

COMBAT SUMMARY

INITIATIVE

Roll Cool or Vigilance (GM determines)
Players agree on who will act













TURN

Reasonable number of incidentals. One maneuver and action.

INCIDENTAL

- Speaking to another character.
- Dropping a held item.
- Releasing a held character
- Minor movements such as shifting position, peeking around a corner, or looking behind oneself.










MANEUVERS

- **Aim:** Add  to your next combat check. Two consecutive maneuvers, add  .
- **Aim (Called Shot):** Target carried item or part of a target. Add   to next combat check. Two consecutive maneuvers, add .
- **Assist:** Add  to another character's next check.
- **Guarded Stance:** Add  to melee checks made against you. Add  to all combat checks you make.
- **Interact with environment:** Move large item, open/close a door, take cover.
- **Manage gear:** Draw, holster, ready, or load weapon. Retrieve or store item in bag, pouch, backpack.
- **Mount/Dismount:** In/out vehicle, on/off trained animal, position inside of vehicle.
- **Move:** Change range. Engage/disengage opponent. Move within a range band.
- **Go prone/stand up:** Drop to the ground or standing up when already on the ground. While prone add  to ranged attacks against you, but add  to melee attacks against you. Add  to any melee attacks you make.
- **Prepare:** Some actions may require you to perform a preparation maneuver.
- You may suffer 2 strain to perform a second maneuver.












ACTIONS

- Perform a combat check.
- Perform a skill check.
- Activate an ability that uses an action.
- Perform a maneuver. Does not cost strain, but if you have already performed two maneuvers you may not take this action.




COMBAT CHECK


1. **Choose attack:** Melee or Ranged. Choose weapon.
2. **Assemble dice pool:** Melee is always Average ( ). Ranged depends on distance, check table. Defense adds . If target made a ranged attack while engaged with you since your last turn add  to this Brawl or Melee check. See page 108 for additional complications.
3. **Determine dice results and damage:** If successful, +1 damage for each .
4. **Resolve  and :** See table (p104) for how player spends.
5. **Resolve  and :** See table (p104) for how GM spends.
6. Reduce damage by soak value, apply wounds, apply any critical injuries

RANGED ATTACK DIFFICULTIES










RANGE BAND	DIFFICULTY
Engaged	Easy () plus weapon mods
Short	Easy ()
Medium	Average ( )
Long	Hard (  )
Extreme	Daunting (   )





RANGED MODIFIERS

SCENARIO	DIFFICULTY
Engaged with opponent while armed with a one-handed ranged weapon	+ 
Engaged with opponent while armed with a two-handed ranged weapon	+  
Engaged with opponent while armed with a heavy ranged weapon	N/A



EASY
AVERAGE
HARD
DAUNTING
FORMIDABLE

 
 Success  Failure
 
 Advantage  Threat
 
 Triumph  Despair

Engaged  Short  Medium  Long  Extreme

BOOST



ABILITY



PROFICIENCY



SETBACK



DIFFICULTY



CHALLENGE



SPENDING ▲ AND ⚙ IN COMBAT

COST	RESULT OPTIONS
▲ or ⚙	<p>Recover 1 strain.</p> <p>Add ■ to the next allied character's check.</p> <p>Notice a single important point in the ongoing conflict, such as the location of a door's control panel or a weak point on an armored car.</p> <p>Inflict a Critical Injury with a successful attack that deals damage past soak (▲ cost may vary).</p> <p>Activate an item quality (▲ cost may vary).</p>
▲▲ or ⚙	<p>Perform an immediate free maneuver that does not exceed the limit of two maneuvers per turn.</p> <p>Add ■ to the targeted character's next check.</p> <p>Add ■ to any allied character's next check, including that of the active character.</p>
▲▲▲ or ⚙	<p>Negate the targeted enemy's defense (such as the defense gained from cover, equipment, or performing the guarded stance maneuver) until the end of the current round.</p> <p>Ignore penalizing environmental effects such as inclement weather, zero gravity, or similar circumstances until the end of the active character's next turn.</p> <p>When dealing damage to a target, have the attack disable the opponent or one piece of gear rather than dealing wounds or strain.</p> <p>This could include hobbling them temporarily with a shot to the leg, or disabling their radio. This should be agreed upon by the player and the GM, and the effects are up to the GM (although Table 1.6–10: Critical Injury Result, on page 115, is a good resource to consult for possible effects). The effects should be temporary and not too excessive.</p> <p>Gain +1 melee or ranged defense until the end of the active character's next turn.</p> <p>Force the target to drop a melee or ranged weapon they are wielding.</p>
⚙	<p>Upgrade the difficulty of the targeted character's next check.</p> <p>Upgrade the ability of any allied character's next check, including that of the current active character.</p> <p>Do something vital, such as shooting the controls to the nearby blast doors to seal them shut.</p> <p>On an Initiative check, perform an immediate free maneuver before combat begins.</p>
⚙⚙	<p>When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up their assault rifle or slicing their sword in half.</p>

