

## THE BASICS

**Rounding:** As usual

**Round:** About 5 seconds

**Encounter:** 1 hour

**Scene:** 1 day

**Chapter:** 1 week

**Story:** 1 month

**Downtime:** variable (~1 action per week)

• Self Subsisting, Gambling or Crime, Quality time with Contacts, Resting and Healing, Learning, Training with Mentor, Raising Moral, Buying Stuff and Crafting, Building a Shelter, Learning Rumors, Training an Animals, Any other Action

**Close Range:** 3 meters

**Short Range (near):** 10 meters

**Long range (far):** 100 meters

## TESTS

### Difficulty Rating

- **Very Easy:** -2
- **Straightforward:** 0
- **Average:** 2
- **Challenging:** 5
- **Difficult:** 8
- **Hard:** 12
- **Very Hard:** 16

**Multiple opponents Diff.:** Generally the average of the opponents' rating but at the game Master's discretion.

### Condition Advantages

- **Action:** Rating is Better than Diff., Rating is Better than Diff. be 5+, 10+..., Assisted, Superior Quality Tool
- **Social:** Player Have Good Arguments
- **Combat:** Advantageous Position, Attacking an Unaware Opponent, Attacking From Behind, Restrained or Immobile Target
- **Melee Combat:** Attacking 3 vs 1, Opponent Prone
- **Ranged Combat:** Aiming During Previous Round, Large Target, Point blank

### Condition Disadvantages


- **Action:** Rating is Worst than Diff., Rating is Worst than Diff. by 5+, 10+..., Inappropriate Tool, Inferior Quality Tool, Bad Weather, Blindness, Darkness, Fog, Smoke, Using Off-Hand, In water, Encumbered, Restrained, Distracted
- **Social:** Doubtful Story
- **Combat:** Disadvantageous Position
- **Melee Combat:** Attacked 3 vs 1
- **Ranged Combat:** Blind firing, Call Shot, Fast-Moving Target, Fast-Moving Attacker, Opponent Behind Cover, Firing into Melee, Firing Outside Weapon Range, Opponent Prone, Small Target, Target at Long Range

### Roll and Resolve the Action

1	Catast. Effect
1-10	Failure
11-20	Success
20	Except. Effect



### Except. Effects

Activate all the weapon's descriptors with a  feature.

Action is done faster, Action is done silently, Action is very subtle and almost no one

notice it, Catast. Effect to the opponent, Create an opportunity for an ally, Give an Advantage to an ally doing the same action, Impress everyone that was looking at you or taunt someone who will concentrate is attention at you, Item's value raise or decrease by 10%, Result is better than normal, Same action will be easier the next time.

### Catast. Effects

Action takes a lot more time than expected, Action was very noisy, Backpack's straps break, Except. Effect to the opponent, Relation with a non-player character decrease, Create an opportunity for an opponent, Drop an item you are holding in your other hand like a flashlight, Drop your tool or one item degrade by 1 condition, Exhaust yourself, Fall out of balance on the ground, Hurt an ally, Hurt yourself, Make a fool of yourself, Tool or item will break at the end of the encounter or scene, Weapon Jam.

### Reversed Test

Reverse the Rating and the Difficulty so use the Difficulty as the Rating and the Rating as the Difficulty.

### Group Test

All the players need to succeed or only one player needs to succeed.

### Extended Test

Requires a number of success. Tests on every interval. Except. Effects fasten the process but Catast. Effects can slow down the process.

### Repeating a Test

One time per defined interval.

### Learn from Test

Check the box next to the skill after a test.

## BASIC COMBAT

### Initiative and Turn Order

Initiative use the Sleight of Hands VS. the average of the opponents.

- **Success:** Gain a Quick Action.
- **Failure:** No Effect

**Except. Effects:** Add another Quick Action.

**Catast. effects:** Remove a Quick Action.

If the protagonist got more success than failure, one of them can go first. It then alternate between an antagonist and a protagonist.

**Ambush:** Stealth VS. Investigation. A success allows to have a free round before the opponents.

### Movements

A Penalty is anything that restrain movements.

