

## 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, Combat 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, Light Combat Frames



## 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)

	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
Sanctuary	70	64.3	55.5	18	112.1	23.6	0

## SAMPLE FAVORS

1/2 Item's Cost	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

Gravity	Jump	Str	Pace
Super Heavy	x.5	-2	-4
Heavy	x.5	-1	-2
Normal	--	--	--
Low	X2	+2	+2
Zero-G	SWSFC pg. 27	+2	+4

## RESLEEVEING AND FRAGMENTATION MODIFIERS

- Cohesion** Your Cohesion is based off of the type of Sleeve you are transitioning into, or whether or not you are becoming a SIM. If you are sleeving into a Cybersleeve, or becoming a SIM, your Cohesion is -3. If you are sleeving into a biosleeve, your Cohesion is -1.
- 3 to -0 If you have suffered Frag-mentation, you suffer a cumulative -1 penalty per psychosis you have.
- 2 This is the first time you have ever changed states or resleeved.
- 2 You are resleeving from your mnemonic core after being killed, and you remember dying.
- 1 You do not have a trained mnemonics engineer to guide the process, and/or are alone and depending on the resurrection chamber to automate the process.
- +0 The process is guided by another person with Knowledge (Mnemonics) d4+
- +1 The process is guided by another person with Knowledge (Mnemonics) d8+ (This might be a separate Cost of 5 for the specialist.)
- +2 The process is guided by another person with Knowledge (Mnemonics) d12+ (This might be a separate Cost of 7 for the specialist.)
- +2 You resleeve into a clone of your last biosleeve, or the exact same model of cybersleeve you already inhabit.
- +3 You resleeve back into your original body (now a biosleeve).

## Nova Praxis Skills

Athletics (Str)  
 Fighting (Agi)  
 Healing (Sma)  
 Intimidation (Spi)  
 Investigation (Sma)  
 Knowledge, Battle (Sma)  
 Knowledge, History (Sma)  
 Knowledge, Mnemonics (Sma)  
 Knowledge, Politics (Sma)  
 Knowledge, Science (Sma)  
 Knowledge, Security (Sma)  
 Knowledge, Software (Sma)  
 Notice (Sma)  
 Persuasion (Spi)  
 Piloting (Sma)  
 Repair (Sma)  
 Shooting (Agi)  
 SINC\* (Sma)  
 Stealth (Agi)  
 Streetwise (Sma)  
 Survival (Sma)  
 Taunt (Sma)

\* Requires the Savant Edge

## FRAGMENTATION PSYCHOSIS

1-2	Arrogant Major	
3-7	Dissonance	Major
8	Habit	Major
9-10	Pacifist	Major
11-12	Phobia	Major
13	Habit	Minor
14	Pacifist	Minor
15	Phobia	Minor
16	Cautious	Minor
17	Death Wish	Minor
18	Delusional	Minor
19	Mean	Minor
20	Quirk	Minor

## DAMAGE

If an attack's damage equals or exceeds a target's Toughness, use this table. Otherwise there is no appreciable effect.

Result	Target (not Shaken)	Target (Shaken)
0-3	Shaken	1 Wound
4-7	1 Wound & Shaken	1 Wound
Each +4	+1 Wound	+1 Wound

## INCAPACITATED

Extras who suffer a wound are removed from play. If a Wild Card character suffers more than three wounds, he's Incapacitated and must make a Vigor roll:

- **1 or Less:** The character dies.
- **Failure:** Roll on the Injury Table; it's permanent and the victim is Bleeding Out
- **Success:** Roll on the Injury Table; it goes away when all wounds are healed
- **Raise:** Roll on the Injury Table; it goes away in 24 hours or when all wounds are healed

