

HOUSE CIPRIANI

Primary Influence: Mercury
Secondary Influence: Cygnus Alpha
Primary Evolutionary Agenda: Purist
Market Discount: Atmospheric Flying Vehicles, Energy (Broadcast Power Generators, etc.), CISTs, Transportation



HOUSE DALIANIS

Primary Influence: Olympus
Secondary Influence: Luna
Primary Evolutionary Agenda: Purist
Market Discount: Starships, Rail/Coil Guns, Drones

HOUSE JINZHAN

Primary Influence: Shouye
Secondary Influence: Earth Quarantine
Primary Evolutionary Agenda: Purist
Market Discount: Construction, Security Technology & Services, Food, Explosives, Ship & Vehicle Weaponry



HOUSE KIMURA

Primary Influence: Chengdan
Secondary Influence: Olympus
Primary Evolutionary Agenda: Transhuman
Market Discount: Agents, Computers & Computer Software, Cybersleeves, Cybernetic Augmentations, Virtuality Software, Recon Warframes



HOUSE SILVA

Primary Influence: Luna
Secondary Influence: Phobos
Primary Evolutionary Agenda: Transhuman
Market Discount: Biosleeves, Biotech Augmentations, PAC Weaponry



HOUSE TSARYA

Primary Influence: Proch
Secondary Influence: Luna
Primary Evolutionary Agenda: Purist
Market Discount: Vehicular & Personal Armor, Ground Vehicles, Assault Warframes

Relative Distances Between Systems (measured in Light Years)

	Sol	Proch	Chengdan	Cygnus			
	Sol	Proch	Chengdan	Alpha	Shouye	Sagitta	Sanctuary
Sol	0	8.5	14.5	52	56.3	57.6	70
Proch	8.5	0	8.8	46.3	47.8	51.9	64.3
Chengdan	14.5	8.8	0	37.5	56.6	43.1	55.5
Cygnus Alpha	52	46.3	37.5	0	94.1	5.6	18
Shouye	56.3	47.8	56.6	94.1	0	99.7	112.1
Sagitta	57.6	51.9	43.1	5.6	99.7	0	23.6
Sanctury	70	64.3	55.5	18	112.1	23.6	0

Skill Ranks & Difficulties

Skill Rank What that means...

- 0 **Mediocre** – You've had no exposure or experience.
- 1 **Average** – You are familiar with the subject at a hand, but have little experience.
- 2 **Fair** – Some training or education.
- 3 **Good** – You are sometimes noticed for your talents.
- 4 **Great** – You are one of the most talented people in the field and considered by most to be an expert.
- 5 **Superb** – You are among the truly elite.
- 6+ **Super Human** – Impossible to achieve without augmentation.

Difficulty What that means...

- 0 **Trivial** – Requires little effort or attention. The GM should usually just declare tests this easy an automatic success.
- 1 **Easy** – Requires only a small amount of effort.
- 2 **Moderate** – A simple task, but requires a bit of effort.
- 3 **Tough** – Pretty difficult for someone without training.
- 4 **Hard** – Almost impossible without some training or uncanny luck.
- 5 **Very Hard** – You need to be *good* to pull this off, an expert in the field.
- 6 **Exceedingly Difficult** – You're going to need to be both highly skilled and very lucky.
- 7 **Seemingly Impossible** – You've really got to stack the deck in your favor to hope to pull this off.

Skills

Assets	Firearms	Stealth
Cohesion	Guile	Strategy
Networking, Apostate	Insight	Physical Skills
Networking, House	Intimidation	Athletics
Demolitions	Melee	Endurance
Diplomacy	Mnemonics	Perception
Education	Pilot	Special Skill
Engineering, Hardware	Research	SINC
Engineering, Software	Resolve	

Degree of Success

Effort	Description
0 Shifts	Minimal Success – You pulled it off—barely, and possibly at some minor cost to yourself.
1 Shift	Notable Success – This is a clear-cut success. The character’s result is solid, reliable. It’s not impressive, but it gets the job done.
3 Shifts	Significant Success (Spin!) – The success is sufficient enough to be noticeably well done, with exceptional speed, grace, or quality. A significant success or better generates Spin.
5 Shifts	Potent Success – Not only is the quality of the success remarkable, it may have some unexpected secondary benefits, such as deeper insight into a problem at hand.

