

## CORE MECHANICS

(Originally written to be a core set of mechanics, targeted at a standard-fantasy setting; because it's the easiest to write. Seeing the demand for an X-Com game, I decided to do a simple version of the rules for it, as kind of a test run. Therefore, if you see any rules that seem out-of place, like Shields, or something. Ignore them, and post if a thread is up).

## THE CORE RULES

### 1: Roll 2d10.

For everything except damage and Initiative, you roll 2d10 and add the appropriate modifier.

**2: Every turn a character gets to take 1 Minor action and 1 Major action.** An additional Minor Action can be taken in places of a Major action, and taking a Major action ends your turn. Yes, that last part is important. Do not fudge it, unless it makes absolutely no sense in some specific situation that I have not thought of.

## COMBAT

**To attack someone you roll 2d10 + the Modifier of the appropriate Combat Skill for the weapon.**

When you make a Melee attack **the difficulty for it is equal to the target's Weapon Skill Modifier for the weapon they are wielding, +10.** If your attack roll is higher than their 'Defense' then the damage, or effect, is suffered by the target. If their Defense is equal to, or higher than, your Attack Roll's total; then their defense is unbroken and your attack failed.

If you making a Ranged attack, then you role your attack as normal. However, **every increment of your weapon's Range, after the first, induces a -2 penalty to your roll.** You cannot take a shot at a target more than 10 increments away. If they are within ½ of a range increment then they are considered to be in 'point blank' range. This has special modifiers mentioned latter in the instructions.

**Your target's 'Defense' for a ranged attack roll is equal to 10 + cover bonuses.** If they are out in the open, they may make an Agility check to avoid the shot. This check takes a -6 penalty if they're within Point-Blank range, -4 if they're within 1 normal range increment, and -2 if they're within 2. Outside of 2 range increments, they just roll Agility. This Agility roll is made against a Difficulty equal to their attacker's attack roll's total.

When a target is successfully hit with an attack they lose Vigor. Vigor is equal to your CON + Armor +1. When you lose your first point of CON Vigor, your character becomes 'winded.' This induces a -2 penalty to all Constitution and Charisma based checks. When your Vigor hits 0, you fall unconscious. Should your Vigor reach -Con, then your character dies. While at or below 0 you roll a Stabilization check at the end of every round. This check is made with CON + CHA + 2d10, VS a Difficulty equal to 11 + amount of negative Vigor. If a roll is successful, the roller regains 1 Vigor. If the roll is unsuccessful then the roller loses 1 Vigor. Should you reach 0 in this fashion, you stat at 0 and no longer need to roll Stabilization checks. You have Stabilized.

Other skill checks are made with a set Difficulty, or against a skill check of an enemy. If you are sneaking, you roll Stealth and the GM rolls Perception for any nearby enemies. The roll that is higher wins. If you're rolling to hack a computer, the GM consults the following chart, and decides how difficult the roll should be. If you roll equal to or higher than this number, you are successful. (remember that attack rolls need to be higher than their set difficulty, or the "Defense" in question).

EASY	Obligatory Rolls	HARD DC	VERY HARD	"You Crazy."
8	10	12	15	17+

## ACTIONS

### MAJOR

Attack	Make an Attack with a weapon
Blind Fire	Make an attack with a -4 pen while continuing to be “Hunkered Down.”
Use a Combat Ability	Use a special ability related to combat
Enter Overwatch	Go into “Overwatch”
Hunker Down	Enter or continue being “Hunkered Down,” increasing existing cover mods by 2 and reducing Perception checks by 2.
Get an Item from your Backpack	
Put an Item in your Backpack	
Reload Most Weapons	
Use a Psi-Power	
Charge	Move and make an Attack in the same turn, at -2 Attack.
Slam	Throw your weight into a target thing, optionally moving forward, and making a Brawn check upon contact, with +1 to it for each space moved prior.
Use an Item	Assisting a skill with an item makes it count as an Item use.

### MINOR

Non-Combat Skill Checks	Any skill check not related to combat in any way.
Move	Move 5 Spaces. Moving twice is referred to as “Dashing,” which may have special notes attached tot it. Also, if you’re Dashing and your movement invokes a Reaction attack, your defense for the attack is increased by 2. You must declare that you are Dashing before you move.
Get an Item from your “Harness.”	
Put an Item in your “Harness.”	
Reload a Sidearm.	
Standing	From Prone, or Hunkered Down.

### FREE

Speak	
Drop an Item	

While they're called "Free" actions, the GM should still be mindful of how many a player takes in their turn; as the events in game are meant to be happening in real-time. It is suggested that players be limited to 5-6 free actions.

Any Reference to a "Full Round," action means that you cannot use it if you've already taken a Minor Action that turn.

### HUNKERED DOWN

If a character becomes hunkered down, they may do make no form of attack, and they may not move. Sight related perception checks suffer a -2 penalty. They may "Blind Fire," at a penalty of -6. While hunkered down, the effects of Cover are doubled.

### OVERWATCH

A character in Overwatch may react once (unless otherwise noted) to any alien that moves at least 1 space in their field of view. This reaction may be a 2 space movement, or it may be a Reaction Shot. Reaction Shots are made like normal attacks with the weapon in question, but at -2.

### THE HARNESS

An abstract representation of utility items carried on person. Unless otherwise noted, a character may have 6 utility items 'harnessed' at any given time. Pistols and 1handed melee weapons may be worn on the harness at the cost of 2 'item slots;' but knives only consume 1 slot. Some items, such as the Nano Weave Vest aren't actually carried in the 'harness,' but are considered Utility Items, and thusly consume 1 slot of the 'harness's' capacity. If an item has no Utility value, this means it cannot be worn as one, and must be carried in the backpack if carried at all.

### CHARACTER HEIGHT, WEIGHT, and CARRYING CAPACITY

#### HEIGHT CALCULATION

STR + CON x 9 inches, +40 inches.

Ethnicity is known for being big/tall/small/short: +/- 1d4 inches.

If they are female, reduce their height by 2 inches.

#### WEIGHT CALCULATION

STR + CON x11 lbs, +110 lbs, +1d10 lbs.