SPENDING ⚙ AND ⚔ IN COMBAT

COST	RESULT OPTIONS
⚙ or ⚔	<p>The active character suffers 1 strain.</p> <p>The active character loses the benefits of a prior maneuver (such as from taking cover or assuming a guarded stance) until they perform the maneuver again.</p>
⚙⚙ or ⚔	<p>An opponent may immediately perform one free maneuver as an incidental in response to the active character's check.</p> <p>Add ■ to the targeted character's next check.</p> <p>The active character or an allied character suffers ■ on their next action.</p>
⚙⚙⚙ or ⚔	<p>The active character falls prone.</p> <p>The active character grants the enemy a significant advantage in the ongoing encounter, such as accidentally blasting the controls to a bridge the active character was planning to use for their escape.</p>
⚔	<p>The character's weapon immediately runs out of ammunition and may not be used for the remainder of the encounter.</p> <p>Upgrade the difficulty of an allied character's next check or the next check of the current active character.</p> <p>The tool, Brawl, or Melee weapon the active character is using becomes damaged (see CRB page 89).</p>

SPENDING ▲ AND ⚙ IN SOCIAL ENCOUNTERS

COST	RESULT OPTIONS
▲ or ⚙	<p>Recover 1 strain.</p> <p>Add ■ to the next allied character's check.</p> <p>Notice a single important point in the ongoing encounter, such as an overly curious waiter or some drapes your character can stand behind to avoid being recognized.</p>
▲▲ or ⚙	<p>Learn the Strength or Flaw of the targeted character.</p> <p>Add ■ to the targeted character's next check.</p> <p>Add ■ to any allied character's next check, including that of the active character.</p>
▲▲▲ or ⚙	<p>Learn the Desire or Fear of the targeted character.</p> <p>Successfully conceal your true goal in the encounter.</p> <p>Learn the true goal of your target, if your target has one.</p>
▲▲▲▲ or ⚙	Critical Remark: Inflict 5 strain
⚙	<p>Learn any one Motivation facet of any character in the encounter (with the GM's approval).</p> <p>Upgrade the difficulty of the targeted character's next check.</p> <p>Upgrade the ability of any allied character's next check, including that of the current active character.</p> <p>Do something vital, such as getting everyone's attention, or distracting all the guards so your character's friends have a chance to do something important.</p>

SPENDING ⚙ AND ⚔ IN SOCIAL ENCOUNTERS

COST	RESULT OPTIONS
⚙ or ⚔	<p>The active character suffers 1 strain.</p> <p>The active character gets distracted or sidetracked momentarily. This can result in their being unable to activate an ability that requires spending a maneuver on their next turn, or it may just result in their being dragged into a lengthy and boring conversation.</p>
⚙⚙ or ⚔	<p>The active character accidentally reveals their own Strength or Flaw.</p> <p>Add ■ to the targeted character's next check.</p> <p>The active character or an allied character suffers ■ on their next action.</p>
⚙⚙⚙ or ⚔	<p>The active character accidentally reveals their own Desire or Fear.</p> <p>The active character accidentally reveals their true goal in the encounter.</p>
⚔	<p>The active character accidentally reveals a Motivation facet of one of their allies.</p> <p>Learn one false Motivation facet of the target character (the active character believes it to be true).</p> <p>Upgrade the difficulty of an allied character's next check or the next check of the current active character.</p> <p>The active character becomes so embroiled in irrelevant events in the encounter that they cannot do anything important during the next round.</p>

