

C O R V U S   B E L L I  
**INFINiTY**

**SYSTEM CHEAT SHEET – v3.2**

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## ATTRIBUTES / SKILLS

### AGILITY

Acrobatics  
Close Combat  
Stealth

### AWARENESS

Analysis  
Extraterrestrial  
Observation  
Survival

### BRAWN

Athletics  
Resistance

### COORDINATION

Ballistics  
Pilot  
Spacecraft  
Thievery

### INTELLIGENCE

Education  
Hacking  
Medicine  
Psychology  
Science  
Tech

### PERSONALITY

Animal Handling  
Command  
Lifestyle  
Persuade

### WILLPOWER

Discipline

## CORE MECHANICS

### SKILL TEST: 2d20

- **Target Number (TN):** Attribute + Skill Expertise
- **Success:** 1 success per roll  $\leq$  TN
- **Skill Focus:** +1 success per roll  $\leq$  Skill Focus
- **Difficulty:** # of successes required
- **Complication:** Natural 20 = Standard Complication

### ADVANCED TESTS:

- **Complex Test:** Gain X Momentum before Y failed tests.
- **Complication Test:** Automatic success.
  - *Failure:* Generates complication.
- **Face-to-Face:** Success = Highest Generated Momentum
- **Failsafe Test:** Automatic failure.
  - Pay 1 Momentum.
  - Gain 1 Infinity Point.
- **Group Test:** Assistants roll 1d20. If leader generates 1 success, assistant successes are added.
- **Untrained:** +1 complication range

### COMBAT DICE (D6): 1 = 1, 2 = 2, 6 = Effect

- All other results = 0.

### MOMENTUM: +1 per success > difficulty

- **Effects:** Maximum of 6 Momentum spent per action.
  - *Create Opportunity:* +d20 to skill test (limit +3d20)
  - *Create Obstacle:* Increase difficulty of opponent's test.
  - *Improve Quality of Success*
  - *Improve Scope of Success*
  - *Reduce Time Required*
- **Saving Momentum:** Maximum of 6 per player.
  - *Assistance:* Maximum 6 saved Momentum per action.
  - *Momentum Depletion:* -1 Momentum at end of each scene / round of action scene.
  - *Unspent NPC Momentum:* Converted to Heat.
- **Heat as Momentum:** Heat can be spent as Momentum.

Difficulty	Total Cost
+1	1 Momentum
+2	3 Momentum
+3	6 Momentum

## INFINITY POINTS

### GAINING INFINITY POINTS

- *Start of Session:* Refresh to maximum points.
- *Triggering Trait (1/scene):* 1 Momentum + large/significant action motivated by the trait which is dramatic, irrational, or dangerous.
- *GM Awards* Milestones, entertaining moments, roleplaying.

### USING INFINITY POINTS

- *Infinity d20:* Add 1d20 to skill test, automatically set to "1".
- *Bonus Standard Action (1/turn)*
- *Overcome Harm:* Ignore all effects of one type of Harm until end of scene.
- *Overcome Trait:* Ignore effects of character trait (GM cannot invoke).
- *Quick Absterge:* End duration of a status effect.
- *Second Wind:* Recover all damage of one type.
- *Story Declaration:* Add detail to current scene / encounter.

## HEAT

### HEAT POOL: 3 per PC

- **Complications:** 2 Heat per complication (alternative)
- **Reactions:** PCs pay 1 Heat per reaction
- **Threatening Circumstance:** Foes or environmental.

### SPENDING HEAT:

- **Complications**
  - *Minor (1 Heat):* Minor action to overcome.
  - *Standard (2 Heat):* Standard action to overcome.
  - *Major (4+ Heat):* Persist for multiple rounds or inflict damage.
- **Hazards (X Heat):** 1+X[CD] damage to single target.
  - x2 damage if avoided with D2 test.
  - x3 damage if avoided with D1 test.
- **Mechanical Spends**
  - *Activating NPC Special Ability* (see stat block)
  - *Environmental Effects*
    - *Minor (1 Heat):* Add to difficulty of tests.
    - *Major (2+ Heat):* Significant impediment, cause damage, or inflict short-lived conditions.
  - *NPC Resources:* 1 Heat to use reloads, serum, parts, or other expendable resources. (Not tracked for NPCs.)
  - *Reinforcement - Trooper:* 1 Heat
  - *Reinforcement - Elite:* 2 Heat
  - *Seize Initiative* (1 Heat)

### INVOKING TRAIT: Reduce Heat cost by 1.

# ACTION SCENES

## INITIATIVE

PCs act first. Then NPCs act.

**Seize Initiative:** 1 Heat per NPC

**Dithering:** +1 Heat if players delay declaring actions.

## SURPRISE

- **Face-to-Face Group Test**
  - *Ambush* (Stealth vs. Observation)
  - *Stand-Off* (Ballistics vs. Ballistics)
  - *Betrayal* (Persuade vs. Psychology)
- **Success:** Gain 1 Momentum and automatically act first. (Ambushed NPCs cannot seize initiative.)

## ACTIONS

- **Standard Action:** 1 standard action per turn.
- **Minor Action:** 1 minor action per turn.
- **Free Actions:** Perform any number of free actions, but no free action more than once.
- **Reactions:** 1 Heat for first, 2 Heat for second, etc.

## DISTANCE

*Battlefield is divided into zones by GM.*

- **Reach:** Close enough to touch / melee attack.
- **Close:** Same zone.
- **Medium:** Adjacent zone.
- **Long:** Non-adjacent zone.
- **Extreme:** Not on battlefield (GM discretion).

Distance	Communication	Perception
Close	Talk normally.	-
Medium	Shout.	+1 difficulty
Long	Shout for attention (no communication)	+2 difficulty
Extreme	Shout for attention (no communication)	+3 difficulty

## MOVEMENT

- **Reach:** Enter with any move ending in target's zone.
- **Close:** Free Action
- **Medium:** Minor Action
- **Long:** Standard Action

## ATTACKS

**Basic Attack** (STANDARD): Average (D1) attack skill test  
**Defence Reaction:** Face-to-Face test vs. defence skill

## DAMAGE

**Damage:** Damage Rating + Damage Bonus - Soak  
**Harm:** If 5+ damage or Stress ≤ 0, suffer Harm.  
**Harm Effect:** 1 per Harm suffered (see table).

**4 Breaches / 4 Wounds:** Network/physical action requires Infinity Point.  
**5 Breaches:** System destroyed/suborned.  
**5 Wounds:** Dead.

**4+ Metanoia:** Effects can remove character from encounter.

## NPC HARM

**Trooper** = 1 Harm / **Elite** = 2 Harms / **Nemesis** = Per PC

## RECOVERY

**Recovery/Treat Tests:** +1 difficulty per associated Harm  
 • *Treating Self:* +2 difficulty

**Rest (1 Hour):** D1 recovery test to recover all Stress.  
**Recuperate (1 day if 1 Harm, 1 week if 2+ Harms):** D1 recovery test to remove 1 Harm + 1 per Momentum.

**Long-Term Care:** Treat test to assist Rest or Recuperate.  
**Serious Treatment (1/day):** D1 treat test to remove 1 Harm + 1 per Momentum.

### ATTACK TABLE

Type	Attack Skill	Range	Damage	Defence Skill
Infowar	Hacking	Close	Quantronic	Hacking
Melee	Close Combat	Reach	Physical	Close Combat or Acrobatics
Psywar	Persuade	Close, +1 difficulty per range category	Mental	Discipline
Ranged	Ballistics	Per weapon, +1 difficulty per range category in either direction	Physical	Acrobatics

### DAMAGE TABLE

Damage Type	Persistent Soak	Conditional Soak	Stress	Harm	Recovery Skill	Treat Skill
Mental	Courage	Morale	Resolve (Will + Discipline)	Metanoia	Discipline	Psychology
Physical (Creature)	Armour	Cover	Vigour (Brawn + Resistance)	Wound	Resistance	Medicine
Physical (Object)	Armour	Cover	Structure	Fault	-	Tech
Quantronic	Security	Interference	Firewall (Intelligence + Hacking)	Breach	Hacking	Tech

### BASIC ATTACKS

### BONUS DAMAGE

### HIT LOCATION

Basic Attack	Attack Type	Range	Qualities (1+2[CD] damage)	Attribute	Bonus	d20	Hit Location
Intrusion	Infowar	Close	Unforgiving 1	< 8	0	1-2	Head
Threaten	Psywar	Close	Stun	9	+1[CD]	3-5	Right Arm
Thrown Object	Ranged	Close	Stun, Subtle 1	10-11	+2[CD]	6-8	Left Arm
Unarmed Strike	Melee	Reach	Stun, Subtle 1	12-13	+3[CD]	9-14	Torso
				14-15	+4[CD]	15-17	Right Leg
				16+	+5[CD]	18-20	Left Leg

Infowar = Intelligence / Psywar = Personality  
 Melee = Brawn / Ranged = Awareness

# WARFARE

## WARFARE ACTIONS

**ABSTERGE** (MINOR): Recovery test to end condition.

- *Difficulty*: Rating of condition or Challenging (D2).