Scopes

- | | |
|------------------------|-------------------------------|
| + Character Aspects | + Zone Aspects |
| + Consequences | + Another Character’s Aspects |
| + Stunt Aspects | + Equipment Aspects |
| + Scene Aspects | + Temporary Aspects |
| + Augmentation Aspects | |

Note that Persistent Aspects can always be used, and do not count against scope limits.

Aspects

Invoke an Aspect

- +2 bonus on your test
- Reroll all dice
- Create a Block
- Make a Declaration

Compel an Aspect

- -2 penalty on your test
- Forced to reroll your dice
- Suffer a Block
- Suffer a Declaration

- You may spend a Fate Point to invoke an Aspect to benefit you in a way that is relevant to the Aspect.
- The GM (or another character) may compel an Aspect, harming you or creating complications for you in ways that relate to the Aspect. You may pay a Fate Point to refuse, but gain a Fate Point if you accept.
- You may create an Aspect by performing a Maneuver, by making a Declaration, or by generating Spin or Stall on a test.
- You may discover a previously unknown Aspect by performing an Assessment.

Consequences

Type	Stress Avoided	Recovery Times	
		Physical/System	Mental
Mild	2	1 hour	1 day
Moderate	4	1 day	1 week
Severe(P)	6	1 week	1 month
Extreme(P)	8	Special	Special

Physical Conflict

Intent	Attacking Skill	Defending Skill
Touch	Athletics	Athletics
Unarmed Attack	Melee	Athletics or Endurance
Ranged Attack	Firearms	Perception or Athletics
Melee Attack	Melee	Athletics or Melee
Poison or Disease	Special	Endurance

Sample Physical Consequences

Mild

- Fatigued
- Dazed
- Pulled Muscle

Moderate

- Sprained Ankle
- Minor Laceration
- Wrenched Back

Severe(P)

- Broken Arm
- Severed Finger
- Concussion

Extreme(P)

- Broken Back
- Severed Arm
- Ruptured Organ

Taken Out

- Dead
- Comatose
- Quadriplegic

Sample Mental Consequences

Mild

- Flushed
- Shamed
- Withdrawn

Moderate

- Trembling
- Unwilling to Speak
- Desire to Lash Out

Severe(P)

- Flashbacks
- Reclusive
- Psychotic Tendencies

Extreme(P)

- Mute
- Severe Hallucinations
- Suicidal

Taken Out

- Dead
- Catatonic
- Crippling Dementia

Sample Systems Consequences

Mild

- Minor Lag
- Memory Access Error
- Running Hot

Moderate

- Memory Leak
- Data Corruption
- Damaged Actuator

Severe(P)

- Random Reboots
- Connections Severed
- Hard Locked

Extreme(P)

- System Crash
- Catastrophic Data Loss
- Unresponsive

Taken Out

- Scrapped

Fire and Environmental Hazards

Intensity

Description

- | | |
|---|--|
| 0 | The zone is on fire, but the fire can be avoided. |
| 3 | Almost everything in the zone is on fire, and the heat is pressing in on you in waves. |
| 6 | Everything in the zone is on fire, and the flames lick up near you. |
| 9 | Inferno. The zone is essentially a massive furnace. |

Sample Favors

Favor Value Rating

1/2 Item's Cost

Sample Favor

Acquire or fabricate an item with a Cost too high for you to fabricate (delivery may be a separate Favor)

(1/2 Item's Cost) +3

Acquire a restricted item (delivery may be a separate Favor)

3

Find basic details about, or the location of, a typical Coalition citizen

3

Deliver an item you already own to a location on the same planet

4

Find basic details about, or the location of, a typical apostate citizen

5

Find basic details about, or the location of, a criminal or citizen in hiding

6

Deliver a restricted item you already own to a location on the same planet

Size Rating	Objects	Weight	Zones	Number of People
-4	Bacterium	.5g	<1	<1
-3	Grasshopper	5g	<1	<1
-2	Baseball	.5kg	<1	<1
-1	Human Child	5kg	<1	<1
0	Adult Human	50kg	<1	1
1	Large Motorcycle	500kg	<1	4
2	Elephant	5000kg	1	16
3	Tank	50,000kg	4	50
4	Large House	half mil kg	16	250
5	Aircraft Carrier	5 mil kg	50	1000
6	Space Station	50 mil kg	250	4000
7	City	500 mil kg	1000	16,000
8	Large Island	5 bil kg	4000	50,000
9	Small Country	50 bil kg	16,000	250,000
10	Planetoid	half tril kg	64,000	1 mil





NOVA
PRAXIS