SOCIAL ENCOUNTER GROUP SIZE DIFFICULTY

NUMBER OF TARGETS	DIFFICULTY
2-5	Average (◆◆)
6-15	Hard (◆◆◆)
16-50	Daunting (◆◆◆◆)
51+	Formidable (◆◆◆◆◆)

SOCIAL SKILL INTERACTIONS

ACTING SKILL	OPPOSING SKILL
Coercion, Leadership	Discipline
Deception	Vigilance
Charm	Cool
Negotiation	Negotiation

CRITICAL HIT TABLE

D100	SEVERITY	RESULT
01-05	Easy (◆)	Minor Nick: The target suffers 1 strain.
06-10	Easy (◆)	Slowed Down: The target can only act during the last allied Initiative slot on their next turn.
11-15	Easy (◆)	Sudden Jolt: The target drops whatever is in hand.
16-20	Easy (◆)	Distracted: The target cannot perform a free maneuver during their next turn.
21-25	Easy (◆)	Off-Balance: Add ■ to the target's next skill check.
26-30	Easy (◆)	Discouraging Wound: Move one player pool Story Point to the Game Master pool (reverse if NPC).
31-35	Easy (◆)	Stunned: The target is staggered until the end of their next turn.
36-40	Easy (◆)	Stinger: Increase the difficulty of the target's next check by one.
41-45	Average (◆◆)	Bowled Over: The target is knocked prone and suffers 1 strain.
46-50	Average (◆◆)	Head Ringer: The target increases the difficulty of all Intellect and Cunning checks by one until this Critical Injury is healed.
51-55	Average (◆◆)	Fearsome Wound: The target increases the difficulty of all Presence and Willpower checks by one until this Critical Injury is healed.
56-60	Average (◆◆)	Agonizing Wound: The target increases the difficulty of all Brawn and Agility checks by one until this Critical Injury is healed.
61-65	Average (◆◆)	Slightly Dazed: The target is disoriented until this Critical Injury is healed.
66-70	Average (◆◆)	Scattered Senses: The target removes all □ from skill checks until this Critical Injury is healed.
71-75	Average (◆◆)	Hamstrung: The target loses their free maneuver until this Critical Injury is healed.
76-80	Average (◆◆)	Overpowered: The target leaves themselves open, and the attacker may immediately attempt another attack against them as an incidental, using the exact same pool as the original attack.
81-85	Average (◆◆)	Winded: The target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers until this Critical Injury is healed.
86-90	Average (◆◆)	Compromised: Increase difficulty of all skill checks by one until this Critical Injury is healed.
91-95	Average (◆◆)	At the Brink: The target suffers 2 strain each time they perform an action until this Critical Injury is healed.
96-100	Hard (◆◆◆)	Crippled: One of the target's limbs (selected by the GM) is impaired until this Critical Injury is healed. Increase difficulty of all checks that require use of that limb by one.
101-105	Hard (◆◆◆)	Maimed: One of the target's limbs (selected by the GM) is permanently lost. Unless the target has a cybernetic or prosthetic replacement, the target cannot perform actions that would require the use of that limb. All other actions gain ■ until this Critical Injury is healed.
106-110	Hard (◆◆◆)	Horrific Injury: Roll 1d10 to determine which of the target's characteristics is affected: 1-3 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. Until this Critical Injury is healed, treat that characteristic as one point lower.
111-115	Hard (◆◆◆)	Temporarily Disabled: The target is immobilized until this Critical Injury is healed.
116-120	Hard (◆◆◆)	Blinded: The target can no longer see. Upgrade the difficulty of all checks twice, and upgrade the difficulty of Perception and Vigilance checks three times, until this Critical Injury is healed.
121-125	Hard (◆◆◆)	Knocked Senseless: The target is staggered until this Critical Injury is healed.
126-130	Daunting (◆◆◆◆)	Gruesome Injury: Roll 1d10 to determine which of the target's characteristics is affected: 1-3 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. That characteristic is permanently reduced by one, to a minimum of 1.
131-140	Daunting (◆◆◆◆)	Bleeding Out: Until this Critical Injury is healed, every round, the target suffers 1 wound and 1 strain at the beginning of their turn. For every 5 wounds they suffer beyond their wound threshold, they suffer one additional Critical Injury. Roll on the chart, suffering the injury (if they suffer this result a second time due to this, roll again).
141-150	Daunting (◆◆◆◆)	The End Is Nigh: The target dies after the last Initiative slot during the next round unless this Critical Injury is healed.
150+	-	Dead: Complete, obliterated death.