Ethnicity is known for being big/small: +/- 1d5 lbs.

If they are female, -9 lbs.

#### CARRYIGN CAPACITY

The following are the thresholds for your different capacities. In other words, the highest number you can be carrying and still count as within that range.

Your Light Load is equal to your CON + STR +10

Medium Load = Light x3 (induces a -1 to physical skill checks and movement

Heavy Load =Light x6 (induces a 2 to physical skill checks and movement.

Max Load = Light x12 (induces a -8 to physical skill checks, Move speed halved)

## CHAPTER 2: CHARACTER CREATION

## CHARACTER CREATION IN 6 EASY STEPS!

### **STEP 1: Concept, Flaw, Virtue**

Think about who your character is. Think about what they do, what they love, what they hate, and why they're in X-Com. You don't just sign up for a program with such a high mortality rate unless you've got a reason, or no choice.

From there, give them a personality Flaw and a personality Virtue. These are their high and their low. Their dark clouds and their silver lining. Flaws could be anything from phobias to social quirks. However, they should be significant in some way; no copouts. At the same time, their Virtue should be something redeeming, like a strong sense of justice, or a nearly faulting level of honesty.

Any time a character would act in a way that would directly contradict their Flaw or Virtue; they must roll Willpower vs DC 12. If they fail, the player must come up with a different idea. At the same time, if their action in a pivotal point is aligned 'strongly' with their Flaw or Virtue, they get +1 to the roll. This does not apply to every roll, just situations the GM thinks are important enough. It is, at the end of the day, up to the GM whether or not to make you roll or grant you the bonus.

### **STEP 2: Attributes**

All attributes start a 0. You may select 3 to be increased to 1.

### **STEP 3: Specialization**

Select one of the specializations to meet and provide Attribute, Skills, and other bonuses that are aligned with your intended play style. Specializations have listed Attributes, Skills, and Basic Perks, and more Perks.

- Each listed attribute has it's value increase by 1.
- Each listed Skill has it's rank increased by 2.
- Select ½ of the skills to become your Primary Skills.
- Record the Basic Perk.
- The other Perks are listed in pairs for a reason. Every 4<sup>th</sup> level you select one of the two for that level (and you will never receive the other).

### **STEP 4: Skills**

You now get to spend a number of skill points equal to your INT + 1. You may not ever spend more than 1 skill point on a single skill at any given level, and you may never apply the m to your Primary Skills. Each skill point increases the skill's Rank by 1.

You get to do this on every Odd level, including the first.

On every Even level, your Primary skills have their rank increased by 1.

### **STEP 5: Universal Perk**

At level 1 each character gets one of the Universal perks that they qualify for. You never get to select another one.

### **STEP 6: Equipment**

You get starting equipment based on the tech level of the campaign's beginning and your Specialization. The items listed with your Specialization are the standard gear carried by your Spec into potentially/defiantly hostile situations. Characters do not actually own any of this, but are granted the equipment from their base, or any co-oping X-Com foundations.

## SPECIALIZATIONS

### AGENT -----

Attributes	Agility, Intelligence, Charisma
Skills	Intimidation, Deception, Diplomacy, Gather Information, Interrogate, Sidearms, Unarmed, Stealth, Climb, Drive
Basic Perk	We Have Our Ways

LVL	PERK A	PERK B
4	With the Night	Gunslinger
8	Shadows	Negotiator
12	Human Spider	Getaway
16	Iron Will	Flying Squirrel
20	Hawkeye	Just Deserts

### ASSAULT -----

Attributes	Strength, Agility, Coordination
Skills	Sidearms, Longarms, Unarmed, Hand Weapons, Brawn, Climb, Jump, Athletics
Basic Perk	Run & Gun

LVL	PERK A	PERK B
4	Tactical Sense	Aggression
8	Lightning Reflexes	Close & Personal
12	Close Combat	Rapid Fire
16	Bring'm On	Extra Conditioning
20	Resilience	Killer Instinct

### ENGINEER -----

Attributes	Coordination, Intelligence
Skills	Sidearms, Perception, Heavy Weapons, Repair, Drive, Pilot-Small Craft, Knowledge: Physics, Engineering, Chemistry, X-Tech.
Basic Perk	Tech Use

LVL	PERK A	PERK B
4	Knack	Elbow Grease
8	Code Monkey	
12	Know-How	Pilot
16	Driver	Quizzical
20	Demolitionist	Code Master

HEAVY -----

Attributes	Strength, Constitution, Coordination
Skills	Sidearms, Longarms, Heavyarms, Unarmed, Great Weapons, Brawn, Athletics, Repair
Basic Perk	Pack Mule

LVL	PERK A	PERK B
4	Bullet Swarm	Marker
8	Lobber	Suppression
12	Monkey Wrench	Rapid Reactions
16	Deep Pockets	Danger Zone
20	Iron Will	Mayhem

PSI-ADEPT -----

Attributes	Intelligence, Charisma
Skills	Psi-Skill, Perception, Knowledge: X-Tech, Sidearms, Unarmed, Sense Motive, Diplomacy, Deception
Basic Perk	Psionic

LVL	PERK A	PERK B
4	Mindfray	
8	On The Surface	Psi Inspiration
12	Psi Panic	Radar
16	Mind Control	Telekinetic Field
20	Hardened	

SCIENTIST -----

Attributes	Intelligence, Charisma
Skills	Sidearms, Perception, Gather Information, Sense Motive, Medicine, Knowledge: Chemistry, Biology, X-Bio, X-Tech, Physics.
Basic Perk	I've Seen This. . .

