CAPITAL

Core Rules

alpha1.1

Contents

What is Capital and why am I making it

Capital is a sci-fi TTRPG system formerly known as Riftbound. It is to space opera (Star Trek/Star Wars/Elite and the other games it inspired) what D&D is to high fantasy: it's meant for running that kind of high-tech, spacefaring story but you can use it for whatever you want really.

I am making it because I want there to be a space opera TTRPG that isn't Starfinder. Starfinder is OK but I don't like it. I want to put my own spin on it and also I have a bunch of cool ideas for TTRPGs in general. Also Starfinder's character sheet is way too long.

It has both a very wargamey combat system and a bunch of deep roleplaying features, so I think it can stand out to many different types of players compared to existing systems. It has extremely deep character customisation so balance is going to be a challenge.

What is this document

This is all the rules you will need for the current stage of playtesting. You can build characters up to Level 4! The core systems are all in place now, so now I'm working on more levels, abilities, equipment, etc. Story content is also in the works.

The first bit is about the actual process of building a character. Then, it goes over all the actual rules so you have context. Then the appendices have details about all the Classes, Roles, Abilities, Equipment etc.

Building your character

You will need:
- A character sheet (start with the short version - you can add pages from the extended version as you need them)
- Lots of d6s (you have to roll 10d6 at some point)

Step 1: The top row

The top of the character sheet has the basic details about your character. Come up with any name. Your level is 1 for now. You will need to pick a Role and a Class.

Role: Your role represents your "job" within the party. It gives you most of your Abilities and determines your Max HP.

Here's a quick summary of each of your options. You don't need to read the detailed rules for now, just pick one you like and you can fill everything in later.

The Lancer: A Damage Role. Does consistent, heavy damage, normally at range. They get bonus attacks, and can hit stuff more reliably, but they're fragile and need protecting.

The Scout: A Damage Role. Does damage in short bursts and has good mobility. They are also good at dodging attacks but they have long downtime between their damage.

The Healer: A Support Role. Mostly does healing but can also apply buffs. They don't do very much by themself.

The Captain: A Support Role. Manipulates turn order and does other buffs. They are also a bit squishy.

The Tank: A Defense Role. Absorbs damage for their allies and also does some decent damage back. They have to manage their resources carefully: their options are limited when they run out.

The Sentinel: A Defense Role. Applies powerful debuffs to enemies and controls their movement and actions. They can also burn through resources quickly.

Class: Your class represents the tools you use to do that job. It gives you your Signature Equipment, a special item that you get to customise.

Here are the classes:

Gunner: Runs around on the ground with lightweight equipment. They are cool, not cringe like the other classes. Their Signature Equipment is a Signature Weapon.

Pilot: Good at driving vehicles. Their Signature Equipment is a Signature Vehicle: a bike, tank, aeroplane or mechsuit.

Biologist: Very knowledgeable about plants, animals and the environment. Their Signature Equipment is a flying or walking Signature Companion.

Engineer: Good at repairing machines. Their Signature Equipment is a Signature Augmentation that lets them improve their body with machines.

You will eventually be able to get lots of different upgrades for your Signature Equipment so you can customise it.

Step 2: Attributes

Right below the name are some different shaped boxes. Your Attributes go here: these are like ability scores from D&D 5E.

There are 8 of them, and each one has a ▯Score (goes in the rectangle box) and a ◇Rating (goes in the diamond box).

- Strength (STR) - Represents physical strength. Used for most melee attacks.
- Fortitude (FTD) – Represents constitution and physical resilience. Determines your HP.
- Agility (AGI) – Represents speed and nimbleness. Determines movement speed and turn order. Also used for dodging attacks and piloting.
- Vision (VSN) - Represents precision, observation and stealth. Used for most ranged attacks.
- Wisdom (WIS) – Represents wisdom, cunning and intuition. Used for passive checks in social situations and learning from your past experience.
- Will (WIL) – Represents mental resilience. Determines your SP.
- Charisma (CHA) – Represents natural charisma and leadership skills. Used for active checks in social situations.
- Knowledge (KNW) – Represents general knowledge. Used for finding and recalling information.

- The Lancer wants high VSN (for doing ranged attacks).
- The Scout wants high AGI (they can sometimes use it instead of STR or VSN for their attacks and it improves their survivability).
- The Healer wants high KNW (their healing ability scales with it).
- The Captain wants high CHA (they can use it instead of AGI for turn order).
- The Tank wants high STR (they have a thing where they can block attacks instead of dodging them, using STR instead of AGI).
- The Sentinel wants high WIS (they can use it instead of VSN for some Attacks).

Gunners don't want any Attribute in particular. Pilots want high AGI (AGI checks are used for piloting). Biologists want high KNW (they can use it to buff the whole party and their companion). Engineers also want high KNW.

Attribute ⬜Scores are modifiers that get added to rolls (higher is better). Attribute ◇Ratings are thresholds you have to meet on a d6 (lower is better). You will roll for your ⬜Scores, and then convert them to your ◇Ratings.

Time to do your first roll. This is what the 10d6 is for.

1. Roll 10d6 and leave them on the table, or write down the results. If you got no 5s or 6s, OR if you got no 1s or 2s, reroll everything.
2. Get rid of any 2 results of your choice. Obviously the optimal choice is to get rid of the lowest two, but the game is more fun if your character has some weaknesses. As such, it's a good idea to keep at least 2 low scores.
3. Put the remaining 8 results through this table and write down the new values between -1 and +1:

d6 result	Score
1, 2	-1
3, 4	0
5, 6	+1

4. Don't write them in pen yet, but those new values are your 8 Attribute ⬜Scores. You can use them in any order you like.
5. If you read the bit about your Role in the appendix, you will find that it changes your Attribute ⬜Scores. Change them appropriately.
6. If you are a Gunner, you have the *Simple but Effective* Ability which also increases your Attribute ⬜Scores (⬜VSN +1, one other score +1).

Now you can fill in your ◇Ratings using this other table:

⬜Score	◇Rating
-3, -4, -5	6+
-1, -2	5+
+1, 0	4+
+3, +2	3+

+5, +4	2+

Do the Attributes seem a bit vague? Is your character really good (or like really bad) at something ultra-specific? Good news:

Step 3: Traits

Traits are a way for your character's unique strengths and weaknesses to be reflected in gameplay. They are a bit like D&D 5E skills except you get to make them up (they are also like a cross between skills and aspects from Fate if you've played that).

You start with +6 of positive Traits and -3 of negative Traits. You cannot start with more than 6 traits. That means you can distribute 6 points among different things your character is good at and 3 points among things they are bad at.

Here are the golden rules of Traits:
- Two Traits may not significantly overlap. However, one Trait may have both a positive and a negative effect.
- You may not have a Trait worse than -3 or better than your Trait Maximum, which is +3 at Level 1.

Other than that a Trait can be basically anything you like. Here are some examples of traits I came up with for one of my characters:

> Real-world experience +2
> Eye for detail +3
> Getting on a bit (old) -2

Here are some general ideas:

> Athletic/Unfit
> Sneaky/Obvious
> Empathetic/Cold
> Good/Bad Liar
> Observant/Blind
> Criminal/Government/Royal/etc. Connections
> Knowledgeable/Clueless about [Subject]

You can also take inspiration from similar systems in your favourite other TTRPGs (I know I did).

While we're at it with specific details about your character:

Step 4: Quirks

Based on their personality, your character also has several Quirks. They are a way to explore your character's motivations and reward you for good roleplay. Some examples are provided, but you can also make them up. They're a great opportunity to make your character completely insufferable if you're into that.

Your character has an Ideal, a Goal and a Flaw.

You are rewarded when you embody your Quirks. They can't be things that would come up during normal gameplay and combat: you have to go out of your way to roleplay them.

Ideal
An ideal that your character values highly.

- Religion - I show qualities that mirror those of my god, and act according to Their will.
- Tradition - I continue the important traditions of my ancestors.
- Strength - Might is right. I must show others that I am the strongest.
- Skill - I will hone and demonstrate my own skill.
- Trust - I put my faith in others.
- Independence - I take orders from no-one.
- Retribution - Those who hurt others must be punished.
- Justice - Those who are hurt must be lifted up.
- Honour - I always seek to preserve mine and my allies' honour, according to the particular codes of my culture.
- Family - Those who are linked by blood must always stick together.
- Friendship - The people you choose to spend time with mean more than any blood relation.
- Bootstraps - Everyone's success is their own exclusive responsibility.
- Community - We must all work together if we are to succeed.
- Hedonism - The meaning of life is the pursuit of pleasure.

Goal
A large-scale goal your character is working towards.

When your character decides they have completed or given up on this goal, they can choose a new one. In fact, a character might have chosen to adventure because they failed at their previous goal.

- Revenge - I will destroy those who have wronged me.
- Treasure - I will seek out a particular legendary item and claim it as my own.
- Reunion - I will be reunited with someone important to me.
- Protection - I will keep something or someone in my care from coming to harm.
- Hunt - I will find and kill a particular individual or legendary monster.
- Service - I will serve a particular organisation, individual or Ideal in any way I can until I die.
- Liberation - I will free myself or my people from some kind of tyranny.
- Fame/Infamy - I will be known across the galaxy, for better or for worse.
- Redemption - I will atone for what I have done.
- Absolution - I will clear my name of a crime I didn't commit.
- Discovery - I will see and understand that which has never been seen before.

Flaws
Gain 1 prestige for showing one of your character's flaws.
Often, a character will not see these traits in themself as "flaws".

- Judgemental - I am very harsh to others and myself.
- Trusting - I am too quick to trust (perhaps in a certain kind of people), or I have misplaced trust that cannot easily be undone.
- Suspicious - I can never trust anyone (or perhaps a certain kind of people).
- Stubborn - I refuse to change my ways, even when they hurt others and myself unnecessarily.
- Obsessed - I am utterly fixated on my Goal, to my detriment.
- Idealist - I follow my Ideal in a single-minded, uncompromising way.
- Impulsive - I spend money on unnecessary things as soon as I get it.
- Arrogant - I'm wrongly convinced that I'm the best at what I do.
- Cowardly - When things get hard, I sacrifice my friends and morals before I sacrifice myself.
- Kleptomaniac - I will take any risk, or take up or abandon any cause if there's a monetary incentive.
- Liar - Sometimes, I can't help but lie, even to those I care about most.

Step 5: Background & Origin (Stories)

Every character has a unique past that made them who they are. You should summarise it as a Background and an Origin. You are encouraged to elaborate on them in separate notes.

