

CHAPTER 1: BASIC CONCEPTS

"It's important to remember that the friendship is always more important than the competition."

The basic flow of game mechanics will typically involve a few regular steps. Determining which dice to roll, determining the target number the dice must roll for success, adding or subtracting bonuses and/or penalties to the roll, and finally determining how well or poorly the attempt succeeded or failed.

DICE

In this system, each dice roll will change depending on the skill of the character. Each rating corresponds to a specific number of dice, using the following pattern.

1 = 1d2	6 = 1d10 + 1d2	11 = 2d10 + 1d2
2 = 1d4	7 = 1d10 + 1d4	12 = 2d10 + 1d4
3 = 1d6	8 = 1d10 + 1d6	13 = 2d10 + 1d6
4 = 1d8	9 = 1d10 + 1d8	14 = 2d10 + 1d8
5 = 1d10	10 = 2d10	15 = 3d10, etc.

The player adds the rating of the character's relevant SPECIAL stat and their relevant skill and rolls the appropriate number of dice. Add the results of the dice and compare that to the target number.

TARGET NUMBERS

When dice are rolled, the result is compared to a target number. The target number is based on a simple scale of difficulty.

2 = very easy	30 = very hard
5 = easy	40 = epic
10 = average	50 = next to impossible unaugmented
15 = difficult	60 = next to impossible augmented
20 = hard	70 = megaspells and beyond

TARGET MODIFIERS

While the target number table should work for most situations, there are some circumstances where character actions will create a bonus or penalty to the Target Number. Some actions will have specific modifiers, but they tend to follow these basic guidelines.

5 = Significant Change
10 = Big Change
15 = Dramatic Change

STANDARD TEST

By far the most common type of test. Roll your character's skill vs the target number.

GROUP TEST

Some tasks require more than one character to accomplish. Each participant rolls vs the target number and a minimum number of characters must succeed, depending on the type of task.

ASSISTANCE

If a character tries to help another character with a test, they roll their own applicable skill and may exchange the results of one of their dice with one of the other character's. Characters with good relationship scores may potentially exchange more than one dice.

Some tasks are delicate and require extreme precision to accomplish. Whenever it would be difficult for an untrained character to provide assistance, the GM may require the assisting character to reach a basic target number. If they do not reach that target number, they fail in assisting.

Basic = 5 Complex = 10 Delicate = 15

Additionally, if the assisting character critically fails, they must exchange their lowest die with the other character's highest die.

EXAMPLE:

The first character rolls [1], [5], [8]. The second character rolls, [5], [4]. The first character replaces their [1] with the second character's [5] for a final set of [5], [5], [8] for a total of 18.

EXTENDED TEST

Some tasks may require more than one success to finish. Defeating an opponent, for example, may require more than one successful hit. Treat these challenges as though they were NPCs in a sense, with a 'health' pool that is reduced with each successful attempt.

Particularly strong locks, terminals, barriers, etc. may take several actions to defeat if the player does not score well enough.

MARGIN OF SUCCESS

Sometimes it is important to know how well a character succeeds or how badly they fail. In these cases, you can look at the margin of success or margin of failure. This is the difference between the target number and the number the player rolled.

SPENDING MARGIN OF SUCCESS

In some situations such as combat, players may be able to use their margin of success to get bonus effects, such as getting extra damage, bypassing armor, or hitting specific locations.

MARGIN OF SUCCESS BONUSES

GMs may choose to give players Margin of Success bonuses for good roleplaying and/or good planning. Margin of Success bonuses apply after the test is completed, if the test is otherwise successful.

DECLARING IN ADVANCE

Some special actions that can be gained through Margin of Success may be declared in advance. Doing so will lower the cost of the special action, but if the Margin of Success is not met, the action will fail entirely.

RESOURCES

All characters will have several resources that may be used during the game for certain actions. Some actions cannot be accomplished without significant effort or the right tools. For example, Strenuous Actions require the player to spend a point of energy, and ranged weapons often require ammunition to operate.

SPENDING EXTRA RESOURCES

Sometimes characters may choose to spend resources for a bonus, usually in the form of re-rolling dice. This is separate and additional to any required expenditures. Energy is the most common resource to spend, representing a character's extra effort and determination, but in specific situations, other scarce resources such as health points may be available, depending on the action.

COSTLY ACTIONS

If a player fails their dice roll, they may choose to spend extra resources if they have not already done so in order to increase their result. Spending extra resources after making a roll always requires more of the resource to achieve the same result as spending them beforehand.

CRITICAL SUCCESS OR FAILURE

When a player rolls a test, check the first two dice if using a dice roller, or pick two differently colored dice if rolling physical dice. If the first two dice are doubles, each with a number equal or greater than your character's (11 - luck) score, it is a critical success. If the first two dice are doubles, each a number equal or less than your character's (10 - luck) score, it is a critical failure.

When a character scores a critical success, they add 15 to the result of their roll. When a character scores a critical failure, they subtract 15 from the result of their roll. The GM is also encouraged to think of extraordinary results or complications to accompany criticals. It is

technically possible to succeed on a critical failure, if the modified result exceeds the Target Number, but other complications, such as weapon stress, will still occur.

Exchanging or re-rolling dice can change the result, but will not cause or prevent a critical hit or failure.

EXTRA CRITICALS

For actions with higher critical ratings, such as weapons with crit multipliers, check the 1st and 3rd die, and if needed the 1st and 4th die as well. Each additional point of crit chance corresponds to one set of doubles on two specific dice.

EXAMPLE:

A character has 5 Luck and is using a weapon with a x2 crit multiplier. If the character rolls doubles of 5 or higher on the first and second dice, or the 1st and 3rd dice, the attack is a critical hit.

Optional Rule - Simplified Criticals

The GM may choose to use alternate method for determining critical hits and critical failures. Using the simplified method, when a character rolls a 1 on the first die, it is a critical failure and they subtract (15 - luck) from their result, and when they roll a 10 on the first die, it is a critical success and they add (5 + luck) to the result. Any modifiers that alter crit chance modify the result instead. (maximum x2)

When making multiple actions in a single turn, each type of action (attacks, movement, etc.) only gets one critical hit or failure per turn, whichever comes first.

CHAPTER 2: CHARACTER ATTRIBUTES

Each character has a basic set of SPECIAL attributes, Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck. Characters may also have a number of secondary attributes, derived stats, magic abilities, perks and values, which will be covered in this chapter.

For character creation, please use the [Character Creation](#) document.

STRENGTH

“This is the law of the Wasteland, that only the strong shall thrive; that surely the weak shall perish.”

This is the character’s raw muscle. Lifting, pulling and fighting in melee combat are all things that benefit from having a high strength.

Skills: Melee, Unarmed, Athletics (lifting)

Derived Stats:

- Weapon Requirements (every point under requirement is a -5 skill penalty)
- Melee Damage (weapon damage + strength)
- Carry Weight (15 kg + STRx15)

PERCEPTION

“Beware those who hide the truth, they dream themselves your masters.”

