GENESYS™

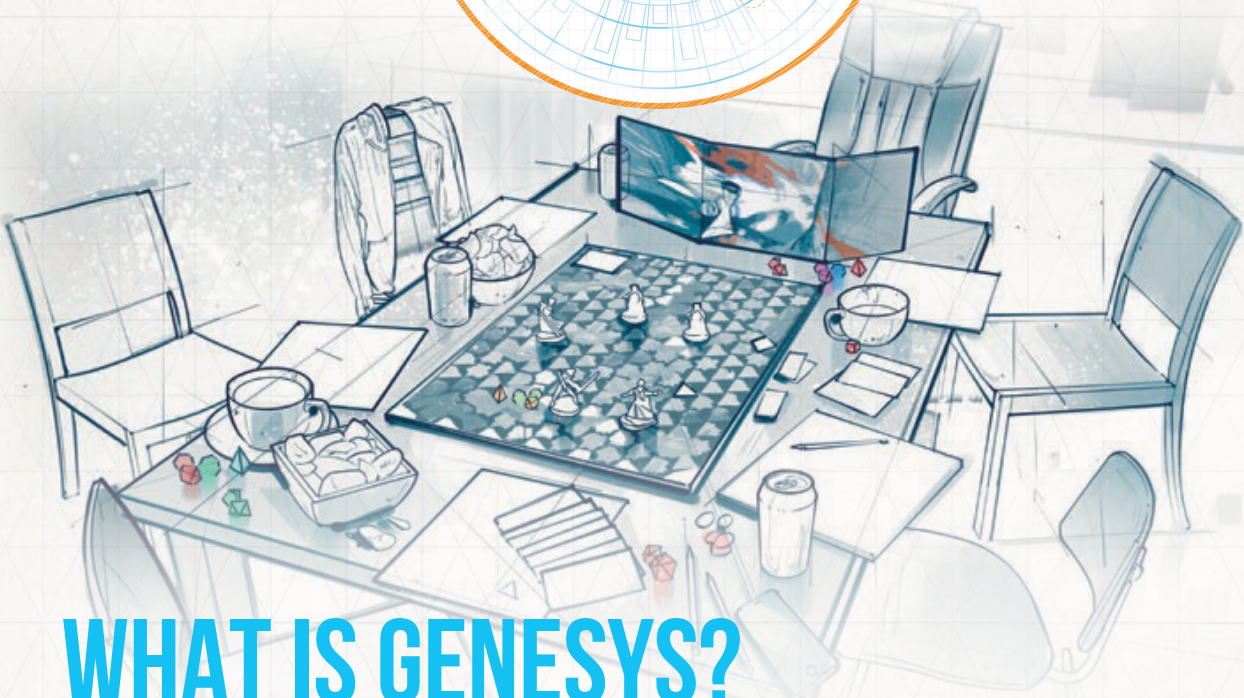## WHAT IS GENESYS?

Welcome to Genesys, the roleplaying game of fast action, heroic adventures, and engaging and collaborative storytelling.

Genesys is a universal roleplaying game; that is, instead of being designed for one setting, it works for any setting. The Core Rulebook provides the basic rules, which are used in every setting and version of the game. Then, if you want to play in a specific setting, you can pick up one of our setting sourcebooks. These range from heroic fantasy (Realms of Terrinoth) to cyberpunk science-fiction (Shadow of the Beanstalk) to wacky science fantasy (Secrets of the Crucible) and to epic space-opera (Embers of the Imperium).

The Rules

The heart of this game is the Narrative Dice System. Whereas pretty much every roleplaying game has a set of mechanics that determine whether your character succeeds or fails at a specific task, the Narrative Dice System takes this to another level. Not only does it determine success and failure, but it also creates the chance for other good and bad things to happen to your character, all in a single roll of the dice.

The Narrative Dice System does this with concepts called Advantage and Threat. We'll explain this more in the rules but, basically, Advantage and Threat are results you can get on a dice roll that are independent of success or failure. That means your character can fail but still gain some advantage in a situation, or succeed but with unforeseen consequences.

All of this works to create interesting and exciting encounters in which everything your characters try can help the ongoing story grow and develop. In Genesys, the players and Game Master (GM) get to work together to weave a narrative of thrilling adventure.

Rules Summary

The following pages contain an abridged set of the rules found in the Genesys core rulebook, including all of the skills and mechanics needed to play.

The Core Mechanic

The core mechanic of the game revolves around the skill check. The skill check determines whether a specific action performed by a character succeeds or fails, as well as any consequences that may accompany the result.

- The player rolls a pool of dice for the skill being tested, along with the dice corresponding to the difficulty of the task, plus any situational dice.
- All opposed symbols cancel each other out. If at least one net Success ☼ symbol remains, the task succeeds.
- Uncanceled Threat ⚙ or Advantage ⅄ influences the overall success or failure with positive or negative consequences or side effects.

