

King of the Streets



TOURNAMENT FIGHTER CAMPAIGN SETTING



GENESYS

CREDITS

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INTERIOR ILLUSTRATIONS

From Promo and Game Art by Arc System Works, Bandai Namco Entertainment, Capcom, Double Helix Games, Netherrealm Studios, SNK, and Team Ninja

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SOURCES LEGEND

GCRB Genesys Core Rulebook SotB Android: Shadow of the Beanstalk
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CHAPTER 1:

CREATING CHARACTERS

Welcome to *King of the Streets*, a setting of fast-paced action, fantastical martial arts, furious feet and fists, and colorful, larger-than-life characters. This is a world where global tournaments decide the greatest fighters in the world, and where these fighters are massive celebrity figures. It's a world of underground martial arts competitions, grudges, deathmatches, and kung fu warlords seeking to rule the world by mastering the power of pure fighting spirit.

To generate characters for this game, you'll need the *Genesys Core Rulebook* as well as this document. There are several rules adjustments unique to the setting, so players familiar with the Genesys RPG system should pay close attention for those changes.

CREATING YOUR FIGHTER

To create a character, follow these six steps. Each step is summarized here and then fully explained later in the chapter.

STEP 1: DETERMINE BACKGROUND

Each character starts as an idea. In the world of *King of the Streets*, we draw on all the tropes and conventions of fighting games, so ask yourself the question - why does your character fight? What drives them? Are they a pro fighter seeking glory and fame? A wandering master seeking the next challenge to test themselves against a worthy opponent? Take some time to think about the character you want to build and what you want that character's background to be. Where did your character come from, and what inspired them to leave their former life and pursue a life of fighting?

More information on developing your character's background begins on page 34 of the *Genesys Core Rulebook*.

STEP 2: SELECT A CHARACTER ARCHETYPE

Fighters fall into a series of broad archetypes which determine where their initial strengths lie. You may



choose between eight archetypes: The Natural, the Powerhouse, the Dynamo, the Showoff, the Strategist, the Technician, the Enhanced, and the Mystic.

STEP 3: CHOOSE A CAREER

Your character's career is both their narrative role within the setting and their mechanical role within the party. You choose one career for your character, and you cannot switch careers later on in the game.

Careers don't rigidly define what your character does, however. They simply make it easier to advance into some skills and harder to advance into others. They also help define characters when they start out, making starting characters more interesting to play.

STEP 4: CHOOSE A FIGHTING STYLE

This is a game about characters engaging in martial combat, and a fighter's style is as much a defining trait as their career or background. How they fight relates very much to who they are. Mechanically, a fighting style grants access to combat skills based on the strengths and weaknesses of that style.

STEP 5: CHOOSE SPECIAL MOVES & SUPER MOVES

For the most part, fighters in King of the Streets don't use weapons as in other RPGs - they have special moves and super moves that they use to attack opponents. You build and purchase these moves with XP rather than coin. Details on special and super moves can be found in chapters 4 and 5.

STEP 6: INVEST EXPERIENCE POINTS

The archetype you select for your character establishes an initial pool of experience points (XP). You can spend these experience points to improve certain aspects of the character: to increase characteristics, purchase additional ranks in skills, or acquire talents. You may spend your character's experience points in any combination of these areas, meaning that any two characters can end up very different from one another.

STEP 7: DETERMINE DERIVED ATTRIBUTES

You should only perform this step after you've completed the previous steps, since several attributes can only be determined after you've fully established your character's starting characteristics and talents. The derived attributes include wound threshold, strain threshold, defense, and soak value.

Full information on calculating these attribute values can be found on page 45 of the *Genesys Core Rulebook*.

STEP 8: DETERMINE MOTIVATION

Your character's Motivation reflects their primary call to take action and experience adventures. It represents the driving force or forces in their life. It may depict an overarching philosophical belief or more concrete objectives such as family or close allies. A few choose a specific goal that they hope to achieve within their lifetime, possibly moving on to another one should they ever do so.

Four facets define Motivation: Desire, Fear, Strength, and Flaw. Each of these Motivations has a list of specific manifestations. The *Genesys Core Rulebook* provides some basic options, but you are free to create your own.

Motivation is important to your character's progression. Playing to their Motivation can earn you additional XP at the end of a session. Motivations are also very important to social encounters.

Different Motivations are presented on page 46 of the *Genesys Core Rulebook*.

STEP 9: CHOOSE GEAR, APPEARANCE, & PERSONALITY

Once you've defined your character's species or archetype, background, Motivation, and any other important attributes, you begin determining their descriptive details. Height, weight, eye color, hair color and style, skin color, build, distinguishing features such as scars and tattoos, and choice of clothing are all descriptive details that can be determined narratively. This information can and often should be linked to previous choices you made while building your PC; a character with a high Brawn may be more muscular, for instance, while a character raised in a desert may have skin that's been weathered and deepened by the punishing sun.

Each PC also starts the game with personal gear and weaponry worth 500 credits. At this stage, the PC may select this gear.

This step is presented on page 51 of the *Genesys Core Rulebook*. More information on equipment can be found on page 82 of the *Genesys Core Rulebook*.

SELECT A CHARACTER ARCHETYPE

The following pages present the archetype options available when creating a player character for the *King of the Streets* setting (see page 35 of the *Genesis Core Rulebook*). Players should choose from these options instead of those in the *Genesis Core Rulebook*.

THE NATURAL

This archetype is for those fighters who manage to do a little of everything and do it well. The all-rounders, the Swiss army knives; rather than build any one skill to the detriment of others, they strive to maintain a balance in their training and their fighting style.

All characteristics start at a 2, which means it will be difficult to get any one characteristic to a 4 or 5, but likewise won't have any lagging too far behind. Likewise, both wound and strain thresholds are at the average of 10.

Your character starts with more ranks in skills than anyone else, owing to their determination to train for any eventuality. This is also reflected in their special ability, which basically gives your group an extra Story Point whenever they need one. In addition, you start with more experience points than any other archetype, allowing you to build your character to fit any niche you desire. Just remember—character creation is the only time you're able to spend XP on increasing characteristics!

ARCHETYPE ABILITIES



- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110
- **Starting Skills:** The Natural starts with one rank in each of two different non-career skills at character creation. They obtain this rank before spending experience points, and these skills may not be increased above rank 2 during character creation.
- **Ready for Anything:** Once per session as an out-of-turn incidental, you may move one Story Point from the GM's pool to the players' pool.



THE POWERHOUSE

Offense is the best defense—a maxim used by countless warriors, athletes, and champions through the millennia, and the Power Striker embraces the concept to its fullest. You should choose this archetype if you want to build a powerhouse character who either dishes out or can safely absorb large amounts of damage.

This archetype starts with the Brawn characteristic at 3 and the Agility characteristic at 1. You're stronger than average, but a little slower as well. Likewise, your wound threshold is higher than average, but your strain threshold is lower than average.

Finally, this archetype can choose between being a Striker or a Tanker. Strikers can choose to deal more damage by exposing themselves to greater risk, while Tankers can shrug off critical injuries more easily than any other character.

ARCHETYPE ABILITIES



- **Starting Wound Threshold:** 12 + Brawn
- **Starting Strain Threshold:** 8 + Willpower
- **Starting Experience:** 100
- **Special Abilities:** Each type of Powerhouse has its own special abilities, listed in the corresponding entry.

STRIKER

Strikers are all about building strength for raw power. They learn defense, but are more focused on dishing out damage than taking it. They believe that endurance isn't as important if your enemy can't stay standing long enough to take a swing at you.

- **Starting Skills:** A Striker starts with one rank in Athletics during character creation. They obtain this rank before spending experience points, and may not increase Athletics above rank 2 during character creation.
- **Wild Swing:** When making a close combat attack, a Striker can choose to add ■ to the check to add +2 to the damage dealt by one hit of that attack.

TANKER

Tankers know they're going to get hit, and prepare for the inevitable by training to absorb punishment with-

out slowing down. They win by outlasting anyone who goes against them through pure physical resilience and a high tolerance for pain.

- **Starting Skills:** A Tanker starts with one rank in Resilience during character creation. They obtain this rank before spending experience points, and may not increase Resilience above rank 2 during character creation.
- **Tough as Nails:** Once per session, your character may spend a Story Point as an out-of-turn incidental immediately after suffering a Critical Injury and determining the result. If they do so, they count the result rolled as "01."



THE DYNAMO

A Dynamo prizes speed and dexterity in combat. They believe the best opponent is one who can't hit you, either because they're too slow to keep up or because you've already landed a dozen blows before they saw you coming.

This archetype starts with the Agility characteristic at 3 and the Brawn characteristic at 1. You're fast and nimble, but won't be as strong as other fighters without extra training. Likewise, your wound threshold is lower than average, due to your lithe frame but you have high strain to show your strong endurance.

Finally, this archetype can choose between being an Acrobat or a Runner. Acrobats are extremely nimble and thus harder to hit in combat, while Runners are extremely mobile in a fight.

ARCHETYPE ABILITIES



- **Starting Wound Threshold:** 8 + Brawn
- **Starting Strain Threshold:** 12 + Willpower
- **Starting Experience:** 100
- **Special Abilities:** Each type of Dynamo has its own special abilities, listed in the corresponding entry.

ACROBAT

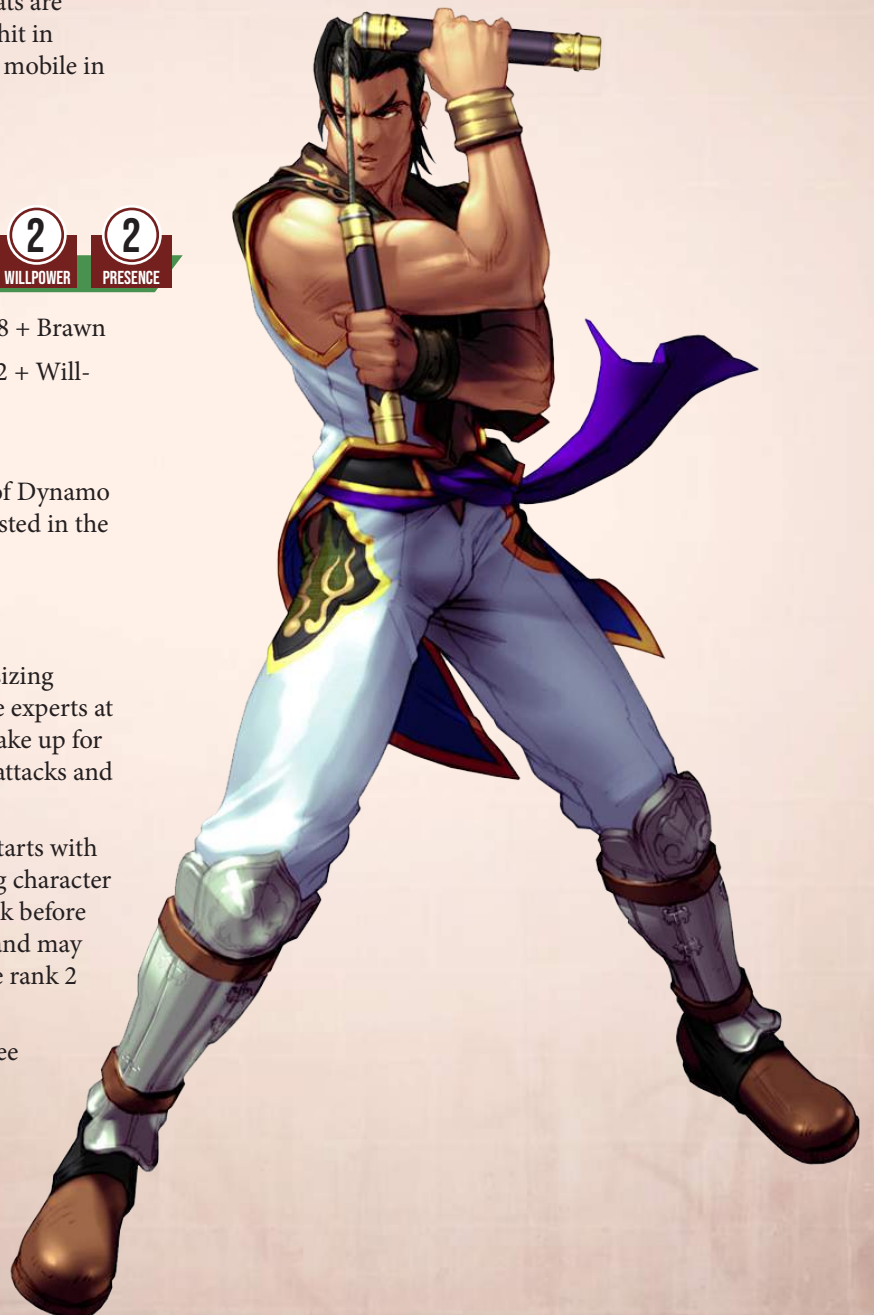
The Acrobat trains for agility, emphasizing defense and fast movements. They are experts at dodging and deflecting blows, and make up for a lack of raw strength with precision attacks and rapid strikes.

- **Starting Skills:** An Acrobat starts with one rank in Acrobatics during character creation. They obtain this rank before spending experience points, and may not increase Acrobatics above rank 2 during character creation.
- **Nimble:** Acrobats have a melee and ranged defense of 1.

RACER

Racers are all about speed. They have sharp reflexes and sharper reaction times, and their raw speed allows them extra flexibility in a fight, as they can simply do more in less time than others.

- **Starting Skills:** A Racer starts with one rank in Cool during character creation. They obtain this rank before spending experience points, and may not increase Cool above rank 2 during character creation.
- **Fleet of Foot:** Racers can perform a second maneuver to move without suffering strain. They still cannot exceed the limitation of two maneuvers per turn.



THE SHOWOFF

Showoffs live for the limelight. They're flashy, fancy, and fun, and value panache over efficiency. They don't just want to win, they want to look good doing it. They love fighting for a crowd, pulling off unbelievable feats, and garnering fame (or infamy) for their skills. Embarrassing their opponent is icing on the cake.

This archetype starts with the Presence characteristic at 3 and the Intellect characteristic at 1. You have a strong way with people, but are prone to taking action without thinking things through. You begin with a slightly above-average strain threshold and lower wound threshold, representing the stamina to attempt truly stunning moves.

The Showoff's special ability allows them to use their Personality characteristic in place of any skill. It represents their gift for using charm and charisma to solve problems. It's only usable once per session, but in the right moment could make all the difference.

ARCHETYPE ABILITIES



- **Starting Wound Threshold:** 9 + Brawn
- **Starting Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100
- **Starting Skills:** The Showoff starts with one rank in either Charm or Deception during character creation. They obtain this rank before spending experience points, and may not increase the chosen skill above rank 2 during character creation.
- **Force of Personality:** Once per session, your character may spend a Story Point as an incidental. If they do so, during the next check they make during that turn, you count their ranks in the skill being used as equal to their Personality.



THE STRATEGIST

The Strategist fights with their head, using their cunning and intelligence to outwit opponents, luring them into traps, countering their attacks, or misdirecting their movements. A Strategist character approaches combat like a game of chess, believing a good plan well executed can bring down even the biggest foe.

This archetype starts with the Intellect characteristic at 3 and the Brawn characteristic at 1. You use your mind to solve problems, but that comes at the expense of some physical power. Both wound and strain thresholds are at the average of 10.

The Strategist's special ability focuses on their skill at turning their mind into a weapon, allowing them to count ranks in any skill as equal to their Cunning. While it only works once per session, it can mean the difference between success and failure on a critical check.

ARCHETYPE ABILITIES



- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100
- **Starting Skills:** The Strategist starts with one rank in Perception during character creation. They obtain this rank before spending experience points, and may not increase Perception above rank 2 during character creation.
- **Clever:** Once per session, your character may spend a Story Point as an incidental. If they do so, during the next check they make during that turn, you count their ranks in the skill being used as equal to their Intellect.



THE TECHNICIAN

The Technician is a fighter who won't just rely on skill and physical aptitude—they add gadgets, weapons, and more to the mix. Some Technicians believe in ancient ways, mastering sword or staff as an extension of their body. Others are modern gadgeteers, using bombs, drones, energy nets, grappling hooks and more to gain the edge over their foes.

A Technician starts with the Cunning characteristic at 3 and the Personality characteristic at 1. Your cleverness and sharp wit came at the expense of your people skills. You begin with a slightly above-average strain threshold and lower wound threshold, granting a better chance at deploying more tech or weapon swings in battle.

Your character starts with ranks in the Gadgets skill, and gains this skill as a permanent class skill. This allows access to incredible special attacks fueled by the weapons and utilities they wield. Furthermore, their extensive studies have led them to be very knowledgeable and good with the maintenance and crafting of their weapons and devices, granting them bonuses to all Mechanics and Knowledge skill checks.

ARCHETYPE ABILITIES



- **Starting Wound Threshold:** 9 + Brawn
- **Starting Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100
- **Starting Skills:** The Technician starts with one rank in Gadgets, and gains Gadgets as a career skill. They obtain this rank before spending experience points, and Gadgets may not be increased above rank 2 during character creation.
- **Inspiration:** A Technician adds automatic **A** to the results of any Mechanics or Knowledge checks they make.



THE MACHINE

In the world of *King of the Streets*, technology has advanced such that we can augment ourselves for truly amazing feats. The Machine is a character who has undergone treatments to augment their body with cybernetic upgrades to unlock new heights of human capability—though some might argue how human they remain.

Anyone with any cybernetic enhancements is considered a “Cyborg.” You may only have one robotic arm, cybereyes, or you may have had whole swaths of your body rebuilt from the ground up. You could even use this archetype to build a full-conversion cyborg—a human brain in a fully robotic body. Whatever the case, your new form makes you something more than you had been before.

ARCHETYPE ABILITIES



- **Starting Wound Threshold:** 11 + Brawn
- **Starting Strain Threshold:** 8 + Willpower
- **Starting Experience:** 100
- **Starting Skills:** A Cyborg starts with one rank in Mechanics during character creation. They obtain this rank before spending experience points, and may not increase Mechanics above rank 2 during character creation.
- **Adjusted to Cybernetics:** Once per session as an out-of-turn incidental, you may spend a Story Point to have your character heal strain equal to their number of cybernetics.
- **Augmentation:** Your character begins play with one cybernetic implant that costs a total of 1,000 credits or less. They do not need to make any check to install this implant, and they do not decrease their strain threshold because of this implant (but will decrease their strain threshold as normal if they get any future cybernetics).



THE MYSTIC

This archetype is for the fighter who knows there are forces beyond our understanding. They have studied the ways of magic and mysticism, either the natural life forces of Ki within their bodies and the world around them, or the arcane forces of true magic.

This archetype starts with the Willpower characteristic at 3 and the Presence characteristic at 1. You're strong-willed and determined, but your studies often force you to remain in solitude. You begin with average strain and wound thresholds, balancing the development of body and spirit to survive the forces you seek to wield.

Mystics must choose to focus on being a Ki Fighter or an Arcanist. Ki Fighters learn to manipulate life-force and harness their fighting spirit, gaining Ki Mastery as a class skill and honing their physical bodies to their peak.

Arcanists learn even more ancient arts, casting ancient spells with the Arcana skill and developing deep wells of mental resolve.

ARCHETYPE ABILITIES



- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100
- **Special Abilities:** Each type of Mystic has its own special abilities, listed in the corresponding entry.



KI FIGHTER

Ki Fighters have learned to feel the flow of life energy through themselves and the world around them. They can use that power to enhance their bodies or release it as bolts of energy. Ki powers become an amazing compliment to their martial arts, creating legendary warriors.

- **Starting Skills:** A Ki Fighter starts with one rank in Ki Mastery during character creation, and gains Ki Mastery as a career skill. They obtain this rank before spending experience points, and may not increase Ki Mastery above rank 2 during character creation.
- **Endurance:** Once per encounter, a Ki Fighter may remove up to ■ ■ from any one Resilience check.

ARCANIST

Arcanists are sorcerers, witches, and wizards—practitioners of mystic arts long thought pure fiction. They hone their mental skills to unleash a variety of energies and conjurations on unsuspecting opponents, relying on the sharpness of their mind to keep them in the fight long after normal combatants would have collapsed from strain.

- **Starting Skills:** An Arcanist starts with one rank in Arcana during character creation and gains Arcana as a career skill. They obtain this rank before spending experience points, and may not increase Arcana above rank 2 during character creation.
- **Force of Will:** Once per session, your character may spend a Story Point as an incidental. If they do so, during the next skill check they make during that turn, your character doubles the strain they inflict or the strain they heal (you choose before making the check).

CHOOSE A CAREER

This section introduces new careers specific to the *King of the Streets* setting. They represent the most common backgrounds for player character fighters when they begin their adventures. The following careers take the place of those described in the Genesys core rulebook.

CAREERS

ADVENTURER

The Adventurer lives a life of danger. Chasing thrills, exploring the world, getting into trouble as often as possible. Adventurers might be vigilantes, wandering from town to town setting things right, or they could be thrill-seekers always looking for their next challenge.

The Adventurer counts the following skills as career skills: **Athletics, Cool, Deception, Driving, Knowledge (Streetwise), Knowledge (World), Skullduggery,** and **Survival**. Before spending experience during character creation, an Adventurer may choose four of their career skills and gain one rank in each of them.

BLUE COLLAR

A Blue Collar worker can be anyone who works in skilled trades or manual labor. This can range from

a factory worker to an auto mechanic, electrician, construction worker, or trash collector. They could also be a no-nonsense worker who has no time for anything but the job at hand, or a creative craftsman who delights in building something innovative.

A Blue Collar worker counts the following skills as career skills: **Athletics, Coercion, Discipline, Knowledge (Streetwise), Mechanics, Perception, Resilience,** and **Vigilance**. Before spending experience during character creation, a Blue Collar worker may choose four of their career skills and gain one rank in each of them.

ENTERTAINER

For the Entertainer, the whole world really is a stage. Whether artists, actors, musicians, or professional athletes, they make their living brightening the days of others. However, there can be a lot more to these individuals than meets the eye, as some Entertainers use their acting skills to cover more serious agendas.

The Entertainer counts the following skills as career skills: **Acrobatics, Athletics, Charm, Cool, Deception, Discipline, Skullduggery,** and **Stealth**. Before spending experience during character creation, an Entertainer may choose four of their career skills and gain one rank in each of them.

LAW ENFORCEMENT

Whether police officers, private security, or intelligence agents, Law Enforcement characters make service and protection of others their life's work. Equal parts investigator and combatant, they know everything there is to know about dealing with criminals and underworld figures. They do their jobs at great personal risk, but they have the strength and courage to carry on regardless.

Law Enforcement counts the following skills as career skills: **Athletics, Coercion, Deception, Insight, Knowledge (Streetwise), Perception, Ranged, and Vigilance**. Before spending experience during character creation, Law Enforcement may choose four of their career skills and gain one rank in each of them.

LEADER

The Leader focuses on leading and directing their fellows, as well as interacting with others. Leaders have a knack for taking charge and overseeing a situation, but their methods of leadership can vary wildly. A Leader can be a kind and caring boss, a soft-spoken politician, or a military commander who believes in absolute discipline.

The Leader counts the following skills as career skills: **Charm, Coercion, Cool, Discipline, Knowledge (Military), Knowledge (World), Leadership, and Perception**. Before spending experience during character creation, a Leader may choose four of their career skills and gain one rank in each of them.

MONK

Monks are devotees of a spiritual calling. This can be religious or philosophical. Some gather in cloisters, others in isolated monasteries. These monks are specifically those whose spiritual pursuits have led them to master their Ki energy. This could represent a soft-spoken priest who channels life energy to heal the wounded, or a raging battle-monk who smites enemies with brilliant blue balls of power. In any case, Monks are devout believers in something greater than themselves.

The Monk counts the following skills as career skills: **Athletics, Discipline, Ki Mastery, Knowledge (Lore), Medicine, Perception, Resilience, and Vigilance**. Before spending experience during character creation, a Monk may choose four of their career skills and gain one rank in each of them.

PRO FIGHTER

Pro Fighters are so committed to perfecting their fighting skills that they've made it their career. Pro Fighters

include boxers, pro wrestlers, MMA champions, and all manner of tournament competitors. They could even be off-circuit street fighters who make a living in shady clubs and illegal cash matches. While all PCs in *King of the Streets* are dedicated to being the best, a Pro Fighter depends on it for their livelihood. Fighting isn't just their passion, it's their way of life.

The Pro Fighter counts the following skills as career skills: **Acrobatics, Athletics, Coercion, Cool, Discipline, Insight, Knowledge (The Circuit), and Resilience**. Before spending experience during character creation, a Pro Fighter may choose four of their career skills and gain one rank in each of them.

SCOUNDREL

The Scoundrel's business is crime in all forms. Whether swindling, burgling, or running a complicated con, the Scoundrel has the skills needed to separate marks from their money and valuables. A Scoundrel could be a cat burglar, con artist, or quick-draw specialist, or just a smooth-talking person who cheats at cards.

The Scoundrel counts the following skills as career skills: **Acrobatics, Athletics, Charm, Cool, Deception, Knowledge (Streetwise), Skulduggery, and Stealth**. Before spending experience during character creation, a Scoundrel may choose four of their career skills and gain one rank in each of them.

SOCIALITE

Socialites are the consummate social butterflies, at ease in any interactions involving talking to someone else. Whether a rich debutante in the highest circles of society or a good-natured bartender who knows everyone's name, a Socialite can get along with anyone and everyone. More importantly, they always know how to get the best out of any social interaction.

The Socialite counts the following skills as career skills: **Charm, Cool, Deception, Knowledge (History), Knowledge (Streetwise), Knowledge (World), Perception, and Vigilance**. Before spending experience during character creation, a Socialite may choose four of their career skills and gain one rank in each of them.

SOLDIER

Soldiers are warriors through and through. At home on the battlefield, they know everything there is to know about surviving the horrors of combat—and making sure the opposition doesn't. Whether your Soldier is infantry, special forces, or a mercenary for hire, the basics of a career member of the military never really change.

The Soldier counts the following skills as career skills: **Athletics, Coercion, Knowledge (Military), Leadership, Perception, Ranged, Survival, and Vigilance**. Before spending experience during character creation, a Soldier may choose four of their career skills and gain one rank in each of them.

STUDENT

The Student is someone for whom school, or simply education, is still their primary activity. They are often in a place where they're still defining themselves. They might be college students who fight on the weekends to earn tuition money, or high schoolers who sneak out on a school night to prove themselves in secret matches against rival schools.

The Student counts the following skills as career skills: **Charm, Computers, Deception, Knowledge (History), Knowledge (Technology), Knowledge (World), Perception, and Stealth**. Before spending experience during character creation, a Student may choose four of their career skills and gain one rank in each of them.

THUG

Thugs are a different kind of professional fighter; they make their way through life by being the biggest, toughest, and most intimidating people in a room. Some are street toughs working for ganglords, others might be bouncers, enforcers, or guards. A Thug isn't automatically a dumb brute; they just know that the key to their success lies in the image of overwhelming physicality they present.

The Thug counts the following skills as career skills: **Athletics, Coercion, Deception, Knowledge (Streetwise), Perception, Ranged, Resilience, and Skulduggery**. Before spending experience during character creation, a Thug may choose four of their career skills and gain one rank in each of them.

VAGABOND

The Vagabond wanders the earth, surviving in

wilderness and urban settings alike. Vagabonds tend to excel at surviving in difficult conditions, and they often are pretty good at keeping a low profile. Vagabonds may be former military, gruff and unsociable hunters, or people who just prefer to see the world at the speed of their two feet.

The Vagabond counts the following skills as career skills: **Acrobatics, Athletics, Deception, Knowledge (Streetwise), Knowledge (World), Perception, Stealth, and Survival**. Before spending experience during character creation, a Vagabond may choose four of their career skills and gain one rank in each of them.

WIZARD

The Wizard is a practitioner of ancient arts of sorcery. Some like to drape themselves in all the trappings of their ancient arts, appearing as one would expect of a master of the mystic arts. Others appear no different from anyone on the street. However, the forces they wield give all Wizards an aura of seeming somehow unusual or odd—as if anyone they meet is inherently uneasy being so close to the arcane.

The Wizard counts the following skills as career skills: **Arcana, Coercion, Discipline, Knowledge (Lore), Leadership, Skulduggery, Stealth, and Vigilance**. Before spending experience during character creation, a Wizard may choose four of their career skills and gain one rank in each of them.



SELECT A FIGHTING STYLE

In the world of *King of the Streets*, a competitor's style says a lot about who they are. Whether you fight with whirling kicks, slow, powerful punches; whether you leap and tumble around your opponents or simply wade forward into the fray like a plow, deciding how your character will fight is central to deciding what sort of character you're building.

You can think of your fighting style as how your character expresses themselves in combat. What style matches the sort of personality you envision your character having? What sort of moves do you imagine them performing, and what style do those moves fit into? Styles can also speak to your character's history: what drove your character to learn to fight in this particular way? Was it a matter of convenience—there was a school nearby and they wanted to learn—or did they seek it out? Did they have a master, or were they self-taught? Did they learn to fight for sport or survival?

Remember that, while this list is broad and diverse, it is by no means comprehensive. There are hundreds of hand-to-hand combat styles in the world! You are recommended to come up with a specific variation of whichever style you choose, so that you aren't simply a master of kickboxing—you're a master of Mui Thai. You aren't just a wrestler, you use SAMBO.