LVL	PERK A	PERK B
4	Results	Again & Again
8	Inquiry	Xenophile
12	Know-How	Knack
16	Practical Purposes	
20	Endless Quest	



## SNIPER -----

Attributes	Agility, Coordination, Intelligence
Skills	Sidearms, Longarms, Perception, Stealth, Climb, Jump, Deception, Unarmed.
Basic Perk	Headshot

LVL	PERK A	PERK B
4	Snap Shot	Trained Spotting
8	Gunslinger	The High Road
12	Wing'm	Opportunist
16	Raid Reload	Low Profile
20	Double Tap	Kill Zone

## SUPPORT -----

Attributes	Constitution, Coordination, Intelligence
Skills	Brawn, Longarms, Sidearms, Throw, Unarmed, Medicine, Perception, Knowledge: X-Tech.
Basic Perk	Covering Fire

LVL	PERK A	PERK B
4	Sprinter	Smoke & Mirrors
8	Field Medic	Last Call
12	Revive	Suppression
16	Deep Pockets	Combat Drugs
20	Savior	Sentinel

## PERKS -----

### UNIVERSAL

**Tough Cookie**- +1 Vigor

**Perceptive** - +2 Perception

**Die Hard** - +1 to Stabilization Checks

**Monkey** - +2 to Climb Checks

**Like An Eagle** - +2 to Fly Checks

**Blind Fire** – Penalty for blind fire is reduced to -3.

**Get To The Chopper** – If Dashing in retreat from enemies that you are within the weapon ranges of, you can move 1+Agility additional spaces. Cannot be used 2 turns in a row.

**Gladiator** - +2 to Melee Attack Rolls, +2 to all Melee Damage.

**Lobber** - +2 to effective Range of Thrown Weapons, and their related Attack Rolls.

**The Woo Effect** – Can dual wield weapons of ENC 2 or less at -2, instead of -4.

## AGENT-----

**We Have Our Ways** - +1 to Interrogation, Deception, Diplomacy, or Sense Motive for each previously successful check of one of said skills you made during the encounter.

**With the Night** - +2 Stealth

**Shadows** - +2 Stealth if you do not move or Attack.

**Negotiator** - +2 Interrogation, Deception, and Diplomacy.

**Human Spider** - +2 Climb and Jump

**Gunslinger** - +2 to Attack rolls made with Pistols

**Iron Will**- +2 to Will Checks

**Getaway** - +2 To Drive/Ride checks

**Danger Sense** - +2 to all Perception Checks

**Just Deserts** – Critical Threat range of all weapons is widened by 2 units.

## ASSAULT-----

**Run & Gun** - You can Dash and Attack in the same turn. Only useable once every encounter.

**Tactical Sense** – Cover provides 1 additional point of Defense for every visible enemy.

**Aggression** – Critical Threat range of weapons is increase by 1 unit for every visible enemy.

**Lightning Reflexes** – The first reactive shot you provoke every round suffers a -4 penalty.

**Close & Personal** – Damage dealt with ranged weapons at targets in Point-Blank range is increased by +1.

**Close Combat** – Melee Attacks have +1 Attack and deal +1 Damage.

**Rapid Fire** – May take a full round action to attack twice, with a -2 penalty on the second attack. The weapon wielded must have enough ammunition to fire twice.

**Bring'm On** – Critical hits deal 1 additional damage for every visible enemy.

**Extra Conditioning** - +2 vs all Poisons, Toxins, and Chemicals.

**Resilience** – Critical attacks dealt to you deal 4 less damage.

**Killer Instinct** – When you Run & Gun, and attack in the same turn, the attack's Critical threat range is doubled.

## ENGINEER-----

**Tech-Use** - +2 to all skills checks made to manipulate a device

**Knack** - +2 to Repair, or any Knowledge Skill.

**Elbow Grease** – Every previously successful Repair or Computer Use skill made during a task confers a +1 to every subsequent Repair or Computer Use skill check.

**Code Monkey** - +2 to Computer Use.

**Know-How** – A successful Knowledge Check to a related subject confers a +2 on any subsequent non-knowledge skill made that turn.

**Pilot** - +2 to Pilot:X checks.

**Driver** - +2 to to Drive Checks

**Quizzical** – the Know-How bonus is increased by 1.

**Demolitionist** – all Explosive weapons have 1 wider blast radius.

**Code Master** - +2 Computer Use.

## HEAVY -----

**Pack Mule** – Increase Light Load by 2, this also counts for calculations of the others.

**Bullet Swarm** – May fire twice as a full-round action, or go into Overwatch after firing.

**Marker** – Firing at a target provides +2 to all allied ranged-attack rolls made against that same target for the rest of the round.

**Strong Arm** - +2 to all thrown weapon attack rolls.

**Suppression** – My go into Suppression, as a variation of Overwatch move, which only covers an area with a radius of 2, but additionally induces a -2 to all attack rolls made by enemies in that area. Whenever a reaction shot is taken, or an attack is penalized by suppression, it consumes 1 Capacity. If Capacity is reduced to 0, the effects stop.

**Monkey Wrench** – Knowledge of mechanical matters provides a +1 to damage dealt to Robotic enemies, and vehicles.

**Rapid Reactions** – Overwatch (not Suppression) confers 2 reaction shots, instead of 1.

**Deep Pockets** – Harness has 6 slots, instead of 8.

**Danger Zone** – Radius of Suppression increased to 4.

**Survivalist** – Cover provides 1 additional Defense, when not flanked.

**Mayhem** – Radius of Suppression and the Blast of weapons with Blast is increased by 2.

## PSI-ADEPT -----

**Psionic** - +2 Willpower vs Psionics

**Mindfray** – See Psi-Powers

**On The Surface** - +2 Sense Motive

**Psi Inspiration** – See Psi-powers

**Psi-Panic** – See Psi-Powers

**Radar** - +2 Perception if subjects are within Cha x5 spaces.

**Mind Control** – See Psi-Powers

**Telekinetic Field** – See Psi-Powers

**Hardened** – +2 Willpower vs Psionics

## SCIENTIST -----

**I've Seen This. . .** – Skill checks related to subjects of Knowledge Skills selected as Primary Skills receive an inherent +1. This cannot be applied to attack or damage rolls.

**Results** – +2 to a Knowledge, Perception, or Repair check made for every previous and relevant Knowledge Check.

**Again and Again** - +2 to any 1 Knowledge Skill.

**Inquiry** - +2 Gather information and Sense Motive Check.

**Xenophile** - +2 to Xeno-Biology, and +2 to Common Sense when contemplating Xeno activities.

**Know-How** - A successful Knowledge Check to a related subject confers a +2 on any subsequent non-knowledge skill made that turn.