**Power Move:**

- **0 Penalty:** 2 zones
- **1 Penalty:** 1 zone
- **2 Penalties:** Crawling (1 meter)

**Quick Move:**

- **0 Penalty:** Move around a zone AND move to an adjacent zone
- **1 Penalty:** Move around a zone OR move to an adjacent zone
- **2 Penalties:** Crawling (1 meter)

**Moving through ally:** Allowed

**Moving through opponent:** Acrobatics VS. Acrobatics of opponent.

**Climbing** (Athletics)

- **Diff:** 1 for every meter climbed)
- **Adv:** A lot of Climbing Holds, Assisted Climbing, not Wearing Equipment, Repelling, Using Superior Gear.
- **Dis:** Flat Wall, Heavy Load, Negative Slope, Slippery or Wet, using Inferior Gear, Very High

**Jumping** (Athletics)

- **Adv:** Momentum, No equipment
- **Dis:** Encumbered, Very High

**Swimming** (Athletics)

- **Adv:** Fin, Only Swimming Suit
- **Dis:** Against the Current, Big Waves, Clothing and Equipment, Shoes or Boots

### Actions (1)

**Aim:** Advantage for next shot.

**Attack:**

- Brutal Fighting VS. Muscular+Armor
- Long Arms VS. Muscular+Armor
- Finesse Fighting VS. Acrobatics Skill
- Small Arms VS. Acrobatics Skill
- Explosive VS. Muscular + Armor (no matter the skill used)

Success test cause 1 wound chosen by the defender.

### Except. Effect

- The attack cause a critical wound. The defender chose the location among those not already wounded.
- The attacker can choose the location of a non-critical wound. The attacker can ask for the list of locations not already wounded.

**Unarmed:** Use Brutal Fighting or Finesse Fighting with or without claws.

**Close Combat Maneuver:**

Brutal Fighting or Finesse Fighting test. Do not cause wound.

- **Shove:** Push an opponent one meter.
- **Grapple:** Grapple an opponent. When grappled, the only action a character can do is to try to escape with a Muscular VS. Muscular. A Muscular VS. Muscular allows the grappler to move a grappled opponent.
- **Knockdown:** Set the opponent prone.
- **Disarm:** Disarm the opponent.
- **Choke:** Executed on defenceless or grappled opponent. Cause to check the "Privation" box. If the box is already checked, the target is stun instead for the duration of a round. Can be sustained round after round.

**Reload Weapon:** Reload a weapon. Can also be done with 2 Quick Actions.

**Help and assist:** Add an Advantage to another test.

**Full defence:** Add an Advantage to dodging or resisting attacks this round.

**Use a skill**

**Power Move:** See Movements above.

**Access item**

**Extinguish Fire**

**Quick Action**

## Quick Actions (1+ Initiative Bonus)

- **Concentrate:** Maintain a power.
- **Draw item or ready weapon**
- **Drop Prone or Get Cover**
- **Getting Ready**
- **Open a Door or Push a Button**
- **Pickup or Drop an Object**
- **Quick Move:** See Movements above.
- **Speak**
- **Stand Up**

## ADVANCED COMBAT

**Call Shot:** Disadvantage to choose a non-critical location on a success.

**Coup de Grâce:** Automatic kill when attacking a dying or unconscious opponent.

**Explosive:** 10 meters in all directions.

**Grenade Mechanics:**

- **Miss:** No one is hurt.
- **Catast. Effect:** Bounce back to thrower.

**Optional Grenade Scattering:** Roll 3 times on the following chart.

**Firing Modes:**

- **Burst:** 3 bullets, Disadvantages for recoil but Advantage to attack.
- **Full Auto:** 20 bullets. Attack on all targets in a 90 degrees arc.

**Getting Cover:** Advantage on dodge and resistance.

**Human Shield:** Advantage on dodge and resistance. The human shield is hit on miss.

**Unaware Opponent:** Advantage for unaware opponent and another for an attack from behind.

## DAMAGE

**Acid:** Target armor first if any.

**Bleed:** Dying condition at the end of the scene.

**Burn:** One wound every round.

**Cold:** Privation then wounds after a variable amount of time.

**Electrical:** Critical wounds and stun, not prevented by armor.

**Slippery:** Acrobatics (2) for the round to resist the effect. Cause prone.

**Asphyxia:** Exhausted, Privation, Dying conditions.

**Falling:** Muscular(1 for every meter). A story is 3 meters. Resisted by muscular.

**Poison, Toxin and Addiction:** Resisted with Muscular. Cause the infected condition and wounds.

## HEALTH AND WOUNDS

**Non-Lethal Damage:** Cause Unconscious instead of Dying.

### Resting and Natural Recovery

Sleep at least 6 hours and relax for 2 hours every day or cause "Exhausted".

Muscular (2) after a 8 hours rest heal one wound starting with normal one. Except.

Effects heal additional wounds. Catast.

Effects void the next natural recovery.

- **Exhausted:** 1 hour rest.
- **Privation:** Full night sleep (8 hours), food and water, a mild temperature and air.
- **Bleeding:** Bandage, Medicine (2).
- **Infected:** Antitoxine, Medicine (2).