You can also make up fictional styles to suit your character's background. Your character could be a master of karate—or they could be a master of Denkendo: The Way of the Electric Fist! You can bring your own ideas to the table, or you and the GM can work together to flesh out where your character's fighting style comes from.

BONUS CAREER SKILLS

The fighting style you choose serves a secondary purpose as well—combat skills. While your character's career gives a range of broad skills to choose from, your fighting style will grant you four additional career skills that represent the particular way that style behaves in combat.

After you select a fighting style, choose two of its four career skills. Your character starts the game with one rank in each of those two skills without spending XP. If these skills are duplicates of career skills already gained through your career, it is possible to raise their starting rank to 2 in this stage. Remember, though, that no skill may be raised above rank 2 during character creation.

CHOOSING A STYLE

Now that you know what fighting styles do, you're going to select one style for your character. This is the only time you choose a fighting style for your character, and once you make this choice, the choice is permanent. There's no way to switch styles partway through the game.

However, remember that almost all fighters respect flexibility. You are free to purchase ranks in combat skills outside your chosen style to fine-tune your character's abilities and methods.

FIGHTING STYLES

BOXING

Boxing began in ancient history as brutal duels to the death for the entertainment of kings and has since evolved into a professional sport with very specific and formalized rules. Boxers attack exclusively with punches and tend to rely on brute force, using light footwork to dodge opponents' attacks.

Boxers add **Athletics**, **Coercion**, **Punch**, and **Resilience** to their class skills. They may choose 2 of these skills and gain one free rank in each without spending starting experience.

Boxers exist at all weight classes, from nimble strikers to hulking bruisers. They are frequently seek fame and fortune in the ring, where the goal is to drop your opponent in as few rounds as possible. The faster the KO, the greater the glory.

Example Fighters: T.J. Combo (Killer Instinct), Heavy D, Vanessa (King of Fighters), Balrog, Dudley (Street Fighter), Steve Fox (Tekken)

BRAWLING

Brawlers aren't formally trained in fighting. There are no "schools" for brawling; no specific techniques, no ancient masters. Brawlers figure out how to fight by fighting a lot and paying attention to what works. They also tend to absorb almost as much punishment as they dish out. Brawlers' don't mind taking a punch in order to give one back, and so naturally become tougher and more resilient with every fight.

Brawlers add **Grapple**, **Knowledge (Streetwise)**, **Punch**, and **Resilience** to their class skills. They may

choose 2 of these skills and gain one free rank in each without spending starting experience.

Brawlers come from all walks of life. There are no common personality traits among them, with one exception: they love to fight. Maybe they go looking for action, maybe action always seems to find them, but nobody becomes an expert brawler unless they enjoy the act of fighting enough to keep doing it until they become expert at dishing out pain.

Example Fighters: Terry Bogard (Fatal Fury), Cody (Final Fight), K, Shen Woo (King of Fighters), Birdie (Street Fighter), Miguel (Tekken)

CAPOEIRA

Capoeira is a martial art of African and Brazilian origin developed by slaves as a way to train in combat secretly. It combines elements of dance, acrobatics and music, delivering quick and complex moves using speed and leverage for a wide variety of kicks, spins, and highly mobile techniques.

Capoeirista add **Acrobatics**, **Deception**, **Kick**, and **Punch** to their class skills. They may choose 2 of these skills and gain one free rank in each without spending starting experience.

A true performer's fighting style, the heart of the style is the ginga, a back-and-forth, rhythmic dancing movement that serves as the starting point for all attacks. Dancing the ginga can mislead and deceive opponents, rhythmically parry and counter attacks, or give stable foundation for powerful, acrobatic strikes.

Example Fighters: Lisa (Dead or Alive), Bob Wilson, Richard Meyer (Fatal Fury), Elena (Street Fighter),

Eddie Gordo, Christie Monteiro (Tekken)

COMMANDO

Commando training covers a wide variety of disciplines taught to military and law enforcement professionals, including cops, soldiers, special ops troopers, and mercenaries. Military-grade hand-to-hand training tends to be exceedingly pragmatic, aimed at incapacitating an opponent as efficiently as possible, while being able to endure a great deal of punishment in return.

Commandos add **Cool**, **Grapple**, **Kick**, and **Punch** to their class skills. They may choose 2 of these skills and gain one free rank in each without spending starting experience.

Commandos are disciplined and extremely dedicated. They are the elite fighting forces of their countries, willing to give their lives to protect others. This can often make them bullheaded and stubborn, unwilling to compromise their mission or their honor.

Example Fighters: Bayman, Leon (Dead or Alive), Ralf Jones, Leona Heidern (King of Fighters), Sonya Blade, Stryker (Mortal Kombat), Guile, Cammy (Street Fighter)

JEET KUN DO

Jeet Kun Do ("Way of the Intercepting Fist"), often abbreviated as JKD, is a hybrid martial art system and philosophy of life born of the belief that a fighting "style" is by its nature rigid and unrealistic; that real combat is spontaneous and unpredictable. A combatant, then, should base their fighting methods on



the strengths and weaknesses of whichever opponent they're facing. To contain a truly expert fighter within one style would be like trying to contain a gallon of water in a napkin—this is the “style of no style.”

Practitioners add Acrobatics, Insight, Kick, and Punch to their class skills. They may choose 2 of these skills and gain one free rank in each without spending starting experience.

JKD practitioners are often drawn to the style either for its flashy moves and acrobatics or for its ideology of contemplation and adaptation. Thus, masters can vary wildly from showboats and glory-hounds to thoughtful martial philosophers and sages, or anything in-between.

Example Fighters: Jann Lee (Dead or Alive), Moe Habana (King of Fighters), Johnny Cage (Mortal Kombat), Fei Long (Street Fighter), Marshall Law (Tekken)

JUJUTSU

Jujutsu is an ancient Japanese technique designed to allow an unarmed combatant to take down fully armored samurai. Aikido, Judo, and Hapkido all derived from or drew inspiration from this form. Jujutsu avoids directly confronting force with force, instead using the momentum and power of an enemy against them with a series of grapples, throws, and crippling locks.

Practitioners add **Discipline, Grapple, Insight, and Punch** to their class skills. They may choose 2 of these

skills and gain one free rank in each without spending starting experience.

Jujutsu masters tend to be patient, reactive fighters, studying their opponent and their surroundings for any openings they can use to their advantage. Their philosophy of combat may extend to social interaction as well, waiting to speak until the perfect moment.

Example Fighters: Geese Howard (Fatal Fury), Kasumi and Ryuhaku Todoh (King of Fighters), Nina and Anna Williams (Tekken)

KARATE

Karate is a martial art tracing its origins to the 14th century and is considered the quintessential Japanese fighting form. It is primarily a striking hand-to-hand form, emphasizing punches and kicks; deflecting attacks to launch devastating counters. It is a balanced style capable of great power in the right hands.

Karateka add **Discipline, Grapple, Kick, and Punch** as additional class skills. They may choose 2 of these skills and gain one free rank in each without spending starting experience.

Karate originated in Okinawa, but has spread widely. There are dozens of styles and variations taught in hundreds of dojo across the world. As a result, karateka characters could cover a diverse range of archetypes, from the lone-wolf wanderer to the plucky student or



the charismatic entertainer. Players are encouraged to name a style of Karate for their characters—either real or fictional—to set them apart from generic karateka and give a sense of unique history for their moves.

Example Fighters: Ryo, Robert, Takuma, Yuri (Art of Fighting), Ein, Hitomi (Dead or Alive), Ryu, Ken, Sakura, Makoto (Street Fighter), Heihachi & Kazuya Mishima, Jin Kazama (Tekken)

KICKBOXING

Kickboxing, as its name implies, relies heavily on kicks of all sorts in combination with a crisp, in-and-out boxing technique. Usually, punching attacks lead into or help set up the more devastating kicks of the discipline, and a heavy emphasis is placed on blocking attacks. Ki blasts are not at all unusual for very advanced practitioners. They train their bodies to endure a great deal of punishment; using shins and forearms to block teaches to fight through pain.

Kickboxers add **Discipline, Kick, Punch, and Resilience** to their class skills. They may choose 2 of these skills and gain one free rank in each without spending starting experience.

There are many schools of kickboxing across the world—Yaw Yan in the Philippines, Savate in France, Lethwei in Myanmar, Muay Lao in Laos, and of course Muay Thai, Thailand's national sport. Fighters are similarly diverse in their motivations but kickboxers are often drawn to the style for its overwhelming power

potential.

Example Fighters: King (Art of Fighting), Zack (Dead or Alive), Joe Higashi (Fatal Fury), Adon, Sagat (Street Fighter), Bryan Fury, Katarina Alves (Tekken)

KUNG FU

The term “kung fu” is practically a catch-all term for “Chinese martial arts,” in which case it encompasses around 1,500 different styles based on a broad range of philosophies and theories. There are animal forms (tiger, crane, leopard, snake, and dragon), the Shaolin form of ancient monks, Wing Chun, Tai chi, and, of course, the Drunken Fist. These fighters are light on their feet and make flowing, stylized movements as they deliver hard striking attacks.

Practitioners add Acrobatics, Discipline, Kick, and Punch to their class skills. They may choose 2 of these skills and gain one free rank in each without spending starting experience.

Kung Fu masters can fit any archetype, though their choice of this art often leads them to take an interest in ancient lore and mythology. Many of the greatest Kung Fu warriors have become myths in their own right.

Example Fighters: Leifang (Dead or Alive), Jago (Killer Instinct), Chin Gentsai (King of Fighters), Liu



Kang, Kung Lao (Mortal Kombat), Chun Li, Gen, Yun and Yang (Street Fighter), Lei Wulong (Tekken)

NINJUTSU

Ninja are feared as assassins, vicious fighters and masters of stealth. More an art of tricks than an actual martial art, Ninjutsu includes methods of both armed and unarmed combat, gathering information, deceit and subterfuge.

Ninja add **Grapple, Kick, Punch** and **Stealth** to their class skills. They may choose 2 of these skills and gain one free rank in each without spending starting experience.

All ninja belong to a clan, for only these ancient orders can teach the arts. Players may still be members, by blood or by oath, or they may have split from their clan. The clan may be large or small—it may consist only of your character and their master! In any case, this family is an essential part of their background and will shape much of the person they have become. Some of the most ancient orders can even impart supernatural skills, from which come the legends of ninja who could fly, turn invisible, control the elements, or summon animals to their side. How much of this is fact or fiction remains unclear.

Example Fighters: Eiji Kisaragi (Art of Fighting), Ryu Hyabusa, Hitomi, Akane (Dead or Alive), Mai Shiranui (Fatal Fury), Guy, Maki (Final Fight), Sub-Zero, Scorpion (Mortal Kombat), Ibuki (Street Fighter), Yoshimitsu (Tekken)

TAE KWON DO

Tae Kwon Do combines combat and self-defense techniques with an emphasis on speed and agility. It is characterized by head-height kicks, jumping and spinning kicks, and lightning-fast techniques. To facilitate fast-turning kicks, Tae Kwon Do generally adopts stances that are narrower and hence less-stable than the broader, wide stances used by martial arts forms like Karate. In exchange, the fighter is incredibly fast and mobile—including being able to throw kicks after full 540° spinning leaps.

Practitioners add **Acrobatics, Cool, Discipline**, and **Kick** to their class skills. They may choose 2 of these skills and gain one free rank in each without spending starting experience.

A relatively recent form, TKD was developed in the mid-20th century in Korea, but has gained broader popularity in competitive circles for its use of speed and agility to trump raw power. The fighting stance of TKD is completely relaxed and peaceful, conserving energy for sudden strikes. This methodology is often reflected in the personality of fighters who master this style—remaining calm until the very moment action is required.

Example Fighters: Rig (Dead or Alive), Kim Kaphwan (Fatal Fury), Jhun Hoon (King of Fighters), Juri (Street Fighter), Baek Doo San, Hwoarang (Tekken)

WRESTLING

Wrestling may be the oldest system of unarmed combat, and today it is present in many forms: Japanese Sumo, Russian SAMBO, classical Greco-Roman wrestling, Shoot fighting/MMA, and of course pro-wrestling, whether the testosterone-laden American style, the high-flying stunts of masked Mexican luchadors, or the often brutal world of Japanese puroresu.

Wrestlers add **Acrobatics, Athletics, Grapple**, and **Punch** to their class skills. They may choose 2 of these skills and gain one free rank in each without spending starting experience.

Needless to say, wrestlers specialize in grappling moves, though they seldom use these exclusively. In general, wrestlers tend to be strong, tough characters that make good use of brute force. They go in for bone-crunching throws and terribly painful submission moves but, depending on the particular character, can mix in luchador-style high-flying moves.

Example Fighters: Nina and Bass (Dead or Alive), Raiden, Blue Mary (Fatal Fury), Hugo, Mike Haggar (Final Fight), Angel, Goro (King of Fighters), Zangief, E. Honda, R. Mika (Street Fighter), King, Craig Marduk (Tekken)

CHAPTER 2: SKILLS

Whether leaping across rooftops while chasing a fleeing opponent or dueling a Ki-powered warlord on a rain-slicked cliffside, we expect your character to do exciting and dangerous activities in the course of their adventures. Whether those exciting and dangerous actions succeed or fail is determined by your character's skills.

This section introduces new skills specific to the *King of the Streets* setting. **Table 2-1: Complete Skill List** includes both these new skills and the skills from the Genesys Core Rulebook that are used in this setting.

GENERAL SKILLS

This group of skills represents the majority of the actions your character attempts, and is probably the broadest category of skills in the game.

ACROBATICS (AGILITY)

In the course of adventures, characters sometimes find themselves needing to stay stable on unsteady surfaces, crawl through narrow openings, or even land safely after a fall. Overcoming these types of challenges requires a sense of balance and a heightened degree of flexibility, both of which are represented by the Acrobatics skill. Acrobatics serves as a measure of your character's flexibility, sure-footedness, and hand-eye coordination.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character tries to swing back and forth on a rope or rappel down a structure.
- Your character walks across a narrow surface while trying to keep their balance.
- Your character tries to squeeze into a tiny or cramped space such as a crawlspace, sewer pipe, air duct, or narrow crevice.
- Your character falls and needs to try to slow the fall or land safely.
- Your character needs to escape from physical restraints (such as handcuffs or ropes) and wants to contort their limbs or hands so that they can slip out of their bindings.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character tries to climb up or down a rope or climb up a structure. This activity relies

TABLE 2-1: COMPLETE SKILL LIST

COMBAT SKILLS	CHARACTERISTIC	SOURCE
Grapple	Brawn	KOTS pg --
Kick	Brawn	KOTS pg --
Punch	Brawn	KOTS pg --
Ranged	Agility	KOTS pg --
FX SKILLS	CHARACTERISTIC	SOURCE
Arcana	Intellect	KOTS pg --
Ki Mastery	Willpower	KOTS pg --
Gadgets	Cunning	KOTS pg --
SOCIAL SKILLS	CHARACTERISTIC	SOURCE
Charm	Presence	GCRB pg 54
Coercion	Willpower	GCRB pg 55
Deception	Cunning	GCRB pg 56
Leadership	Presence	GCRB pg 56
KNOWLEDGE SKILLS	CHARACTERISTIC	SOURCE
The Circuit	Intellect	KOTS pg --
History	Intellect	KOTS pg --
Lore	Intellect	KOTS pg --
Military	Intellect	KOTS pg --
Streetwise	Intellect	KOTS pg --
Technology	Intellect	KOTS pg --
World	Intellect	KOTS pg --
GENERAL SKILLS	CHARACTERISTIC	SOURCE
Acrobatics	Agility	KOTS pg --
Athletics	Brawn	GCRB pg 58
Computers	Intellect	GCRB pg 58
Cool	Presence	GCRB pg 59
Discipline	Willpower	GCRB pg 60
Driving	Agility	GCRB pg 54
Insight	Cunning	KOTS pg --
Mechanics	Intellect	GCRB pg 60
Medicine	Intellect	GCRB pg 61
Perception	Cunning	GCRB pg 62
Piloting	Agility	GCRB pg 62
Resilience	Brawn	GCRB pg 63
Skulduggery	Cunning	GCRB pg 64
Stealth	Agility	GCRB pg 64
Survival	Cunning	GCRB pg 65
Vigilance	Willpower	GCRB pg 65

more on strength than agility, and calls for an Athletics check instead.

- Your character falls from a short height or onto something soft enough that they won't suffer damage when they land, or is in any similar situation that has no consequences for failure (is lowered down a structure in a firmly secured harness, for example.)

INSIGHT (CUNNING)

On the fighting circuit, your character will face a wide variety of enemies and opponents. Insight represents their ability to watch an enemy and glean information about how they think, act, and fight. Use Insight to determine your opponent's fighting style or how they were trained. If an enemy shows signs of having learned a rare technique, Insight helps you recognize and analyze the technique so you can be better prepared to defend yourself. Insight can be used to see through a feint, though it only works

while you're in a fight. Insight won't help you against an ambush, sneak attack, or to see through deceptions in conversation. It can, however, be used in conversation to glean information about a target's motivation.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to know information about the moves an opponent is using.
- Your character wants to know the fighting style, archetype, or career of an enemy.
- Your character is defending against a feint or deception in combat.
- Your character tries to learn someone's motivation.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character just got ambushed or surprised. Use Vigilance instead.
- Your character is searching for something or examining a room, place, or object. Use Perception instead.
- Your character is being lied to or tricked in a conversation. Use Vigilance for this, too.

The skills at the table so you can always have something to contribute to every session.

KNOWLEDGE SKILLS

Knowledge skills let you make characters who are smarter than you are. They give your character a measure of expertise in aspects of the world of *King of the Streets* that you couldn't be expected to have on your own. That way, if your character needs to know who to contact in order to secure a spot in the World Martial Arts Tournament, they can make a Knowledge (The Circuit) check and pick up the phone even if the player has no idea where to begin.

As a note, this is by no means an exhaustive list of all possible Knowledge skills. That would be impossible! If a player has an idea for an area of expertise beyond those listed here, and it seems specific (and useful!) enough to see a lot of playtime, GMs are encouraged to allow the creation of new Knowledge categories.

THE CIRCUIT

Knowledge (The Circuit) covers the world of professional fighting and beyond. If you want to know what the highest-paying tournaments are, how to qualify for



a fight, who the good managers are, where the arenas are at, who the biggest fighters are, and more, this is the skill for you. Knowledge of the Circuit also confers some second-hand rumors about street fighters and underground fight clubs, though detailed information and contacts in that world would be more suited for the Knowledge (Streetwise) skill.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to find a manager for their fighting career.
- Your character wants to know what people are saying about other pro fighters, or research an opponent before a match.
- Your character wants to know more about the history or significance of a particular arena or tournament.
- Your character wants to secure a spot on a fighting tour or in a tournament bracket.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to know how an opponent's special techniques work. That's better for an Insight or Knowledge (Lore) check.
- Your character wants to convince a manager to represent him or earn the respect of other fighters. Those would require social skill checks.

HISTORY

This broad-based Knowledge skill covers all aspects of world history. In the context of *King of the Streets*, however, this will also include the alternate history that led to a world of Ki-blasting, cybernetically-enhanced, genetically modified super fighters; a world where citizens gather by the millions to watch televised tournaments of celebrity martial artists fight tooth-and-nail in technologically advanced arenas of the future. How did we get here? Make a Knowledge (History) check.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to know about the significance of a place, person, or thing.
- Your character wants to know how a certain situation came to be or how cultural norms were established in a region.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to know how some piece of technology or mysticism works. That's a Technology or Lore check.
- Your character needs to contact an important figure. History might help you know who is

and isn't important in a historical context, but it won't help you strike up a conversation.

LORE

The Knowledge (Lore) skill is for a different kind of history—the secret kind. Lore is the domain of secret societies, ancient mystical orders, arcane wonders, Ki powers, wizards, monks, demons and more. Lore covers a knowledge of things both true and false—some lore really happened, some is just myth, but both can be useful in different ways.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to know the history and meaning of a particular supernatural ability or power (such as Ki attacks).
- Your character wants to know if a region has any history of arcane events.
- Your character wants to know the background of a particular secret organization or mystic sect.
- Your character wants to know if someone's grand claims of supernatural power are based in known reality or not.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to cast a spell or throw a fireball. Lore is the knowledge of how things work, not the ability to work them.
- Your character needs to know a more general point of history. Lore only covers mythical and arcane matters.

MILITARY

If you want your character to be an expert in military tactics, warfare, important military figures, and the weapons and tools of war, take Knowledge (Military). This skill also applies to various law enforcement agencies such as police, special forces, and intelligence agencies.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to know what tactics an enemy force is likely to use in a battle.
- Your character wants to know what an enemy agent is likely to know and how they were likely to have been trained by their agency.
- Your character wants to know how a particular military or law enforcement agency operates.
- Your character wants to know how a particular military vehicle or weapon operates and if it has

any known weaknesses.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to shoot a gun or drive a tank. This is a knowledge skill, not a combat skill.
- Your character needs to pretend to be an officer to sneak into a base. Though Knowledge (Military) might be helpful, that would ultimately require the Deception skill.

STREETWISE

Some call it the “school of hard knocks,” while others refer to it as “street smarts” or “gut instincts,” but in all cases, Knowledge (Streetwise) is your character’s ability to survive and thrive in rough and dangerous urban areas. If your character has ranks in Streetwise, they know how criminals tend to operate, which locations to avoid after dark, where to go to obtain illicit drugs and services, and other information crucial for making their way in the seedy underbelly of a major city.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character looks for a merchant who sells black-market goods or illegal services.
- Your character wants to understand particular references or slang in a conversation.
- Your character tries to find their way around an unfamiliar city.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character tries to approach criminals and start up a conversation without appearing like an outsider or a threat.. Though Knowledge (Streets) might be helpful, that would ultimately require the Deception skill.

TECHNOLOGY

Characters will often need to interact with highly advanced tech in this setting. Some of it will be computerized, but when that tech is a device such as a weapon, cybernetics, or advanced science, you’ll want the Knowledge (Technology) skill to know what you’re doing. This skill is also used by characters with the Tech skill to maintain special abilities and powers of their gear.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to know what a high-tech device is capable of.
- Your character wants to know how to operate a piece of advanced machinery.

- Your character wants to sustain the effects of Tech powers and abilities over multiple rounds. Knowledge: Technology is the enhancement skill for Gadgets.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to activate Tech powers and abilities. That requires the Tech skill.
- Your character wants to shoot a BFG. Knowledge (Technology) tells you how it works, but aiming and firing successfully requires a Ranged attack check.

WORLD

One significant feature of the King of the Streets setting is that characters come from all over the world. It would be helpful, then, to have a broad working knowledge of geography and world cultures. If you agree with that sentiment, Knowledge (World) is for you. Invest ranks in this skill to know increasingly specific details about sociology, politics, international relations, and cultural anthropology.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to know something about where a target is from.
- Your character wants to recognize someone’s nation of origin based on their speech and behavioral patterns.
- Your character needs to know how to dress and behave to blend in with locals.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to know the history of a region. This skill is more about current events and trends, not history.
- Your character wants to know how to find underground black markets, shady figures, or other criminal enterprises. That’s a Knowledge (Streetwise) check.
- Your character wants to know where popular fighting arenas are in a given country. That’s more likely a Knowledge (The Circuit) check.

COMBAT SKILLS

Combat skills feature prominently in *King of the Streets*. This is a game of over-the-top martial combat, after all. Basically, when your character needs to punch, kick, throw, or shoot somebody, they use a combat skill to do so. They determine both how likely you are to hit with certain kinds of attacks and how much damage you’ll deal if you do.

GRAPPLE

This skill is used for grabbing, pinning, and throwing an opponent. It is the primary skill of wrestlers, but most fighters will want some ability to grab and throw their opponents, if only for the fact that Grapple moves tend to do heavy damage and grant more control over the flow of combat by moving your opponent around the field of battle—either by bullrushing them, tossing them, tripping them, or some other means.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to pin, grapple, or hold someone.
- Your character wants to use a Move that requires the Grapple skill to activate.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to punch or kick somebody, or use a weapon against an engaged target. These actions have their own skills.
- Your character fights with a projectile weapon or a thrown weapon. If your character targets someone not at arm's reach, they should use the Gadgets skill.

KICK

The legs have much more power potential than the arms and kicks are capable of dealing incredible damage. This skill allows your character to strike opponents with their feet or knees, roundhouse kicks, flying kicks, spinning back-heels, and more.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to attack an enemy using their feet, heels, or knees.
- Your character wants to use a Move that requires the Kick skill to activate.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to grab or entrap an enemy with their legs. A submission or throw attack that uses the legs is still a Grapple check.
- Your character fights with a projectile weapon or a thrown weapon. If your character targets someone not at arm's reach, they should use the Gadgets skill.

PUNCH

The most basic of all attacks, the Punch skill encompasses all attacks with your character's arms—whether using the fist, elbow, or shoulder. While not always as

powerful as a kick, punches are more reliable and don't leave you as open for counterattacks if you miss.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to attack an enemy with their fist, elbow, or shoulder.
- Your character wants to use a Move that requires the Punch skill to activate.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to grab or entrap an enemy before punching them. A submission or throw attack that includes punching the enemy is still a Grapple check.
- Your character fights with a projectile weapon or a thrown weapon. If your character targets someone not at arm's reach, they should use the Ranged skill.

RANGED (AGILITY)

While Grapple, Kick, and Punch are used when fighting engaged enemies up close, the Ranged skill covers attacks made at a distance. Your character uses this skill to fight with any sort of ranged weapon, from bows and arrows to laser rifles. They're also going to use this skill if they want to throw things at someone.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character fights with a crossbow, longbow, blowgun, pistol, rifle, machine gun, laser pistol, missile launcher... again, you probably get the idea.
- Your character uses the weaponry of a vehicle such as the cannon on a tank, the machine guns on a fighter plane, or the Gauss rifles on a defensive turret.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character fights with their bare hands or with any kind of close combat weapon. Those are handled by the other combat skills.
- Your character uses a ranged weapon to hit someone within arm's reach, such as by taking the butt of their rifle and using it like a club. Even though they're using a ranged weapon, they're using it as if it were a melee weapon, and the check should be handled by the Punch or Grapple skills.
- Your character tries to fix or modify a ranged weapon. Repairing or creating weapons is usu-

ally handled by the Mechanics or Knowledge (Tech) skills.

FX SKILLS

These skills are a unique subset that include magic, Ki energy, and both traditional and high-tech equipment and gadgets used in combat. For more details on their specific uses, see the FX rules (pg. --).

ARCANA

The Arcana skill represents your ability to manipulate magical energies, whether they are the fundamental forces of nature or power drawn from an unnatural source. Magic is used to cast spells and identify sources of magic in the world. It also includes your general knowledge of magic and its function.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to throw a fireball at a group of enemies.
- Your character tries to use a crystal ball to see the future or observe the movements of a distant target.
- Your character attempts to summon a magic barrier to block a passage.
- Your character wishes to curse a foe and bring misfortune on their actions.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character attempts to heal an ally.
- Your character wants to enhance the power of their own body using its own natural energy.
- Your character wants to create energy effects that are undetectable by scrying or other arcane means.

KI MASTERY

Ki is the name for a naturally generated energy that springs from the life-force of all living things. This skill allows you to manipulate this web of energy to create incredible effects, from enhancing your own strength and physical prowess to healing wounds and summoning energy attacks comprised of pure life energy. For most practitioners, this is completely different from magic, but many others see little practical distinction between the alleged sources of the wondrous effects worked by sorcerers and sages.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to use their Ki to hurl energy bolts, add flaming power to punches, or

blast Ki lightning from their fingertips.

- Your character needs to heal themselves or others of wounds or disease.
- Your character attempts to communicate with animals or gain the cooperation of natural forces.
- Your character wants to enhance their physical prowess, jump incredible distances, or temporarily sharpen their sensory perception.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to cast a spell to transmute objects, summon creatures, or create runic circles of protection. Ki isn't magic—you need the Arcana skill for that.
- Your character tries to counter an enemy's spell.

GADGETS

This broad skill is for characters who use high-tech gear and equipment as part of their fighting style. This can include everything from gadget-wielding super spies and the like to gunslingers and riflemen to fighters with cybernetic enhancements or special devices and gizmos. It doesn't cover all uses of gear or equipment—only those that are either directly connected to their fighting style and technological enhancements, or those that relate to a character's typical suite of abilities. Batman's utility belt would fall under the Gadgets skill, but his crime lab, Batmobile, and supercomputer would not.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to carry guns, rocket gauntlets, or otherwise make ranged attacks using technological means.
- Your character wishes to purchase cybernetic enhancements that have special properties beyond simply replacing lost body parts.
- Your character seeks to use flashbangs, grenades, nets, grappling hooks, flamethrowers, or other kinds of gadgets and utilities.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character attempts to deliver a brutal punch or kick with a cybernetic body part.
- Your character needs a vehicle or other piece of large, heavy or otherwise significant equipment.
- Your character wants to use a sword, staff, or other melee weapon. These would be built using standard Special Moves (see the Special Moves chapter).

CHAPTER 3:

TALENTS

This section introduces new talents specific to the *King of the Streets* setting. These talents can also be used in other settings should the GM and players desire.

