

ACTIONS (P24-25)

ATTRIBUTES

- Physical basis, genetic predispositions, innate talent
- Characters have between 1 and 6 Points in each Attribute

SKILLS

- Inextricably linked to one Attribute, representing training and practice
- Characters have between 0 and 6 Points in each Attribute
- Characters choose between Focus or Primal, and Faith or Willpower

THE ACTION ROLL

- When success is not guaranteed:
 - Action Number = Attribute + Skill +/- Modifiers
 - Action roll = [Action Number] D6
- A die is a Success if it is greater than 4, and also a Trigger if it is a 6
- Maximum number of dice = 12D, excess is converted to automatic Successes
 - If the Action Number is reduced to 0 or below, the Action fails automatically
- Difficulty – Value usually set by the GM
- Action rolls are notated as Attribute+Skill (Difficulty)
- Success – When the number of Successes ≥ Difficulty
 - Failure – When the number of Successes < Difficulty
 - Botch – A Failure with more 1s than Successes, leads to a harmful outcome
- Difficulty Ratings:
 - 1 (Easy) | 2 (Average) | 4 (Hard) | 6 (Very Hard)
- Triggers determine the quality of a roll if it succeeds
 - 1 (Solid) | 2 (Remarkable) | 3 (Excellent) | 4 (Brilliant)
- Triggers can also lead to additional effects, and are not used up unless explicitly stated
- Modifiers can affect dice (“+3D”), Successes (“-2S”), or Triggers (“+1T”)
- Up to (3) Ego Points can be spent in extreme situations to gain up to +3D on a roll

SPECIAL SITUATIONS (P25-27)

CONFLICT ROLLS

- When two opponents are directly competing with each other
- Both roll, highest number of Successes wins, Triggers decide draws
- If still tied and situation doesn't allow draws, the acting character loses
- Conflict between different Skills is possible

COMBINATION ROLLS

- Not all Actions are covered by a single Skill
- Two sequential rolls in order, each of which must succeed
- If Combination succeeds, Triggers from both rolls are added together

COMPLEX ROLLS

- Several consecutive Actions, or a single long one
- Characters must accumulate Successes until they reach the required limit
- Triggers count as additional Successes

COOPERATION

- Cooperative Action rolls – Supporter makes the same roll with (+1) Difficulty
- If success: Triggers become bonus dice for the supported character
- Cooperative Complex Actions – Successes and Triggers accumulated from all participants

ENCUMBRANCE

- Encumbrance penalty = -1D per total Encumbrance over BOD+Force
- Subtracts from all Action Numbers

CONDITION (P101)

EGO

- Represents mental reserves and ability to stay conscious
- Ego Point max = INT+Focus or INS+Primal x2

SPORE INFESTATION

- Defines the limit of Sepsis infestation before permanent damage begins
- Spore max = PSY+Faith/Willpower x2

FLESH WOUNDS

- A reserve of superficial damage which can be pushed through with no penalty
- Flesh Wound max = BOD+Toughness x2

TRAUMA

- The final step before death
- Every Trauma lost = -1D to all Actions
- Trauma max = BOD+PSY

REGENERATION (P113/118)

EGO REGENERATION

- Every 24 hours = (+1) Ego Point
- Comfortable rest = (+1) Ego Point
- Acting in line with Concept = +1D Ego Points
- Potentials can also lead to extra recovery

NATURAL RECOVERY

- First recover Flesh Wounds, then Trauma
- Flesh Wounds = (1) per day
- Trauma = (1) per 10 days

HEALING FLESH WOUNDS

- Immediately after injury: INT+Medicine(2)
- Heals (1+Triggers) Flesh Wounds

HEALING TRAUMA

- Surgery required, takes 12 hours and 4 days between attempts
- INT+Medicine (Trauma), Heals (1+Triggers) Trauma

HEALING SPORE INFESTATION

- No natural recovery possible

BATTLE (P106-113)

