another action, at the same initiative rank.

For a character, it's the walking speed.

Cruise speed

At cruise speed, the vehicle moves its Move attribute. The terrain and maneuvers difficulty is reduced by 10. If it's still positive, the pilot will have to make a piloting roll at his first initiative rank. Otherwise, he may take any other action. However, controlling his vehicle, at this speed, even if it doesn't require a piloting roll, counts as 1 action, for multiple actions penalty.

For a character, this is easy running speed.

High speed

At high speed, a vehicle moves twice its Move attribute. The terrain and maneuvers difficulty is not modified. At this speed, controlling the vehicle always require a piloting roll. Furthermore, it counts as 2 actions, for multiple actions penalty, even if the movement is solved by a single dice roll, at the first initiative rank of the pilot.

For a character, this is endurance running speed.

All-out speed

At all-out speed, a vehicle moves 4 times its Move attribute. The terrain and maneuvers difficulty is increase by +5. Controlling a vehicle, at this speed, always require a piloting roll. Furthermore, the pilot can take no other action during the round. The movement is still solved at the first initiative rank of the pilot.

For a character, this is sprinting speed.

Summary

Speed	Distance	Action-Difficulty
Stop	0	–
Cautious	Move/2	No action required Diff –15, no roll if < 0
Cruise	Move	1 action Diff –10, no roll if < 0
High	Movex2	2 actions Normal diff
All-out	Movex4	No other action Diff +5

Maneuvers

The various maneuvers, attempted by the pilot, increase the movement's difficulty:

Maneuver	Effect	Diff modifier
Hard brake	Decrease speed 1 more rank	+10
Very hard brake	Decrease speed 2 more ranks	+15
Tight turn	30°–60°	+5
Very tight turn	60°–90°	+10
Bootlegger turn	U-turn and Cautious speed	+15
Climb (aerial)	Climbing 30°–60°	+5
Hard climb (aerial)	Climbing 60°–90°, actual speed –1 rank	+10
Inverted flight (aerial)	If it has a meaning (not in space)	+10
Side flight (aerial)	As above	+5
Immelman (aerial)	Vertical U-turn, actual speed –2 ranks	+15
Dive (aerial)	Down 45° and more, actual speed +1 rank	+5
Ramming	Damages according to relative speed	+5
Fire in the front arc		+5
Others	According to player's description	GM's discretion

Hard Brakes

The pilot tries to decrease his speed more than normally allowed, by his vehicle's deceleration. A vehicle can usually decelerate his speed by 2 ranks without trouble. To brake more, he declares a 2 ranks reduction of speed and brakes. For the number of actions and the movement's difficulty, consider he is at the normally reduced speed. For the actual speed, consider it 1 or 2 ranks lower.

A hard brake can reduce the speed from All-out to Cautious or High speed to full stop. It increases the movement's difficulty by +10.

A very hard brake can reduce the speed from All-out to full stop. It increases the movement's difficulty by +15.

Tight turns

Turning 30° or less has no impact on the movement's difficulty. If the pilot wants a tighter turn, the difficulty is increased.

Bootlegger turn

Even if the pilot resolves the movement at his first initiative rank, he can decide to make the U-turn, at any time during the round. This can surprise a pursuer, even if he has the initiative. The vehicle must be at least at cruise speed. Whatever was its speed, at the beginning of the round, we consider, for acceleration and deceleration the next round, that it ended this round at Cautious speed.

Inverted and side flight

If these notions have a meaning, in the chase's circumstances, then the pilot who controls his vehicle, in these conditions, has the indicated movement's penalty.

Climbs

An air vehicle can climb up to 30° without trouble. For tighter climbs, his movement is penalized (a question of aerodynamics). For a climb of 60° or more, his actual speed is reduced 1 rank.

Immelman

An air vehicle starts a vertical climb, and then reverts to horizontal, in inverted flight. It has the annoying habit of drastically reducing the speed. The actual speed is reduced, like a climb, but of 2 speed ranks.

Dive

An air vehicle can go down up to 45° without trouble. Further diving, in addition to increasing the movement's difficulty, increases the actual speed of the vehicle. The **declared** speed is increased 1 rank for the whole round (if the pilot declares High speed+Dive, his declared speed becomes all-out). This speed increase can bypass the acceleration's limit. If the pilot declares High speed+Dive, he must move all the distance, no half allowed.

Note regarding speed changes for 3D maneuvers: speed increase or decrease only has sense if there's some kind of planetary attraction.

Ramming

The character tries to ram (charge) his opponent. Declaring the maneuver, and passing the movement roll with the +5 penalty, allows the action. The pilot makes a piloting roll against a difficulty of 5. This roll is part of the movement action, and doesn't increase the multiple actions penalty. If the rammed pilot makes a reaction, his piloting roll replaces the difficulty. Don't forget scale bonuses. The best way to avoid ramming is still to see it coming and get out of the way. During a ramming attack, against a character, if the 2 opponents are at the same scale, he can try a melee parry. Otherwise, he can only try a combat dodge.

Damage is determined by the relative speeds of the 2 vehicles. If the ramming one is equipped with appropriate equipment (lance or melee weapon against a character, ram on a ship...), it adds its damage dice code. To determine relative speed:

For head-on ramming, add the 2 speeds

For rear ramming, subtract the slowest from the fastest

Otherwise, take the ramming vehicle's speed

Relative speed	Damages
5 or less (walking speed)	2d
5–10 (running)	3d
11–15	4d
16–25	5d
26–50	6d
51–100	7d
101–200	8d
201+	9d

Both vehicles receive damages. The target always receives full damages. The attacker's damages are reduced -1d, per MS/5, rounded up. Don't forget scale's modifiers: the bigger vehicle receives a bonus, to his damage dice code, as well as his Resistance dice code.

Fire in the front arc

If the pilot has weapons in the front arc of his vehicle, he has to take a little more care, during his movement, to have a firing opportunity.

Other maneuvers

The GM will have to interpret the various maneuvers that he or the players may imagine. It is advised to note how you interpreted each new maneuver, so you can use it afterward, or analyze it, by the end of the gaming session.

Vehicle's modifiers

Some vehicles are designed to ease some specific maneuvers. The maneuvers' modifiers will be specified in the vehicle's description.

Other modifiers

Don't forget health penalties. Visibility penalties will also hinder the piloting skill. As soon as the vehicle has received damages, it will bring new penalties. Also factor a possible overweight.

[Optional] Movement's effect on people on board

Terrain, and the various maneuvers of the pilot, may cause accelerations hardly bearable to the people in the vehicle. At GM's discretion, if the movement's difficulty exceeds 15, they can receive non-lethal damage.

Being properly strapped brings a +1d Strength bonus. Wearing a pilot's jumpsuit brings a further +1d.

Apart from any wound penalty, due to this stress, all the passengers, except those taking part in the piloting of the vehicle, will receive actions' penalties.

Examples: *turrets gunners will be penalized. Front arc gunner won't.*

The table below summarizes these effects:

Movement's difficulty	Non lethal damage	Actions' penalty
< 15	None	None
15	3d	1d
Per 5 additional points	+1d	+1
Per 2 additional points	+1	—

Combining movements

If a character combines several movement types (running and jumping for instance), the GM must estimate the circumstances:

- He can ask for 1 action per movement type (making all-out speed impossible)

- He can consider the worst piloting skill for the whole movement.

- If a movement type is dominant, he can add an additional difficulty, to the main movement, according to the difficulty of the other movements and the dice code in the others movements' skills.

Planes

In this category, we put all air vehicle that are not VTOL (Vertical Take-Off and Landing).

On the ground

A plane has no explicit ground Move attribute. However, it must roll on the ground to take off. Consider that its ground movement is (Cruise speed in flight)/4, rounded up. However, a pilot cannot expect to do foolish maneuvers with a plane on the ground. If he exceeds his Cautious speed, any maneuver's difficulty is increased by +10, and he cannot do any dodge. Use the usual piloting skill for the vehicle (Piloting-Air).

Take-Off

To take off, a normal plane must go up to flight Cruise speed, on the ground (thus the all-out speed on the ground, thus 4 rounds, or 3 if he starts up at cruise speed). It requires a Easy piloting roll.

Some planes, mainly reaction ones, have boosters, to increase acceleration. Using a booster allows a 2 ranks speed increase at the cost of a +5 movement's difficulty's penalty. Taking off with a booster so is a Moderate (15) action. The passengers will take 3d of stun damage for acceleration.

Catapulting a plane (from a carrier's platform for instance), allows to gain flight speed and take-off in 1 round. It requires a Difficult (20) piloting roll. The passengers will take 4d of stun damage for acceleration.