First, decide your background, or what you were doing before you became an adventurer. Some (boring) example Backgrounds are as follows:

-   Ex-criminal
-   Current criminal
-   Went to school as a pilot/captain/biologist

Then, decide your reason for becoming an adventurer. This is your Origin. For example:

-   Parents died
-   Home planet destroyed
-   Kidnapped by space pirates

or less miserable ones like

-   Bored
-   Starting an interplanetary business
-   Whatever your Goal is
-   Passed/failed/dropped out of school as a pilot/captain/biologist
-   Running from the law

You can be very creative with these.

Add them to the top of your list of Stories. This is a good time to fill in your Story Bonus: you get to add this when you're doing something that would benefit from your past experience. It's the same as your ⏥WIS, but if your ⏥WIS is negative you can just put 0.

If your character is starting above Level 1, they might already have some other Stories. Talk to your GM about this.

Step 6: HP, SP and EHP

Your Role tells you your max HP and SP. Your max EHP is 4 + ⏥FTD^.

Step 7: Abilities

Your Class and Role give you Abilities (one each at Level 1). You can write them on the second page of the character sheet. Be aware that you don't get your Signature Ability until Level 3.

Also, if you'd like to choose any Innate Abilities, you can. There's a helpful list of them in the appendix.

Step 8: Equipment

Your Class and Role also give you some Equipment. Add it to the equipment box in the bottom left. milliCredits (mC) are Capital's main currency.

You also get:
-   2 Everyday or Professional Outfits
-   200-400mC depending on your current circumstances (you and the GM can decide this together). As much as you like can be immediately spent on Adventuring Gear.
-   An Adventuring Kit.

Step 9: "Skilled"

Your Class, Signature Equipment and some of your abilities might say that you are **Skilled** with a certain type of weapon or vehicle. Being **Skilled** unlocks some extra effects when you are using that weapon/vehicle so it's a good idea to note down all the things you are **Skilled** with. There isn't a dedicated place for this on the character sheet yet.

Congratulations, you've finished creating your character! What follows is the core rules of Capital.

Character features

Don't forget!!

These are the main rules you need to remember that won't be referenced on your character sheet. You can find the specifics elsewhere in this document.

- [Attack Counters](#)
- [Unarmed and Improvised Attacks](#)
- When you gain max HP by levelling up, you can't gain less than 4.
- [The Point Blanc rule](#)
- [Seizing the Initiative](#)

Attributes

Every character in Capital has eight attributes that set the groundwork for how good they are at certain things. These attributes are very broad and one is used for almost every skill check. They are:

- Strength STR – Represents physical strength. Used for most melee attacks.
- Fortitude FTD – Represents constitution and physical resilience. Determines your HP.
- Agility AGI – Represents speed and nimbleness. Determines movement speed and is used for dodging, stealth and piloting.
- Vision VSN – Represents precision and observation. Used for most ranged attacks.
- Wisdom WIS – Represents wisdom, cunning and intuition. Used for passive checks in social situations and detailed investigation.
- Will WIL – Represents mental resilience. Determines your SP.
- Charisma CHA – Represents natural charisma and leadership. Used for active checks in social situations.
- Knowledge KNW – Represents general knowledge. Used for finding and recalling information.

Attribute Scores

A character has a score between -5 and +5 for each attribute. They can be modified positively or negatively by your Role and Ability choices, and their base values are determined by rolling.

Attribute scores are abbreviated as ⏺[ATTRIBUTE] (for example, ⏺STR refers to your Strength score).

If the abbreviation ends with ^ (e.g. ⬦AGI^) and your score for the relevant Attribute is less than zero, treat it as if it was zero.

Attribute Ratings

Your Attribute Ratings are an alternative form of your Attribute Scores, mainly used for attacks. They range between 2+ and 6+. They are thresholds that must be met or exceeded by a d6: therefore, lower is better.

Attribute Ratings are abbreviated as ◇[ATTRIBUTE] (for example, ◇STR refers to your Strength Rating).

When your Attribute Scores change, so do your Attribute Ratings.

HP & SP

HP (Hit Points) is the amount of damage it takes to bring you from full health to Critical Condition. SP (Stamina Points) are a resource used by many Abilities and some Equipment to use their active effects.

You can never have less than 1 maximum HP or SP.

When you gain HP by levelling up, the amount you gain cannot be less than 4.

Quirks & Prestige

When you embody a Quirk when it matters, you gain 1 Prestige at the GM's discretion. You can hold up to 3 Prestige. You cannot gain multiple Prestige from a single action. You can spend all 3 Prestige to reroll all dice from a single roll, or to use an active effect (Action, Instant or Reaction) that would normally require you to be **Skilled**.

Core gameplay

Golden rules

- Rule Zero: The GM's word is final.
- Specific exceptions supersede general rules.
- When the rules tell you to halve an odd number, always round up unless otherwise specified.

Attribute Checks

Whenever your character does something with a chance of failing, you must make an Attribute Check.

Some abilities state in the rules that they require Attribute Checks. Otherwise, the GM decides when a player must make an Attribute check. They will decide the action's Difficulty: a number that the player's roll must meet or exceed for the action to succeed.

The player rolls 3d6. The following factors can modify the roll:
- A relevant Attribute Score can be added or subtracted.
- Any relevant Trait may also be added or subtracted.
- Some situations might confer additional modifiers. These will be explained when relevant.

If the result is greater than the Difficulty, the action succeeds with no drawbacks.

If the result is less than the Difficulty, the action fails.

If the result is equal to the Difficulty, the action succeeds, but with some kind of drawback.

Special results

If you roll two sixes on an Attribute Check, roll another 1d6 and add it to the result. If you roll three sixes, roll another 3d6.

The same is true of ones (two or three ones on a single Attribute Check), but instead of adding the value of the bonus dice, subtract it from the total.

Only one special result can occur per Check.

Contested Checks

Sometimes, two characters are at odds. If one succeeds, the other must fail. In this case, both characters roll 3d6. Then, each character adds their relevant attributes and skills. The higher roll succeeds, and the other fails. If the rolls are equal, nothing happens.

The two characters might use different Attributes (e.g. CHA vs WIS).

Resting

When characters take a rest, they gain benefits depending on how long they rest for.

Short Break

(15 minutes - 1 hour)

Recover 1d6 + ▢WIL SP.

Long Break

(1 hour or more)

Recover all of your SP.
Recover 2d6 + ▢FTD HP per Level you have for each hour of resting.

Full Rest

(8 hours or more, 6 of which must be spent sleeping.)

Recover all of your SP and HP.

Size

Some effects change based on a unit's size.

- Tiny (Rabbit or smaller) - 0.5m diameter
- Small - 1m diameter
- Medium (Human) - 1m diameter
- Large - 2m diameter
- Giant (Car) - 4-16m diameter
- Enormous (Building or medium spaceship) - 16-256m diameter
- Colossal - 256m-1km diameter
- Metropolitan
- Lunar
- Planetary
- Solar

A unit's diameter is proportional to the diameter of its miniature's base, or its token, at a scale of 1m:1in.

Units can move through anything larger than them, assuming it's physically believable (e.g. you can't move through a solid wall). They cannot end their move in the same space as another unit that is only one size larger than them.

Damage Types

Physical

Blunt – Blunt trauma & explosions
Sharp – Sharp melee weapons & bullets
True – Internal organ damage including damage from drowning, organ failure and sound

Special

Heat – Damage from heat
Cold – Damage from cold
Electric – Damage from electricity
Toxic – Damage from poison and acid

Holding equipment

Most Equipment can only be used if you are holding it. Your character has 2 hands, so they can hold up to 2 pieces of Equipment, or one piece of **Two-handed** equipment.

During combat, you can change what you are holding as an **Instant** <u>once</u> per turn.

Dying

When your HP is reduced to 0, your character is in Critical Condition. They are vulnerable and lying on the ground, but they are still alive. All they have left is a number of Emergency Hit Points (EHP) equal to 4 + ⎍FTD^.

While a character is in Critical Condition, they are Prone and cannot get up.

During their turn, they can only take one Action. If they Move, they cannot Move more than 1m. They cannot Prepare, take Overwatch or Grapple.

Any further damage the character takes is applied to their EHP. Additionally, at the start of their turn, they take 1 damage.

Any healing the character receives is applied to their regular HP. Once a character has 1 or more HP, they are no longer in critical condition.

While they are in Critical Condition and/or their EHP is not at its maximum, their Attribute ⬜Scores are reduced by 2. This may also increase their Attribute ◇Ratings. EHP can only be restored by taking a Full Rest, in which case it is restored by 1d6.

If a character's EHP and HP are both reduced to zero, they must make a WIL Check that cannot be affected by any Traits. Remember that your ⬜WIL is still reduced by 2.

- On an 8+, they can make one final Action (remember that they are still prone) as they die.
- On an 18+, they regain 1 HP by sheer determination (note that they do not regain any EHP). They cannot go below 1 HP until the start of their next turn.

On any result less than 18, the character then dies and is permanently removed from play.

Combat rules

In a situation where characters must fight, the game becomes turn-based. It is recommended to use miniatures or tokens in combat to indicate the position of each combatant relative to the terrain.

You can play on a 1-metre square or hexagonal grid, but the recommended way to use miniatures is with free positioning at a scale of 1in → 1m. A tape measure can be used for distances.

You can also play with no miniatures in the theatre of the mind, but this may be difficult for complex encounters.

Starting Combat

To decide the turn order, each combatant rolls 3d6 and adds or subtracts their ⬜AGI. Normally, play proceeds in descending order of the result, with ties resolved by the combatants involved in the tie rolling again. This second roll is independent of the previous and only decides the order of those two combatants.

Special results

Turn order rolls do not use the normal special results for Attribute Checks.

Instead, any combatant that rolls two or more sixes on the first roll must roll again. If they roll another double six, they must continue to reroll. The first time they do not roll a double six, that is the result they use. For each double six they rolled, they take an extra turn before combat begins. If multiple combatants rolled double sixes, they take turns among themselves until each of them has had their proper number of extra turns. Then, combat begins properly.

Any combatant that rolls two or more ones on the first roll misses their first turn.

On your turn

On their turn, a combatant can take up to **two** of the following Actions:

Move

Move up to 10m.

Attack

Some equipment has Attacks associated with it. Your character might have several Attack options. Attacks can vary in the following ways:
- Range: The Attack can only target combatants within this distance. If an Attack's range is "Melee", you can only use it if you are directly next to the target (i.e. the bases of the miniatures are touching). If an Attack's range is not Melee and you are directly next to the target, you suffer a -2 penalty to your Hit Rolls.
- Shots: Roll this many dice in your Hit Roll.
- Hit attribute: Use the ◇Rating for this Attribute in your Hit Roll.
- Damage: Every time the Attack hits, it does this much damage.
- Damage Type: Some rules refer to the type of the damage taken or dealt.
- Special Rules: Some Attacks apply special effects or work in unusual ways.

Attacks will usually be formatted as [Range] [Hit attribute] Attack - [Shots] shots, [Damage] [Damage Type] damage. [Special Rules].