The Dice

When a player makes a skill check, the dice allow them to quickly determine success or failure, as well as magnitude and narrative implications. In the text, checks appear like this: **a Hard (◆◆◆) Charm (Presence) check**. They list the difficulty (Hard), the skill used (Charm), and the characteristic linked to that skill (Presence). All of these will be discussed more later.

Beside each skill on the character sheet is a series of icons representing the dice pool, such as ⬡◆◆. Here are the dice that the icons represent.

Ability Dice ◆

Ability dice form the basis of most dice pools rolled by the players. They represent a character's innate ability and characteristics when attempting a skill check.

Proficiency Dice ⬡

Proficiency dice stand for a character's training and experience, and represent how skillful they are at the task at hand.

Boost Dice ◼

Boost dice are added to the dice pool for positive situational conditions such as having allied assistance, ample time, or the right equipment to complete a task.

Difficulty Dice ◆

Difficulty dice represent the inherent challenge or complexity of a particular task a character is attempting.

Challenge Dice ⬢

Challenge dice indicate particularly daunting challenges posed by trained, elite, or prepared opponents.

Setback Dice ◼

Setback dice are often used to represent relatively minor conditions that impair or hinder a character, such as poor lighting, obstructive terrain, or insufficient resources.

Ten-Sided Dice

Percentile rolls are used to generate random results on tables, such as the severity of a Critical Injury.

Dice Symbols And Results

The dice used in Genesys feature a number of unique symbols used to determine success and failure as well as additional context and consequences during task resolution. These symbols allow the players to directly contribute to the story, generating memorable details and describing cinematic actions over the course of their adventures.

> ### No Dice? No Problem!
>
> If you don't have a set of Genesys dice, don't worry! We also provide a handy dice-rolling app for Genesys that can be downloaded onto most Android and iOS devices. Just search for "Genesys dice" wherever you get your apps.

Advantage ⋀

Advantage ⋀ indicates a positive consequence or side effect that occurs regardless of a task's success or failure, such as picking a lock more quickly or getting a chance during a shootout to duck into cover. Players typically decide how they want to spend Advantage ⋀ they generate. Each Advantage ⋀ is canceled by one Threat ⋔.

Success ✲

If at least one Success ✲ remains after all cancellations have been made, the skill check succeeds. The more Success ✲ symbols remain, the greater the magnitude of the success. During a combat check, each success generates one extra damage. Each Success ✲ is canceled by one Failure ✕.

Triumph ⊗

A Triumph ⊗ counts as one Success ✲ symbol. In addition, it indicates a spectacularly positive consequence or side effect that occurs whether the check succeeds or not.

Threat ⋔

Threat ⋔ indicates negative consequences or side effects that occur regardless of success or failure: e.g., dropping a weapon or taking longer to pick a lock. The GM decides how to spend Threat ⋔ generated by the player characters (PCs). Each Threat ⋔ is canceled by one Advantage ⋀.

Failure ✕

Each Failure ✕ cancels one Success ✲. Multiple net Failure ✕ symbols do not make failure worse.

Despair ⊗

Despair ⊗ counts as one Failure ✕ symbol in addition to a spectacularly negative consequence that occurs regardless of the task's success or failure.

Difficulty

When making a check, a player adds Difficulty ◆ dice to their dice pool. The number of Difficulty dice added is based on the difficulty of the task their character is attempting. The GM determines the difficulty. In addition to deciding which of the six levels of difficulty applies, GMs should remember to add Boost ▢ dice and Setback ■ dice for additional bonuses and complications arising from the environment or other circumstances.

Upgrading Dice

Some game effects call for specific dice in a dice pool to be upgraded. When an Ability ◆ die is upgraded, it is replaced by a Proficiency ⬡ die. When a Difficulty ◆ die is upgraded, it is replaced by a Challenge ⬡ die. First, determine how many dice are to be upgraded; then, remove that number of Ability ◆ dice or Difficulty ◆ dice from the pool and replace them with an equal number of Proficiency ⬡ dice or Challenge ⬡ dice.

If there are more upgrades than dice available to be upgraded, use this process:

Step 1: Add another Ability ◆ die or Difficulty ◆ die. If there are still additional upgrades, proceed to step 2.

Step 2: Remove that Ability ◆ die or Difficulty ◆ die, then replace it with a Proficiency ⬡ die or Challenge ⬡ die, respectively. If there are still additional upgrades, repeat step 1.

