

Quick System Reference

Base Mechanic

When you roll, you combine:

Attribute Dice + **Background** Dice

Keep a number of dice equal to Attribute

Add them all together and compare result to **Target Number** set by the GM.

If result is equal to, or higher than, TN = Success

If result lower than TN = Failure.

Actions and Costs

- 3 Simple Actions Per turn
- 1 Complex Action = 2 Simple Actions

Name	Cost
Quickdraw	S
Melee Attack	S
Fire (S mode)	S
Aiming (S mode)	C
Fire (F mode)	C + Dependent
Aiming (F mode)	S + C per
Throwing	S / C
Speak	S
Movement	S

Social

Reading = understand NPC (detect lies, motives)

Panache = impress (makes NPC easier to influence).

Manipulation = influence/lie/convince.

TN = NPC's attitude (Ambivalent = 12, Friendly = 6, Hostile = 18).

Fame

Fame Pool: Spent to boost rolls or trigger stunts.

Heat: Earned during stylish or impactful combat.

Renown: Convert Heat or earn via Stories. Spent to refresh Fame, reduce Cooldown, or buy favours.

Combat Steps

1. Heat Bid

Players bid heat and add this to 1d6. Value determines turn order with the highest going first.

2. Resolve Actions

Actions are resolved in player/enemy alternation order. Each character takes their turn to act.

3. Attack Roll

Might + Background (melee) or
Grace + Background (ranged).

- Keep dice equal to Attribute rating.
- Compare total to target's Armour (or Grace if unarmoured).
- If equal or higher = hit.

4. Roll Damage

Roll weapon's damage dice (e.g. 3d6). This total becomes the target for the resistance roll.

5. Damage Resistance

Target rolls Grit + Toughness (keep Grit number of dice).

- If resistance $\geq$ damage = no effect.
- If damage > resistance = take wounds equal to weapon's damage rating.

Track Wounds & Dying

- Max wounds = Grit (plus bionetic bonuses)
- Exceeding wounds = character is dying
- Dying characters must roll Grit + Toughness vs. current wounds each round or take more wounds.
- Surpassing Wound Limit + Grit = death.

First Aid & Recovery

- Apply patches (quick, temporary).
- Medpack + relevant Background = test (TN 24) to make a dying character "walking wounded."
- Natural healing: wounds² days, halved with basic care, quartered with intermediate, or reduced to days = wounds with advanced care.