Flight

To stay in flight, a plane cannot move below its Cruise speed. Otherwise, it stalls. If it happens, the pilot can try to regain control, starting the next round, by passing a Difficult piloting roll, without maneuverability bonus. Each failed roll increases the next roll's difficulty by +5. Meanwhile, the plane goes straight to ground at nearly free fall speed.

Landing

Landing difficulty depends on the speed at touch down:

Speed	Difficulty
Cruise	Moderate
High	Difficult
All-out	Very difficult to Heroic (crash landing)

He must then reduce speed to Cruise, and then he goes, at ground speed, until full stop (so 2 rounds). If he does a braking maneuver, to further reduce his speed, he risks damaging the landing gear (GM's discretion).

Usually, a plane lands on a landing field. If the landing terrain's difficulty is higher than 5, the plane may damage his landing gear. Consider it receives 1 pip of damage, per point of terrain's difficulty above 5. 3 pips makes 1d. These damages target the landing gear. Some planes, particularly adapted to harsh landing conditions, have reinforced gears (bonus to the Resistance dice code, in these cases). There is no scale considerations, for these damages.

STOL, VSTOL

Stands for Short Take-Off and Landing and Very Short Take-Off and Landing. Consider they can take off at Ground High speed (2-3 rounds) and Cruise speed (1-2 rounds) respectively. They must accelerate to flying cruise speed, on the next round, otherwise they stall.

For landing, braking maneuvers do not receive the +10 penalty.

VTOL

Stands for Vertical Take-Off and Landing. These crafts can still fly, at speeds below their cruise speed. They can hover in place. If they go to cautious speed or below, they can do vertical movements, without requiring climbs maneuvers.

Failed movement rolls

If the piloting roll doesn't meet the movement's difficulty, the vehicle will suffer penalties. Use the MF, in the table below:

MF	Effect
1-3	Slight slip, -1d for the rest of the round
4-6	Slip, -3d for the rest of the round, -1d for the next
7-10	Spin
11-15	Minor collision, -3d to damage
16-20	Collision, normal damage
21+	Major collision, damage +4d

Slight slip: the vehicle does its movement; the pilot takes it back in time. Any action, for the pilot or passengers, for the rest of the round, is penalized -1d

Slip: the vehicle only makes half his movement. Any action, for the pilot or passengers, for the rest of the round, is penalized -3d, and -1d for the next round

Spin: the vehicle only makes 1/4th of his movement and spins out of control, for the rest of the round and the next. According to terrain, this can lead to a minor collision (see below). Otherwise, the pilot takes the control back 2 rounds later.

Minor collision: the vehicle smashes into a nearby obstacle, immediately. Damage is determined as per a ramming, but is further reduced by -3d. He hasn't moved. If there is no obstacle nearby, consider it a major spin, whose loss of control lasts 4 rounds (if it smashes an obstacle in between, roll normal damages).

Collision: as above, but do not reduce the ramming damages. Without obstacle, it spins for 6 rounds.

Major collision: as above, except the catastrophic loss of control increases the ramming damages by +4d. Without obstacle, it spins for 8 rounds.

Vehicle combat

Mixing chase and combat makes things worst.

For characters, it fairly simple:

We saw, in the "Combat" section, that full dodge or parry forbids any other action, but comprise a cruise speed movement, to get to cover or disengage from the melee. There is nothing more to add, except may be that scrupulous GM may subtract the movement's difficulty, from the full reaction's roll.

Combat dodges comprise a cautious speed movement, to get behind cover. This is true only if the character does no other movement in the round. Otherwise, consider the combat dodge to be part of his movement, and apply the

dodge's modifiers, for distance to cover, at this time of the round. The movement action is spread all over the round's duration.

Movements have no further impact on parries, than further multiple actions penalties.

For any other vehicle, reacting to shooting will be done with the piloting skill, increased by the vehicle's maneuverability, and reduced by multiple actions penalty. This rolls replaces the normal attack difficulty, like a combat dodge. There is no possible full dodge, while piloting a vehicle. There is no possible reaction at all-out speed.

However, the attack roll is increased by the relative speed of the vehicles: per 10 m of relative speed (calculated as per a ramming maneuver), the attack difficulty is increased by +1. For space speeds, it is increase by +2, per relative space speed unit.

Don't forget scales modifiers.

Vehicle's weapon's anatomy

Type

The weapon's type

Scale

The weapon's scale. It must be used to compare with the target's scale.

Skill (average)

Which skill, or specialization, used to fire this weapon. In parenthesis may appear the average skill for this weapon's crew.

Crew [Reduced]

The optimum number of crewmen, to man this weapon. Between brackets is the minimum required crew.

Fire arcs

If it's mounted on a vehicle, indicates its firing arcs.

Targeting

Some weapons are equipped with targeting aids. To use them, the rules are detailed in the "Individual Combat" section. It is a dice code.

Damages

The damage dice code of the weapon.

Ranges

The weapon's ranges. If only 1 range is indicated, it is the long range. Divide by 2 for medium range, by 4 for short range, by 8 for close range. Some weapons have a minimum range, that's why range may not start at 0.

Weapon in the front arc

Declared shot

If the pilot asked for, and succeeded, a front arc's shot maneuver, he can use his Firing skill, with no multiple actions penalty, to hit his target. Needless to say, the maneuvers of both opponents must allow him to get a clear shot. The target can then try a reaction, if its movement's options allow it. If the weapon has targeting aids, they are always in effect, if he asked for the maneuver.

This maneuver is announced at the beginning of the round, at speed declaration time, thus before declaring combat actions for the round. The opponents can thus anticipate the shot, particularly if they won the initiative.

Opportunity fire

If the pilot has, during the round, an opportunity to fire on an opponent, and has at least 1 action left for the round, he can fire. However, he will have his targeting aids only if he waits for another initiative rank, and if his target is still in his fire arc.

Turret weapons

The pilot cannot fire them unless he has some way (technical or supernatural) to give attention to several elements of his vehicle at the same time. Other crewmembers could use it without trouble. Some turrets can be locked in the front arc, so the pilot can fire them.

Propelled missiles

Most of the range weapons' shots land immediately. In some rare cases, the target may be faster than the missile (a war plane at mach 3 is faster than a gun's bullet). The GM will have to improvise a scene's description.

However, some heavy caliber weapons (rocket launchers, missile launchers, torpedo launchers), use auto-propelled missiles. Once shot, they may not land on their target immediately.

Rockets

This designates any propelled missile, without guidance system. If a gunner fires a guided missile, without waiting for a lock, it becomes a rocket. The GM must estimate the distance to the target, but more importantly, the time required to connect. To simplify, do as usual if the time is less than 1 round: the target reacts now or never.

To further simulate, the GM can consider the case where the missile takes more than 1 round to connect (mainly at long range). At shot time, the target may decide not to react. If she reacts, and the shot fails, or if she doesn't react and the gunner doesn't beats the range difficulty, the shot is missed, end of story.

If the shot succeeds, at the beginning of the impact round, and if the pilot kept an eye of the missile (a simple declaration, by the player, is enough, unless particular conditions, at GM's discretion), he can try an evasive maneuver at the last time. Tight turn, dive, whatever: the maneuver adds +15 to the movement's difficulty. If the movement fails, in addition to the failed movement's consequences, the missile hits.

Guided missiles

For those with a guidance system, the procedure is different. The distance to the target only impacts the chances of target's detection (GM's discretion). The most important is to lock the target. The missile has a guidance dice code, both indicating its guidance system's accuracy and flight agility. It also has a speed, usually quite high. As soon as the target is in the gunner's fire arc, he makes an opposed roll, between the guidance dice code and the target's signature. The guidance dice code is increase by +1 pip per full dice of the gunner's skill. The signature is increase by +1 pip per full dice of the target's piloting skill, if he knows the shot is coming (this is not considered a reaction, the player only has to mention it):

If the gunner wins, the missile locked its target and can be fired immediately

Otherwise, he can wait another initiative rank and try again. This is not considered as a multiple action, as it's the continuity of the locking attempt. He can only try twice per round. Each further attempt as a +1d bonus. If, by the end the round, he still has no lock, he can carry on the next, still cumulating bonuses. During all this targeting time, the target must be in his firing arc. If it manages to get out, the gunner must restart from scratch.

Once the missile shot, if the trip to the target takes less than 1 round, the impact is immediate. Otherwise, chase takes place, between missile and target. The missile uses his Guidance dice code for all rolls (initiative, movement and ramming). Its unique purpose is to make a ramming attack. If it wins the initiative, it will try to counter all the maneuvers of its target, adding +5 for the ramming maneuver. If he loses it, it will only try to ram. The missile always goes at all-out speed. As soon as it manages to ram, it delivers its damage dice code (usually quite high).