To make an attack:
1. Choose an Attack and a Unit within its Range.
2. Roll a d6 for each of the Attack's Shots (this is the Hit Roll).
3. Every d6 that meets or exceeds your Rating for the Attack's Hit Attribute is a success.
4. For each success, the target must roll a d6 (this is the Dodge Roll).
5. Each one that meets or exceeds their ◇AGI cancels out one of your successes.
6. For each remaining success, do the attack's Damage to the target once.

Prepare

When you Prepare, choose an Attribute. Until the start of your next turn, you can reroll any 2 d6s that use your ◇Rating (NOT ⬡Score) for that Attribute. You may not reroll the same d6 more than once.

Overwatch

When you take Overwatch, until the start of your next turn, when you see a unit at any time while they are moving, you can instantly take a free Attack Action (an Overwatch Attack) against them. You can only take one free Attack per Overwatch action.

The most common way to move is the Move action, but some Abilities also make you move: these can also trigger Overwatch, even if the movement is involuntary.

If you took Overwatch multiple times on your turn, your two Attacks cannot be used on the same Move. (Note that if a combatant Moves twice, you can use one Attack on them during each Move.)

Other combatants that see you know that you are taking Overwatch. You are considered to be taking Overwatch until you make your last available Overwatch Attack.

If you take damage while taking Overwatch, make a Difficulty 11 WIL Check. On a failure, your Overwatch ends and you cannot make any remaining Overwatch Attacks. If the damage is at least half your HP, you fail automatically.

When you take Overwatch, you must do so with all of your remaining Actions this turn. For example, you cannot take Overwatch before Moving.

Grapple

Choose a target in Melee range that is the same size as you or smaller. Make a contested STR check against them. On a success, choose one of the following:
-   The target falls Prone.
-   The target is Grappled by you.

Other Actions

Some Abilities, Equipment and situations give you other Action options.

Attack Counters

All players have the following rule:

When you finish making an Attack, gain 1 Attack Counter. All Attack Counters are lost when your turn ends.

When you make an Attack, reduce each die in the Hit Roll by 2 for each Attack Counter you have. Overwatch Attacks are not affected by Attack Counters and do not generate them. Attacks from Vehicles *are* affected, and they apply to each character individually, not to the Vehicle as a whole.

Seizing the Initiative

At any time during combat when nobody is **Active**, you may attempt to Seize the Initiative. If you do, you may not do so again until after your next turn.

You have two options:
- You make a difficulty 11 AGI Check.
- Any other willing, Active combatant you can see or hear makes a difficulty 11 CHA Check.

If the check succeeds, you may instantly take one Action of your choice.

Regardless of the result, you take one less Action in your next turn during this combat.

Unarmed & Improvised Attacks

All units that can reasonably perform any kind of unarmed attack have the following Attack:
> Melee STR **Attack**: 1 Shot, 1 (*) Damage. Choose Blunt or Sharp Damage depending on the nature of the attack. This is an Unarmed Attack.

In addition, any object that is sufficiently similar to one of the Simple Melee Weapons can be used as such, but the GM may decide to impose a Damage reduction depending on the object. This is called an Improvised Attack; the object temporarily becomes an Improvised Weapon.

You are *ONLY* considered Skilled with the object if you are specifically Skilled with Improvised Weapons.

The Point Blanc rule

When you make a Hit Roll for a non-Melee Attack:

- If you are in base contact with an enemy, reduce all dice by 2.
- Otherwise, if the target is in base contact with their enemy, reduce all dice by 1.

For this purpose, your enemy is any unit that would want you to suffer the penalty, at the GM's discretion. The GM chooses who counts as the target's enemy.

Dual wielding

Dual wielding is allowed with any non-**Two-handed** weapons. However, it does not exempt you from Attack Counters.

Vehicles

Everything from a motorbike to a capital ship is a Vehicle. Vehicles and Characters have a lot in common. In fact, a Vehicle is a type of unit, although sometimes it is also treated like an Equipment.

You can see a list of Vehicles in the appendix.

Vehicle stats

HP (Hull Points)

Vehicle HP works largely the same as character HP: it goes down when you get hit. When it runs out, the vehicle is essentially destroyed, and recovering it will be difficult or impossible.

W (Watts)

Watts are somewhat equivalent to characters' SP. A vehicle consumes Watts whenever its Vehicle Actions are used.

When a vehicle runs out of Watts, it must be recharged. A Vehicle might also have its own generator that slowly replenishes Watts over time.

Vehicles do not consume Watts outside combat.

Systems

Systems are the Abilities of vehicles. Like Abilities, they provide passive and active benefits.

A vehicle can support a limited amount of Systems. Each System takes up a certain number of Slots. Every system takes up 1 Slot unless otherwise specified.

Systems are controlled from Terminals inside the vehicle. Each terminal has its own Slots, and each Slot might have limitations on the kind of systems it can support.

Vehicles in Combat

The crew of a vehicle takes turns as normal. Systems will often refer to "the Operator": this is the unit at the Terminal associated with that System. You are considered to be Piloting a vehicle if you are the Operator of one of its Movement Systems.

Unless otherwise specified, when a character would use their AGI, a vehicle uses its Pilot's AGI. This notably applies to Dodge Rolls.

When you make a Vehicle Attack (an Attack provided by a Vehicle), the range is measured from the Vehicle rather than the Operator.

Appendix

Roles

The Lancer

Damage Role

The Lancer's job is to deal consistent, heavy damage to enemies. To facilitate this, they have access to more frequent attacks, and they are more likely to hit with their weapons.

However, they are quite fragile. They must rely on their allies to protect them.

Their Signature Ability, [Surge](), lets them take an extra turn, granting them extra mobility or damage in an emergency.

Attributes
Gain/lose each of the following:
- +1 ▯WIL
- +1 ▯STR or +1 ▯VSN
- -1 ▯FTD or -1 ▯AGI

Starting Equipment
- [Light armour](#)
- Any [simple weapon](#)

You are **Skilled** with [simple weapons](#).

Levelling Up

Level	Max SP	New Abilities	Ability Points
1	2 + ⬜WIL^	[Try That Again I](#)	
2	2 + ⬜WIL^		1AP
3	3 + ⬜WIL^	[Surge](#)	
4	3 + ⬜WIL^		3AP

At Level 1, your maximum HP is 12 + ⬜FTD. It increases by 1d6 + 6 + ⬜FTD each time you Level Up.

The Scout

Damage Role

The Scout's job is to deal damage in large bursts. They are also very mobile, and by extension difficult to hit. An important mechanic for The Scout is Focus, a state they enter using [the Focus Ability](#)'s active effect. It provides a range of buffs.

However, between bursts of damage, they must spend time searching for an opportunity. This leaves them vulnerable.

Their Signature Ability, [All Out](#), gives them a burst of extreme mobility and an enhanced Focus state.

Attributes
Gain/lose each of the following:
- +1 ⬜AGI
- +1 ⬜CHA or +1 ⬜WIS
- -1 ⬜STR or -1 ⬜WIL

Starting Equipment
- [Light armour](#)
- Any [simple weapon](#)

You are **Skilled** with [simple weapons](#).

Levelling Up

Level	Max SP	New Abilities	Ability Points
1	2 + ⬛WIL^	[Focus I](#)	
2	2 + ⬛WIL^		1AP
3	3 + ⬛WIL^	[All Out](#)	
4	3 + ⬛WIL^		3AP

At Level 1, your maximum HP is 12 + ⬛FTD. It increases by 1d6 + 6 + ⬛FTD each time you Level Up.

The Healer

Support Role

The Healer's primary job is to restore their allies' HP. They can also restore SP and provide offensive and defensive buffs, greatly increasing the strength of others.

However, by themself, they are fairly weak.

Their Signature Ability is [Supercharge](#), which restores allies' SP and prevents them from dying.

Attributes
Gain/lose each of the following:
- +1 ⬛KNW
- +1 ⬛WIL or +1 ⬛AGI
- -1 ⬛STR or -1 ⬛VSN

Starting equipment
- [Light armour](#)
- A [primitive first-aid kit](#)

Levelling Up

Level	Max SP	New Abilities	Ability Points
1	2 + ⏺WIL^	Patch Up I	
2	2 + ⏺WIL^		1AP
3	3 + ⏺WIL^	Supercharge	
4	3 + ⏺WIL^		3AP

At Level 1, your maximum HP is 16 + ⏺FTD. It increases by 2d6 + 4 + ⏺FTD each time you Level Up.

The Captain

Support Role

The Captain supports their allies using their control over the turn order. Their high CHA makes them useful in diplomatic situations.

However, they might struggle to fend for themself if they are isolated in combat.

Their Signature Ability is Rally, which enhances each of the four main actions.

Attributes
Gain/lose each of the following:
- +1 ⏺CHA
- +1 ⏺WIL or +1 ⏺WIS
- –1 ⏺STR or –1 ⏺CEL

Starting equipment
- Light armour
- A symbol of your status (normally your high rank in an organisation)

Levelling up

Level	Max SP	New Abilities	Ability Points
1	2 + ⏺WIL^	That's an Order I	

2	2 + ⟦WIL^		1AP (Captain only)
3	3 + ⟦WIL^	Rally	
4	3 + ⟦WIL^		3AP

At Level 1, your maximum HP is 16 + ⟦FTD. It increases by 2d6 + 4 + ⟦FTD each time you Level Up.

The Tank

Defense Role

The Tank's job is to absorb damage for their allies. They can force enemies to target them and block enemy attacks.

However, their mobility is limited and they heavily rely on SP.

Their Signature Ability is Sanctuary, which temporarily bolsters their defense and redirects enemy attacks to them.

Attributes
Gain/lose each of the following:
- +1 ⟦FTD
- +1 ⟦STR or +1 ⟦WIL
- -1 ⟦VSN or -1 ⟦AGI

Starting Equipment
- Heavy armour

Levelling Up

Level	Max SP	New Abilities	Ability Points
1	2 + ⟦WIL^	Intercept I	-
2	2 + ⟦WIL^	-	1AP
3	3 + ⟦WIL^	Sanctuary	-
4	3 + ⟦WIL^	-	3AP

At Level 1, your maximum HP is 20 + ⬡FTD. It increases by 2d6 + 8 + ⬡FTD each time you Level Up.

The Sentinel

Defense Role

The Sentinel is crafty and precise, capable of stopping enemies in their tracks and applying strong debuffs.

However, they are fragile and they heavily rely on SP.

Their Signature Ability is [Lockdown](), which lets them manipulate enemy positioning and movement.