**ASSIST** (STANDARD): Assist with specified action on ally's turn.

**BRACE** (STANDARD): Remove penalties from Unwieldy weapon until it is moved again.

- *Unwieldy Penalty*: +2 difficulty, +1 complication range

**DRAW ITEM** (MINOR): Can also use item without skill test.

**DROP ITEM** (FREE): Falls within Reach.

**DROP PRONE** (FREE): Gain prone condition. Cannot drop prone and stand in same turn.

- *Prone*: +1 difficulty vs. Medium ranged attacks, +2 Soak for each Effect rolled on Cover dice. Close attacks gain 2 bonus Momentum.

**EXPLOIT** (STANDARD): Make Simple (D0) test using appropriate skill to generate Momentum. If performed for an attack and test generates success, gain Piercing 2.

**READY** (STANDARD): Declare action and trigger. Resolve if trigger occurs.

**RECOVER** (STANDARD): Average (D1) recovery test to regain 2 Stress + 2 per Momentum.

**STAND** (MINOR): Lose Prone condition.

**TREAT** (STANDARD): Average (D1) treat test to remove Harm Effect from target + 1 Harm Effect per 2 Momentum.

**WITHDRAW** (STANDARD): Move within Close range without being targeted by Retaliate reactions.

## WARFARE REACTIONS

**COVERING FIRE** (ANY TIME): +1 difficulty to attacks vs. chosen ally.

**GUARD** (ATTACK vs. ALLY IN REACH): Challenging (D2) defence test vs. attacker. On success, become target of the attack (attacker's success depends on Momentum).

**RETALIATE** (FOE LEAVES REACH/USES NON-ATTACK SKILL): Make melee attack. On successful attack, target's movement requires Simple (D0) terrain test.

**RETURN FIRE** (DECLARED TARGET OF RANGED ATTACK): Make a simultaneous ranged attack vs. attacker. Maximum of 1 Reload can be spent.

## COMBAT ZONES

**Aquatic Terrain**: Difficult terrain requiring Athletics test. On complication with failure, character begins to drown.

- **Drowning/Suffocation**: Average (D1) Resistance test. Failure inflicts 1 Wound. +1 difficulty each turn.

**Crowds**: Saturation Zone + Difficulty Terrain

- **Panicking Crowds**: Crowd panics if Effect is rolled on Cover Soak roll for crowd. Those in zone must make Average (D1) Acrobatics test or suffer 1+3[CD] (Knockdown, Stun) physical damage.

**Radiation**: Resistance test (difficulty = severity - BTS) or suffer 1+2[CD] (Radiation X) physical damage per radiation rating.

**Vacuum**: Average (D1) Extraplanetary or Challenging (D2) Resistance test or suffer 1+5[CD] (Stun, Vicious 2) physical damage (ignoring all soak). +1 difficulty each turn.

**Vertical Terrain**: Difficult terrain requiring Athletics test. On complication with failure, character falls.

- **Falling Damage**: 1+2[CD] (Stun, Vicious 1) per zone. Simple Acrobatics (D0) test as Reaction to gain 1[CD] Soak per Momentum spent.

**White Noise**: Zero visibility zone for multispectral visors.

## COMBAT ZONE EFFECTS

**Typical Terrain Test**: Acrobatics or Athletics

**Cover**: Provide soak to characters within Reach of cover.

- **Light Cover**: +2[CD] Cover Soak
- **Heavy Cover**: +4[CD] Cover Soak
- **Destroying Cover**: 10+ damage above rolled soak = cover loses a cover dice.

**Difficult Terrain**: Requires terrain test to move into / out of / within.

**Disappearing Zone**: Characters forcibly ejected, possibly suffering consequences (damage, condition). May be possible to avoid consequences with Reaction skill test.

**Gravity**:

- **High-Gravity**: +1 difficulty to Athletics, Acrobatics, Close Combat
- **Low-Gravity**: -1 difficult on Athletics/Acrobatics tests to jump, climb, or resist falling damage (min. D1).
- **Zero-G**: Use Expertise/Focus of Extraplanetary skill for Athletics, Acrobatics, Close Combat checks if lower.

**Hazardous Terrain**: Difficult terrain + consequence (damage, condition, etc.).

**Obstacles**: Exist between zones. Require terrain test to cross. On failure, remain in previous zone.

- **Impassable Obstacles**: Prevent all movement between zones.

**Saturation Zone**: Provide soak to shots passing through.

- **Light Saturation**: +2[CD] Cover Soak
- **Heavy Saturation**: +4[CD] Cover Soak

**Visibility Zone**: Obscure vision.

- **Low Visibility**: +1 difficulty to vision-based tests
- **Poor Visibility**: +2 difficulty to vision-based tests
- **Zero Visibility**: Blocks all sight, granting stealth state.

# INFOWAR

**Basic Hacking:** Simple skill tests.

**AR Hacking:** Quantronic attacks in Combat Zones.

**Remote Hacking:** Full Infowar rules with Quantronic Zones.

## INFOWAR ACTIONS

**ACCESS SYSTEM / TERMINATE CONNECTION (STANDARD):**

Appear within Reach of known access point or leave from anywhere within the system.

**RESET (STANDARD):** Average (D1) Hacking test.

- Full recovery Firewall.
- +4 difficulty to all actions requiring comlog / augmented reality. (Decreases by 1 per round + 1 per Momentum spent.)
- **Shut Down:** Cannot be targeted by Infowar attacks, but cannot use network or Expert systems; +1 difficulty on any test using equipment without Non-Hackable quality. Minor Action to come back online.

**TRANSMIT (MINOR):** Sending information anywhere within connected datasphere.

**USE PROGRAM (STANDARD):** Unless specified otherwise.

## INFOWAR REACTIONS

**LINK (FOE LEAVES REACH):** Average (D1) Hacking test to move with enemy, remaining within Reach. Link dissolves at end of the enemy's turn.

## LOCATING TARGET

**Research:** Simple (D0) research tests to generate Momentum.

- Save Momentum for the run.
- Gain specific information about the target.
- Secure authentication.
- Locate an access point.

**Access Point:** Security Rating + Remote Access Point Table - Momentum on Simple (D0) Analysis/Hacking test.

### REMOTE ACCESS POINT

Distance	Access Point
Same Building	-1 zone
Same City	+0 zones
Same Continent	+1 zone
Same Planet	+2 zones
Same System	+3 zones
Wormhole <small>(requires Metatron or Dárão access)</small>	+4 zones
Combined Army Network	+2 zones

## AUTHENTICATION

**Authentication Types**

- *User:* Limited access. Can't alter system.
- *Superuser/Security:* Control and create other user accounts. Install utility programs. Can't make system-wide changes (like altering zone effects).
- *Admin:* Complete control over the system.

**Authentication Methods**

- *Knowledge Factor:* Passkey, encoded image, etc.
- *Ownership Factor:* Physical device or object.
- *Biometric Factor:* Fingerprint, retinal scan, DNA, etc.
- *Two-Factor Authentication:* Multiple factors required.
- *Cube Scan:* Requires VoodooTech or AI / Cube Bank.

**Gaining Authentication**

- *Spoofing:* Hacking test (sniffing traffic), Tech test (physical access), or Breach Effect.
- *Authentication Hack:* Breach Effect on security server.
- *Quality:* Default to 0. +1d20 per Quality on Stealth tests.
- *Ownership/Biometric Factors:* +1 difficulty to spoof/hack.

### AUTHENTICATION QUALITY

Quality	Total Cost
+1	1 Momentum
+2	3 Momentum
+3	6 Momentum

## QUANTRONIC ZONES

**Typical Terrain Test:** Hacking, Tech, or Analysis

**Data Flux Camouflage:** Average (D1) Observation test to see the zone.

**Data Tunnel:** Average (D1) Hacking test to access zone at other end of tunnel even if it's a secured zone.

**HighSec:** Provides soak to characters with proper authentication. Average (D1) Hacking test to gain benefit without authentication.