ONE COMBAT ROUND = 4 SECONDS

INITIATIVE

- Spend up to (3) Ego Points, each adding +1D to the first Action roll and the Initiative roll
- Roll PSY+Reaction, Initiative score = number of Successes
- Gain a bonus Action for every (2) Triggers
- Fighter with the highest Initiative score goes first, ties happen simultaneously

MOVEMENT

- Walk – Maximum distance 2 meters, no Action penalties
- Run – More than 2 meters, max distance = BOD+Athletics, penalty of -2D to Actions, (+1) to Passive Defense

GENERAL ACTIONS

- Attack – Attack a target in range
- Defense – Save an Action for Active Defense
- Reload – Costs (1) Action in most cases
- Switch Weapons – -2D for one Action
- Other Actions – Any activity which takes a few seconds of concentration is an Action

ATTACKING

- A character can Attack using the Combat Skills
 - Unarmed – BOD+Brawl
 - Melee – BOD+Melee
 - Ranged – AGI+Projectiles
- Action Number = Attribute + Combat Skill +/- Modifiers
 - +/-D Weapon Handling and Distance (0D/-4D/-8D)
 - +1D per spent Ego if first Action
 - 2D if movement more than 2m
 - 1D per Encumbrance over BOD+Force
- Environmental factors
 - 1D in poor visibility, light fog
 - 2D on a moonlit night
 - 4D in complete darkness
- Influenced by Potentials and other modifiers

DEFENSE

- Passive – Represents the Difficulty for an attacker to meet
 - Base value: (1)
 - Defender active and standing: (+1)
 - Partial cover: (+1)
 - Complete cover: (+4)
 - Defender moved more than 2m: (+1)
- Active – Defender uses an Action, enters a Conflict with the attacker using the appropriate Skill
 - Used in response to another's Action
 - AGI+Projectiles vs AGI+Mobility
 - BOD+Brawl/Melee vs BOD+Brawl/Melee or AGI+Mobility
- In close combat, successful Active Defense with 3 Triggers injures the attacker
- Mental – Counter mental influence with PSY+Faith/Willpower, no Action required

DAMAGE

- Weapon Damage: “F”/X means BOD+Force/X
- Damage: (Weapon Damage + Triggers + Potentials) - Armor rating of defender
- Damage is first dealt to Flesh Wounds, then Trauma

DEATH A THOUSANDFOLD (P118)

EXPLOSIONS

- Maximum damage at epicenter, then (-1) Damage per meter moving away

FIRE

- Normal armor has no effect, and is set on fire if Damage = 2x Armor rating
 - Burning armor deals (3) Damage per round until put out
- Fire resistant armor reduces Damage and can't catch fire

STRANGLING

- After successful BOD+Brawl attack: -2 Ego per Combat Round
 - To escape: Conflict with BOD+Brawl/Force
- If Ego = (0), Dead after (3) Combat Rounds

DROWNING AND SUFFOCATING

- Hold breath for a maximum of BOD+Stamina Rounds, 2x BOD+Stamina if not moving
- Past maximum: Ego Damage every Round
 - Smoke, steam: (1) Ego Point
 - Toxic gases, Water: (4) Ego Points
- If Ego = (0), Dead after (3) Combat Rounds

FALLING

- (+2) Damage per meter after 2 meters, not reduced by armor
- To avoid Damage: BOD+Athletics (Damage)

POISON AND DISEASE

- To resist: BOD+Toughness (Potency of toxin)
- Effects depend on poison/disease

THE RAZE

- To resist: BOD+Toughness (Psychovore level), one roll per minute
- Failure: (1) Trauma Damage, and (-1) permanent Toughness points
- Only Duat fruit can heal after failure

SPORE INFESTATION

- Spore infestation (1): Faint Mollusk reaction
- 50% of maximum: Chakra blooms on chest
- Spore infestation > Spore infestation max:
 - Roll PSY+Faith/Willpower (excess points)
 - Failure: (+1) permanent Spore infestation
- If 50% or more of Spore infestation scale is permanent:
 - Character becomes a Leperos
- Spore infestation causes cravings for Burn, and withdrawal symptoms