## INJURY TABLE

2d6	Wound
2	<b>Unmentionables:</b> If the injury is permanent, reproduction is out of the question without miracle surgery or magic. There is no other effect from this result.
3-4	<b>Arm:</b> Roll left or right arm randomly; it's unusable like the One Arm Hindrance (if the primary arm is affected, off-hand penalties still apply to the other)
5-9	<b>Guts:</b> A hit to the body. Roll 1d6: 1-2 <b>Broken:</b> Agility reduced a die type (minimum d4) 3-4 <b>Battered:</b> Vigor reduced a die type (minimum d4) 5-6 <b>Busted:</b> Strength reduced a die type (minimum d4)
10	<b>Leg:</b> The victim gains the Lame Hindrance
11-12	<b>Head:</b> A grievous injury to the head. Roll 1d6: 1-2 <b>Hideous Scar:</b> Your hero now has the Ugly Hindrance 3-4 <b>Blinded:</b> An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye) 5-6 <b>Brain Damage:</b> Massive trauma to the head. Smarts reduced one die type (min d4)

**Bleeding Out:** An ally may make a Healing roll to stop the bleeding immediately. Otherwise the injured character must make a Vigor roll at the start of each round:

- **Failure**—the character dies from blood loss
- **Success**—roll again next round (or every minute if not in combat)
- **Raise**—the victim stabilizes and no further rolls are required.

Situation	Rule
<b>Aim</b>	+2 Shooting / Throwing if the character doesn't move or take other actions
<b>Area of Effect</b>	Targets touching template suffer damage; Ignore non-sealed armor, treat cover as Armor; Missed attack rolls deviate 1d6" for thrown weapons or 1d10" for launched weapons (x2 for Medium Range, x3 for Long Range)
<b>Automatic Fire</b>	Requires a weapon with a RoF of 2 or higher. Roll Shooting dice equal to RoF (plus Wild Die if Wild Card); Attack is made at -2 for recoil. <i>Optional Abstract Ammo Rules:</i> Because you make multiple attack rolls, you have increased odds of rolling a 1 and making a ammo/heat check. Also, on each ammo/heat check after the first, you suffer a cumulative -1 penalty. You suffer no penalty on the 1st check, a -1 on the 2nd check, -2 on the 3rd, and so on. This penalty resets at the end of your turn.
<b>Beam Sweep</b>	Requires a Beam Weapon. Attack any targets inside a Medium Burst Template. Suffer a cumulative -1 penalty to hit each target (-1 for the 1 <sup>st</sup> , -2 for the 2 <sup>nd</sup> , etc.) A beam Sweep attack uses up 3 Shots, plus 1 Shot per target. <i>Optional Abstract Overheating Rules:</i> Because you make multiple attack rolls, you have increased odds of rolling a 1 and overheating.
<b>Breaking Things</b>	See Obstacle Toughness Table (SWDEE pg. 81); Parry 2; No bonus damage or Aces
<b>Called Shots</b>	Limb -2; Head -4 (+4 Damage); Small Target -4; Tiny Target -6
<b>Cover</b>	Light -1; Medium -2; Heavy -4; Near Total -6
<b>Darkness</b>	Dim -1; Dark -2 (targets not visible beyond 10"); Pitch Dark targets must be detected to be attacked with a -4
<b>Defend</b>	+2 Parry; Character may take no other actions but may move
<b>Disarm</b>	-2 Attack; defender makes Str roll vs. damage or drops weapon
<b>Double Tap</b>	Requires a Semi-Automatic Weapon. +1 Shooting / +1 Damage; May not be combined with Autofire or Three Round Burst <i>Optional Abstract Ammo Rules:</i> You suffer a -2 penalty on your ammo check.
<b>Drop</b>	+4 to attack and damage
<b>Finishing Move</b>	Instant kill to helpless foe with a lethal weapon
<b>Full Defense</b>	Fighting roll +2; replaces Parry if higher; cannot move
<b>Ganging up</b>	+1 Fighting per additional adjacent attacker; maximum +4
<b>Grappling</b>	Opposed Fighting roll to grapple. Raise = opponent Shaken, Defender makes opposed Strength or Agility roll to break free (any other action made at -4); Attacker can make an opposed Str or Agi roll to cause damage (Damage = Str)
<b>Improvised Weapons</b>	-1 to attack and Parry; RoF 1 only <ul style="list-style-type: none"> <li>• Small Weapons: Range 3/6/12, Damage Str+d4, Min Str d4</li> <li>• Medium Weapons: Range 2/4/8, Damage Str+d6, Min Str d6</li> <li>• Large Weapons: Range 1/2/4, Damage Str+d8, Min Str d8</li> </ul>
<b>Innocent Bystanders</b>	Missed Shooting / Throwing roll with a 1 (1 or 2 for shotgun or automatic fire) on the skill die hits a random adjacent target
<b>Mounted Combat</b>	Mount and rider act on same card; Rider attacks with lower of Fighting or Riding; Shooting incurs -2 Unstable Platform penalty; Charging is +4 Damage but requires 6" o straight movement
<b>Nonlethal Damage</b>	Declare prior to making an attack roll; Targets are knocked out for 1d6 hours instead of potentially killed when Incapacitated
<b>Obstacles</b>	If the attack misses due to the Cover penalty, the obstacle adds to Armor (SWDEE pg. 85)