Attributes
Gain/lose each of the following:
- +1 ⬡WIS
- +1 ⬡CHA or +1 ⬡KNW
- -1 ⬡STR or -1 ⬡AGI

Starting Equipment
- [Light armour]()
- A [Standard Pistol]() or a [Laser Pistol]()

Levelling Up

Level	Max SP	New Abilities	Ability Points
1	2 + ⬡WIL^	[Power Play I]()	-
2	2 + ⬡WIL^	-	1AP
3	3 + ⬡WIL^	[Lockdown]()	-
4	3 + ⬡WIL^	-	3AP

At Level 1, your maximum HP is 12 + ⬡FTD. It increases by 1d6 + 6 + ⬡FTD each time you Level Up.

Classes

Gunner

A Gunner relies on their own strength and skill to do their job. Their Signature Equipment is a [Signature Weapon](#).

The Abilities that they gain are facilitated by their lightweight equipment.

Starting Equipment
- Your Signature Equipment, a [Signature Weapon](#).
- A [simple melee weapon](#) OR a [Laser Pistol](#) OR a [Standard Pistol](#)
- An extra 100mC, which may be spent on [Adventuring Gear](#).

You are **Skilled** with simple weapons.

Level Up

Level	New Abilities	Ability Points
1	[Simple but Effective](#)	
2		1AP

Pilot

A Pilot is skilled at operating a particular kind of Vehicle, which they use to carry out their job. Their Signature Equipment is a [Signature Vehicle](#).

The Abilities that they gain are facilitated by their extensive training with particular vehicles.

Starting Equipment
- Your Signature Equipment, a [Signature Vehicle](#).
- A [simple melee weapon](#) OR a [Laser Pistol](#) OR a [Standard Pistol](#)

Level Up

Level	New Abilities	Ability Points
1	[Backup](#)	

2		1AP

Biologist

A Biologist has an encyclopaedic knowledge of plants, animals and the worlds where they live. Their Signature Equipment is a [Signature Companion](#).

The Abilities that they gain are facilitated by their rigorous scientific process.

Starting Equipment
- Your Signature Equipment, a [Signature Companion](#).
- A [simple melee weapon](#) OR a [Laser Pistol](#) OR a [Standard Pistol](#)

Level Up

Level	New Abilities	Ability Points
1	[Know your enemy](#)	
2		1AP

Engineer

An Engineer's ability to repair and augment technology makes them indispensable to any party they find themself in. Their Signature Equipment is a [Signature Augmentation](#).

The Abilities that they gain are facilitated by their mastery over machines.

Starting Equipment
- Your Signature Equipment, a [Signature Augmentation](#).
- A [simple melee weapon](#) OR a [Laser Pistol](#) OR a [Standard Pistol](#)

Level Up

Level	New Abilities	Ability Points
1	[Jury-rig](#)	
2		1AP

Helpful lists

Innate Abilities

Deaf
Robotic

Adventuring Gear

Advanced first-aid kit – 100mC
Alloy cable (5m) – 20mC
Ammo Magazine – Various
Backpack – 40mC
Battery (Charge 60) – 40mC
Electric lantern – 20mC
High-strength alloy cable (5m) – 150mC
Miniature General Scanner – 100mC
Non-perishable rations (1 day) – 5mC
Personal communicator – 80mC
Primitive first-aid kit – 15mC
Primitive rope (20m) – 10mC
Solar Array – 100mC
Tent – 50-200mC
Toolkit – 50mC
Torch – 20mC
Water bottle – 10mC

Simple Weapons

Melee
Simple Baton
Simple Club
Simple Dagger
Simple Greatsword
Simple Longsword
Simple Shortsword
Simple Spear
Simple Warhammer

Other
Auto Rifle

Abilities

All Out

Scout Damage Signature Ability

Locked

Signature Instant:
- Immediately gain Focus. Your ⬚AGI is further increased by +1 (to a maximum of +5) until Focus ends.
- Your next Move Action before Focus ends may be up to five times longer than usual, or 50m, whichever is longer. This effect only works when you are physically able to sprint (i.e. it does not work while you are prone).

Backup

Pilot Damage Ability

Locked

Action if you are within 1km of your Signature Vehicle: Spend 2SP. Your Signature Vehicle takes Overwatch with a non-Melee **Attack**. If you choose, the Attack's range is centred on you instead of the Vehicle.

Blitz

Damage Ability

Cost 2AP
Limited: Damage Role OR The Tank

Instant after a Move action that is not your first this turn: Spend 1SP. Instantly make a Melee Attack.

Bonk

Tank Defense Ability

Cost 1AP
Limited: The Tank

Instant once per Melee Attack when you damage a unit that is no more than 1 size larger than you: Move that unit up to its diameter away from you.

Cautious

Ability

Cost 2AP

Once per Overwatch, when you would spend SP before the Overwatch ends, spend 1 less SP (to a minimum of 0).

Certitude

Captain Support Ability

Cost 1AP
Limited: The Captain

Other units get +3 when they roll to Seize the Initiative using your ⬡CHA.

Clear Mind

Support Ability

Cost 1AP
Limited: Support Role

Action: Gain a Clarity counter. Then, if you have 3 Clarity counters, you must spend all of them to regain 1SP.

All Clarity counters are lost when you take any Rest.

Damage Resist

Defense Ability

Cost 1AP
Repeatable (Must choose different damage types)

When you gain this, choose a damage type. When you make a dodge roll against that type of damage, increase each die by 1.

Deaf

Innate Ability

Innate

You cannot hear.

However, if a unit you can see is using a sign language you understand, you are considered to be able to hear them.

If they are using a spoken language you understand, you must succeed a Difficulty 12 WIS check to "hear" them by reading their lips. If they are intentionally mouthing clearly, the Difficulty is reduced to 8.

Defensive Focus

Scout Defense Ability

Limited: The Scout
Cost 1AP

Reaction once during each Focus: Reroll one die in a dodge roll.

Enthusiasm

Damage Ability

Cost 2AP

Reaction after you make a successful Attack: Make a WIL check. On an 11+, regain 1SP.

Focus I

Scout Damage Ability

Locked

Instant: Spend 1SP. You gain Focus until the start of your next turn. **Cooldown** 5+.
Reaction when you gain Focus: Additionally spend 2SP. Immediately take an extra Action.

While you have Focus:
- Your ⬡AGI is increased by +1.
- You can use your ◇AGI instead of the normal Hit Attribute for any Attack.

Focus II

Scout Damage Ability

Limited: Focus I, which this replaces
Cost 1AP

Instant: Spend 1SP. You gain Focus until the start of your next turn. **Cooldown** 5+.
Reaction when you gain Focus: Additionally spend 2SP. Immediately take an extra Action.

Once per Full Rest, you may use both of the above Active effects at no SP cost.

While you have Focus:
- Your ⬡AGI is increased by +1.
- You can use your ◇AGI instead of the normal Hit Attribute for any Attack.

Generous

Support Ability

Cost 1AP

If you are willing, units that can see or hear you can use your SP as well as their own.

Healthy

Defense Ability

Cost 2AP

Your Max HP is increased by 2 for each Level you have.

High Alert

Defense Ability

Cost 2AP

Reaction when you make a Dodge Roll while taking Overwatch: Spend 1SP. Reroll any number of dice. You must use the new results.

Intercept I

Tank Defense Ability

Locked

You can use your ◇STR instead of your ◇AGI for Dodge Rolls.

Reaction when you see a unit make a Dodge Roll against an Attack, and you are within 3m of either the unit or the attacker: Spend 1SP. Move up to 3m so you are in base contact with the unit or the attacker. Up to 1d6 of the Attack's successful Hit Rolls are redirected to you, and you make a Dodge Roll against them instead.

Intercept II

Tank Defense Ability

Cost 1AP
Limited: Intercept I, which this replaces.

You can use your ◇STR instead of your ◇AGI for Dodge Rolls.

Reaction when you see a unit make a Dodge Roll against an Attack, and you are within <u>8m</u> of either the unit or the attacker: Spend 1SP. Move up to <u>8m</u> so you are in base contact with the unit or the attacker. Up to <u>1d6 + 1</u> of the Attack's successful Hit Rolls are redirected to you, and you make a Dodge Roll against them instead.

Jury-rig

Engineer Ability

At any time, you may spend 30 minutes to choose one of the following:
- Choose a unit with an Augmentation, a Robot or a Vehicle you can touch. It regains 1d6 + ⬡KNW HP (minimum of 1HP).
- You gain 10 Charge. You are considered to have **Charge** 10 (if you don't already have **Charge**) until it's used up.

The 30 minutes may be considered as part of a Long Break or Full Rest.

Know your enemy

Biologist Support Ability

Locked

Action: Spend 1SP and choose a unit that you or your Signature Companion can touch. Make a KNW check where the difficulty is 13 + the unit's Level.
- If you succeed, you gain *Investigation* for that unit and all units with the same profile.
- If you fail, you cannot use this Action on the same unit until you have taken a Full Rest. You *can* try again on another unit with the same profile.

This Action can be used on a dead target, but the difficulty is increased by 2.

Reaction once each time a willing unit that can see or hear you does damage to a unit for which you have *Investigation*: the damage is increased by your ⬡KNW multiplied by half your level (rounding up).

Investigation is permanent.

Lockdown

Sentinel Defense Signature Ability

Locked

Signature Action: You gain 3 + ⬡WIS Lockdown tokens (minimum of 3). You lose all your Lockdown tokens after 3 turns. The duration ticks down at the start of your turn. The effect ends as soon as the duration reaches 0.

While you have Lockdown tokens, gain:

Reaction when you see a unit at any point during its movement: Spend 1 Lockdown token. Their movement stops immediately. If you choose, they are forced to move up to 3m in a straight line in any direction.

Look out!

Support Ability

Cost 2AP

Instant once each time a willing unit other than yourself that can see or hear you makes a Dodge Roll: Spend 1SP. They reroll up to 2 dice and must use the new result.

Offensive Focus

Scout Damage Ability

Limited: The Scout
Cost 1AP

Reaction once during each Focus when you deal Damage with an Attack: Deal 1d6 additional damage of the same type.

Opportunist

Damage Ability

Cost 1AP

Instant once per turn when you deal damage while Seizing the Initiative: deal 1d6 additional damage of the same type.

Patch Up I

Healer Support Ability

Locked

Action: Spend 1SP. Touch a willing unit (not a Vehicle) to restore their HP for 1d6 + ⬡KNW + 2.

When you would cause a unit (not a vehicle) to restore HP beyond their maximum HP, the target gains *Overflow* counters equal to the surplus healing.

Units with *Overflow* have:

> **Instant** when you deal damage to a unit: Spend all your *Overflow*. Increase the damage by half the *Overflow* consumed, rounding down.

Patch Up II

Healer Support Ability

Cost 1AP
Limited: Patch Up I, which this replaces.

Action: Spend 1SP. <u>Move up to 6m.</u> Touch a willing unit (not a Vehicle) to restore their HP for 1d6 + ⏦KNW + 2.