MEDICINE AND HEALING (P 116)

REST

- Each full night of rest heals 1 wound and all strain.
- Each full week of rest, check Resilience to recover from 1 Critical Injury. 🌀 Heals +1 Critical Injury. Failed checks heal 1 Wound.

MEDICINE CHECKS

- Heal 1 wound per uncancelled ✨ and 1 strain per uncancelled ▲.
- One check per target per encounter
- One attempt per week for Critical Injuries

PAINKILLERS

- Max 5 uses per day. Heals 5 wounds. 1 fewer wounds each subsequent use.

STRAIN RECOVERY

- At the end of an encounter, each player can make a Simple (-) Disciple or Cool check. Each ✨ recovers 1 strain. Furthermore, a good night's rest generally removes all strain a character has suffered.

MEDICINE CHECK DIFFICULTY

TARGET STATE	DIFFICULTY
Wounds half or less of wound threshold	Easy (◆)
Wounds greater than half of wound threshold	Average (◆◆)
Wounds exceed wound threshold	Hard (◆◆◆)
Critical Injury	Depends on severity
On self	+◆◆
No equipment	+◆

ENVIRONMENTAL EFFECTS (P 111)

- **Cover:** Gives Defense 1. GM may add additional. Defense 4 is still max.
- **Concealment:** See table.
- **Difficult Terrain:** Extra maneuver required to move through.
- **High Gravity:** Add up to ■■■ to Brawn based checks.
- **Low Gravity:** Add up to □□□ to Brawn based checks.
- **Zero Gravity:** Counts as difficult terrain.
- **Water:** Counts as difficult terrain. Hold breath for number of rounds equal to Brawn rating.
- **Vacuum:** Hold breath for number of rounds equal to Brawn rating. Suffer 3 wounds per round. Once unconscious suffer one Critical Injury per round in addition to Suffocation.
- **Fire, Acid, Corrosive:** At beginning of turn, suffer wounds equal to hazard rating for as long as hazard lasts.
- **Suffocation:** Suffer 3 strain at beginning of each round. Once incapacitated, they suffer one Critical Injury at the beginning of each round.
- **Falling:** Damage according to table. Reduce damage by making Average (◆◆) Athletics or Coordination check. ⚙ at GM's discretion could be used to reduce effective range band distance.

CONCEALMENT

EXAMPLE	RANGED, VIGILANCE, PERCEPTION	STEALTH
Mist, shadow, waist-high grass	■	□
Fog, darkness of twilight, thick shoulder-high grass	■■	□□
Heavy fog, thick and choking smoke, darkness of night, head-high underbrush, thick grass	■■■	□□□

FALLING DAMAGE

RANGE	DAMAGE	STRAIN
Short	10	10
Medium	30	20
Long	Wounds equal to wound threshold +1, Critical Injury at +50	30
Extreme	Wounds equal to wound threshold +1, Critical Injury at +75 (or death at GMs discretion)	40

SILHOUETTES AND CHARACTERS

SILHOUETTE	EXAMPLES
0	Gnomes, cats, dogs
1	Humans, dwarves, elves, motorcycles, and everything else that's roughly human-sized
2	Most riding animals, bears, trolls, cars, trucks, civilian single-engined aircraft
3	Drakes, giants, tractor-trailers, dirigibles, jet fighters, starfighters
4	Dragons, zeppelins, three-masted sailing frigates, long-range space-going patrol craft
5	A sailing "ship of the line," modern destroyers, space-going transport ships
6	Modern Aegis cruisers, space-going star-frigates
7	Oil tankers, ocean-going battleships, aircraft carriers, space battleships
8+	Star-dreadnoughts, orbital defense platforms

ONGOING STATUS EFFECTS (P 114)

- **Staggered:** Cannot perform actions
- **Immobilized:** Cannot perform maneuvers
- **Disoriented:** Adds ■ to all checks
- **Prone:** Add ■ to ranged against, add □ to melee against. Add ■ to melee made.