**Endless Quest** - +2 to all Knowledge Skills w/ Ranks in them.

## SNIPER

**Headshot** – May make an attack a Full-Round action to increase the Critical threat range of a weapon by 2 units.

**Snap Shot** – May fire or enter Overwatch a/with Heavy Sniper, Plasma Sniper, or Laser Sniper after moving, with a -2 on the attack roll.

**Trained Spotting** – If they can see the target that a visible ally can also see, then the range penalty is reduced by 2.

**Gunslinger** - +2 to all Attack Rolls made with Sidearms.

**Good Ground** – being 2 height increments higher, than a target halves it's cover bonuses.

**Wing'm** – Can fire a shot, targeted at an Arm or Leg, at -2 Attack. If successful, an Attack to an Arm causes the target to drop whatever it was holding in that arm. If the attack was successful, and to the leg, it prevents the target from Dashing for a number of turns equal to the weapon's damage.

**Opportunist** – Reaction shots do not have a -2 penalty.

**Low Profile** – Half cover counts as Full.

**Double Tap** – May make two standard attacks, or a standard attack and a Wing'm attack, as a full-round action, with a -1 to the second attack's attack roll.

## SUPPORT

**Covering Fire** – Enemies attacking also provokes reaction shots.

**Sprinter** – Dashing speed increased by 2.

**Smoke & Mirrors** – Smoke Grenades provide 1 additional defense.

**Field Medic** – Bonus provided by Medi-Kits increased by 2.

**Last Call** – Can shout out the location of an enemy during turn as a minor action, or as an additional effect to any Reaction. Doing so allows allies in Overwatch or Suppression to optionally use their reaction to shift up to 2 spaces. If they were touching cover, they must continue to touch it, and if they were not the must use these moves to move towards the nearest cover.

**Revive** – using a Medi-Kit to Stabilize an ally brings them back with an amount of Vigor equal to the number of Ranks you have in your Knowledge Medicine Skill.

**Suppression** - My go into Suppression, as a variation of Overwatch move, which only covers an area with a radius of 2, but additionally induces a -2 to all attack rolls made by enemies in that area. Whenever a reaction shot is taken, or an attack is penalized by suppression, it consumes 1 Capacity. If Capacity is reduced to 0, the effects stop.

**Deep Pockets** – Harness can carry 2 more ENC of items.

**Combat Drugs** – Effects of Combat Drugs and Medi-Kits is increased by 2 when administered by you.

**Savior** – Medi-Kits restore 2 additional Vigor.

**Sentinel** – Overwatch (not Suppression) allows for 2 reaction shots, instead of 1.

### SKILL LIST

SKILL	ATTRIBUTE	USE
Acrobatics	Agility	
Athletics	Constitution	
Art	Charisma	
Brawn	Strength	
Climb	Strength	
Commerce	Intelligence	
Common Sense	Intelligence	
Craft	Intelligence	
Culture	Intelligence	
Dance	Agility	
Deception	Intelligence	
Diplomacy	Charisma	
Disguise	Intelligence/Charisma	
Drive	Agility	
Gambling	Intelligence/Charisma	
Great Weapons	Strength	
Hand Weapons	Coordination	
Heavyarms	Coordination	
Interrogation	Charisma	
Intimidation	Charisma	
Jump	Strength	
Knowledge X	Intelligence	
Lockpicking	Coordination	
Long Weapons	Coordination	
Longarms	Coordination	
Musicianship	Charisma	
Navigation	Intelligence	
Oration	Charisma	
Perception	Intelligence	
Psi-Skill	Intelligence	
Repair	Intelligence	
Ride	Agility	
Sense Motive	Charisma	
Sleight	Coordination	
Sidearms	Coordination	
Sing	Charisma	
Stealth	Agility	
Streetwise	Intelligence	
Survival	Intelligence	
Track	Intelligence	
Unarmed	Coordination	
Willpower	Charisma	
Use Computer	Intelligence	

## CHAPTER 3: ITEMS

## EQUIPMENT

The items available to players should be based on the setting/time line in question. If it is at the beginning of the invasion: Solid projectiles and Balistic armor only, and late/post invasion can have just about anything. It should also be considered what is necessary for the item to be crafted. Archangel Armor, for example, shouldn't just be handed out all willy-nilly. The time and resources that go into it are far to valuable to just be given to any old soldier.

Items are issued by the X-COM Organization. The soldiers can, at most, submit requisition forms. The Commander, and/or his subordinates are not obligated to comply.

## GEAR

### SOLID PROJECTILE

WEAPON	RNG	RoF	DMG	Crit	Cap	Ammo	Skill	Special
Pistol	6	Semi	1	x2	8	Pstl	Side	
Revolver	6	Semi	1	18-20	6	Pstl	Side	No-Jam
H. Pistol	6	Semi	2	x2	7	H.Pstl	Side	
H. Revolver	6	Semi	2	18-20	6	H.Pstl	Side	No-Jam
SMG	8	Auto	2	x2	5	SMG	Side/Long	
Assault Rifle	10	Auto	3	x2	4	Rfl	Long	
Rifle	12	Single	3	18-20	5	Rfl	Long	No-Jam
H. Rifle	12	Single	4	18-20	4	H.Rfl	Long	No-Jam
LMG	10	Auto	4	x3	5	MG	Hvy	
HMG	12	Auto	5	x3	5	H.MG	Hvy	
Shotgun	8	Single	5/3/1*	18-20	8	Shot	Long	No-Jam
Alloy Cannon	8	Single	9/4/1*	x3	4	A.Shot	Long	
Auto Shotgun	8	Semi	5/3/1*	18-20	10	Shot	Long	

\*Shotguns deal 5 damage at Point-Blank range, 3 if the target is inside of 1 range increment, and 1 if they are outside of that range. Alloy Cannon damage works the same way.