Downgrading Dice

Other game effects can downgrade dice. When a Proficiency ⬡ die is downgraded, it is replaced by an Ability ◆ die. When a Challenge ⬡ die is downgraded, it becomes a Difficulty ◆ die. First, determine how many dice are to be downgraded; then, remove that number of Proficiency ⬡ dice or Challenge ⬡ dice from the pool and replace them with an equal number of Ability ◆ dice or Difficulty ◆ dice. Once all downgradeable dice are in their downgraded form, any excess downgrades are ignored.

Simple Tasks (–)

Routine tasks for which the outcome is rarely in question. Usually not rolled unless the GM wishes to determine Initiative (see page 9), know the magnitude of success, or indicate the possibility of complications.

Easy Tasks (◆)

Picking a rudimentary lock, tending to minor cuts and bruises, finding food and shelter in a city, interacting with minions and other unimportant NPCs, shooting a target at short range.

Average Tasks (◆◆)

Picking a typical lock, stitching up a small wound, finding food and shelter in a temperate forest, interacting with rivals and typical NPCs, shooting a target at medium range or trying to strike a target while engaged.

Hard Tasks (◆◆◆)

Picking a complicated lock, caring for major injuries, finding food and shelter on an arid plain, interacting with charismatic NPCs, shooting a target at long range.

Daunting Tasks (◆◆◆◆)

Picking a very sophisticated lock, performing surgery, finding food and shelter in a barren desert, interacting with powerful leaders, shooting a target at extreme range.

Formidable Tasks (◆◆◆◆◆)

Opening a locked door with no mechanism, finding food and shelter in a subzero arctic wilderness, interacting with heroes and faction leaders.

Characteristics

In Genesys, a character's intrinsic abilities are defined by six characteristics:

Agility

The Agility characteristic measures a character's manual dexterity, hand-eye coordination, and body control.

Brawn

A character's Brawn represents a blend of brute power, strength, and overall toughness.

Cunning

Cunning reflects how crafty, devious, subtle, and creative a character can be.

Intellect

The Intellect characteristic measures a character's intelligence, education, and ability to reason and rationalize.

Presence

A character's Presence is a measure of their moxie, charisma, confidence, and force of personality.

BUILDING THE DICE POOL FOR A SKILL CHECK

To determine a skill check's dice pool, compare your character's skill rank and characteristic rating. The higher of the two values determines how many Ability dice ◊ you add to the skill check's dice pool. Then, upgrade a number of those Ability dice ◊ into Proficiency dice ⬡ based on the lower of the two values.

For instance, a character with Intellect 3 and Medicine 1 would have a dice pool of ⬡◊◊. A character with Brawn 2 and Brawl 3 would have a dice pool of ⬡⬡◊. If your character has no ranks in a skill, they roll a number of Ability dice ◊ equal to the related characteristic (found in parentheses after each skill).

Willpower

The Willpower characteristic reflects a character's discipline, self-control, mental fortitude, and faith.

Skills

Skills represent a character's training or experience in specific tasks. Skills may vary depending on the setting. Each skill is tied to a specific characteristic. Not all skills are used in every setting. A fantasy setting doesn't use computers and a sci-fi setting typically doesn't use the magic skills. Additionally, Melee and Ranged may be a single skill or split into heavy and light variations.

Alchemy (Intellect)

This skill encompasses being able to brew potions, poisons, and other magical concoctions.

Arcana (Intellect)

Arcana is a magical skill, and using it allows characters to cast arcane spells.

Athletics (Brawn)

Athletics measures a character's overall fitness, including their ability to swim, jump, run, and climb.

Astrocartography (Intelligence)

This skill encompasses a being able to plot a course over inter-stellar distances, and identify stellar phenomena.

BRAWL (BRAWN)

Unarmed combat is governed by the Brawl skill and deals damage equal to the character's Brawn characteristic.

CHARM (PRESENCE)

Charm measures a character's knack for persuasion, appeals to a target's better nature, sincere seduction attempts, and basically being pleasant to other people.

COERCION (WILLPOWER)

When a character attempts to instill obedience in a target through the use of threats or acts of physical intimidation, including interrogation, they utilize Coercion.

COMPUTERS (INTELLECT)

This skill handles attempts to bypass security systems, work with computer hardware or software, search through encrypted records, or alter a robot's programming.

COOL (PRESENCE)

Cool represents the ability to appear outwardly calm and collected. Cool can be used to resist flattery or to determine initiative order in encounters where the character knows a fight is coming and has prepared.

COORDINATION (AGILITY)

This skill measures flexibility and sense of balance. Characters test Coordination to traverse narrow or unstable surfaces, slip free from restraints, or survive a high fall.

DECEPTION (CUNNING)

Being able to lie or deceive someone during an interaction is represented by the Deception skill.

DISCIPLINE (WILLPOWER)

Discipline represents a character's ability to remain composed, act normally under duress, ignore fear, and resist temptations.