TIER 1

ANIMAL EXPERTISE

Tier: 1

Activation: Passive

Ranked: Yes

Add ■ per rank of Animal Expertise to all checks when interacting with beast or animals (including combat checks).

BOUGHT INFO

Tier: 1

Activation: Active (Action)

Ranked: No

When making any knowledge skill check, your character can instead use this talent to spend an amount of currency equal to fifty times the difficulty of the check and automatically succeed on the knowledge check with one uncanceled ★ (instead of rolling). At your GM's discretion, your character may not be able to use Bought Info if the information is particularly sensitive or difficult to find, or buying it doesn't make narrative sense.

Source: GCRB p. 72

BRACE

Tier: 1

Activation: Active (Maneuver)

Ranked: Yes

As a maneuver, the character may Brace himself. This allows a character to remove ■ per rank of Brace from the next skill check based on changing conditions, inclement weather, unstable surfaces, zero gravity, heavy gravity, or other disruptive physical obstacles that would make a skill check more difficult.

BULLRUSH

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character makes a Punch or Kick combat check after using a maneuver to engage a target, you may spend ▲▲▲ or ⚽ to use this talent to knock the target prone and move them up to one range band away from your character.

Source: ROT p. 84

CHALLENGE!

Tier: 1

Activation: Active (Maneuver)

Ranked: Yes

Once per encounter, your character may use this talent to choose a number of adversaries within short range no greater than your character's ranks in Challenge! (a minion group counts as a single adversary for this purpose). Until the encounter ends or your character is incapacitated, these adversaries add ■ to combat checks targeting your character and ■ to combat checks targeting other characters.

Source: ROT p. 84

CHEAP SHOT

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character disorients or knocks their target prone when making a Grapple, Kick, or Punch combat check, they may use this talent to cause the target to suffer wounds equal to your character's ranks in Skulduggery.

TABLE 3-1: COMPLETE TALENT LIST

TALENT	TIER	TALENT	TIER	TALENT	TIER
Acrobatic Dodge	5	Defensive Sysops (Improved)	2	Heroic Resilience	3
Animal Companion	3	Desperate Recovery	1	Heroic Will	3
Animal Expertise	1	Determined Driver	2	Hold My Beer	2
Anticipate Attack	2	Dirty Tricks	2	How Convenient!	4
Applied Research	3	Distinctive Style	3	Hunter	2
Arcane Awakening	2	Dodge	3	Hyper Combo	3
Backstab	3	Dual Strike	3	Indomitable	5
Back-to-Back	4	Dual Wielder	2	Inspiring Rhetoric	2
Bad Cop	2	Dumb Luck	3	Inspiring Rhetoric (Improved)	3
Bad Habit	3	Durable	1	Inspiring Rhetoric (Supreme)	4
Basic Military Training	2	Eagle Eyes	3	Intimidating	3
Blindsense	3	Easy Prey	3	Inventor	2
Bodyguard	3	Elementary	4	Jump Up	1
Bodyguard (Improved)	4	Enduring	4	Knack for It	1
Bodyguard (Supreme)	5	EX Attack	3	Know Somebody	1
Bought Info	1	EX Counter	3	Laugh it Off	3
Brace	1	EX Parry	1	Let's Ride	1
Bullrush	1	Exploit	2	Let's Talk This Over	5
Can't We Talk About This?	4	Explosive	3	Lucky Strike	2
Careful Planning	4	Fan the Hammer	2	Mad Inventor	4
Challenge!	1	Feint	3	Mastery	5
Cheap Shot	1	Field Commander	3	Master Plan	5
Clever Retort	1	Field Commander (Improved)	4	Natural	3
Combat Analysis	1	Finesse	1	Natural Communion	2
Combat Medicine	2	Flash of Insight	2	Nerve Strike	2
Combo Breaker	4	Forager	1	Net Search	1
Conduit	4	Forgot to Count?	3	Nimble	3
Coordinated Assault	2	Full Throttle	3	No Escape	2
Counteroffer	2	Ghost in the Machine	5	Offensive Driving	4
Crushing Blow	5	Good Cop	2	One with Nature	1
Customer Service Experience	1	Grit	1	Outwit	2
Deadeye	4	Hamstring Shot	1	Overbalance	4
Death Rage	4	Hand on the Throttle	1	Overcharge	4
Dedication	5	Harass	3	Overcharge (Improved)	5
Deep Pockets	1	Hard Boiled	3	Painkiller Specialization	3
Defensive	4	Hard Headed	2	Parkour!	2
Defensive Driving	4	Haughty Demeanor	2	Parkour! (Improved)	4
Defensive Stance	2	Heightened Awareness	2	Physician	1
Defensive Sysops	1	Heroic Recovery	2	Precision	1

TABLE 3-1: COMPLETE TALENT LIST (CONTINUED)

TALENT	TIER	TALENT	TIER
Pressure Point	3	Spiritual Awakening	2
Probing Question	2	Staggering Blow	1
Proper Upbringing	1	Steady Aim	4
Quick Draw	1	Surgeon	1
Quick Fix	2	Swift	1
Quick Strike	1	Tech Training	2
Quick Witted	4	Thorough Assessment	5
Rage Mode	2	Threaten	2
Rapid Reaction	1	Thug Thrashing	2
Reckless Charge	2	Toughened	1
Resourceful Mechanic	1	Tumble	1
Respected	1	Two-Handed Stance	2
Retribution	5	Ultra Combo	4
Ruinous Repartee	5	Underworld Contacts	2
Scathing Tirade	2	Underworld Contacts (Improved)	3
Scathing Tirade (Improved)	3	Unrelenting	4
Scathing Tirade (Supreme)	4	Unremarkable	1
Second Wind	1	Urban Combatant	4
Shapeshifter	1	Well-Travelled	2
Shapeshifter (Improved)	2	Whirlwind	5
Side Step	2	You Owe Me One	3
Signature Special	2	You Owe Me One (Improved)	4
Signature Special (Improved)	4	Zealous Fire	5

CLEVER RETORT

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per encounter, your character may use this talent to add automatic 🎲🎲 to another character's social skill check.

Source: GCRB p. 73

CUSTOMER SERVICE EXPERIENCE

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

After your character makes a Charm check, they may suffer 1 strain to use this talent to cancel 🎲 equal to your character's ranks in Customer Service Experience.

Source: SotB p. 45

COMBAT ANALYSIS

Tier: 1

Activation: Passive

Ranked: No

When making a Grapple, Kick, or Punch check, your character may use Intellect instead of Brawn.

DEEP POCKETS

Tier: 1

Activation: Active (Maneuver)

Ranked: No

Once per session, your character may use this talent to

produce a small but narratively useful item from their pockets, backpack, or similar receptacle (it turns out the item had been there the whole time).

Your GM has final say as to what items can be produced with Deep Pockets, but generally it them should cost less than 100 credits and have an encumbrance of 0 or 1.

Source: SotB p. 45

DEFENSIVE SYSOPS

Tier: 1

Activation: Passive

Ranked: No

When attempting to defend a computer system against intrusion (or when someone attempts to hack a computer owned or programmed by your character) your character adds ■■ to their opponent's checks. If your character has access to the computer system when the intrusion takes place, they are automatically aware of the intrusion.

Source: GCRB p. 73

DESPERATE RECOVERY

Tier: 1

Activation: Passive

Ranked: No

Before your character heals strain at the end of an encounter, if their strain is more than half of their strain threshold, they heal two additional strain.

Source: GCRB p. 73

DURABLE

Tier: 1

Activation: Passive

Ranked: Yes

Your character reduces any Critical Injury result they suffer by 10 per rank of Durable, to a minimum of 01.

Source: GCRB p. 73

EX PARRY

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When your character uses the Parry maneuver, your character may reduce one additional damage per rank of EX Parry. This talent can only be used once per hit.

FINESSE

Tier: 1

Activation: Active (Incidental)

Ranked: No

When making a Grapple, Kick, or Punch check, your character may use Agility instead of Brawn.

Source: ROT p. 84

FORAGER

Tier: 1

Activation: Passive

Ranked: No

Your character removes up to ■■ from any skill checks they make to find food, water, or shelter. Checks to forage or search the area that your character makes take half the time they would normally.

Source: GCRB p. 73

GRIT

Tier: 1

Activation: Passive

Ranked: Yes

Each rank of Grit increases your character's strain threshold by one.

Source: GCRB p. 73

HAMSTRING SHOT

Tier: 1

Activation: Active (Action)

Ranked: No

Once per round, your character may use this talent to perform a ranged combat check against one non-vehicle target within range of the weapon used. If the check is successful, halve the damage inflicted by the attack (before reducing damage by the target's soak). The target is immobilized until the end of its next turn.

Source: GCRB p. 73



HAND ON THE THROTTLE

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per round while driving or piloting a vehicle, your character may use this talent to increase or decrease its speed by 1, to a minimum of 0 or a maximum of the vehicle's max speed.

Source: SotB p. 45

JUMP UP

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per round during your character's turn, your character may use this talent to stand from a prone or seated position as an incidental.

Source: GCRB p. 73

KNACK FOR IT

Tier: 1

Activation: Passive

Ranked: Yes

When you purchase this talent for your character, select one skill. Your character removes ■■ from any checks they make using this skill. Each additional time you purchase this talent for your character, select two additional skills. Your character also removes ■■ from any checks they make using these skills. You cannot select combat or magic skills when choosing skills for this talent.

Source: GCRB p. 73

KNOW SOMEBODY

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

Once per session, when attempting to purchase a legally available item, your character may use this talent to reduce its rarity by one per rank of Know Somebody.

Source: GCRB p. 74

LET'S RIDE

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per round during your character's turn, your character can use this talent to mount or dismount from a vehicle or animal, or move from one position in a vehicle to another (such as from the cockpit to a gun turret) as an incidental. In addition, if your character suffers a short-range fall (see page 112) from a vehicle or animal, they suffer no damage and land on their feet.

Source: GCRB p. 74

NET SEARCH

Tier: 1

Activation: Active (Maneuver)

Ranked: No

When your character has access to the Net, they can use this talent to upgrade the ability of the next Knowledge check they make that turn twice, and the difficulty of the check once. ⊗ means that they learn some seemingly relevant and believable information that turns out to be completely (and possibly maliciously) false.

Source: SotB p. 45

ONE WITH NATURE

Tier: 1

Activation: Active (Incidental)

Ranked: No

When in the wilderness, your character may make a Simple (◆) Survival check, instead of Discipline or Cool, to recover strain at the end of an encounter (see page 117).

Source: GCRB p. 74

PHYSICIAN

Tier: 1

Activation: Passive

Ranked: Yes

When a patient under your character's care heals wounds from natural rest, they heal additional wounds equal to twice your character's ranks in Physician.

PRECISION

Tier: 1

Activation: Active (Incidental)

Ranked: No

When making a Grapple, Kick, or Punch check, your character may use Cunning instead of Brawn or Agility.

Source: ROT p. 84

PROPER UPBRINGING

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

When your character makes a social skill check in polite company (as determined by your GM), they may suffer a number of strain to use this talent to add an equal number of ▲ to the check. The number may not exceed your character's ranks in Proper Upbringing.

Source: GCRB p. 74

QUICK DRAW

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per round on your character's turn, they may use this talent to draw or holster an easily accessible weapon

or item as an incidental. Quick Draw also reduces a weapon's Prepare rating by one, to a minimum of one.

Source: GCRB p. 74

QUICK STRIKE

Tier: 1

Activation: Passive

Ranked: Yes

Your character adds ■ for each rank of Quick Strike to any combat checks they make against any targets that have not yet taken their turn in the current encounter.

Source: GCRB p. 74

RAPID REACTION

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Your character may suffer a number of strain to use this talent to add an equal number of ✨ to a Vigilance or Cool check they make to determine Initiative order. The number may not exceed your character's ranks in Rapid Reaction.

Source: GCRB p. 74

RESOURCEFUL MECHANIC

Tier: 1

Activation: Passive

Ranked: Yes

When your character makes a Mechanics check to repair system strain or hull trauma on a vehicle, they repair one additional system strain or hull trauma per rank of Resourceful Mechanic.

Source: SoTB p. 45

RESPECTED

Tier: 1

Activation: Passive

Ranked: Yes

When first acquired, choose one social group. The character downgrades the difficulty of checks to interact with members of that social group a number of times equal to his ranks in Respected. The social group affected must be approved by the GM, but possibilities include institutions of higher learning, law-enforcement agencies, a street gang, etc.



SECOND WIND

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

Once per encounter, your character may use this talent to heal an amount of strain equal to their ranks in Second Wind.

Source: GCRB p. 74

SHAPESHIFTER

Tier: 1

Activation: Passive

Ranked: No

When your character is incapacitated due to having exceeded their strain threshold while in their normal form, they undergo the following change as an out-of-turn incidental: they heal all strain, increase their Brawn and Agility by one to a maximum of 5 and reduce their Intellect and Willpower by one to a minimum of 1. They deal +1 damage when making unarmed attacks and their unarmed attacks have a Critical rating of 3, but they cannot use magic skills or make ranged attacks. Your GM should ensure that NPCs react appropriately to this (at the very least, upgrading the difficulty of social skill checks twice). Your character reverts to their normal form after eight hours or if they become incapacitated (for instance, by exceeding their wound or strain threshold).

Source: ROT p. 84

STAGGERING BLOW

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character uses a Punch or Kick special move against a minion or rival, you may spend **AAAA** or **⚙** to stagger the target until the end of the target's next turn.

SURGEON

Tier: 1

Activation: Passive

Ranked: Yes

When your character makes a Medicine check to heal wounds, the target heals one additional wound per rank of Surgeon.

Source: GCRB p. 74

SWIFT

Tier: 1

Activation: Passive

Ranked: No

Your character does not suffer the penalties for moving through difficult terrain (they move through difficult terrain at normal speed without spending additional maneuvers).

Source: GCRB p. 75

TOUGHENED

Tier: 1

Activation: Passive

Ranked: Yes

Each rank of Toughened increases your character's wound threshold by two.

Source: GCRB p. 75

TUMBLE

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per round on your character's turn, they may suffer 2 strain to disengage from all engaged adversaries.

Source: ROT p. 87

UNREMARKABLE

Tier: 1

Activation: Passive

Ranked: No

Other characters add ✕ to any checks made to find or identify your character in a crowd.

Source: GCRB p. 75

TIER 2

ARCANE AWAKENING

Tier: 2

Activation: Passive

Ranked: No

Knowledge (Lore) and Arcana are now career skills for your character.

Source: ROT p. 87

BAD COP

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Your character may spend ▲▲ from a Coercion or Deception check to use this talent to upgrade the ability of a single ally's subsequent social skill check a number of times equal to your character's ranks in Bad Cop. The check must target the same character as your character's

initial check, and it must take place during the same encounter.

Only one character may affect a check with this talent.

Source: SotB p. 47

BASIC MILITARY TRAINING

Tier: 2

Activation: Passive

Ranked: No

Athletics, Ranged, and Resilience are now career skills for your character.

Source: GCRB p. 75

COMBAT MEDICINE

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Before making a Medicine check, your character may use this talent to add ✨ equal to their ranks in Combat Medicine to the results. After the check is resolved, the target suffers 2 strain for each rank your character has in Combat Medicine.

Source: SotB p. 48

COORDINATED ASSAULT

Tier: 2

Activation: Active (Maneuver)

Ranked: Yes

Once per turn, your character may use this talent to have a number of allies engaged with your character equal to your ranks in Leadership add ▲ to all combat checks they make until the end of your character's next turn. The range of this talent increases by one band per rank of Coordinated Assault beyond the first.


Source: GCRB p. 75

COUNTEROFFER

Tier: 2

Activation: Active (Action)

Ranked: No

Once per session, your character may use this talent to choose one non-nemesis adversary within medium range and make an opposed Negotiation versus Discipline check. If successful, the target becomes staggered until the end of their next turn. At your GM's discretion, you may spend  on this check to have the adversary become an ally until the end of the encounter. However, the duration of this may be shortened or extended depending on whether your GM feels your offer is appealing to the adversary and whether your character follows through on their offer!

Source: GCRB p. 75

DETERMINED DRIVER

Tier: 2

Activation: Active (Incidental)

Ranked: No

You may spend a Story Point to use this talent to have your character heal system strain on a vehicle they are currently driving or piloting equal to their ranks in Driving or Piloting (choose the skill used to direct the vehicle).

Source: SotB p. 48

DEFENSIVE STANCE

Tier: 2

Activation: Active (Maneuver)

Ranked: Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Defensive Stance to use this talent. Then, until the end of your character's next turn, upgrade the difficulty of all melee combat checks targeting your character a number of times equal to the strain suffered.



Source: GCRB p. 75



DEFENSIVE SYSOPS (IMPROVED)

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Defensive Sysops talent to benefit from this talent. Before adding   from

Defensive Sysops to a check, use this talent to add   to the results of the check instead.

Source: GCRB p. 76

DIRTY TRICKS

Tier: 2

Activation: Active (Incidental)

Ranked: No

After your character inflicts a Critical Injury on an adversary, they may use this talent to upgrade the difficulty of that adversary's next check.

Source: ROT p. 88

DUAL WIELDER

Tier: 2

Activation: Active (Maneuver)

Ranked: No

Once per round, your character may use this talent to decrease the difficulty of the next combined combat check (see Two-Weapon Combat, on page 108) they make during the same turn by one.

Source: GCRB p. 76

EXPLOIT

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

When your character makes a combat check with a Grapple, Kick, or Punch special move, they may suffer 2 strain to use this talent to add the Ensnare quality to the attack. The rating of the Ensnare quality is equal to your character's ranks in Exploit.

Source: ROT p. 88

FAN THE HAMMER

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per encounter before making a combat check with a pistol (your GM has the final say on whether a weapon is a pistol or not), your character may use this talent to add the Auto-fire quality to the pistol when resolving the check. If your character does, the weapon runs out of ammo exactly as with an Out of Ammo result (see page

104).




Source: GCRB p. 76

FLASH OF INSIGHT

Tier: 2

Activation: Passive

Ranked: No

When your character generates  on a knowledge skill check, roll  and add the results to the check, in addition to spending the  as usual.



Source: ROT p. 88

GOOD COP

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Your character may spend   from a Charm or Negotiation check to use this talent to upgrade the ability of a single ally's subsequent social skill check a number of times equal to your character's ranks in Good Cop. The check must target the same character as your character's initial check, and it must take place during the same encounter.

Only one character may affect a check with this talent.





Source: SotB p. 48

HARD HEADED

Tier: 2

Activation: Active (Action)

Ranked: Yes


When staggered or disoriented, perform the Hard Headed action; make a Daunting (   ) Discipline check to remove status. Difficulty reduced per rank of Hard Headed.

HAUGHTY DEMEANOR

Tier: 2

Activation: Passive

Ranked: No

Other characters add  to social skill checks targeting your character.




Source: SotB p. 48

HEIGHTENED AWARENESS

Tier: 2

Activation: Passive

Ranked: No

Allies within short range of your character add  to their Perception and Vigilance checks. Allies engaged with your character add   instead.

Source: GCRB p. 76

HEROIC RECOVERY

Tier: 2

Activation: Active (Incidental)

Ranked: No

When your character acquires this talent, choose one characteristic. Once per encounter, you may spend one Story Point to use this talent to have your character heal strain equal to the rating of the chosen characteristic.



Source: ROT p. 88

HOLD MY BEER

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

When making an Acrobatics, Athletics, Driving, Piloting, or Skullduggery check, or when making any combat check, before your character makes the check, they may add a number of  to the results to use this talent to add an equal number of . The number may not exceed your character's ranks in Hold My Beer.

HUNTER

Tier: 2

Activation: Passive

Ranked: No

Knowledge (World), Ranged, and Survival are now career skills for your character.

Source: ROT p. 88

INSPIRING RHETORIC

Tier: 2

Activation: Active (Action)

Ranked: No

Your character may use this talent to make an **Average** (◆◆) **Leadership check**. For each ✨ the check generates, one ally within short range heals one strain. For each ▲, one ally benefiting from Inspiring Rhetoric heals one additional strain.

Source: GCRB p. 76

INVENTOR

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

When your character makes a check to construct new items or modify existing ones, use this talent to add a number of ■ to the check equal to ranks of Inventor. In addition, your character may attempt to reconstruct devices that they have heard described but have not seen and do not have any kinds of plans or schematics for.

Source: GCRB p. 76

LUCKY STRIKE

Tier: 2

Activation: Active (Incidental)

Ranked: No

When your character purchases this talent, choose one characteristic. After your character makes a successful combat check, you may spend one Story Point to use this talent to add damage equal to your character's ranks in that characteristic to one hit of the combat check.

Source: GCRB p. 76

NATURAL COMMUNION

Tier: 2

Activation: Passive

Ranked: No

When your character uses the Conjure magic action, the spell gains the Summon Ally effect without increasing the difficulty. All creatures your character summons must be naturally occurring animals native to the area

Source: ROT p. 88

NERVE STRIKE

Tier: 2

Activation: Active (Incidental)

Ranked: No

When your character inflicts a Critical Injury with a special move, until the end of the target's next turn they may use this talent to immobilize the target (in addition to the other effects of the Critical Injury).

NO ESCAPE

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your character may suffer 2 strain to use this talent. Until the start of your character's next turn, enemies must spend two maneuvers to disengage from your character.

OUTWIT

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: No

After an opponent targets you with an attack and misses, may spend ☒ or ☑☑☑ to deal automatic damage to the opponent equal to your Intellect. This damage ignores soak.

PARKOUR!

Tier: 2

Activation: Active (Maneuver)

Ranked: No

Once per round, your character may suffer 1 strain to use this talent and move to any location within Short range.

This includes locations that are vertically distant or have no easy access route, but there must be an object to move across or path to move along. Your GM may rule some locations cannot be reached (such as ones behind locked doors or walls).

Source: SotB p. 49

PROBING QUESTION

Tier: 2

Activation: Passive

Ranked: No

If your character knows an opponent's Flaw or Fear motivation, when your character inflicts strain on that opponent using a social skill, the opponent suffers 3 additional strain.

Source: SotB p. 49

QUICK FIX

Tier: 2

Activation: Active (Manuever)

Ranked: No

You may spend a Story Point to allow your character to use this talent to temporarily repair one damaged item they are engaged with. For a number of rounds equal to your character's ranks in Mechanics, the item may be used without penalty (see page 89 of the *Genesys Core Rulebook*), even if it is unusable. When the effect ends, the item is damaged one additional step; if it was already suffering from major damage, it is destroyed and cannot be repaired.

Source: SotB p. 49

RAGE MODE

Tier: 2

Activation: Active (Maneuver)

Ranked: No

Once per encounter, your character may use this talent. Until the end of the encounter or until they are incapacitated, your character adds ⚡⚡ to all melee combat checks they make. However, opponents add ⚡ to all combat checks targeting your character. While berserk, your character cannot make ranged combat checks. At the end of the encounter (or when they are incapacitated), your character suffers 6 strain.

RECKLESS CHARGE

Tier: 2

Activation: Active (Incidental)

Ranked: No

After using a maneuver to move to engage an adversary,

your character may suffer 2 strain to use this talent. They then add ⚡⚡⚡⚡ to the results of the next Punch or Kick combat check they make this turn.

Source: ROT p. 89

SCATHING TIRADE

Tier: 2

Activation: Active (Action)

Ranked: No

Your character may use this talent to make an **Average** (◆◆) **Coercion check**. For each ⚡ the check generates, one enemy within short range suffers 1 strain. For each ⚡, one enemy affected by Scathing Tirade suffers 1 additional strain.

Source: GCRB p. 77

SHAPESHIFTER (IMPROVED)

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per session, your character may make a **Hard** (◆◆◆) **Discipline check** as an out-of-turn incidental either to trigger Shapeshifter or to avoid triggering it when they exceed their strain threshold.

Source: ROT p. 89

SIDE STEP

Tier: 2

Activation: Active (Maneuver)

Ranked: Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Side Step to use this talent. Until the end of your character's next turn, upgrade the difficulty of all ranged combat checks targeting your character a number of times equal to the strain suffered.

Source: GCRB p. 77

SIGNATURE SPECIAL

Tier: 2

Activation: Passive

Ranked: No

When your character gains this talent, decide on a signature special ability for them, consisting of a particular FX action and a specific set of one or more effects. When your character uses their signature special ability (consisting of the exact combination of action and effects previously chosen), reduce the difficulty of the check by one.

Source: ROT p. 89

SPIRITUAL AWAKENING

Tier: 2

Activation: Passive

Ranked: No

Discipline and Ki Mastery are now career skills for your character.

TECH TRAINING

Tier: 2

Activation: Passive

Ranked: No

Knowledge (Technology) and Gadgets are now career skills for your character

THREATEN

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

After an adversary within short range of your character resolves a combat check that deals damage to one of your character's allies, your character may suffer 3 strain to use this talent to inflict a number of strain on the adversary equal to your character's ranks in Coercion. The range of this talent increases by one band per rank of Threaten beyond the first.

Source: ROT p. 89

THUG THRASHING

Tier: 2

Activation: Passive

Ranked: No

Your character adds ■ to his close combat checks when engaged with multiple opponents and ■■ to close combat checks when engaged with multiple minions.

This includes single groups of multiple minions.

TWO-HANDED STANCE

Tier: 2

Activation: Passive

Ranked: No

When performing a combat check with a one-handed Ranged weapon, if your character has nothing in their other hand, they add ▲ to the results.

Source: SotB p. 49



UNDERWORLD CONTACTS

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per session, you may spend one Story Point use this talent to let your character learn if a character of your choice is in your current city, and if so, what district.

At your GM's discretion, the information may take up to an hour to come back to your character.

Source: SotB p. 49

WELL-TRAVELLED

Tier: 2

Activation: Passive

Ranked: No

Knowledge (Geography), Negotiation, and Vigilance are now career skills for your character.

Source: ROT p. 89

TIER 3

ANIMAL COMPANION

Tier: 3

Activation: Passive

Ranked: Yes

Your character creates a bond with a single animal approved by your GM. This animal must be silhouette 0 (no larger than a mid-sized dog). The bond persists as long as your character chooses, although at your GM's discretion, the bond may also be broken due to abusive treatment or other extenuating circumstances. As long as the bond persists, the animal follows your character, and you dictate the animal's overall behavior (although, since the animal is only bonded with the character, not dominated, it may still perform inconvenient actions such as scratching furniture, consuming rations, and marking territory). Once per round in structured encounters, your character may spend one maneuver to direct their animal in performing one action and one maneuver during your character's turn. The animal must be within hearing and visual range of your character (generally medium range) to do this. Otherwise, the animal does not contribute to the encounter. The specifics of its behavior are up to you and your GM. For every additional rank of Animal Companion your character has, increase the allowed silhouette of the companion by one (this may mean your character

gets a new companion, or their companion grows in size). This talent can also change in flavor depending on the nature of your game setting. While an animal companion may make sense in many settings, in a futuristic setting it may make more sense for the "animal" to be a robot or drone, for example.

Source: GCRB p. 77

ANTICIPATE ATTACK

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Once per turn, you may perform the Anticipate Attack maneuver to add your Intellect as a bonus to your melee and ranged defense until the start of your next turn.

APPLIED RESEARCH

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

Your character may use this talent before making a check to use any knowledge skill and Intellect instead of the skill and characteristic the check would normally require. Your character may use this talent a number of times per session equal to their ranks in Applied Research.

When your character uses this talent, you should explain how their mastery of knowledge lets them accomplish this task. In addition, your GM may rule that a particular knowledge skill makes the most sense in a given situation, and require your character to use that specific knowledge skill.

Source: SotB p. 49

BACKSTAB

Tier: 3

Activation: Active (Action)

Ranked: No

Your character may use this talent to attack an unaware adversary using a Punch or Kick special move. A Backstab is a melee attack, and follows the normal rules for performing a combat check (see page 101 of the *Genesys Core Rulebook*), using the character's Skulduggery skill instead of Punch or Kick. If the check succeeds, each uncanceled ✨ adds +2 damage (instead of the normal +1).

Source: ROT p. 89

BAD HABIT

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Your character may use this talent to become disoriented for the remainder of the encounter. At the beginning of each of your character's turns, if they are still disoriented due to this talent, they heal 2 strain.

Source: SotB p. 49

BLINDSENSE

Tier: 3

Activation: Passive

Ranked: Yes

As long as your character can hear, you may ignore setback imposed by darkness or blindness within short range. Each additional rank increases the talent's range.

BODYGUARD

Tier: 3

Activation: Active (Maneuver)

Ranked: Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Body Guard to use this talent. Choose one ally engaged with your character; until the end of your character's next turn, upgrade the difficulty of all combat checks targeting that ally a number of times equal to the strain suffered.







Source: ROT p. 90, SotB p. 49

DISTINCTIVE STYLE

Tier: 3

Activation: Active (Incidental)

Ranked: No

When making a Computers check to hack a system or break into a secured network, before rolling, your character may use this talent to add     to the results. If you are using the optional hacking rules on page 232 and your check generates  , your GM should spend it on the I Know You! option in Table III.2-22 on page 234 of the *Genesys Core Rulebook*.

Source: GCRB p. 78

DODGE

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When your character is targeted by a combat check (ranged or melee), they may suffer a number of strain no greater than their ranks in Dodge to use this talent. Then, upgrade the difficulty of the combat check targeting your character a number of times equal to the strain suffered.