ITEM QUALITIES (P86)

- **Accurate:** Add □ per rank.
- **Auto-Fire:** +◆, if hits, may spend ▲▲ to hit again, either the same or another target. Can be triggered multiple times.
- **Blast:** ▲▲ if hit or ▲▲▲ if miss to hit all characters engaged with target dealing 1 damage per rank plus 1 for each ☆.
- **Breach:** Ignore one vehicle armor per rank or ignore 10 soak per rank.
- **Burn:** If hit, ▲▲ to deal weapon base damage to target at start of every turn for rounds equal to rank or until extinguished.
- **Concussive:** If hit, ▲▲ to Stagger target for rounds equal to rank.
- **Cumbersome:** Must have Brawn rating equal or greater to rank.
- **Defensive:** +1 melee Defense per rank.
- **Deflection:** +1 ranged Defense per rank.
- **Disorient:** If hit, ▲▲ to Disorient target one round per rank.
- **Ensnare:** If hit, ▲▲ to Immobilize target one round per rank.
- **Guided:** If miss, ▲▲▲ to make Average (◆◆) combat check, adding ◆ to the pool per rank.
- **Inaccurate:** Add ■ per rank.
- **Inferior:** Add ⚙.
- **Knockdown:** If hit, ▲▲ plus ▲ per silhouette above 1 to knock target prone.
- **Limited Ammo:** Can only be used a number of times per rank. Reloaded with a maneuver if Extra Ammo available.
- **Linked:** If hit, ▲▲ to hit same target again with weapon base damage plus 1 for each ☆.
- **Pierce:** Ignore point of soak per rank.
- **Prepare:** Must perform a number of maneuvers per rank before each use.
- **Reinforced:** Immune to Sunder quality.
- **Slow-Firing:** A number of rounds must pass between uses per rank.
- **Stun:** If hit, ▲▲ to inflict strain equal to rank (ignores soak).
- **Stun Damage:** Only deals strain damage (reduced by soak).
- **Sunder:** ▲ to damage one wielded item of target.
- **Superior:** Add ▲ to all checks with item.
- **Tractor:** If hit, target is immobilized.
- **Unwieldy:** Must have Agility rating equal or greater to rank.
- **Vicious:** +10 to Critical roll per rank.

RARITY

RARITY	DIFFICULTY	EXAMPLES
0	Simple (-)	Pencil and paper
1		Food supplies
2	Easy (◆)	Pocketknife
3		Smartphone
4	Average (◆◆)	Automobile
5		Semi-automatic pistol
6	Hard (◆◆◆)	High-end computer
7		Construction explosives
8	Daunting (◆◆◆◆)	Military machine gun
9		Civilian satellite
10	Formidable (◆◆◆◆◆)	Military strategic bomber

RARITY MODIFIERS

RARITY MODIFIER	CIRCUMSTANCES
-1	Consumer-driven economy, Major metropolitan area, Trading hub
+0	Mid-sized metropolitan area, Civilized location
+1	Rural or agrarian location, State-regulated economy (modifier may not apply to basic living staples)
+2	Frontier location, Laws prohibiting ownership (modifier only applies to certain items, such as military weaponry or aircraft)
+3	Active war zone
+4	Post-disaster wasteland

INCREASED COSTS WHEN TRADING

RARITY INCREASE	COST INCREASE
+2	x2
+3	x3
+4 or higher	x4

EFFECTS OF FEAR (P243)

- **Aversion:** (Fail) Disoriented for the rest of the encounter.
- **Adrenaline Rush:** (🔄) Adds ■ to their next check, but suffers 3 strain.
- **Flee in Terror:** (Fail with 🔄 or ☒) The character has to spend their next turn doing nothing but fleeing the source of the fear check (this includes downgrading their actions to maneuvers to move farther away).
- **Frozen in Terror:** (Fail with lots of 🔄 or ☒) The character is immobilized and staggered during their next turn.
- **Steady Nerves:** (Success) No ill effects.
- **Stand with Me:** (Success with ⤴) The character's steadfast response emboldens their allies. Any allied characters forced to make a fear check from the same source add ■ to their check.
- **Fearless:** (Success with ⤴ or 🔄) They automatically pass any further fear checks from that source.