Before that, the pilot may manage to make it ram something else. To fire on a missile, the difficulty is determined by distance, missile's speed and a possible size penalty (GM's discretion). A missile, armed and shot, always has a Body of 0, indicating that the slightest shock destroys it. Furthermore, numerous missiles explode on their own, after some time. A magnanimous GM may thus let the missile explode, after a few rounds chasing a pilot PC.

Target designators

If a target is marked, a guided missile, locked on this mark, will nearly always hit. Each type of marker will reduce the target's signature, according to its description. The gunner can thus follow the above procedure, or take advantage of the mark. He can fire the missile without lock. Each round, the missile will use his Guidance dice code, to lock the target (whose signature is diminished), with a +1d bonus per failed attempt. There are few fire arcs considerations for those missiles (GM's discretion). As soon as it locks the target, it rushes on it, as previously.

Vehicle damage

When a vehicle is hit, it receives damages. For vehicles, compare the damage roll and a Body roll (don't forget scale modifiers).

Damage–Body	Effect
0–5	Deviates
6–10	Lightly damaged
11–15	Seriously damaged
16–20	Severely damaged
21+	Destroyed

Deviates: the vehicle receives an shock, important enough to hinder the controls. Piloting is penalized –1d, for the rest of the round and the next. One of the system receives minor damages, not justifying any further penalty, unless hit repeatedly.

Lightly damaged: one of the system is damaged and loses efficiency. The penalties depend on the system hit, but last until repaired (equivalent to Wounded for characters). Determine the system randomly, unless the gunner made a called shot.

Seriously damaged: the vehicle is out of order (equivalent to Neutralized)

Severely damaged: the vehicle is out of order, and risks to destroy any moment. After a number of rounds, equal to the number of dice of its Body stat, roll 2d per round. If this roll is strictly less than the number of rounds elapsed, the vehicle is destroyed (equivalent to Mortally wounded).

Destroyed: the vehicle is destroyed. For a cinematographic effect, the GM may let the vehicle intact a few seconds, may be 1 round, for a kamikaze maneuver.

Damages on passengers

When a vehicle receives damages, people on-board may be wounded. Use the table below. Being properly strapped gives a +1d bonus, on the Strength roll to resist those damages. A full armor may protect too, not a partial one.

Vehicle's damages	Passengers' damages
Light	3d
Serious	5d
Severe	7d
Destroyed	9d

Accumulating damages

For Deviated, report to the corresponding chapter of the “Health” section. The effects cumulate like Stun wounds, except the penalty only applies to piloting rolls. If the number of Deviated exceeds the vehicle's Body number of dice, the controls are frozen. It cannot change neither speed nor direction nor make any maneuver, until the total number of Deviates goes back below the Body.

Only the Lightly damaged effects cumulate. If another system is hit, it becomes also Lightly damaged. If a system is damaged several times, it becomes Lightly (the first time), Seriously (the second), Severely (the third) and Destroyed (the 4th).

Effects of damages on a vehicle

In the table below, the 2d column indicates if the system is randomly hit. The System column enumerates the various systems. The Called shot column indicates the penalty to fire at this particular localization. The next columns indicate the effect of accumulated damages. If someone hits a particular system, with a called shot, and does damage more severe than Lightly, apply the following effects:

Seriously damaged: the system is considered Severely damaged

Severely damaged: the system is destroyed

The GM is free to define different systems, called shot modifiers, random repartitions, according to the vehicles he designs. The table below gives you an average schema, applicable to most vehicles.

2d	System	Called shot	Light	Serious	Severe	Destroyed
2	Cockpit	–4d	Wounded pilot	Neutralized pilot	Mort. wounded pilot	Killed pilot
3–4	Engines	–2d	–1 Move	–2 Move	–3 Move	Immobile
5	Controls	–3d	–1d Man	–2d Man	–3d Man	Destroyed
6–8	Hull	–1d	Nothing	Leaks	Loss	Destroyed
9	Weapon	–3d	–1d Fire	–1d Damage	Impossible fire	Destroyed
10–11	Cargo	–2d	Nothing	Leaks	Loss	Destroyed
12	Passengers	–4d	Wounded	Neutralized	Mort. Wounded	Dead

Legend for systems:

Cockpit: the crew area

Engines: the motion elements of the vehicle (sail on a sailing boat, heater on a steamboat, engine on a car...)

Controls: what ensure the direction of the vehicle (wheels on a car, wing on a plane...)
Hull: the main body of the vehicle
Weapon: a weapon system is hit. If the vehicle is unarmed, re-roll 2d.
Cargo: the storage compartment of the vehicle. If the vehicle hasn't any, re-roll 2d
Passengers: an area, where passengers live, is hit.

Legend for damages:

Wound: everybody, in the hit area, receives the indicated wound. If the GM wants to further detail, or let his PC roll to resist damages, he rolls separated damage dice rolls:

Wounded: damage 4d

Neutralized: damage 6d

Mortally wounded: damage 8d

Dead: damage 10d

-1 Move: the vehicle is limited to High speed

-2 Move: the vehicle is limited to Cruise speed

-3 Move: the vehicle is limited to Cautious speed

Immobile: The vehicle can no longer move with its engine

Destroyed engine: the complete destruction of a vehicle's engine destroys the vehicle

-Xd Man: the vehicle maneuverability is reduced by -Xd. It can be negative.

Destroyed controls: The vehicle can no longer be controlled. It goes straight on, without any speed change, until crash.

-1d Fire: the weapon misfires and penalizes the gunner -1d

-1d Damage: the weapon does 1d less on his damage dice code. Cumulates with the previous penalty.

Impossible fire: the weapon can no longer shoot

Destroyed weapon: the weapon is destroyed

Hull leaks: a fluid element of the vehicle starts to leak. It can be fuel, artificial atmosphere or water leaking in a ship. The troubles are not serious yet, but someone better takes care of it shortly.

Hull loss: As above in more dramatic proportions. (no fuel left, no more atmosphere, water pours and make the ship sink). It's better to abandon the vehicle

Destroyed hull: the vehicle is destroyed

Cargo leak: holes in the cargo hold let the cargo go away

Cargo loss: all the cargo pours on the path of the vehicle (even if it can be damaged, it is not destroyed, yet).

Destroyed cargo: the trunk is destroyed, its content too.

Vehicles' Crew

The vehicles rules, presented in the previous section, can be further refined, if the GM wants to simulate crew's interactions.

Crew [Minimum]

Where the required crew is 1 person, things are pretty easy to simulate: car, single-seater fighter... This person will do everything on board.

Robots

A crew of 0 indicates that the vehicle is, indeed, a robot. In its stats, Attributes may appear like:

Perception:

If it's absent, we're dealing with a robot, programmed to execute a single task or course. It can only be changed through computer programming tasks. It will never change speed; never do maneuvers, unless its program planned it. Its influence on a chase is that of a background element.

If it's present, then the robot has sensors, ways of recognizing its environment. This is mandatory for the robot to control its movements.

Knowledge:

If it's present, the robot has learning capabilities. Its programming can evolve to recognize maneuvers and terrains. It will have limited free will when managing its movements. It can obey orders, given by programmers, like a pet would do. The higher is the dice code, the more complex the orders can be (the GM does Knowledge rolls, against a difficulty set by the order's complexity). Piloting and Firing skill can appear related to this attribute, instead of the usual attribute, as described in the "Attributes and Skills" section.

Perception is mandatory

Technical:

The robot can self-repair, even self-program

Knowledge is mandatory

It can receive and spend Character Points, to develop his current skills.

Charisma:

The robot can be considered as an Artificial Intelligence. It (he?) has a true free will, independent from its designer/programmer. It can even receive Character Points, to increase its dice rolls.

If it has the Technical Attribute, he can also acquire and spend Character Points to develop new skills through self-programming.

Knowledge is mandatory.

Remote control

A crew of X [0] indicates a vehicle that can be remotely controlled. It must have communication systems with the pilot. These systems can be intercepted, scrambled, etc. Report to the Communication skill, as described in the "Attributes and Skills" section. If it has sensors, the pilot is not obliged to witness the theater of operation visually. Piloting a remote controlled vehicle uses the same rules as the previous section. These operations will suffer a crew reduction's penalty, as described below. Some communication equipments can cancel or reduce those penalties. A crew of 0 [0] means the vehicle is designed for remote control only, without penalty. If it has the attributes mentioned above, it is also a robot that can move alone.

Reduced crew

If the crew is reduced below the indicated minimum, the vehicle cannot work. If it's already in motion, it will continue straight on, at the same speed, until crash.

If the number of crewmembers is above the optimum crew, there is no modifier.

In the other cases, the vehicle can be manned, but suffers penalties. All the difficulties are increase by +1 per 5 % of missing crew, based on the optimum number.

Example: Crew 100 [25], with 60 crewmembers. Penalty of +8 (-40%).