Source: GCRB p. 78

DUAL STRIKE

Tier: 3

Activation: Active (Incidental)

Ranked: No

When resolving a combined check to attack with two weapons in a melee combat, your character may suffer 2 strain to use this talent to hit with the secondary weapon (instead of spending  ).

Source: ROT p. 90

DUMB LUCK

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per session, you may spend a Story Point to use this talent after your character suffers a Critical Injury but before the result is rolled. Their opponent must roll two results, and you select which applies to your character.

Source: SotB p. 49

EAGLE EYES

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per encounter before making a ranged combat check, you may use this talent to increase your weapon's range by one range band (to a maximum of extreme range). This lasts for the duration of the combat check.



Source: GCRB p. 78

EASY PREY

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Your character may suffer 3 strain to use this talent. Until the start of your character's next turn, your character and allies within short range add   to combat checks against immobilized targets.

Source: ROT p. 90

EX ATTACK

Tier: 3

Activation: Active (Incidental)

Ranked: No



Once per round on your character's turn, your character may suffer a number of strain up to your ranks in Discipline to add an equal amount of damage to one hit of a successful attack against an engaged opponent.

EX COUNTER

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No


When your character uses the Counterattack maneuver to hit an attacker, they may also activate a move quality of the special move they used as if they had generated   on a combat check using that special move.

EXPLOSIVE

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character makes a combat check with a weapon or special move that has the Blast item/move quality, you may spend one Story Point to use this talent to trigger the weapon's Blast quality, instead of spending  (even if the attack misses). In addition, your character treats grenades as having a range of medium.





Source: GCRB p. 78

FEINT

Tier: 3

Activation: Passive

Ranked: Yes



Spend  or    generated on a missed close combat attack to upgrade difficulty of opponent's next attack targeting your character by your character's ranks in Feint.

FIELD COMMANDER

Tier: 3

Activation: Active (Action)

Ranked: No

Your character may use this talent to make an Average ( ) Leadership check. If successful, a number of allies equal to your character's Presence may immediately suffer 1 strain to perform one maneuver (out of turn). If there are any questions as to which allies take their maneuvers first, your character is the final arbiter.



Source: GCRB p. 78

FORGOT TO COUNT?

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

When an opponent makes a ranged combat check, you can spend   from that check to use this talent to cause their weapon to run out of ammo (see page 104), as long as the weapon can normally run out of ammunition.




Source: GCRB p. 78

FULL THROTTLE

Tier: 3

Activation: Active (Action)

Ranked: No

While driving or flying, your character may use this talent to make a Hard (  ) Piloting or Driving check. If successful, the top speed of the vehicle increases by one (to a maximum of 5) for a number of rounds equal to your character's Cunning. The specifics of this talent require the optional vehicle rules, on page 220. If your game does not use these rules, this talent simply makes the vehicle go much faster than normal, with the specifics up to your GM.

Source: GCRB p. 78

HARD BOILED

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character makes a check to recover strain at the end of an encounter, your character may make a Simple (◆) Resilience check instead of Discipline or Cool. If your character does so, they heal 1 strain per ✨ and 1 wound per ▲.

Source: SotB p. 50

HARASS

Tier: 3

Activation: Active (Incidental)

Ranked: No

Whenever the character's animal companion makes a successful combat check against a target, it may forgo inflicting damage to upgrade the difficulty of the target's next check once instead.

HEROIC RESILIENCE

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

Immediately after being hit by an attack but before suffering damage, spend 1 Story Point to increase soak by ranks in Resilience.

HEROIC WILL

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

When you purchase this talent for your character, choose two characteristics. You may spend a Story Point to use this talent to have your character ignore the effects of all Critical Injuries on any skill checks using those two characteristics until the end of the current encounter. (Your character still suffers the Critical Injuries; they just ignore the effects.)

Source: GCRB p. 79

HYPER COMBO

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Before performing a combat check using a special move with the Combo quality, your character may use this talent to use the Combo quality without increasing the difficulty of the combat check. If they do so, each time they trigger an additional hit during the attack, they suffer 2 strain.

INTIMIDATING

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

You may suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

INSPIRING RHETORIC (IMPROVED)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Inspiring Rhetoric talent to benefit from this talent. Allies affected by your character's Inspiring Rhetoric add ■ to all skill checks they make for a number of rounds equal to your character's ranks in Leadership.

Source: GCRB p. 78

LAUGH IT OFF

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

When your character is targeted by a social check they may use this talent to spend ☹☹☹ or ☹ to reduce any strain the check inflicts by a number equal to their ranks in Charm. If they do, the character who targeted them suffers an amount of strain equal to the amount of strain reduced.

Source: SotB p. 50

NATURAL

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character purchases this talent, choose two skills. Once per session, your character may use this talent to reroll one skill check that uses one of those two skills.

Source: GCRB p. 79

NIMBLE

Tier: 3

Activation: Active (Incidental)

Ranked: No

At the start of your character's turn, you may spend one Story Point to use this talent to allow your character to perform a move maneuver as an incidental. (This does not count against the limit of two maneuvers per turn.) If you use this talent, your character can only perform one additional move maneuver during this turn.

Source: SotB p. 50

PAINKILLER SPECIALIZATION

Tier: 3

Activation: Passive

Ranked: Yes

When your character uses painkillers (or their equivalent, depending on the setting), the target heals one additional wound per rank of Painkiller Specialization. The sixth painkiller and beyond each day still has no effect.

Source: GCRB p. 79

PRESSURE POINT

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character makes an unarmed combat check targeting a living opponent, they may use this talent to deal strain damage instead of wound damage, and inflict additional strain damage equal to their ranks in Medicine.

Source: ROT p. 90

SCATHING TIRADE (IMPROVED)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Scathing Tirade talent to benefit from this talent. Enemies affected by your character's Scathing Tirade add ■ to all skill checks they make for a number of rounds equal to your character's ranks in Coercion.

Source: GCRB p. 79

UNDERWORLD CONTACTS (IMPROVED)

Tier: 3

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Underworld Contacts talent to benefit from this talent. When you use Underworld Contacts, you may choose to spend two Story Points instead of one. If you do, your character learns the target's specific location.

Source: SotB p. 51

YOU OWE ME ONE

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per session, you may spend two Story Points to use this talent to have one NPC in the current encounter owe your character a favor. If the favor is not resolved by the end of the encounter, it is forgotten.

It's up to you and your GM to determine exactly why the NPC owes your character a favor.

Source: SotB p. 51

TIER 4

BACK-TO-BACK

Tier: 4

Activation: Passive

Ranked: No

While engaged with one or more allies, your character and allies they are engaged with add ■ to combat checks. If one or more allies engaged with your character also have Back-to-Back, the effects are cumulative to a maximum of ■■.

Source: ROT p. 91

BODYGUARD (IMPROVED)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Body Guard talent to benefit from this talent. Once per session, when an ally protected by the Bodyguard maneuver suffers a hit, suffer the hit instead.

CAREFUL PLANNING

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, may introduce a “fact” into the narrative as if a Story Point had been spent.

CAN'T WE TALK ABOUT THIS?

Tier: 4

Activation: Active (Action)

Ranked: No

Your character can use this talent to make an opposed Charm or Deception versus Discipline check targeting a single non-nemesis adversary within medium range. If the check succeeds, the target cannot attack your character (or perform hostile actions against your character) until the end of their next turn. You may spend **AA** to increase the length of the effect by one additional turn, and spend **⊗** to extend the benefits to all of their identified allies within short range. The effect ends immediately if your character or a known ally attacks the target. In addition, your GM may rule that some targets are immune to this ability. An automated sentry turret, for example, has no interest in resolving a conflict through talking, nor would someone consumed by rage and the desire for revenge against your character.

Source: GCRB p. 79

COMBO BREAKER

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per encounter, when an opponent successfully activates the Combo property of a move used against you, you may spend 1 Story Point. Reduce incoming damage by half and automatically succeed on an immediate Counter maneuver.

CONDUIT

Tier: 4

Activation: Active (Incidental)

Ranked: No

Once per encounter, your character may spend a Story Point to perform an FX action as a maneuver.

Source: ROT p. 91

DEADEYE

Tier: 4

Activation: Active (Incidental)

Ranked: No

After your character inflicts a Critical Injury with a ranged weapon and rolls the result, your character may suffer 2 strain to use this talent. Then, you may select any Critical Injury of the same severity to apply to the target instead.

Source: GCRB p. 79

DEATH RAGE

Tier: 4

Activation: Passive

Ranked: No

Your character adds +2 damage to special move attacks for each Critical Injury they are currently suffering. (Your GM may also impose additional penalties on social skill checks your character makes if they are suffering Critical Injuries due to their frenzied behavior.)

Source: ROT p. 91

DEFENSIVE

Tier: 4

Activation: Passive

Ranked: Yes

Each rank of Defensive increases your character's melee defense and ranged defense by one.

Source: GCRB p. 80

DEFENSIVE DRIVING

Tier: 4

Activation: Passive

Ranked: Yes

Increase the defense of any vehicle your character pilots by one per rank of Defensive Driving. The specifics of this talent require the optional vehicle rules, on page 220. If your game does not use these rules, this talent adds **■** per rank to combat checks targeting your character's vehicle or your character while piloting it.

Source: GCRB p. 80

ELEMENTARY

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, your character may use this talent to make a **Hard** (◆◆◆) **Perception check** while present at a crime scene. If they succeed, they identify all prominent physical characteristics of one person who was at the crime scene when the crime was committed (as long as the crime was committed in the past 48 hours). This could include a person's height, weight, body type, clothing, and if they are human or not. Your character may identify all the physical characteristics of one additional person present at the crime scene per additional ✨.

Source: SotB p. 51

ENDURING

Tier: 4

Activation: Passive

Ranked: Yes

Each rank of Enduring increases your character's soak value by one.

Source: GCRB p. 80

FIELD COMMANDER (IMPROVED)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Field Commander talent to benefit from this talent. When your character uses the Field Commander talent, your character affects a number of allies equal to twice the character's Presence. In addition, you may spend ⚔️ to allow one ally to suffer 1 strain to perform an action, instead of a maneuver.

Source: GCRB p. 80

HOW CONVENIENT!

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, your character may use this talent to make a **Hard** (◆◆◆) **Mechanics check**. If successful, one device involved in the current encounter (subject to your GM's approval) spontaneously fails. This can be because of your character's actions, or it can simply be incredibly convenient timing!

Source: GCRB p. 80

INSPIRING RHETORIC (SUPREME)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Inspiring Rhetoric talent to benefit from this talent. Your character may choose to suffer 1 strain to use the Inspiring Rhetoric talent as a maneuver, instead of as an action.

Source: GCRB p. 80

MAD INVENTOR

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, your character may use this talent to make a Mechanics check to attempt to cobble together the functional equivalent of any item using spare parts or salvage. The difficulty of the check is based on the item's rarity; see Table I.4-1: Mad Inventor Item Rarity in the *Genesys Core Rulebook*. Your GM will modify the check based on the circumstances and might decide that some items simply can't be created with what's available (if you are being held in a prison cell, for instance). Your GM may spend ⚔️ on the check to indicate the item ends up being dangerous to the user and anyone around them in some way. For instance, a pistol might explode instead of running out of ammo, or a breathing mask might make the user light-headed.

Source: GCRB p. 80

OFFENSIVE DRIVING

Tier: 4

Activation: Active (Action)

Ranked: No

While driving or piloting a vehicle, your character may use this talent to select one other vehicle within medium range and make an opposed Driving or Piloting versus Driving or Piloting check (depending on whether your character and their opponent are using Driving or Piloting to control their vehicle) targeting the other vehicle's driver or pilot. If successful, roll twice on the Table III.2-19 Critical Hit Result, on page 230 of the *Genesys Core Rulebook*. Choose one Critical Hit result to apply to your character's vehicle, and the other to apply to the other vehicle. You may spend ⚔️ to add +20 to one Critical Hit result. Your GM may spend ⚔️ to add +20 to both Critical Hit results.




Source: SotB p. 51

OVERBALANCE

Tier: 4

Activation: Passive

Ranked: No









Whenever an enemy engaged with the character makes a combat check, after the attack is resolved, the character may spend  or   to stagger the attacker until the end of the attacker's next turn.

OVERCHARGE

Tier: 4

Activation: Active (Action)

Ranked: No

Once per encounter, your character may use this talent to make a **Hard** (  ) **Mechanics check** and choose one of their cybernetic implants that grants them one of the following: +1 to a characteristic rating, +1 rank to a skill, +1 rank of a ranked talent. If your character succeeds, until the end of the encounter, the chosen cybernetic instead provides +2 to the affected characteristic rating (to a maximum of 7), skill (to a maximum of 5), or ranked talent. Your GM may spend  or   from the check to have the overcharged cybernetic short out at the end of the encounter; it provides no benefit until your character spends several hours making an **Average** ( ) **Mechanics check** to repair it.

Source: GCRB p. 80

PARKOUR! (IMPROVED)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Parkour! talent to benefit from this talent. Once per round, when using the Parkour! talent, your character may suffer 4 strain instead of 1 strain to move to any location within medium range instead of short range. All other restrictions of Parkour! apply to this movement.





Source: SotB p. 51

QUICK WITTED

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per encounter, after another character makes a social skill check, your character may use this talent to make an **Average** ( ) **Vigilance check**. If successful, you may add a number of  or  (your choice) equal to your character's ranks in Charm to the other character's check. If your character fails, your character suffers 3 strain.

Source: SotB p. 51

SCATHING TIRADE (SUPREME)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Scathing Tirade talent to benefit from this talent. Your character may choose to suffer 1 strain to use the Scathing Tirade talent as a maneuver, instead of as an action.

Source: GCRB p. 81

SIGNATURE SPECIAL (IMPROVED)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Signature Special talent to benefit from this talent. When your character casts their signature spell, reduce the difficulty of the check by two instead of one.

Source: ROT p. 91

STEADY AIM

Tier: 4

Activation: Passive

Ranked: No

Your character does not lose the benefits of the aim maneuver if they perform other maneuvers (including moving) or actions. Your character does lose the benefits of the aim maneuver if the encounter ends.

ULTRA COMBO

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Perform the Ultra Combo maneuver to ignore the increased difficulty due to the Combo quality of attacks made this turn.



UNRELENTING

Tier: 4

Activation: Active (Incidental)

Ranked: No

Once per round after resolving a successful close combat check, your character may suffer 4 strain to use this talent to make an additional special move attack as an incidental against the same target. Increase the difficulty of the combat check by one if this attack uses a second special move, or by two if the attack uses the same move.

Source: ROT p. 91

YOU OWE ME ONE (IMPROVED)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the You Owe Me One talent to benefit from this talent. Once per session, you may spend two Story Points to use You Owe Me One to have one NPC in the current encounter owe your character a big favor instead of a favor. If the big favor is not resolved by the end of the encounter, it is forgotten.

Source: SotB p. 52

URBAN COMBATANT

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

When your character is targeted by a combat check while in an urban environment, you may spend one Story Point to use this talent before the dice pool is rolled. If you do so, your character's opponent removes all ■ added to the check, and instead adds an equal number of ✕ to the results..

Source: SotB p. 52

TIER 5

ACROBATIC DODGE

Tier: 5

Activation: Active (Incidental)

Ranked: No

When targeted by a combat check, may spend 1 Story Point to add ✕ equal to ranks in Acrobatics to check.

BODYGUARD (SUPREME)

Tier: 5

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Body Guard talent to benefit from this talent. Body Guard maneuver may protect a number of engaged characters up to ranks in Resilience.

CRUSHING BLOW

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per session after rolling a close combat attack but before resolving the check, your character may suffer 4 strain to use this talent. While resolving the check, the attack gains the Breach 1 and Knockdown item/move qualities, and destroys one item the target is wielding that does not have the Reinforced quality.

Source: ROT p. 91

DEDICATION

Tier: 5

Activation: Passive

Ranked: Yes

Each rank of Dedication increases one of your character's characteristics by one. This talent cannot increase a characteristic above 5. You cannot increase the same characteristic with Dedication twice.

Source: GCRB p. 81

GHOST IN THE MACHINE

Tier: 5

Activation: Active (Action)

Ranked: No

As long as they have some sort of access point to the Net, your character may use this talent to make a **Hard (◆◆◆) Computers (Hacking) check**. If they succeed, they may select one drone, vehicle, or piece of equipment involved in the current encounter capable of connecting to the Net and dictate its actions until the start of your character's next turn.

Alternatively, your character can select someone with cybernetic implants or who is wearing powered armor or an exosuit and manipulate it until the beginning of your

character's next turn. This must be approved by your GM but could include shutting off cybereyes, directing the movements of cyberlimbs, or causing an exosuit to eject its occupant.

Your character may spend **▲▲▲** on the check to extend the effects for one additional round, or they may spend **⚙** to extend the effects for the remainder of the encounter.

Source: SotB p. 52

INDOMITABLE

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per encounter, when your character would be incapacitated due to exceeding their wound or strain threshold, you may spend a Story Point to use this talent. Then, your character is not incapacitated until the end of their next turn. If your character reduces their strain or wounds to below their threshold before the end of their next turn, they are not incapacitated.

Source: GCRB p. 81

LET'S TALK THIS OVER

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per game session, when a combat encounter against one or more sentient beings is about to begin, the character make a **Daunting (◆◆◆◆) Charm check**. If successful, the combat encounter instead becomes a social encounter, with the PCs attempting to convince their opposition to back down, come around to their viewpoint, or accept a compromise. The GM is the final arbiter of how the situation resolves without violence (or how the combat encounter continues if the character's check is unsuccessful).

Source: ROT p. 91

MASTERY

Tier: 5

Activation: Active (Incidental)

Ranked: No

When you purchase this talent for your character, choose one skill. Once per round, your character may suffer 2 strain to use this talent to reduce the difficulty of the next check they make using that skill by two, to a minimum of **Easy (◆)**.

Source: GCRB p. 81

MASTER PLAN

Tier: 5

Activation: Active (Action)

Ranked: No

Once per session, your character may use this talent to make a **Hard** (◆◆◆) **Discipline check**. If they succeed, they reveal that whatever terrible circumstances they currently find themselves in are all part of a brilliant plan that they established at an earlier point. They then choose one non-nemesis adversary in the encounter and reveal them to be a close friend or ally who has positioned themselves to help your character at this exact moment.

The details of which character turns out to be an ally depend on the type of encounter and your GM's approval. However, the ally could also have done their work beforehand, such as loading a squadron of drones with blank ammunition, shutting down power to a security system, or planting a tracer in an opponent's vehicle.

Source: SotB p. 52

OVERCHARGE (IMPROVED)

Tier: 5

Activation: Passive

Ranked: No

Your character must have purchased the Overcharge talent to benefit from this talent. When using the Overcharge talent, your character may spend ▲▲ or ⚙️ from the Mechanics check to immediately take one additional action. This talent can only be used once per check.

Source: GCRB p. 81

RETRIBUTION

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per round when an adversary attacks an ally within medium range, your character may spend one Story Point to use this talent to automatically hit that enemy once with a weapon your character is wielding, if the enemy is within the weapon's range. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities.

Source: ROT p. 91

RUINOUS REPARTEE

Tier: 5

Activation: Active (Action)

Ranked: No

Once per encounter, your character may use this talent to make an opposed Charm or Coercion versus Discipline check targeting one character within medium range (or within earshot). If successful, the target suffers strain equal to twice your character's Presence, plus one additional strain per ✨. Your character heals strain equal to the strain inflicted. If incapacitated due to this talent, the target could flee the scene in shame, collapse in a dejected heap, or throw themselves at your character in fury, depending on your GM and the nature of your character's witty barbs.

Source: GCRB p. 81

THOROUGH ASSESSMENT

Tier: 5

Activation: Active (Action)

Ranked: No

Once per session, take a Thorough Assessment action: make a **Hard** (◆◆◆) **Insight check** to gain □ equal to ✨ that can be distributed during the encounter.

WHIRLWIND

Tier: 5

Activation: Active (Action)

Ranked: No

Your character may suffer 4 strain to use this talent to make a Punch or Kick attack against the engaged adversary who is hardest to hit (as determined by the GM), increasing the difficulty by one. If the combat check succeeds, each adversary engaged with the character suffers one hit from the attack, that deals base damage plus damage equal to the total ✨ scored on the check.

Source: ROT p. 91

ZEALOUS FIRE

Tier: 5

Activation: Passive

Ranked: No

Each time your Game Master spends a Story Point, your character heals 2 strain.

Source: ROT p. 91

CHAPTER 4: **SPECIAL MOVES**

Fighters are defined by their moves. How you attack is who you are. Thuggish brutes might fight with haymakers and lunging punches, contemplative kung fu masters with open palm strikes and spinning kicks, or a flashy wrestler with throws, piledrivers, and clotheslines. Selecting your fighter's moves is as much a part of their design as selecting their skills. When you create your Genesys character for the *King of the Streets* setting, you also choose special moves for your character during **Step 4** of character creation.

This chapter contains a selection of basic moves every fighter receives at character creation, as well as a list of special moves you can purchase for XP. There are also rules for designing your own custom moves to make sure your fighter reflects exactly the kind of persona you're looking for.

USING SPECIAL MOVES

Special moves work exactly like weapons in a regular Genesys game. Unless otherwise stated, you activate them as an action during your turn, or as part of the Counter maneuver. To use a move to attack, use the combat skill associated with that move (Grapple, Kick, or Punch). Damage is calculated by using the move's base damage plus your Brawn characteristic, plus the number of ✨ rolled on the attack.

MOVE QUALITIES

Some moves feature special qualities that add variety and depth to the attacks your character may encounter. Move qualities are special rules that can change how the move acts. They let us add more variety to a move than we could by only manipulating its raw characteristics. They also make the moves more interesting for you, since many qualities may require you to think about your character using that move differently.

Special qualities are generally either passive or active. Passive qualities are always "on" and require no activation on the part of the user. Active qualities must be triggered by the user, often by spending one or more ⚡ to activate the effect. Move qualities usually have a number associated with them. This is their rating. Ratings affect qualities in different ways, depending on the quality in question.

Active qualities require ⚡⚡ to activate unless otherwise stated in their description. Active move qualities

can only trigger on a successful attack, unless specified otherwise.

ACCURATE (PASSIVE)

Accurate moves hit more often, either because of careful aim, selective targeting, or some other reason. For each level of this quality, the attacker adds ■ to their combat checks while using this move.

AERIAL (ACTIVE)

Aerial moves grant bonuses when used when jumping, flying, or becoming airborne by some other means. In order to use the Aerial quality, the character must first perform a Jump maneuver (though they may perform a Jump maneuver at the end of their turn and use the Aerial move at the start of their next turn). For each level of this quality, the attacker adds ■ to their combat checks while using this move.

ANTI-AIR (PASSIVE)

Anti-Air moves are at a great advantage when used against opponents who are jumping, flying, or otherwise airborne. If using an Anti-Air move against a target who has jumped (but has not yet landed) or who is otherwise airborne, add ✨ to your combat check for each level of Anti-Air the move possesses.

When using the Counterattack maneuver to use a move with the Anti-Air quality against an attacker who is jumping or otherwise airborne, add ✨ to the opponent's combat check for each level of Anti-Air the move possesses.

BUILDUP (PASSIVE)

Moves with this quality require time to set up before being used. The user must perform a number of preparation maneuvers equal to the move's Buildup rating before using the move. At your GM's discretion, moving, being knocked prone, or other disruptions may require the user to perform the preparation maneuvers again before using the move.

COMBO (PASSIVE)

A Combo move is actually a string of attacks executed in a tight sequence, one blending into the next faster than an opponent can dodge or block. As connecting with a Combo is generally more difficult, the attacker must increase the difficulty of the check by ◆. The user may choose not to use the Combo quality on a move; in this case, they cannot trigger the quality but also do not

suffer the aforementioned penalty.

If the attack hits, the attacker can trigger Combo by spending **AA**. Combo can be triggered multiple times. Each time the attacker triggers Combo, it deals an additional hit to the target. Each of these counts as an additional hit from that move, and each hit deals base damage plus the number of **★** on the check.

These additional hits can be allocated to the original target, or to other targets engaged with the attacker. If the attacker wishes to hit multiple targets, they must decide to do so before making the check. Furthermore, if they wish to hit multiple targets, their initial target must always be the target with the highest difficulty and highest defense (if this is two separate targets, the GM chooses which is the initial target). The initial hit must always be against the initial target. Subsequent hits generated can be allocated to any of the other designated targets.

Combo moves can also activate one Critical Injury for each hit generated on the attack, per the normal rules; the Critical Injury must be applied to the target of the specific hit.

COMPLICATED (PASSIVE)

A Complicated move is one that can be particularly difficult to use for those without impressive dexterity and hand-eye coordination. To use a Complicated move properly, the character needs an Agility characteristic equal to or greater than the move's Complicated rating. For each point of Agility by which the character is deficient, they must increase the difficulty of all checks made while using the move by one.

CONCUSSIVE (ACTIVE)

The move can leave the target shell-shocked from mighty blows or punishing shock waves, unable to perform any but the most basic actions. When Concussive is triggered, one target hit by the attack is staggered (see Genesys core rulebook page 114) for a number of rounds equal to the move's Concussive rating. A staggered target cannot perform actions. If multiple targets suffer hits from a move with Concussive, the quality may be triggered multiple times, affecting a different target each time.

DEFENSIVE (ACTIVE)

Activating the Defensive quality increases the user's melee defense by its Defensive rating. This bonus lasts until the start of the user's next turn.

DEFLECTION (ACTIVE)

Activating the Deflection quality increases the user's ranged defense by its Deflection rating. This bonus lasts until the start of the user's next turn.

DEMANDING (PASSIVE)

A Demanding move is one that requires a great deal of physical strength to be effective. To use a Demanding move properly, the character needs a Brawn characteristic equal to or greater than the move's Demanding rating. For each point of Brawn by which the character is deficient, they must increase the difficulty of all checks made while using the move by one.

DIRE (ACTIVE)

Moves with Dire inflict damage over time. When Dire is triggered, one target hit by the attack continues to suffer the move's base damage each round for a number of rounds equal to the move's Dire rating. Apply damage at the start of each of the target's turns. If multiple targets suffer hits from a move with Dire, the quality may be triggered multiple times, affecting a different target each time.

A victim might be able to stop the damage by performing an action to shake it off and make an **Average (◆◆) Resilience check**. An **Easy (◆) Medicine check** stops the damage immediately.

DISORIENT (ACTIVE)

A move with Disorient can daze an opponent. When Disorient is triggered, one target hit by the attack is disoriented (see Genesys core rulebook page 114) for a number of rounds equal to the move's Disorient rating. A disoriented target adds **■** to all skill checks they perform. If multiple targets suffer hits from a move with Disorient, the quality may be triggered multiple times, affecting a different target each time.

EXHAUSTING (PASSIVE)

Exhausting moves tend to deal incredible damage, but need time to recover or cool down between attacks. A move's Exhausting rating dictates the number of rounds that must pass before the move can be used again after attacking. For example, a charging haymaker with Exhausting 2 must wait two rounds after being used before it can be used again.

INACCURATE (PASSIVE)

Inaccurate moves are less likely to strike a target precisely. When making an attack with an Inaccurate move, add **■** to the check equal to the Inaccurate rating.



Knockback (Active)

Knockback allows the attacker to move the target away from them after a successful attack. You may send a target flying a number of range bands from you in a direction of your choice equal to the move's Knockback rating. Increase the cost to trigger Knockback by an additional \blacktriangle per silhouette of the target beyond 1.

If the target moved by Knockback would strike a solid, immobile object before completing the distance moved (a wall, vehicle, or other structure or object too large or heavy to be moved by the character) the target takes additional damage as if it had fallen the distance travelled, reduced by half. For example, if a character struck a target with an attack that had Knockback 2, they could send the target up to medium range. If the target would strike a stone wall at short range, the target would hit the wall, stop moving, and take 5 wound damage and 5 strain damage (half the normal damage for a fall from short range). The target may roll to reduce that damage as normal.

If multiple targets suffer hits from a move with Knockback, the quality may be triggered multiple times, affecting a different target each time.

Knockdown (Active)

When Knockdown is triggered, one target hit by the attack is knocked prone. If multiple targets suffer hits from a move with Knockdown, the quality may be triggered multiple times, affecting a different target each time.

Unless specified otherwise, Knockdown requires $\blacktriangle\blacktriangle$ to trigger, plus one additional \blacktriangle per silhouette of the target beyond 1.

Limited Use (Passive)

Some moves greatly tax the strength and endurance of the person using them and can only be used so often before requiring the user rest and recover. A move with the Limited Use quality may be used to make a number of attacks equal to its Limited Use rating before the character must recover with a maneuver.

Mobile (Passive)

Moves with the Mobile quality allow a character to move as part of the attack. Each rank of Mobile allows the attacker to make one free movement maneuver which does not count against the limit of two maneuvers per turn.

The attacker is not required to use all of this movement when using the special move. The attack resolves after the movement maneuver.

Multi-Strike (Active)

Some moves are designed to hit a target multiple times in rapid succession. When a character attacks with a Multi-Strike move, on a successful attack, the move deals one hit. The attacker may spend $\blacktriangle\blacktriangle$ to gain an additional hit, and may do so a number of times equal to the move's Multi-Strike rating. Additional hits from the Multi-Strike move may only be applied against the

original target. Each hit deals the move's base damage plus damage equal to the ⚡ scored on the check.