- **Commercial HighSec:** +2[CD] Interference Soak
- **Military HighSec:** +4[CD] Interference Soak

**Intrusion Countermeasures (IC):** Moving into, out of, or through IC zone requires Hacking test. On failure, remain in previous zone (and possibly additional effect).

- **Concealed IC:** Analysis test to detect.

**Secured Zone:** Firewall score. Cannot be entered without authentication. If the zone suffers a Breach it is no longer considered Secured.

## CREATING QUANTRONIC ZONE EFFECTS

(Standard Action)

Zone Effect	Hacking
Data Flux Camouflage	Challenging (D2)
Data Tunnel	Average (D1)
HighSec, Commercial	Challenging (D2)
HighSec, Military	Dire (D3)
IC	Requires Program
Secured Zone	Simple (D0) +2 Firewall per Momentum
No Authentication	+1 difficulty (noisy action)
Remote Zone	+1 difficulty per zone

**Destroying Quantronic Zone Effect:** Same test as creation. Enemy hackers can use Reaction to make it an opposed test.

**Hiding Quantronic Zone Effect:** Challenging (D2) Hacking test to hide zone with difficulty 0. (Momentum can be spent to increase difficulty modifier normally.)

- **Detecting Hidden Effect:** Analysis test to detect.

# PSYWAR

## PSYWAR TECHNIQUES

Name	Skill	Damage
Coax	Persuade	1+4[CD]
Deceive	Persuade	1+4[CD]
Influence	Persuade / Any	1+4[CD]
Intimidate	Persuade or Weapon Skill	Per unarmed attack / weapon
Negotiate	Persuade	1+4[CD]
Order	Command	1+4[CD]
Rumour	Lifestyle	1+4[CD]
Seduce	Persuade	1+4[CD]

**Deceive:** Psychology can be used as a Defence Reaction.

**Order:** Can only be used if character has authority over the target (or target believes they do).

**Seduce:** If seduction attempt is not sincere, Psychology can be used as Defence Reaction.

## HUMAN TERRAIN MAPPING

**Research:** Simple (D0) research tests to generate Momentum.

- Save Momentum for the run.
- Gain specific information about the target.
- Secure authentication.
- Locate an access point.

**Contact Point:** Base distance of 4 zones.

- Analysis or Lifestyle (D1) test to find contact point.
- 1 Momentum = -1 zone (minimum 1)
- Momentum spent to find alternative contact points, dyadic links, or social zones.

### CONTACT DISTANCE TABLE

Distance	Contact Point
Same City	+0 zones
Same Continent	+1 zones
Same Planet	+2 zones
Same System	+3 zones
Different System	+4 zones

**Conversations:** Simple skill tests or 1 Metanoia Effect.

**Battlefield Psychology:** Psywar actions in Combat Zones.

**Psyops:** Full Psywar rules with Social Zones.

## SOCIAL SKILL TESTS

Analysis, Command, Discipline, Lifestyle, Persuade, Psychology

## PSYWAR ACTIONS

**BOLSTER** (MINOR): Average (D1) social skill test to grant +1[CD] Morale Soak to other characters in zone for 1 round. (+1[CD] additional Morale Soak per Momentum.)

**DISENGAGE** (STANDARD): Beginning of next turn, can no longer be targeted by Psywar actions.

- *Psyop:* Affected character returned to zone they came from and dyadic link is severed.
- *Preventing Disengage:* Requires Metanoia Effect.
- *Disengage Intransigence:* Character performing Disengage action can attempt a Simple (D0) social skill test to increase intransigence.

### DISENGAGE INTRANSIGENCE

Intransigence	Momentum Cost
+1 Intransigence	1 Momentum
+2 Intransigence	3 Momentum
+3 Intransigence	6 Momentum

**IMPLY** (MINOR): Taken in concert with other Psywar action. Psychology (D1) test; on failure, target doesn't understand (associated technique fails). On success, target understands meaning.

- Other characters can attempt face-to-face Psychology test to understand.

**RALLY** (STANDARD): Average (D1) social skill test. On success, allies gain 2 Resolve + 2 per Momentum.

- 1 Momentum = 1 additional zone

## PSYWAR REACTIONS

**COUNTER-ARGUMENT** (PSYWAR ATTACK): Challenging (D2) social skill test. On success, use Momentum to defend as per Defence Reaction. On failure, original target defends.

## SOCIAL ZONE EFFECTS

(Persons, Groups, Locations, Events)

**Typical Terrain Test:** Social Skill Test

**Accessibility X:** Succeed at terrain test (difficulty X) to access a dyadic link to the social zone.

**Antagonistic:** Entering, passing through, or starting turn in zone requires social skill test as Free Action. On failure, suffer consequence.

**Enmity X:** Target of Psywar attack which would benefit person or group zone has Enmity against gains +X Morale Soak.

**Insular X:** Target of Psywar attack originating in or passing through zone gain Morale Soak +X. (Insular rating can be reduced as Metanoia Effect.)

**Loyalty X:** Target of Psywar attack which would harm, hinder, or otherwise be against the wishes of the character or group the zone has Loyalty to gains Morale Soak +X.

## NAVIGATING SOCIAL ZONES

**Navigating Social Zones:** Generally whole group moves together.

- **Dyadic Link:** Connection from one social zone to another.
- **Access:** Must have access to dyadic link to move. (Metanoia Effect on NPC, dealing with social terrain effect, or alternative methods like hacking.)
- **Reach:** Does not exist for social zones.

**Social Observation:** Can "see" any social zone you're aware of in the social network.

**Social Stealth:**

- Most Psywar attacks are not noisy.
- Detected characters are added to the social network.
- **Avoiding Suspicion:** Increase difficulty of Psywar action to similarly increase difficulty of Observation tests to detect it.
- **Counterintelligence:** Use normal rules for detecting.

### COUNTERINTELLIGENCE

Level	Frequency
Paranoid	Every 1 round
Suspicious	Every 1d3 rounds
Cautious	Every 1d6 rounds
Routine	Every 3d6 rounds
Naïve	Never checks

## WOUND EFFECTS

**Bleeding:** Target gains Bleeding condition.

**Cripple:** +1 difficulty on Agility-, Brawn-, Coordination-based actions.

**Dazed:** Target gains Dazed condition. If already Dazed, become Staggered.

**Horrific Wound:** The target suffers 2[CD] Resolve damage.

**Knockout:** Target makes Resistance test (difficulty = Wounds suffered) or falls unconscious.

## FAULT EFFECTS

**Compromised:** Not fully disabled, but functionality limited. (GM may require multiple Fault Effects for specific effect.)

**Damaged:** +1 difficulty to tests using item.

**Disable Function:** Disable one function on multi-function items.

**Injury:** Object inflicts damage on user (defaults to 2[CD]).

**Bleeding:** Suffer 3[CD] physical damage, ignoring Soak, at beginning of each turn.

**Blind:** 3[CD] mental damage. +2 difficulty to sight-based tests.

**Burning X:** X[CD] mental and physical damage at end of turn.  
• *Duration:* # rounds equal to Effects rolled on attack.

**Checked:** Cannot move in that checked direction.

**Dazed:** +1 difficulty on all tests.

**Deafened:** 3[CD] mental damage. +2 difficulty to hearing-based tests.

## HARM EFFECTS

### BREACH EFFECTS

(NEURAL: Target must have equipment with Neural quality.)

**Blind** (NEURAL): Target must make Resistance/Tech test (difficulty = # of Breaches) or gain Blind quality.

**Brain Blast** (NEURAL): Inflict 1+5[CD] (Stun, Vicious 1) physical damage.

**Command System:** Target system executes one command. (Complicated instructions may require multiple Breach Effects.)

**Data Manipulation:** Delete, alter, hide, or copy files.

**Disable Function:** One program or piece of equipment ceases to function.

**Lock Connection:** Prevent target from disconnecting. (Can be removed with Absterge action.)

**Revoke Authentication:** Target loses an authentication. (Cannot be treated, but does not prevent target from gaining a new authentication.)

**System Disruption:** +1 difficulty to any action requiring comlog or personal area network (including Expert items).

**Spoof/Sniff:** Duplicate system ID of target, gaining authentication for one system used by the target.

**Tag:** Track tagged target. Can use tagged target as repeater.

## CONDITIONS

**Fatigued:** +1 complication range on all skill tests.

- Multiple instances stack.
- Cannot be cleared with Absterge.
- After 8 hours of rest, remove with Resistance (D1) recovery test. (One additional Fatigued condition per Momentum.)