This is the character’s awareness of not only their surroundings but of themselves and those around them as well, and covers the primary senses (Sight, Hearing, Touch, Taste, Smell.) as well as more subtle senses (Temperature, Changes in Pressure, Balance, etc.)

Skills: Explosives, Energy Weapons, Sabotage, Stealth (taking cover)

Derived Stats:

- Alertness (Perception + Luck) base target number for stealth tests against character
- Dodge (Perception + Agility) base target number for physical attacks against character

ENDURANCE

“Never for me the lowered banner, never the last endeavour.”

This is the character’s overall health, cardiovascular fitness, tolerance to drugs or poisons and resistance to injury. A character with high endurance will be someone who can take a few hits and keep on fighting or carry on when others drop from exhaustion, hunger and thirst.

Skills: Athletics (long distance)

Derived Stats:

- Resistance (poison, elemental damage, radiation) (End + 5)
- Health (40 + endurance x4)
- Wound Levels (every 10 Health)
- Energy (20 + endurance x2)
- Healing (Endurance health points every 8 hours of rest)
- Regeneration (20 + Endurance x2) energy every 8 hours of rest)

CHARISMA

“Like fashion, opinion is lead by those who wish to stand out, and followed by those who are afraid to.”

This is the character's physical beauty, their ability to interact in social situations, the strength of their self image and the attractiveness of their personality. A character with a high charisma will have an easier time influencing others.

Skills: Intuition, Expression, Piloting (creatures)

Derived Stats:

- Integrity (Charisma + Intelligence) base target number for social/mental rolls
- Relationships (starting relationship points)

INTELLIGENCE

"Somewhere down there, she found a book and a weapon, two things not so unlike."

This is the character's raw brain power, ability to memorize information, interest in learning new things and critical thinking ability. A character with high intelligence will be better at dealing with technical details and will have a good understanding of the dangers around them.

Skills: Academics, Medicine, Mechanics

Derived Stats:

- Integrity (Charisma + Intelligence) base target number for social/mental rolls
- Relationships (starting relationship points)

AGILITY

"Even when darkness spreads far beyond, where you tread becomes the path."

This is the character's raw speed, fine motor control and ability to react quickly. A character with high agility will often be the first to act in a conflict and more capable of avoiding danger if they choose.

Skills: Ballistics, Stealth, Piloting (machines), Athletics (acrobatics)

Derived Statistics:

- Initiative (Agility + Luck)
- Action Points (5 + agility)
- Dodge (Agility + Perception)
- Base Movement (Agility x Meters per turn)
- Run Movement (5 + ½ Agility m/s (x6 for meters per turn))
- Flight Movement (15 + Agility m/s (x6 for meters per turn))
- Swimming Movement (2 + ½ Agility m/s (x6 for meters per turn))

LUCK

"The only sure thing about luck is that it will change."

This attribute represents that special something that just can't be explained. Whether it is just random timing, Luna's grace smiling down from above or the character's innate drive to push things to the limit, luck helps the character in random ways. Successes are more spectacular and failures less crushing.

Derived Stats:

- Critical Hits / Critical Failures
- Alertness (Perception + Luck)
- Initiative (Agility + Luck)

Optional Rule - Pushing Your Luck

A player may choose to temporarily lower their luck score by 1 point to do one of the following things.

- Re-roll a single test. (Energy spent is not lost.)
- Force an opponent to reroll. (Energy spent is not lost.)
- Ignore the effects of a critical failure.
- Act immediately if the character has not already acted this turn.

Typically only one luck may be spent on a single action, though at the GM's discretion, a player may repeat the option, doubling the luck spent each additional time.

Luck lost in this manner is restored upon suffering the effects of a critical failure, or when the GM says it does. (usually after an adventure.)

Optional Rule - Abstract Energy

The standard energy pool for characters is intended to represent how strenuous activities gradually wear a character down over time. However, GMs who prefer more abstract timekeeping may choose to give their players a smaller pool of energy that refreshes automatically every scene. (2+Endurance is recommended)

VALUES

Values represent things that the character feels strongly about. They are valued, and will sometimes give the character an edge when the value is relevant to the scene.

There are three basic ways that Values are used in gameplay. In social tests and certain magic

tests, Values may increase or decrease the Target Number. In assistance tests, Values increase the amount of assistance a character can give. In mental combat and mental stress tests, they affect a level of mental health. (see [Negative Values](#).)

VIRTUES

A character's virtue is what keeps a character going in the face of the horrors of the wasteland. Virtues are added to a character's Integrity when resisting mental attacks and compulsions that might oppose the virtue.

RELATIONSHIPS

When characters become good friends or grudging enemies with other characters, they often form a relationship, for better or worse.

- 5 = Ally, Enemy
- 10 = Good Friend, Rival
- 15 = Best of Friends, Nemesis

Every 5 points in a positive relationship with a specific individual increases the number of dice a character may exchange while assisting by 1. Every 10 points in a positive relationship with a specific group of people increases the dice allowed by 1.

BELIEFS - QUIRKS - HABITS

These are things that help define a character's motivations, or are unusual things that help distinguish them from others. Whether serious or whimsical, they can provide an edge to a character's social interactions, or occasionally they might influence the character's luck.

CHARACTER ADVANCEMENT

As the game progresses, the GM will award experience to players based on their actions. (You don't get experience for sitting around all day.) Experience is typically awarded at the end of each game session and whenever the characters complete a major goal.

GAINING EXPERIENCE

- Attendance - Player showed up to the session: 2 exp
- Marathon Bonus - Game lasted an extra long time: +1 exp
- Prepared Bonus - Player was on time and ready to play: +1 exp

- Learning - Player learned something relevant to their character: 1 exp
- Goal - Character accomplished a personal goal: 1-2 exp
- Motivation - Player went above and beyond to help keep the game running smoothly: 1 exp

- In-Character - Players stayed in character and didn't abuse meta-knowledge: 1 exp
- Engaged - Players actively participated in roleplaying: 1 exp

- Initiative - Players engaged in roleplaying without prompting: 1 exp
- Daring - Character risked life, limb and/or things that are important to them: 1-3 exp
- Victory - Character successfully completed a task/mission: 1-2 exp
- Smarts - Character did something particularly clever and unexpected: 1 exp

SPENDING EXPERIENCE

- Increasing Skills: 4 experience points
- Purchasing Perks: Spend experience up to the perk limit (3 exp worth of perks per session)
- Learning Magic: Characters purchase perks to increase their spell slot limit. Racial or talent spells/alchemy can be learned with 1 spell slot, out of talent spells/alchemy can be learned with 2 spell slots.
- Increasing Values limit: 1 experience
- Re-assigning Values: Whenever a character gains experience, they may choose to re-assign an equal number of Values points. The experience is not used up in this process.

Optional Rule - Diminishing Returns

GMs wishing to promote more balanced skill choices may use a system of increasing costs for buying skills. Skills cost 4 experience from rank 1 to 5, then increase to 5 experience up until rank 6 to 10, and so on.