DIVINE (WILLPOWER)

Divine is a magic skill that allows priests and other devout individuals to channel the power of their deities and accomplish miracles.

DRIVING (AGILITY)

When a character wants to drive any sort of ground vehicle, and especially if they want to drive dangerously, they use the Driving skill.

GUNNERY (AGILITY)

Gunnery is what a character uses to shoot particularly large, powerful, and unwieldy weapons. If it's big enough to require a tripod or to be mounted on a vehicle, a character probably uses Gunnery to fire it.

KNOWLEDGE (INTELLECT)

Knowledge covers all manner of education, fact retention, and book learning, from astrophysics to the cultures of various worlds in the galaxy. If a character needs to remember, calculate, or deduce something, they use Knowledge.

LEADERSHIP (PRESENCE)

Leadership means being able to make smart decisions, to remain firm and decisive when doing so, and to instill loyalty and respect. This skill can also be used to give orders, rally allies, and reassert authority.

MECHANICS (INTELLECT)

Mechanics is used to build, repair, and maintain tools, wagons, ships, and simple machines.

MEDICINE (INTELLECT)

The Medicine skill encompasses the ability to perform first aid or triage, treat poisonings, and conduct surgery. Most often, characters make a Medicine check to heal their wounded allies. On a successful check, the target heals 1 wound per ☼ and 1 strain per ⋀ (see Table 1–1: Medicine Check Difficulty to determine the difficulty of the check).

TABLE 1–1: MEDICINE CHECK DIFFICULTY

STATE OF HEALTH	DIFFICULTY
Current wounds equal half of wound threshold or less	Easy (◆)
Current wounds equal more than half of wound threshold	Average (◆◆)
Current wounds exceed wound threshold	Hard (◆◆◆)
Critical Injury	Critical Injury severity rating

Melee (Brawn)

Characters use Melee when they want to attack someone with a hand-held weapon such as a knife, shudder blade, or power hammer.

Melee (Heavy) (Brawn)

Characters use Melee when they want to attack someone with a large, two-handed melee weapon such as a greatsword or large maul.

Melee (Light) (Brawn)

Characters use Melee when they want to attack someone with a single-handed weapon such as a rapier, dagger, or longsword.

Negotiation (Presence)

Characters use Negotiation to barter, buy, and sell, as well as to craft favorable deals between different factions and individuals.

Operating (Intellect)

This skill allows characters to direct or control large, cumbersome vehicles such as ships or land trains.

Perception (Cunning)

When a character wants to actively use their senses to study their surroundings, evaluate a person, or look for something, they use Perception.

Piloting (Agility)

This skill allows characters to fly fast, airborne vehicles that re-quire quick reflexes and good hand-eye coordination to control.

Primal (Cunning)

This magic skill allows druids and other people in touch with the wilderness to channel the power of wild places into spells.

Ranged (Agility)

Ranged weapons include everything from longbows and crossbows to throwing daggers. Using these weapons to attack someone requires the Ranged skill.

Ranged (Heavy) (Agility)

Ranged (Heavy) weapons including everything from slugthrower rifles to portable railguns. Attacking with one of these two-handed ranged weapons requires the Ranged (Heavy) skill.

Ranged (Light) (Agility)

Ranged (Light) weapons including everything from grenades to grazer pistols. Attacking with one of these one-handed ranged weapons requires the Ranged (Light) skill.

Riding (Agility)

This skill governs a character's ability to ride a mount such as a horse, donkey, or great forest cat.

Resilience (Brawn)

This skill reflects physical endurance. Characters make a Resilience check to stay awake, resist toxins, or endure hostile environments.

Skulduggery (Cunning)

Skulduggery encompasses a range of skills crucial to performing criminal actions such as picking pockets and locks, breaking into and out of secure facilities, setting and disabling traps, and other covert activities.

Stealth (Agility)

This skill reflects the ability to avoid an opponent's notice, eluding any or all of its senses. Stealth allows a character to follow targets without being detected, use camouflage, and conceal other people and objects.

Streetwise (Cunning)

This skill represents a character's ability to navigate the criminal underworld, find criminal elements in a new location, pick up on subtle references, or know the right way to approach a criminal and begin a conversation.

Survival (Cunning)

This lets characters recognize the dangers of the natural environment, handle domesticated animals, find food and shelter in the wilderness, and track a subject.

Vigilance (Willpower)

Characters use this skill to determine Initiative order during combat when a character is surprised. This skill also lets a character notice something they weren't actively looking for, such as a hidden enemy or a dropped item, or catch someone else lying in an ongoing conversation.