FEAR GUIDELINES

STATE OF FEAR	DIFFICULTY	EXAMPLE
Startled	Easy (◆)	Something momentarily frightening, such as someone leaping out of a closet to surprise you, or unsettling circumstances like being alone in a spooky house. These circumstances may not even elicit a check.
Moderately Afraid	Average (◆◆)	Confronting something unexplainable, such as furniture that moves when you're not looking or voices in an empty house; being stalked by a dangerous animal; danger that appears credible but not mortal.
Very Afraid	Hard (◆◆◆)	Ghostly apparitions and other obviously supernatural occurrences, being hunted by a pack of wild animals (or malevolent humans), danger that appears eminent and could be mortal.
Mortally Afraid	Daunting (◆◆◆◆)	Being actively haunted by a malevolent supernatural being, being attacked by a mythological creature, or facing a situation likely to result in your death.
Utterly Terrified	Formidable (◆◆◆◆◆)	A hopeless and utterly terrifying situation, combat against things incomprehensible to one's mind, being attacked by demons, fear so paralyzing that sanity cracks.

TRAUMAS AND THEIR EFFECTS

DIFFICULTY	TRAUMA	IMPACT ON CHARACTER
Easy (◆)	Obsession	You can spend ☼ and ☒ the character generates to represent their obsession affecting their ability to interact with others. ☼: Add ■ to the character's social skill checks for the remainder of the encounter. ☒: Increase the difficulty of all of the character's social skill checks by one for the remainder of the encounter.
Average (◆◆)	Phobia	The character gains a new Fear motivation relating to the circumstances that led to the fear check.
Hard (◆◆◆)	Delusion	You can spend ☼ and ☒ the character generates to represent their delusion affecting their ability to interact with others. ☼: Add ■ to the character's Perception and all Willpower-based checks for the remainder of the encounter. ☒: Increase the difficulty of all of the character's Perception and all Willpower-based checks by one for the remainder of the encounter.
Daunting (◆◆◆◆)	Neurosis	Whenever the character gains strain for any reason (voluntarily or involuntarily), they gain 1 additional strain.
Formidable (◆◆◆◆◆)	Broken Mind	The character's strain threshold is halved (rounding up).

VEHICLE COMBAT (p226)

When piloting a vehicle, a check is generally not necessary unless the maneuver or action calls for one. At the beginning or end of each turn the vehicle must move a number of range bands based on its speed. See table **Vehicle Speed in Structured Encounters**.

MANEUVERS

- **Accelerate:** (Pilot) Increase speed by one or more up to max speed. Vehicle suffers strain equal to amount increased minus one.
- **Brace For Impact:** (Pilot) Until beginning of pilot's next turn, if vehicle is dealt damage suffer strain up to silhouette to reduce damage for each strain, minimum 0. If Critical Hit, suffer strain up to silhouette to reduce crit result for each strain x10, minimum 0.
- **Decelerate:** (Pilot, Speed 1+) Decrease speed by one or more, minimum 0. Suffer strain equal to amount decreased minus one.
- **Evade:** (Pilot, Sil 0-4, Speed 3+) Until beginning of pilot's next turn, upgrade difficulty of all attacks made against this vehicles and occupants.
- **Reposition:** (Pilot, Speed 1+) Move one range band.

ACTIONS

- **Dangerous Driving:** (Pilot, Speed 1+) Do something dangerous with vehicle. Make Piloting or Driving check difficulty equal to silhouette. See table **Speed Advantage Difficulty**.
- **Blanket Barrage:** (Sil 5+, Speed 0-3) Average (◆◆) Gunnery check. All weapons of single type in an arc. Until end of next turn, vehicles Sil 4 and smaller upgrade difficulty of combat checks made against this vehicle once. ▲ ▲ to upgrade again. If attacker generates ☹☹, they suffer one automatic hit that deals half damage. If they generate ☹, they suffer one automatic hit at full damage.
- **Concentrated Barrage:** (Sil 5+, Speed 0-3) All weapons of a single type in an arc. Make single combat check. If successful, ▲ to add damage equal to the number of weapons.
- **Damage Control:** Choose system strain or hull trauma. Make Mechanics check, use table for difficulty. Reduce strain or hull trauma by one per uncanceled ✨. Hull trauma can only be repaired once per encounter. Can also repair Critical Hits using table. See table **Damage Control Difficulty**.
- **Gain the Advantage:** (Pilot, Sil 1-4, Speed 4+) Make Driving or Piloting check, difficulty determined by table. If successful, upgrade ability combat checks from this vehicle twice and upgrade the difficulty of all combat check targeting this vehicle twice.
- **Other Vehicle Actions:** See table p229
- **Attack:** Use vehicle weapons