PERKS

See the [Perks Document](#) for rules on creating new perks, and the [Perks Spreadsheet](#) for a list of existing perks.

NATURAL LIMITS

Each skill, SPECIAL stat and derived stat has a natural limit that the benefits from perks cannot exceed without the aid of magic or super science. If an ability reaches its cap, any additional benefit still counts against penalty modifiers.

- Critical chance before weapon modifier: 15
- Critical Reduction: 15
- Base Skill and Defensive Stat Maximum: 25
- Skill or Defensive Stat in a specific situation maximum: +5 current maximum
- Base Special Stats: 10
- Derived Stats: x1.5 base SPECIAL rating (round up)
- Situational Derived Stats: x2 SPECIAL rating
- Situational Damage Bonus: 50%

EXPERIENCE LIMITS

GMs may wish to put a limit on the total amount of experience that a character can spend in order to prevent them from becoming too powerful, and/or maxing out every ability and losing their sense of uniqueness. The GM is free to use whatever limits they desire, but the following are recommended.

- 600 experience spent on skills and perks, in a high powered game. (similar to level 30)
- 400 experience spent on skills and perks, in an average powered game. (similar to level 20)
- 100 to 200 additional experience on values. (Alternatively, INT + CHA x10)

Optional Rule - Extra Experience

If a character reaches the maximum experience they are allowed to spend, the GM may permit them to use additional experience to reassign skills and perks that are not frequently used. The unused skill or perk is reduced by an equal amount to the new skill or perk gained.

The GM may also allow players to spend experience in several other optional ways.

- **Followers:** Any pets, minions, or followers the character has may be given experience to raise their skills and perks. (GM's should consider giving minions a lower EXP cap than Player Characters, perhaps 100 to 200 exp lower.)
- **Vehicle Perks:** GMs may choose to permit relevant perks to be purchased for vehicles, at twice their normal cost. (Consider capping this at 30 modified EXP per vehicle, per character, unless using the optional vehicle perks.)
- **Formal Relationships:** With the GM's permission and no in-character objections, a player may raise the level of an NPC's existing values, or to establish a more formal relationship. (GM's are still encouraged to assign values to NPCs as is narratively appropriate.) The Formal Relationships document has some examples.
- **Unique Spirits:** Characters may choose to spend EXP to increase the skills and perks of summoned spirits. These spirits may be re-summoned, while the bonus skills and perks do not alter the summoning cost.

CHAPTER 3: COMBAT

"So, this is what it was like to die? So overrated."

Determine Initiative > Spend Action Points > Roll Actions > Resolve Actions

INITIATIVE

In basic combat, the character with the highest initiative score (Agility + Luck) goes first, followed by the next highest and so on. At any time, they may choose to spend Energy to increase their initiative score for the duration of the scene by two for each energy.

If the GM decides that it is necessary, they may require players to roll their initiative score as a rating, in which case characters act in order of their results.

ACTION POINTS

Characters have a certain number of action points (5 + Agility) that they may spend on their turn to perform actions. Once they are out of action points, they typically must wait until their next turn to act again.

Some complex actions will cost more action points than a character has in a single turn. To complete such an action, the character must spend action points over multiple turns until the action point total is reached.

INTERVENE ACTIONS

In some situations a character may perform specific actions outside of their normal initiative order. As soon as the intervene action is resolved, the initiative order continues where it left off immediately prior to the intervene action.

- **Reactions** may only be used when a specific condition is met, but as soon as that happens, the character may act immediately.
- **Free Actions** can be used at any time, and are typically inconsequential to the combat.
- **Compelled Actions** are actions that the character takes while being directed by another character, typically on the directing character's turn.

Any action point costs for intervene actions are immediately spent on the character's next available turn.

BASIC ATTACKS

Attackers spend a number of action points based on the weapon used, then roll their applicable stat + skill. The target number is their target's dodge or cover rating.

If the attack succeeds, compare the weapon's damage to the target's defense and subtract the remaining number of health points, making sure to check for advanced injuries.

RATE OF FIRE

Attackers may spend Margin of Success to hit with more than one shot depending on the type and number of weapons being fired. Characters may normally fire shots up to their weapon's rate of fire, adding rates of fire together if firing multiple weapons simultaneously.

- Single Shot = 5 Margin of Success per additional shot
- Burst Fire = 3 Margin of Success per additional shot
- Full Auto = 2 Margin of Success per additional shot

- Shot = (1 x Range Increment) Margin of Success per additional pellet

Improperly Fire-linked Weapons or characters without ambidexterity have an additional +2 Margin of Success penalty for each additional weapon fired.

CRITICAL HITS

When a character gets a critical hit on their attack roll, they may choose to add 20 points of damage instead of gaining the standard 15 margin of success bonus.

RANGE

Most weapons use the following range increments, limited by their own maximum range.

- Point Blank: (3 meters or less)
- Short: (4 to 15 meters)
- Medium: (16 to 100 meters)
- Long: (101 to 300 meters)
- Extreme: (301 to 2500 meters)
- Artillery: (2500 to 5000 meters)
- Artillery+1: (5000 to 10,000 meters)
- Artillery+X: (+5000 each increment)

Each range increment has a specific TN bonus or penalty to his a target at that range, depending on the range of the weapon.

- Short Range: +5 / 0
- Medium Range: 0 / 0 / -5
- Long Range: -5 / 0 / -5 / -10
- Extreme: -5 / 0 / -5 / -10 / -15
- Artillery: -10 / -5 / 0 / -5 / -10 / -15
- Artillery+: -10 / -5 / 0 / -5 / -10 / -15 / -20 / etc.

SCALE MODIFIERS

Objects or creatures of vastly different scale can be easier or harder to hit in combat because of it. If a character is attacking something in a larger scale category than itself, subtract 10 from the target number for each level above the attacker. Add 10 to the target number for each level below the attacker. Characters within a scale class will have their own Small or Large Frame traits for small scale adjustments.

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|-----------|-----|-------------------------------|
| • Capital | -20 | - Enclave Warship, Ursa Major |
| • Heavy | -10 | - Tank, Hydra, Dragon |
| • Normal | - | - Pony Characters |
| • Light | +10 | - Paraspriate |

If a character is using a heavy scale weapon without the proper vehicle mount, the action point cost and Strength requirements are doubled. For capital scale weapons, they are quadrupled.

DAMAGE

Characters have a maximum health depending on their endurance ($40 + (\text{End} \times 4)$) plus any bonuses from perks or situational modifiers.

When a character is hit, subtract the character's (Damage Threshold minus Armor Penetration) from the attack's damage, then subtract the rest of the attack's damage from the character's remaining health.

Characters have an additional $(10 + \text{End})$ points of Overflow Health.

If a character drops below 1 health, the rest of the damage is subtracted from their Overflow Health, and they are knocked unconscious. While below 1 health, a character loses 1 Overflow Health each turn. If the character reaches 0 Overflow Health, they die.

See the [Medicine and Mechanics](#) section for information about healing damage.

