

The Character Sheet (Who am I?)

NOTE: Having high numbers is good.

Basic Attributes (determine many other things): (Important!)

ST - Strength. your physical power and bulk
 DX - Dexterity. agility, motor control, and total coordination
 IQ - Intelligence. brainpower, creativity, reason, and memory
 HT - Health. vitality, stamina, and general hardiness

Other Attributes (derived from basic ones)

HP - Hit Points. the amount of damage you can still take before risking unconsciousness or death
 Will - Willpower. your ability to resist temptation and fear
 Per - Perception. includes the body's five senses
 FP - Fatigue Points. how much effort it takes to exhaust you
 Basic Speed/Move. how fast you can travel in one second
 Dmg - Damage. how much harm you cause when unarmed
 Dodge / Block / Parry. your defenses (Dodge is very useful!)

Other Traits and Essential Vocabulary:

advantages – special talents, resources, and abilities
 disadvantages – limitations (Role-play well to earn points!)
 (perks are minor advantages, quirks are minor disadvantages)
 skills – what you know how to do (Skills will be important!)
 game master (GM) – the referee and narrator
 character – any being in the game (person, animal, robot, ...)
 player character (PC) – a character created and played by one of the players (that is, you)
 nonplayer character (NPC) – a character played by the GM

Levels (Am I any good?)

#...	...in an attribute is:	...in a skill is:	Roll dice # is %	
≤3			≤3 <1%	always a critical success
4			4 2%	critical success if effective skill is 15+ is 16+
5			5 5%	
6	crippling		6 9%	
7	poor		7 16%	always a failure, also a critical failure if effective skill ≤15
8		untrained	8 26%	
9	low average	novice	9 38%	
10	average		10 50%	
11	high average		11 63%	
12		professional	12 74%	
13	exceptional		13 84%	
14		expert	14 91%	
15	astonishing		15 96%	
16			16 98%	
17		master	17 99%	
≥18			≥18 100%	always a critical failure

Crits (Wow, That's Bad/Good!)

Rolling 10+ effective skill is a "critical" (terrible) failure. And see Three Game Concepts to Know:

1. Success Rolls (Can I do this?)

NOTE: Rolling low numbers is good.

To perform a task, roll 3 ordinary dice against a skill or attribute. With *any* skill level, very easy tasks are automatic. Ordinary tasks succeed if you roll equal to or less than your skill level. No matter what number you're trying for, a roll of 3 or 4 is always a success and a roll of 17 or 18 is always a failure.

Modifiers: Harder tasks have penalties (-): subtract these from the skill level. (You may want to make the task harder: aim for the vitals, speed up, etc.) In contrast, easier tasks have bonuses (+) added to the level. (Get bonuses by changing how you do the task: spend more time, aim carefully, move closer, ...)

Contests: When competing with someone, both people roll and the one who succeeds by the largest margin wins.

Criticals: If you roll very low or high you succeeded or failed spectacularly. This is called a critical success or failure.

2. Combat (Did I hit him?)

NOTE: Rolling low numbers to hit is good.

An attack requires three rolls: (The first two are success rolls.)

- (1.) Attacker rolls 3 dice against the weapon skill to hit.
- (2.) Defender rolls against Dodge, Block, or Parry to avoid.
- (3.) If the attacker succeeded and the defender failed, the attacker rolls the dice listed under damage for that weapon.

NOTE: Rolling high numbers for damage is good.

Before applying damage, the defender subtracts any Damage Resistance (DR) due to armor, cover, etc. Next, certain types and locations of damage have multipliers (for instance, if you are *impaled*, damage is x2). Finally, the victim subtracts the total from their current HP (hit points). The GM may state further effects (e.g., the victim is knocked down).

3. Reaction Rolls (Do they like me?)

NOTE: Having positive bonuses is good.

When you meet an NPC, or ask one for a favor, the GM makes a reaction roll in secret. (Players do not make reaction rolls.)

The higher the roll, the friendlier the reaction.

Influence: Some skills gain the NPC's favor: Fast-Talk, Sex Appeal, Streetwise, Diplomacy, Savoir-Faire, Intimidation
 Modifiers: Your advantages (+) and disadvantages (-) may give you a bonus or penalty: Charisma, Appearance, Status, Rank, Reputation, Uncongenial, Social Stigma, Clueless, ...

(Since only the GM sees the reaction roll, watch out! A "friendly" NPC might not be a success – it could be a negative reaction so strong that they're lying or trying to trick you.)