When you would cause a unit (not a vehicle) to restore HP beyond their maximum HP, the target gains *Overflow* counters equal to the surplus healing.
Units with *Overflow* have:

> **Instant** when you deal damage to a unit: Spend all your *Overflow*. Increase the damage by half the *Overflow* consumed, rounding down.

Patience

Damage Ability

Cost 2AP

Reaction once per turn during the Hit Roll for your Overwatch **Attack**: Spend 1 SP. Reroll one of the dice. You must use the new result.

Pep talk

Support Ability

Cost 1AP

Instant when another willing unit is under the following conditions:
- Can see or hear you
- Just made an Attack
- None of the shots from that Attack hit

The next time that unit does damage this combat, the damage is increased by your ⏦CHA.

Power Play I

Sentinel Defense Ability

Locked

You can use your ◇WIS instead of the Attack's normal Hit Attribute for Hit Rolls in Overwatch Attacks.

Action: Spend 2SP. Choose a unit you can see within 50m or the range of your longest-range Attack, whichever is longer. They gain ONE of the following effects until the start of your next turn:
-   The maximum length of their next Move Action is halved, rounding up.
-   After their next Hit Roll where they rolled more than one die, they must discard the highest result.
-   After their next Dodge Roll, they must reroll the highest result.

Power Play II

Sentinel Defense Ability

Cost 1AP
Limited: Power Play I, which this replaces.

You can use your ◇WIS instead of the Attack's normal Hit Attribute for Hit Rolls in Overwatch Attacks.

Action: Spend 2SP. Choose a unit you can see within 50m or the range of your longest-range Attack, whichever is longer. They gain ONE of the following effects until the start of your next turn:
-   The maximum length of their next Move Action is halved, rounding up.
-   After their next Hit Roll where they rolled more than one die, they must discard the highest result.
-   After their next Dodge Roll, they must reroll the highest result.
-   They cannot use the same Action or other active effect more than once.

Power Under Pressure

Ability

Cost 2AP
Repeatable (Must choose different Attributes)

When you gain this, choose an Attribute. For each 10 points of your HP that is missing, increase your ⏻Score for that Attribute by 1. The maximum bonus that can be gained this way is +2, and your Attribute ⏻Score cannot exceed +5.

Quick

Movement Ability

Cost 2AP

When you take the Move Action, move up to 1d6 additional metres.

Rally

Captain Support Signature Ability

Locked

Signature Instant: Any number of units that can hear you gain the following effect for 2 turns:
Instant once per turn when they take an Action: They can use one of the following effects, depending on the type of Action.

Action	Effect
Move	They move an additional number of metres up to double the Captain's ⏻CHA or 1.
Attack	They do damage of the Attack's type to one of its targets equal to double the Captain's ⏻CHA or 1.
Prepare	They Prepare a second time. They must choose a different attribute.
Overwatch	They take Overwatch a second time.

The duration ticks down at the start of the Captain's turn. The effect ends as soon as the duration reaches 0.

Robotic

Innate Ability

Innate

You are a Robot. You do not require food, water or a breathable atmosphere. Instead, you have **Charge** 1̶0̶0̶ and **Action**: Recharge. Every hour you are awake uses 5 Charge. If you run out of Charge, you fall asleep until you have at least 5 Charge again.

Sanctuary

Tank Defense Signature Ability

Locked

Signature Instant: Until your turn has started 2 more times, gain the following:
      Reaction up to 3 times per Dodge Roll: Reroll one of the dice.

      Intercept's **Reaction** has no SP cost, and its range is doubled.

Simple but effective

Gunner Ability

Locked

When you gain this Ability, your ⬡VSN is increased by 1. Choose another Attribute (not VSN): your ⬡Score for that Attribute is also increased by 1.

Action: Until the start of your next turn, your movement cannot trigger Overwatch.

Supercharge

Healer Support Signature Ability

Locked

Signature Action: Any number of units you can see within 10m gain the following benefits:
- Their SP is restored to its maximum.
- They gain a Supercharge token, which is lost when they take any Rest.

When a unit with a Supercharge token would go into Critical Condition, they must spend it to roll 1d6 against your ◇KNW.

On a success, their HP is set to 1d6 and they do not go into Critical Condition.

In addition, on any result, their EHP is restored by 1d6.

Surge

Lancer Damage Signature Ability

Locked

Signature Instant at the end of your turn: Take two more turns, one after the other.

Tactical Focus

Scout Movement Ability

Limited: The Scout
Cost 1AP

Reaction when you gain Focus: Move up to 6m.

Terrifying

Ability

Cost 2AP

Reaction once each time you kill a unit: Spend 1SP. Another unit that can see you takes 1 less Action on their next turn (to a minimum of 1).

That's an Order I

Captain Support Ability

Locked

You can use your ⬡CHA instead of your ⬡AGI when rolling to determine turn order.

Instant once per turn: Spend 1SP. A willing unit that can see or hear you Seizes the Initiative. They do not have to roll: they automatically succeed. **Cooldown** 4+.

That's an Order II

Captain Support Ability

Limited: That's an Order I, which this replaces.
Cost 1AP

You can use your CHA instead of your AGI when rolling to determine turn order.

Instant once per turn: Spend 1SP. A willing unit that can see or hear you Seizes the Initiative. They do not have to roll: they automatically succeed. **Cooldown 3+.**

Try That Again I

Lancer Damage Ability

Locked

Instant once per turn: Spend 1SP. Reroll a die from a Hit Roll.

Try That Again II

Lancer Damage Ability

Cost 1AP
Limited: Try That Again I, which this replaces.

Instant up to 2 times per Hit Roll: Spend 1SP to reroll one of the dice.

Urgency

Ability

Cost 2AP

When you roll to determine turn order, add your AGI an additional time.

Equipment

Advanced first-aid kit

Adventuring Gear

100mC | Rare

A first-aid kit containing high-class modern medical supplies.

This equipment contains 6 Large Programmable Bandages and 12 Small Programmable Bandages.

Large Programmable Bandage
Part of a roll of synthetic bandages that automatically reassemble your body over time.

While holding, gain:
> **Action**: Destroy this. Restore a unit's HP by 2d6. They gain 5 stacks of *Regeneration 1* (see below).

Small Programmable Bandage
From a pack of sticky bandages that automatically reduce pain and inflammation.

While holding, gain:
> **Action**: Destroy this. Restore a unit's HP by 4. They gain 3 stacks of *Regeneration 1*.

Regeneration 1
Once per turn when a unity with *Regeneration 1* starts its turn, its HP is restored by 1 and it loses a stack of *Regeneration 1*.

Adventuring Kit

Contains the essentials for adventuring, all stored in a Backpack:
- Personal Communicator
- Primitive first-aid kit
- 20m of Primitive Rope
- A one-man Tent, or your share of a larger tent
- A Torch OR an Electric Lantern
- 7 days of Non-perishable Rations if you need food
- A filled Water bottle if you need water
- A Battery (**Charge** 60)
- 1 additional Battery (**Charge** 60) for each equipment you have that:
    - Has **Charge**
    - Has **Action**: Recharge
    - Is not a Battery
- For each **Ammo** item you have, 3 Ammo Magazines of its Ammo type.

Alloy Cable (5m)

Adventuring Gear

20mC | Common

Extremely durable cabling with a diameter of around 2 cm, made from woven plastics and steel. Suitable for most in-atmosphere applications, but not considered aerospace-grade. Can withstand approximately 150kN of force (around the weight of 150 metric tons in Earth's gravity) before breaking.

Cannot be cut without bolt cutters or equivalent.

Ammo Magazine

Adventuring Gear

Ammo Magazines are available for every Ammo type.

This has ONE of the following effects. Its rarity and value depend on the type of Ammo it stores:
- **Ammo Storage**: 12 Pistol - 25mC | Common
- **Ammo Storage**: 12 Rifle - 30mC | Common
- **Ammo Storage**: 12 Cannon - 40mC | Common
- **Ammo Storage**: 6 Tank - 50mC | Uncommon

Auto Rifle

Simple Gun Weapon Equipment

Ammo: 6 Rifle
Two-handed

While holding, gain:
> 50m VSN **Attack**: 10 shots, 1 Sharp damage. Uses 2 Ammo.
> 100m VSN **Attack**: 1d6+4 shots, 1 Sharp damage. Uses 2 Ammo. Use only if **Skilled**.
> **Action**: Reload.

Backpack

Adventuring Gear

40mC | Common

A 65 litre rucksack with multiple compartments for holding things.

Battery (Charge 60)

Adventuring Gear

40mC | Common

Charge 60

While holding, gain **Action**: Recharge.

Clothing

Equipment

There are 4 main types of clothing.

- Everyday
- Environmental – designed to withstand a specific kind of extreme conditions.
- Formal – designed for a certain kind of social event.
- Professional – designed for a specific job.

Electric Lantern

Adventuring Gear

20mC | Common

Can be turned on and off. While turned on, emits light for 20m in all directions.

Hardlight Bayonet

Module Equipment

Module for any **Two-handed** Gun (does not need to be **Modular**)

While holding the attached item, gain:
    Melee STR **Attack**: 3 shots, 3 Heat damage.

Instant once per Dodge Roll against a Melee Attack: Spend 1SP. Reroll 1 die. Use only if **Skilled**.

Heavy Armour

Armour Equipment

Heavy 0

While wearing, gain:
> You cannot use your ⬦AGI for Dodge Rolls. You can use 4+ instead.

High-strength Alloy Cable (5m)

Adventuring Gear

150mC | Rare

Extremely durable cabling with a diameter of around 8 cm, made from woven titanium alloys, plastics and other polymers designed with extreme tensile strength in mind. Suitable for all applications; aerospace-grade. Can effectively withstand any force.

Cannot be cut with handheld box cutters. Specialist industrial machinery is required.

Laser Pistol

Simple Gun Weapon Equipment

Charge 30

While holding, gain:
> 30m VSN **Attack**: 3 shots, 3 Heat damage. Uses 5 Charge.
> **Action**: Recharge. If **Skilled**, this is an **Instant**.

Laser Rifle

Simple Gun Weapon Equipment

Charge 60
Two-handed

While holding this weapon, gain:

> 50m VSN **Attack**: 5 shots, 2 Heat damage. Uses 20 Charge.
> 100m VSN **Attack**: 3 shots, 2 Heat damage. Uses 20 Charge. Use only if **Skilled**.
> **Action**: Recharge.

Light Armour

Armour Equipment

While wearing, gain:

> You can choose to use 5+ instead of your ⬡AGI for Dodge Rolls.

Miniature General Scanner

Adventuring Gear

100mC | Common

Charge 10

An MGS is a small device resembling a mobile phone, carried by most adventurers. Contains an array of sensors to quickly gather information about one's surroundings.

