

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

-5	-4	-3	-2	1	2	3	4	5
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Diff. Rating

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

Condition Advantages

- **Action:** Assisted, Superior Quality Tool
- **Social:** Player Have Good Arguments
- **Combat:** Combat Adv.
 - Provided by any of the following; Advantageous Position, Attacking an Unaware Opponent, Attacking From Behind, Attacking 3 vs 1, Opponent Prone at Close Range, Restrained or Immobile Target, Aiming During Previous Round, Large Target or Point Blank. Only one Combat Adv. can apply.

Condition Disadvantages

- **Action:** Inappropriate Tool, Inferior Quality Tool, Bad Weather, Blindness, Darkness, Fog, Smoke, Using Off-Hand, In water, Encumbered, Restrained, Distracted
- **Social:** Doubtful Story
- **Combat:** Combat Dis.
 - Caused by any of the following; Disadvantageous Position, Attacked 3 vs 1, Blind Firing, Call Shot, Fast-Moving Target, Fast-Moving Attacker, Opponent Behind Cover, Firing into Melee, Firing Outside Weapon Range, Opponent Prone at Distance, Small Target or Target at Long Range. Only one Combat Dis. can apply and forfeit the possibility of doing a Call Shot or Firing Outside Weapon Range

Roll and Resolve the Action

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



Except. Effects

+1 Exceptional Effect when rolling 5 dice and getting a successful test.

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

+1 Catastrophic Effect when rolling 5 dice and getting a failed test.

Action takes a lot more time, 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 Diff. so use the Diff. as the Rating and the Rating as the Diff.

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 slow down the process.

Repeating a Test

One time per defined interval.

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 more success than failure, one of them can go first. 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 (1 leg):

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

Quick Move (1 leg):

- **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 (1 arm, 1 leg) (Athletics)

- **Diff:** 1 for every floor 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 (2 legs) (Athletics)

- **Adv:** Momentum, No equipment

- **Dis:** Encumbered, Very High

Swimming (2 limbs) (Athletics)

- **Adv:** Fin, Only Swimming Suit

- **Dis:** Against the Current, Big Waves, Clothing and Equipment, Shoes or Boots

Actions(1)

Aim (1 or 2 arms): Advantage for next shot.

Attack (1 or 2 arms and 1 leg):

- Brutal Fighting VS. Athletics+Armor
- Long Arms VS. Athletics+Armor
- Finesse Fighting VS. Acrobatics Skill
- Small Arms VS. Acrobatics Skill
- Explosive VS. Athletics + 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 (1 leg): Use Brutal Fighting or Finesse Fighting with or without claws.

Close Combat Maneuver (2 arms, 2 legs):

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

- **Shove:** Push an opponent one meter.
- **Grapple:** Grapple an opponent of same size or smaller. When grappled, the only action a character can do is to try to escape with an Athletics VS. Athletics. An Athletics VS. Athletics allows the grappler to move the 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 stunned instead for the duration of a round. Can be sustained round after round.

Reload Weapon (2 arms): Reload a weapon. Also done with 2 Quick Actions.

Help and assist (1 arm and 1 leg): Add an Advantage to another test.

Full defence (1 arm and 1 leg): Add an Advantage to dodging or resisting attacks this round.

Use a skill (1 arm and 1 leg)

Power Move (1 leg): See Movements above.

Access item (1 arm)

Extinguish Fire (1 arm)

Quick Action

Quick Actions (1+ Initiative Bonus)

- **Concentrate:** Maintain a power.
- **Draw item or ready weapon (1 or 2 arms)**
- **Drop Prone or Get Cover**
- **Getting Ready**

- **Open a Door or Push a Button (1 arm)**
- **Pickup or Drop an Object**
- **Quick Move (1 leg):** See Movements above.
- **Speak**
- **Stand Up (1 leg)**

ADVANCED COMBAT

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

Coup de Grâce (1 arm): 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, Dis. for recoil but Adv. to attack.
- **Full Auto:** 20 bullets. Attack on all targets in a 90 degrees arc.

13-14	15-18	19-20
9-10		11-12
1-2	3-6	7-8

Getting Cover (1 leg): Advantage on dodge and resistance.

Human Shield (2 arms, 2 legs): Advantage on dodge and resistance. The human shield is hit on miss.

Unaware Opponent: Gives Combat Adv..

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 with Adv. for the round to resist the effect. Cause prone.

Asphyxia: Exhausted, Privation, Dying condition.

Falling: Athletics(1 for every floor).

Poison, Toxin and Addiction: Resisted with Athletics. 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 "Privation".

Athletics 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, Knowledge. Failure cause Infected.
- **Infected:** Antitoxine, Knowledge.
- **Unconscious:** 1 encounter or Knowledge
- **Dying:** Knowledge to prolong to the next scene before death.

Healing

First Aid: 1 hour, First Kit for normal wounds, no heal after for 1 hour.

Surgery: 4 hours, Surgery Kit for Critical Wounds. No heal after for 4 hours.

Knowledge test (1 Dis. per wound after the first). Dis. on self. Dis. for multiple patients (1 arm)

Effort Test (Athletics)

Triggered by the following:

- Carry too much weight or a heavy object, Carry a person, Run with its equipment, Swimming, Climbing...

Adv: No Equipment, No Wound

Dis: Extreme Heat or Cold, Per 5 weight of items carried

Cause exhausted, prone, slowed

Health Test (Rating 5)

Triggered by a Wound.

Dis: 1 per Wound

- 1 wound: 4 dice, 2 wounds: 3 dice, 3 wounds: 2 dice, 4 wounds: 1 die

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 gives half the normal price in Scraps.

Destroying Structures (1 arm or 2 legs)

Glass: -2, 1, **Drywall or Cheap Interior Door:** 0, 1, **Normal Interior Door:** 1, 1, **Furniture:** 2, 2, **Tree, Hardwood, Wooden Fence, Exterior Door or Light Post:** 3, 3, **Metal Fence, Ballistic Glass or Wall of Earth:** 4, 4, **Security Door:** 5, 5, **Wall of Brick or Car:** 6, 6, **Concrete:** 7, 7, **Metal Beam:** 8, 8.

Foraging and Hunting (1 arm, 1 leg)

Survival (3 +1 per additional 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 (3 + 1 per test).

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

Identifying Monsters

Survival (1 Quick Action).

Identifying Stained Objects

Knowledge (1 Action).

Lighting a Fire (1 or 2 arms)

Survival if the situation is dire.

Negotiating Price

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

Pickpocketing (1 arm)

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 (1 arm)

Knowledge

Scavenging (1 arm, 1 leg)

Survival. 1 hour or encounter.

Searching (1 arm, 1 leg)

Investigate

Setting Trap (1 arm, 1 leg)

Survival VS. Investigation or Acrobatics

Travel (1 leg)

- **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 (1 arm, 1 leg)

Basic: Camp, Cooking, Fire

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

POWERS COST

A Mastery Level VS Power level used. One Disadvantage for power

Blood

Self harm. On a fail, Bleeding condition or a wound of their choice if checked.

Draining

Failure cause Exhausted or Privation condition or Unconscious.

Staining

Failure raise the stain level by one in a 10 meters radius. Stain dissolve at the end of a scene.

Struggling

On a fail, the power has no effect.

ITEMS

Superior Quality: Durable, Chic or Intimidating, Price x 2.

Normal: Standard Price.

Inferior: Dowdy, Worn, Price / 2.