**Helpless:** Cannot take reactions. Exploit actions targeting character are at -1 difficulty and +1 bonus Momentum.

**Hindered:** -1 zone on movement actions and +1 difficulty of all terrain tests.  
• Cannot move as free action.

**Marked:** Ranged attacks vs. marked target can reroll d20s.

## METANOIA EFFECTS

(INTRANSIGENCE: # of Metanoia Effects required to achieve a specific effect.)

**Break Social Connection:** Remove dyadic link.

**Create Social Connection:** Add dyadic link.

**Emotional State:** Common options include panic, suspicion, trust, lust, etc.

**Force an Action:** Forced, convinced, or otherwise compelled to take some specific action. (Longer-term services generally have higher intransigence.)

**Gain Information:** Target may not realize they have done so.

**Gain/Lose Access:** Gain (or lose) access to dyadic link.

**Influence Belief:** Convince target something is (or is not) true.

**Monitor:** Learn what actions the target is taking in the “real world” by collecting gossip, having them followed, questioning their associates, etc.

**Prone:** Also Hindered.

- Ranged attacks at Medium+ vs. target at +1 difficulty.
- +2 Soak for each Effect rolled on Cover dice.
- Attacks at Close range vs. target = +2 bonus Momentum.

**Staggered:** Must pay 1 Momentum to perform standard action. Must pay Infinity Point to perform reaction.

**Stuck:** Cannot move away from object/location stuck to.

**Unconscious:** Cannot take any actions. Also Helpless.

# ACTION SCENE MOMENTUM

Momentum Spend	Cost	Scene	Effect
Bonus Damage	1		+1 damage per momentum
Called Shot	2	Warfare	Choose hit location on successful attack.
Change Stance	1	Warfare	Stand up or drop prone.
Confidence	1	Psywar	Gain +1[CD] Morale Soak until start of the next term.
Disarm	2	Warfare	Target of successful attack drops one item.
Inspire	2	Psywar	Allies within Close range gain +1[CD] Morale Soak until start of next term; +1 Momentum per additional zone.
Penetration	1		Ignore 2 points of Soak.
Quick Entry/Exit	1 NR	Vehicle	Enter/exit vehicles as free action.
Ram Through	2	Vehicle	After failing terrain test, continue moving as if it hadn't, but vehicle suffers damage determined by GM.
Re-Roll Damage	1		Reroll any number of damage dice.
Second Wind	1		Recover 1 Stress.
Secondary Target	2		Second target within Reach of primary target suffers ½ damage.
Subdue	1		Attack gains Nonlethal quality.
Stealthy	2		Reduce noisy action to a sneaky action; sneaky action to silent.
Stubborn	3	Psywar	+1 Intransigence for a specific Metanoia Effect
Swift Action	2 NR		Take additional Standard Action (+1 difficulty to skill tests on action).
Target Passenger	2	Vehicle	Attack vs. vehicle can also target a passenger in Exposed vehicle.
Trigger Program	Varies	Infowar	Trigger effects of a program (see <i>Gear</i> ).
Withdraw	1		Leave Reach of an enemy without triggering Retaliate Reactions.

## NPC PROGRAM TEMPLATES

### Assault Hacking Device

- *Black Hat*: IC-1 Black ICE, CLAW-1 Blackout, CLAW-3 Total Control
- *TAG-Killer*: IC-1 Countermeasures, CLAW-2 Expel, CLAW-2 Oblivion, CLAW-3 Basilisk
- *Wight*: IC-1 Hivemines, CLAW-2 Oblivion, CLAW-3 Carbonite

### Defensive/White Hat Device

- *Meticulous Admin*: IC-3 Crybaby, IC-3 Redtape, SHIELD-3 Counterstrike
- *Rook*: IC-3 Countermeasures, SHIELD-1 Exorcism, SHIELD-1 U-Turn, SHIELD-3 Counterstrike
- *White Hat*: IC-3 Countermeasures, SHIELD-1 Exorcism, SHIELD-2 Breakwater, SHIELD-3 Zero Pain

### EI Hacking Device

- *Halo Hunter*: CLAW-2 Oblivion, SWORD-1 Slasher, SWORD-2 Redrum, SHIELD-2 Breakwater
- *Mindworm*: CLAW-2 Oblivion, IC-3 Mirrormaze, SWORD-2 Trinity
- *Pax*: CLAW-2 Expel, SHIELD-1 Exorcism, SHIELD-1 U-Turn, SWORD-2 Redrum

### Hacking Device

- *Combat Support*: CLAW-1 Spotlight, GADGET-1 Controlled Jump, GADGET-1 Fairy Dust, SHIELD-1 U-Turn
- *Infiltrator*: CLAW-1 Blackout, CLAW-1 Overlord, GADGET-1 Lockpicker, SWORD-1 Slasher
- *Lurking Admin*: CLAW-1 Brain Blast, IC-1 Deadfull, IC-1 Redtape, SWORD-1 Slasher
- *Remote Jockey*: GADGET-2 Assisted Fire, GADGET-2 Enhanced Reaction, SHIELD-1 Exorcism

### Hacking Device Plus

- *D.F.A.*: IC-2 Back ICE, CLAW-2 Expel, GADGET-1 Controlled Jump, SHIELD-2 Breakwater
- *Grey Hat*: CLAW-2 Oblivion, IC-2 Gaslight, SHIELD-2 Breakwater, SWORD-1 Brain Blast
- *Infiltrator Plus*: CLAW-2 Oblivion, IC-2 Gaslight, SHIELD-2 Breakwater, SWORD-1 Brain Blast

### Killer Hacking Device

- *MIRV*: IC-1 Hivemines, IC-1 Deadfall, SWORD-2 Skullbuster
- *Redcap*: IC-1 Red Tape, SWORD-1 Slasher, SWORD-2 Redrum
- *Czar*: IC-1 Black ICE, SWORD-2 Trinity



# VEHICLES

## VEHICLE TYPES

- **Enclosed:** Passengers cannot be targeted / cannot use their personal weaponry.
- **Exposed:** Passengers can be targeted (may benefit from Cover) / can use personal weaponry.
- **Ground:** Moves across land.
- **Hands:** Has manipulators that act as hands. Pilot can make melee/ranged attacks with weapons held by vehicle; make unarmed strikes with damage equal to vehicle's Impact rating.
- **Hover:** Ignore all zone effects caused by surface conditions / obstacles shorter than human height.
- **Rugged:** -1 difficulty to repair tests.
- **Single-Seat:** Pilot can act as gunner with no penalty.
- **Walker:** Moves on legs. -1 Scale for Evasive Action or terrain tests.
- **Watercraft:** Moves across water.
- **Wheeled:** +1 Speed if no difficult terrain in any zone.

## VEHICLE PROFILE

**Armour:** Subtract from physical damage applied to vehicle.

**Brawn:** Used to calculate heavy loads, brute force, bonus damage from melee attacks.

- *Superhuman Brawn* X equal to Vehicle's Scale.

**BTS:** Applies to both vehicles and its passengers.

**Firewall:** Used when vehicle is unattended. (Operated vehicles use Pilot's Firewall.)

**Impact:** Damage rating. (Includes vehicle's Brawn.)

**Scale:** Each Scale is x2 size of previous scale.

- *Scale 0:* Same size as human

**Speed:** Vehicle's effective speed in action scenes.

## VEHICLE ROLES

**Pilot** (1/vehicle):

- May take actions to move vehicle.
- Make movement-related action tests (with Pilot skill).
- Vehicle without pilot automatically fails all terrain tests.

**Gunner** (max. 1/weapon): Operates mounted weaponry.

- *Splitting Focus:* Pilot can attempt to also assume Gunner role, but attack rolls and Pilot tests are made at +1 difficulty.

## VEHICULAR ATTACKS

**Passengers:** Passengers can attack normally out of an Exposed vehicle.

**Mounted Weapons:** A vehicle's gunners make attacks with mounted weapons.

- Can be mounted with any weapon.
- *Vehicles with Hands:* Can use 1H, 2H, Unbalanced, or Unwieldy weapons in one hand. Can use Massive weapons in two hands.

**Ramming:** If vehicle moved during its turn, pilot can attempt melee attack using Pilot skill vs. target within Reach.

- *Damage:* Impact rating.

**Targeting Vehicles:** Vehicles suffer Structure and Faults.

- *Fault Threshold:* Suffer Fault if suffering physical damage equal to 5 + Scale or when Structure = 0.