### LASER WEAPONS

WEAPON	RNG	RoF	DMG	Crit	Cap	Ammo	Skill	Special
Laser Pistol	8	Single	3	18-20	10	Charge	Side	
Laser Rifle	12	Single	4	18-20	14	Charge	Long	
H. Laser	12	Single	6	x3	10	Charge	Hvy	
Laser Sniper	14	Single	5	18-20	12	Charge	Long	

### PLASMA WEAPONS

WEAPON	RNG	RoF	Damge	Crit	Cap	Ammo	Skill	Special
Plasma Pistol	6	Single	4	x3	4	Sm. Chrg. P.	Side	

L. Plas Rifle	10	Auto	5	x2	5	Chrg. P.	Long	
Plasma Rifle	10	Auto	6	x3	4	Chrg. P	Long	
Plasma Sniper	12	Single	6	x3	2	Chrg. P.	Long	
H. Plasma	10	Single	9	x3	1	H. Chrg. P	Hvy	

#### LAUNCHERS

WEAPON	RNG	RoF	DMG	Crit	Cap	Ammo	Skill	Special
Grenade Launcher	8	Single	---	x3	1	Grenade	Long	-----
Chambered G.L.	8	Single	---	x3	4	Grenade	Long	-----
Rocket Launcher	8	Single	6	x3	1	Rockets	Hvy	Blast 3
Missile Launcher	10	Single	6	18-20	1	Smart Rockets	Hvy	Blast 4, +2 Atk
Blast Launcher	10	Single	8	x3	1	Blaster Bombs	Hvy	Blast 4
Arch Thrower	1	Single	10	16-20	1	Arch Nodes	Side	Stun, +2 Atk

#### GRENADES

	Damage	AoE	Special	ENC
Alien	5	5	Delay	1
Smoke	0	8	Smoke, GL	1
Flash	0	10	Blinding, GL	1
Blast	---	---	Delay	2
Contact	4	2	Contact, GL only	1
Frag	3	3	Delay, GL	1

Grenades cannot crit.

**Smoke**- Shooting at targets on the other side of dense smoke induces a -2 penalty. Shooting at targets that are inside of said smoke induces a -2 penalty. Smoke grenades are purposefully colored and formulated to create a cloud of extra dense smoke that lasts for 3 rounds (1 on a windy day), which induces a -4 penalty for firing at targets on the other side of it, or -2 for firing at targets which are inside of it.

**Blinding** – Anyone who’s front 180% of facing is towards a Flash when it goes off suffers a -4 penalty to all actions, including their move speed, for the next 5-CON rounds (min 1); ending on the end of their last round they are effected.

**Delay** – These do not explode until the beginning of your next round; before you take any actions.

**Contact** – These explode the second the touch something, after being activated



**GL Only** – Why all grenades, except Blaster Bombs, have Grenade Launcher variations; contact grenades are **ONLY** available as a Grenade Launcher Grenade.

Grenade Launcher Ammunition – Grenades that are intended to be used with a Grenade Launcher are purchased as normal, but must be designated as GL Ammo; which cannot be used without a GL.

(Grenades not marked with Contact/Delay go off at the end of your turn)

#### FIREARM SPECIAL QUALITIES

**No Jam**= Normally, when you roll a critical failure (2), this signifies that the weapon you have as jammed, over heated, or otherwise malfunctioned. In such a situation you must make a successful Repair or Knowledge: Engineering check to un-‘jam’ the weapon; and cannot use it again until you do. Weapons with No Jam never do this. \*Shotguns and Alloy Cannons can chose to expend 1 additional Capacity to immediately dislodge the offending ammunition (as a free action).

**+X Atk** = Laser weapons are extremely accurate, as their projected energy reaches the target in a near instant. As such the success range for attacks made with Laser weapons is increased by 2. Missile Launchers and Blaster Launchers have built-in guidance systems.

**Blast X** = This weapon deals damage to all targets in this radius. Damage is reduced by 1 for every count away from the central point. Subjects within ½ the blast radius are thrown 1 space away, and must roll Agility vs 10 + dealt damage. If successful, they land on their feet. If not, they land prone.

**Stun** = This weapon bypasses armor, unless the target is mechanical. Crystals and Cilacoids are immune to this weapon’s damage, as are all machines.

**Sinlge** = Can only be used to attack once per turn.

**Semi** = Can attack twice, with a -2 to the second attack, as a full-turn action.

**Auto** = Automatic weapons can be used as a Semi weapon can, and can also be used for Suppression. Suppression consumes 2 capacities from the weapon, and the weapon cannot be used for Suppression if it does not have 2 left. Think of Suppression as a special kind of Overwatch. You declare a certain area with a radius of your AGI+INT, in which any attacks made suffer a -2 penalty from the fear of being hit. Even Blind-Fire suffers a -1. Additionally, you may end Suppression if you see an enemy move through the targeted zone; or in between your character and the zone, to take a reaction shot at that thing. If you take said reaction shot, it will consume an additional capacity from the weapon if it is available; but the shot can still be taken even if one isn’t.

#### MELEE WEAPONS

Consider the item you wish to use as a melee weapon, and apply the attribute for each trait it has then modify the base template of +0 Damage, 1 ENC by them. Note: Melee weapons deal Weapon Damage + STR damage on a successful attack. If the target is Armored in anything with an AV higher than 2, then weapons deal ½ their damage.

HEAVY +1 damage, -1 attack if 1handed, +1 ENC

LONG Reach, -1 ATK in base-to-base, -1 attack if 1handed, +1 ENC

LARGE -1 Attack, +1 ENC

SHARP +1 damage

LIGHT Off-Hand penalty reduced to -2 (normally -4), can use COR instead of STR.

SMALL -1 Attack

IMPROVISED -1 Attack

HEAVY w/ POINT (like a pick) = ignores normal armor modifier to melee weapons

STABBING TIP = Stabbing with both hands ignores the normal armored target penalty

EX: Crowbar (Heavy, Improvised) = STR+2 Damage, -1 Attack, 2 ENC

Fireaxe Blade (Heavy, Sharp,) = STR+2 Damage, 2ENC.

Fireaxe 'beak' (+ Hw/P) = STR +2 Damage, 2ENC, no armored target pen.