Situation	Rule
<b>Off Hand Attack</b>	-2 to attack rolls with off hand
<b>Prone</b>	As Medium Cover, prone defenders are -2 Fighting and -2 Parry; Ranged attacks within 3" ignore cover
<b>Push</b>	Attacker chooses option below and makes opposed Strength roll (add +2 if attacker moved more than 3" toward target): <ul style="list-style-type: none"> <li>• Bash: Push target 1" on a success, 2" on a raise. If the target hits an obstacle he also takes 1d6 per 1" pushed.</li> <li>• Shield Bash: As above but causes Strength damage; +1 for small shield, +2 for medium shield, and +3 for large shield</li> <li>• Knock Prone: The defender is knocked prone</li> </ul>
<b>Range Modifiers</b>	Short: 0, Medium: -2, Long: -4
<b>Ranged Attacks in Close Combat</b>	Attacker may use no weapon larger than a pistol; Target Number is defender's Parry
<b>Rapid Attack</b>	-2 Parry; Make up to 3 Fighting Attacks (+Wild Die) at -4, or fire up to 6 shots from a semi-automatic weapon or revolver at -4 penalty to each die
<b>Suppressive Fire</b>	Requires a weapon with a RoF of 2 or higher, or a Beam Weapon. With a successful Shooting roll, targets in a Medium Burst Template make a Spirit roll or are Shaken, those who roll a 1 are hit <i>Optional Ammo Expenditure/Overheating Rules:</i> Each successive turn in which you perform Suppressive Fire increases the chances of running out of ammo or overheating your weapon. On the first turn, you must perform an ammo check on a roll of 1 or 2 on your Shooting die, and suffer a -1 penalty on your ammo check roll. On each additional turn spent laying down suppressive fire, the penalty you suffer on your ammo/heat check is increased by 1.
<b>Sustained Burn</b>	Requires a Beam Weapon. Increase weapons damage die by one step. A sustained burn attack uses up 4 Shots. <i>Optional Abstract Overheating Rules:</i> You must perform a heat check on a roll of 1 or 2 on the Shooting die, and suffer a -1 penalty on the heat check.
<b>Tests of Will</b>	Contest of Taunt vs. Smarts or Intimidation vs. Spirit; If successful +2 on next action against target; With a raise the target is Shaken as well
<b>Three Round Burst</b>	Requires an Automatic Weapon. +2 Shooting / +2 Damage; May not be combined with Autofire or Double Tap <i>Optional Abstract Overheating Rules:</i> You must perform a heat check on a roll of 1 or 2 on the Shooting die, and suffer a -2 penalty on the heat check.
<b>Touch Attack</b>	+2 to Fighting roll
<b>Tricks</b>	Describe action; Make opposed Agility or Smarts roll; Opponent is -2 Parry until his next action; With a raise, foe is -2 Parry and Shaken
<b>Two Weapons</b>	-2 attack; Additional -2 for off-hand if not Ambidextrous
<b>Unarmed Defender</b>	Armed attackers gain +2 Fighting versus this defender
<b>Unstable Platform</b>	-2 Shooting from a moving vehicle, animal, or other unstable surface
<b>Wild Attack</b>	+2 Fighting, +2 Damage, -2 Parry until the attacker's next action
<b>Withdrawing from Combat</b>	Non-Shaken adjacent foes get one free attack at retreating character

