

RULES CHEAT SHEET

Rolling for skills:

2d6 + base + skill - difficulty = total
total < 1 critical fail
total < 7 fail
total = 7 mixed success
total > 7 success
total > 13 critical success

Doubles = critical

Advantage = +1d6

Disadvantage = -1d6

magnitude = total - 7

Skills:

Animal Handling

Arcana

Alchemy

Artificy

Conjuration

Divination

Enchantment

Induction

Necromancy

Psionics

Art

Culinary

Music

Painting

Sculpture

Writing

Artillery

Astronavigation

Athletics

Acrobatics

Endurance

Weightlifting

Broker

Communications

Computers

Drive

Hover Vehicles

Large Vehicles

Single Rider

Small Vehicles

Engineering

Aerospace

Chemical

Electrical

Mechanical

Stardrive

Explosives

Firearms

Archery

Handguns

Heavy Weapons

Rifles

Heavy Armor

History

Investigation

Language

Leadership

Medic

Melee

Bludgeons

Large Blades

Small Blades

Swords

Unarmed

Memory

Nature

Navigation

Persuade

Deception

Diplomacy

Intimidation

Pilot

Atmosphere

Capital Ships

Helicopter

Mech

Plane

Spacecraft

Starcraft

Religion

Science

Sensors

Sleight of Hand

Stealth

Streetwise

Tactics

Trade

Watercraft

Zero-G

Sanity

Travel:

Per diem distance = $\frac{1}{2}$ speed rounded down

Double time: -5 difficulty constitution Athletics Endurance roll to resist gaining 1 exhaustion point.

Combat Actions:

Standard actions:

Attack (weapon skill roll, magnitude = damage)

Defend (add dexterity to defense)

Move (meters $\leq$ speed)

Hide (stealth skill roll)

Aim (weapon skill roll)

Draw/stow an item

Catch/throw an item

Drop/pick up an item

Use an item

Cast a spell (arcana skill roll)

Make a skill roll

Grapple (melee unarmed roll against speed)

Maintain concentration

Mount/dismount an animal

Make a statement

Stand up

Minor actions:

Move

Make a Statement

Drop/Pick Up an Item

Mount/Dismount an animal

Stand up

Standard actions cost 3 initiative points. Minor actions cost 1 initiative points.

You may buy up to 2 standard and up to 3 total actions per turn. You may spend additional points to prevent interruptions. Interruption and interaction action costs are +1 greater. Interruptions additionally require a higher total to be spent.

A creature or vehicle may move up to 4 times in a round.

Damage and Healing:

Each day that they get enough food and rest, one of your wounds is reduced by 1 and you either regain 1 health or lose one exhaustion point. A Medic roll may be made once per day for each wound to reduce it by 1 or 2. It's difficulty is equal to the target wound's current value.

Mounted Combat:

If a creature is mounted on an animal, they may make an Animal Handling roll to cause the animal to take an interaction. After declaring what actions they are attempting to cause the mount to perform, the Narrator sets the difficulty. On a success, the mount immediately spends the necessary number of initiative points to take the declared actions(s) under the control of the player taking their turn. If the creature fails a roll, chooses not to roll, or the mount does not have enough initiative points, then the mount will continue to act based on its own tendencies according to the Narrator's discretion. Creatures riding a mount have advantage on Melee attacks. Creatures of the same size or smaller as a mounted creature who are not riding a mount have disadvantage attacking the mounted creature. A creature can only ride on an animal that is at least one size larger than it is. A mount should be at least 2 sizes larger than its rider so it can avoid the Athletics rolls necessary for carrying a similar sized creature. A mount's move action counts as one of its controller's four move actions each round.