PARALYZE (ACTIVE)

A move with Paralyze locks down a foe and restricts their movements. When Paralyze is triggered, one target hit by the attack becomes immobilized (see Genesys core rulebook page 114) for a number of rounds equal to the move's Paralyze rating. An immobilized target cannot perform maneuvers. If multiple targets suffer hits from a move with Paralyze, the quality may be triggered multiple times, affecting a different target each time.

A Paralyzed target may perform an action to attempt a **Hard** (◆◆◆) **Athletics check** on their turn to break free from the effect.

PIERCE (PASSIVE)

Any hits from this move ignore a number of points point of soak equal to the move's Pierce rating. If the move has more ranks of Pierce than the target's total soak, it completely ignores the target's soak. For example, Pierce 3 against a soak of 2 ignores two points of soak, but the extra point of Pierce has no further effect.

RECHARGE (PASSIVE)

A move with this quality does not deal damage. Instead, when the check is made, any ⚡ rolled may be stored as meter or spent to recover strain damage. After using a Recharge move, the character adds ⚡⚡ to all attacks made against them until the start of their next turn.

STUN (ACTIVE)

A move with Stun can deal strain to the target. When the Stun quality is activated, it inflicts strain equal to the move's Stun rating. Since this is strain and not strain damage it is not reduced by the target's soak.

STUN DAMAGE (PASSIVE)

A move with this quality can only deal strain damage (damage applied to the target's strain threshold). Because this is strain damage, not strain, it is still reduced by a target's soak.

SUSTAINED (ACTIVE)

Sustained moves may be continued from round to round. When activating the Sustained quality, roll an **opposed Brawn vs. Agility check**. If you succeed, the target loses their turn and you automatically deal the move's base damage again. If you fail, the move is broken and the target may act on their turn as normal.

A move may be maintained for as many additional rounds as its Sustained rating.

UNGUARDED (PASSIVE)

An Unguarded move lowers the attacker's defenses, leaving them more exposed to a target. An Unguarded move generates automatic ⚡ on all checks.

VICIOUS (PASSIVE)

When an attack with this move results in a Critical Injury or Hit, the character adds ten times the Vicious rating to the Critical roll. With Vicious 3, for example, you would add +30 to the resulting Critical Injury or Hit result.

SAMPLE MOVES

BASIC MOVES

Basic moves represent the simplest attack types a fighter can learn. They are the foundational strikes and grapples that all combatants have as part of their arsenal, regardless of style or background.

All characters begin play with these basic moves at character creation without spending XP.

DEFENSIVE STRIKE (PUNCH)

Using this move, a character assumes a defensive posture, using a weaker attack to deflect an opponent's strikes. It deals little damage, but makes the user harder to hit.

KICK (KICK)

This move represents a strike with the legs. It can easily be renamed as a roundhouse, spinning back-kick, knee strike, and so on to add more flavor to your character's

TABLE 4-1: BASIC MOVES

MOVE	SKILL	DAM	CRIT	XP COST	SPECIAL
Defensive Strike	Punch	+0	6	-	Defensive 1, Deflection 1, Inaccurate 1
Kick	Kick	+2	4	-	Aerial 1
Punch	Punch	+1	4	-	Aerial 1, Combo, Defensive 1
Throw	Grapple	+3	3	-	Accurate 1, Knockdown, Unguarded

move arsenal.

This is normally a standing move, but can be combined with the Jump maneuver to become an aerial attack.

PUNCH (PUNCH)

The backbone of any fighter's repertoire, punches are easy to throw and easy to combo. Swinging a simple punch also allows the fighter to maintain a light defense, keeping up their guard through the swing. This move can be renamed as an uppercut, jab, backhand, elbow strike, palm strike, and so on to add more flavor to your character's move arsenal.

This is normally a standing move, but can be combined with the Jump maneuver to become an aerial attack.

THROW (GRAPPLE)

Throws are the foundation of all grappling attacks. The fighter grabs their opponent, lifts them off their feet and hurls them to the ground. It might involve sweeping the target over their leg, flipping them over their shoulder, or even something more flashy or complicated. The end result is the same – the target is forcibly slammed to the ground at the attacker's feet.

Throws are hard to block, but leave the attacker open for retribution.

SPECIAL MOVES

Special moves are more advanced attacks that represent training and exercise, often over many years. Special moves are purchased by a player using XP. At character creation, each player receives a bonus 30 XP that can only be used to purchase special moves. Any of this starting XP that is not spent cannot be saved, and it cannot be used for any other purpose (e.g. increasing characteristics, upgrading skills, etc.). A player may choose to spend additional starting XP on special moves during character creation, so long as no starting special move XP is spent for any other purpose.

It is recommended that players give their special moves custom names. Many fighters use similar moves, but the special flair they give them makes them feel unique. One man's Falcon Punch is another man's Riot Strike, after all.

Furthermore, it is valuable to think creatively when creating your suite of special moves. For example, in the *King of the Streets* setting, a swift kick is as good as a swung blade so far as damage is concerned. Therefore, if you wanted to create a weapons master, you could give them a Haymaker special move and simply rename it "Katana Slash." A Lightning Strike special move could become a "Nunchaku Blitz," and Whirling Kicks could be a "Spinning Staff Strike."

TABLE 4-2: SPECIAL MOVES

MOVE	SKILL	DAM	CRIT	XP COST	SPECIAL
Body Missile	Punch or Kick	+3	3	10	Complicated 3, Mobile 3
Charging Punch	Punch	+3	4	14	Inaccurate 1, Knockdown, Mobile 3
Dive Kick	Kick	+2	2	8	Aerial 1, Challenging 3, Mobile 1
Falling Strike	Punch or Kick	+3	2	10	Accurate 1, Aerial 2, Complicated 4
Haymaker	Punch	+4	3	12	Demanding 3, Disorient 1, Inaccurate 1, Knockback 1
Hurl	Grapple	+3	3	12	Knockback 2
Leaping Power Throw	Grapple	+4	4	12	Anti-Air 1, Demanding 3, Disorient 1, Knockdown
Lightning Strike	Punch or Kick	+2	3	16	Multi-Strike 4
Power Throw	Grapple	+4	3	15	Concussive 1, Demanding 3, Knockdown
Rising Strike	Punch or Kick	+3	3	14	Accurate 1, Anti-Air 2
Sliding Sweep	Grapple	+2	4	10	Knockdown, Stun 1
Spinning Multi-Kick	Kick	+3	3	16	Aerial 2, Challenging 3, Multi-Strike 2
Submission Hold	Grapple	+2	3	16	Sustained 2
Taunt	Any	None	-	5	Recharge, Unguarded
Through Strike	Punch	+2	3	16	Accurate 1, Complicated 2, Combo, Mobile 3
Whirling Kicks	Kick	+3	3	12	Complicated 4, Combo, Defensive 2

BODY MISSILE (PUNCH OR KICK)

This move covers any number of attacks where the character hurls their entire body at the opponent. This can cover a flying headbutt, a particularly long-range drop kick, or a rolling “cannonball” attack.

When purchasing this move, the player must define whether the attack is a punch or a kick. The move may be purchased multiple times, once as a punching move and again as a kick.

CHARGING PUNCH (PUNCH)

This move includes the attacker rushing forward suddenly, rapidly closing the distance with their target to put extra power into their punch.

DIVE KICK (KICK)

This move is a jumping attack where the character leaps into the air, rights themselves, then dives diagonally downward, striking the target with a massive kick.

FALLING STRIKE (PUNCH OR KICK)

This potent attack is made by first leaping high into the air, then falling down on an opponent from above. The jump is so high that your target may lose sight of you, making your strike more likely to penetrate their defenses.

When purchasing this move, the player must define whether the attack is a punch or a kick. The move may be purchased multiple times, once as a punching move and again as a kick.

HAYMAKER (PUNCH)

This punch puts all the force a character has into one mighty swing. It connects with such power that it actually hurls the target backwards, putting space between the attacker and their opponent.

HURL (GRAPPLE)

While similar to a typical throw, a hurl move sends an opponent flying away from the attacker, putting more distance between them and allowing the fighter to control the spacing of the fight.

LEAPING POWER THROW (GRAPPLE)

This potent grappling attack includes the fighter grabbing their target, jumping into the air and using their momentum to slam the target to the ground with incredible force. A very powerful move, but one which leaves the attacker open for punishment on a miss.

LIGHTNING STRIKE (PUNCH OR KICK)

A lightning strike is a barrage of short, fast attacks.

While it doesn't deal a large amount of damage on its own, the real danger comes from its Multi-Strike quality, allowing it to potentially hit the opponent several times in a single attack.

When purchasing this move, the player must define whether the attack is a punch or a kick. The move may be purchased multiple times, once as a punching move and again as a kick.

POWER THROW (GRAPPLE)

This move is an especially dangerous grappling attack. The attacker uses overwhelming strength to lift and slam the target to the ground, usually landing on a vulnerable or delicate part of the body such as with a spinning piledriver or similar attack.

RISING STRIKE (PUNCH OR KICK)

One of the most well-known attacks in fighting games. With this move, the attacker either launches upwards with fists or feet shooting skyward, does a high backflip to kick or punch on the way up, uses a powerful upward knee or elbow strike, or something similar. The result is a strike that lifts the enemy off their feet or knocks them out of the air.

When purchasing this move, the player must define whether the attack is a punch or a kick. The move may be purchased multiple times, once as a punching move and again as a kick.

SLIDING SWEEP (GRAPPLE)

This move requires the attacker to drop to the ground while lunging forward with hands or legs, entrapping the target's legs and dragging them to the ground. The attacker hops back to their feet, but their target is left prone.

SPINNING MULTI-KICK (KICK)

This difficult move requires the attacker to leap into the air and spin their body around, striking multiple times with one or both feet before hitting the ground. If successful, it can send an opponent reeling.

SUBMISSION HOLD (GRAPPLE)

When attacking with a submission hold, the character grabs the opponent and holds them. While held, they either twist a limb painfully, apply pressure to vital points, or even just start punching or biting the target repeatedly. Whatever the case, the attacker simply continues hurting their opponent until they can manage to break free.

TAUNT (ANY)

Taunting is a classic part of fighting culture. After a particularly effective move, a combatant will stand back and mock their opponent or play to the crowd, drawing their target's ire and getting a boost from the audience.

Taunting is a mind-game, but it also gives the fighter time to collect themselves and to draw in energy (building Super meter) at the expense of leaving themselves defenseless for the round.

When taunt is chosen, select which combat skill you wish to tie it to—grapple, kick, or punch. When taunting, describe how your character uses that skill to provoke their opponent.

THROUGH STRIKE (PUNCH)

In this clever attack, the fighter dashes directly through the target's space with lightning speed, delivering one or more blows with such precision that the damage isn't even felt until a moment later.

This move has a special property allowing the attacker to use some or all of the movement from its Mobile quality after the attack has been made (rather than having to use it all before the attack).

WHIRLING KICKS (KICK)

This graceful move is as powerful as it is difficult. The fighter spins his body, striking out with one leg after the other to attack any and all opponents nearby. If executed properly, it not only deals impressive damage, but can also make the fighter much harder to hit in the process.

CREATING CUSTOM MOVES

Not every character can be built using only the moves provided here. You may have very specific ideas about the things your fighter can do (A kick that deals massive knockback! A grappling move that only deals stun damage!) that aren't represented well enough. For these, we provide rules that allow you to build new special moves of your own.

The balance of the game is a delicate thing. When designing new moves, don't just think about how cool it could be—think about whether it would feel fair in a fighting game if your opponent hit you with it. All custom moves have to be approved by the GM, and it's recommended you work together to design something that gets you what you want while maintaining balance.

The following general attributes should be used as a guideline when designing new moves.

SKILL

The three combat skills—**grapple**, **kick**, and **punch**—should be flexible enough to cover most any kind of move your character might use in a fight. They are largely self-explanatory; when deciding what skill to use with the move, just pick the description that best fits.

DAMAGE

When using moves, remember two things. First, you add your character's Brawn rating to any successful hit to determine base damage. When you're thinking of a damage rating, mentally add three to the value you're considering to determine actual damage (most fighters will average around a 3 Brawn).

The second is that the move's damage plus your Brawn score are only the base damage. When a character uses the move, they add additional damage based on the number of ✨ their check generates. You should think of your move as dealing 1 to 2 more damage than the base damage on average.

As an example, if a player wanted to make a powerful new kick for their fighter that would deal at least 8 damage on average, they might only need a move with a +3 base damage (3 Brawn + 2 ✨ average + 3 base move damage = 8).

Light attacks (jabs, sweeps, joint-locks) tend to have a damage rating of +1 to +3. Heavy attacks (uppercuts, roundhouses, slams) tend to have a damage rating of +3 to +5. Only the most incredible (and expensive) moves might have a damage rating of +6.

TABLE 4-3: MOVE COST CALCULATIONS

CHARACTERISTIC	ADDITIONAL XP COST
+1 - +2 Damage	2
+3 Damage	4
+4 Damage	6
+5 Damage	10
+6 Damage	15
Crit Rating 5-6	0
Crit Rating 4	2
Crit Rating 3	4
Crit Rating 2	6
Crit Rating 1	10
Complicated and Demanding Qualities	-2 per rank beyond 1
Disorient, Accurate, and Stun Qualities	2 per rank
Dire, Paralyze, and Multi-Strike	3 per rank
Defensive and Deflection Qualities	4 per rank
Concussive and Sustained Qualities	5 per rank
Other Positive Qualities	2 per rank (or 4)
Other Negative Qualities	-2 per rank (or -4)

CRITICAL RATING

When choosing a Crit rating for your move, consider how lethal you want the move to be. The “average” Crit rating is 3. This should probably be the default for your move, as it makes Critical Injuries rare enough to be an event, but still common enough to happen a couple of times per encounter. A Crit rating of 2 should be applied to a more deadly move. Likewise, a Crit rating of 4 is a move that is going to inflict lasting or immediately lethal injuries less often. A Crit rating of 5 or higher means the move is almost never going to inflict a Critical Injury without spending ⚔.

MOVE QUALITIES

When choosing qualities for your move, think through the interactions of the various qualities. For example, don't give a weapon Recharge and Pierce, since Pierce only affects a move's damage and Recharge prevents your move from doing any damage.

Overall, you probably want to limit the number of move qualities you chose to three or four at maximum, and don't be afraid to only use one (or even none). Qualities are meant to add extra interest or utility to a move, and sometimes to represent certain unique aspects of its use (for example, a bodyslam would need to have the Knockdown quality). However, give a move too many qualities, and it becomes hard to interpret exactly what that move does when you're playing.

Here are some suggestions on what move quality ratings to aim for when creating a special move:

Concussive, Dire, Disorient, Paralyze, and Sustained: These qualities all have ratings that affect the duration of their effect. The higher the rating, the more rounds the effect lasts. Disorient is fairly mild, so you can give it ratings of 4 or even 5. You don't want to give it a rating of 1, because that's no different than spending ♠♠ to add ■ to your target's next check. Dire and Paralyze are more potent and should very rarely be rated higher than 3. Concussive and Sustained are extremely potent and should only be given a rating of 1 or possibly 2.

Complicated and Demanding: Since these qualities require your character to have certain characteristics or suffer penalties, you should use them to balance out powerful moves by adding drawbacks. If you use these qualities, just make sure you don't give them a rating of 1. Since the rating is the minimum Brawn or Agility the wielder needs to have, and all characters start with a minimum of 1 in every characteristic, a rating of 1 does nothing.

Accurate, Inaccurate, Aerial, Anti-Air, Defensive, and Deflection: Since these qualities add dice to checks, keep the ratings at 1 or 2 to avoid excessive bloat in your dice pools.

Pierce: With Pierce, keep in mind that until you get to ratings of 5 or higher, you can think of your Pierce rating as the equivalent of adding damage to checks. Pierce has diminishing returns after the value exceeds average soak values, so price moves accordingly.

Defensive and Deflection: These qualities represent moves which can be used defensively or which make a user harder to hit for some reason. There are few attacks capable of this, and those that are will typically have lower damage. It's recommended that a move with these qualities not have damage higher than +3.

Build-Up, Exhausting and Limited Use: These qualities represent moves that are too tiring to be used too many times in a row, or which take time to prepare, so they should have low ratings of 1 or 2. Waiting three rounds before using a move (or having to spend more than a turn's worth of maneuvers preparing to use a move) makes it nearly worthless in most players' eyes.

Mobile and Knockback: Both of these moves allow movement during an action phase. They should typically only have ratings of 1-2 to do what they were intended to (move a character from short or medium to engaged range and vice-versa on knockback) and should almost never have ratings higher than 3. A rating higher than 6 provides no additional benefit.

Multi-Strike: Since Multi-strike represents moves that hit multiple times in rapid succession, choose a value that best represents the number of strikes this move can make in a round (counting the number of limbs if you have to, as with a 1-2 punch). Just remember, the Multi-Strike rating determines additional hits. If you have a move representing that 1-2 punch above, you would give it Linked 1. The move can score one initial hit, and one additional hit, for a total of two.

Stun: Keep this quality's rating at 1 to 4. Any more, and you could potentially incapacitate your target in one hit, which we want to avoid.



Vicious: Vicious amplifies the effect of Critical Injuries. Since Critical Injuries are the only way characters can be killed, Vicious makes moves especially deadly. Any rating of Vicious is powerful (so should be rare), but don't give a move a Vicious rating of 6 or higher. Adding +60 to a Critical Injury result means that the right roll can permanently kill a completely uninjured character, which breaks the spirit of the game.

CHAPTER 5: SUPER MOVES

Player characters in *King of the Streets* are the most powerful fighters in the world, with unique capabilities that set them apart from the normal residents of the world. They can unleash attacks so blinding and fierce that only the strongest can withstand them. When you create your Genesys character for the *King of the Streets* setting, you also choose a Super Move for your character during **Step 4** of character creation (see page 44 of the Genesys Core Rulebook). Each player character has only one Super Move, which helps set them apart as a fighter. As your character grows in experience, they receive ability points which you spend on upgrades that further customize your character's Super Move.

USING A SUPER MOVE

Super Moves are quite powerful, so there are some pretty significant limitations on when you can use them. However, one of the ways you can customize your Super Move is by spending ability points to reduce these restrictions.

When engaged in combat, any time you are attacked and the opponent rolls , you may choose to use it as normal, or you may store up to 2  rolled in the attack as Meter which can be used to activate a Super Move. A character can accumulate as much Meter as they choose, but any unspent Meter at the end of an encounter is lost.

By default, activating a Super Move requires you to spend 10 Meter. If the Super Move is an attack, it may only be activated as an action on your round (unless upgraded to be able to used as a counter). If the Super Move is an ongoing effect, it can be activated as an incidental and it will last until the end of your character's next turn. In any case, you can only activate it once per encounter.

CREATING A SUPER MOVE

To create your Super Move, you'll need to follow a series of simple steps. Once you finish, you will have a Super Move tailored to your character.

1. **Choose Primary Move Effect:** The primary effect is the core of your Super Move. It defines what the move does when you activate it. Even at the base level, these effects are potent.
2. **Determine Your Move's Origin:** How does

your character come by their extraordinary attack?

3. **Name Your Move:** Every Super Move needs a unique, evocative name—they have to be able to shout it out whenever they use it!

CHOOSE A PRIMARY MOVE EFFECT

A primary move effect is the core of a Super Move. The effect tells you what your move does—the benefit your character gets from activating it or the effect on an enemy you use it against. A Super Move gets only one primary move effect, so choose carefully! Your character begins play with the base ability and can spend ability points during play to upgrade to the improved or supreme version. Unless stated otherwise, the benefits of each level of the effect are cumulative, so if you spend ability points for the improved effect, your character still get all the benefits of the base effect.

When deciding on a primary move effect, look to your character's concept and what you know about them already. Their Super Move is central to who your character is and how they fight. It is probably the biggest, coolest attack in their arsenal—it helps define your character.

HARD TO KILL

When your character steels their resolve, they can shrug off the worst the enemy throws at them. In moments of dire import, they face down overwhelming opposition without taking a scratch. This might represent raw toughness and the will to power through, or it might be an effect of magic or ki.

Base: While this ability is active, your character gains +4 soak.

Improved: While this ability is active, your character also increases the difficulty of combat checks targeting them by one.

Supreme: While their Super Move is active, your character becomes immune to damage; reduce all damage the character suffers to 0.

PARAGON

When it comes to a particular skill, your character is simply the best. Whether their abilities really are super-

natural (or just seem that way), your character always achieves the check they want when it really counts. More importantly, even when things could go disastrously wrong, they never do.

Base: When you select this primary ability effect, choose one skill. While this ability is active, after rolling the dice for a check using that skill but before resolving the results, you may remove \blacklozenge of your choice from the pool. (Ignore the symbols shown on that die when resolving the check.)

Improved: While this ability is active, you may also remove \blacksquare of your choice from the results of checks using your chosen skill.

Supreme: While this ability is active, you may remove \blacklozenge instead of \blacklozenge from the results of checks you make using the chosen skill.

POWER COMBO

When backed into a corner, you can string a series of extremely powerful moves together into one heavy combination attack. Your Super Move is actually a number of other moves (up to four) performed in sequence and with considerable extra power.

Base: To create a Power Combo, take one of your character's moves and declare it the core of the combo. This move cannot have the Knockback or Knockdown qualities—only the final move in the combo can have these qualities! Then select an additional move to

be part of the combo. When you activate your Super Move, calculate damage by adding the base damage of the core move plus $1/2$ the base damage of the second move (round down). All move qualities of any moves in the Power Combo are cumulative for the purposes of this Super Move.

You cannot activate the Combo quality of any move as part of the Power Combo Super Move.

Improved: You may add one additional move to the combo. Calculate the new base damage by adding the base damage of the core move plus $1/4$ the base damage of each of the additional moves.

Superior: You may add one additional move to the combo. Calculate the new base damage by adding the base damage of the core move plus $1/4$ the base damage of each of the additional moves.

ULTRA MOVE

You have the ability to infuse one of your special moves with unbelievable force. This might be a skill learned through exhaustive training, or it might be an enhancement from technology, magic, or ki—whatever the case, this Ultra Move is devastating and truly awesome to behold.

Base: When you select Ultra Move as your Super, choose one of your standard special moves. When you activate your Super Move, it functions in all ways like the core move you selected, with the following exceptions:



- It gains +10 base damage.
- It cannot be used as a counter (unless you purchase the Super Counter upgrade).

Improved: Your Ultra Move gains the Knockback 4 move quality.

Superior: After activating your Ultra Move, regain a number of strain equal to the ✨ rolled in the attack.

UNBOWED

Your character can fight on despite having the most horrendous injuries. It might be sheer willpower that lets them accomplish this feat, or perhaps they are something more than mortal. In any case, even the most grievous wounds do not slow them down in the heat of battle.

Base: When you activate this Super Move, choose one Critical Injury your character is suffering (except for dead'). As long as this ability is active, do not suffer any effects of that Critical Injury, including adding +10 to further rolls on the Critical Injury Result table. You can also activate this Super Move as an out-of-turn incidental when your character suffers a Critical Injury.

Improved: While this ability is active, your character does not suffer the effects of any Critical Injuries they are suffering (except for the “dead” Critical Injury).

Supreme: While this ability is active, your character also ignores the effects of the “dead” result. They still die when the ability ends, unless the Critical Injury is somehow removed first.

UNLEASH

When pushed to the breaking point—or maybe just when they want to show off—your character can absolutely demolish groups of weaker enemies. They might whip around through a sea of thugs, punishing them with a flurry of blows in a massive combo attack, or perhaps release a shockwave of energy that takes them all off their feet. No matter the effect, the result is your character becoming a one-person wrecking ball.

Base: While this ability is active, your character may perform a maneuver once per round on their turn to immediately defeat one minion group within short range.

Improved: While this ability is active, your character may instead perform an incidental once per round on their turn to immediately defeat one minion group

within short range. (This replaces the base effect.)

Supreme: When you activate this ability, your character immediately defeats all minions within short range.

SUPER MOVE UPGRADES

As your character grows in experience, they gain ability points to spend on upgrades for their Super Move. Obviously, upgrades improve the ability, but more importantly, they help to differentiate it. Even if two player characters have the same primary ability effect for their Super Moves, different choices of upgrades can result in very different abilities.

Your character receives ability points based on the XP they gain through play. Every time your character's XP total increases by 50, they gain one ability point to spend. Your character does not gain ability points based on their starting XP determined by their species, but if you are creating a character with additional XP (see the Experienced Characters sidebar on page 44 of the *Genesys Core Rulebook*), your character does gain an ability point for each additional 50 XP.

When your character gains ability points, you decide how to spend them. Each upgrade includes a cost, and spending the required ability points on an upgrade permanently adds the benefit of that upgrade to your Super Move. Some upgrades have a cumulative effect if you purchase that upgrade multiple times.

DURATION

Cost: 1 Ability Point

Your character's Super Move effect lasts for one additional turn for each purchase of Duration.

FAST SUPER

Cost: 2 Ability Points

Your character only needs to spend 5 Meter to activate the ability. You can only purchase this upgrade once.

FREQUENCY

Cost: 2 Ability Points

Your character can activate their Super Move one additional time per encounter for each purchase of Frequency.

POWER

Cost: Special

The first time you purchase this upgrade, it costs one ability point and your character's primary ability gains the improved effect. You may purchase this upgrade a second time at a cost of another two ability points to gain the supreme effect.

SECONDARY EFFECT

Cost: 1 Ability Point

Add a secondary effect to your character's Super Move. When you purchase this upgrade, select one of the following secondary effects. You may purchase this upgrade a second time to choose a different effect, for a total of two secondary effects. As with the primary ability effect, you should work with the GM to come up with an exciting narrative explanation for each secondary effect.

Even if the primary effect is instantaneous, the duration of the Super Move matters for many secondary effects. Remember, a Super Move lasts until the end of your character's next turn, or longer if you take the Duration upgrade.

DEVASTATING

While the ability is active, your character adds +2 damage to one hit of each of their attacks.

DIMINISH

While the ability is active, enemies within short range add ■ to their skill checks.

DRAIN

When your character activates their Super Move and at the beginning of each of their turns it remains active, enemies within short range suffer 2 strain.

EMPOWERED

While the ability is active, your character adds ■ to their skill checks.

EMPOWER ALLIES

While the ability is active, allies within short range add

■ to their skill checks.

REJUVENATION

When your character activates the ability and at the beginning of each turn they take while it remains active, your character heals 2 strain.

REJUVENATE ALLIES

When your character activates the ability and at the beginning of each turn they take while it remains active, all allies within short range heal 2 strain.

RENEWAL

When your character activates the ability, you may choose to generate a new PC Initiative slot. You may choose to use Cool or Vigilance for this roll. The new result remains for the duration of the encounter. The new Initiative slot is immediately available for use, but it does not allow any PC to take an extra turn during a round.

SUPER COUNTER

Cost: Special

The first time you purchase this upgrade, it costs one ability point and you may use your Super Move as a counterattack as part of the counter maneuver. You may purchase this upgrade a second time at a cost of another two ability points to add ✨ ✨ to your counter skill check.





The nature of the *King of the Streets* setting means there are several key differences in the way combat is resolved from a typical Genesys game. This chapter outlines new and adjusted rules unique to this setting.

NEW MANEUVERS

The following maneuvers may be used in addition to those listed in the Genesys Core Rulebook. Where two maneuvers have the same name, the rules below supersede those in the core rules.

JUMP

Characters in fighting games are able to leap incredible heights and cross great distances with their jumps. It's important that a player can use jumping as a tactical option for their character in any fight.

The jump maneuver allows a character to cross a distance equal to a movement maneuver, but to do so while airborne. Jumping gives a great advantage to your attacks, but also leaves you defenseless and exposed. An attack made after a jump maneuver gains , but also reduces your melee defense to 0 and generates automatic .

If a character performs a jump maneuver at the end of their turn, they remain airborne until the start of their next turn (or until something knocks them out of the air before then).



ACTIVE DEFENSES

Players have two ways of reducing or avoiding damage: passive defenses and active defenses. Passive defenses include soak and melee or ranged defense scores (see pages 104-105 of the Genesys Core Rulebook for more information). Active defenses include attempting a counterattack, adopting a guarded stance, or executing a parry. Active defenses are maneuvers and are described below.

COUNTERATTACK

Clever fighters know that sometimes the best way to block an attack is with another attack. Counterattacks are a special type of maneuver that lets a defender use an attack of their own as an active defense. A counterattack maneuver cannot be counterattacked. A character may only counterattack once in a round. To attempt a





counterattack, a character must take the counterattack maneuver on his turn before an opponent has declared their attack and choose a special move to be used during their counter attempt.

If an opponent attacks a character who has taken the counterattack maneuver, they must succeed at an opposed combat check using their chosen special move against the special move the defending character chose as their counterattack. If the defender wins, their counterattack is successful—the attacker misses and takes wound damage equal to the characteristic of the defender's countering move plus the number of uncanceled  and  rolled in the check.






If the attacker wins the roll, the attack proceeds as normal, but the attacker also gets a bonus maneuver which does not count toward the 2-per-round limit. The player's counter attempt left them vulnerable, and the attacker gains the upper hand. The attacker wins ties.