WOUNDS

Characters have a number of wound levels depending on their health (Every 10 max health = 1 wound level) plus any perks or situational modifiers. If a character suffers enough crippling wounds to reduce their wound levels to 0, they are considered incapacitated. Incapacitated characters reduce their SPECIAL stats to 1 when rolling tests and moving.

If an attack deals more than 15 damage in a single hit, it also gives the character or object a crippling wound. Every additional 15 damage from a single attack increases the severity of the wound, inflicting the penalties again, and making healing more difficult.

If an attacker deals a wound with a called shot, the wound is applied to called location, and causes the appropriate penalties. In addition, the target may suffer a temporary effect. If no special location is called, use the generic wound penalty. See Called Shots for more information.

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| • Crippled Limb: | -3 Movement agility | Knocked Down. |
| • Crippled Head: | -4 Perception | Staggered. |
| • Crippled Jaw: | -3 With mouth held objects | Drop held item(s). |
| • Crippled Torso: | -3 Endurance | Staggered. |
| • Generic Wound: | -1 Rating to all rolls. | |

Knocked Down characters must stand up again or be forced to crawl. On a Staggered character's next turn, all actions are Strenuous Actions, costing 1 energy to perform. Characters who drop items must pick them up again.

STUN DAMAGE

Stun damage will knock a character unconscious if the sum of their physical damage and stun damage exceeds their health point total. Stun damage is removed once a character has a chance to rest.

Stun damage will not cause wounds, but it will still cause temporary effects, if the attack would have caused a wound with regular damage.

Robots, Power Armor and other Spell Matrix devices regain stun damage when reset.

STAT DAMAGE

Some attacks will cause temporary damage to a character's SPECIAL stats or Values.

SPECIAL damage is often caused by poisons, while mental attacks can damage a character's existing Values or create new negative Values. Mental attacks are resisted with Integrity.

- 1 Special Stat = 5 health points
- 1 Value = 3 health points.

NEGATIVE VALUES

Certain mental attacks will temporarily reduce the rating of a specific Value for a character. If a Value ever reaches a negative rating, it may impair their ability to act. If the character tries to act in a way contrary to the negative value (such as an action that requires bravery while possessing negative courage.) The GM may roll the rating of the negative value vs the character's integrity. If that roll succeeds, the character cannot perform the action.

Common emotional Values include:

- Annoyed, Angry, Furious, Rage: (Cannot cooperate, must attack)
- Nervous, Afraid, Terrified, Panic: (Cannot attack, must flee or hide)
- Contrary, Disgusted, Loathing, Revulsion: (Cannot perform specific task)
- Pleased, Happy, Ecstatic, Euphoric: (Continues doing pleasant things)
- Glum - Sad - Regret - Despairing: (Cannot perform offending actions)
- Startled - Surprised - Dumbstruck - In Shock: (Initiative reduced)
- Composed - Calm - Relaxed - Serene: (Cannot perform stressful actions.)

WEAPONS

When a weapon suffers a critical failure, it loses 1 wound and 10 health points. If the weapon is used in an attack that modifies its base damage (such as martial arts or the slam attack) it loses a number of health points equal to the base damage minus its Melee Redline (DTx2).

If a weapon suffers a wound that drops it to fewer than 4 remaining wound levels, reduce the weapon's damage by 10% (round down, ie use the tens digit), and its To Hit Modifier by 1 for every wound beyond 4 that is lost.

HOLDING WEAPONS

There are three basic types of holds for a weapon, without attaching them to a battle saddle or other weapon mount.

- Single - Small melee weapons and light firearms will usually only require a single hold.
- Full - Most heavy melee weapons require a full hold.
- Dual - Most heavy firearms will require a dual hold.

A pony's mouth may be used as a full or a single hold, but not a dual hold. One hand, or two forehooves may be used as a single hold. Any two holds can equal a dual or a full hold. The terrain may be used as a single hold, if the character is not moving.

Ponies using their forehooves as a hold subtract 4 from their movement agility, for walking on their hindlegs.

ARMOR

For characters with armor, the Damage Threshold of the armor minus any Armor Penetration, is subtracted from the attack. If the attack is reduced to zero in this way, nothing happens. If there is damage left over, the remaining damage is dealt to the character and the armor takes one point of damage itself.

A piece of armor also loses one wound for every ten points of health lost. If a piece of armor suffers a wound that drops it to fewer than 4 remaining wound levels, reduce the armor's DT by 10% (round down, minimum 1) for every wound beyond 4 that is lost.

Optional Rule - Taking the Blow

At the GM's discretion, players may choose to spend 1 wound and 10 health points from their armor to negate a crippling wound, or reduce a serious crippling wound to a regular one. Any health point damage is still applied normally.

BARRIERS AND COVER

Barriers work similar to armor, having their own health points and Damage Threshold, depending on the material. If an attack exceeds a character's modified dodge rating, but does not exceed the cover rating, the power of the attack is reduced by the barrier DT before hitting the target.

Depending on the thickness or thinness of a barrier, it may belong to a heavier or lighter scale category. Heavy Structural materials can have 2 to 4 times the DT. (Most barriers in the wasteland will already have some damage inflicted due to wear, tear and megaspells.)

• Wood Plank	3 DT	3- 6 Health
• Brick Wall	5 DT	5- 15 Health
• Concrete Wall	6 DT	5- 25 Health
• Light Metal / Small Tree	10 DT	5- 60 Health
• Reinforced Scrap Barricade	7 DT	30- 60 Health
• Reinforced Concrete Wall	8 DT	40- 70 Health
• Metal Wall / Security Door	15 DT	10- 70 Health
• Hardened Metal Wall	20 DT	40- 80 Health

Barriers can also be bypassed just like armor, depending the quality of cover taken. If the attack roll exceeds the character's modified dodge rating and the cover rating, then the attacker has managed to shoot around or through a gap in the cover.

10 = Decent (only limbs exposed)	15 = Average (only extremities exposed)
20 = Good (only head exposed)	25 = Excellent (-2 on defender attack rolls)

For small barriers, such as trash cans or tree stumps, a character may need to exchange their dodge rating to gain the cover bonus. For larger barriers, such as a long fence row or wall, the character may keep their dodge rating.

Optional Rule - Hoof of Celestia

If a player character takes a lethal amount of damage in a single turn, before getting a chance to react, consider giving them an extra amount of overflow health equal to their luck and leaving them unconscious instead of killing them outright.

MOVEMENT ACTIONS

Every character has a specific movement class for movement along the ground, through the air, or in the water. Movement classes are divided into Slow, Average, Fast, or None. Player characters will have movement classes determined by race, but occasionally situational modifiers may alter them.

- **Slow Movement** involves things that crawl along the ground, float in the air, or swim using legs.

- **Average Movement** involves things that walk or run using legs, glide through the air, or swim using flippers or sails.

- **Fast Movement** involves things with wheels on the ground, flapping wings or jets in the air, or propellers or jets in the water.

Basic Movement

This is the distance a character can safely move during a combat turn without exposing themselves to enemy action.