Example: Crew 2 [1] (dual-seater fighter), with 1 pilot. Penalty of +10 (-50%).

The GM can refine these calculations by estimating the portion of missing crew, in each key position of the vehicle's controls. If the missing personnel reduced the ranks of the weaponry crew, then only the fires are penalized, not the actual movements. In a dual-seater fighter, if the gunner is absent, only the shots are penalized, or even impossible.

The GM must ensure the crew has the relevant skills, at an appropriate dice code, compared with the character actually piloting the vehicle. Otherwise, he can impose a dice code's penalty.

Big vehicle, big crew and Command

When the crew becomes big, the various control positions are directed by officers, themselves directed by the captain. If the GM wants further simulation (mainly to reflect the quality of an exceptional chain of command), he can use the following rules. If the combat engages too many vehicles with big crews, on both sides, it's better to switch to the battle resolution's system, detailed in the "Large scale combat" section. Mainly, the system below is used to oppose PCs, in a small vehicle, to 1 or 2 big vehicles.

Control positions

The various operations, on board a vehicle are dispatched in control positions, commanded by a control officer:

Engineering: for speed

Helm: for direction and maneuvers

Combat: for fire

Sensors: for detection, location...

Etc.;

This division also allows the GM determining where the crew is reduced, thus determining which rolls will be penalized, through reduced crew.

Orders

The captain dispatches orders for the round. He has as many available orders as the number of dice of his Command skill.

For this calculation, the quality of his officers brings him modifiers:

Per officer, with a Command skill equal or higher than his: +2 orders

Per officer, with a Command skill below his, within a 2d range: +1 order

Per officer, with a Command skill below his, by 4d or more: -1 order

Here are sample orders:

To engineering: change speed

To helm: do maneuvers

To combat: shoot on 1 target

To sensors: locate a target, scan an area...

Others: GM's discretion

Give a +1d bonus to 1 control position.

Initiative

The captain automatically uses his Strategy & Tactics skill to determine initiative.

Declare speed and maneuvers

To change speed, he spends 1 order for engineering. To make maneuvers, he spends 1 order to helm.

Declare actions

The movement action, if any, is automatic, there's no need to declare it.

Other actions, particularly fire, must be declared by the captain, who spends 1 order for each action.

Reactions can be included in the declared action and require 1 order each.

Resolving actions

At any time, if he still has available orders, the captain can spend 1 per action, to give a +1d bonus.

The first action is always the movement.

Use the average crewmember's skill, to resolve an action, with a possible +1d bonus, given by the captain.

Reactions are done by the helm. It thus suffers a multiple actions penalty, due to the movement action and any possible previous reaction. Each time, the captain can spend an order, to give a +1d bonus. Don't forget to factor scales differences.

Big vehicle's fire

Big vehicles usually have a weapon load adapted to targets of their scale. A fire officer will always use the weapons which scale is the closest to the target's. To optimize the count of weapons and his crew's skill, he will shoot as many weapons as possible (rate of fire, firing arc) each round. If the captain asks him several shots, he will dispatch all his available weapons, on all the shots, unless the captain states otherwise. Make only 1 shot per target. Use the average crewmembers' firing skill. The firing dice code is increased by the Command skill of the fire officer, itself reduced through multiple actions penalty, if more than 1 shot is asked for. Furthermore, check, on the Command table, the

combined action's bonus, indicated by the number of guns shooting. It limits the Command skill bonus of the fire officer. These approximations are based on average values: crew fire skill, usually fair discipline, usually fair training together and the officer's Command skill. If circumstances cause variations on these average values, the GM must extrapolate. The target can react, to each shot directed against it. During a salvo, it doesn't dodge each weapon shooting. It makes 1 dodge for each salvo. Only apply damage once. The weapons number adds its entire combined action's bonus to fire. Exceptionally, the GM may consider the fire officer distributes his bonus, between fire roll and damage roll.

Creatures

In this section, you'll find the stats of creatures. By creatures, we mean savages beasts, domestic animals, monsters and all non-sentient species.

Stats

Name

This is the name of the species.

Type

It's a brief description, to categorize the creature (carnivorous, herbivorous, herd, sedentary...).

Attributes and skills

Creatures are described with attributes similar to characters'. Where characters, human or not, have 7 attributes, creatures may only have 3 or 4. Some creatures also have skills. The GM decides if a creature defaults a missing skill to its attribute.

Agility: if the creature has a dice code in a combat skill, it uses it during combat; otherwise, it always defaults to its Agility attribute. Same thing with dodge.

Coordination: only creature with 1 or more prehensile apparatus will have this attribute. Practically, they never use it, unless trained, or unless it's on the edge of sentience.

Perception: determines initiative, like characters.

Strength: used as a base for damages (eventually increased by some kind of natural weapon), and to resist damage (eventually increased by natural armor).

Movement

Usually indicated in meters like characters. Some creatures may have several values, if they are capable of evolving in different environments. If an environment is not mentioned, consider the creature cannot move in it (practically, it may evolve in it, but at so slow speed it has no impact on the game).

Size

A range for an average adult specimen.

Bulk

It's the mass and relative bulk of the creature. If the bulk is omitted, use the size as a guideline. The table below explains the impact of bulk, in game terms:

Bulk	Approximate size	Effects
0	Tiny (insects, rats)	Its attacks have no effect, unless for a swarm -2d to be hit +2d for stealth Destroyed if hit
1	Small (cat, small dog)	No Wounded twice level -1d to be hit +1d for stealth Damages based on Strength-1d
2	Average (big dog, tiger)	None
3	Big (horse)	1 additional wound level, between Wounded twice and Neutralized. Ignore the first Stun wound when receiving physical damage -1d for stealth +1d to be hit
4+	Huge (elephant and more)	Scale=Bulk/2, rounded up Bulk-2 extra wound levels. Half, rounded down, between Wounded and Wounded twice. Half, rounded up, between Wounded twice and Neutralized Scale difference for damage, being hit and stealth

Orneriness

If the creature can be mounted, this dice code will oppose the Riding skill of the rider. Each time a frightening event (for the animal) arises, the rider must resolve an opposed roll. The table below gives sample events, conditions and rolls' modifiers:

Event	Modifier	Notes
First contact	None	The first time the character mounts the animal, he can only do this in the round
Entering combat	None	Counts as 1 action. If the animal is properly trained for combat (GM's discretion), it can be skipped.
Wounded mount	+3 per wound	Factor health penalties, for the Orneriness roll
Maneuvering against its instinct (crossing flames...)	According to the danger	Counts as 1 action. In case of a failure, the mount refuses to move or flings out. On the next missed roll, the rider falls.
Others	GM's discretion	GM's discretion

Unless specified otherwise, failing such an opposed roll makes the character fall. He receives damages, as per a fall, from the mount's height, +1d. A saddle gives a +1d bonus for the character's roll.

If the character wants to mount an untrained wild animal, the GM must set its orneriness code, according to its fierceness, combat capabilities... It will be, usually, quite high.

Orneriness is affected by Health penalties. The indicated dice code is for an average specimen. Some specimen can show variations (training or particular fierceness).

Special abilities

Creatures can have special abilities, like natural weapons to add to their Strength when dealing damages or natural armor to add to Strength to resist damage, special attacks or defense (poison, constriction, camouflage...). Their effects and game impact will be detailed in the creature's description.

Training

It can be trained to become a mount or to obey simple and preset orders. A creature without orneriness, which is not born in captivity, cannot be trained, unless using specific powers or equipment.

Training an animal is a task, which base time is 1 month. After this period, make an opposed roll between the Animal handling skill of the trainer and the Orneriness of the creature. The MS sets the quality of the training, at GM's discretion. It can set the number of orders the creature learned, lower its orneriness or increase its attributes and skills. An animal, trained to serve a specific master, double its orneriness, for any other people than his master or trainer.

Sample creature

Horse:

Type: domestic herbivorous

Agility: 2d+1 [Running 4d, Kick 3d]

Perception: 2d

Strength: 4d+1 [Lifting 5d]

Movement: 15

Size: 2,5 m long

Bulk: 3

Orneriness: 2d+1

Campaign settings

All the rules, presented previously, must now be applied to a Campaign setting. D6 should allow you to play in a wide choice of contexts: Space opera, Heroic fantasy, Modern, Cyberpunk, Steampunk... You must now adapt the gaming system, so it can reflect the possibilities and constraints of the campaign setting.

Picking a Campaign setting

It must be a common choice between, players and GM. The players will mention their motivations. The GM must estimate if he feels able to master a campaign, in the settings the players like. If the rules haven't been adapted to the selected setting, there's an important work to do. Otherwise, the GM just has to define the adjustments he wants, for his campaign, if any.

Presenting the setting

Describe, with as much details as possible, the various aspects of the campaign setting.

