System Quick Reference Sheet

Skill Checks

Roll 2d6 and add the most relevant attribute modifier and character skill rating. Apply a -1 penalty if you lack even level-0 expertise in the skill. If you equal or exceed the difficulty number of the skill check, you succeed in your attempt.

Saving Throws

When the GM asks for a particular type of saving throw, roll 1d20 and compare it to the relevant saving throw number for your class and level. If you equal or exceed this number, it's a success.

Combat

At the start of combat, roll initiative: 1d8 plus your Dexterity modifier. The highest roll acts first with the rest following in order. PCs win ties. Once everyone has acted, the sequence starts over.

During a combat round you may move up to 20 meters on your turn. You may then either perform an action or attack, or else move an additional 20 meters. If you try to get away from a melee opponent without spending your action disengaging, they get a free attack against you. You may move before or after your action, but you can't split your movement around an action.

To attack, roll 1d20 and add your relevant Combat skill, attack bonus, the target's Armor Class, and the attribute modifier associated with your weapon- usually Strength or Dexterity. If the total equals or exceeds 20, you hit. A natural roll of 20 always hits and a roll of 1 always misses. If you have no skill whatsoever in your current weapon, take a -2 penalty to the hit roll.

If you hit, you inflict hit point damage equal to your weapon's damage die plus your relevant attribute modifier. If you're fighting with the Combat/Unarmed skill you may add its level to the total. If a target is brought to 0 hit points, it dies.

Injury and Healing

A mortally-wounded character brought to zero hit points has a chance of being saved if tended within six rounds. An Old Terran stim or healing device will automatically revive him and allow him to act normally after ten minutes of rest.

If a healer is forced to use more primitive tools, they need to make an Intelligence/Tech/Medical skill check at a difficulty of 8, +1 for every round since the patient was felled. Only one such check can be made per round, but the check can be repeated until the victim is stabilized or six rounds have passed, after which death is certain.

Characters stabilized by primitive medicine are very fragile and weak, unable to act for at least 1d6 x 10 minutes. After that, they may make a Physical Effect saving throw to regain 1 hit point and act normally. Failure means 2d6 days before another save attempt can be made. Old Terran stims or healing devices can revive such incapacitated sufferers instantly.

A character who is not starving or dehydrated regains his level in lost hit points every morning when he wakes. If he spends the entire day resting, he gains twice that amount, plus 2 more for every level of Tech/Medical skill possessed by his attending physician.

Subsistence and Foraging

Every night, you gain one Hunger and one Thirst point. If your Hunger points reach 5 or your Thirst points reach 2, you're in trouble, and likely to suffer penalties. Letting Hunger or Thirst climb too high can mean death or incapacitation. Consuming a ration of food or drink eliminates a point of hunger or thirst. Any amount of water can aid a dehydrated PC, but only two rations of food can lessen Hunger each day.

Foraging and hunting can be attempted once per day and require four hours of gathering. On a successful Wisdom/Survival skill check at difficulty 8, the forager gains 1d3 plus their Survival skill in food rations. If the character spends eight hours foraging, they may add +1 to the skill check. If they're not picky about what they eat, they can make a second foraging check, but any rations gained by either roll are "dirty" and add Contamination to the PC.

Gear Damage and Repair

If you roll a 1 or 2 on your attack roll, your weapon is damaged, and loses one level of condition. If you're hit by an enemy who rolls a 19 or 20 on his hit roll, your armor is damaged and loses one level of condition, though this has no real consequences for armor until it becomes Broken and useless. If you roll a natural 2 or 3 on a skill check, any equipment you're using with that check degrades by one step. This damage can affect your weapon, armor, or gear only once per fight or scene, no matter how many bad rolls are involved.

To repair gear, you need at least one unit of spare parts of the same tech level as the item to be repaired and a toolkit of the appropriate tech level. The mender expends one unit of spare parts and rolls an appropriate Intelligence/Tech skill check against a difficulty equal to 5 plus the tech level of the gear. For every 2 points by which he beats the difficulty, he removes one step of damage. A minimum of one step is fixed on a success. Failure means that the spare parts are wasted, but the technician can keep trying. Repairing a man-portable item takes one hour.

Equipment Condition	
Perfect	No penalty to use
Worn	No penalty to use
Light Damage	-1 to hit, damage, -1 to skill checks using the item
Moderate Damage	-2 to hit, damage, -1 to skill checks using the item, 2 in 10 chance to fail.
Heavy Damage	-3 to hit, damage, -2 to skill checks using the item, 2 in 6 chance of failing
Broken	The device is inoperable or unusable.
Ruined	The device is beyond repair and fit only for salvage.