While holding, gain:

> **Action**: Uses 1 Charge. Choose one of the following insights to gain:
> - The number of living units ("life-signs") within 100m.
> - The direction to the nearest powerful energy source ("energy signature") within 100m.
> - The current temperature and composition of the local atmosphere, if any.
> - The direction to any MGS on your Crew List. Fails if the MGS is not within 100m.
> - The distribution of minerals and organic compounds within 100m. You are provided with a list of the minerals and compounds, and the percentage of matter in the area attributed to each one.

> **Action**: Choose another MGS you can touch. Add that scanner to your Crew List.

Minigun

Simple Gun Weapon Equipment

Ammo: 6 Cannon

Two-handed

Heavy +1, unless you are **Skilled**

This weapon is considered a cannon.

While holding, gain:

        100m VSN **Attack**: 3d6 shots, 1 Sharp damage. Uses 3 Ammo.
        Action: Reload.

Non-perishable Rations (1 day)

Adventuring Gear

5mC | Common

Enough food to last one person one day. Not exactly fine dining, but it keeps you alive. Comes in a range of flavours, from "Lasagne" to the particularly unappetising "Chicken wings".

Personal Communicator

Adventuring Gear

80mC | Common

A small device resembling a mobile phone, carried by most people. Enables remote communication over both long and short distances, and often has additional utilities and recreational functions like a modern smartphone.

While holding:
- You can speak to any other unit with a Personal Communicator within 100m, provided that you know their GCID. The signal travels in a straight line and is blocked by 30m of rock or any Communicator Interference.
- You can broadcast your speech to all Personal Communicators within 100m. The signal travels in a straight line and is blocked by 30m of rock or any Communicator Interference.

In addition, if you are in range of a functional Base Communicator:
- You can speak to any other unit with a Personal Communicator who is in range of the same Base Communicator.
- You can attempt to speak to any unit with a Personal Communicator who is in range of any Base Communicator, provided that you know their Global Communicator ID (GCID).

- If you have appropriate clearance, you can act as if you are operating the Base Communicator directly.

Photon Cannon

Simple Gun Weapon Equipment

Charge 60
Two-handed
Heavy +1, unless you are **Skilled**

While holding, gain:
> 100m VSN **Attack**: 1 shot, 10 Heat damage. Uses 30 Charge.
> **Action**: Recharge.

Plasma Cannon

Gun Weapon Equipment

Charge 50
Two-handed
Heavy +1, unless you are **Skilled**

While holding, gain:
> **Action**: Uses 50 Charge. Create a *Plasma Disruption* in the direction the weapon is pointed.
> **Action**: Recharge.

Plasma Disruption
The Plasma Disruption is a floating ball of plasma, lashing out in an area around it.

At the end of your turn, the Plasma Disruption moves 5m in a straight line, then deals 3d6 Heat damage to all units within 3m of it.

The 4th time this happens, or when anything comes into contact with the disruption, it explodes, dealing damage as normal and then disappearing.

Precision Rifle

Simple Gun Weapon Equipment

Ammo: 4 Rifle

Two-handed

While holding, gain:
> 50m VSN **Attack**: 5 shots, 2 Sharp damage. Uses 1 Ammo.
> 100m VSN **Attack**: 3 shots, 2 Sharp damage. Uses 1 Ammo. Use only if **Skilled**.
> **Action**: Reload.

Primitive Bayonet

Module Equipment

Module for any **Two-handed** Gun (does not need to be **Modular**)

While holding the attached item, gain:
> Melee STR **Attack**: 3 shots, 2 Sharp damage.

> **Instant** once per Dodge Roll against a Melee Attack: Spend 1SP. Reroll 1 die. Use only if **Skilled**.

Primitive Buckler

Shield Melee Weapon Equipment

While holding, gain:
> **Instant** once before you make a Dodge Roll: Spend 1SP. Automatically block 1 shot.
> Melee STR **Attack**: 3 shots, 1 Blunt damage. Use only if **Skilled**.

Primitive first-aid kit

Adventuring Gear

15mC | Common

A simple first-aid kit containing bandages, antiseptics and other civilian medical supplies.

This equipment contains 6 Large Bandages and 12 Small Bandages.

Large Bandage
Part of a roll of cloth bandages.

While holding, gain:
> **Action**: Destroy this. Restore a unit's HP by 1d6.

<u>Small Bandage</u>

From a pack of sticky bandages.

While holding, gain:

> **Action**: Destroy this. Restore a unit's HP by 2. If the target is in Critical Condition, they are too injured for this to help and nothing happens.

Primitive rope (20m)

Adventuring Gear

10mC | Common

Good-quality rope woven from synthetic fibres. Highly durable: can withstand approximately 20kN of force (around the weight of 2 metric tons in Earth's gravity) before breaking.

Can be cut with relative ease.

Primitive Shield

Shield Melee Weapon Equipment

Two-handed

While holding, gain:

> **Instant** any number of times before you make a Dodge Roll: Spend 1SP. Automatically block 1 shot.
> Melee STR **Attack**: 3 shots, 3 Blunt damage. Use only if **Skilled**.

Primitive Whip

Melee Weapon Equipment

While holding, gain:

> 2m STR **Attack**: 3 shots, 2 Sharp damage. This Attack ignores the Point Blanc rule.

If **Skilled**, you can use the Grapple Action at a range of 2m. If you successfully inflict the Grappled condition, the target moves along the shortest path to be in base contact with you.

Signature Augmentation

Engineer Signature Equipment Augmentation

A cybernetic augmentation installed in your body. Choose one of the following underlined options. Its appearance is yours to decide.

Signature Augmentation (Weapon)
Engineer Signature Equipment Simple Weapon Augmentation

Choose any Simple Weapon. It is permanently attached to your body. If the weapon you choose is not **Two-handed**, you are able to conceal it from view at will. If it is **Two-handed**, it is possible to conceal using sufficiently baggy clothing. If it's **Heavy**, it is nearly impossible to conceal.

Signature Augmentation (Ability)
Gain 2AP.

Signature Augmentation (Attribute)
Gain +2 to any one ⬜Attribute Score, to a maximum of +5.

Signature Companion

Biologist Signature Equipment Unit

Choose one of the following underlined options. Its appearance is yours to decide.

Signature Companion (Walking)
Level (*) Medium Beast
(*) HP

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
*	*	*	0 (4+)	-2 (5+)	+1 (4+)	*	-5 (6+)

Companion

Bite: Melee STR **Attack**: 4 Shots, (*) Sharp Damage.

When I Attack, I get +1 to all dice in the Hit Roll for each two other allies adjacent to the target.

When you gain this Signature Equipment, set my ⏳STR, ⏳FTD, ⏳AGI and ⏳CHA to +2, +1, 0 and -1 in any order.

My Level is the same as my owner's. My HP is 10 + my owner's ⏳KNW. When my owner Levels Up, it increases by 1d6 + 2 + my owner's ⏳KNW. My Bite does damage equal to half my owner's Level.

As long as I am able to receive commands from my owner, I have a copy of all their Abilities and I share their SP.

Signature Companion (Flying)
Level (*) Medium Beast
(*) HP

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
*	*	*	+1 (4+)	-3 (6+)	0 (4+)	*	-5 (6+)

Companion
Flying

When I move, I move an additional number of metres equal to my ⏳AGI^. I can move freely in any direction.

Talons: Melee STR **Attack**: 3 Shots, (*) Sharp Damage.

When you gain this Signature Equipment, set my ⏳STR, ⏳FTD, ⏳AGI and ⏳CHA to +1, 0, 0 and -1 in any order.

My Level is the same as my owner's. My HP is 6 + my ⏳FTD + my owner's ⏳KNW. When my owner Levels Up, it increases by 1d6 + my ⏳FTD + my owner's ⏳KNW. My Talons do damage equal to half my owner's Level.

As long as I am able to receive commands from my owner, I have a copy of all their Abilities and I share their SP.

Signature Weapon

Gunner Signature Equipment

Choose one of the following underlined options. Its appearance is yours to decide.

Signature Weapon (Light Melee)
Melee Weapon

While holding, gain:

> Melee STR **Attack**: 5 shots, 2 (*) damage.

> **Instant** once per Dodge Roll against a Melee Attack: Spend 1SP. Reroll 1 die. Use only if **Skilled**.

When you gain this Signature Equipment, you can choose for its damage type to be Blunt, Sharp or Heat. You are **Skilled** with simple melee weapons.

Signature Weapon (Two-handed Melee)
Melee Weapon

Two-handed

While holding, gain:

> Melee STR **Attack**: 2 shots, 6 (*) damage.

> **Instant** once per Dodge Roll against a Melee Attack: Spend 1SP. Reroll 1 die. Use only if **Skilled**.

When you gain this Signature Equipment, you can choose for its damage type to be Blunt, Sharp or Heat. You are **Skilled** with simple melee weapons.

Signature Weapon (Spear)
Melee Weapon

Two-handed

While holding, gain:

> 2m STR **Attack**: 2 shots, 5 (*) damage. This Attack ignores the Point Blanc rule.

> **Instant** once per Dodge Roll against a Melee Attack: Spend 1SP. Reroll 1 die. Use only if **Skilled**.

When you gain this Signature Equipment, you can choose for its damage type to be Sharp or Heat. You are **Skilled** with simple melee weapons.

Signature Weapon (Greatsword)
Melee Weapon

Two-handed
Heavy +1

While holding, gain:

    1m STR **Attack**: 1 shot, 8 (*) damage. When you use this Attack, use it once on any number of targets in range. If not **Skilled**, you must use it on every target in range. This Attack ignores the Point Blanc rule.

    Instant once per Dodge Roll against a Melee Attack: Spend 1SP. Reroll 1 die. Use only if **Skilled**.

When you gain this Signature Equipment, you can choose for its damage type to be Sharp or Heat. You are **Skilled** with simple melee weapons.

Signature Weapon (Warhammer)
Melee Weapon

Two-handed
Heavy +1

While holding, gain:

    Melee STR **Attack**: 1 shot, 12 Blunt damage.

    Instant once per Dodge Roll against a Melee Attack: Spend 1SP. Reroll 1 die. Use only if **Skilled**.

When you gain this Signature Equipment, you are **Skilled** with simple melee weapons.

Signature Weapon (Ballistic Pistol)
Gun Weapon

Ammo: 6 Pistol

While holding, gain:

    30m VSN **Attack**: 5 shots, 2 Sharp damage. Uses 1 Ammo.
    Action: Reload. If **Skilled**, this is an **Instant**.

When you gain this Signature Equipment, you are **Skilled** with pistols.

Signature Weapon (Ballistic Rifle)
Gun Weapon

Ammo: 6 Rifle
Two-handed

While holding, gain:
>   50m VSN **Attack**: 6 shots, 2 Sharp damage. Uses 2 Ammo.
>   100m VSN **Attack**: 4 shots, 2 Sharp damage. Uses 2 Ammo. Use only if **Skilled**.
>   **Action**: Reload.