Genre / Inspiration

What kind of setting is it? SF, Heroic fantasy, Super-heroes... This first mention already sets a number of references, easily understood by most players. Here are some sample genres, particularly adapted to D6:

Space opera: a Sci-Fi universe, in a far away future, where the characters travel throughout the galaxy, where technology allows nearly all fantasies, where non-human species are daily encountered. **Examples:** Georges Lucas' "Star Wars", Alexandro Jodorowsky's "Metabarons"

Hard science: a Sci-Fi universe, in a far away future, where technology tries to respect the great known scientific principles or extrapolates them reasonably. Space travel is scarcer or more delicate. The galaxy is colonized from the birthplace of humanity, and non-human species may not have been encountered yet. **Example:** Asimov's "Foundation", Franck Herbert's "Dune", Haldeman's "The Forever War", FASA's "Battletech"

Cyberpunk: in a close future (mid XXI century), technology mainly evolved for computers, human-machine interface (cybernetic implants) and pharmacology. The true power is in the hands of huge, monolithic corporations. It's a very dark mood. **Examples:** William Gibson's "Cyberpunk", Philipp K. Dick's "Blade Runner", Masamune Shirow's "Ghost In The Shell", FASA's "Shadowrun".

Mecha: inspired from japanimation, the characters are piloting anthropoid war machines. In a not so far future (mid third millennium), they are usually confronting alien invasions. **Examples:** Shoji Kawamori's "Macross", Robert Heinlein's "Starship Troopers", Leiji Matsumoto's "Captain Harlock", Go Nagai's "UFO Robot".

Vampires: in a modern context, the characters are creatures of the night, trying to survive, or extending their influence on the Humanity. **Examples:** Anne Rice's novels, White Wolf's "World of Darkness".

Techno-Thriller: in a modern context, political and financial intrigues, exploiting all the technological aspects of our world (computer crime, communications' satellites, electronic warfare, industrial espionage...). **Examples:** Tom Clancy's novels, Jean Van Hamme's "Largo Winch", "The Persuaders".

Espionage: in a modern context, the characters are spies, working for secret services. They fight against foreign powers or megalomaniac lunatics, dreaming of world's domination or destruction. They can use astonishing gadgets, to the eyes of normal people. **Examples:** Ian Fleming's "James Bond", "The Avengers".

Steampunk: in the middle of the Industrial Revolution of the XIXth century, while Mankind still discovers its own planet, the characters will be confronted to infernal steam machines, complex clockwork mechanisms, amazing journeys. **Examples:** Jules Verne's novels, "Wild Wild West", "Space 1889".

Horror: in a context that can go from XIXth century to modern times, the characters are confronted to sects adoring dark and forgotten deities, dead rising from their graves... **Examples:** HP Lovecraft's novels, Bram Stoker's "Dracula", Shelley's "Frankenstein".

Heroic Fantasy: in a medieval context, where magic and monsters can be met daily. **Examples:** Robert E. Howard's "Conan", JRR Tolkien's "Lord of the Rings", AEG's "Legend of the 5 Rings".

Medieval Historic: in the historical middle ages, there is few or no magic. **Examples:** Arthurian legends, Michel Peyramaure's "La Lumière et la Boue", "Ars magica".

If the campaign setting is inspired from an existing piece (movie, novel, TV series...), it's better to mention it. References to the piece may help to visualize the action.

D6 is particularly adapted to epic or heroic settings, where the characters are exceptional beings. However, it goes poorly if the characters are super beings. This would involve huge dice codes, which, in addition to having to roll dice per spades, to add them, levels the differences between the strongest characters. For that kind of settings, D6 Legend is recommended.

Background

The chapter related to the background should be big. The GM must know it perfectly, thus he can find the material for his adventures. Players should know it too, at least partially. It should give them all the required knowledge, to grab the feeling of the world around their character. Geography, politics, economy, justice, history, religion, magic, technology, travels... As many points, and the list can be much bigger, to know, or to discover during the game. Not necessarily mixing game mechanics, this section of the campaign setting should give enough references, to the players, so they can play their character well.

If the setting is inspired from a piece, it is nearly mandatory that the GM read/saw it. Players should know it too, to ease the references. However, in some settings, the GM must keep entire portions of the background secret. If he reveals them too quickly, a part of his setting could no longer be of any interest to the players. Furthermore, main characters of the piece should appear, to give further references to the players.

When creating a new campaign setting, the GM could ask for his players' knowledge, which could bring further details, he could have omitted or neglected.

Adventures' range

In campaign settings inspired from pieces, it is important to determine the range of the adventures the PCs will live. If the piece has a well-defined storyline, with a well-defined end, could the PC modify this end? Will they be strong enough to encounter or fight main characters of the piece? Will their history take place at the same time? Will the events of the piece have an impact on the campaign?

As many questions the setting's designer must answer, to help future GM designing their campaigns.

Rules' adaptations

To better stick to the mood of a specific setting, the rules must be adapted. All along the previous sections, the dependency to the campaign setting was frequently mentioned. Now is the time to determine these dependencies. Here are, as far as possible, all the points to adapt, to satisfy your campaign settings. Note that rules adaptations can be dispatched throughout the background's descriptions.

Basic game's mechanics

Fate Points

In this section, the campaign setting determines Fate Points' rules. Their effects must be defined. Here are sample effects:

Double all the dice codes, for the incoming round: to be spent at the beginning of the round, it doubles all the dice codes, including Initiative. Usually it only double the part related to the character (it won't double the Strength bonus of a weapon or armor). A player can still spend a Fate Point in the middle of a round. He will double all his dice code, from now on, and until the end of the round. If he attempts a time consuming task, a Fate Point doubles all the aspects of this task. Only 1 Fate Point can be spent each round. Only a few points are earned.

Double the dice code of the incoming action: can be spent at any time, for 1 dice roll to come. The effects are as above. More points are earned.

Re-roll failed rolls: the player can roll all the dice, again. He can do so as many times as he wants, as long as he has Fate Points left.

As far as possible, Fate Points should be related to the overall mood of the campaign setting. Here are some possibilities:

Chance: Fate means chance. We can talk about Chance Points.

Honor: the character digs in his inner resources. We talk about Honor Points.

Superior energy: the character digs in a superior energy. We talk about Energy Points.

Fate: the further the characters walk, along the path of their destiny, the more important is their part in the big picture.

You must decide how to distribute Fate Points. Here are some examples:

All the PC start with at least 1 Fate Point. They gain another one, when they do flamboyant actions or actions that fully goes in the direction of what Fate means, in the campaign setting. This requires GM approval. If they act poorly, they lose points.

New points are gained as above. They are lost as above. Otherwise, they just spend them, and can recuperate them, under well-defined conditions (rest, refill, Meditation skill...).

The GM distributes additional points, at the end of the adventure. The closer are the PCs from their destiny, the more they'll need them. They start each adventure with the total points, given by the GM, in the previous adventures.

Each PC starts with the same amount of points. They spend it as they wish. At the end of the adventure, the GM gives them some points back, according to their progression in the campaign. If they spent more than what the GM gives back, they'll have less points for the next adventure.

An elaborate Fate Points' system could include a counterpart. It measures the gap between the character's behavior and the values of the campaign's idea of Fate. Here are some proposals. It's always an opposition between 2 values. If the counterpart wins, the character usually becomes a NPC. The GM may let him 1 adventure, to get back on the rightful path.

Honor/Dishonor (L5R, Metabarons): the gain/loss of one or the other quantity is determined by the character's actions. Gains in one lower the other. If dishonor wins, the character can no longer play (suicide, divine intervention).

Energy/Corrupted energy (Light/Dark side of the Force in Star Wars): the way of the corrupted energy is always "quicker, easier, more seductive". At least at the beginning. Each point of corrupted energy should bring a nasty bonus, which goes thinner and thinner. More and more corrupted points are required, to produce the same effect, until the characters falls and becomes a NPC (a very interesting one, for the GM to oppose the PC in the future).

Opposed forces (Law/Chaos in Elric/Stormbringer): the character can cumulate both quantities, but if one takes over the other, the character is no longer mastering his destiny and becomes NPC.

Character Points

Optionally, this section can set the limit, to the number of Character Points a player can spend, in an action. Usually it's 3.

Character creation

Starting Creation Points

The GM must determine the power level of the PCs, according to their place in the campaign setting. He can also adjust, according to the tone he wants to give to **his** campaign (see "Game mastering" and "Character creation" sections for further details).

Templates

By giving sample complete templates, the GM gives much information, on interesting character concepts, of the campaign setting. It also allows beginning players to quickly start the game, with minimum adaptation required.

Non human species

First of all, the campaign setting determines if non-human species exist. If player can create non-human PC, they are sent back to the appropriate section of the setting's details.