COUNTERATTACK EXAMPLE

At the end of her turn, Raizel declares that she will use the Counterattack maneuver. Having already moved this round, this counts as her second maneuver, so Raizel suffers 2 strain. On his turn, Maksim declares he is attacking Raizel with a *Force Punch* special move, activating her Counterattack. Raizel chooses to counter with her *Knee Blast* special move.

Maksim has Brawn 4 and Punch 2, giving him an initial dice pool of    . Raizel's *Knee Blast* uses the Kick skill, and she has Brawn 4 and Kick 3. Maksim's final dice pool is

       .

Maksim rolls his attack and the result is     . Raizel's counterattack is successful, dealing 7 damage (her Brawn plus 3 from the check), minus Maksim's soak.

GUARDED STANCE

When a character is confronted by an angry enemy ready to attack, they may be inclined to defend themselves rather than taking an ineffectual swing at their opponent. In such an instance, the character can take a maneuver to assume a guarded stance, which contrib-

utes to their defense against melee attacks. A character who performs this maneuver adds ■ to any combat checks they make until the end of their next turn. However, they also gain melee defense equal to half their Agility (rounded down, minimum 1) until the end of their next turn.

PARRY

When dodging or blocking an attack isn't an option, characters still have the ability to actively absorb the attack, exerting themselves in an attempt to avoid the brunt of the attack. When your character suffers a hit from a melee combat check, after damage is calculated but before soak is applied, your character may suffer 3 strain to use this maneuver to reduce the damage of the hit by two. This maneuver can only be used once per turn. The EX Parry talents can be used to increase the amount of damage the Parry maneuver reduces in a given attack.



NEW COMBAT MODIFIERS

IMPROVISED WEAPONS

In the *King of the Streets* setting, melee weapons are represented by special moves in the same way as unarmed attacks. A powerful uppercut is as good as a swinging axe so far as fighting games are concerned. But there are many times where characters pick up incidental weapons from the ground during a fight. Classic beat-'em-up games like *Final Fight*, as well as the martial arts movies these games were based on, all included random knives, broken bottles, baseball bats and more littering the ground. Watch any Jackie Chan movie for wilder examples of improvised weapons at play, from ladders to barstools to tables and chairs.

Improvised weapons use the Punch basic move, but add □ to the combat check. Larger improvised or incidental weapons that require two hands to wield may add □□ at the GM's discretion. Such weapons are typically only usable for one attack before being rendered useless, broken, or otherwise lost.

RECOVERY AND HEALING

While characters can be afflicted with various ailments and types of damage, and as professional fighters they will be taking an abundance of wounds over their careers, there are thankfully several options for recovery. The *King of the Streets* setting assumes that all player characters are exceptional people, with either genetically engineered or phenomenal natural born resiliency. This means they can recover far faster and more efficiently than the average person.

Still, recovery can vary in time and effectiveness, based on the resources and expertise available to the characters. With the proper resources and sufficient time, characters can recover from virtually any encounter.

HEALING WOUNDS

There are several ways that characters can heal wounds. Some allow for natural, if slow, healing; others require access to high-tech medical facilities.

SHAKE IT OFF

Wounds represent physical exhaustion, but not necessarily physical *damage*. It is possible for a fighter to take a great deal of wounds in a fight that ultimately represent only bruises, scrapes, and muscle fatigue. Generally speaking, unless a fighter receives a Critical Injury, it is assumed that any wounds they have are of this minor variety, and can be shaken off with relative ease.

After any encounter, if a character has not taken any Critical Injuries, they may roll to heal wounds. Make a Simple (-) **Discipline or Resilience** check. Each ★ recovers 1 wound.

WOUNDS AND CRITICAL INJURIES

When a character is Critically Injured, their wounds are considered to be more serious and can't simply be shaken off. These wounds require rest, medical attention, or both.

For each full night's rest, the character heals 1 wound per rank of Resilience (minimum 1) regardless of the character's current state of health. At the end of each full week of rest, the character may attempt a Resilience check to recover from one Critical Injury. The

difficulty is equal to the Critical Injury's severity rating (see page 115 of the Genesys Core Rulebook).

On a successful check, the character recovers from the Critical Injury and is no longer affected. On a failed check, the character retains the Critical Injury, but still heals one wound. A 🎯 result means the character can heal one additional Critical Injury.

MEDICAL CARE

A character may attempt a Medicine check to help a character heal wounds. Each character may only receive one Medicine check each encounter, as there is only so much good that first aid can do to help a character.

The difficulty of the check is based on the target's current state of health (see the Genesys Core Rulebook). On a successful check, the target heals a number of wounds equal to the number of ✨ generated by the Medicine roll and heals an amount of strain equal to the number of ▲ generated.

A character may also attempt to help someone recover from a Critical Injury by making a Medicine check with a difficulty equal to the severity rating of the Critical Injury (see the Genesys Core Rulebook). A character may attempt one Medicine check per week per Critical Injury.

A character may attempt to heal their own wounds or Critical Injuries with Medicine, but doing this themselves increases the difficulty of the Medicine check by two. In addition, attempting a Medicine check without medical equipment of some kind (such as a first aid kit or doctor's tools) increases the difficulty of the check by one.

MEDIKITS

Medikits are a general-purpose suite of medical equipment readily available to fighters. Containing various implements including advanced scanners, nano-injectors, and other devices, they allow for faster healing without the need for intensive care or surgery. They can be self-administered without penalty, or can function as basic medical equipment for a Medicine check. In the latter case, they add their own automatic healing as a bonus to any wounds restored during the Medicine check.

Medikits grant diminishing benefits when used more than once within a 24-hour period. The first medikit used on a character automatically heals 5 wounds. The second medikit only heals 4 wounds, the third medikit heals 3 wounds, and so on. The sixth medikit has no effect; the target is too oversaturated with nanomachines and restorative gels to benefit from further

treatment that day.

Administering a medikit requires one maneuver, and the character doing the administering must be engaged with the target to treat them. This also means that a character with a free hand can administer a medikit to themselves by spending a maneuver.

Medikits can never heal Critical Injuries without being used as equipment for a full and proper Medicine check.

RECOVERING FROM STRAIN

Fortunately, recovering from strain is fairly easy. Taking a moment to catch one's breath, eating a good meal, and spending time relaxing with friends are all ways a player character might recover from strain.

At the end of an encounter, each player can make a **Simple (-) Discipline or Cool check**. Each ✨ recovers 2 strain. Players may choose to spend ▲ to regain additional strain as normal. Furthermore, a good night's rest generally removes all strain a character has suffered.

RECOVERING FROM CRITICAL INJURIES

Since lingering Critical Injuries make subsequent injuries increasingly dangerous and render wounds more difficult to heal, they should be treated as quickly and efficiently as possible. Critical Injuries vary in severity, which represents the difficulty of any corresponding Medicine check to treat and remove the injury.

It's important to note that even if the effect of a Critical Injury has expired, the Critical Injury still persists until treated. For example, with a Critical Injury result of 23, which indicates the Off-Balance Critical Injury, the character adds ■ to their next skill check. Even after this effect has been applied, the Off-Balance Critical Injury still exists and lingers until treated, making subsequent Critical Injury rolls against the character that much more dangerous to them.

CHAPTER 7:

In the world of King of the Streets, fighters have abilities well beyond those of normal men and women. Not only can they throw punches and take damage that would astound traditional fighters, but they have access to special powers and equipment that can accomplish truly superhuman feats. These powers fall under the umbrella of “Special Effects” or FX abilities.

FX encompasses magical powers (Arcana), spiritual powers (Ki Mastery), and powers created through the use of science and technology (Gadgets). While the visual appearance of these abilities, and indeed the actions the characters perform with them, may be wildly different from each other, the functional effects are all essentially the same.

For instance, a character may use Arcana to cast a fireball spell, chanting ancient words and forming mystic symbols in the air. Another may use Ki Mastery to focus their inner strength and fighting spirit into a blast of pure white force that launches from their outstretched hands. Yet another could simply pull the pin on a grenade and toss it at a foe. All three are doing very different things, but the results (and the rules governing them) are the same – use your relevant skill to make an attack, perhaps adding a modifier to enhance those results in some way.

While the rules function the same for all FX abilities, it is highly recommended that each character’s use of those abilities be given unique flair. One character’s Arcana skill might reflect training as a sorcerer, and their spells could leave trails of glowing symbols around their arms when they cast, while another’s Arcana skill might actually represent psionic powers such as telekinesis, telepathy, ESP, or pyrokinesis. One Ki Master might be a religious monk, another a self-help celebrity, another a homeless guru. One fighter’s Weapon skill is represented by a simple but ancient sword passed down through generations, another’s by their utility harness, bristling with high-tech gadgets.

In the end, the simplicity and flexibility of the FX system is intended to encourage creativity in defining your character’s skills and specializations. The more you work at finding what makes your fighter’s FX uniquely theirs, the more fun you’ll have.

Using FX

Anyone who has at least one rank in an FX skill can access FX abilities. **If your character does not have at**

least one rank in an FX skill, they cannot attempt to use these abilities. This includes performing any of the FX actions and maneuvers listed later in this section.

All characters, no matter what type of FX they use, also need to have a certain amount of knowledge and training concerning FX abilities and their possibilities. For this reason, your character is going to benefit greatly from having a couple of ranks in the skills that correspond to their chosen FX skill if they want to master their abilities. The skills corresponding with each FX skill are as follows:

Resilience corresponds with Arcana, Discipline corresponds with Ki Mastery, and Knowledge (Technology) corresponds with Gadgets.

FX IN NARRATIVE ENCOUNTERS

FX skill checks are fundamentally handled like any other skill check, and called for in the same circumstances. As with any other skill, you should generally only require a check when there are dramatic results or consequences for failure. For instance, a character that regularly manifests ice-based effects using their FX skill shouldn’t need a check to use their abilities to make some ice cubes or stay cool in a hot climate. Similarly, a monk who has shown themselves to be a master of the healing arts shouldn’t need a check to ease the pain of a dying NPC.

TABLE 7-1: PENALTIES WHEN USING FX





CONDITION	PENALTY
The character does not have at least one free hand.	+ 
Using Arcana while gagged, silenced, or otherwise unable to speak.	+ 
Using Gadgets while physically bound or otherwise restrained.	+ 
The character is wearing heavy armor that might hamper their movements (armor with +2 soak or more), or carrying a shield. This could also include other restrictive outfits, at GM 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 targetting someone at range while engaged in melee with another character.	Upgrade the difficulty once (or more at your GM’s discretion).

TABLE 7-2: SPENDING AND ON FX SKILL CHECKS

COST	RESULT OPTIONS
⚙️ or ⚙️	The effort exhausts the character, and they suffer 2 strain or 1 wound (controlling player's choice). This character and all allies in the encounter add ■ to any attempts to use FX until the end of the controlling player's next turn.
⚙️ or ⚙️	The FX action doesn't take effect until the start of the next round, or after a minute in narrative gameplay. If the character is using a piece of FX equipment, it becomes damaged one step (see Repairing Gear, on pg. 89 of the <i>Genesys Core Rulebook</i>). Until the end of the encounter, enemies add ■ when using FX actions that target this character.
⚙️ or ⚙️	The FX action is slightly more powerful than expected. One character of the GM's choice is targeted or otherwise affected by the effect as well. All other characters and creatures attuned to FX energies (having ranks in Arcana, Ki Mastery, or Gadgeteering) 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 mystic connection and is unable to use FX for the rest of the encounter or scene. The GM picks the target of the character's FX action. If the character performing the action is an NPC, the controlling player picks the target instead.
⚙️	The character completely loses control of their mystic energies or their gear malfunctions, suffering one Critical Injury (at the GM's discretion, this may instead take the form of some sort of terrible or hilarious misfortune, such as temporarily being turned into a small woodland creature, being struck by lightning on a clear day, having their astral form stuck outside their body for the remainder of the day, or releasing a drone that randomly gives players minor shocks for the rest of the day). If the character is using a piece of FX equipment, it is completely destroyed.

With FX skills being so open ended, judging and resolving FX skill checks may seem challenging, but it really doesn't need to present much more complication than using any other skill. Instead of looking at the "how" of the use of their abilities, focus on the end result to decide on a difficulty for the check. Resolving an FX skill check is really no different from resolving any other check. If the check succeeds, the character

achieves what they set out to. How exactly that happens is shown by the positive and negative symbols left in the pool, as interpreted by you and your players.

One good guideline, however, is that **using FX abilities to accomplish a task should rarely be as easy as using the base skill designed for that task.** If the ability is basically replicating the effects of a mundane skill, assign the difficulty correspondingly, but consider increasing it by one. FX skills shouldn't be catchalls that eliminate the need for any others. Magically levitating over a river or jury-rigging a jetpack on the fly is more difficult than swimming across from an objective view, although your character might find it easier if they aren't trained in Athletics (or don't want to get wet).

FX skills are more taxing than other activities in one other respect. **When your character uses an FX ability that requires a check (whether or not the check succeeds), they suffer 2 strain after resolving the check.** It could represent the mental strain of casting a spell, the physical strain of manipulating your Ki, or the simple exertion of swinging a sword, staff, or axe rather than your fist. This limit keeps FX-using characters from using their abilities indiscriminately. Note that FX-using characters only suffer strain when they need to make a check to activate an ability, so minor and narrative FX do not impose this penalty.

Generally, FX abilities also have unique requirements for use. The character may have to make certain gestures, say specific words, or just spend a few precious moments grabbing or activating an item. If your character can't do that, using the ability becomes harder. See **Table 7-1: Penalties When Using FX** for some condi-

EXPLAINING GADGETEER EFFECTS

A character using FX actions derived from the Gadgets skill is relying on technology of one kind or another to accomplish their feats. This should always be something the player can describe during play. For instance, a Gadgeteering ranged attack could be described as firing a gun, using a wrist-mounted blaster, or a grenade. A Gadget-based Debuff could be a flashbang that causes blindness or knockout gas or tranquilizer darts causing sleep.

It's up to the player and GM to come to an agreement about what reasonable restrictions may come up during play for uses of the Gadgets skill. PCs may not always have access to unlimited supplies; GMs could spend ⚙️ or story points to represent running out of ammunition. However, players have spent XP to use the skill so restrictions should be something story-based that players can overcome rather than hard penalties that restrict play unfairly.

tions that may make it harder for a character to activate their FX abilities.

FX can also be risky, and using them can come with consequences. **Table 7-2: Spending ⚡ and ⚔ on FX Skill Checks** lays out some of the consequences, and the ⚡ and ⚔ needed to trigger them. You may note that the consequences tend to be worse than the consequences characters normally suffer for ⚡ and ⚔. This is a deliberate balance for the raw power and flexibility of FX abilities. After all, with great power comes the occasional risk of whacking yourself in the face with your nunchaku.

The effects of FX skill checks may be instantaneous or, rarely, permanent. Generally, abilities used in structured gameplay either have an immediate effect or a persistent effect for as long as the character uses maneuvers to concentrate on the ability. At your discretion, outside of structured gameplay, some effects may last for the duration of an encounter or scene.

TYPES OF FX ABILITIES

Since FX skills are more versatile—and thus potentially more useful—than other skills, we narrow down what is possible to accomplish with a particular FX skill by defining broad categories of actions. For structured encounters, we divide ability types up fairly rigorously. For narrative encounters, we keep things more flexible but still follow those same guidelines. In this section, we list the different types of FX actions and talk about how to use them in narrative encounters. Later we talk about using these actions in structured encounters.

Each FX action entry talks about the things a character can do with that ability—such as make themselves invisible, freeze a target, or heal an ally. Often, we refer to the FX in Structured Encounters rules for particulars on how to use FX to accomplish a goal. Those rules work equally well for narrative encounters.

Also, you'll quickly note that none of the three FX skills (Arcana, Ki Mastery, and Gadgets) are able to accomplish all of the different types of FX actions. We did this deliberately; each type of FX should be better at some things than others, and this way no one character can be a master at everything. We don't recommend disregarding this rule, since it makes FX users even more powerful.

ATTACK

Skills: Arcana, Ki Mastery, Gadgets

Attack effects include any combat check or other action that directly or indirectly deals damage or strain to an enemy. Examples include throwing a fireball, shooting

lightning, smiting a foe with a massive hammer, or throwing grenades.

We recommend using the rules found on page 69 for making an FX Attack action whenever you want your character to attack someone with FX skills. Attacking generally happens in structured combat encounters, anyway. If you need to make an attack outside of combat (by shooting a bolt of force to cause a landslide to block a road or using a weapon to bash down a door, for example), your players can still follow the rules for the FX Attack action, and you can decide on the minimum damage needed to trigger the desired result.

AUGMENT

Skills: Ki Mastery, Gadgets

Augment FX enhance characters or objects. Sometimes, the distinction is mostly narrative—it may be purely a matter of description whether a spell imbues a sword with power or improves the reflexes of the character wielding it. Although these effects are often helpful in combat, such spells can be useful in many circumstances, from helping an ally scale a sheer surface to keeping the party's horses galloping past their normal limits.

Ki Mastery may only be used to augment the player's character directly; Gadgets may be used to augment characters or objects.

When determining the effect of an augment, see the Augment action's effects, on pages 70 and 71, for some of the possibilities. Of course, you or your players may want to try something not covered by those effects, such as temporarily repairing a weapon so that you can continue to wield it. In this case, you may set a difficulty by looking at the difficulty to repair the item (see page 89 of the Genesys Core Rulebook). These spells could also be used to improve the effectiveness of gear (perhaps the augmented item adds ■ to checks related to its use). Augment could even let a character turn invisible or fly, although we recommend a difficulty of at least **Hard** (◆◆) for this!

BARRIER

Skills: Arcana, Gadgets, Ki Mastery

"Barrier," or protective, effects are fairly straightforward in structured encounters: they reduce incoming damage for your character and their allies. However, they have some interesting narrative uses as well.

Barrier FX effects let the spellcaster protect themselves from adverse conditions of all types. Your character may create a bubble under the ocean so they can travel underwater, a barrier that shields them from flames as they walk through a burning building, or even a barrier that deflects an onrushing avalanche. When using

a Barrier spell in narrative situations like these, first define what you want the barrier to do (protect a character from heat or cold, create a bubble of air, deflect snow in an avalanche). Then, use the base difficulty for the check as defined on page 70, and follow the additional effects rules if the character wants to affect other targets.

CONJURE

Skills: Arcana, Gadgets

Conjuration FX allows a character to summon allies and create items, either using gear or materials they have at hand (Gadgets skill) or using the raw stuff of magic (Arcana skill).

Conjure's structured encounter rules, on page 216, are fairly good guidance for using Conjure in narrative encounters. However, we admit that the Conjure action is one of the most loosely defined rule sets because of the sheer number of items or creatures you could summon or create. When using Conjure to summon or create something in a narrative encounter, what you need to determine is the size or complexity of the conjuration.

How elaborate the spell gets can be a matter of common sense for you and your players. Summoning a glowing sword and fighting with it seems reasonable, but summoning a cannon does not (especially if the cannon doesn't exist in your setting!) Likewise, summoning a door to bar a portal or brush and brambles to make an area difficult terrain is within the scope of a spell, but summoning a canyon filled with molten lava is not!

DEBUFF

Skills: Arcana, Ki Mastery, Gadgets

What we call a "Debuff" is any sort of affliction that applies a negative effect to a character, whether it be a penalty to combat checks, a wasting sickness incurable by mundane means, or an inability to speak a certain name. The most extreme afflictions might even bend a victim to the spellcaster's will. The distinction between affliction and attack might not always be clear. As a general principle, if an FX action inflicts damage or strain, it's an attack. If it simply makes a target more susceptible to damage or strain, it's a debuff.

Outside of structured encounters, debuffs could take any number of forms. Some could be annoying, such as someone sneezing uncontrollably or feeling inexplicably lethargic. The effects could be represented mechanically by adding a ■ or two to the target's checks. The check to inflict such a minor debuff should

either be an opposed check, or **Easy** (◆) if the target is a minor character.

Other debuffs could be more dangerous, such as a hex that causes dangerous things to happen to the target for no reason (ladders breaking, tree branches falling on them, and the like). Not only should the difficulty of the spell be higher—if it's not an opposed check, it should be at least **Average** (◆◆) and possibly **Hard** (◆◆◆)—but the effects can be represented narratively. If a character falls from a broken ladder, for example, use the falling rules (see the Genesys Core Rulebook).

Of course, there are some truly terrible debuffs: blindness, disease, madness, or being turned into a toad. These checks should almost always be opposed (either by the target's Discipline or Resilience, depending on whether the debuff affects the mind or the body). You can pull effects from the Critical Injury Result table or the fear and sanity rules (found in the Genesys Core Rulebook), or use similar inspiration when figuring out what the debuff does.

DISPEL

Skills: Arcana

We've made dispelling an opponent's ongoing FX the province of Arcana magic—primarily to balance out Arcana's lack of access to the Heal ability. Dispelling should work the same in structured encounters and in narrative encounters, so just use the structured encounter rules if a character wants to dispel something narratively.

HEAL

Skills: Ki Mastery, Gadgets

At its most basic, healing FX actions can remove damage or strain from a character. The most powerful might cure deadly diseases or even raise the dead. Healing works much like the Medicine skill, but of course medicine is pure science where Ki uses the spirit and Gadgets use borderline-fantasy super-science.

In game terms, healing FX are more difficult than an equivalent Medicine check. However, in exchange for this increased difficulty, healing FX can do things that a skilled doctor cannot. These include healing targets from afar, healing multiple targets at once, and on rare occasions, bringing the deceased back from the dead. Healing FX can also affect targets multiple times per encounter.

When using healing FX actions, the additional effects listed in **Table 7-8** should cover most of what you want to do in narrative time as well as structured time. For other effects—such as a focusing mantra or an inhaler that doubles the rate of natural healing for a

target—the GM can set the difficulty. If you're not sure what difficulty to assign, **Average** (◆◆) works for any acceleration of natural healing, while anything similar in scope and impact to bringing the dead back to life should be **Daunting** (◆◆◆◆) or even **Formidable** (◆◆◆◆◆◆). True resurrection is a rare and difficult endeavor; possible, but almost unheard of except in whispered tales.

UTILITY

Skills: Arcana, Ki Mastery, Gadgets

Utility FX covers all the minor things that we expect people to be able to do with magic and advanced technology, such as levitating a book, transmuting a pebble into a butterfly, detecting life signs nearby, creating a light source to see in the dark, or making one's voice growl with distant thunder. Basically, these are all cool abilities with a minor benefit, but are more tricks than dangerous or powerful effects. That doesn't mean a player can't figure out how their character can use utility FX to their best advantage—that's half the fun!

Utility FX don't have an equivalent action for structured encounters, since the effects are almost entirely narrative in nature. A check to use utility FX should always be **Easy** (◆). If that check seems too easy for what you want to accomplish, then what you want to do is probably beyond the scope of utility FX!

FX IN STRUCTURED ENCOUNTERS

FX can be used to attack opponents, protect allies, create items or weapons, and do other impressive and amazing things. The core of these actions follows the same skill check system that forms the core of Genesys. The difference is that FX are much more customizable. You can do quite a bit with FX abilities, but the more you want to do, the more difficult the check becomes.

FX ACTIONS AND MANEUVERS

As with anything else characters might attempt in structured encounters, FX abilities are categorized as either actions or maneuvers. This section presents example FX actions that cover some of the most common things characters might attempt. We try to leave the narrative descriptions up to you and your players; it's fun to describe the appearance of your special abilities in ways unique to your characters. Like standard actions and maneuvers, many of these can also be used in or out of combat.

Again, these are only examples of what characters might do with FX—common uses that we thought could use some detail and guidance. Adjudicating ac-

tivities other than those described here is up to the GM and players.

ACTIONS

Here are a few of the most likely actions characters might attempt using FX. Each entry specifies whether the ability can be sustained using the Concentration maneuver and what skills can be used to perform the action. Not all skills can be used to perform each action; some FX skills are better at performing certain kinds of actions than others. **A character must have at least one rank in the skill required by the FX action to perform that FX action.**

Where FX gets interesting is in the options a character has for customizing their action. Before taking an FX action, the character may choose any number of additional effects to add to that action (these effects are listed on an associated table). However, each effect has a difficulty increase associated with it. You add each difficulty increase to the overall difficulty of the check. You may not add an effect if it would increase the difficulty beyond **Formidable** (◆◆◆◆◆◆) (after any reductions are applied; see page 218). Each effect can be added once, unless the effect specifies otherwise.

Many additional effects grant bonuses based on a character's ranks in their enhancement skill. An enhancement skill is a regular skill related to the character's FX skill that grants additional benefits in conjunction with actions. Each FX skill has its own enhancement skill: **Arcana's enhancement skill is Resilience, Ki Mastery's enhancement skill is Discipline, and Gadgets' enhancement skill is Knowledge: Technology.**

Since all FX actions require a check, whenever a character performs an FX action, they suffer 2 strain.

ATTACK

Concentration: No

Skills: Arcana, Ki Mastery, Gadgets

FX attacks are combat checks, and they follow the normal rules for performing a combat check, using the character's relevant FX skill instead of a combat skill. There are some exceptions, however, which we detail here. When making an FX attack, the character must select one target at short range (but not engaged). The default difficulty of the check is **Easy** (◆). The attack deals damage equal to the characteristic linked to the skill used to make the attack (so if the character uses Arcana, they would deal damage equal to their Intellect), plus 1 damage per uncanceled ✨. The attack has no set Critical rating, so you may only inflict a Critical Injury with a 🎯.

TABLE 7-3: FX ATTACK ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Anti-Air: The attack gains the Anti-Air quality with a rating equal to your character's ranks in your enhancement skill.	+◆
Close Combat: May select a target engaged with your character.	+◆
Deadly: The attack gains a Critical rating of 2. The attack also gains the Vicious quality with a rating equal to the character's ranks in your enhancement skill.	+◆
Fire: The attack gains the Burn quality with a rating equal to your character's ranks in Knowledge.	+◆
Light/Dark (Ki Mastery Only): When dealing damage to a target that the GM determines has oppositely-aligned Ki (a master of light ki fighting a master of dark or vice-versa), each ✨ deals +2 damage, instead of +1.	+◆
Ice: The attack gains the Ensnare quality with a rating equal to the character's ranks in your enhancement skill.	+◆
Impact: The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to the character's ranks in your enhancement skill.	+◆
Lightning: The attack gains the Stun quality with a rating equal to the character's ranks in your enhancement skill. The attack also gains the Combo quality. (You must increase the difficulty by one to use the Combo quality as normal.)	+◆
Manipulative (Arcana Only): If the attack hits, you may spend ⚡ to move the target up to one range band in any direction.	+◆
Non-Lethal (Gadgets Only): The attack gains the Stun Damage quality.	+◆
Range: Increase the range of the attack by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Destructive: The attack gains the Pierce quality with a rating equal to the character's ranks in your enhancement skill.	+◆◆
Empowered: The attack deals damage equal to twice the characteristic linked to the skill (instead of dealing damage equal to the characteristic).	+◆◆
Poisonous: If the attack deals damage, the target must immediately make a Hard (◆◆◆) Resilience check or suffer wounds equal to the character's ranks in your enhancement skill, and strain equal to the character's ranks in your enhancement skill. This counts as a poison.	+◆◆

Before making an FX attack check, choose any number of additional effects listed on **Table 7-3: FX Attack Additional Effects**. These effects are added to the attack.

AUGMENT

Concentration: Yes

Skills: Ki Mastery, Gadgets

This is using FX to enhance people, whether through altering the flow of Ki in their body or by some specialized device. A character selects one target they are engaged with (which can be themselves), then makes a Ki Mastery or Gadgets skill check. The default difficulty of the check is **Average** (◆◆). If the check is successful, until the end of your character's next turn, the target increases the ability of any skill checks they make by one (in effect, this means they add ◆ to their checks).

A character may not be affected by more than one **Augment** at the same time (so no stacking effects).

Before making an augment check, choose any number of additional effects listed on **Table 7-4: Augment Additional Effects**. These effects are added to the check.

BARRIER

Concentration: Yes

Skills: Arcana, Gadgets, Ki Mastery

Both arcane spellcasters and gadgeteers have the power to create barriers to protect themselves and their allies, whether formed of energy or some physical material. The character selects one target they are engaged with (which can be themselves), then makes an Arcana or Gadgets skill check. The default difficulty of the check is **Easy** (◆). If the check is successful, until the end of the character's next turn, reduce the damage of all hits the target suffers by one, and further reduce it by one for

TABLE 7-4: AUGMENT ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Body Hardening (Ki Mastery Only): The target increases their wound threshold by a value equal to the character's ranks in your enhancement skill for the duration of the spell.	+◆
Combat Scanner (Gadgets Only): The target's Critical rating for unarmed combat checks becomes 3.	+◆
Haste: Targets affected by the spell can always perform a second maneuver during their turn without spending strain (they may still only perform two maneuvers a turn).	+◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Swift: Targets affected by the spell ignore the effects of difficult terrain and cannot be immobilized.	+◆
Additional Target: The action affects one additional target within range of the ability. In addition, after using this action, you may spend ▲ to affect one additional target within range of the ability (and may trigger this multiple times, spending ▲ each time).	+◆◆

every uncanceled ✨ beyond the first.

Before making a Barrier check, choose any number of additional effects listed on **Table 7-5: Barrier Additional Effects**. These effects are added to the check.