SPEED ADVANTAGE DIFFICULTY

DIFFERENCE IN SPEED	DIFFICULTY
Initiating vehicle is traveling at the same speed as the target vehicle	Easy (◆)
Initiating vehicle's speed is one or more higher than target vehicle	Average (◆◆)
Initiating vehicle's speed is one lower than target vehicle	Hard (◆◆◆)
Initiating vehicle's speed is two or more lower than target vehicle	Daunting (◆◆◆◆)

VEHICLE SPEED IN STRUCTURED ENCOUNTERS

SPEED	FORCED MOVE	OTHER EFFECTS
0	0 Range Bands	-
1	1 Range Bands	-
2	2 Range Bands	-
3-4	3 Range Bands	Upgrade the difficulty of all Piloting checks once. Add +20 to the result of any Critical Hit suffered as a result of a collision (see Collisions, on page 222).
5	4 Range Bands	Upgrade the difficulty of combat checks targeting the vehicle once. Upgrade the difficulty of all Piloting checks twice. Add +40 to the result of any Critical Hit suffered as a result of a collision (see Collisions, on page 222).

DAMAGE CONTROL DIFFICULTY

TOTAL SYSTEM STRAIN	TOTAL HULL TRAUMA	DIFFICULTY
System strain less than half system strain threshold	Hull trauma less than half hull trauma threshold	Easy (◆)
System strain equal to or more than half system strain threshold	Hull trauma equal to or more than half hull trauma threshold	Average (◆◆)
System strain exceeds system strain threshold	Hull trauma exceeds hull trauma threshold	Hard (◆◆◆)

VEHICLE CRITICAL HIT TABLE

D100	SEVERITY	RESULT
01-18	Easy (◆)	Rattled: The vehicle suffers 3 system strain, and its pilot and each occupant suffer 3 strain.
19-36	Easy (◆)	Shrapnel Spray: Chunks of metal or wood are hurled at the occupants at deadly velocity. The pilot and occupants must each make a Hard (◆◆◆) Resilience or Vigilance check or suffer 1 wound, plus 1 additional wound per ✕ on the check; you may spend ☹☹☹ or ☹ from this check to inflict a Critical Injury on the character.
37-54	Easy (◆)	Hull Damaged: The vehicle's hull is compromised (see Vehicle Components on page 221).
55-63	Average (◆◆)	Navigation Damaged: The vehicle's navigation is compromised (see Vehicle Components, on page 221).
64-72	Average (◆◆)	Propulsion Damaged: The vehicle's propulsion is compromised (see Vehicle Components, on page 221).
73-81	Average (◆◆)	Defenses Damaged: The vehicle's defenses are compromised (see Vehicle Components, on page 221).
82-108	Hard (◆◆◆)	Weapons Damaged: One of the vehicle's weapons of the attacker's choice is compromised (see Vehicle Components, on page 221).
109-126	Hard (◆◆◆)	Brakes Damaged: The vehicle's brakes are compromised (see Vehicle Components, on page 221).
127-138	Daunting (◆◆◆◆)	All Systems Down: All of the vehicle's components are compromised (see Vehicle Components, on page 221).
139-144	Daunting (◆◆◆◆)	Fire: The vehicle catches on fire. While the vehicle is on fire, each occupant suffers damage as discussed on page 111. A fire can be put out with a Hard (◆◆◆) Cool or Athletics check (or multiple checks for big vehicles).
145-153	Daunting (◆◆◆◆)	Breaking Up: The vehicle begins to come apart at its seams, disintegrating around the occupants. At the end of the following round, it is completely destroyed, and the surrounding environment is littered with debris. Anyone aboard the vehicle has one round to dive for the nearest door before they are lost.
154+	-	Vaporized: The vehicle is completely destroyed, consumed in a large and dramatic fireball. Nothing survives.