## VEHICULAR MOVEMENT

(maneuvers available to Pilot)

**MANOEUVER** (FREE): Move within Close range.

**CAREFUL PILOTING** (MINOR): Move # of zones = ½ Speed (round down, minimum 1).

**HASTY PILOTING** (MINOR): Move # zones = Speed.

- +1 difficulty to all tests made by passengers/crew (including terrain tests) until pilot's next turn.

**FLAT OUT** (STANDARD): Pilot (D1) test to move # zones = Speed +1 per Momentum.

- +1 difficulty to all tests made by passengers/crew (including terrain tests) until pilot's next turn.

## VEHICULAR ZONES

**Vehicle Terrain Test:** Pilot's Pilot skill. Difficulty increased by Scale.

**Optional Vehicular Terrain** (GM'S Discretion):

- Terrain only affects vehicle of Scale > X.
- Terrain only affects vehicle of Scale < X.
- Terrain only affects vehicles of certain type.
- Terrain has D0, only affecting vehicles with increased difficulty on terrain tests (like those moving fast).

## VEHICLE ACTIONS

**ASSUME ROLE** (MINOR): Assume role operating the vehicle.

**ENTER / LEAVE EXPOSED VEHICLE** (MINOR)

**ENTER / LEAVE ENCLOSED VEHICLE** (STANDARD)

- Characters may assume a vehicle role as part of this action.

## VEHICLE REACTIONS

**EVASIVE ACTION** (PILOT - MELEE/RANGED ATTACK vs. VEHICLE OR PASSENGERS): Attack becomes face-to-face vs. Pilot skill.

- Difficulty of Pilot test modified by Vehicle's Scale.
- On failure, if attack was targeting passenger/crew other than pilot, the original target can attempt a defence reaction normally.

## VEHICLE HARM EFFECTS

(in addition to normal Fault/Breach Effects)

**Gain Access:** A Breach Effect against unattended vehicle allows character to fake authorization.

## OTHER RULES

### STEALTH

**Stealth State Test:** Average (D1) Stealth test

**Detection Reaction:** vs. Observation/Analysis

**Failure:** Decreases stealth state by 1 step. Any opponent can spend 2 Momentum to decrease additional step.

**Become Hidden (MINOR):** Requires stealth state test.

**Scanning (STANDARD):** Force face-to-face stealth state test.

### STEALTH STATES

- *Revealed:* Attack/react normally.
- *Detected:* Approx. location known. Attack/react at +2 difficulty.
- *Hidden:* Location unknown. Cannot attack/react.

### STEALTHY ACTIONS (2 Momentum Reduces by 1 step)

- *Silent:* Does not change stealth state.
- *Sneaky:* Requires stealth state test.
- *Noisy:* Simple (D0) Observation test to reduce stealth state by one step. On success, can perform reaction to force additional opposed stealth state test.

### BASIC INTERACTIONS

#### GUIDELINES

**Persuasion:** Persuade vs. Discipline test

- *Success:* Target complies with request
- *Failure:* Target will not consider same request again
- *Complication:* Trigger a negotiation, or permanently shift relationship with target

**Deception:** Persuade vs. Psychology test

- *Success:* Reduce difficulty of Persuasion
- *Failure:* Increase difficulty of future deceptions
- *Complication:* Permanently shift target's attitude

**Negotiation:** Clearly establish current positions; Persuade vs. Persuade test.

- *Buyer's Difficulty:* Determined by how reasonable the offer is
- *Seller's Difficulty:* As per basic Persuasion

**Intimidation:** Persuade vs. Discipline test

- *Intimidating with Weapon:* Use weapon skill instead of Persuade

**One Metanoia Conversation:** Simplified Psywar scene in which each character's goal is defined as a Metanoia Effect.

### PERSUASION / DECEPTION TABLE

Difficulty	Interaction	Lies
Simple (D0)	Requires little time or effort; within target's normal activities; doesn't impact their lives; otherwise trivial.	Simple
Average (D1)	Requires a small amount of effort; a simple favour; no significant risk.	Plausible
Challenging (D2)	Requires some degree of effort or risk; could impact target's life.	Believable
Daunting (D3)	Requires both risk and effort; will definitely impact target's life.	Unlikely
Dire (D4)	Requires massive effort or serious risk; will significantly impact target's life.	Improbable
Epic (D5)	Requires both serious risk and massive effort; target's life permanently altered for the worse.	Far-Fetched

### DISCIPLINE / PSYCHOLOGY TABLE

Difficulty	Interaction
Simple (D0)	Target has a bad history with the character or considers them an enemy.
Average (D1)	Target is suspicious of or distrusts the character.
Challenging (D2)	Target has no particular opinion of the character.
Daunting (D3)	Target is a friend of the character, or regards them as trustworthy or authoritative.
Dire (D4)	Target is particularly naïve.
Epic (D5)	Target would honestly consider buying the Acheron wormhole from a stranger he just met on the street.

### PERSUASION FACTORS TABLE

Modifier	Additional Factor
-1	Target is on friendly terms with the character
0	Target is indifferent to the character
+1	Target is unfriendly to the character
+2	Target regards the character as an enemy
+1	Target is of a different Social Status
+1	Target is of a different Faction
+1	Request violates the target's ethics or morals
+1	Request is shameful or embarrassing
+2	Request is illegal

### DECEPTION FACTORS

Modifier	Additional Factor
-1	Character's appearance (clothing, etc.) backs up their story.
+1	Character's appearance is inconsistent with their story.
-1	Character has appropriate documentation (IDs, official forms, etc.)
-1*	Character has failed to lie to the target during the scene (cumulative)
-1*	Lie contradicts another already told to the target.
-1	Lie is based mostly in truth, with some facts omitted or reinterpreted.
-2*	Lie reinforces the target's existing perceptions, assumptions, and world view.
-1*	Lie is convenient for the target to believe.
+1*	Target has identified proof used by the character as suspicious.
-2*	Target's judgment is impaired (drugged, hypnotised, etc.).

*\* These modifiers apply in reverse to the Psychology test used to oppose the deception.*

# GEAR

## LIFESTYLES

### SOCIAL CLASS TABLE

Social Status	Earnings
Underclass	1
Demogrant	2
Middle	3
Upper	4
Elite	5
Hyper-Elite	6+

**Lifestyles** (p. 388)

- Clothing & Fashion
- Entertainment
- Food & Drink
- Housing & Property

**Lifestyle Rating:** If character has Earnings  $\geq$  Lifestyle rating of an expense, they can acquire it without paying Cost.

- **Acquisition Test:** Not required unless character is suffering Shortfall or in unusual circumstances. (If test is required, a complication may require them to pay Cost.)

**Lifestyle Maintenance:** Pay Maintenance for Lifestyle ratings higher than your Earnings.

- **Living Below Your Means:** Gain +1d20 per session on asset management tests to recover from Shortfalls per Lifestyle category lower than Earnings.

**Lifestyle Cost:** Individual items associated with a given Lifestyle can be purchased at cost.

#### Social Mobility

- **Social Climbing:** 1/month, Lifestyle (D5) test to gain +1 Social Status. -1 difficulty per Lifestyle maintained above current Social Status; +1 difficulty per Lifestyle below current Social Status.
- **Social Decline:** 1/month, Lifestyle test (difficulty = # of Lifestyles they're living below their means in, max. 5) or -1 Social Status

#### Adjusting Earnings

- **Higher Earnings:** Immediately adjust to new level.
- **Lower Earnings:** 1/session, roll [CD] = difference. -1 Earnings per Effect. (Asset can be spent to reroll any number of [CD].)

## ACQUISITIONS

### PURCHASING POWER

**Earnings:** Regular income.

**Cashflow:** Short-term resources

- **Start of Session:** 5+ Earnings + Lifestyle Expertise
- **Maintenance:** If an item's Maintenance > Earnings, subtract difference from Cashflow.

**Assets:** Extra cash, valuable items, favors, etc.

**Shortfalls:** +1 difficulty on acquisition/asset management tests.

### FACTIONAL CURRENCIES

Aridnan Ruble (ARU)	Tohaa - Tael (TOT)
Haqqislam - Dinar (HAD)	Ur Hegemony - Standard
Nomad Nation - Skender (SKR)	Morat Standard - Krut
0-12 - Sol	
PanOceania - Oceana (POC)	
Yu Jing - Yuan (YJY)	

### ACQUISITIONS

**Acquisition Test:** Lifestyle test; difficulty = Restriction

- **Assets:** Spent before test. +1d20 per Asset.
- **Failure:** Item cannot be found (retries allowed). Spent Assets are lost.
- **1 Momentum:** +1 effective Earnings.