COMBAT

Genesys strives to capture the fast action and excitement of pulp adventure. Combat is frequent, fast-moving, and meant to showcase the talents and abilities of the player characters (PCs). When running a combat encounter, follow the steps detailed below.

STEP 1: DETERMINE INITIATIVE

Each player character and non-player character (NPC) makes a Simple (–) Cool (Presence) or Vigilance (Willpower) check depending on whether they were prepared for the fight or surprised. Rank the results in order from highest number of ☼ to lowest number. Each result creates a slot for a character action. Resolve ties between PCs and NPCs by comparing the number of ⋀, with PCs acting first if the number is still tied.

STEP 2: RESOLVE TURNS

Each round begins at the top of the Initiative order. The players and GM fill each Initiative slot one at a time with a character turn. If the Initiative slot was rolled by a player character, then the players agree on one player character to fill the slot from among the PCs who have not yet acted that round. That player character then takes their turn.

If the Initiative slot was rolled by an NPC, then the GM chooses one NPC who has not yet acted that round to fill the slot. That NPC then takes their turn.

During a turn, the character has the option to undertake one or more incidentals, a maneuver, and an action.

INCIDENTALS

Incidentals are minor activities that require very little time or effort. There is no hard limit to the number of incidentals a character can perform, but the GM may veto excessive amounts. Examples of incidentals include:

- Speaking to another character.
- Dropping an item held in one's hands.
- Releasing someone the character is holding.
- Minor movements such as shifting position, peeking around a corner, or looking behind a person.

MANEUVERS

Maneuvers are activities that are not complex enough to warrant a skill check, but do involve time and effort. Characters are allowed one free maneuver during their turn and may elect to suffer 2 strain in order to perform up to one more. Maneuvers may be repeated this way (e.g., aiming twice). However, a character may not perform more than two maneuvers during their turn. Examples of maneuvers include:

- Readying, holstering, or loading a weapon.
- Drawing an item from storage or putting it away.
- Aiming a weapon to add ☐ to their next attack.
- Moving one range band closer to or farther away from an enemy.
- Opening a door, diving behind cover, dropping prone, or standing up.
- Helping an engaged ally perform a task, adding ☐ to their next check.

TABLE 1–2: ATTACK DIFFICULTIES

RANGE BAND	DIFFICULTY
Engaged	Melee or Brawl: Average (◆◆)
	Attack with a Ranged (Light) weapon: Average (◆◆)
	Attack with a Ranged (Heavy) weapon: Hard (◆◆◆)
Short	Easy (◆)
Medium	Average (◆◆)
Long	Hard (◆◆◆)
Extreme	Daunting (◆◆◆◆)

ACTIONS

Actions are any activities complex enough to warrant a skill check. A character may only perform one action in a turn. The character may exchange the action for a maneuver instead but may not perform more than two maneuvers per turn. Examples include:

- Attacking with a ranged or melee weapon.
- Punching or grappling an opponent.
- Performing first aid with Medicine or using Leadership to command someone to do something.
- Sneaking up on a vigilant foe or climbing a cliff.

PERFORMING A SKILL CHECK

Characters can make skill checks during encounters to perform more complicated tasks. Skill checks always require an action to perform, unless the character has a specific rule stating otherwise. It's also worth noting that characters can perform skill checks even if they don't have any ranks in that skill. In that case, they roll ◆ equal to their ranks in the linked characteristic.

PERFORMING A COMBAT CHECK

A player makes a combat check when they use a combat skill to attack a target. This is also referred to as an attack. Resolve a combat check by completing the following steps:

1. Declare an attack and select targets.
2. Roll the appropriate dice pool for the related combat skill. Add ◆ based on the range and type of attack (see Table 1–2: Attack Difficulties), and add ▢ or ◼ for situational factors.
3. Determine success or failure and deal damage. In combat, each uncanceled Success ☼ adds +1 damage to a successful attack, affecting each of the targets if there are more than one.

4. Resolve any Triumph ❂ and uncanceled Advantage ⋀. See Table 1–3 page 9.
5. Resolve any Despair ✦ and uncanceled Threat ⋔. See Table 1–3 page 9.
6. Subtract the target's soak value from the damage inflicted. Apply any remaining damage to the target's current wounds or strain. Finally, apply any Critical Injuries by rolling a d100 and locating the corresponding effect on Table 1–4 on page 10.

STEP 3: ROUND ENDS

Once all the PCs and NPCs have taken their turns, the round ends and a new one begins, starting from step 2.

STEP 4: COMBAT ENDS

Once the fighting has been resolved, the GM ends the encounter. Each player character has a chance to catch their breath and recover strain (see **Strain and Strain Threshold** on page @@), and may take steps to help heal any wounded PCs (see Table 1–1 on page 5).