The GM must determine any required adjustments, to the character creation of a non-human PC. Particularly if the value of the species is very high or very low.

Merits and Flaws

Each setting determines which merits and flaws are available. Some may disappear, other can appear. Their value can change, as their game mechanisms.

Wealth

The setting determines the currency and the average wealth level of the characters. It can also evolve, according to the GM's idea for his campaign.

Other aspects of character creation

To simplify, or just because they have no meaning in this campaign setting, the stats like Social status, Wealth, Physical appearance can disappear or be modified. New ones can appear: their impact, in CP values and game mechanics, must be determined.

Skills lists

This is one of the main points of campaign setting's design. It requires the most important decisions. Among the various skills of this book, many options are proposed. Some skills may disappear, because they have no meaning in this new setting. Some can be grouped, in a new skill, more generic, because its various aspects are less important. Some can be further divided, in several skills, because each of its aspect is more important, in this setting. Report to the "Attributes and Skills" section, particularly to the Melee weapon skills, where these options are further detailed. The GM can use it as a guideline. The same kind of thinking must be done for advanced skills.

Once the basic skills listed, you must determine if they have specializations, and what they are.

Special abilities

If the campaign setting defines special abilities, they must be defined. Usually, the reflection, related to the significance of Fate Points, can give answers to the existence and definition of special abilities. Details regarding their impact, in game terms, usually take their own section of the setting's description.

Experience

The campaign setting sets some milestones, in the use of Character Points, for experience.

Attributes

Campaign settings may allow, forbid or restrict attributes' development. You must set its limits.

Merits and Flaws

Some merits can be acquired in the course of a campaign. The characters actions, during the previous adventures, can grant them additional social merits or flaws. The wound they receive may grant them physical flaws. You must now determine if a flaw can be bought off, and at what cost. Similarly, determine if a player can choose to acquire merits, and at what cost.

Character Points

In addition to a possible Fate Points' counterpart, the campaign setting may accentuate the characters' actions, by allowing the GM to subtract Character Points.

Special abilities

To further define the special abilities, if they exist in this setting, their advancement costs and conditions must be set. These details are usually grouped, under the "special abilities" section, of the campaign setting.

Health

The complexity level planned, for this campaign setting, will set the extent of details, regarding this section of the rules. The TL (see below) of the setting, regarding medicine, will also limit the extent of possible medical interventions. Another choice to make is to decide if the setting is "heroic" enough, to allow a player spending a Fate Point to avoid death.

Movement

In a Sci-fi setting, you must define all the rules regarding space travel. The mechanisms are closely related to its vision of space and its TL. The other movements' rules are fairly independent of the campaign setting.

Special abilities

If special abilities exist, they must be detailed: their philosophy, the game mechanics, and the cost of acquisition in Creation Points. Constraints regarding acquisition or development can exist (training, master required...).

Detailed Campaign setting's description

To end the definition of the setting, you must now give the game mechanics related to all the points appearing in the setting's background. This information can be a separate section, or be dispatch throughout the background's description.

Technological Level (TL)

It quantifies the technological advancements of the campaign setting, regarding several domains. It sets various parameters, all along the rules. It is expressed with an index, starting at 0, and rarely going above 14. It is not strictly rigid. Some settings may see more advanced domains. It is fairly possible to have several TL, in one setting. In some, more fantasy, settings, genius can access concepts of higher TL. In this cases, the sign '+' is added to the TL (ex: Jules Vernes' work, happening during the Industrial Revolution, describes extraordinary machines: TL 5+).

Here are sample of possible technologies, according to TL:

TL	Historic period	Transports	Weapons	Energy	Medicine
0	Stone Age	Feet, canoe, sledge	Fist and stone	Slaves	None
1	Bronze Age (Greece)	Chariot, coasting	Bronze sword, leather armor	Horse, watermill	Herbs
2	Iron Age (Rome)	Horse riding	Iron sword, iron armor, shield	Windmill	Bleeding
3	Medieval	Stirrups	Steel weapons, chain mail, castle	Yoke	Amputation
4	Renaissance	Seaworthy vessels, air balloons	Musket, canon		Experiments killing the patient
5	Industrial Revolution	Steamboat, Trains, Zeppelin	Ironclad, dynamite, machine gun	Steam engine, electricity	Antisepsis, anesthesia, vaccine
6	Between wars (1900-1950)	Cars, planes, liners, submarines	Tank, war planes, fission bomb	Hydroelectricity	Surgery, antibiotics
7	Modern (1950-2000)	Turbo reactor, space shuttle	Nuclear warhead, atomic submarine	Nuclear fission and fusion, solar	Organs' transplantation
8	Space era (2000-2050?)	Space ships, space stations	Cybertank, orbital laser	Mini fission, orbital solar energy	Cloning, Implants, Bionics
9	Stellar era	Interstellar travel (FTL)	Starship	Cold fusion	Longevity, panimunity, complex implants, suspended animation, brain replication
10	Antimatter			Antimatter	Genericilline
11	Force		Force field, tractor beam, antimatter missile		
12	Gravific	Contragravity			Regeneration
13	World building		Planetary missile	Pocket antimatter	
14	Dysonian Era			Conversion	Thanokalamine
15	Matter transmission	Teleportation		Cosmic	
16+	To be seen...				

Non-human species

If non-human species exist, you must give them statistics. If the base species of the campaign is not the Humans, you must decide which one is. Though it can depend on the tone of his campaign, the GM must decide which species are available as player characters.

Important creatures

If one or more creatures are important: because the PC may encounter them frequently and they influence the campaign, or simply to give references, to players accustomed to the piece used as background, the GM must give them stats. For the other creatures, providing their stats will always give more references to the players, which is always a good thing.

Equipments' lists

First of all, this section details what is the currency (or currencies) used in the campaign setting. Then, you must provide a way to convert it to Price Index and to Wealth dice codes (reminding that a Wealth dice code represents an average weekly income).

Nearly mandatory, to any campaign setting, equipments lists provide much comparative information. Now is the time to detail availability rules. Furthermore, some equipments, themselves, may require rules' adaptations (cybernetic implants, effects of drugs or diseases...). These issues can be dispatched, through several setting specific sections (health, combat, movement...).

It is recommended to summarize equipments, in appendices, as tables, to ease bookkeeping, when the need will arise. It's even better to regroup equipments by category, preceded by a summary of all the appropriate setting's rules.

For further guidelines, both for players and GM, provide sample common services fares, as well as the income of common occupations.

Important places

Some places, which were only described, in the Background section, also require game specific information.

Important NPCs

Some characters, which were only described, in the Background section, require game statistics. Important NPC should be detailed, as PCs are. Some of them will be much more powerful than the PCs. Nevertheless, providing their attributes and skills brings very interesting comparisons, to the players knowing the piece that serves as the campaign setting's inspiration. Thus, they can have a pretty good idea of the place of their character in the setting.

Generic NPCs

In the campaign setting, the characters will meet generic NPCs (policemen, firemen, bandits...). Provide lists of generic stats for these NPCs. They don't need to be really detailed, but enough for the PC to take a measure of their ability level, in their own domain. Generic NPCs will also have rough descriptions for psychology, motivations and history: something that could be applied to the average individual.

In a usual D6 campaign setting, the tone is quite heroic. Thus, generic NPCs will have attributes fairly below the average PC:

Their attributes start at 2d (instead of 3d for a beginning PC). For particularly strong NPCs (elite troops, corporate executives...), you can add a 4d or two 3d attributes.

Their skills won't be too high. A specialist has 4d in his domain if it's a basic skill, or 3d if it's an advanced skill. Elite personnel could have 5d for basic skills and 4d for advanced skills. Above that, we're dealing with recurrent NPCs (see "Game mastering" section).

Keep motivations, psychology and history generic. When the GM will interpret them, he will add little variations and quirks, to make a more colorful and less stereotyped interaction.

Provide them with basic equipment, according to their occupation or their current mission.

Some rules related to environment

In the previous sections, we have seen the effects, in game terms, of various environments:

Visibility in the "Perception" chapter of the "Attributes and Skills" section

Weather in the "Health" section

Strong accelerations in the “Movement” section.

Gravity

In a Sci-fi setting, the characters can be on a planet, where the local gravity is not what they are accustomed to. The gravity is expressed in G. 1 G is the average Earth gravity. In the table below, the Variation column indicates the difference between the current gravity and the one the character is used to:

Gravity	Difference	Effect
Weaker	Up to -0,1 G	No noticeable effect
	-0,1 to -0,2	-1d to any physical action
	-0,2 to -0,4	-2d to any physical action
	-0,4 to -0,8	-3d to any physical action
	-0,8 and more	Physical actions restricted by the Zero-G skill
Stronger	Up to +0,1 G	No noticeable effect
	+0,1 to +0,2	-1d to any physical action
	+0,2 to +0,4	-2d to any physical action
	+0,4 to +0,8	-3d to any physical action
	+0,8 and more	At GM's discretion, this environment is hardly bearable for human beings.