## ARMOR

SUITS	Armor Value	ENC	Special
Jumpsuit	0	2	+2 vs Contact
Ballistic	4	8	
Carapace	8	6	+2 vs Contact, Space
Personal Armor	3	6	+2 vs Contact, Under*
Skeleton	6	10	Powered 1, Grapple
Titan Armor	10	20	+4 vs Contact, Powered 2, Space, -1 Move
Wraith Armor	8	24	+4 vs Contact, Flight, Powered 2, Space, -1 Move
Ghost Suit	7	8	+2 vs Contact, +3 Stealth, Powered 1, Grapple
Psi-Suit	4	6	+1 Psi Skill, Powered 0
Space Suit	1	10	+ 5 vs Contact, Space, Grapple
HAZ Suit	0	5	+ 10 vs Contact

Critical Attacks and Direct-Hit Explosions that do over half of the armor's AV in damage have a 50/50 chance of disabling a Powered suit's Power Supply. Seriously, flip a coin. Reestablishing the Power Supply requires a successful Knowledge Engineering check, followed by a successful Repair check. If either fails, you must start back at the Know: Eng check.

If power is lost, the Powered perk no longer applies, the Ghost Suit and helmet no longer apply + any amount of Stealth, and the Space suit's pack, while not 'powered,' begins to malfunction, losing flight and Oxygen. Wraith armor also loses 'Flight.'

HEAD GEAR	Armor Value	ENC	Special
Night V. Goggles	0	1	Night Vision, Over
Helmet	3	2	Under
Gasmask	0	2	+30 vs Airborn, Over
Heat V. Goggles	0	1	Heat Vision, Over
Carapace Helmet	7	3	+2 vs Airborn, Under, Ear
Titan Helmet	8	3	+3 vs Airborn, Zoom, Ear
Ghost Helmet	4	3	+2 vs Airborn, +10 Stealth w/ Suit, Ear
Space Helmet	2	5	Immune to Airborn w/ Suit, Ear.
HAZ Hood	0	1	+5 vs Airborn, part of suit.

The ENC of worn items is Halved before applied to ENC penalty calculation

- **Armor Value** = Increases your maximum Vigor while worn. However, when you are healed you cannot regain more than your Con+1/2 AV; as the armor has likely now been damaged. If you and the GM can agree that all damage prior wouldn't have hurt the armor *in any way* then you may also agree to let the character be fully healed.

- **Airborn/Contact** = Provides this as a bonus to rolls made to resist Airborn or Contact chemicals such as poisons and toxins.

- **Under/Over** = "Over," means it can be worn on it's own, or over anything marked "Under." "Under\*," In the case of Personal Armor, signifies that this armor can be worn under bulky clothing without giving it's self away.

- **Powered X**= The suit has servos in all the major joints that allows it to support it's own weight; so long as it has power. Additionally all attack rolls made in melee, and your 'defense' against Melee is increased by X.
- **Flight** = The Wraith Armor allows the user to suspend themselves in the air, or jet across a space accordingly. Or, in other words, fly for a brief period of time. This translates as the ability to move through cover unhampered, or move up, or take no damage from falling. However, every time you do such an action, it consumes 1 Fuel. This fuel does feed off of the same Alien Generator that powers the suit, but the suit has fail-safes in place that cut you off from using enough power to hamper the suit's Powered functions. Therefore, you have access to 10 Flight Fuel.
- **Grapple** = Suit contains a self-launching grappling cable with a 60 ft poly-fiber cord that can support up to 30 enc, and reel up to 16 ENC on it's own.
- **Space** = Signifies that, if the matching helmet is attached, the suit allows the wearer to live in space.
- **Ear** = Suit has built-in micro transmitter/receiver with a range of 200 spaces (~1,000 ft).
- **+1 Psi Skill** = Psy-Skill bonus provided by armor. Removed if helmet is worn.
- **'w/ Suit'** = Effect only applies if the matching helmet is attached.

*Note: The "matching helmet," for Wraith Armor is the Titan Helmet.*

#### UTILITY ITEMS

ITEM	ENC	COST	Function
Chitin Plating	5		+2 AV to the chest, Under
Combat Stims	1		Double AP on next round
Ear Piece	- -		Same effects as 'Ear,' listed above.
Electro-Flare	.5		Illuminate a space with a radius of 8.
Flashlight	1		Illuminate a cone 12 long, and 8 wide at the far base.
Flash-Attach	1		As above, but as a gun Attachment.
Fore-Grip	1		No Semi/Auto attack pens.
G.L. Attachment	2		As a Grenade Launcher, with Rng 6 & Reload: Full
Medi-Kit	3		See Below
Mind Probe	4		+ 1 to Psi-Skill checks
Mind Shield	4		+ 1 vs Psi Skills, AV: 2 (worn as helmet)
Motion Scanner	1		See Below
Nano-Fiber Vest	4		+1 AV
Reflex Sights	1		+1 Attack inside of one Rng. Attachment: TOP
Scope	1		Increase weapon's Rng by 2. Attachment: TOP
Scope, Heavy	2		Increase weapon's Rng by 4, Attachment: TOP
Scope, N. V.	2		Increase weapon's Rng by 2, Night Vision, TOP

**Medi-Kit.** Provides a +2 modifier to Knowledge Medicine checks. Normally such checks just prevent wounds from getting worse. Keep the subject from bleeding out, and the like. Medi-Kits can actually restore HP, so long as the target isn't unconscious. If the target is unconscious, the Medi-Kit provides +4 to Knowledge Medicine checks made to Stabilize the subject.

**Motion Scanners** require 1 hand to operate, and allow you to observe the area around you via motion. Any enemy that moved shows up as a fuzzy blip on the screen, translated by the GM as “there are some around here, and over here.” The radius of effect is 6 if you just use 1 Minor Action and 1 Hand, and 12 if you use a Major action to actually tune and process the information.

**ATTACHMENTS:** Are attached to firearms. Pistols/Revolvers may have 1 Attachment, and LongArms (and SMGs) can have 2. Attachments specified TOP or BOTTOM must go in designated area, and therefore other TOP/BOTTOM attachments may not be taken. Grenade Launchers can only go on Longarms.