**Total Cost:** On successful acquisitions test, roll item's Cost and subtract Earnings.

- **Tariffs:** Add item's Tariff per Effect rolled.
- **Purchase:** If purchased, subtract Total Cost from Cashflow. (Purchases which would reduce Cashflow to less than 0 cannot be completed.)
- **Shortfalls:** If 5+ lost Cashflow or Cashflow  $\leq$  0, suffer Shortfall.

**Incidental Purchases:** If acquisition test difficult is D0 and item has no Tariff.

- Total Cost = static value +  $\frac{1}{2}$  [CD] (round up)
- If Total Cost  $\leq$  Earnings, item can be purchased without reducing Cashflow or risking Shortfall.

**Illegal Purchases:** Acquisition test using Thievery.

- Can choose to reduce Restriction by 1-3 points.
- GM gains equal amount of Heat or Tariff to cost.
- **Black Market:** Access to specific market can reduce or eliminate Restriction boost; complication may lose access to the market.

### MONEY MANAGEMENT

**Recovering Cashflow:** Start of each session.

**Asset Management:** Spend Asset to make Lifestyle (D0) test.

- **Additional Assets:** +1d20 per Asset.
- **1 Momentum** = +2 Cashflow or -1 Shortfall

**Selling Items:** Make acquisitions test at +1 difficulty.

- On success, determine Total Cost, subtract Earnings, and add to Cashflow.
- If 5+ Cashflow restored or Cashflow restored to maximum, remove 1 Shortfall or gain 1 Asset (max. 2 Assets per sale).
- **Default Complication:** -1 Total Cost. If Cost at 0, -1[CD] Cashflow.

### BUYING IN BULK

# of Items	Difficulty
1-3	+0
4-7	+1
8-15	+2
16-31	+3
32-63	+4
64+	+5

**Bulk Acquisition:** Increase difficulty of acquisition test.

- Determine Total Cost using a single die roll.
- Subtract Earnings from each item separately.

### THEFT & EXTORTION

**Theft / Extortion Test:** GM decides based on approach.

- **Pickpocketing:** Thievery vs. Observation
- **Quantronic Theft:** Hacking vs. Analysis
- **Extortion:** Persuade / Close Combat vs. Discipline
- Add Nonlethal quality to physical theft for +1 complication range.

**Success:** Deal 1+2[CD] damage +1 per Momentum spent.

- +1 Asset per Harm Effect.

**Casual Pickpocketing:** Thievery (D1) test.

- **Success:** +1 Cashflow, +1 per Momentum
- **Reaction:** vs. Observation

## ITEM SIZES

**One-Handed (1H)**

**Two-Handed (2H)**

- +2 difficulty if used 1H.

**Unbalanced**

- Brawn 9+ = 1H.
- Brawn ≤ 8 = 2H.

**Unwieldy**

- +2 difficulty, +2 complication range
- Brace action cancels penalties

**Mounted**

**Massive**

- Requires Monstrous special ability.
- +2 difficulty if used 1H.

**Facility**

## ITEM STRUCTURE

4 Faults = Disabled

5 Faults = Destroyed

## GM GUIDELINES

**Minimum:** 1 Structure

**Carried in 1H:** 2-4 Structure

**Carried in 2H:** 4-6 Structure

**Smaller Than Person:** 6-8 Structure

**Human or Larger:** 8-10 Structure

**Civilian Vehicles:** 6-8 Structure per passenger.

**Delicate Items:** ½ or ¾ Structure of similar items; no Armour Soak.

**Tough/Hard Material:** 1 Armour Soak

**Rugged/Military Use:** x1.5 or x2 Structure; 2-3 Armour Soak

**Teseum Items:** x3 or x4 Structure; minimum 4 Armour Soak

## REPAIRING ITEMS

(see Treat action)

**Maintenance:** Tech (D0) test between scenes to recover all Structure.

## GEAR QUALITIES

### GENERAL QUALITIES

**Armoured X:** Armour Soak X.

**Augmentation [Aug]:** Cannot be removed without surgery.

**Comms Equipment [Comms]:** Susceptible to Systems Disruption and non-functional without personal network.

**Concealed X:** +X difficulty to find concealed item. Can spend 1 Momentum to stow item immediately after use.

**Disposable:** One use only.

**Expert X:** +X bonus Momentum. Automatic Comms quality.

**Fragile:** Disabled after 1 Fault; destroyed with 2 Faults.

**Improvised X:** +X complication range.

**Negative Feedback [NFB]:** Can only use one NFB item.

**Neural:** +X bonus Momentum with active use. Susceptible to neural Breach Effects.

**Non-Hackable:** Cannot be targeted with quantronic attacks or affected by Breach Effects.

- **Non-Hackable (+1D):** Added to equipment which is normally hackable. Inflicts +1 difficulty.

**Repeater:** User with authentication can take quantronic actions as if they were in the same zone as the repeater.

- Connecting to repeater is a standard action.
- Repeaters have Firewall/Security and can be suborned with a Breach Effect.
- Reset action can reboot suborned repeater.

**Self-Repairing:** Recovers all lost Structure between scenes.

- -1 Fault, +1 lost Soak/BTS per day.

**Subtle X:** +X difficulty to Observation tests to notice use.

- Noisy actions are sneaky; sneaky actions are silent.

**Supportware (Personal/Close/Long):** Can only maintain one supportware program in personal network at a time; can only benefit from one supportware program at a time.

- Activating supportware is a minor action (automatically deactivates current supportware).
- Allies within range automatically gain supportware; can use minor action to switch active supportware.

**Unsubtle X:** -X difficulty to Observation tests to notice use. Silent actions are sneaky; sneaky actions are noisy.

### ARMOUR QUALITIES

**Adapted (Environment):** -1 to Extraterrestrial, Resistance, Survival tests in environment.

**Exoskeleton X:** +X[CD] to melee attacks.

- Can use Unwieldy weapons without Bracing.
- Can use 2H/Unbalanced weapons in 1H without penalty.
- +Xd20 in Brawn tests by increasing complication by +X.

**Heavy Armour:** +1 difficulty to Agility-based tests.

**Hidden Armour X:** +X difficulty to Observation tests to notice.

**Kinematika:** -1 Heat cost, -1 difficulty for Acrobatics Defence Reactions (minimum 0).

- On successful Defence, can Withdraw by spending 0 Momentum; 2 Momentum to move to adjacent zone.

# ATTACK QUALITIES

**Anti-Materiel X:** Destroy X points of Cover or Soak per Effect vs. structures and vehicles.

- If Soak already 0, +1 damage per Effect.

**Area (Close/Medium/Long):** +1 target within range per Momentum (starting with nearest to original target).

- Defence Reactions of additional targets are vs. D2.
- *Complication:* May be used to target ally within area.

**Backlash X:** X damage to user per Effect (ignores Soak).

**Biotech:** Uses target's BTS as soak instead of Armour.

**Blinding:** As Effect, target makes Resistance (D3) test or Blinded. Lasts 1 round per Effect rolled.

**Breach Effect [BE]:** Inflicts special Breach Effect. (Do not count as Breaches for the purpose of disabling/compromising target.)

**Breaker:** Inflict one special Fault Effect per Effect, causing -1 BTS (minimum 0).

- If BTS already 0, +1 damage per Effect.

**Deafening:** As Effect, target makes Resistance (D3) test or Deafened. Lasts 1 round per Effect rolled.

**Electromagnetic [E/M]:** Made as physical attacks, but inflict quantronic damage. Non-Hackable items are immune.

- Automatic Breaker quality.
- Breaches must inflict System Disruption.
- On 4<sup>th</sup> or 5<sup>th</sup> Breach, spend 2 Momentum to destroy target's Cube.

**Extended Reach:** Attacker can Withdraw as free action if no enemy combatants within reach have Extended Reach.

- Non-Extended Reach melee attacks vs. target with Extended Reach attack are made at +1 difficulty.

**Frangible:** After resolving attack, permanent -1[CD] damage from item per Effect. If [CD] reduced to 0, item cannot be used until replaced/replenished.

**Grievous:** If Harm inflicted, deal +1 Harm.

**Guided:** If target Marked, ignore all penalties to hit due to range, visibility, concealment. With Analysis (D1) test, attack also ignores conditional soak.

- Automatic Comms quality.