RANGE BANDS

Rather than using exact distance measurements, Genesys uses abstract means to represent position, distance, and range, thus allowing the players to focus on the adventure.

ENGAGED

If two or more targets are close enough to interact directly with each other, they are considered to be engaged. Engaged also indicates that a person is close enough to an item to use it. Moving to engage with or disengage from an enemy within short range requires one maneuver.

SHORT RANGE

Short range indicates a distance of up to several meters between targets. Moving to another spot within short range is usually easy to do and generally requires one maneuver. Many thrown weapons are most accurate at this range.

MEDIUM RANGE

Medium range can be up to several dozen meters away. Crossbows can cover this range, but few thrown weapons can reach this far. Moving from short to medium range generally requires one maneuver.

Table 1–3: Spending Advantage ⩓, Triumph, Threat, And Despair In Combat

COST	RESULT OPTIONS
⩓ or ❁	Remove 1 strain (this option may be selected more than once).
	Add ⬜ to the next allied character's skill check.
	Notice a single important point in the ongoing conflict, such as a rope holding up a drawbridge.
	Inflict a Critical Injury with a successful attack that deals damage past soak (cost may vary).
⩓⩓ or ❁	Perform an immediate free maneuver. May not exceed the two maneuvers per turn limit.
	Add ⬛ to the targeted character's next skill check.
	Add ⬜ to any allied character's next skill check, including the active character.
⩓⩓⩓ or ❁	Ignore penalizing environmental effects, such as inclement weather, until the end of your next turn.
	Add ⬛ to melee or ranged attacks targeting you until the end of your next turn.
	Force the target to drop a melee or ranged weapon they are wielding.
❁	Upgrade the difficulty of the targeted character's next skill check.
	Upgrade any allied character's next skill check, including the current active character.
	Turn the tide of battle by doing something such as cutting the rope to a portcullis to cause it to fall shut.
⚀ or ⨯	The active character suffers 1 strain (this option may be selected more than once).
⚀⚀ or ⨯	An opponent may immediately perform one free maneuver in response to the active character's skill check.
	Add ⬜ to the targeted character's next skill check.
	The active character or an allied character suffers ⬛ when making their next check.
⚀⚀⚀ or ⨯	The active character falls prone (add ⬛ to all ranged attacks and ⬜ to all melee attacks targeting them).
	The active character grants the enemy a significant advantage in the ongoing encounter, such as setting a wooden walkway on fire before they have a chance to flee across it.
⨯	The character's ranged weapon immediately runs out of ammunition and may not be used for the remainder of the encounter.
	Upgrade the difficulty of the next skill check of the active character or one of their allies.
	The tool or melee weapon the character is using becomes damaged.
Note: This is an abridged version of Tables I.6—2 and I.6—3 on page 104 of the Genesys core rulebook.	

Long Range

Long range is farther than a few dozen meters. Longbows can reliably cover this range without too much trouble. However, moving between medium range and long range requires two maneuvers.

Extreme Range

Extreme range is the farthest range at which two targets can interact. Few ranged weapons can reach this far. Moving between long and extreme range requires two maneuvers.

Wounds, Strain, And Critical Injuries

In Genesys, characters track their physical and mental health using wounds and strain, respectively.

Wounds And Wound Threshold

During their adventures, a PC may suffer physical damage, or wounds. When a PC suffers a number of wounds greater than their wound threshold, they are incapacitated until their wounds are reduced to or below their wound threshold (likely through healing). They also immediately suffer one Critical Injury. While incapacitated, the PC is unconscious, unaware of their surroundings, and unable to interact with them.

Critical Injuries

A particularly dangerous type of wound is a Critical Injury. A Critical Injury continues to affect the character until they receive the proper medical treatment, even if the short-term effect has expired. The difficulty of the Medicine check is determined by severity of the injury (see Table 1–4 page 10).

When a character suffers a Critical Injury, their player rolls a d100 and locates the corresponding result on Table 1–4 above. Each Critical Injury a character suffers from adds +10 to any subsequent Critical Injury roll.

Strain And Strain Threshold

While wounds represent physical damage, strain represents mental and emotional stress. PCs may suffer strain voluntarily to help accomplish tasks, but involuntary or external stressors such as fear or environmental

