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Character creation

Standard arrays

Your Ability scores all start at 5, and you get 30 points to distribute between them. No ability score can go above a 15.

- 15 15 15 5 5 5
- 10 10 10 10 10 10

Species

Your [Species](#) determines your [Hit die](#), [Hp](#), [Size](#), and many other things.

Starting items

You start with X Bucks, which you can spend on [Items](#) before starting.

Starting perks

You start with 5 Starting perks of your choice. Starting perks are labeled as such.

Leveling up

Defeating enemies, training, etc gives you XP.

XP can be exchanged for Perks, which can take the form of new actions, score increases and new proficiencies.

Your Level is the total amount of Xp you have gained throughout your journey.

Every 25 Levels, your Proficiency bonus is increased by 1. [it starts at 1]

Ability scores

The characteristics of a creature are categorized into 6 Ability scores.

- **Constitution**: The amount of physical abuse a creature's body can take.
- **Strength**: The pure muscle power of a creature.
- **Dexterity**: A creature's speed and motor control.
- **Intelligence**: A creature's ability to pick up clues and understand their surroundings.
- **Knowledge**: How much information a creature knows.
- **Charisma**: The sway a creature has through personality.

All rolls rely on these 6 Ability scores.

An Ability modifier is the respective Ability score - 10.

Checks are a d20 roll + your Ability modifier.

Contests are checks where two creatures roll against each other

Proficiency

Your Proficiency bonus is a representation of your prowess and training.

Your Proficiency bonus is determined by level, and is added to your Skill roles.

Skills can be gained via perks.

Health

Hit points, or Hp, measures the amount of damage you can take and still keep going.

The formula for Hp is Hit die[Con] x Size category

When you hit 0 Hp, you are downed.

Temporary Hp is reduced after normal Hp, and disappears after a rest.

Resting

A Long rest takes a minimum of 5 hours of sleep.

During a Long rest, you gain back one Hit die of Hp, and your levels of exhaustion are reduced by 3.

A Short rest takes a minimum of 1 hour of light activity.

During a Short rest, your levels of exhaustion are reduced by 1.

Some Abilities and effects are activated upon a Short rest.

If you sleep during a Rest, you can be awake for twice the time you spent asleep, after which you gain a Level of Exhaustion, gaining one every 10 hours.

Equip load, Inventory and Evasion score

All items have a Weight and amount of Spaces.

Some Attire has Storage spaces, meaning it can store up to those Spaces, worth of items.

Your Equip load is all of the Weight you carry on your person.

Your Equip maximum is the maximum amount of weight you can carry.

Your Equip maximum is your Strength modifier x your Size category.

Your Equip capacity is your Equip maximum minus your Equip load.

Your Movement speeds And Dexterity score cannot be higher than your Equip capacity.

Resistances

Your character has an amount of Resistances.

All Damage you take is reduced by your Resistance to that Damage type.

Resistance can either be Armor resistances or Innate resistances.

Armor resistances do not apply to Direct damage or Critical hits.

Immunity means you take no damage.

Weakness to a damage type means all of that damage you take is doubled.

Weakness goes after Resistances.

Combat

Initiative

The first creature that notices the enemy, or realizes a fight is about to start, gets to make 1 action.

afterwards, all creatures in the area roll an Initiative[Int+Dex] roll.

Actions

During combat, each creature gets 6 Action points, or Ap to spend on actions. Your Ap resets to 6 at the start of your turn.

Movement

Crawling speed

Crawling represents a creature dragging themselves across the ground. Some Difficult terrain prevents you from crawling across it entirely. [use common sense]

Running speed

Running represents a creature walking or running across a horizontal surface.

Hovering speed

Hovering represents a creature moving across a horizontal surface while floating roughly a meter above it.

Hovering allows you to ignore certain kinds of Rough terrain. [use common sense]

Climbing speed

Climbing represents a creature moving along a vertical surface by gripping the uneven surface.

Creatures can not Climb up smooth surfaces.

Swimming speed

Swimming represents a creature moving through a fluid, around the same density as themselves.

Swimming lets you move in 3 dimensions.

Creatures without a Swimming speed can swim 1 meter, using their Movement action and Main action.

when Swimming upstream, moving 1 meter takes 2 meters of your Swimming speed.

Burrowing speed

Burrowing represents a creature tunneling through loose sediment.

Burrowing lets you move in 3 dimensions.

Burrowing does not let you move through solid rock or metal.

Flying speed

Flying represents a creature's controlled movement through the air.

Flying lets you move in 3 dimensions.

Gliding speed

Gliding represents a creature using a slowed descent to move through the air. Gliding lets you move in 3 dimensions, like flying, but you cannot move upwards, and lower at least 1 meter downwards every turn.

Jumping distance

Jumping represents a creature pushing off against the floor, and leaving the ground.

A creature can jump up to their Jumping distance as a Main action, ignoring all terrain in between their start and end point.

When jumping upwards, your Jump distance is halved.

Items

Some Attire can be used to Attune to Items. You can Attune to 2 Items at a time. Attunement unlocks special actions and abilities.

You can wield items up to 3 Size categories smaller than you. Each Size category higher decreases the Hit roll by

Status conditions

Downed

- A Downed creature is unable to do anything.
- A Downed creature loses Death points, instead of Hit points when taking damage.
- The Downed condition ends when the creature regains all of their Hit points, and has 0 Levels of Exhaustion.

Exhaustion

- **1 Level of Exhaustion:** The exhausted creature has a -1 to all rolls.
- **2 Levels of Exhaustion:** The exhausted creature has a -2 to all rolls.
- **3 Levels of Exhaustion:** The exhausted creature has a -3 to all rolls.
- **4 Levels of Exhaustion:** The exhausted creature has a -4 to all rolls, and loses its Free action.
- **5 Levels of Exhaustion:** The exhausted creature has a -5 to all rolls, and loses its Reaction.
- **6 Levels of Exhaustion:** The exhausted creature has a -6 to all rolls, and loses its Bonus action.
- **7 Levels of Exhaustion:** The exhausted creature has a -7 to all rolls, and loses its Main action.
- **8 Levels of Exhaustion:** The exhausted creature has a -8 to all rolls, and loses its Movement action.
- **9 Levels of Exhaustion:** The exhausted creature is Downed.
- **10 Levels of Exhaustion:** The exhausted creature dies.

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Human [Homo Sapien] A common species, known for their determination/stubbornness	Playable species
Ability score increase	- Constitution: +2 - Dexterity: +1
Health	- Hitpoint maximum: 6d10+6x[Con] - Hit die: d10
Size	Size category: 6
Movement	- Running speed: x
Languages	You speak 1 Terran dialect, and understand 1 other language of choice.
Adrenaline rush	- Activation conditions: When you or one of your allies fall below 5 Hp, or are in mortal danger, you can use 1 Ap to activate this ability. - Effects: Your Strength, Dexterity and Intelligence modifiers are doubled [or halved is its negative]. You gain 3d10 Temporary Hp. - Duration: The effects last until the end of combat, you take a rest, or fall unconscious. When the effects end, you gain 5 Levels of exhaustion.

Laser pistol	Item Weapon Device

shirt 1 pants 1 shoes 2 pistol 2 goggles 1
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