- No rating or TN modifiers
- 2 action points
- Slow movement = $(\times 0.5 \text{ Agility}) \times \text{Meters per turn}$
 - Average movement = $(\times 1 \text{ Agility}) \times \text{Meters per turn}$
 - Fast movement = $(\times 2 \text{ Agility}) \times \text{Meters per turn}$

Moving faster than your basic movement will delay the rest of your turn until after you reach your destination. This moves the rest of your turn to the end of the initiative order. (If all combatants are moving more than their base movement, this rule may be effectively ignored.)

Full Movement

This is the maximum distance a character can move in a combat turn without extra effort.

- Characters moving at Full Movement add 5 to their Dodge rating.
- After a character has moved at Full Movement, the rest of their actions that turn have a -2 rating penalty on physical actions.
- 4 action points

FULL MOVEMENT (GROUND)

- Slow Movement: $(\frac{1}{2} \text{ Agility}) \text{ meters per second. } (\times 6 \text{ for meters per turn.})$
- Average Movement: $5 + (\frac{1}{2} \text{ Agility}) \text{ meters per second. } (\times 6 \text{ for meters per turn.})$
- Fast Movement: $5 + (\text{Agility}) \text{ meters per second. } (\times 6 \text{ for meters per turn.})$

FULL MOVEMENT (AIR)

- Slow Movement: $5 + (\frac{1}{2} \text{ Agility}) \text{ meters per second. } (\times 6 \text{ for meters per turn.})$
- Average Movement: $15 + (\frac{1}{2} \text{ Agility}) \text{ meters per second. } (\times 6 \text{ for meters per turn.})$
- Fast Movement: $15 + (\text{Agility}) \text{ meters per second. } (\times 6 \text{ for meters per turn.})$

FULL MOVEMENT (WATER)

- Slow Movement: $2 + (\frac{1}{2} \text{ Agility}) \text{ meters per second. } (\times 6 \text{ for meters per turn.})$
- Average Movement: $7 + (\frac{1}{2} \text{ Agility}) \text{ meters per second. } (\times 6 \text{ for meters per turn.})$
- Fast Movement: $7 + (\text{Agility}) \text{ meters per second. } (\times 6 \text{ for meters per turn.})$

Dashing

This is a strenuous action, requiring 1 energy to perform. Add 1 meter per second for slow or average movement, or 2 m/s for fast movement, for every 5 margin of success on an athletics

test. (modified by terrain difficulty and number of sharp turns.)

- Characters using the Dashing action add 5 to their Dodge rating.
- After a character has used a Dashing action, the rest of their actions that turn have a -2 rating penalty on physical actions.
- 6 action points

Falling

A free falling object or character will increase speed by about 10 meters per second every second until reaching a terminal velocity of 60 m/s. Travelling 210 meters the first standard combat round and 360 meters each subsequent combat round. (For simplicity, GMs may choose to use the falling distance instead, up to 60 meters.)

Falling may be a Compelled Action if the character's footing is removed on another initiative phase.

- Free falling characters add 5 to their Dodge rating, and have a -2 rating penalty on physical actions.
- 0 action points

Crashing

When hitting an object at high speeds, the character deals 1 point of damage for every meter per second of speed to both the object and themselves. An athletics roll will reduce the damage to both objects by the result of the roll, particularly hard and/or pointy terrain will increase the damage.

Crashing actions are usually associated with a movement action, or are compelled actions when a character is hit by something else on its initiative phase.

- 0 Action points

Jumping

Characters may jump over obstacles using a jump action. Distance jumped counts against a character's basic movement. If for any reason a character jumps further than their full movement, they will land on a later turn.

- No rating or TN modifiers
 - 1 action point
- Standing: 1 meter + 1 for every 5 margin of success on an Athletics + Strength test.
 - Running/Dashing: 1 second's worth of movement + 1 for every 5 margin of success on an Athletics + Strength test.

Climbing

A character can climb up to their basic movement speed in one turn.

- No rating or TN modifiers
- 2 action points

Standing Up

A character may freely stand up on their turn if they are prone, unless there is something preventing them from moving. See Pinning for more information.

- No rating or TN modifiers
- 2 Action Points

Chasing

If a character is engaged in melee or short ranged combat with an opponent, the character can move up to their basic movement as a Reaction, in order to follow their opponent. The appropriate action points and basic movement must be spent on their next turn.

For more information about Athletics tests, see the [Athletics and Piloting](#) section.

Optional Rules - Advanced Movement

TURNING

Characters that are moving faster than their Basic Movement may be required to spend extra movement or roll an athletics test to navigate sharp corners.

- Reduce movement Agility by 1 for every 180° worth of sharp turns the character makes.
- or
- Roll Athletics, raising the target number by 5 for each 90° turn.

STOPPING

Characters that are moving faster than their Basic Movement will be required to spend 1 second of movement to come to a gentle stop, or roll an athletics test to make a sudden stop. Target number equal to distance travelled in 1 second. (If they fail the test, they crash instead.)

GENERAL ACTIONS

If there are no rules for a specific action, use the following guidelines.

- Simple action: 1-2 action points.
- Average action: 3-4 action points. (if the action requires a roll, 3 is a good minimum)
- Complex action: 5-6 action points.
- Extended action: 10 action points per 6 seconds.

Activate Device

Most of the time, characters don't need to roll to use a device, though some complex devices may require an Academics roll.

- 1 action point for flipping a switch or pressing a button.
- 5 action points for operating a console

Some devices may not activate immediately, and will require the character to wait until a later turn.

Cast Spell

Specific spells are covered in more detail in the [Magic Chapter](#) and the [Big Book of Magic](#) document.

- 2+ (1 action point for every 10 Spell Potency.)
- +6 Action Points if casting from a book.

Equip Armor - Worn Item

Even simple items require a bit of work to strap down, making it difficult to accomplish in the middle of combat. Complex items such as heavy armor and battle saddles will often take more than one turn to equip. The character suffers a penalty modifier if they attempt to perform other actions before the item is securely fastened.

- 5 action points for simple clothing and items.
- As many as 100 action points for power armor or battle saddles.

Other characters may assist the wearer, spending action points on their turn to speed the process along.

Reload

A character may reload their weapon on their turn.

- 2 action points to replace a magazine or use a speed loader.
- 3 action points to replace a magazine or use a speed loader, and recover the spent one.
- Number of bullets +1 action points for loading a magazine by hoof. (revolvers, shotguns, spare clips)

Use Item - Use Inventory

Most items cost 1 or 2 action points to use.

Reaching into saddlebags to find and retrieve an item costs 2 action points, in addition to the usage cost. (Certain smaller storage devices may reduce the action point cost to retrieve items.)

Basic Speech - Gestures

Characters may communicate as a Free Action at any point in time during combat that they are physically able to. Some GMs may encourage in-character dialogue during combat. However, any communication that would require or accompany a skill test must wait until the character's turn to be resolved.

- 0 Action Points

Delay Action

Characters may choose to delay their action until a later spot in the initiative order. After declaring a delay action, the player may choose to begin their turn as a Reaction, *at the end* of another character's turn.