SPENDING AND ON MAGIC SKILL CHECKS

COST	RESULT OPTIONS
☉ or ☿	The magical energies exhaust the character, and they suffer 2 strain or 1 wound (controlling player's choice). This character and all allied spellcasters in the encounter add ■ to any attempts to cast spells until the end of the controlling player's next turn.
☉☉ or ☿☿	The spell doesn't take effect until the start of the next round, or after a minute in narrative gameplay. If the character is using a magical item, it becomes damaged one step (see Table I.5-4: Repairing Gear, on page 89). Until the end of the encounter, enemy spellcasters add ■ when casting a spell that targets this character.
☉☉☉ or ☿☿☿	The spell is slightly more powerful than expected. One character of the GM's choice is targeted or otherwise affected by the spell as well. All other spellcasters and creatures attuned to magical energies within a day's travel become aware of the character (and depending on their disposition, may be very interested in finding them and doing them harm).
☿	The character overexerts themselves or loses their magical connection and is unable to cast spells for the rest of the encounter or scene. The GM picks the target of the character's spell. If the caster is an NPC, the controlling player picks the target of the spell instead.
☿☿	The character completely lose control of their magical energies or draws the ire of their deity, suffering one Critical Injury (at the GM's discretion, this may instead take the form of some of terrible or hilarious misfortune, such as temporarily being turned into a small woodland creature, being struck by lightning on a clear day, swapping bodies with someone else in the encounter for the remainder of the day, or summoning an avatar of divine or infernal wrath). If the character is using a magical item, it is completely destroyed.

PENALTIES WHEN CASTING SPELLS

CONDITION	PENALTY
The character does not have at least one free hand.	+ ■
The character is gagged, silenced, or otherwise unable to speak.	+ ■■
The character is wearing heavy armor that might hamper their gestures (armor with +2 soak or more), or carrying a shield. This could also include other restrictive outfits, at your discretion.	+ ■
The character is in circumstances that interfere with their ability to concentrate, such as trying to cast while swimming or hanging from a rope, being buffeted by a sandstorm, or casting a spell that doesn't target the person they're fighting in hand-to-hand combat.	Upgrade the difficulty once (or more at your GM's discretion).

LINKED SKILL CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
Athletics	Coordination	Alchemy
Brawl	Driving	Arcana
Melee	Gunnery	Astrocartography
Resilience	Piloting	Computers
	Ranged	Knowledge
	Riding	Mechanics
	Stealth	Medicine
		Operating
		Runes
CUNNING	WILLPOWER	PRESENCE
Deception	Æmbercraft	Charm
Perception	Coercion	Cool
Primal	Discipline	Leadership
Skulduggery	Divine	Negotiation
Streetwise	Vigilance	Verse
Survival		

MAGIC SKILLS AND ACTIONS

	ARCANA	DIVINE	PRIMAL	RUNES	VERSE
ATTACK	✓	✓	✓	✓	⊘
AUGMENT	⊘	✓	✓	✓	✓
BARRIER	✓	✓	⊘	✓	⊘
CONJURE	✓	⊘	✓	⊘	⊘
CURSE	✓	✓	⊘	✓	✓
DISPEL	✓	⊘	⊘	⊘	✓
HEAL	⊘	✓	✓	⊘	✓
MASK	✓	⊘	⊘	⊘	✓
PREDICT	✓	✓	⊘	✓	⊘
TRANSFORM	⊘	⊘	✓	⊘	⊘
UTILITY	✓	✓	✓	✓	✓

MAGIC IMPLEMENT COSTS

CHARACTERISTIC	ADDITIONAL COST
+1 - 2 Damage	100
+3 - 4 Damage	250
+5 - 6 Damage	500
Ignore 1 Difficulty	150
Ignore 2 Difficulty	600
Ignore 3 Difficulty	2400
Ignore 4 Difficulty	9600
Spell lasts until the end of the encounter without having to use the Concentrate maneuver	600

To determine the cost of your implement, you need to look at the greatest total amount that a user will be able to reduce the difficulty of a single spell. For instance, if your implement allows the user to add the Fire additional effect without increasing difficulty, that is a total reduction of one difficulty, and will add 150 to the cost of the implement. If your implement allows the user to add the Deadly and Destructive additional effects without increasing difficulty, that is a total reduction of three difficulty, and will add 2400 to the cost of the implement.

If your implement offers multiple effects without increasing difficulty, but those effects can not be applied together on a single spell, the price each effect (or group of effects that can stack) separately.