Furthermore, the weight of things is affected. Throwing and jumping distances must be modified accordingly, as well as lifted things (equipment, skills like Throwing, Lifting, Jumping, Climbing...).

Some weapon statistics' samples

Here are sample weapons, common to many campaign settings.

Melee weapons

Sword:

Body: 5d

Skill: Melee weapon::Swords or Swords. Weapon mastery–Swords (A)

Difficulty: Easy (10)

Reach: 1

Damage: Str+2d

Dagger:

Body: 5d

Skill: Melee weapon::Daggers or Daggers. Weapon mastery–Daggers (A)

Difficulty: Very easy (5)

Reach: 0

Damage: Str+1d

Thrown weapons

Throwing knife:

Body: 5d

Skill: Throwing weapon::Knives or Knives.

Range: $\frac{1}{2} \times \text{Str} / \text{Str} / 2 \times \text{Str} / 4 \times \text{Str}$ where Str is the number of dice of the Strength attribute.

Damage: Str+1d

Firearms

Automatic pistol (Colt .45):

Body: 2d

Skill: Firearms::Pistols or Pistols.

Rate of Fire: –

Range: 2/5/15/40

Damage: 4d

Ammo: 15

Short burst: –

Spray fire: –

Heavy Pistol (.357 Magnum):

Body: 3d

Skill: Firearms::Pistols or Pistols.

Rate of Fire: 2/rd

Range: 2/5/15/40

Damage: 5d

Ammo: 6

Short burst: –

Spray fire: –

Submachine gun (Uzi):

Body: 2d

Skill: Firearms::SMG or SMG.

Rate of Fire: must fire bursts

Range: 5/10/20/50

Damage: 4d

Ammo: 30

Short burst: 3, fires 5 bullets

Spray fire: 15, fires 10 bullets

Assault rifle (M16):

Body: 3d

Skill: Firearms::Assault rifle or Assault rifle.

Rate of Fire: –

Range: 5/10/30/60

Damage: 5d

Ammo: 30

Short burst: 3, fires 5 bullets

Spray fire: 15, fires 10 bullets

Heavy weapons**Machine gun (M60):**

Body: 3d

Skill: Heavy weapons::MG

Rate of Fire: –, can only fire bursts

Range: 5/20/40/100

Damage: 6d

Ammo: per belt of 50 and more

Short burst: –

Spray fire: 20, fires 15 bullets

Bazooka:

Body: 1d

Skill: Heavy weapons::Bazooka

Crew: 2 [1]

Scale: 3

Rate of Fire: 1/rd

Range: 10/40/100/200

Damage: 6d

Ammo: 1

Short burst: –

Spray fire: –

Note: normally requires a crew of 2, the fire difficulty is increased by +10 if fired alone.

Game mastering

Adventures or campaign

There are, mainly, 2 styles, for playing role-playing games: the campaign or independent scenarios.

Campaigns

This is the more interesting style. It also is the most demanding. The players must ensure regular attendance, to keep the campaign's consistency. The GM must imagine a big picture, where each adventure will be an episode. The players should regularly be confronted to an element of the big picture. In a campaign, the GM can fully integrate all the aspects of his PCs: their past, merits, flaws... If he envisions a great destiny for them, he will reveal it as the campaign unfolds. He could put each one of them, alternatively, in the limelight, thus renewing the interest, of each player, to his character. The GM can foreshadow elements of future events. When the players will witness them, the feeling of "déjà vu" will stimulate their curiosity. The more the PCs are involved in the destiny of their universe, the more the players (and GM) will be pleased to advance the storyline. The characters' advancement will take all its sense.

As a campaign unfolds, the PCs will meet recurrent NPCs. They can be adversaries or allies. As many details that give consistency to the campaign and the campaign setting. If it's inspired by a piece, the PCs, once they reach positions of power, could even meet the piece's important NPCs.

While preparing a campaign, the GM must firmly answer this question: will the PCs' actions be able to modify the author's storyline? This is not an issue, in a fully original setting.

It's important, for the GM, to carefully plan the PCs' introduction to the campaign. The more developed it is, the more reasons the PCs will have to work together. An even more ambitious project would be to create a party, where each member has, in the big picture, different objectives, even contradictory. The climax of the campaign could then be an epic battle between PCs. If the GM, during character creation, can find, in his storyline, a place for each of them, his first adventures will be more personal. He can immediately make stories fitting the PCs. So much material to excite the players' interest in the campaign.

At the beginning of a campaign, the GM must decide some issues. If he doesn't want to use all the optional rules, it's better to keep the players informed, thus avoiding any bad surprise. The theme he picked could guide the players in their character creation: it will forbid some concepts, merits and flaws, even some abilities.

Independent scenarios

The GM just plays independent stories. This style allows players to miss some gaming sessions. Thus, there is no risk for their character to be lost or too late (in experience terms, though this issue can easily be worked around, but more in term of storyline's updates). Some campaign settings particularly suit this style of play. Usually, all settings can be played with both formats.

You lost all the advantages listed in the campaign style. However, you're sure that all the adventures will have a beginning and an end. Adapting the scenario, to the PCs' party, can be difficult though, and more demanding to the GM. But most of all, it requires a strong dose of good will from the players. In such an adventure, a player can estimate his character does not belong here. He must show some good will. There is no fun, for GM or player, to hear "you refuse the contract? You can go home".

Preparing an adventure

Playing campaign style or not, the GM must prepare his adventures.

Some GM, particularly gifted and creative, can do well by simply writing a few lines, describing their main plot. Then, they are able to improvise descriptions, NPCs, and events to come, according to the players' actions.

Others must take more time to detail important issues. Don't fool yourself; it's impossible to foresee everything. Unless you force the players in one direction, they will always surprise you, sooner or later. The more you'll force them, the more they'll try to escape.

If you're playing a published scenario, read it carefully before playing it. Don't be afraid to read it several times, to fully assimilate all the details. It's very likely you'll have to adapt it to your group of players.

Introducing the PCs

Whatever the style you choose, you must take good care for PCs' introduction. In implying the players in the intrigue, you guarantee they will actively follow it. In some campaign settings, where the PCs obey the orders of an organization, the characters' introduction is fairly easy. For more open campaigns, thus more interesting, it's

more demanding. You must keep your story's consistency, as well as the PCs histories, motivations and psychologies.

NPCs

If you expect to introduce NPCs, you should prepare their stats, instead of improvising them on the fly. For generic NPCs, the campaign settings should provide the more common ones. The others are more easily improvised.

Places

You should prepare, in advance, too, the more important places of the adventure. As experience comes, a GM will need less and less of preparation. He will improvise plans, making them more adapted to the situation the PCs are in.

Mastering an adventure

The GM's job is to tell a story. He takes care of all its aspects. Here are the most important.

The intrigue

It's the purpose of the adventure. The GM imagined that events would happen, be it planned by some evil genius or resulting of the nature's wrath. The intrigue can be described in several text lines, or can have several layers. You must dose the intrigue according to your players' expectancies. Too much linear, the players may think that whatever they do, nothing will change it. It's quite frustrating. If it's too complicated, they may well solve the puzzle, but without understanding the in-and-outs, which is quite frustrating too.

The campaign, or even the campaign settings, may impose styles of intrigues. The GM must keep it consistent. As long as he keeps an eye on that, he will always find a way. If Mr. Big plots the intrigue, don't forget that he, too, may react to the players' actions. The GM must not hesitate to modify his intrigue. If the players go in an unexpected direction, don't hesitate to ask for a break, to think about any evolution. It's better to waste some time, than to waste an adventure, or even a campaign, by acting hastily.

Characters

The GM plays all the characters the PC will meet. As far as possible, if they are generic NPC, he should make them unique. An unimportant NPC, met behind some anonymous desk, can become a recurrent NPC, just because the GM played it greatly, and the players were impressed (remember the sheriff J W Pepper in "Live And Let Die" then in "The Man With The Golden Gun").

As soon as we're dealing with recurrent NPCs, those the players will meet all along the campaign, they must be prepared carefully, and interpreted, as the players do with their own character. You must develop them, too, so they stay in the PCs' league.

Finally, if they confront an important NPC of the masterpiece, the GM has more elements, to guide his interpretation. Though he may have his own vision for this NPC.

