

Maximum Dice Pools					
Grade	5	6-7	8-10	11-14	15-19
Max Dice Pool	5d6	6d6	7d6	8d6	9d6
Career Grades		Skill Training			
Experience	Career Grades	Dice Pool	Skill Level	Typical Skill Ranks	
Novice/Rookie	1				
Practiced	2	1d6	Proficient	1-2	
Experienced	3	2d6	Skilled	3-5	
Seasoned	4	3d6	Expert	6-9	
Veteran	5	4d6	Mastery	10-14	
Doyen	6	5d6	Authority	15-20	

Luck	
1	Add dice to any attribute check on a 1:1 basis.
2	Deduct dice from someone else's attribute check on a 1:1 basis.
3	Absorb dice of damage on a 1:1 basis. Note that fractional dice cannot be absorbed (so of 2d6+3 damage, the 2d6 can be absorbed, but not the remaining 3).
4	Add dice to a damage roll on a 1:1 basis.
5	Gain one bonus action per turn by spending a LUC die. This can only happen during a character's own turn.
6	Reduce an inflicted condition by one stage per die as a reaction to the effect which causes it.
7	Perform a signature move.
8	Perform other special actions granted by careers and exploits.
*LUCK dice "explode".	

Actions	
Activity	Actions
Move your speed	1 action
Fire a ranged weapon or make a melee attack	1 action
Perform emergency healing	2 actions
Reload or recharge a weapon or item	2 actions
Aim or feint	1 action
Cast a spell	2 actions
Draw or sheathe a weapon	Free
Pick a lock (inc. opening the door) or disarm a trap	2 actions
Drop to prone or crouch	Free
Stand from prone	1 action
Go into Overwatch Overwatch ends your turn immediately	1 action
Open an unlocked door or chest	1 action
Drop an item	Free
Pick up an item	1 action
Perform a scan	1 action
Shake off a condition	1 action

**MAKING AN ATTACK**

Spending attack dice is an important part of combat, and without it a character may find it difficult to do much damage. It is fundamental to the way that powerful or accurate attacks do a lot of damage or achieve special effects. The larger your dice pool, the more you have to spend on damage and effects. Follow this process:

Form your dice pool from attribute + skill + equipment up to your maximum dice pool.  
Adjust the dice pool for positional factors (cover, range, etc.)  
Choose how much of the final dice pool to spend on damage and effects. Add any bonuses or costs from exploits.  
You may add LUCK dice, which enables you to exceed your maximum dice pool.

**Spending on damage. Everybody can spend attack dice on damage; this allows you to choose between easier, less damaging attacks or more difficult, more damaging attacks. Before making an attack roll, spend two dice for each extra die of damage you wish to do. A base attack, with no dice spent on extra damage, will often be easy but have little effect.**

**Spending on effects. Your exploits tell you what effects you can spend attack dice on.**

**Remember, the maximum dice pool limit applies to the initial attribute + skills + equipment dice pool. Positions, exploits, and LUC can all exceed that limit once it has been formed.**