When you gain this Signature Equipment, you are **Skilled** with rifles.

Signature Weapon (Ballistic Cannon)
Gun Weapon

Ammo: 6 Cannon
Two-handed
Heavy +1, unless you are **Skilled**

While holding, gain:
>   100m VSN **Attack**: 3d6 + 2 shots, 1 Sharp damage. Uses 2 Ammo.
>   **Action**: Reload.

When you gain this Signature Equipment, you are **Skilled** with cannons.

Signature Weapon (Laser Pistol)
Gun Weapon

Charge 30

While holding, gain:
>   30m VSN **Attack**: 2 shots, 5 Heat damage. Uses 5 Charge.
>   **Action**: Recharge. If **Skilled**, this is an **Instant**.

When you gain this Signature Equipment, you are **Skilled** with pistols.

Signature Weapon (Laser Rifle)

Gun Weapon

Charge 60
Two-handed

While holding, gain:

      50m VSN **Attack**: 6 shots, 2 Heat damage, Uses 20 Charge.

      100m VSN **Attack**: 4 shots, 2 Heat damage. Uses 20 Charge. Use only if **Skilled**.

      Action: Recharge.

When you gain this Signature Equipment, you are **Skilled** with rifles.

Signature Weapon (Laser Cannon)

Gun Weapon

Charge 60
Two-handed
Heavy +1, unless you are **Skilled**

While holding, gain:

      100m VSN **Attack**: 1 shot, 12 Heat damage. Uses 30 Charge.

      Action: Recharge.

When you gain this Signature Equipment, you are **Skilled** with cannons.

Signature Weapon (Shield)

Shield Melee Weapon

While holding, gain:

      Instant once before you make a Dodge Roll: Spend 1SP. Automatically block 1 shot.

      Melee STR **Attack**: 3 shots, 2 Blunt damage. Use only if **Skilled**.

When you gain this Signature Equipment:

- You can choose for it to be **Two-handed**. If you do, it deals 4 damage instead, and its **Instant** effect can be used any number of times per Dodge Roll.

When you gain this Signature Equipment, you are **Skilled** with shields.

Signature Weapon (Whip)

Melee Weapon

While holding, gain:

4m STR **Attack**: 3 shots, 3 Sharp damage. This Attack ignores the Point Blanc rule.

If **Skilled**, you can use the Grapple Action at a range of 2m. If you successfully inflict the Grappled condition, the target moves along the shortest path to be in base contact with you.

When you gain this Signature Equipment, you are **Skilled** with whips.

Sniper Rifle

Gun Weapon Equipment

Ammo: 1 Rifle
Two-handed

While holding, gain:

150m VSN **Attack**: 1 shot, 8 Sharp damage. Uses 1 Ammo.
Action: Reload.

If **Skilled**, when a shot from this weapon's **Attack** hits: for every point of your ⬙VSN above (not including) 0, roll 1d6. On any 5+, this shot does double damage.

Simple Baton

Simple Melee Weapon Equipment

While holding, gain:

Melee STR **Attack**: 4 shots, 2 Blunt damage.

Instant once per Dodge Roll against a Melee Attack: Spend 1SP. Reroll 1 die. Use only if **Skilled**.

Any one-handed blunt melee weapon can use this profile.

Simple Club

Simple Melee Weapon Equipment

Two-handed

While holding, gain:

> Melee STR **Attack**: 2 shots, 5 Blunt damage.
>
> **Instant** once per Dodge Roll against a Melee Attack: Spend 1SP. Reroll 1 die. Use only if **Skilled**.

Any two-handed blunt melee weapon can use this profile.

Simple Dagger

Simple Melee Weapon Equipment

While holding, gain:

> Melee STR **Attack**: 5 shots, 1 Sharp damage.
> 10m VSN **Attack**: 1 shot, 5 Sharp Damage. You throw the dagger: you must pick it up before using it again.
>
> **Instant** once per Dodge Roll against a Melee Attack: Spend 1SP. Reroll 1 die. Use only if **Skilled**.

Any one-handed sharp stabbing weapon can use this profile.

Simple Greatsword

Simple Melee Weapon Equipment

Two-handed
Heavy +1

While holding, gain:

> 1m STR **Attack**: 1 shot, 6 Sharp damage. When you use this Attack, use it once on any number of targets in range. If not **Skilled**, you must use it on every target in range. This Attack ignores the Point Blanc rule.
>
> **Instant** once per Dodge Roll against a Melee Attack: Spend 1SP. Reroll 1 die. Use only if **Skilled**.

Any very large two-handed sharp cutting weapon can use this profile.

Simple Longsword

Simple Melee Weapon Equipment

Two-handed

While holding, gain:

> Melee STR **Attack**: 2 shots, 5 Sharp damage.

> **Instant** once per Dodge Roll against a Melee Attack: Spend 1SP. Reroll 1 die. Use only if **Skilled**.

Any two-handed sharp cutting weapon can use this profile.

Simple Shortsword

Simple Melee Weapon Equipment

While holding, gain:

> Melee STR **Attack**: 4 shots, 2 Sharp damage

> **Instant** once per Dodge Roll against a Melee Attack: Spend 1SP. Reroll 1 die. Use only if **Skilled**..

Any one-handed sharp cutting weapon can use this profile.

Simple Spear

Simple Melee Weapon Equipment

Two-handed

While holding, gain:

> 2m STR **Attack**: 3 shots, 3 Sharp damage. This Attack ignores the Point Blanc rule.

> **Instant** once per Dodge Roll against a Melee Attack: Spend 1SP. Reroll 1 die. Use only if **Skilled**.

Any two-handed sharp thrusting weapon can use this profile.

Simple Warhammer

Simple Melee Weapon Equipment

Two-handed

Heavy +1

While holding, gain:
> Melee STR **Attack**: 1 shot, 1𝟢 Blunt damage.
>
> **Instant** once per Dodge Roll against a Melee Attack: Spend 1SP. Reroll 1 die. Use only if **Skilled**.

Any very large two-handed blunt smashing weapon can use this profile.

Sonic Rifle

Gun Weapon Equipment

Charge 2𝟢
Two-handed

While holding, gain:
> 1𝟢m VSN **Attack**: 5 shots, 2 True damage. Uses 1𝟢 Charge. *Thunderous* (see below).
> 2𝟢m VSN **Attack**: 5 shots, 1 True damage. Uses 1𝟢 Charge. *Thunderous*. Use only if **Skilled**.
> **Action**: Recharge.

Thunderous
Damage from this Attack is halved if the target cannot hear you.

When you use this Attack, roll 1d6 for each unit within 3m of you that can hear you. On a 6+, that unit takes 2 True damage. Otherwise, they take 1 True damage.

Solar Array

Adventuring Gear

1𝟢𝟢mC | Uncommon

Charge 6𝟢

For each hour the Solar Array is left in direct sunlight, it recovers 2𝟢 Charge.

Standard Pistol

Gun Simple Weapon Equipment

Ammo: 6 Pistol

While holding, gain:

        30m VSN **Attack**: 4 shots, 2 Sharp damage. Uses 2 Ammo.
        Action: Reload.

Tent

Adventuring Gear

Common
1-man: 50mC
2-man: 70mC
3-man: 80mC
4-man: 100mC
6-man: 140mC
8-man: 200mC

A simple shelter made of synthetic fabrics. They are available in many different sizes.

To take advantage of a Tent, the number of people inside must not exceed its capacity.

Tents can be carried in pieces by several people.

Tesla Rifle

Gun Weapon Equipment

Charge 60
Two-handed

While holding this weapon, gain:

        20m VSN **Attack**: 8 shots, 1 Electric damage. Uses 20 Charge. *Arcing* (see below).
        40m VSN **Attack**: 1d6 + 2 shots, 1 Electric damage. Uses 20 Charge. *Arcing*.
        Action: Recharge.

Arcing
Dice in Hit Rolls for this Attack get +1. On hit, roll 1d6. On a 4+, deal 1 Electric damage to another unit within 5m of the target.

Toolkit

Adventuring Gear

50mC | Common

Contains screwdrivers, wrenches and other necessary equipment for basic repairs on small technology. Repairing things requires a KNW check.

Torch

Adventuring Gear

20mC | Common

Can be turned on and off. While turned on, emits light for 30m in a cone in one direction.

Water bottle

Adventuring Gear

10mC | Common

A reusable water bottle. Holds enough water for 1 day.

Status effects

Grappled

When you become Grappled, you are Grappled by a specific unit (the grappler).

As long as you are Grappled:
- You cannot take the Move Action.
- Your ▯AGI is set to -5, and your ◇AGI is set to 6+.
- **Action**: make a contested STR check with the grappler. On a success, the effect ends; then make an additional Action. Allies in base contact with you or the grappler can use an Action to attempt the same check, but you don't get the extra Action if they succeed.

As long as you are Grappling someone:
- You drag them with you when you Move, but you Move half the normal distance.
- Your Attacks cannot target anything other than the unit you're grappling.

- **Instant**: End the grapple voluntarily. If you choose, the unit you were grappling falls prone.
- **Reaction** once before an Attack targets you: make a contested STR check with the unit you are grappling. On a success, the Attack targets them instead.

Prone

As long as you remain Prone, you have the following effects:
- Your Move Actions cannot be longer than 1m.
- Your ⬡AGI is considered to be 4 lower. This also affects your ◇AGI.
- When a Hit Roll for a non-Melee Attack is made against you, reduce each die by 1.
- **Action**: Get up.

Taunted

When you become Taunted, you are Taunted by a specific unit. Your Attacks can only target that unit.

This effect ends when your turn ends, or after you make an Attack.

Vehicles

Signature Vehicle

Pilot Signature Equipment Vehicle

Choose one of the following underlined options. Its appearance is yours to decide.

Signature Vehicle (Bike)
Pilot Signature Equipment Large Land Vehicle

30HP
Diameter: ~3m

This Vehicle has one Terminal with the following Slots:
    2 Energy
    1 Movement
    1 Weapon

While you are Piloting this vehicle, you can be seen and targeted from the outside.

When you gain this Signature Equipment, you are **Skilled** with bikes. You can choose some of its Systems.

Default Systems:
> Capacitor A1 Mk1
> Bike Wheels Mk1
> Ballistic Side Gun Mk1 OR Laser Side Gun Mk1

Signature Vehicle (Mechsuit)
Pilot Signature Equipment Giant Land Vehicle

35HP
Diameter: ~7m

This Vehicle has one Terminal with the following Slots:
> 2 Energy
> 1 Movement
> 3 Weapon

While you are inside this vehicle, you can be seen but not targeted from the outside. You must be **Skilled** to operate this vehicle.