**Immobilising:** Athletics test vs. difficulty = Effects or Hindered. (If already Hindered or 1 Momentum, target Stuck.)

**Incendiary X:** Target gains Burning X for 1 round per Effect.

**Indiscriminate (Close/Medium/Long):** Affects all characters in target zones.

- Defence Reactions made vs. D2.

**Knockdown:** Acrobatics or Athletics test vs. difficulty = Effects or knocked prone.

**Monofilament:** Ignores Armour Soak. +2 complication range. Does not gain bonus damage from attributes.

**MULTI (Light/Medium/Heavy):** Fire any standard ammo in primary mode; swap modes as free action. Secondary modes:

- **Light MULTI:** Specific type of Special ammo (DA by default), with Burst 1 and Munition quality.
- **Medium MULTI:** Specific type of Special ammo (DA by default). Use normal Burst.
- **Heavy MULTI:** Specific type of Heavy ammo (EXP by default), with Burst 1 and Munition quality.

**MULTI Light Mod:** Can install adhesive launcher, light shotgun, light flamethrower, or light grenade launcher as secondary weapon with Tech (D1) test. Operates as appropriate MULTI weapon.

**MULTI Heavy Mod:** As per MULTI Light Mod, but can also include heavy flamethrowers and heavy grenade launchers.

**Munition:** Can only use specific type of ammunition. Expend 1 Reload whenever fired (providing no additional benefit).

**Nanotech:** Uses target's BTS instead of Armour / Security.

- *Nanotech Effects:* Usually inflict special Harm Effects by spending Momentum. Targets with BTS are immune to nanotech effects from Momentum spends, but may suffer them if they suffer a Harm effect normally.

**Nonlethal:** Harms inflicted are removed with resting. Targets cannot die as a result of nonlethal Harms.

**Parry X:** +X[CD] Cover Soak vs. melee attacks.

**Piercing X:** Ignore X Soak per Effect.

**Radiation X:** Ignore all non-BTS Soak. Gain Terrifying X and Vicious X qualities.

- *Radiation Wound:* +1 difficulty on Agility, Brawn, Coordination actions. Requires Serious Treatment to remove.

**Reflective X:** As per Smoke, but impenetrable to modern optics and sensors (including multispectral).

**Salvo X (Quality):** Gains quality when using X Reloads (not counting Munition-required Reloads).

**Smoke X:** +X difficulty to Observation tests, decreasing by 1 every 1d6 rounds.

- *1 Momentum:* +1 zone affected

**Speculative Fire:** Can target foes without line of sight at +1 difficulty. Can choose additional +1 difficulty to ignore Cover Soak entirely.

**Spread X:** X additional hits at ½ original damage per Effect. Determine location randomly for each. Each separately reduced by Soak.

- Add all damage together to determine if cover is degraded.

**Stun:** Target Staggered 1 round per Effect.

**Terrifying X:** X mental damage per Effect.

**Thrown:** Use Athletics skill for ranged attack.

- Close range unless otherwise specified.

**Torrent:** Cannot affect targets further than optimal range. Ignore all Cover Soak. (Otherwise treat as Area attack.)

**Toxic X:** On Harm, Harm Effect causes target 1+X[CD] (Vicious 1) damage at end of each turn.

**Unforgiving X:** When using Exploit action, gain Vicious X.

**Vicious X:** +X damage per Effect.

# GEAR RULES 1

## AMMUNITION

**Buying Ammunition:** -1 difficulty buying in bulk.

**Swapping Ammo Types:** Minor Action

**Identify Fired Ammo:** Awareness+Ballistics (D2) test

### **Ammunition Categories**

- *Standard*
- *Special:* Weapon must be designed for it.
- *Heavy:* Only weapons with Munition quality.
- *Arrows:* Only bows.
- *Shells:* Only shotguns.

## ARMOUR

**Donning Armour:** 2+4[CD] rounds.

- Agility (D0) test, -1 round per Momentum.
- Open/close faceplate as minor action.
- *Powered Armour:* 1+2[CD] rounds per hit location. Partially worn power armour adds +1 complication range per missing piece.

**Combining Armour:** Use highest value per hit location/BTS.

### **BTS:**

- Bonus to Security Soak.
- Reduces difficulty of initial Resistance tests vs. disease, poison.

### **Customising Armour**

- *Replacing:* Tech test to install equipment in armour. D1 if designed for armour; D2 for different kind of armour; D3 and 1 Part to adapt other equipment. # of hours equal to difficulty of test.
- *Hot Swap:* Costs 1+2[CD], but can be installed in 10 minutes with Tech (D0) test.
- *Creating Slots:* Per replacing equipment, but +1 difficulty and 1 Part.
- *Damaging Integrated Equipment:* 2 Heat

### **Symbiont Armour:**

- *Soak/Wounds:* Armour suffers damage/conditions instead of character.
- *Vulnerability to Fire:* Wearer suffers damage normally; symbiont suffers x2 damage.
- *Symbiotic Healing:* 2 bonus Momentum to recovery and treat tests. Treat tests for the symbiont armour can use Medicine or Tech.
- *Detached Symbionts:* Standard action. Armour dies if not reattached within 1 week.

## CONTAGIONS

**Contagion Tests:** Use recovery skill for type of damage inflicted. Other characters can assist using the treat skill.

### **Type X (Y Momentum)**

- Difficulty X to avoid contagion; Y Momentum to recover.
- *Instant:* One-time effects. Single contagion test.
- *Complex:* Make tests once per Term. Each failed test inflicts contagion's effect; tests continue until Y Momentum generated.
- *Progressive:* As Complex, but +1 difficulty per failed test.
- *Chronic:* Remain dormant after resolution. GM can cause relapse with X Heat.

**Vector X:** Character can be exposed as Harm Effect or by spending X Heat. Make contagion test vs. contagion's difficulty (on failure, does not inflict effect; this only determines if character is infected).

**Harm Effect:** Inflicted when contagion damage causes Harm.

**Special Effect:** Unless otherwise stated, takes effect at infection.

## DRUGS

**Taking Drugs:** Patch, pill, or spray is Medicine (D0) test as minor action.

- *Auto-Injector:* Free action, Medicine (D1) test

**Addiction X (Y Doses):** If Y doses inflict Harm/Special Effect, user must make a Resistance test (DX) each time effect is inflicted or become addicted.

- If user goes 1 day without use, reduce current tally of doses by 1 (minimum 0).

**Compulsion X:** Addicted character who has opportunity to take drug must make Discipline (DX) test. +1 difficulty if suffering withdrawal; -1 difficulty per dose currently affecting them.

**Withdrawal X:** Once addicted, when drug effect comes to an end they must make Discipline test once per day or suffer withdrawal damage of drug.

**Overdose:** Taking a dose while still affected by the previous dose requires Resistance test (difficulty = number of doses still active). On failure, suffer Wound.

- *Wound Effect:* Dazed, 1+2[CD] physical damage per hour
- *2<sup>nd</sup> Wound Effect:* Staggered, 2+4[CD] physical damage
- *3<sup>rd</sup> Wound Effect:* Helpless, 3+6[CD] physical damage

## EXPLOSIVES

**Converting to/from Ammo:** Tech (D2) test, +2 complication range. Add Improvised 1.

### **Setting Explosive:**

- *Timer:* Tech (D1) test, failure = doesn't explode
- *Network Control:* Tech (D0) test, exposed to quantum detection/attacks

**Disabling Explosive:** Tech (D0) for your own explosives.

- Face-to-face test vs. check to originally set explosives.
- Breach Effect (for quantum-controlled explosives)

**Charges:** Placed on target within Reach (melee attack vs. target that can defend itself). Multiple charges triggered simultaneously combine qualities, Effects, and damage into a single roll.

**Grenades:** Do not need to be set (although they can be).

- *Thrown:* Disposable, Indiscriminate (Close), Speculative Fire, Thrown.
- *Grenade Launchers:* Each grenade = 1 Reload.

**Mines:** Attacks first valid target within range. Comms, Disposable, Indiscriminate (Close).

- *Attack Roll:* 10 + 1 per Momentum spent on Tech test to set mine.
- *Conceal:* Stealth vs. Observation
- *Non-Hackable:* Tech (D2) to modify.

