

Action Points in Combat Encounters (p. 26)

During combat, you can spend Action Points to do the following:

- **Buy d20s (1–6 AP):** Buy bonus d20s for a test, before the dice pool is rolled, but after the GM sets the difficulty. The cost increases for each die purchased: the first d20 costs 1 AP, the second costs 2, and the third costs 3. No more than three bonus d20s may be rolled for a single test, including any d20s from perks or traits.
- **Obtain Information (1 AP):** Ask the gamemaster a single question about the current situation, based on your test. The GM will answer truthfully, but the answer might not be complete.
- **Take Additional Minor Action (1 AP):** Take 1 additional minor action in your turn. You can only take a total of 2 minor actions in a single round.
- **Take Additional Major Action (2 AP):** Take one additional major action on your turn. Any skill test you must attempt is increased in difficulty by +1. You can only take a total of two major actions in a single round.
- **Add Extra Damage (1-3 AP):** On a successful melee attack or thrown weapon attack you can spend AP to add 1 per AP spent, up to a maximum of +3 for 3 AP.



Hit Locations (p. 28)

D20 ROLL	HIT LOCATION
1–2	Head
3–8	Torso
9–11	Left Arm
12–14	Right Arm
15–17	Left Leg
18–20	Right Leg

Weapon Range Difficulty (p. 28)

RANGE TO TARGET	WEAPON RANGE			
	Close	Medium	Long	Extreme
Close (same zone)	+0	+1	+2	+3
Medium (adjacent zone)	+1	+0	+1	+2
Long (2 zones)	+2	+1	+0	+1
Extreme (3+ zones)	+3	+2	+1	+0

Damage Effects (p. 30)

EFFECT	DESCRIPTION
Breaking	For each Effect rolled, reduce the number of a target's cover provides by 1, permanently. If the target is not in cover, instead reduce the DR of the location struck by 1, according to the damage type of the weapon—physical damage only reduces physical DR, for example.
Burst	The attack hits one additional target within Close range of the primary target for each Effect rolled. Each additional target spends 1 additional unit of ammunition from the weapon.
Persistent	If one or more Effects are rolled, the target suffers the weapon's damage again at the end of their next and subsequent turns, for a number of rounds equal to the number of Effects rolled.
Piercing X	Ignore X points of the target's DR for each Effect rolled, where X is the rating of this damage effect.
Radioactive	For every Effect rolled, the target also suffers 1 point of radiation damage. This radiation damage is totaled and applied separately, after a character has suffered the normal damage from the attack.
Spread	For each Effect rolled, your attack inflicts one additional hit on the target. Each additional hit inflicts half the rolled damage (rounded down) and hits a random location even if a specific location was targeted for the initial attack.
Stun	If one or more Effects are rolled, the target cannot take their normal actions on their next turn. A stunned character or creature can still spend AP to take additional actions as normal.
Vicious	The attack inflicts +1 damage for each Effect rolled.



Injury Recovery Difficulty (p. 35)

ACTIVITY	DIFFICULTY
Restful (no strenuous activity all day)	1
Light (only a small amount of travel or similar)	2
Moderate (travel, but no combat)	3
Heavy (travel and combat)	4

Minor Actions (p. 25)

ACTION	DESCRIPTION
Aim	Re-roll 1d20 on the first attack roll you make this turn.
Draw Item	Draw one item carried on your person or pick up an object or item within your reach.
Interact	Interact with your equipment or environment in a simple way.
Move	Move up to 1 zone or stand from prone.
Take Chem	Administer a dose of a chem that you are holding.

Healing Actions in Combat (p. 33)

ACTION	DESCRIPTION
First Aid	Attempt an INT + Medicine test, with a difficulty equal to the number of injuries the patient has, increasing the difficulty by +1 if you are trying to perform first aid on yourself. If you succeed, you can do one of the following: <ul style="list-style-type: none"> • Stabilize a dying patient • Heal Health Points equal to your Medicine rating • Treat one injury the patient is suffering from
Take Chem	Taking the minor action allows you to administer the chem to yourself, or to a willing creature within your reach



Critical Hits and Injuries (p. 32)

A critical hit occurs whenever a character suffers five or more damage in one hit (after reductions from DR).

LOCATION	EFFECT
Arm	You drop any object held in that hand, and the arm is broken or otherwise unable to move.
Leg	You immediately fall prone. You can no longer take the Sprint action, and the Move action is now a major action for you.
Torso	You begin bleeding heavily. At the end of each of your subsequent turns, you suffer 2 physical damage, ignoring all your DR.
Head	You are momentarily dazed and lose your normal actions in your next turn (though you may spend AP for extra actions as normal). Increase the difficulty of all tests which rely on vision by +2.