## REACTION TABLE

2d6	<b>Initial Reaction</b>
2	<b>Hostile:</b> The target is openly hostile and does his best to stand in the hero's way. He won't help without an overwhelming reward or payment of some kind.
3-4	<b>Uncooperative:</b> The target isn't willing to help unless there's a significant advantage to himself.
5-9	<b>Neutral:</b> The target has no particular attitude and will help for little reward if the task at hand is very easy. If the task is difficult, he'll require substantial payment of some kind.
10-11	<b>Friendly:</b> The target will go out of his way for the hero. He'll likely do easy tasks for free (or very little), and is willing to do more dangerous tasks for fair pay or other favors.
12	<b>Helpful:</b> The target is anxious to help the hero, and will probably do so for little or no pay depending on the nature of the task.

## Setting Rules

### Blood & Guts

Characters can spend Bennies on damage rolls!

### Critical Failures

When a character rolls double 1's on a Trait roll, he can't spend a Benny—he's stuck with the critical failure.

### Gritty Damage

Treat Extras' wounds normally.

For Wild Cards, count wounds as usual and go through the normal steps for Incapacitation should he accumulate more than three wounds.

In addition, every time the hero suffers a wound, roll on the Injury Table and apply the results immediately (but roll only once per incident regardless of how many wounds are actually caused). A hero who takes 2 wounds from an attack, for example, still only suffers one roll on the Injury Table.

Injuries sustained in this way are cured when the wound is healed. (Injuries sustained via Incapacitation may be temporary or permanent as usual.)

A Shaken character who's Shaken a second time from a damaging attack receives a wound as usual but does not have to roll on the Injury Table.

## Random NPC Characteristics

d20	Personality	2d6	Rep Rating	1d8	Allegiance	2d6	Motivation
1	Young	2-3	Roll d6 (1-2 Rep 2; 3+ Rep 3)	1	Cipriani (-1 on State Table)	2	Hide from past deeds, and start a new life elsewhere.
2	Cruel	4	4	2	Dalianis (-1 on State Table)	3	Smuggler looking to move some contraband.
3	Old	5-6	5	3	Jinzhan (-2 on State Table)	4	Just wants to live life without any trouble. Stay under the radar.
4	Happy	7-8	6	4	Kimura (+2 on State Table)	5	Citizen: Build Rep however possible. Apostate: Gain citizenship.
5	Experienced	9-10	7	5	Silva (+1 on State Table)	6	Idealist. The character does what he/she/it does for a cause. Roll d10: 1-2 Religion; 3-6 Allegiance; 7-9 Purist; 9-10 Transhumanist
6	Gung Ho	11	Roll d6 (1-4 Rep 8; 5+ Rep 9)	6	Tsarya	7	Bored. The character does what he/she/it does for entertainment.
7	Lazy	12	Roll d6 (1-5 Rep 10; 6+ Rep 11)	7-8	Apostate (-1 on State Table)	8	Forge an alliance within [Allegiance] to help with personal project.
8	Sneaky					9	Attention Seeker. Fame is the best way to get what you want.
9	Bright	<b>2d10</b>	<b>State</b>	<b>1d8</b>	<b>Sex</b>	10	Inspire others to look deeper at the Coalition, and ask questions.
10	Dumb	2-11	Pure	1-9	Male	11	Get revenge for a past slight.
11	Crude	12-14	Sleeved ( <i>Biosleeve</i> )	10-18	Female	12	Extremist. The character does what he/she/it does for an extreme cause. (Roll d10: 1-4 Purifier; 5-6 Aberrant; 7-8 Political Terrorist; 9-10 Remnant Militant)
12	Agile	16-18	Sleeved ( <i>Cybersleeve</i> )	19	Both		
13	Observant	19-20	SIM	20	Neither		
14	Clueless						
15	Mysterious						
16	Creative						
17	Artistic						
18	Fearless						
19	Cowardly						
20	Heroic						



# NOVA PRAXIS

SAVAGE WORLDS EDITION