CONJURE

Concentration: Yes

Skills: Arcana, Gadgets

This action represents the ability of a spellcaster or gadgeteer to animate objects or create items (or even allies) out of thin air and the aether or from materials kept at-hand. The character makes an Arcana or Gadgets skill check. The default difficulty for the check is **Easy** (◆). If the check is successful, the character summons

a simple tool with no moving parts (such as a shovel or pickax), a one-handed melee weapon with no moving parts (such as a sword or knife), or a minion no bigger than silhouette 1 (such as an animal, magical creature, robotic drone, or even undead monstrosity). These appear engaged with the character. The summoned minion or item remains present until the end of the character's next turn.

If the character summons a creature, the creature behaves in the best approximation of its natural instincts (as determined by the GM). It is not controlled by the character, and may even be hostile to them. In a structured encounter, it takes its turn immediately after the character.

Before making a conjure check, choose any number

TABLE 7-5: BARRIER ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Target: The action affects one additional target within range of the ability. In addition, after using this action, you may spend ▲ to affect one additional target within range of the ability (and may trigger this multiple times, spending ▲ each time).	+◆
Range: Increase the range of the ability by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Add Defense: Each affected target gains ranged and melee defense equal to your ranks in your enhancement skill.	+◆◆
Empowered: The barrier reduces damage equal to the number of uncanceled ✨ instead of the normal effect.	+◆◆
Reflection (Arcana Only): If an opponent makes an FX attack against an affected target and generates ☹☹☹ or ☹ on the check, after the check is resolved, they suffer a hit dealing damage equal to the total damage of the attack.	+◆◆
Repel (Ki Mastery Only): Opponents the GM determines have oppositely-aligned Ki automatically disengage from affected targets, and may not engage them for the duration of the spell.	+◆◆

TABLE 7-6: CONJURE ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Summon: The ability summons one additional item, weapon, or creature. In addition, after performing the ability, you may spend AA to summon one additional item, weapon, or creature (and may trigger this multiple times, spending AA each time).	+◆
Medium Summon: The character may summon a more complicated tool with moving parts, a rival no larger than silhouette 1, or a two-handed melee weapon.	+◆
Range: Increase the range of the ability (the distance from the character that the summoned item or creature appears) by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Summon Ally: The creature the character summons is friendly to them and obeys their commands. The character may spend a maneuver to direct the creature, allowing them to determine its action and maneuver. (If the character summons multiple creatures, the character may spend one maneuver on their turn to direct the turns of all summoned creatures.)	+◆
Grand Summon: The character may summon a rival of up to silhouette 3.	+◆◆

of additional effects listed on **Table 7-6: Conjure Additional Effects**. These effects are added to the check.

DEBUFF

Concentration: Yes

Skills: Arcana, Ki Mastery, Gadgets

This action represents the combat use of curse magic, debilitating Ki strikes, or using tech to slow, restrain, or otherwise hamper a target. Your character selects one target within short range, then makes an Arcana, Ki Mastery, or Gadgets skill check. The default difficulty of the check is **Average** (◆◆). If it is successful, until the

end of the character's next turn, the target decreases the ability of any skill checks they make by one (in effect, this means they remove one ◆ from their checks).

Before making the curse check, choose any number of additional effects listed on **Table 7-7: Curse Additional Effects**. These effects are added to the check.

DISPEL

Concentration: No

Skills: Arcana

The ability to nullify magic is a strange and wondrous art that only certain arcane spellcasters possess. The

TABLE 7-7: DEBUFF ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Enervate: If a target suffers strain for any reason, they suffer 1 additional strain.	+◆
Misfortune: After the target makes a check, you may change one ■ to a face displaying a ✕.	+◆
Range: Increase the range of the ability by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆◆
Additional Target: The ability affects one additional target within range of the action. In addition, after using the ability, you may spend A to affect one additional target within range of the ability (and may trigger this multiple times, spending A each time).	+◆◆
Doom (Arcana Only): After a target makes a check, you may change any one die in the pool not displaying a ☉ or ☿ to a different face.	+◆◆
Weaken (Ki Mastery Only): The target's strain and wound thresholds are reduced by an amount equal to the character's ranks in Knowledge. This effect may not be combined with the additional target effect.	+◆◆
Paralyzed: The target is staggered for the duration of the ability. This affect may not be combined with the additional target effect.	+◆◆◆

TABLE 7-7: DISPEL ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Range: Increase the range of the ability by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Additional Target: The ability affects one additional target within range of the action. In addition, after using the ability, you may spend ▲ to affect one additional target within range of the ability (and may trigger this multiple times, spending ▲ each time).	+◆◆

TABLE 7-8: HEAL ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Target: The ability affects one additional target within range of the action. In addition, after using the ability, you may spend ▲ to affect one additional target within range of the ability (and may trigger this multiple times, spending ▲ each time).	+◆
Range: Increase the range of the ability by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Restoration: Select one ongoing status effect the target is suffering. This status effect immediately ends.	+◆
Heal Critical: Select one Critical Injury the target is suffering. If the action is successful, the Critical Injury is also healed.	+◆◆
Revive Incapacitated: The character may select targets who are incapacitated.	+◆◆
Resurrection: The character may select a target who has died during this encounter. If the check is successful, the target is restored to life, suffering wounds equal to their wound threshold. If the check fails, no characters may attempt to resurrect the target again.	+◆◆◆◆

character selects one target within short range that is under the effects of an arcane spell, then makes an Arcana skill check. The default difficulty for the check is **Hard** (◆◆◆). If the check is successful, the effects the target is under immediately end (if the spell affected multiple targets, the other targets remain affected).

Before making a dispel check, choose any number of additional effects listed on **Table 7-8: Dispel Additional Effects**. These effects are added to the check.

HEAL

Concentration: No

Skills: Ki Mastery, Gadgets

Ki masters and tech wizards are frequently known for their ability to heal wounds in the field—including the curing of poisons and diseases. The character can use the Ki Mastery or Gadgets FX skill in place of a Medicine check in order to remove damage or heal Critical Injuries. When making the check, the character selects one target they are engaged with who is not incapacitated. The default difficulty of the check is **Easy** (◆). Upon

success, the character heals 1 wound per uncanceled ✨, and 1 strain per uncanceled ▲.

Before making a heal check, choose any number of additional effects listed on **Table 7-9: Heal Additional Effects**. These effects are added to the check.

MANEUVERS

These maneuvers are specific to characters who use FX skills. Like most maneuvers, these don't actually require checks, but affect the character's skill checks. Of course, you and your players might also describe common maneuvers in terms of special FX when it seems appropriate. For instance, a player might describe guarded stance as their character focusing their Ki to detect incoming strikes, or they might narrate assist as a portable battering ram that helps an ally break down a door (see pg. 97 of the *Genesys Core Rulebook* for details on common maneuvers).

COUNTER FX

Most skilled spellcasters, Ki masters, and gadgeteers can

attempt to counter an opponent's FX abilities as they are being used. If the character performs the counter FX maneuver, all opponents within medium range upgrade the difficulty of checks to use FX once, until the end of the character's next turn.

CONCENTRATE

Some FX abilities might require concentration to sustain. If an FX action (or ability) can benefit from concentration, the action description notes this.

FX abilities that can be sustained through concentration last until the end of the character's next turn (as noted in their description). However, if the character performs the concentrate maneuver during that next turn, the effects last until the end of the character's following turn, instead. This can be sustained indefinitely by performing the concentrate maneuver each turn.

FX EQUIPMENT

FX, as with any other skill, can be augmented and enhanced by various items. You may recognize them as magical staples such as staffs and wands, classic martial arts staples like a focusing talisman for Ki, or reliable gadgeteering mainstays like utility belts.

Every piece of special FX equipment applies to specific FX skills and has a certain basic effect (all staffs help your character increase the range of Arcana spells, for example). We selected these basic effects for simplicity and ease of explanation. However, if in your setting you prefer that wands help your spellcasters increase the range of a spell, then just swap the basic abilities around between types of items. Most of the tools also boost the base damage of FX attack actions. This represents FX doing more damage when focused correctly, and it brings the damage totals in line with regular combat moves.

There are two hard-and-fast rules when it comes to using special equipment, however. The first is that your character can only benefit from one implement at a time. So, if your character has a utility belt and a tech gauntlet, for example, they choose which one to use when activating their FX. The second is that holding an implement does not impose **■** on your character's check for not having their hands free.

AMULET OF POWER

Skills: Arcana, Ki Mastery

Amulets come in many forms and shapes; some exotic, others plain; some ornate and adorned in

gold or silver, others modest and made from simple string, wood, or bone. All will have some stone forged into them, whether a precious gem or seemingly simple rock. Regardless of their make, both spellcasters and Ki masters have learned ways of binding real power to the stones in these amulets.

When your character activates an FX ability using either Arcana or Ki Mastery using an amulet of power, add **■** to the check and adding the Close Combat effect does not increase the difficulty. In addition, FX Attacks activated by your character increase their base damage by two.

FOCUSING TALISMAN

Skills: Ki Mastery

Focusing talismen are items of great significance to a Ki master that represent some crucial part of their training or belief system. These can be religious symbols of some sort, perhaps necklaces, rings, emblems, or medallions. But they just as easily can simply represent your character's beliefs—a headband handed down from master to student for generations, a string of beads gathered from wise men across the globe, etc.

Focusing talismen enable Ki masters to perform unique miracles. When they are activating FX abilities, adding any Ki Only effects increase the ability's difficulty one less than they would normally. In addition, the number of wounds healed by the heal FX ability by the user increases by two.

MAGIC STAFFS

Skills: Arcana

Magical staffs have long been a staple of magic in a variety of settings. Used by wizards, druids, and shamans, these can look like short rods or long staves, and can be ornate, rune-encrusted things of brass and obsidian, simple unfinished wood, or pretty much anything in-between.

TABLE 7-9: FX EQUIPMENT

ITEM	DAMAGE	ENCUM	PRICE	RARITY
Amulet of Power	+2	0	750	6
Focusing Talisman	+0	0	250	4
Magic Staff	+3	2	400	6
Tech Pack	+3	2	1,000	5
Utility Belt	+2	1	10,000	5

Magical staffs help augment the user's ability to cast spells in a very specific way. When a character makes or obtains the staff, you, the GM, determine one effect that the staff lets users add to any appropriate spell without increasing the spell's difficulty. The effect chosen must be one that, without a staff, only increases difficulty by one. In addition, FX attack spells cast by the user increase their base damage by three.

For example, your character could have a staff of fire, which lets them add the Fire effect to any FX attack actions they perform. They could also have a staff of enervation, which lets them add the Enervate effect to any debuff actions they perform. However, they cannot have a staff of grand summoning, because the Grand Summon effect increases the difficulty of the spell by two, not one.

TECH PACK

Skills: Gadgets

These specialized backpacks allow gadgeteers and tech experts to carry backup gear, making it easier to affect more targets with a larger supply of pellets, throwing knives, healing salve, or what have you.

When the user activates an FX ability using the Gadgets skill, adding the Additional Target and Additional Summon effects do not increase its difficulty. In addition, FX attacks made by the user increase their base damage by three.

UTILITY BELT

Skills: Gadgets

A gadgeteer can only carry so much in their hands and pockets. Utility belts are designed to allow maximum storage using minimal space on the body, efficiently storing all manner of items a gadgeteer might need without weighing them down. However, drawing items out of a utility belt is more cumbersome than using gadgets more close at hand.

When a character obtains a utility belt, you, the GM, select three effects that can be added to FX actions that use the Gadgets skill. Two of the effects can normally only increase the difficulty of the action by one; the third can normally only increase the difficulty of the action by two. When the user activates these abilities, adding these effects do not increase the check's difficulty. However, when using a utility belt, you must always upgrade the difficulty of any FX abilities you activate once, and $\otimes\otimes$ cannot be spent to destroy the utility belt. In addition, FX attack actions activated by the user increase their base damage by two.

An example of this might be a shielding harness, which allows your character to add the Range, Additional Target, and Reflection effects to an FX Barrier without increasing the difficulty.



The world of *King of the Streets* is quite advanced compared with our own—technology has come a long way, and though it solves many problems it has created many more. Militias, mercenaries, and terrorist organizations battle for dominance in warzones that were once quiet avenues, whole cities have been taken over by street gangs on occasion, and violence can often erupt even in the most comfortable metropolis. On the streets, you still find people arming themselves for defense, whether through concealed body armor or weapons. Breakthroughs in weapon development allow even law-abiding citizens to carry non-lethal firearms and stun weapons, while criminals, bounty hunters, and soldiers of fortune have access to more powerful arsenals of their own.

While lethal force is not allowed in the Circuit for professional fighters, it is not uncommon for enmities and rivalries forged in a tournament to boil over into personal vendettas waged in back alleyways. With so many pro fighters coming from military and law enforcement backgrounds, road warriors wielding dual pistols or shotguns are not at all uncommon.

Of course, this chapter doesn't just contain weapons and armor. It will also cover regular utility gear and cybernetics you can use to augment your character.

Equipment found in this chapter is used in addition to that found in chapter 5 of the Genesys Core Rulebook.

NO MELEE WEAPONS?

You'll notice that this chapter only covers ranged weapons with no options for close-combat. That's because all melee weapon attacks are intended to be built with the special move system presented in Chapter 4: Special Moves. So if you want your character to carry a knife, sword, staff, stun-baton, or some other kind of hand-to-hand weapon, refer to that chapter for the rules on creating special moves that represent weapon attacks.

WEAPONS

Modern firearms fall into two main categories: traditional weapons, which fire physical rounds of ammunition, and energy weapons such as lasers and stun weapons. Each type has its own pros and cons, and each one has a place in warfare, law enforcement, and criminal activity. Traditional firearms are inexpensive, broadly available, and easy to use. Focused energy weapons are accurate and nearly silent. Less lethal weapons like synap pistols are perfect for incapacitating an opponent without killing them. Finally, there are explosives and ordinance for specialized needs.

The examples given here are intentionally broad categories. Players are encouraged to describe the weapons their characters use in more detailed and specific ways. There may not be differences in play between using a .44 special and a Remington revolver from the Civil War era, but there are vast differences in the feel and personality of a character who uses each.

TRADITIONAL WEAPONS

Despite the advances made in weapons technology over the past few decades, traditional firearms remain the most common personal weapons available. Cheap, reliable, and easy to maintain, they range from tiny, disposable pistols to massive, high-caliber machine guns.

ASSAULT RIFLE

Assault rifles are light, select-fire weapons designed to spit medium-caliber rounds at high rates of fire. They are relatively accurate (now even more so with the advent of smart systems) and are extremely deadly at medium to long ranges. Modern assault rifles are constructed mostly of duraweave-reinforced composites with alloy barrels and interior parts. They can be fitted with a variety of attachments and smart systems to tailor them to specific missions or just improve their performance. The two most common assault rifle calibers are 5mm and 7mm, rounds descended from the old 5.56 and 7.62 rounds respectively.

While assault rifles are highly illegal for the average citizen to own, they can still be obtained if one knows the right dealer. Certain private security outfits and mercenaries also obtain use permits allowing them to carry assault rifles and other military hardware within city limits.

TABLE 8-1: WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	HP	PRICE	RARITY	SPECIAL	SOURCE
RANGED WEAPONS										
Assault Rifle	Ranged	7	3	Long	4	2	1000 (R)	7	Auto-Fire	CRB p166
Bullpup Carbine	Ranged	6	3	Medium	3	2	825	7	Accurate 1, Auto-fire	SotB p85
Combat Shotgun	Ranged	7	3	Short	3	2	1000	3	Auto-Fire, Blast 4, Inaccurate 1, Vicious 2	SotB p85
Heavy Pistol	Ranged	6	3	Medium	1	3	345	3	Inaccurate 1, Limited Ammo 4	SotB p85
Light Pistol	Ranged	4	4	Short	1	1	100	2		CRB p166
Pistol	Ranged	5	3	Medium	1	2	300	2		SotB p85
Rifle	Ranged	7	3	Long	4	3	875	4	Accurate 1	SotB p85
Shotgun	Ranged	7	3	Short	3	2	900	3	Blast 4, Knockdown, Vicious 2	CRB p166
Sniper Rifle	Ranged	8	2	Extreme	4	2	1200 (R)	6	Accurate 2, Limited Ammo 4, Pierce 2	CRB p166
Submachine Gun	Ranged	4	3	Medium	2	1	400 (R)	6	Auto-Fire	CRB p166
ENERGY WEAPONS										
Laser Pistol	Ranged (Light)	4	3	Short	2	1	650	7	Accurate 1, Burn 1	SotB p85
Laser Rifle	Ranged (Heavy)	6	3	Long	4	2	900 (R)	7	Accurate 1, Burn 1	SotB p85
Synap Pistol	Ranged (Light)	4	6	Short	1	2	375	2	Disorient 4, Stun 3, Stun Damage	SotB p85

TABLE 8-2: EXPLOSIVES AND HEAVY WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	HP	PRICE	RARITY	SPECIAL	SOURCE
Glop Grenade	Ranged	1	6	Short	1	1	50	5	Blast 1, Ensnare 4, Limited Ammo 1	SotB p90
Guided Missile Launcher	Gunnery	20	2	Extreme	8	3	25000 (R)	8	Blast 10, Breach 3, Cumbersome 3, Guided 3, Limited Ammo 1, Prepare 1	SotB p85
Light Machine Gun	Gunnery	9	3	Long	6	4	1750 (R)	6	Auto-fire, Cumbersome 3, Pierce 2, Vicious 2	SotB p85
Micro-Missile Launcher	Gunnery	10	4	Long	5	2	3000 (R)	2	Blast 10, Cumbersome 3, Guided 3, Limited Ammo 3, Prepare 1	SotB p85
Monofilament Grenade	Ranged	6	3	Short	1	1	85 (R)	4	Blast 7, Limited Ammo 1, Vicious 2	SotB p90
Stun Grenade	Ranged	7	5	Short	1	1	70	4	Blast 8, Disorient 3, Limited Ammo 1, Stun Damage	SotB p90


BULLPUP CARBINE

Although assault rifles remain the go-to infantry weapon for most militaries, many PMCs and corporate security outfits prefer to use the more compact and accurate “bullpup” weapons. Around since the beginning of the twenty-first century, the nickname refers to any firearm that has the action and clip behind the trigger, which allows for an easier to handle weapon. Although the first bullpup weapons tended to have some balance (and therefore accuracy) issues, modern smart systems eliminate this problem, letting wielders take full advantage of a shorter gun that’s easy to swing around. Shorter ranged by nature, bullpup carbines tend to be used in enclosed spaces, and by criminals and security officers who like being able to hide an assault weapon in a briefcase.

COMBAT SHOTGUN

Whereas civilian shotguns are built for sporting and hunting, these weapons are built for military use.

A typical combat shotgun is a light, short-barreled, magazine-fed weapon used by government and private forces. Primarily chambered in 12- and 20-gauge, combat shotguns are select-fire weapons that can fire a single round, fire a three-shot burst, or empty an entire magazine with a pull of the trigger. A combat shotgun’s major drawbacks are their savage kick and their nasty tendency to jam during automatic fire. The kick is easily contained by integrated smart recoil dampers, but even modern weapon development hasn’t solved the jamming issue.

Your GM may spend  generated on a combat check using a combat shotgun to jam the weapon. A jammed weapon cannot be fired. Clearing a jam requires a maneuver.

HEAVY PISTOL

These hand-cannons are big, loud, intimidating weapons built primarily for vicious firefights in close quarters. Often cumbersome and impossible to conceal, a heavy pistol has nothing subtle about it. Depending



on their ammo, heavy pistols can punch through nearly any armor, and a few well-placed shots can down any angry cyborg. One of their biggest downsides is their tremendous recoil. Most heavy pistols are equipped with smart recoil dampers to prevent them from breaking a shooter's wrist.

LIGHT PISTOL

Lightweight, easy to use, and often disposable, light pistols are perhaps the most common firearm in the world. While their small-caliber rounds and underwhelming ballistics make them poor weapons, they're still popular with criminals since they can be produced by 3-D printers. Some police officers carry a light pistol as a drop gun they can place on dead suspects after a questionable shooting.

Anyone searching your character adds **■** to any Perception checks they make to find a light pistol.

PISTOL

Pistols are the go-to weapons for law enforcement, military, self-defense, and general criminal activity. They come in a breathtaking array of calibers, styles, actions, and configurations and range from snub-nosed belly guns used by back-alley killers to the high-tech sidearms carried by police officers. Pistols have respectable range, stopping power, and are widely available. Pistols are often equipped with smart links, either from the factory or through end-user modification, which increases their utility. All this makes them a very attractive choice for someone looking for a versatile and reliable carry weapon.

RIFLE

A rifle is any long-range, magazine-fed, semiautomatic weapon used for hunting, sporting, or combat. This category includes everything from small varmint rifles to antique battle rifles from the distant past to modern, high-end big-game rifles. A standard hunting or marksman rifle is a semiautomatic weapon about a meter and a half long and made of lightweight alloys and composites.

Like shotguns, rifles are nominally sold for sport shooting or hunting, but since there aren't many opportunities for either in the big city (outside of a limited number of shooting ranges), most end up used by police sharpshooters and criminals. Of course, the rich may also own antique or even artistic pieces, with furniture carved from exotic woods or precious minerals. These rifles can be incredibly valuable, and even become a target for heists.

SHOTGUN

The current generation of shotguns are entirely semiautomatic smoothbore weapons with integrated magazines. They chamber anything from tiny .410-gauge birdshot shells up to the much more dangerous standard 12-gauge shells. The wide variety of ammunition available makes them an incredibly versatile weapon, and while they are traditionally used for sport shooting and hunting, the lack of opportunities for either in the city means most shotguns get used for home defense, law enforcement, or criminal activity.

SNIPER RIFLE

These long-barrelled rifles are designed with one purpose in mind—to fire bullets at the most extreme ranges, taking out targets from so far away they never know you're there. Modern sniper rifles are much like standard rifles in construction, but are built to be exceptionally accurate at the most extreme ranges and use high-caliber rounds that allow them to be used against armor and some heavy vehicles. Some sniper rifles have smart targetting systems to help spot targets and account for weather conditions, others require an additional spotter with you for assistance. All are extremely lethal.

SUBMACHINE GUN

Today, submachine guns—or SMGs, as they are colloquially called—are much loved by paramilitary forces, special operators, criminals, and insurgents everywhere. They offer the small size and ease of use of a pistol, combined with the select-fire capabilities of a modern assault rifle. Modern SMGs are relatively small and use electronic firing systems to increase their performance. This makes for remarkably narrow cross sections which are easy to hide. Some SMGs can even fold up to look like briefcases or other innocuous objects.

ENERGY WEAPONS

Portable energy weapons are still considered an emerging technology despite the fact that most state militaries have been using them in limited numbers for years. The first viable focused-energy weapons were large and cumbersome laser cannons that needed to be hooked up to a generator to meet their energy needs. Over the years, the weapons became smaller and more energy efficient, until weapons manufacturer AJAX finally released a laser pistol and a laser rifle that were affordable, durable, and efficient enough for practical use.

The most common type of energy weapon is cur-

rently the laser, which uses intense beams of light on the visible spectrum. Lasers have stopping power on par with equivalent traditional firearms, but due to persistent negative perceptions based on older, bulkier, less reliable models, they aren't nearly as popular.

LASER PISTOL

The first mass-produced energy weapon to enter the market was a laser pistol—AJAX's PL840.a, to be exact—and laser pistols have been the most iconic energy weapon ever since. Popular with senior military brass and exotic-weapon collectors, laser pistols are the latest word in self-defense sidearms. Using a high-capacity rechargeable power cell, laser pistols are semiautomatic weapons that produce a nearly invisible beam of searing, coherent light instead of firing a projectile. They are exceptionally accurate over short distances and are shockingly effective against unarmored and lightly armored opponents.

LASER RIFLE

Laser rifles exist as a compromise with assault rifles. They lack the damage of a traditional rifle, but are more accurate and efficient. They are typically semiautomatic, although select-fire versions do exist, and they are most commonly used by assassins, sharpshooters, and support gunners. They produce lots of heat when fired, which makes their shots difficult to conceal or mask, but they more than make up for it with solid combat performance and ease of use.

The beam fired by a laser rifle is so intense that if used at short range or closer they gain Pierce 2.

SYNAP PISTOL

Synap pistols, also known as Gandhi guns, are detuned energy weapons designed for detaining suspects without killing them. Using a low-powered "tracking laser," these weapons fire off a bioelectric charge that disrupts a human or cyborg's synapses and leaves them paralyzed or unconscious.

Unfortunately, a small percentage of people hit with Synap pistols go into cardiac arrest due to the energy discharge, but the weapons still remain incredibly popular as a (mostly) non-lethal way to defend oneself and incapacitate suspects.

EXPLOSIVES AND HEAVY WEAPONS



When you need the heaviest possible hits, or you run into a situation that requires a very specific kind of solution, that's when you reach for explosives and heavy weapons. Heavy weapons (or fire-support weapons) are

often mounted and are designed to do massive damage to fortifications, armor, and entire infantry formations. Explosives and ordnance are for more specialized situations that nothing else can handle.

Needless to say, these weapons are highly illegal for civilians to carry. Still, plenty of private security outfits, organized crime enforcers, and legitimate law enforcement agencies have the pull and money to keep some of these powerful pieces of military hardware at their disposal.

GLOP GRENADE

Although officially dubbed "non-lethal immobilization devices," cops and bounty hunters prefer their more accurate nickname. Glop grenades are as effective as they are gross, which means they're really good at immobilizing and trapping anyone within their sticky "blast" radius. The goo is a highly-compressed liquid that reacts and foams when exposed to air, turning into an incredibly sticky, foaming mass that fills a few square meters of space. Once someone is covered with the glop, they run the risk of gluing themselves to anything they touch.

Glop grenades can be set to detonate on contact or set with a timer to detonate up to three rounds after being activated. Setting the timer can be done as an incidental. After being hit by a glop grenade, for the rest of the round your GM can spend  or  from any check your character makes to have them become immobilized until the end of their next turn.

GUIDED MISSILE LAUNCHER

Guided missile launchers are among the largest, most destructive human-portable weapons available. These reusable missile tubes fire powerful anti-aircraft and anti-armor missiles and can be equipped with all manner of standard and special warheads. Most guided missile launchers share the same general design principles as their ancestors from the twentieth and twenty-first centuries. What sets these modern versions apart is the range and "intelligence" of the warhead. These days, a shoulder-fired missile can travel hundreds of kilometers, while its smart sensors can recognize a vehicle by the unique profile of its exhaust emissions or the electromagnetic signature of its hoverfoil rotors.

Modern guided missile launchers can be fired and operated by a single person, although they tend to be bulky enough that the operator needs to be either fairly strong or wearing a powered exosuit.



MONOFILAMENT GRENADE

These modern fragmentation grenades are among the most vicious weapons produced today. Roughly the size of a clenched fist, these grenades consist of an explosive core wrapped in nearly a kilometer of monofilament and encased in a carbon-metallic shell. Upon detonation, the shell shatters, and the explosive spreads a deadly cloud of razor-sharp monofilament wire shards that can tear opponents to bloody shreds in seconds.

Monofilament grenades can be set to detonate on contact or set with a timer to detonate up to three rounds after being activated. Setting the timer can be done as an incidental.

LIGHT MACHINE GUN

These are massive weapons with such wicked recoil that they require two hands and a harness for personal use, or a tripod or vehicle mount if mobility isn't a concern. Modern machine guns fire heavy, caseless slugs and typically come with gyro-stabilization units to help absorb their punishing kick. They also rely on high thermovalent plastics and metal matrix composites to disperse the incredible heat that builds up with extended firing, meaning they keep shooting even when their

barrels literally glow red. Almost exclusively for use by military, PMC, and well-funded mercenary groups, machine guns will nonetheless occasionally show up in the arsenals of criminals looking for an extreme level of firepower.

If mounted on a tripod or vehicle, the machine gun cannot be moved but you may reduce its Cumbersome quality by 1.

MICRO-MISSILE LAUNCHER

The micro-missile launcher reaps the advances in miniaturization and programming of the last few centuries. Small enough to be carried into battle by a single soldier, this launcher has a magazine loaded full of missiles linked to a complicated guidance and tracking sensor suite. Most versions take a few moments to acquire any targets in range. However, once the system has locked on, the soldier can bang off micro-missile after micro-missile, confident that they'll home in on their target.

Micro-missile payloads are, by necessity, much smaller than those of their larger cousins. This makes them much less effective against armored targets.

STUN GRENADE

Stun grenades fall into that gray area of "ostensibly non-lethal but may still incapacitate or kill a target" that's shared by so many less lethal weapons. They employ a high-intensity sonic pulse combined with an electric capacitor discharge to disorient and confuse enemy combatants.

Stun grenades can be set to detonate on contact or set with a timer to detonate up to three rounds after being activated. Setting the timer can be done as an incidental.

ARMOR

Advancements in ultra-lightweight armored fabrics and bulletproof plastics have led to a light resurgence in body armor for general use. There are, of course, heavily armored suits for military use, from tactical

TABLE 8-3: ARMOR

TYPE	DEFENSE	SOAK	ENCUMBRANCE	HP	PRICE	RARITY	SOURCE
Armored Clothing	1	+1	1	2	320	5	SotB p95
Durable Clothing	0	+1	1	1	50	1	SotB p95
Flak Vest	0	+2	3	2	475	5	CRB p168
Heavy Jacket	0	+1	1	1	50	1	CRB p92
Optical Camo Suit	2	+0	2	1	590 (R)	7	SotB p95

duraweave body armor to full exo-suits, but those are generally banned from the pro fighting circuit and are difficult for the average citizen to procure. In any case, they're rarely necessary—light, concealable bodyarmor and clothing made from fabrics designed to deflect or absorb damage are readily available and serve most needs even a professional fighter might have.

