HEXFINSE



SCI-FI ROLEPLAYING AT HUMANITY'S EDGE

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TALENT NAME	DEGREE	TALENT EFFECT
)	SPACESHIP STATISTICS
NAME		TYPE DRIVE
SENSORS		
HULL	WEAPONS	
CREW		
QUALITIES		
FLAWS		
CREW ROLE		ROLE TEST

CONDITIONS SUMMARY

- **BLINDED:** The character cannot see and automatically fails ability tests reliant on sight, such as Perception (Seeing).
- **DEAFENED:** The character cannot hear and automatically fails ability tests reliant on hearing, such as Perception (Hearing).
- DYING: The character loses 1 point of Constitution score each round on the start of the character's turn. When the character's Constitution score reaches –3, the character dies. Successful first aid applied to a Dying character stabilizes their condition, making them Helpless, Unconscious, and Wounded instead. They must recover from these conditions normally.
- **EXHAUSTED:** The character's Speed is halved and they cannot take the Charge or Run actions.

 An Exhausted character who receives an additional Fatigued or Exhausted condition becomes Helpless.
- **FATIGUED:** The character cannot take the Charge or Run actions. A Fatigued character who receives an additional Fatigued condition becomes Exhausted.
- FREE-FALLING: A free-falling character is effectively weightless in a microgravity or free-fall environment. The character can only move with access to hand-holds or a surface to push off from or some type of thrust (such as from a thruster pack) and, once moving, continues to move with the same speed and trajectory unless acted upon to stop of change their movement.

- **HELPLESS:** The character cannot take any actions.
- **HINDERED:** The character's Speed is halved (round down) and they cannot take the Charge or Run actions.
- INJURED: The character has a -1 penalty to all tests and is Fatigued, unable to take the Charge or Run actions. An Injured character who receives an additional Injured condition becomes Wounded.
- PRONE: The character cannot take the Charge or Run actions, as they can only move by crawling, and standing up from Prone requires a Move action using half the character's Speed. Melee attacks have a +1 bonus against Prone characters, while ranged attacks have a –1 penalty.
- **RESTRAINED:** The character's Speed becomes 0 and they effectively cannot move. A Restrained condition may prevent a character from taking certain other actions as well, defined by the nature of the restraint.
- UNCONSCIOUS: The character is unaware of their surroundings or the passage of time. The character falls Prone and is Helpless, unable to take any actions.
- **WOUNDED:** The character has a –2 penalty to all tests and is exhausted, their Speed halved and unable to take the Charge or Run actions. A Wounded character who receives an additional Injured or Wounded condition becomes Dying.