When you gain this Signature Equipment, you are **Skilled** with mechsuits. You can choose some of its Systems.

Default Systems:
> Capacitor A2 Mk1
> Strider Mechsuit Legs Mk1 OR Dancer Mechsuit Legs Mk1
> Ballistic Tank Gun Mk1 OR Laser Tank Gun Mk1
> Signature Mechsuit Arm Mk1

Signature Vehicle (Tank)
Pilot Signature Equipment Giant Land Vehicle

40HP
Diameter: ~7m

This Vehicle has one Terminal with the following Slots:
> 2 Energy
> 1 Movement

2 Defense

3 Weapon

While you are inside this vehicle, you cannot be seen or targeted from the outside. You must be **Skilled** to operate this vehicle.

Up to 3 passengers can fit in this vehicle, in addition to the Pilot.

When you gain this Signature Equipment, you are **Skilled** with tanks. You can choose some of its Systems.

Default Systems:
Capacitor A2 Mk1
Giant Wheels Mk1
Heavy Plating Mk1
Ballistic Tank Gun Mk1 OR Laser Tank Gun Mk1
Ballistic Side Gun Mk1 OR Laser Side Gun Mk1

Signature Vehicle (Aeroplane)
Pilot Signature Equipment Giant Air Vehicle

35HP
Diameter: ~7m

This Vehicle has one Terminal with the following Slots:
2 Energy
1 Movement
1 Weapon

While you are inside this vehicle, you can be seen but not targeted from the outside. You must be **Skilled** to operate this vehicle.

Up to 1 passenger can fit in this vehicle, in addition to the Pilot.

When you gain this Signature Equipment, you are **Skilled** with aeroplanes. You can choose some of its Systems.

Default Systems:
Capacitor A2 Mk1

Systems

Ballistic Side Gun Mk1

Weapon System

Atmospheric
Ammo: 6 Rifle

A small gun for mounting on atmospheric Vehicles.

The Operator gains:
>(1W) 150m VSN **Attack**: 10 shots, 1 Sharp damage. Uses 3 Ammo.
>(0W) **Action**: Reload. Any unit inside the vehicle can take this Action.

Ballistic Tank Gun Mk1

Weapon System

This system uses 2 Slots.

Limited: Giant Land Vehicle or larger
Atmospheric
Ammo: 1 Tank

A large gun for mounting on Giant Land Vehicles.

The Operator gains:
>(1W) 200m VSN **Attack**: 1 shot, 30 Blunt damage. Uses 1 Ammo. **Indirect**.
>(0W) **Action**: Reload. Any unit inside the vehicle can take this Action.

Dancer Mechsuit Legs Mk1

Movement System

Limited: Giant Mechsuit

The Operator gains:

(2W) **Action**: The vehicle moves up to 32m.

Bike Wheels Mk1

Movement System

Limited: Large Vehicle
Atmospheric

The Operator gains:
> (1W) **Action**: The vehicle moves up to 32m in a straight line.
> (2W) **Action**: The vehicle moves exactly 32m in a straight line, turns up to 180°, then moves up to 32m further in a straight line.
>
> If you are **Skilled** with the vehicle, you may take other Actions at any point during either of this System's Actions. This does not let you take more Actions than usual during your turn.

Capacitor A1 Mk1

Energy System

This system uses 2 Slots.

Atmospheric

The most basic Capacitor for Large Atmospheric vehicles.

This system holds up to 30W.

The Operator gains:
> (0W) **Action**: Convert any amount of Charge from other items into Watts. Each 5 Charge consumed restores 1W.

Capacitor A2 Mk1

Energy System

This system uses 2 Slots.

Limited: Giant Vehicle or larger
Atmospheric

The most basic Capacitor for Giant Atmospheric vehicles.

This system holds up to 40W.

The Operator gains:
>(0W) **Action**: Convert any amount of Charge from other items into Watts. Each 10 Charge consumed restores 1W.

Giant Atmospheric Thrusters Mk1

Movement System

Limited: Giant Vehicle or larger
Atmospheric

Under the following conditions:
- The Vehicle is not on the ground
- AND The Operator's turn starts and they did not use any **Actions** in their last turn that caused the Vehicle to move
- OR this System has no Operator at the start of a round

the vehicle uses the Nosedive **Action** as a **Reaction**.

The Operator gains:
>(2W) Takeoff: **Action** if the vehicle is on the ground: The vehicle is **Flying** until it touches the ground. The vehicle moves up to 32m in a straight line and gains up to 20m in altitude.

>(2W) Flight: **Action**: The vehicle moves exactly 32m in a straight line, turns up to 90°, then moves up to 32m further in a straight line. At the same time, it can either gain or lose up to 20m in altitude. It cannot take fall damage from losing altitude this way.

>(0W) Nosedive: **Action**: The vehicle moves exactly 8m in a straight line and loses up to 200m in altitude.

Giant Wheels Mk1

Movement System

Limited: Giant Vehicle or larger
Atmospheric

The Operator gains:

> (1W) Move: **Action**: The vehicle moves up to 16m in a straight line.
> (2W) Full Speed: **Action**: The vehicle moves exactly 16m in a straight line, turns up to 90°, then moves up to 16m further in a straight line.
>
> (0W) Ramming Speed: Melee 3+ **Attack**: 1 shot, 15 Blunt damage. Use only if your last **Action** this turn was Full Speed.

Heavy Plating Mk1

Defense System

This system uses 2 slots.

Limited: Giant Vehicle or larger

The vehicle gains:

> The pilot cannot use their ⬡AGI for the vehicle's Dodge Rolls. They can use 4+ instead.

Laser Side Gun Mk1

Weapon System

A small gun for mounting on vehicles.

The Operator gains:

> (2W) 150m VSN **Attack**: 8 shots, 1 Heat damage.

Laser Tank Gun Mk1

Weapon System

This system uses 2 Slots.

Limited: Giant Vehicle or larger

A large gun for mounting on Giant Vehicles.

The Operator gains:

> (3W) 200m VSN **Attack**: 1 shot, 25 Heat damage. **Indirect**.

Light Plating Mk1

Defense System

The Vehicle gains:

> The pilot can choose to use 5+ instead of their ⭍AGI for the Vehicle's Dodge Rolls.

Signature Mechsuit Arm Mk1

Melee Weapon System

Locked

The Operator gains:

> (1W) Melee VSN **Attack**: 2 shots, 1Ø (*) damage.

When your Signature Vehicle gains this System, you can choose for its damage type to be Sharp, Blunt or Heat.

Strider Mechsuit Legs Mk1

Defense Movement System

Limited: Giant Mechsuit

The Vehicle has 5 additional Max HP.

The Operator gains:

> (2W) **Action**: The vehicle moves up to 16m.
> (1W) **Action**: Deploy/undeploy.

While the Vehicle is Deployed, it cannot move by any means. However, each time it makes a Hit Roll for an **Indirect** Attack or a Dodge Roll, reroll up to 2 dice.

Keywords

Action

A type of active effect. An **Action** effect can only be used instead of one of your two normal Actions on your turn.

Active

A unit is **Active** in any of the following situations:
- They are currently taking an Action.
- They are about to take an Action.
- They have just finished taking an Action.

Two units cannot be Active at the same time. When one becomes Active, the other stops being Active.

Note that between two Actions, such as the two normal Actions on their turn, a unit briefly stops being Active.

Ammo

A weapon with **Ammo** must be loaded with ammunition to function.

The weapon's profile will indicate its Ammo maximum and Ammo type.

If one of the weapon's Attacks "Uses X Ammo", that Attack cannot be used unless the weapon has X or more Ammo Tokens. Using the Attack consumes X Ammo Tokens, regardless of whether or not the Attack hits.

The weapon will also have the Reload action:
> **Action**: Transfer any number of Ammo Tokens from an Ammo Storage item to this weapon. The number of Ammo Tokens in this weapon cannot exceed its Ammo maximum.

Atmospheric

Atmospheric systems stop working without an atmosphere.

Charge

An item with **Charge** must have battery power to function.

The item's profile will indicate its Charge maximum.

Many Charge items also have the Recharge action:
> **Action**: Transfer any number of Charge Tokens to this item from another Charge item. The number of Charge Tokens in this weapon cannot exceed its Charge maximum.

Cooldown

When you use a **Cooldown** X+ effect, the ability goes on cooldown and cannot be used again.

At the beginning of your turn, for each of your abilities that is on cooldown, roll 1d6. If your roll meets or exceeds X, the ability comes off cooldown. Sometimes X will refer to an Attribute Rating.

When you take any Rest, all of your **Cooldown** abilities come off cooldown.

Companion

A **Companion** unit shares its turn with its owner. Its owner chooses what Actions it takes. If it doesn't receive instructions from its owner, the GM decides what it does: it will probably Prepare AGI and/or try and find its owner.

Cost

Abilities with **Cost** X can be gained by spending X Ability Points.

Note that some Ability Points (e.g. those gained from your Role at Level 2) can only be spent on certain types of Ability.

Flying

Flying units are not affected by gravity. They often cannot freely use their movement in 3D, though: each one will explain how it can gain or lose altitude.

Heavy

-   To pick up this item, your ⬦STR must meet or exceed the specified value, or you must make a STR check whose difficulty is 14 + the specified value.
-   You cannot Move twice in a turn while holding this item unless your ⬦STR is at least 2 more than the specified value.

Indirect

In Hit Rolls for **Indirect** Attacks, if the target is Large or smaller, reduce each die by 2.

Innate

This Ability can't be gained when you Level Up: it can only be gained when you first build your character, or given by the GM under special circumstances. It doesn't cost any AP.

Instant

A type of active effect. An **Instant** effect can be used under the following conditions:
- You pay any relevant SP cost.
- The prerequisites specified by the ability are met.
- You are **Active**.

Limited

Limited abilities cannot be gained unless you meet all of the prerequisites: for example, a certain class or role, or another ability.

Locked

Locked abilities cannot be gained by spending Ability Points.

Module

A **Module** can be attached to another item as an action. From then on, the two are treated as one item. The module confers additional properties to the attached item.

Modules specify the type of items that they can be attached to. Most modules can only be attached to **Modular** items.

Reaction

A type of active effect. A **Reaction** effect can be used under the following conditions:
- You pay any relevant SP cost.
- The prerequisites specified by the effect are met.

Repeatable

Only **Repeatable** Abilities can be gained multiple times.

Signature

When you use a **Signature** Action, Instant or Reaction, it goes on cooldown and cannot be used again.

When you take Full Rest, roll 1d6. On a 5+, it comes off cooldown.

Skilled

Some equipment and vehicles have effects that only work if you are **Skilled** with that equipment. If you are **Skilled** with a vehicle, you are considered to be **Skilled** with all of its Systems.

Two-handed

Some items need to be held in both hands to be used.