TABLE 1—4: CRITICAL HIT TABLE

D100	SEVERITY	RESULT
01-10	Easy (◆)	**Slowed Down:** During the next round, the target can act only during the last allied Initiative slot.
11-20	Easy (◆)	**Sudden Jolt:** The target must drop whatever they are holding.
21-30	Easy (◆)	**Distracted:** The target cannot perform a free maneuver during their next turn.
31-40	Easy (◆)	**Discouraging Wound:** Move one player pool Story Point to the GM pool (reverse if NPC).
41-50	Easy (◆)	**Stinger:** Increase the difficulty of the target's next skill check by one.
51-60	Average (◆◆)	**Bowled Over:** The target is knocked prone and suffers 1 strain.
61-70	Average (◆◆)	**Hamstrung:** The target loses their free maneuver until this Critical Injury is healed.
71-80	Average (◆◆)	**Winded:** The target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers until this Critical Injury is healed.
81-90	Average (◆◆)	**Compromised:** Increase the difficulty of all skill checks the target makes by one until this Critical Injury is healed.
91-100	Hard (◆◆◆)	**At the Brink:** The target suffers 1 strain each time he performs an action.
101-110	Hard (◆◆◆)	**Crippled:** A limb is disabled until healed or replaced. Increase the difficulty of all skill checks that the target makes that require use of that limb by one until this Critical Injury is healed.
111-120	Hard (◆◆◆)	**Horrific Injury:** Randomly select one of the target's characteristics. Until this Critical Injury is healed, treat that characteristic as one point lower.
121-135	Daunting (◆◆◆◆)	**Bleeding Out:** Every round until this Critical Injury is healed, 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 Table 1—4 and suffer the additional injury (if the Injury is this result, roll again).
136-150	Daunting (◆◆◆◆)	**The End is Nigh:** The target will die after the last Initiative slot during the next round unless this Critical Injury is healed.
151+	-	**Dead:** Complete, obliterated death.

Note: This table is an abridged version of Table 1.6—10: Critical Injury Result, in the core rulebook.

exposure also inflict strain. When a character suffers strain greater than their strain threshold, they become incapacitated until their strain is reduced so that it no longer exceeds their strain threshold.

To recover from strain, the character needs to spend a few minutes catching their breath by making a Simple (–) Discipline or Cool check (player's choice) after an encounter. Each uncanceled ✹ removes one strain.

When NPCs suffer strain damage, they apply it as wounds (after reducing the strain damage by their soak value) unless they have been given a strain threshold.

HEALING WOUNDS AND STRAIN

Characters can heal wounds and strain by making Medicine checks (see page 5), and also with some of the items they may have.

ADVERSARY TYPES

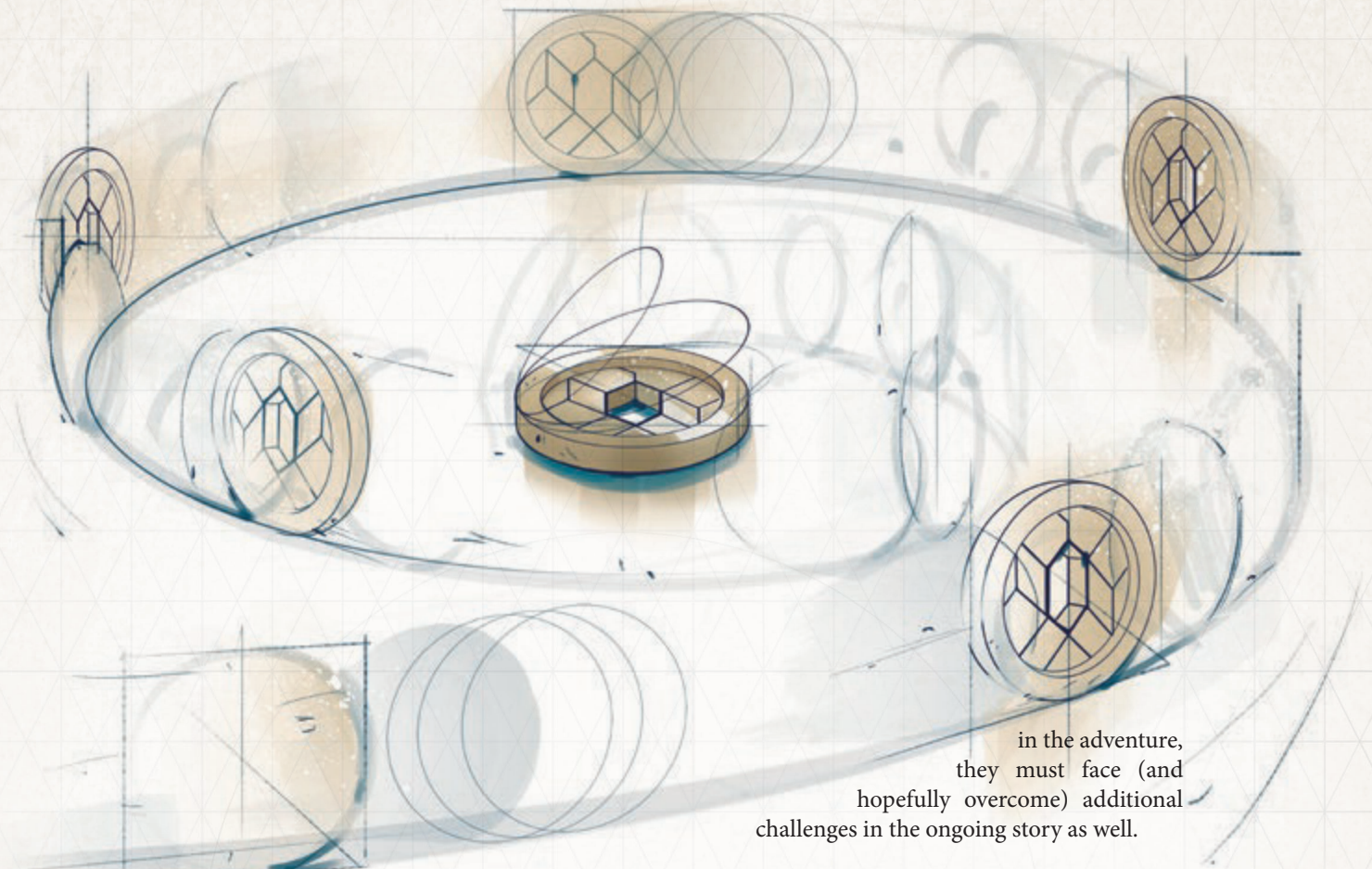There are three types of adversaries that PCs may encounter in Genesys: Minions, Rivals, and Nemeses.