## HACKING DEVICES

**Device Rating:** Maximum program rating device can run.

**SHIELD Programs:** Gain Interference Soak equal to highest rated SHIELD program installed x2.

**IC Programs:** Installing IC requires Hacking test (difficulty = program rating).

- *Conceal:* Intelligence+Stealth test

**UPGRADE Programs:** Require physical component.

- *Install:* Tech (D2) test

## GEAR RULES 2

### REMOTES

**Autonomous Operation:** Remote operating with native LAI is treated as an NPC (Trooper, Elite, or Nemesis).

- *Objects:* Structure score and suffer Faults.
- *Quantronics:* If user assumes control of autonomous remote which suffered Breaches, they are negatively affected by the Breach Effects when using remote.

**Remote Control:** Authorised user must be within Close range (or repeater).

- +2 complication range
- *Connecting/Disconnecting:* Standard action. (User can still take independent action without disconnecting.)
- *Skill Tests:* Use operator's skills assisted by equivalent remote abilities as if remote had taken Assist action. Superhuman Attributes of remote offer normal bonuses.
- *VR Mode:* -1 complication range. +1 Heat cost for Reactions using the operator's own body.

**Ghosting:** Quantronic Jump into remote.

- *Connecting/Disconnecting:* Standard action. (User must disconnect to take action with primary body.)
- *Physical Attributes:* Capped by remote's limitations.

**Remote Limitations** (*GM Discretion*): Some skill tests/actions may be more difficult/impossible with a remote.

to permanently disable weapon.

### RESOURCES

**Attrition (1 Heat):** If 0 Resources, character completely runs out Resource (mark as -1).

**Oxygen Load:** 1/hour make Extraterrestrial (D2) or Survival (D3) test or expend 1 load. If depleted, suffocation.

**Parts:** +1 bonus Momentum to Tech tests. If depleted, +1 difficulty on repair tests.

**Picks:** +1d20 to Thievery vs. physical security systems.

**Psychotropics:** +1d20 to social skills tests.

- *Customising:* Obtain biological profile with Medicine (D3 genetic sample, D1 with full medical scan) test. Then Medicine (D2) test to modify 1 Psychotropic; gain +1 bonus Momentum vs. that target.

**Reagents:** +1 bonus Momentum to Science tests (require laboratory). If depleted, +1 difficulty using lab.

**Reloads:** Specific to ammunition type. +1d20 and +1[CD] damage. Cannot spend more than Burst value of weapon. If depleted, cannot fire weapon with that ammo type.

**Serum:** +1 bonus Momentum on Medicine tests. If depleted, +1 difficulty on Medicine tests.

- *Specialised:* +1d20 on Medicine/Resistance tests vs. specific disease/condition.

**Silk:** Required for Silk augmentations. If used as Serum, +1 difficulty on test, but grants +4 bonus Momentum and +1d20 on all future recovery/treat tests until fully recovered or leave care facility.

### TOOLS

**Kits:** +1 bonus Momentum to related skill

**Facilities:** As per kit, -1 difficulty to related skill (min. 0)

**Suites:** Comms, Expert, -1 difficulty to specialized task.

### WEAPONS

**Ad Hoc Specialisation:** Tech (D2) test to modify Standard weapon to fire Special ammunition type. +1 complication range and GM can use complication

### MISC. GEAR RULES

**Airborne Deployment:** Minor Action to activate.

- *Altitude:* # of zones above the ground
- *Falling:* 3 zones per round. Ranged attacks vs. falling character at +1 difficulty.
- *Jump Pack:* On any turn after activation, Minor Action to increase or reduce falling speed by 1 zone per round.
- *Manoeuvre:* To adjacent zones at same altitude with Pilot (D1 test); +1 zone per 2 Momentum.
- *Falling Damage:* Take damage as if they had fallen distance equal to number of zones of remaining falling speed.

**Cube Scan:** With access to a Cube (or backup), 1+3[CD] bonus Momentum to social skill tests. Effect = complication.

**Dumb Mode:** Hacking (D1) test; opponents can make this face-to-face as reaction.

- Comms equipment is unusable; other devices gain Non-Hackable (+1D).

**Illumination:** Light sources illuminate one or more zones, eliminating darkness penalties when targeting objects/characters in those zones.

# ADVERSARIES

## FIELDS OF EXPERTISE

COMBAT  
FORTITUDE  
MOVEMENT  
SENSES  
SOCIAL  
TECHNICAL

## ADVERSARY CATEGORIES

### Troopers

- Roll 1d20 on tests.
- Stress = ½ associated attribute (round up).
- 1 Wound / Metanoia before being disabled.
- 1 Breach before network disabled.
- Cannot attempt reactions.

### Elites

- Stress = associated attribute
- 2 Wounds / Metanoia before being disabled.
- 2 Breaches before network disabled.

### Nemeses

- *Firewall*: Intelligence + Technical
- *Resolve*: Willpower + Fortitude
- *Vigour*: Brawn + Fortitude
- Suffer Harm as per PCs.
- Can spend 3 Heat for 1 Infinity Point.

## NPC ALLIES

**Allied Heat:** Generate Heat and Momentum as if they were PCs.

**Resources:** Spend Momentum to expend Resources. (Particularly significant allies might track individual Resources like a PC.)

**Fireteams:** PCs can become fireteam leaders, following the normal rules for leaders.

## FIRETEAMS

**Fireteam:** Up to 5 identical Troopers.

**Stats:** Per Troopers.

**Taking Action:** Roll # of d20s = number of fireteam members.

### Action Scenes:

- 1 turn per round.
- 1 Heat to seize initiative for entire fireteam.
- Considered a single target for making attack.
- Cannot take reactions (like other Troopers).

**Fireteam Damage:** If suffering 1+ Harms, take 1 Harm and fully replenish Stress track (additional damage applied to replenished Stress).

- *Wound / Metanoia*: Eliminate 1 team member.
- *Breach*: Network incapacitated when suffering Breaches equal to members in fireteam - 1; eliminated after one additional Breach.

**Conditions:** A condition suffered by any member affects entire fireteam. Condition can be eliminated by eliminating that fireteam member (leaving them behind).

### Leaders: Elite or Nemesis

- Take action with fireteam (generally leader taking action, fireteam assisting).
- *Resolving Action*: 2d20 + 1d20 per fireteam member
- *Damage*: Leader takes damage last and use their own Stress values. (2 Momentum to make Called Shot against leader.)
- *Data Network*: Suffer fireteam's Breach Effects.
- *Eliminated Leader*: Fireteam continues normally.
- *Reactions*: Fireteams with leaders still can't perform reactions. Leaders can perform reactions individually, but do so without fireteam support.

### Fireteam Heat Spends

- **Interpose (1 Heat)**: If within Reach of allied character, have the attack target the fireteam instead.
- **Special Weaponry**: 2 Heat to make attack with special weapon using one member of the fireteam (who acts separately from the rest of the fireteam for that round).

## COMMON SPECIAL ABILITIES

**Fast Recovery (Stress X)**: Regain X stress at start of turn. Spend Momentum = number of Harms currently suffered to remove 1 Harm.

**Fear X**: +X bonus Momentum on fear-related Psywar attacks.

**Grasping**: Spend Momentum to grab target. Target cannot move or take any action except Acrobatics/Athletics test with difficulty = Momentum spent to escape.

- Grasping character cannot attack other foes, but can inflict -1 difficulty for Exploit actions vs. grasped foe.

**Inured to X**: Immune to effects and damage of X.

- *Disease*: Immunity does not prevent being a carrier.
- *Pair*: Cannot be Dazed or Staggered by physical attacks.

**Keen Senses (sense type)**: -2 difficulty for Observation tests

**Menacing X**: On entering scene, GM gains X Heat.

### Mindless

- Cannot attempt reactions.
- Immune to mind-influencing effects.
- Cannot suffer mental damage.

### Monstrous

- +1 difficulty to tests where size/weight problematic
- Suffer Wound after 7 Vigour (instead of 5)
- Can use Unwieldy weapons without Bracing
- Use 2H weapons in 1H without penalty
- *1 Momentum*: Before attack to add Knockdown for all melee attacks in this turn.

**Night Vision**: Do not suffer penalties from darkness.

**Quantronic Jump**: Can jump from one quantronic receptacle to another. If NPC (maximum of 6 Heat spends per scene):

- *1 Heat*: Reintroduce to scene after 6 rounds.
- *2 Heat*: Reintroduce to scene after 4 rounds.
- *3 Heat*: Reintroduce at end of next round.

### Superhuman Attribute X

- X automatic successes on related tests
- +X bonus damage (if attribute grants bonus damage)
- +X stress (if attribute grants stress)

**Threatening X**: Starts scene with X Heat (which only this specific NPC can use).