

THE BASICS

Rounding: As usual

Round: About 5 seconds

Encounter: 1 hour

Scene: 1 day

Chapter: 1 week

Story: 1 month

Downtime: variable

- 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

Get the 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.

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
- **Range Combat:** Aiming During Previous Round, Large Target, Point blank

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
- **Range 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
2-10	Failure
11-19	Success
20	Except. Effect

Except. Effects

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.

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

No test if there is no time constraint. Group tests for a define interval of time.

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 situation 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 (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

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

Swimming

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

Actions

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

Wounds

- Defender chose wound location.

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.

Reloading 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

- **Concentrate:** Maintain a power.
- **Draw item or ready weapon**
- **Drop Prone or Get Cover**
- **Getting Ready**
- **Off-Hand Attack:** Disadvantage to test.
- **Open a Door**

- **Pickup or Drop an Object**
- **Push a Button**
- **Quick Move:** See Movements above.
- **Speak**
- **Stand Up**

ADVANCED COMBAT

Backstabbing: Advantage for unaware opponent and another for an attack from behind.

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.

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

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.

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.

Effects void the next natural recovery.

First Aid and Surgery

First Aid kit for normal wounds, Surgery Kit for critical wounds. 4 hours without moving or action for patient and healer. Medicine (1 for each normal wound and 2 for each critical one). Disadvantage on self.

Stabilizing Dying Character

All a scene without moving or action. Medicine (2) if the patient is moved.

ACTIONS

Commanding

- **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

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.

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.

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

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

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.

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. The difficulty is equal to the power level used.

Blood

Self harm is required to use a power. It can generally be done with a bladed weapons. A success mean that the harm as not cause a wound. On a fail, the character suffer a wound of their choice.

Draining

Your powers drain your life. A 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

A 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

A 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.