MINIONS

Minions are inferior to PCs, and thus operate in groups. They rely on strength in numbers to compensate for their deficiencies. This is represented in three ways:

Anything that normally inflicts strain inflicts wounds on a minion instead. Minions cannot voluntarily suffer strain.

When operating as a group, minions are treated as a single adversary. The group uses one Initiative slot, combines its members' wound thresholds into a single pool, and performs one action and one maneuver on its turn. Anyone attacking a minion group attacks the group as a whole, and the minion group applies soak equal to an individual minion's soak value once against a hit from a successful attack. When the minion group sustains damage equal to an individual minion's wound threshold, one minion is defeated and the group's size decreases by one. If a group of minions suffers a Critical Injury, it suffers one minion's worth of wounds plus one (so that one of the minions in the group is incapacitated).

Individual minions do not have ranks in skills. They instead possess "group only" skill ranks. A minion group counts the number of additional minions after the first

as the number of ranks in each of its listed skills (so a group of four minions making a Ranged check would count as having three ranks in the do this with skills listed in their profile. Any other skill checks they make are untrained and use only the base characteristic.

Rivals

Rivals operate under the same rules as PCs, except they have no strain threshold. Whenever they are dealt strain, they suffer an equal number of wounds instead. Exceeding their wound threshold may kill or incapacitate them, as the narrative requires.

Nemeses

Nemeses follow the same rules as PCs do, including the rules regarding strain.

Story Points

Story Points represent the idea that player characters are the heroes of the ongoing story, and thus have a unique edge that helps them succeed in dangerous situations. However, because they are the main characters in the adventure, they must face (and hopefully overcome) additional challenges in the ongoing story as well.

Building The Story Pool

At the start of the game, the group should create two pools of Story Points (these can be two circles on a sheet of paper, or even just two areas on the table). One pool is the player pool, and one pool is the GM pool.

At the beginning of the session, the group adds one Story Point to the player pool for each player, and one Story Point to the GM pool.

Representing Story Points

Just about any small items can represent Story Points, from small coins to glass beads to poker chips.

Using Story Points

During the game, players and the Game Master can spend Story Points to aid their characters and hinder their adversaries in a number of ways. Players may only spend Story Points from the player pool, and the GM may only spend Story Points from the GM pool.

When someone spends a Story Point, they remove it from their pool and add it to the other pool. This means that as Story Points are spent, the other pool grows bigger. It also means that Story Points never leave the

game; and any time a player uses a Story Point, they create the opportunity for it to be used against them later.

Each player may use only one Story Point during each action their character performs or during an action targeting their character. The same applies to GMs: they can only use one Story Point during each action an NPC performs, or during each action targeting an NPC.

The following are the main uses for Story Points:

- **A Helping Hand:** A player or GM may spend a Story Point to upgrade their character's dice pool (page 3) once when they make a skill check.

- **Raising the Stakes:** A player or GM may spend a Story Point to upgrade the difficulty of a skill check (page 3) once when that check targets their character.

- **Luck & Deus Ex Machina:** Players may also use Story Points to introduce "facts" and additional context directly into the narrative. For instance, the PCs just happen to have a coil of rope so that they can climb over a chasm, find a potion while quickly scavenging through an ancient ruin, or notice a (previously nonexistent) terrain feature they can duck behind for cover.

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