## CHAPTER 4: PSI-SKILLS

Some aliens will have access to Psi-Powers, as will Psi-Adepts. The abilities are universally the same, but different things will have access to different abilities as specified in their Bio/Specialization.

Using a Psi-Skill requires the user to roll PSI skill, and it's target to roll the power's 'resistance,' which is the way it is opposed. If the user rolls higher, it takes effect; and if the target rolls higher it is negated or avoided.

### **MINDFRAY**

Resistance: Willpower

Success induces a -4 penalty to all rolls made by the victim.

### **MINDLINK**

Resistance: - - -

Success provides the subject with +2 to all Aim, Throw, and Perception rolls directed at a target the user can see. The subject must also be able to see them to Aim. If the User is killed while linked to the subject, the subject is also killed.

Sectoids can automatically link with one another, but a Psi-Skill check must be rolled against a Difficulty equal to 12 + the Target's Charisma to link to anything else. Linking allows for instant communication, and seeing what the subject sees.

### **MIND BEACON**

Resistance: - - -

Success provides the same bonuses as Mindlink, but it can be used on up to 4 sectoids at a time.

Sectoids can automatically link with one another, and Mind Beacon cannot effect anything other than Sectoids.

### **MIND CONTROL**

Resistance: Willpower

Success causes to target to only be able to take one action on their subsequent turn, and you get to decide what that action is. Killing, and other comparably dramatic actions require a second roll be taken

### **PSI-INSPIRATION**

Resistance: - - -

Success provides +2 to Willpower, and automatically removes the effects of Mindfray and Psi-Panic.

### **PSI-LANCE**

Resistance: Agility

Success deals 6 damage to the target.

## PSI-PANIC

Resistance: Willpower

Success causes the target to Panic. If negated by Psi-Inspiration, the subject may immediately take 1 minor action.

## RIFT

Resistance: Strength

Success deals 3 damage to subjects, and launches them 6-STR spaces backwards (min1). If they collide with a solid object that wouldn't move, they suffer 1 additional damage.

## TELEKINETIC BARRIER

Resistance: - - -

Is consistently active on Ethereal. Reduces all damage suffered by 1, 2 if it is an Uber Ethereal. Whenever damage is suffered, roll 1d6. On a 5 or 6, it is completely deflected.

## TELEKINETIC FIELD

Resistance: - - -

Is considered automatically successful, and absorbs CHA x4 damage targeted at subjects within an INT+1 radius every round. Should you take any other action, or the barrier be bypassed, it is destroyed. It can be uninterruptedly sustained by taking a major action right away on your next round. Every time it mitigates damage, it's maximum damage it would normally return to if sustained is reduced by 1.



## CHAPTER 5: ALIEN LIFE

Below are the statistics for the alien life forms commonly encountered by X-COM agents. These are abstract representations; and the skill bonuses already have the Attributes of the E.T. in mind.

GUIDE LINES:

Celatids and Outsiders are mostly defensive on large ships and bases. Cyberdisks, Mutons, Reapers, and Silacoids can mostly just be found on Terror-level operations, or extremely important ones. Floaters and Sectoids do the majority of the covert ops; with Thin Men and Sectoids doing all wetwork almost exclusively. Sectopods are only brought on Terror-level operations, or strait up occupations. Snakemen serve as operators, and sometimes pilots. Found mainly in large ships and on high-scale abduction missions.

## Celatid

STR: 0

CON: 5

AGI: 2

COR: 2

INT: -2

CHA: ---

Vigor: 15

Special: Acid Spit, Chem-Resistance 10, Slow: move speed is 5.

+3 SKILLS- Melee, Perception

+6 SKILLS- Athletics

+10 SKILLS- Spit

## Chryssalid

STR: 3

CON: 3

AGI: 5

COR: 4

INT: 0

CHA: -4

Vigor: 8

Special: Implant (killing human-sized living target zombifies. Directly made zombies become Chryssalid in 1d6+3 turns), Maw (unarmed deals 10 damage), Stun Immune (Stunning weapons have no effect), Hardened (Criticals only hit if a coin-toss lands on heads), Weakness: Lasers (Laser weapons deal 2 more damage), Fast: Move speed is 10.

+3 SKILLS-

+6 SKILLS- Perception, Stealth, Athletics  
+10 SKILLS- Jump, Climb, Melee

## Cyberdisk

STR: 0

CON: --

AGI: 4

COR: 4

INT: 0

CHA: ---

Vigor: 15

Special: Alien Grenade (1 per),

Disk Lasers (RNG:8, DMG:8, CAP:16, Single), Death Blossom(1/two hours, Burst 4 from disk, DMG: 8),

Spied Tail (Melee, DMG3), Quick: Move speed is 8

+3 SKILLS- Melee

+6 SKILLS- Perception, Throw

+10 SKILLS- Aim, Fly

## Drone

STR: 8

CON: --

AGI: 16

COR: 16

INT: 10

CHA:--

Vigor: 5

Special: Repair Ray (restores vigor to machines at range 6, 2d3 vigor),

Drone burst (Range 6, DMG: 2, Cap:20, Single)

+3 SKILLS-

+6 SKILLS- Fly,

+10 SKILLS-

## Ethereal

STR: 0

CON: 0

AGI: 2

COR: 1

INT: 5

CHA: 4

Vigor: 10

Special: Psi-Lance, Mindfray, Mind Control, Rift, Telekinetic -Barrier

+3 SKILLS- Melee, Perception  
+6 SKILLS- Acrobatics, Athletics, Diplomacy  
+10 SKILLS- Fly, Psi-Skill, Intimidate, Sense Motive, Deception

## Uber Ethereal

STR: 10  
CON: 10  
AGI: 14  
COR: 14  
INT: 24  
CHA: 18

Vigor: 10  
Special: Psi-Lance, Mindfray, Mind Control, Rift, Telekinetic-Barrier\*