Ready Action

Characters may choose to prepare a specific action to be performed when a specific condition is met. To do so, they spend the necessary action points, then declare the action and condition that will trigger it. If that condition is met, the action happens immediately, even if it is in the middle of another character's turn. If the condition is not met, nothing happens.

(For example, a character may ready themselves to fire at anything that moves through a doorway.)

ADVANCED ATTACKS

Players may choose to perform special attacks that provide bonus effects at the cost of increased difficulty and/or action point costs. These costs are in addition to the costs for a regular attack, unless otherwise noted. Multiple advanced actions may be used at the same time, but the difficulties are added on top of each other.

Some special actions may be achieved by spending Margin of Success after the attack is rolled, but at a higher cost than raising the Target Number ahead of time.

Grab

Instead of dealing damage, a character may choose to grab hold of another character or one of their items with an unarmed attack. Grabbing an opponent does not prevent them from moving or acting, although if the character's weight exceeds the opponent's carry capacity they may become encumbered.

- + 5 Target Number or 10 MoS
- + Called Shot rules for targeting specific locations or items.

Grabbing actions receive a bonus when attempting to grab things with larger size modifiers, and suffer a penalty when trying to grab things with smaller size modifiers. See the Break Free action for escaping a Grab.

Pushing - Tossing

A character may choose to try to move their opponent with a melee or unarmed attack by pushing them out of the way. If the character is performing a slam attack at the same time, they gain a bonus. If a character has already grabbed or held their opponent, their opponent does not apply their dodge bonus to the roll.

- +3 Target Number per meter, or +5 MoS per meter
- +2 Target Number per meter, or +3 MoS per meter when performing a slam

Knock Down

While making a melee or unarmed attack, a character may try to knock down an opponent. The character can choose to deal damage or not with this attack.

- + 10 target number, or 15 MoS
- + 10 for each additional size modifier above the character
- - 5 for each crippled leg.

Pin

A character may choose to pin an opponent in place with an unarmed attack.

Pinning Actions receive a penalty from when attempting to pin things with larger size modifiers, and gain a bonus when trying to pin things with smaller size modifiers. See the Break Free action for escaping a Pin.

Slam

A character who is moving at high speeds may add up to their movement (in m/s) in damage to the attack. However, the attacking character and weapon is also dealt an equal amount of damage in return.

Receiving the Charge

If a character is able to move into another character's path, they may add the other character's speed to their attack in the same way as a Slam action.

Called Shot

Characters may choose to attack specific locations on a target by spending margin of success. In general, the smaller the location, the more margin of success is needed.

- Non-Vital spots (Legs, Tail, etc.) + 10 Target Number, or 15 MoS
- Semi-Vital spots (Face, Neck, etc.) + 15 Target Number, or 20 MoS
- Vital Spot spots (Brain, Eye, etc.) + 20 Target Number, or 25 MoS

Bypassing Armor

If a character makes a called shot on a location that isn't covered by armor, the shot may bypass the opponent's armor entirely. Each piece of armor has a coverage rating that determines how much margin of success is needed on a called shot to bypass it. (Generally between 10 and 25)

Trick Shot

Sometimes characters may want to disrupt an opponent's actions without causing damage. Called shots may be used to deal the temporary effect of a crippling wound without causing any permanent damage.

Precise Shot

A character may spend up to 5 extra action points on an attack to increase their chances of hitting the target. Increase the character's attack rating by 2 for each extra action point spent.

Focused Shot

If a character did not use burst fire or full auto, they may spend any unused Margin of Success to increase the damage of the attack.

- Every +2 Target Number, or 3 MoS increases damage by 1.

DEFENSIVE ACTIONS

Active Dodge

A character who chooses to actively dodge spends 5 action points, then rolls their dodge score as a Standard Test. Resources may be spent to improve the result as normal. Until their next turn, the character uses the result of the roll as their temporary dodge score.

Additionally, a character who is actively dodging may choose a target to focus on. When doing so, they gain a +5 TN bonus to their dodge score vs that target, but suffer a -5 TN penalty to all others.

Provide Cover

A character may choose to put themselves in the line of fire to provide cover for another character as a move action. (With bonuses for scale modifiers)

Take Cover

If a character has enough movement to reach cover, they may do so as part of a move action.

Depending on how much cover is available, the character either exchanges their own dodge for the cover's defense, in cases of small cover; or adds the cover bonus on top of their dodge, in cases of large cover.

If an opponent attempts to move around the character's cover using a full move or dash action, and the character has already acted this turn, they may use Take Cover as a Reaction to keep their source of cover between them and that specific opponent.

Road Block

If a character has enough Basic Movement left over from their turn and is able to move into the path of an opposing character, they may attempt an unarmed combat roll to halt their opponent's movement. This is treated as a crash, with damage reduced by margin of success in the same way.

This action may be used as a Reaction if the opposing character is moving their full movement this turn. The Blocking character must make a movement action on their next turn and spend the necessary Action Points and Basic Movement.

Parry

Used as a Reaction to an incoming attack. Add a weapon's defense to the character's defense value as though it were armor vs melee attacks. If you are adjacent to another character, you may parry attacks against them as well.

- Use the weapon's action point cost.

Break Free

If a character has been grabbed or pinned, they may attempt to break free on their turn, using either an Unarmed + Endurance or Athletics + Strength roll. The target number is equal to attacker's result.

- 3 action points

If an opponent attempts to grab one of the character's items, the character may use a Break Free action as a Reaction, to attempt to prevent any grab actions for that turn.

Evasive Movement

If the character is running, flying or dashing, they may spend half of their movement distance to randomly evade back and forth. This allows the character to apply their dodge against targets they cannot see.

Observe Carefully

The character may spend 5 action points to gain the benefits of careful observation. When observing carefully, the character rolls their Alertness score as a Standard Test. Resources may be spent to improve the result as normal.

The character may also choose an area and/or specific thing to observe for. Doing so increases the character's alertness score for the given area/thing, while decreasing it for other areas/things.

- General area, +/- 5 alertness: Forward, Backwards, Right, Left
- Specific area, +/- 10 alertness: That window over there, the storm sewer entrance
- General thing, +/- 5 alertness: Traps, ponies, strange creatures, shelter
- Specific thing, +/- 10 alertness: Tripwire, red colored mare, bloat sprites, building with a roof

COSTLY ACTIONS

Players may choose to spend resources to re-roll dice. If the player spends the resources before rolling, it costs less than spending resources after the roll. (If re-rolling a die does not improve the result, the GM may choose to allow the player to try again, but resource costs double with each re-try.)

Injuring yourself, breaking things, wasting ammo are all examples of costly actions. Below is a non-comprehensive list of possible costly actions. GMs may allow other kinds of costly actions at their discretion.

Spending Energy

Energy may be spent to re-roll a single die.

- 1 energy prior to rolling
- 3 energy after rolling

Personal Injury

Health points may be spent. Any damage taken this way is not resisted by armor or perks.