Major Actions (p. 26)

ACTION	DESCRIPTION
Assist	You assist another character with their next test.
Attack	Make a melee or ranged attack.
Command an NPC	If you have an allied NPC under your command, choose a single major action for them to take. CHA + Speech (if the NPC is a person), CHA + Survival (if the NPC is an animal), or INT + Science (if the NPC is a robot).
Defend	You focus on protecting yourself. Make an AGI + Athletics test with a difficulty equal to your current Defense. If you succeed, add +1 to your Defense. For 2 AP, add an extra +1 to your Defense.
First Aid	You try to quickly patch the wounds of yourself or an ally.
Pass	You choose not to do anything.
Rally	Make an END + Survival test with a difficulty of 0, and save any Action Points you generate.
Ready	Describe a situation you expect to occur, and choose a major action you will perform when it does.
Sprint	Move up to two zones.
Test	Perform a skill test for an action not covered by the other actions.

Weapons Qualities (p. 90)

- **Accurate:** If you take the Aim minor action before attacking with an Accurate weapon, you may spend up to 3 AP to add +1 per AP spent to the attack's damage.
- **Blast:** Select a single zone you can see, and make the appropriate skill test to attack, with a basic difficulty of 2 (adjusted for range as normal). If you succeed, every creature (and other damageable target) in that zone suffers the weapon's damage. If you fail, your misplaced attack is less effective: roll only half the weapon's to determine the damage inflicted to creatures in the target zone and ignore the weapon's normal damage effects.
- **Close Quarters:** A Close Quarters weapon is easy to use up-close, and suffers no difficulty increase for being used when within Reach of an enemy.
- **Concealed:** A Concealed weapon is small, or otherwise easy to hide on your person.
- **Debilitating:** The difficulty of any skill test to treat injuries inflicted by a Debilitating weapon increase by +1.
- **Gatling:** Ammunition is spent at ten times the normal rate by Gatling weapons.
- **Inaccurate:** When making an attack with an Inaccurate weapon, you gain no benefit from the Aim minor action.
- **Mine:** When a Mine is placed onto a surface and primed, it becomes a dangerous object, inflicting its damage upon anyone who comes within Reach of it.
- **Night Vision:** When you Aim with a Night Vision weapon, you ignore any increase in the difficulty of an attack due to darkness.
- **Parry:** When an enemy attempts a melee attack against you, and you are wielding a Parry weapon, you may spend 1 AP to add +1 to your Defense against that attack.
- **Recon:** When you Aim with a Recon weapon, you may mark the target you aimed at. The next ally to attack that target may re-roll one d20 on their attack.
- **Reliable:** During each combat encounter, a Reliable weapon ignores the first complication you roll on a test to use that weapon.
- **Suppressed:** With a Suppressed weapon, the enemy do not notice the attack unless they are the target or they pass a **PER + Survival** test with a difficulty of 2.
- **Thrown:** A Thrown (C) weapon can be thrown, as a ranged attack with an ideal range of Close. A Thrown (M) weapon can be thrown, as a ranged attack with an ideal range of Medium.
- **Two-Handed:** A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2.
- **Unreliable:** When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1.

Hunger States (p. 191)

STATE	EFFECT
You're full if you've eaten your fill. You can't eat any more food while full.	After an hour of being full , you become sated .
You're sated if you've eaten recently but you've still got room for a bit more.	After four hours of being sated , you become peckish .
You're peckish if you're ready for your next meal.	After eight hours of being peckish , you become hungry .
You're hungry if your stomach is growling and you're starting to feel a bit weak.	After sixteen hours of being hungry , you gain 1 Fatigue and become starving .
You're starving if everything reminds you of food and you're feeling weak and tired.	For every day you are starving , you gain 1 Fatigue.

Thirst States (p. 191)

STATE	EFFECT
You're quenched if you've drunk as much as you can. Drinking more beverages while quenched has no effect on your thirst.	After an hour of being quenched , you become hydrated .
You're hydrated if you've drunk recently but still could drink more if desired.	After two hours of being sated , you become thirsty .
You're thirsty if you've not had anything to drink in a while.	After four hours of being thirsty , you gain 1 Fatigue and become dehydrated .
If you're dehydrated , you may be getting dizzy, suffering headaches.	Every eight hours you spend dehydrated , gain 1 Fatigue.