- **Unconscious:** 1 encounter or Medicine (2)
- **Dying:** Heal one wound or Medicine (2) to prolong to the next scene before death.

### Healing

First Aid kit for normal wounds, Surgery Kit for critical wounds. 4 hours for patients and healer. One Medicine test (1 for each normal wound and 2 for each critical one).

Disadvantage on self.

## ACTIONS

### Commanding Animal

- **Simple Orders:** Come, Stay, Sit
- **Complex Orders:** Fetch, Search, Track
- **Combat Order:** Attack, Grab
- **Dis:** Crowded Place, Dangerous Terrain, Darkness or Loud Noises, Predator Nearby

### Concealing Objects

Sleight of Hands VS. Investigation

- **Adv:** Object is Small, Character has Hidden Pockets.
- **Dis:** Object is large, Opponent is Actively Searching, Opponent is Palming.

### Crafting, Repairing and Upgrading

**Test:** Use Knowledge or Technicals

Diff. equal (Normal price) /10 to craft or repair, (Normal price) /5 to upgrade.

- **Tools:** Appropriate kit
- **Create:** (Normal Price) Scraps
- **Repair:** 1 Scrap
- **Upgrade:** (Normal Price x 10) Scraps
- **Adv:** Superior Tools, The Right Facility.
- **Dis:** Improvised Tools, Inappropriate Location.

**Simple objects:** 1 hour

**Complex objects:** 10 hours

Dismantling an item works as creating, repairing or upgrading an item. A successful test gives half the (Normal price) in Scraps.

### Destroying Structures

Resistance and Structure

**Glass:** -2, 1, **Drywall or Cheap Interior**

**Door:** 0, 1, **Normal Interior Door:** 2, 1,

**Furniture:** 2, 2, **Tree, Hardwood, Wooden**

**Fence, Exterior Door or Light Post:** 6, 3,

**Metal Fence, Ballistic Glass or Wall of**

**Earth:** 8, 4, **Security Door:** 10 5, **Wall of**

**Brick or Car:** 12, 6, **Concrete:** 14, 7, **Metal**

**Beam:** 16, 6.

### Foraging and Hunting

Survival (1 per day of food and water wanted). 2 hours.

### Hiding

Stealth VS. Investigation

- **Adv:** Darkness, Tall Grass or Obstacles to Hide Behind.
- **Dis:** Bright Light, Investigator with a Great Sense of Smell, Investigator knowing that someone is hiding, No where to Hide.

### Holding Breath

Athletics (1 per minute).

- **Dis:** Cold or Hot Temperature, Making an Effort, Wearing Heavy Equipment

### Identifying Monsters

Survival (2) (1 Quick Action).

## Identifying Stained Objects

Knowledge (4) (1 Action).

### Lighting a Fire

Survival (2) if the situation is dire.

### Negotiating Price

Persuade VS. Persuade. Add or remove 10% of the price.

### Pickpocketing

Sleight of Hand VS. Investigation.

- **Adv:** Dark, In a crowd
- **Dis:** Small Pocket or bag, Suspicious Victim

### Recovering Ammunition

- Inferior quality projectiles cannot be recovered
- Half of the arrows and bolts.

### Refining Monster

Knowledge (2)

### Scavenging

Survival (2). 1 hour or encounter.

### Searching

Investigate (2).

### Setting Trap

Survival VS. Investigation or Acrobatics

### Travel

- **Adv:** No Equipment, Using Roads
- **Dis:** Bad Weather, Being Lost, Difficult Terrain, Elevation, High Altitude, Keep Watch, Overloaded, Sneaking, Tracking, Traveling by Night.

### Camping Activities

**Basic:** Camp, Cooking, Fire

**Advanced:** Camouflaging, Exploring, Foraging, Hiding, Keeping Watch, Others, Reinforcing Camp, Shelter, Traps

## POWERS COST

A Mastery Level test is required after the use of any non-permanent power. Difficulty is equal to the power level used.

### Blood

Self harm with a bladed weapons. Success mean that the harm as not cause a wound. On a fail, they suffer a wound of their choice.

### Draining

Success have no effect but a fail cause the Exhausted effect. If the character is already Exhausted, the Privation condition must be checked. A character with the Privation condition must check the Unconscious condition if another failure happens.

### Staining

Success prevent the stain but a failure raise the stain level by one in a 10 meters radius. Stain dissolve at the end of a scene.

### Struggling

Success means that the power is working as expected. On a fail, the power has no effect.

## ITEMS

**Superior Quality:** Advantage, Price x 10.

**Normal:** Standard Price.

**Inferior:** Disadvantage, Price / 2.