- 5 Damage prior to rolling
- 10 Damage after rolling

Exposing Yourself

The character may reduce their dodge and cover bonuses in order to see the action through. (Minimum 0. This option cannot be taken if the character has no dodge or cover bonuses.)

- -10 Dodge and Cover Rating prior to rolling.
- -20 Dodge and Cover Rating after rolling.

Firing Wildly

The character wastes a large number of ammunition trying to hit the target.

- Single Shot weapons: 4 shots before rolling, 8 shots after rolling.
- Burst Fire weapons: 6 shots before rolling, 12 shots after rolling.
- Automatic weapons: 10 shots before rolling, 20 shots after rolling.

Taking Time

Spending extra action points may improve a character's chances.

- 2 action points before rolling
- 4 action points after rolling

Wasting Items

If applicable, the GM may allow the character to waste consumable items to achieve a better result. (Example, using a whole stack of healing bandages.)

Optional Rules - Recklessness

At the GM's discretion, players may also use costly actions to increase their initiative score, similar to spending energy. This represents the character's reckless behavior in pursuit of the upper hand. Bonuses to initiative gained this way must be bought separately.

Optional Rules - Risking Values

At the GM's discretion, players may choose to use their Values in a situation where the outcome of a conflict directly involves their value. When doing so, the player first declares that they are risking their Value, and what immediate goal they are risking their Value to achieve. For the remainder of the scene, the player may draw from their Value as a resource to add to their actions.

If the player achieves their goal, their Value is restored to its normal rating. However, if the player fails to achieve their goal, their risked Value suffers values damage equal to twice the amount that was used in the conflict. (This represents the character's feelings of loss, despair or regret.)

Optional Rule - Short Breaks

Once combat is over and the characters have a chance to catch their breath, you may allow them to roll their endurance. If their Energy is below the result, raise their energy to the result.

CHAPTER 4: NON-COMBAT CHALLENGES

"You may think you're tough with all your so-called power, but there's more to magic than your brutish ways."

ACADEMICS

The catchall for book smarts, science and magic theory. Academics is used whenever the player needs to check if their character would know a piece of information that they might have learned through formal education, science or deductive reasoning. Academics is also used whenever the character is working with enchantments and spell matrices for their intended purposes. (Subverting enchantments and spell matrices falls under sabotage, and programming new functionality into enchantments and spell matrices requires knowing the appropriate magic, or having an appropriate guidebook.)

General Use = Academics + [Intelligence](#)

Searching Through Books = Academics + [Perception](#)

ACADEMIC BASICS

1-5 Beginner: Turn device on and off. Basic arithmetic.

6-10 Trained: Use device's basic functions. Geometry and algebra.

11-15 Professional: Coordinate multiple spell matrices. Calculus.

16-20 Expert: Optimize multiple spell matrices. Trigonometry.

21-25 Master: Begin writing new spell matrices. Differential Equations.

GENERAL KNOWLEDGE

Sometimes a character would know the answer to a question that the player doesn't. In these cases, the GM can simply ask for an Academics + Intelligence roll with the target number based on the level of obscurity for the piece of information.

5 = Grade school

30 = Doctor

10 = Highschool

40 = Specialist

15 = Undergrad

50 = Hard for a specialist

20 = Grad school

60 = Obscure even for experts

RESEARCH

If the character has access to research materials, a library or terminal database, they may roll Academics + Perception using the above targets with a modifier based on the quality and quantity of the research materials.

PLANNING IN ADVANCE

If the character has time and appropriate resources available, they may choose to plan their actions in advance. With a successful Academics + Intelligence roll, they gain a Rating bonus for every 5 margin of success to an specific upcoming skill test. (Picking a specific lock, demolishing a specific building, etc.)

INSTRUCTION

When preparing another character, or when using a reference guide, you may roll the instructor's Expression + Charisma with a target number equal to the learning character's skill rating.

GAMES OF STRATEGY

When playing games of strategy, such as chess, roll Academics + Intelligence. Whoever has the highest roll wins. Cheating is handled by a Stealth roll.

MAGIC THEORY

Not all magic is flashy and obvious like Unicorn magic, but whenever a cause doesn't produce the expected effect, it is a safe bet that magic might be involved. If a character notices the

magic, based on their alertness, they may use Academics + Intelligence to attempt to identify the magic and its properties.

CHEMISTRY - ALCHEMY

Academics can be used to craft and identify chemical and alchemical substances. See the Magic section for information on alchemy.

HIGH TECHNOLOGY

Using high technology devices is often times a tricky proposition. They have a lot of different settings and rarely will you find an appropriate user manual. Knowing how to operate a device is dependant on how complicated the device's controls and functions are...

AGRICULTURE

Without pony assistance, plants roll their resistance vs their local conditions to determine whether or not they can grow. Sufficient sunlight and water will provide bonuses, radiation and toxins in the soil cause significant penalties. When attempting to farm plants, roll Academics to increase a plant's chance of survival, similar to performing long term medical care.

ATHLETICS AND PILOTING

Athletics is a catchall for physical activity, depending on the activity. Piloting is used when directing a vehicle or beast of burden, rather than performing an athletic feat by oneself.

Piloting is also used for ramming a vehicle into another.

Personal Feats of Speed and Agility = Athletics + [Agility](#)

Personal Feats of Brute Strength = Athletics + [Strength](#)

Personal Feats of Aerobic Activity = Athletics + [Endurance](#)

Piloting a Vehicle = Skill + [Agility](#) or Maneuver Rating

Directing a creature = Skill + [Charisma](#)

ATHLETICS AND PILOTING BASICS

1-5 Beginner: Race across open ground. Fly in clear skies.

6-10 Trained: Race across rocky, uneven footing. Fly in a downpour.

11-15 Professional: Race across unstable, footing. Fly in a stiff crosswind.

16-20 Expert: Race across rooftops. Fly in a storm.

21-25 Master: Race through a swamp. Fly in a wild storm.

For information about using athletics for short distance movement, see [Movement Actions](#) in the combat chapter.

DIFFICULT CONDITIONS

Poor terrain and weather conditions increase the target number of Athletics and Piloting rolls depending on the severity of the conditions.

LONG DISTANCE TRAVEL

Temporarily reduce your maximum Energy by 1 point for every 5 kilometers walked or every 10 kilometers flown in a day.

Then roll Athletics + Endurance, modified by poor terrain and weather conditions. Margin of Success may be spent to reduce the fatigue cost and/or increase the distance travelled. Margin of Failure must be spent to increase fatigue cost and/or decrease distance travelled.

- 5 points = 1 Energy
- 1 point = 1 kilometer per day

+5 = Excellent (Maintained Road)	20 = Hard: (Winding Mountain Paths, Storm)
0 = Easy: (Open Fields)	25 =
5 = Decent: (Uneven Fields)	30 = Very Hard: (Swamp, Wild Storm)
10 = Average: (Rocky Hills, Rain)	35 =
15 = Difficult:	40 = Terrible: (High Mountains, Hurricane)

LIFTING

When attempting to lift more than your carry weight, spend 1 Energy and reduce Agility to 1, then roll Athletics + Strength. The target number equals the amount extra weight carried (in kg). Every 2 margin of success increases the character's Agility by 1.