+3 SKILLS- Melee  
+6 SKILLS- Perception, Acrobatics  
+10 SKILLS- Fly, Intimidate, Deception, Diplomacy, Sense Motive  
+14 SKILLS – Psi-Skill

## Floater

STR: 2  
CON: 2  
AGI: 3  
COR: 1  
INT: 0  
CHA: -4  
Vigor: 4

Special: Flight, Quick: Move speed is 8  
Wields: Plasma Rifle

+3 SKILLS- Perception  
+6 SKILLS- Melee, Aim, Throw  
+10 SKILLS- Fly

## Heavy Floater

STR: 3  
CON: 2  
AGI: 2  
COR: 0  
INT: 0  
CHA: -4  
Vigor: 6

Special: Flight, Alien Grenade  
Wields: Plasma Rifle

+3 SKILLS- Throw  
+6 SKILLS- Perception, Aim, Melee  
+10 SKILLS- Fly

## Muton

STR: 6  
CON: 4  
AGI: 0  
COR: 2  
INT: 0  
CHA: 0  
Vigor: 10  
Special: Blood Call  
Wields: Plasma rifle

+3 SKILLS- Perception  
+6 SKILLS- Athletics, Brawn, Intimidation, Throw  
+10 SKILLS- Melee, Aim

## Muton Elite

STR: 5  
CON: 4  
AGI: 0  
COR: 3  
INT: 0  
CHA: 1  
Vigor: 10  
Special: Blood Call, Alien Grenade  
Wields: Plasma Rifle, Sometimes Blaster Launcher

+3 SKILLS- Acrobatics  
+6 SKILLS- Athletics, Brawn  
+10 SKILLS- Throw, Aim, Melee

## Muton Berserker

STR: 8  
CON: 4  
AGI: 1  
COR: 2  
INT: 0  
CHA: -8  
Vigor: 10  
Special: Blood Lust (automatically makes 1 move towards any enemy that wounds it. Will attack last enemy that wounded it on its next turn; favoring charges), Hardened (Critical hits are only crits if a coin-toss lands on heads)  
Wields: Muton Blades (Melee-Damage +1, Crit 16-20)

+3 SKILLS- Perception  
+6 SKILLS- Escape, Intimidate, Athletics  
+10 SKILLS- Brawn, Melee

## Outsider

STR: 1

CON: 1

AGI: 1

COR: 2

INT: 1

CHA: 0

Vigor: 5

Special: Manifest (appears from within major computers as minor action, Cannot, however, quickly collapse back in [full action]).

Wields: Plasma Rifle

+3 SKILLS-  
+6 SKILLS- Perception, Aim, Throw, Melee  
+10 SKILLS-

## Reaper

STR: 5

CON: 4

AGI: 0

COR: 0

INT: -4

CHA: -4

Vigor: 15

Special: Horns (Melee deals 6 damage, Charges deal 10)

+3 SKILLS-  
+6 SKILLS- Perception, Melee  
+10 SKILLS-

## Sectoid

STR: -2

CON: 0

AGI: 1

COR: 2

INT: 3

CHA: 0

Vigor: 3

Special: Mindfray, Mind-Link

Wields: grafted Plasma Pistol

+3 SKILLS- Throw

+6 SKILLS- Perception, Aim, Psi-Skill

+10 SKILLS-

## Sectoid Commander

STR: -2

CON: 0

AGI: 1

COR: 2

INT: 4

CHA: 1

Vigor: 3

Special: Mindfray, Psi-Panic, Mind-Link, Mind-Beacon, Alien Grenade

Wields: grafted Plasma Pistol

+3 SKILLS-Throw

+6 SKILLS-Perception, Aim, Psi-Skill

+10 SKILLS-

## Sectopod

STR: 3

CON: --

AGI: 1

COR: 4

INT: 10

CHA:--

Vigor: 20

Special: Pod-Laser (RNG:10, DMG:10, CAP:20, SINGLE), Bombardment (Rng:14, DMG:8, CAP:4, Single-round of prep needed, Burst 8), Plasma Turret (RNG: 6, DMG: 6, CAP:30, SINGLE, Always on Overwatch), Hardened (Critical only happen on a con-toss that lands heads), Cannot normally enter Overwatch.

+3 SKILLS-

+6 SKILLS- Perception

+10 SKILLS- Aim

## Silacoid

STR: 4

CON: 4

AGI: -8

COR: -8

INT: -6

CHA: -10

Vigor: 20

Special: Fireproof, will over-run targets. I.e. will 'slime' over them, crushing and burning them, dealing 8 damage/turn spent under it, Slow: Move is 4.

## Snakeman

STR: 2

CON: 2

AGI: 2

COR: 2

INT: 2

CHA: 0

Vigor: 7

Special: Chemical Resistance 10, Tail deals 4 damage in melee, can Bite to induce Poison (one damage for next 1d3+2 rounds)

Wields: Plasma Rifle, sometimes Blast Launcher

+3 SKILLS- Perception, Acrobatics

+6 SKILLS- Climb, Melee, Aim

+10 SKILLS-

## Thin Man

STR: 1

CON: 1

AGI: 1

COR: 3

INT: 2

CHA: 1

Vigor: 4

Special: Sapiient (passes as a tall human until aggravated/panicked, at which point skin gains green tint and veins. Wears dark glasses, as eyes have slit-pupils upon close inspection [on a basic Perception check]), Spit-Poison (can spit a cloud at Throw-10 that induces Poison on Burst 3 targets, Poisoning them for 1 damage at the end of their next 1d3+3 turns), Poison Burst (upon death, explodes into Burst 3 cloud of poison)

Wields: Plasma Pistol if incognito, Plasma Rifle if it is deployed explicitly for combat

+3 SKILLS- Climb, Melee, Throw, Stealth

+6 SKILLS- Jump, Perception

+10 SKILLS- Aim

## Zombie

STR: 1



CON: 1  
AGI: -2  
COR: -2  
INT: -8  
CHA:--

Vigor: 10

Hardened (Critical hits only count as Critical if a coin-toss lands on Heads)

+3 SKILLS- Melee, Perception

+6 SKILLS-

+10 SKILLS-