One of the major troubles in RPG is dissociating what the player knows from what the character knows. A player can have information his character hasn't. Each player must thus properly interpret his character. Also, a character, which is supposed to live in the campaign setting, should know things the player could ignore (because he doesn't quite know the setting) or have forgotten (because they missed a detail in the GM's description, while his character wouldn't). It's the GM's job to ensure the players aren't basing their actions on such erroneous data. This Player/Character difference is also applicable to the GM. He will certainly know what the players have in mind, while his NPCs don't. He should take good care of that, when resolving an action.

Time

Managing time is an important issue, during an adventure. Usually, the intrigue sets a series of events. PCs' actions will usually have an influence on this timeline. The GM may have to modify it constantly.

Anyway, it's the GM who asks dice rolls from the players. If it's a combat scene, he will manage the rounds' succession, actions' declarations and resolutions, for PCs and NPCs. Apart from combat, he will manage the time passing, according to the PCs' activity. If the action seems to lose intensity, he must not hesitate to haste an event of the intrigue, or even add new ones.

Places

The GM knows the places where the action occurs. He must describe them the most precisely possible, trying not to give too much weight to critical details. It's far better, for the players, to discover them, according to their own wit, intuition or attention.

The GM must manage movements, particularly during chases.

Experience and other rewards

The GM distributes Character Points to the players. He can do it at the end of adventure, or at any appropriate time. If the players want to spend CP, to advance their character, the GM must manage the training time, to control the advancement, in the course of an adventure. Between adventures, the PCs usually have enough time for training (but not always, in a fast paced campaign).

Other rewards can be given to players. They could have a direct impact in terms of game mechanics (Fate points, new merits, new ability...). They could have a more "role-playing" oriented impact (reputation, social status, military rank...), even if they have an indirect impact in game mechanics (bonus or penalty during some actions like social interactions).

Rewarding Character Points

Here are some guidelines, to estimate the CP's reward. It occurs that all the players won't receive the same amount.

Per gaming session:

Participating: each participating player should receive between 1 and 3 CP, according to the session's duration. The player must have taken an active part in the scenario.

Interpretation: this is the most important part in role-playing. If the players well interpreted their character, they should be rewarded between 1 and 3 CP, at GM's discretion.

Cooperating: if the players actually cooperated in the scenario's achievement, they will receive 1 to 3 CP. It may be difficult to estimate this, if an ambitious GM united opposed characters. In these cases, a good character interpretation should prevent cooperation. However, such a group implies an adapted scenario, fueled by this opposition.

Fun: All the participants, including the GM, must have fun. At GM's discretion, the player who surprised the most should receive 1 to 3 CP.

At the end of an adventure: if the gaming session sees the end of an adventure (not the campaign)

Success: if the GM estimates the players succeeded, they receive between 3 to 6 CP, according to their level of success.

Failure: if it's a failure, in addition to any consequences on the campaign, the players should at least receive 1 to 3 CP, to illustrate how they learned from their mistakes.

Preparing a campaign

A campaign is not just a succession of scenarios, played by the same characters. They must be set in some kind of big picture, who will take a long part of the PCs' lives. Some settings, or some campaigns, can involve a far wider time scale, where players play several generations of characters.

The Big Picture

For a good campaign, the GM must think of a goof overall plot. Each adventure will drive the PCs closer to its climax. He can mix it with independent scenarios. As far as possible, the PCs should have a place in this big picture, something more than just witnesses of the events, with only a limited margin of interference. Thus, as you will put them in the middle of this plot, their actions are likely to modify its course. You will have to adapt, to integrate their actions, and to keep their interest.

The PCs' party

For a campaign, it's better for the GM to witness and guide the characters creation. He must ensure the group's consistency, and give them a good reason to be together. Thus, the PCs' introduction to the campaign will be easier and more natural.

If the GM wants a campaign, with a specific mood or power level, he can vary the amount of available Creation Points. He can also impose specific stats (attributes, skills, merits, flaws, special abilities...) to all or some of the PCs.

Big Picture vs. PCs' party

Depending on what comes first, the GM will have to adapt the next. If the GM imagines a campaign's plot, he will certainly constraint the characters creation. If the GM let the players create their character first, he will have to design or adapt his campaign, to factor the characters abilities and motivations.

Mastering a campaign

Managing time

In a campaign, the GM will also have to deal with the time passing between 2 adventures. What happened in the world? That's up to the GM, mostly depending on the PCs actions in the last adventures.

What did the PCs do of their free time?... The players' advices, as well as some of their character's traits (his income may impose him to work) will determine these aspects.

Subplots

One of the interests, in playing a campaign, is the character's advancement. Not only in terms of experience, but also in terms of every day's life. The GM is encouraged to prepare adventures, where the life of a character is shaken. They could be related to the Big Picture or not. Particularly, when a player took an important decision, during a former adventure, the GM may imagine more personal consequences. This gives as much consistency to the PC.

Merits like Allies, or flaws like Enemy or Dependant, are easy starting points for subplots. Go back to the Wealth rules; you will find inspiration, in the "Upkeep" chapter.

Rewards

Rewards, qualified as having no direct impact in the "Mastering an adventure" chapter above, will have much more impact in a campaign. They will directly influence the coming episodes.

Climax

When the campaign reaches its climax, you can consider it over. It doesn't mean the game is over. It can bring new intrigues, the GM may use in new campaigns. It will be as much stimulating, as the players will feel like being at its starting point. However, you may consider the PCs have reached too high a power level, and start over with new characters.

References and Inspirations

Here is a list of work that inspired this book, ordered by category.

Role Playing Games

Most elements of this gaming system are inspired by other role-playing games.

“Star Wars D6”, West End Games: this is the original work on the system. The mostly used version is “Second Edition, Revised and Expanded”. “Second Edition”, for combined actions.

“Star Wars, First Edition, Game master’s Companion”: managing crews

“Men In Black, RPG”, “D6 System”, West End Games and “Metabarons” West End Games/Yeti, bring other “official” elements.

“Legend of the 5 Rings”, AEG: Duels (fast draw) and mass combat

“Légendes, Règles complètes”, “Légendes Celtiques”, “Légendes des Mille et une Nuits”, Jeux Descartes: Health, various skills’ systems, creatures’ and non-human species’ bulk.

“MEGS (Mayfair Exponential Gaming System)”, Mayfair Games, Pulsar Games: Wealth, equipment design/build/modifications, merits and flaws.

“Rêves de Dragons”, Multisim: Arts, Tasks.

“GURPS”, Steve Jackson Games: for its principle, character creation, Technological Levels. Furthermore, some GUPRS adaptation, show how to adapt a generic gaming system, to satisfy a setting’s concept.

“World of Darkness”, White Wolf: for several aspects, throughout the chapters.

“Shadowrun”, FASA: movements, burst fire and equipment’s maintenance (mainly the “Field of Fire” supplement).

“Dune, Chronicle of the Imperium”, Last Unicorn Games: weapon mastery, martial arts.

“James Bond, RPG”, Victory Games: movement maneuvers.

Internet: many home rules, found on the internet, mainly related to Star Wars D6, were very helpful. Naming them all would be impossible. The D6-weg Mailing List [<http://groups.yahoo.com/group/d6-weg>] gives some interesting links.

Comics, Books, Movies, Series

Closely observing the actions of the main characters, we can translate them in D6 terms.

“Star Wars”, Georges Lucas: the first trilogy, how to make a duel vivid, in a role-playing game, mixing superhuman capabilities. How to impress players, opposing them a Star Destroyer.

“James Bond”, Ian Fleming, but mainly the movies, more visual: the top of the chases, whatever the vehicle.

“Macross”, Shoji Kawamori: the Valkyries, transformable planes, are a constant source of thinking, regarding movement maneuvers.

“Largo Winch”, Jean Van Hamme: how to mix all the aspects of modern technology to advance an intrigue. How to do role-playing game, playing a character that can afford anything.

Jules Vernes: the top of Steampunk.

William Gibson: the top of Cyberpunk.

“Starship Troopers”, Robert Heinlein: small units combat.

“Profit”, the TV show: how to do role-playing game, playing ambiguous characters.

Them, some raw material, not particularly associated to a part of the gaming system, but simply because they inspired me:

“Ghost in The Shell”, Masamune Shirow

“Wild Wild West”, the TV show

“Usagi Yojimbo”, Stan Sakai

“Sillages”, Morvan–Buchet

“The Forever War”, Joe Haldeman

“Carmen Mc Callum”, Cess–Duval–Rabarot

“Heliconia”, Brian Aldiss

“Valerian et Laureline”, Mézières–Christin

“Dirty Pair”, the original TV show and Adam Warren comics

“Matrix”

“Once upon a time... Space”, Albert Barillé

“Dune”, the David Lynch’s movie

“Frank Herbert’s Dune”, the John Harrison’s TV mini series

“Dune”, the Frank Herbert’s novels

“Star Wars, Tales of the Jedi”, the Dark Horse’s comics