Status Tracking						
Status	Normal	Mild	Moderate	Severe	Extreme	Shake Off**
Alertness (INT)	Normal	Dazed	Disoriented	Addled	Stunned*	WIL
Anger (CHA)	Normal	Vexed	Irate	Angry	Enraged	WIL
Autonomy (WIL)	Normal	Agreeable	Suggestible	Dominated	Controlled	WIL
Bleeding [END]	Normal	Bloodied	Wounded	Bleeding	Hemorrhage	END
Charm (WIL)	Normal	Beguiled	Charmed	Enchanted	Besotted	WIL
Cheer (-)	Normal	Cheerful	Jolly	Merry	Joyous	WIL
Cognizance (LOG)	Normal	Muddled	Bewildered	Confused	Insane	WIL
Courage (-)	Normal	Confident	Brave	Valiant	Heroic	WIL
Drowsiness (END)	Normal	Drowsy	Snoozing*	Sleeping*	Comatose*	END
Fear (WIL)	Normal	Apprehensive	Nervous	Afraid	Terrified*	WIL
Fire (AGI)	Normal	Singed	Charred	Smouldering	Burning	AGI
Hearing (INT)	Normal	Dulled	Hard of Hearing	Half-deaf	Deafened	END
Intoxication (AGI, LOG)	Normal	Tipsy	Lubricated	Drunk	Inebriated	END
Memory (LOG)	Normal	Distracted	Absent-minded	Forgetful	Amnesic	WIL
Mobility (AGI)	Normal	Hindered	Slowed	Immobilized	Paralysed*	END
Sight (INT)	Normal	Fuzzy	Bleary	Half-blind	Blind	END
Pain (END)	Normal	Discomfort	Soreness	Painful	Agony*	WIL
Nausea (ALL)	Normal	Queasy	Sick	Nauseated	Debilitated*	END
Tiredness (ALL)	Normal	Weary	Flagging	Fatigued	Exhausted	END
Attribute Penalty**	-	-	-1d6	-2d6	-3d6	

\*Conditions marked in red are conditions which prevent a character from acting. Such conditions should be used sparingly.  
\*\*Attribute penalties do not affect attempts to shake off conditions.

Equipment Quality							
Quality	Cost	Dice Pool	Rarity	Min. Skill	Upgrades	Armor	Vehicle
Improvised	-	-2d6	-	-	-	-	-
Standard	Normal	-	Common	-	-	-	-
High	x3 then +100	+1d6	Uncommon	1 (1d6; proficient)	1	+2 SOAK	+1 SPEED
Exceptional	x5 then +250	+2d6	Rare	3 (2d6; skilled)	1	+4 SOAK	+2 SPEED
Mastercraft	x10 then +500	+3d6	Very rare	6 (3d6; expert)	2	+6 SOAK	+3 SPEED
Artisanal	x100 then +1,000	+4d6	Very rare	10 (4d6; mastery)	2	+8 SOAK	+5 SPEED
Legendary	x1,000 then +2,500	+5d6	Unique	15 (5d6; authority)	3	+10 SOAK	+10 SPEED

Typical point values & advancement cost						
Grade	Attribute Points	Skill Ranks	Exploits	Max Dice Pool	XP Cost	Total XP*
0	24	3	2	3d6	0	0
1	28	5	3	3d6	10	10
2	32	7	4	3d6	20	30
3	36	9	5	3d6	30	50
4	40	11	6	4d6	40	90
5	44	13	7	5d6	50	140
6	48	15	8	6d6	60	200
7	52	17	9	6d6	70	270
8	56	19	10	7d6	80	350
9	60	21	11	7d6	90	440
10	64	23	12	7d6	100	540
11	68	25	13	8d6	110	650
12	72	27	14	8d6	120	770
13	76	29	15	8d6	130	900
14	80	31	16	8d6	140	1,040
15	84	33	17	9d6	150	1,190
16	88	35	18	9d6	160	1,350
17	92	37	19	9d6	170	1,520
18	96	39	20	9d6	180	1,700
19	100	41	21	9d6	190	1,890
20	104	43	22	10d6	200	2,090

\*This is the cumulative total of spent XP to reach this grade

# ACTION ATTACH

# POSITION

+1D6 TO A SUBSEQUENT ATTACK IN THE SAME TURN

-1D6 PER RANGE INCREMENT  
TO A MAXIMUM OF 5

IMMEDIATE FIRE ON TARGET WHO  
BREAKS COVER

+1D6 TO ATTACK  
5' MELEE OR 10' RANGED

-2D6 TO ATTACK  
REQUIRES MOVE ACTION TO RETURN FIRE

GRANTS COVER TO THE DESIGNATED ALLY

+1D6 TO ATTACK TARGET EACH SUBSEQUENT  
ROUND UNTIL TARGET MOVES 10' OR MORE

+1D6 PER FLANKER  
AT 90-DEGREE ANGLES TO EACH OTHER  
OR 2 OPPOSITE FLANKERS IN MELEE