All the listed armor options below are considered legal for use in the pro fighting circuit.

ARMORED CLOTHING

Visible body armor isn't exactly what most people wear while strolling down the sidewalk. The well-off who are looking for a bit of protection often wear stylish clothing reinforced with a concealed layer of duraweave and energy-dispersion fiber mesh to provide basic protection from small arms and light energy weapons. Just about any type of clothing can be tailored with this reinforcing layer, and quite a few shops are willing to discreetly add it to the clothes they already sell—for a substantial fee.

Concealed duraweave weave clothing looks like normal clothing. Anyone searching your character adds ■■ to any Perception checks they make to find the concealed buckyweave between the fabric layers.

DURABLE CLOTHING

Durable clothing is exactly what it sounds like: sturdy, wellcrafted articles of clothing that provide a bit of protection and can stand up to the wear and tear of daily life and combat alike. These typical, workaday outfits worn by the majority of pro fighters range from synthleather jackets and denim jeans to sturdy martial arts gis and military jumpsuits. While they won't stop a bullet or turn a katana strike, a suit of durable clothing is definitely better than nothing.

FLAK VEST

In modern times, most militaries, police departments, and people in a war zone use flak vests. These are made from duraweave and multiple layers of heavy ballistic plastics interspersed with an energy-dispersion fiber mesh to provide decent protection from small arms and shrapnel (as represented by the vest's soak value).

HEAVY JACKET

As the name suggests, heavy jackets are simple outerwear lined with duraweave and light ballistic plastics. No stronger than durable clothing, a heavy jacket is

REPLACEMENTS, NOT IMPROVEMENTS

The cybernetics presented here are designed to enhance a person's attributes. However, a market still exists for simpler, cheaper replacements designed to simply replace a lost limb or a damaged organ. In game terms, these cybernetics can be purchased to compensate for a Critical Injury of Maimed or Gruesome Injury (as well as any other injury that causes the permanent loss of function, such as the Blinded Critical Injury if your GM decides the sight loss is permanent). You and your GM should determine which of the cybernetics makes the most sense as a replacement (cybereyes to restore sight, a cyberlimb to replace a missing arm, etc.). The cost of that cybernetic is halved, but it only restores the previously lost function; it conveys no further benefit. It also still reduces your character's strain threshold as usual.

more versatile in that it can be worn over any ordinary outfit and donned very quickly in a sudden crisis.

OPTICAL CAMO SUIT

Rare and expensive, optical camouflage suits are wonders of modern stealth technology. Known colloquially as "invisibility cloaks," these suits combine a sophisticated holographic imaging suite, sound baffles, and radiation shielding to make the wearer incredibly hard to see or pick up on sensors. The holographic imagers project a composite image of the wearer's surroundings on the suit, allowing them to blend into the background, while the other systems muffle noises and hide the wearer's body heat.

Someone trying to spot your character upgrades the difficulty of their check once if your character is wearing an active optical camouflage suit.

CYBERNETICS

Since Helix Corp. devised the first neural-linked cybernetic prosthesis in 2x43, the technology has grown and improved at an exponential rate. Today, cybernetics are both incredibly technically advanced and highly affordable for the average patient. Using advanced prosthetics and biomechanical systems, most first-world hospitals have specialized cyber-surgeons that can replace lost or damaged limbs and organs for their patients—and for the most wealthy, even spinal injuries and paralysis are no longer permanent conditions.

Cybernetic technology has even advanced so far that

TABLE 8-4: CYBERNETICS

ITEM	PRICE	RARITY
Bone Lacing	1,000	5
Cybereyes	500	4
Cyberlimb	2,000	4
Cyberorgan	500	5
Enhanced Hearing	500	4
Enhanced Reflexes	800	5
Neuro-Regulator	1,500	6
Pain Editor	400	6
Skulljack	1,250	5
Spinal Modem	1,350 (R)	7
Sub-Dermal Armor	1,000	5

specialized units are now available which can increase a patient's natural abilities well beyond the human average. The trade-off is that every implant costs a bit of resilience and a bit of humanity.

Each attribute, skill, or characteristic may only be increased by +1 due to cybernetics, no matter how many different cybernetics your character has that would otherwise increase that number.

BONE LACING

Bone lacing is an extremely invasive and painful procedure that reinforces a patient's skeleton with duraweave and lightweight alloys. An individual with bone lacing can soak up huge amounts of damage, and their bones are almost impossible to break. While bone lacing is commonly used to treat those suffering from various degenerative bone diseases or severely broken bones, it is also popular among those laborers, soldiers, mercenaries, and pro fighters who can afford it.

If your character has bone lacing, whenever they suffer a Critical Injury, you may roll twice on Table I.6–10: Critical Injury Result, on page 115 of the Genesys Core Rulebook, and choose which of the two results to use. Your character also decreases their strain threshold by 1.

CYBEREYES

Fairly common prosthetics, cybereyes are some of the most popular cybernetics obtained for enhancement rather than for overcoming an injury. A cybereye can dramatically improve a character's eyesight, and many cybereyes have night-vision or infrared capability built in as well.

One or more cybereyes increases your character's ranks in Perception by 1 and remove ~setback~ caused by smoke or darkness on any checks they make. Your character can also display information from their PAD on their cybereyes. Further, they decrease their strain threshold by 1.

CYBERLIMB

Cyberlimbs are high-tech prosthetics designed to replace an individual's missing organic limbs. Available in a variety of styles and qualities—from low-cost, hard-plastic military surplus arms to the lifelike creations used by top athletes and racers to replace limbs lost in accidents—they are a very common cybernetic enhancement. As with many implants that began as medical devices, cyberlimbs are currently seeing a rise in use for increasing the performance of human bodies.

A cyberlimb increases your character's Brawn or Agility rating—your choice when your character obtains the limb—by 1. If a character has one or more cybernetic arms, they decrease their strain threshold by 1, and if they have one or more cybernetic legs, they decrease their strain threshold by 1.

CYBERORGAN

The ability to create functional mechanical replacements for the body's internal organs was a revolution in medical science. Once cyberorgans became more common, it did not take long for people—particularly athletes—to discover the performance-enhancing benefits of things like super-efficient biomechanical hearts and cybernetic lungs.

- **Cybernetic Heart:** A cybernetic heart increases your character's wound threshold by 2. (This is a special exception to the attribute increase limit for cybernetics, and your character cannot increase their wound threshold by more than 2 with cybernetics.)
- **Cybernetic Lungs:** Cybernetic lungs increase your character's ranks in Athletics by 1 and allow them to survive up to five minutes in an unbreathable atmosphere (but not vacuum) without suffocating.
- **Cybernetic Liver:** A cybernetic liver increases your character's ranks in Resilience by 1 and makes them immune to the degenerative effects of excessive alcohol consumption. For each cyberorgan a character has, they decrease their strain threshold by 1.

ENHANCED HEARING

The evolution of the external hearing aid, enhanced hearing cybernetics can improve a user's hearing to superhuman levels. These systems use a mix of sub-miniature sound amplifiers and nerve enhancement to restore hearing, cure damage (like tinnitus), and can provide additional enhancements beyond normal hearing to those who can afford it.

Enhanced hearing increases your character's ranks in Vigilance by 1, and removes ~setback~ caused by loud noises or sound based attacks on any checks they make. If your character has enhanced hearing, they decrease their strain threshold by 1.

ENHANCED REFLEXES

Enhanced reflexes were initially developed to heal damaged nervous systems and to cure neurodegenerative disorders like Parkinson's disease and ALS. Every bit as painful and invasive as bone lacing, this implant uses nanomachines and nerve therapy to supercharge a user's nervous system.

Individuals with enhanced reflexes are incredibly quick, but they often find it difficult to sit still and tend to see the rest of the world as if it were moving in slow motion.

Enhanced reflexes increase your character's ranks in Coordination and Vigilance by 1 and decrease their strain threshold by 1.

NEURO-REGULATOR

Neuro-regulators are fantastically complex devices that wire microelectronic circuits directly into the brain. Although the devices were originally designed to treat a variety of mental illnesses, some people found that if they were adjusted in particular ways, they increased mental focus and eliminated "troublesome" human emotions such as fear. Of course, this could also make the individuals come across as creepy and emotionless.

Neuro-regulators increase your character's Willpower by 1 and decrease their strain threshold by 1. Your character may also lose the good sense to flee from dangerous situations and, at your GM's discretion, your character may suffer ~setback~ to social skill checks for seeming a bit robotic.

SKULLJACK

The most common piece of cyberware on the black market today, the skulljack is considered a necessity rather than a luxury for a serious netrunner. Skulljacks are small access points implanted in the skull that allow

a character to connect to and control a computer or computer-operated system with their mind. Inexpensive and readily available, skulljacks come in two broad categories: wired and wireless.

Wired skulljacks, models that require a physical cable connection to a computer or system, are older technology and usually found among people who can't afford wireless ones, those who consider the "retro" style of a cable connection cool, and eccentrics who believe the physical connection gives them a stronger, faster, and more reliable connection. Wireless skulljacks are more common, are less invasive than wired skulljacks, and take up less space in an individual's head; however, despite claims to the contrary by industry flacks and security "experts," wireless skulljack signals can sometimes be suppressed or intercepted.

A skulljack is not a computer, but may be connected to any computer. during a Network encounter, a runner can choose to "go deep" as a maneuver. Until they "go shallow" as a maneuver, they may only interact with the Network (performing Network maneuvers and Network actions); they cannot interact with the regular world (such as by performing regular maneuvers or actions). However, they may perform a second maneuver each turn during Network encounters without spending strain.

In addition, whenever your character's skulljack is linked to a computer, your character increases their ranks in all Knowledge skills by 1. Characters with a skulljack decrease their strain threshold by 1.

SPINAL MODEM

For some people, linking their brain to a computer just isn't enough. They want to install a computer directly into their brain instead. A spinal modem has the processing power of a portable computer rig, but is linked directly to the user's brain. As the name implies, the modem is built directly into the user's spinal column. It is archaic technology, and those who use it run the very real risk of burning out their mind, even if it gives a user tremendous hacking potential and enormous access to data.

A spinal modem is a computer that has both wireless and wired connection ports to the Network. It also provides all the benefits of a skulljack; during a Network encounter, a runner can choose to "go deep" as a maneuver. Until they "go shallow" as a maneuver, they may only interact with the Network (performing Network maneuvers and Network actions); they cannot interact with the regular world (such as by performing regular maneuvers or actions). However, they may perform a second maneuver each turn during Network encounters without spending strain.

In addition, your character increases their ranks in all Knowledge skills by 1. Characters with a spinal modem decrease their strain threshold by 1, and can never disconnect from the Network (the particulars of this are up to your GM, but at the very least this means that they can always be traced or targeted by hackers).

PAIN EDITOR

A pain editor implant uses microscopic neural shunts controlled by an organic processing chip to let an individual ignore the effects of pain. While this sounds like quite a boon—and it is in certain situations and for chronic pain sufferers—an individual who can't feel pain has a tendency not to notice how bad their injuries are, and can do even more damage to themselves as a result.

If your character has a pain editor, once per encounter when your character suffers a Critical Injury, they may activate the pain editor as an out-of-turn incidental. Until the end of the encounter, they ignore any penalties that Critical Injury would otherwise impose on skill checks they make. (At your GM's discretion, this may not apply to penalties inflicted by certain Critical Injuries, such as blindness or loss of a limb.) At the end of the encounter, your character no longer ignores those penalties and suffers the effects of the Critical Injuries. Characters with a pain editor decrease their strain threshold by 1.

SUB-DERMAL ARMOR

Sub-dermal armor consists of thin armor plates, typically made of duraweave layered 4with ballistic gel packs, implanted just beneath an individual's skin. It's not much protection, but it is enough to turn a blade or absorb a beating.

Sub-dermal armor increases your character's soak by 1 and reduces their strain threshold by 1.

GEAR

The average person's life in modern society is crowded with stuff. This section lists a wide variety of common tools, electronics, and pieces of kit available for sale around the world.

CARRYING AND STORAGE

All the gear in the world won't do a person any good if they can't get it where it needs to go. The following is a collection of personal carryalls and shipping containers designed for transporting gear in comfort and style.

CROSS-BODY BAG

Cross-body bags run the gamut of large personal carry-all bags, including messenger bags, engineers' bags, and computer totes. Worn over the shoulder or slung across the torso by a broad strap, these bags are made from a broad array of textiles and synthleathers and might be weatherproof or RFID-proofed with foil scatterfiber.

While wearing a cross-body bag, your character increases their encumbrance threshold by 3.

TAC-VEST

This load-bearing gear consists of a sturdy, full-torso vest (generally woven from duraweave fibers) covered in snaps, loops, and hooks. It can be worn over flak vests or even heavy body armor. While wearing load-bearing gear, your character increases their encumbrance threshold by 3.

MODULAR BACKPACK

Designed for military use, these camouflaged or olive-drab backpacks were quickly adopted by students, runners, revolutionaries, and disenfranchised, thanks in part to the U.S. military's tendency to sell off the surplus from huge production runs. These bags are so tough, thanks to their duraweave-fiber construction, that some of the earliest models are still used today (after having



cycled through dozens of owners). U.S. military modular backpacks have current-activated internal frames that go rigid with a pulse of electricity and give the wearer extra support, and its multiple compartments all have quick-seal flaps that keep items inside safe and dry.

While wearing a modular backpack, your character increases their encumbrance threshold by 5.

CLANDESTINE GEAR

As in any other field, the tools used by criminals, infiltrators, spies, and other shady characters are extremely varied and specialized.

DISGUISE KIT

Disguise kits are used by criminals, spies, and investigators to alter their physical appearance. A standard kit includes various wigs, hairpieces, makeup, colored contact lenses, basic camouflage paints, and even prosthetic features. Advanced kits may contain simple biometric spoofers to get around fingerprint readers, retinal scanners, and even, in some cases, genelocks.

INFILTRATOR GOGGLES

These bulky, high-tech goggles combine the utility of smartspecs with various vision-enhancing technologies. Used by criminals and special operatives alike, infiltrator goggles are smartgoggles equipped with a passive night-vision system, supported by thermal imaging and (in some models) microband radar emitters.

While wearing infiltrator goggles, your character removes ■■ added to their checks due to darkness, smoke, or other forms of concealment.

LOCKBREAKER

A lockbreaker is a modular electronic lockpicking device designed to aid in bypassing most types of electronic locks. With the included accessories, a lockbreaker can help criminals open key-card locks, time locks, keypad/combo locks, and other common electronic and computer-controlled systems. Advanced models can even unlock biometric locks.

Lockbreakers allow your character to attempt to open any electronic lock or latch. In addition, when making a Skulduggery check to open an electronic lock or latch while using a lockbreaker, your character adds ⚙️ to the results.

LOCKPICK SET

Lockpick sets include a number of specialty tools designed to unlock mechanical locks. Whether commercially produced or homemade, a lockpick set is a must-have for criminals, clandestine agents, and prised operatives. Getting caught by the police in possession of a set of lockpicks usually calls for some fast talking and the liberal application of a credstick to avoid jail time.

Lockpick sets allow your character to attempt to open any mechanical locks or latches. In addition, when making a Skulduggery check to open a mechanical lock or latch while using a lockpick set, your character adds ▲ to the results.

COMMS

While most people in modern societies get by with their PAD and a network connection, some individuals require more robust comms options in the course of their daily work.

FIELD RADIO

Field radios are heavy-duty, military-grade transceivers used by soldiers to send and receive information on the battlefield. Carried by dedicated radio operators, field radios are still small enough that they and their antenna, their power source, and the other bits of equipment needed to operate their system fit into a lightweight pouch. They feature smart encryption systems and can broadcast anywhere within line of sight of the bearer (including low orbit).

PERSONAL COMLINK

Modern-day walkie-talkies, comlinks are small, secure devices used for personal communication. They have a limited range but are unaffected by buildings and other obstacles. Comlinks are cheap and readily available, and they have the added bonus of being largely untraceable (as they only operate with a specified network of comlinks).

Many users, especially those in the rougher parts of the megalopolis, use them to conduct daily business away from the eyes and ears of the Network.

COMPUTERS AND COMPUTER ACCESSORIES

Most people in New Angeles use some sort of computer (usually a PAD of some type), but hackers, sysops, and similar individuals tend to invest in equipment with more processing power.

BRAIN-MACHINE INTERFACE

A BMI typically uses a flexible, net-like sheath full of neural receptors that bridges the user's neurons with electrical connections. In short, it lets hackers make "deep" runs in the Network, with full sensory immersion.

A BMI is not a computer, but may be connected to any computer. While using a BMI during a Network encounter, a runner can choose to "go deep" as a maneuver. Until they "go shallow" as a maneuver, they may only interact with the Network (performing Network maneuvers and Network actions); they cannot interact with the regular world (such as by performing regular maneuvers or actions). However, they may perform a second maneuver each turn during Network encounters without spending strain.

MONOCAMS

Popular with newscasters, videographers, and aspiring filmmakers, monocams are small digital video recorders worn over one or both eyes like a monocle or glasses. A monocam is not a computer, but allows your character to record any visuals they see and download the recordings to a linked computer or PAD.

PAD



The Personal Access Device, or PAD, is perhaps one of the most common pieces of technology in the world. A combination phone, Network access terminal, data storage unit, and personal computer, the PAD is descended from older devices like personal data assistants, smartphones, and tablets. Made by a number of large technology and electronics manufacturers, PADs are what most people in the first world use to communicate, access the Network, or do anything they might need a computer for.

Small, lightweight, and eminently portable, PADs are built from tough, lightweight polycarbonates and alloys. They come in a variety of sizes, are powered by tiny rechargeable power cells, and can be hand-held or wearable. Most PADs have touchscreen and voice-recognition interfaces, but some higher-end, more expensive models respond to holographic and gesture inputs. Some can even interface wirelessly with cybernetics or HUDs to allow remote control. The difference is mostly cosmetic, since no matter their size, PADs all do largely the same things. They are all designed with constant access to the Network in mind—without that access, PADs are much more limited in functionality.

A PAD does everything you would expect a personal computer to do, just slightly faster and more easily.

DECK

Decks are portable computer rigs that offer a compromise between the portability of a PAD and the power of a full-sized computer suite. About the size of a backpack or satchel, they are basically PADs with extra processing power, memory, and adaptive and responsive programming. Some runners prefer decks because they can use them to conduct runs while on the move.

A deck does everything a personal computer does. It also adds automatic  to any checks made to hack into protected servers, and adds automatic  to any checks by opponents to hack into its own systems.

SMARTSPECS

Smartspecs allow an individual without a skulljack or cybereyes to interface with smart technology. Available in a variety of styles, from bulky welder-style goggles to stylish aviator goggles and wraparound shades, smartspecs are one of the easiest ways to enjoy the benefits of smart tech. Most sets of smartspecs are wireless and can sync up to as many as four smart systems at once. Information is displayed on the goggles and appears in the wearer's peripheral vision.

Smartspecs are not a computer, but may be linked to a computer. They provide a heads-up display for the computer.

MEDICAL EQUIPMENT

It's a tough world out there, especially for those for whom combat is a way of life. The following is a list of common medical kits and supplies available for purchase.

MEDKIT

Emergency medkits are small, surprisingly comprehensive medical supply kits used to treat moderate injuries in emergency situations. These kits include sterile bandages, a handful of basic drugs, antiseptics, sterile medical tools, blood coagulants, and other basic medical supplies. However, the small size means the total quantity is limited.



An emergency medkit allows your character to heal wounds or Critical Injuries without penalty. If your character's Medicine check generates  or , it means they have used up all of the kit's supplies, and the medkit may no longer be used.

TABLE 8-5: GEAR

ITEM	ENCUM	PRICE	RARITY	SOURCE
CARRYING AND STORAGE				
Cross-Body Bag	+3	30	1	SotB p101
Tac-Vest	+3	45	3	SotB p101
Modular Backpack	+5	100	3	SotB p101
CLANDESTINE AND BLACK OPS				
Disguise Kit	4	250	5	SotB p101
Infiltrator Goggles	1	300	6	SotB p101
Lockbreaker	1	125	5	SotB p101
Lockpick Set	1	75	5	SotB p101
COMMS				
Field Radio	1	250	5	SotB p101
Personal Comlink	0	25	4	SotB p101
COMPUTERS AND COMPUTER ACCESSORIES				
BMI	0	480	4	SotB p101
Monocam	0	120	2	SotB p101
PAD	1	200	2	SotB p101
Deck	3	750	5	SotB p101
Smartspecs	1	90	3	SotB p101

ITEM	ENCUM	PRICE	RARITY	SOURCE
MEDICAL EQUIPMENT				
Emergency Medkit	1	100	2	SotB p101
Clinikit	3	700	4	SotB p101
Slap-Patch	0	25	2	SotB p101
Stim	0	5	1	SotB p101
TOOLS AND GENERAL GEAR				
Climbing Harness	2	400	4	SotB p101
Emergency Repair Patch	0	25	2	SotB p101
Flashlight	0	10	1	SotB p101
Forensic Kit	4	475	5	SotB p101
Handheld Scanner	1	100	2	SotB p101
Micro-Welder	1	80	2	SotB p101
Portable Toolkit	4	200	2	SotB p101
Respirator	1	40	1	SotB p101
Rope	1	5	1	SotB p101
Spacial Scanner	1	100	2	SotB p101
Spare Clip	0	25	2	GCRB p169

CLINIKIT

Known on the street as a “doc-bag,” a portable clinikit has all of the types of medical supplies one would find in a small clinic. The differences are in the quality of the supplies and in how it uses technology to compress as much as possible into a backpack-sized space. Instead of a collection of scalpels, scissors, and probes, a clinikit has two omnitools made from self-sterilizing smart plastic that can morph into nearly any medical tool. Bandages are vacuum compressed into fingernail-sized pills, and the drugs are concentrated so smaller doses are more effective. Tying the whole kit together is an integrated computer system with sensor pads to diagnose a patient in moments. The only drawback is that all of this is *fantastically* expensive.

A portable clinikit allows your character to heal wounds or Critical Injuries without penalty. In addition, whenever your character successfully makes a check to heal wounds, their target heals 1 additional wound and 1 additional strain.

SLAP-PATCH

A slap-patch is a one-use emergency medical item used to administer first aid and treat minor wounds. It consists of a synthskin backing that contains a drug cocktail of stim, painkiller, and antibiotic, with a bioadhesive that bonds the patch to a patient’s flesh. To use one, a person simply peels a slappatch out of its sterile package and slaps it over a wound. A slap-patch is good enough to deal with bums, bruises, and light bleeding (although not more serious injuries).

It takes a maneuver for your character to use a slap-patch on themselves or another engaged character. The slap-patch is consumed in the process, and the character immediately heals 5 wounds. While a character can use multiple slap-patches, this provides diminishing returns. Each slap-patch after the first on the same day heals 1 wound fewer. A second slap-patch heals 4 wounds, a third heals 3, and so on.

Using a sixth slap-patch in a day has no effect. After one day, the lingering effects of the slap-patches wear off, and the character may use slap-patches again, receiving their normal effect (this means a character can consume up to five slap-patches a day, each day). A slap-patch is a painkiller, which is described on page

94 of the Genesys Core Rulebook (the slap-patch just has a setting-specific name). All the rules, talents, and abilities governing and affecting painkillers apply to slap-patches as well.

STIMS

A catchall name for uppers and stimulants, “stim” can range from the equivalent of espresso shots to narcostim, which boosts a user’s reflexes and awareness to dangerously heightened levels. Of course, if a character is buying stim on the street, they’re probably getting something closer to the latter, but some underground combat rings and certain regions of the pro fighting circuit will use medical stims to keep fighters standing long after intense battle would have worn them down.

It takes a maneuver for your character to take stim through a consumable tab or an autoinjector (or to use an autoinjector on another engaged character). The character receiving the stim immediately heals all strain they are suffering. At the end of the encounter, instead of recovering from strain as described in Chapter 6: Combat, the character suffers 10 strain. They may make an Average (◆◆) Resilience check to reduce the strain suffered by 1 per ✨ or ▲▲.

TOOLS AND GENERAL GEAR

In today’s highly specialized, highly technical world, tools are as much a part of life as street grub and news-rags.

CLIMBING GEAR

With big cities becoming crowded with skyscrapers like cloudborne monoliths, climbing gear occupies a useful niche for anyone who has reason to go clambering around on the outside of buildings. A climbing harness includes a fully secured harness, two hundred meters of micro-filament rope strong enough to support the weight of two adults, and a set of quick-stick pitons with an adhesive that locks onto nearly any surface in seconds. The harness has a small motor that allows it to automatically ascend the rope, and a one-shot grapnel launcher for quick ascents.

To use the grapnel launcher, your character must make a Ranged skill check with a difficulty set by the range of the wall, building, or other structure your character is trying to hit (in the same manner as determining the difficulty of a ranged combat check). Securing a piton requires a maneuver. The motorized harness allows your character to ascend or descend without making a check.

EMERGENCY REPAIR PATCH

Emergency repair patches are to machines what slap-patches are to humans. Available in sizes that range from mere millimeters to square yards, they consist of an alloy patch that bonds to any surface by means of a powerful adhesive. Although meant as very temporary repair measures, emergency patches are remarkably sturdy and can even be used to patch up shuttles and dropships in a pinch. They can also offer basic repairs to bioroids.

Your character can use an emergency repair patch in two different ways. They can use it when making repairs on a mechanical system, in which case it adds ■ to their Mechanics check. They can also use it as a slap-patch to heal cyborg characters. In this case, it follows all of the rules of slap-patches.

FLASHLIGHT

While modern flashlights are more powerful, use less energy, and are made from more advanced materials than older models, their basic function hasn’t changed for centuries.

A flashlight provides light and removes ■ added to checks due to darkness. It can provide light out to medium range.

FORENSIC KIT

Investigators not lucky enough to be a part of the police department’s forensic division (and have access to their comprehensive and state-of-the-art laboratories) need to make do with portable and limited forensic kits. A forensic kit is about the size of a large suitcase. It has storage compartments for small pieces of evidence (including a cold-storage microfreezer), tools for recovering fingerprints and DNA samples, a hand-held magnifier/recorder, a chemical and DNA analyzer, and a combination camera and las-scanner that can holographically record a scene, allowing a PI to take a snapshot of a crime scene and walk through its holographic projection later.

In addition to the basic recording, analyzing, and evidence-gathering uses, your character adds ▲ to Vigilance and Perception checks made while searching a crime scene using a forensic kit.

HANDHELD DIAGNOSTIC SCANNER

Designed to diagnose mechanical and electrical trouble, these all-purpose scanners can interface with any computer-controlled machine or smart system to detect

malfunctions. They are typically sold with software suites that help users navigate the millions of potential error codes in everything from PADs to vehicles to industrial machinery.

When your character makes a Computers or Mechanics check to work on a piece of hardware while using a handheld diagnostic scanner, they add **▲** to the results.

MICRO-WELDER

Micro-welders are small, hand-held arc welders used to make emergency repairs and to bond lightweight materials. They are equipped with a swivel head for getting into hard-to-reach areas and a flip-up shield to protect the user's eyes from damage. While a micro-welder may not handle heavy-duty work, it can still help fix a weapon or seal a door in a pinch.

PORTABLE TOOLKIT

Portable toolkits are sold by numerous manufacturers and contain everything needed to carry out basic mechanical and electronic repairs. Most standard kits come with a selection of hand tools like wrenches, screwdrivers, pliers, ratchets, and sockets. Many also include circuit testers, voltmeters, diagnostic scanners, probes, feeler gauges, jumpers, and other specialty tools for doing everything from changing a broken PAD screen to tuning an engine.

This kit provides your character with the equipment needed to make a Mechanics check without penalty.

RESPIRATOR

Part gas mask and part rebreather, a respirator can filter out smoke, irritants, and toxins. Some respirators only cover the nose and mouth; others have integrated goggles to protect the eyes.

While wearing a respirator, your character adds **★** to Resilience checks they make to resist poisonous atmospheres or hazardous environments.

ROPE

Modern rope is made from reinforced synthetic fibers. It is lightweight, has incredible tensile strength, and is every bit as useful and versatile as old-fashioned hemp rope.

SPACIAL SCANNER

Ostensibly a civil engineer's tool, a spacial scanner is used to measure and map enclosed spaces. Using laser-imaging technology, a spacial scanner can produce a highly detailed three-dimensional map of a room, ship compartment, cave, or other space in seconds. That image can then be run through the enclosed software for post-processing, markup, and notation. Spacial scanners are useful to criminals and spies when infiltrating secure areas.

SPARE CLIP

This is exactly what it sounds like: an extra clip of ammunition for a ranged weapon. If your character has an extra clip, they may spend a maneuver to reload and continue to use their weapon if it runs out of ammo. This uses up the extra clip.

You can't use this to reload weapons with the Limited Ammo quality, as they usually have special costs for their reloads or are one-use weapons.