ACROBATICS

Roll Athletics + Agility when attempting acrobatic feats.

EXPRESSION

The art of "Standing Out." Leadership, distraction, etc. Expression is used whenever the character is trying to change someone's mind, inspire them, or simply express themselves in an appealing manner.

Skill + [Charisma](#)

EXPRESSION BASICS

- 1-5 Beginner: Speak, read and write your native language.
- 6-10 Trained: Distract an average guard. Make a harmless demand.
- 11-15 Professional: Engage a small group. Make a contrary demand.
- 16-20 Expert: Engage a crowd. Make a harmful demand.
- 21-25 Master: Sway a crowd. Make a dangerous demand.

DISTRACTION

Roll Expression + Charisma with a target number equal to the target's Integrity. If successful, lower the target character's alertness by 1 point for every 3 Margin of Success.

DEMAND

Roll Expression + Charisma with a target number equal to the target's Integrity. If successful, the target will cooperate with the character's demand. Orders from a superior, Values and degrees of danger are common bonuses to a target's Integrity for demands.

Demand Repulsive +5

Demand Harmful +10

Demand Dangerous +15

COMMAND

Characters who are part of a group will gain an advantage if they have a good leader. Anyone who rolls Charisma + Expression can attempt to command another character. Commands must be willingly accepted, otherwise they count as Demands. (Subordinates may roll Charisma + Intuition as a teamwork test.)

A command will create a temporary value for a subordinate, which supports them following the order. Every 3 Margin of Success increases equals 1 point of value. This is most commonly used to prevent subordinates from being talked out of their task.

In combat, commands can also help keep a group acting together. Rather than taking the time to think of a course of action themselves, subordinates can act more quickly when told what to do.

If a character chooses to follow orders, they gain a +1 bonus to their initiative for every 3 MoS on the command roll. (Up to 1 below the commander's initiative.) This bonus only applies to ordered actions. If the character has remaining Action Points, those may be spent on their normal initiative.

BOLSTER - INFLUENCE

A character may temporarily restore damaged Values or cause temporary Values damage. The Target Number is the opponent's integrity. The Value is raised by the character's charisma plus 1 for every 3 Margin of Success. (See chapter 3: Stat Damage)

ACTING - LYING

Whenever it is crucial that a character maintain control of their expression, body language and tone of voice, roll Expression + Charisma. The target number is equal to any observer's Intuition.

IMPROVISING

If a character needs to communicate and cannot do so in a standard way, whether there is a language barrier or circumstantial limitations, they may attempt to improvise. The more complex a concept the character is trying to convey, the higher the Target Number.

5 = Yes/No, pointing, basic emotion	20 = Sequence of complex actions
10 = Basic actions, nuanced emotion	30 = Technical concepts
15 = Complex actions/emotions	40 = Advanced technical concepts

Observing characters may use Intuition + Perception in an assistance roll.

PERFORMANCE

If a performance involves using a character's voice, such as singing or storytelling, roll Expression + Charisma. If it involves physical performance, such as dancing or using musical instruments, roll Expression + Agility.

INTUITION

The art of "Fitting In." A catchall for street smarts, common sense and tact. Commonly used for negotiation and barter. Intuition is used when the character is trying to understand someone else better, figuring out what they *already* want and how they can get a better deal in the process. Intuition is also used whenever a player needs to check if their character would know a piece of information about another character or social group.

Fitting in and Negotiation = Intuition + [Charisma](#)

Street Smarts = Intuition + [Intelligence](#)

INTUITION BASICS

1-5 Beginner: Mark on the street. Call a friend's Bluff.

6-10 Trained: Average Prospector. Call an average stranger's Bluff.

11-15 Professional: Average Shopkeeper. Call a travelling actor's Bluff.

16-20 Expert: Specialist Shopkeeper. Call a politician's Bluff.

21-25 Master: Veteran Caravaneer. Call a veteran leader's Bluff.

BARTER

When haggling for the price of items, the character who is initiating the trade rolls their (Charisma + Intuition) with the opposing party's (Charisma + Intuition) rating or roll as the target number. Margin of Success or Failure increases or decreases the price of the items by a percent equal to the margin.

Additionally, the GM may use the following guidelines to create situational modifiers.

- -20 to 50% = Buying the unassembled component materials
- +10 to 20% = Buying from a caravan or shopkeeper
- +30 to 50% = Buying from a specialty shop/ pawn shop

Characters may get a bonus if they offer something that the other character Values.

COMMON SENSE

A player may use intuition to see if their character knows simple, “yes or no,” or “safe or danger,” questions that could be considered common knowledge in the wasteland. The GM sets the target number based on how common the knowledge is expected to be.

NEGOTIATION

Unlike the brute force of Expression, Intuition is used in situations where either the opposing party or both parties have something the other wants. Negotiation is used to work out a more beneficial arrangement between cooperating parties. (Characters get a bonus if they offer the opposing character something valued. See Values.)

GAMBLING

When playing games of chance, such as poker, roll Intuition + Luck to determine the winner. Whoever has the highest roll will have the better hand. Cheating is handled by a stealth roll.

RUMORS - SOCIAL KNOWLEDGE

When introducing a new character or group of characters, it is possible that an intuitive character may already know something about them.

5 = Well known information	30 = Obscure information
10 =	40 =
15 = Detailed information	50 =
20 =	60 = Uncanny insights

Characters may also be able to discern information about another character’s personality by watching their actions for subtle clues. When looking for such insights, the character rolls their Intuition + Perception vs the opposing character’s Expression + Charisma

ETIQUETTE

When a character is attempting to blend in with a crowd, they roll Intuition + Charisma with a target number equal to an opponent’s alertness.

COMPREHENSION

When an opponent is purposefully trying to be vague, or communicate some piece of information without the character knowing, the character may roll Intuition + Perception with a target number equal to the opponent’s expression.

This may also be used to assist a speaker during an Improvisation test. See Expression.

Optional Rules - Sticking to Values

If a Player objects, rather than forcing the Player’s Character to comply when an NPC succeeds

in a demand or negotiation roll, the GM may instead choose to deal the character Values damage instead, based on how well the NPC succeeded. (As though it were an Influence action.) This allows the Players to still have some control over what their character thinks is important, trading success now for hardship later.

If the PC's non-compliance also contradicts one of their Values, that Value is added to the NPC's result. Regret, Doubt, and the contradicted Value are common choices for Values damage. (See chapter 3: Stat Damage)

MEDICINE AND MECHANICS

Medicine is used for healing injuries and curing ailments. Mechanics covers fixing things and using physical machines for their intended purpose. Mechanics is used to design, create and repair functional items. Mechanics is a straightforward skill that involves optimizing a device to perform a specific function as well as possible.

Fixing living things = Medicine + [Intelligence](#)

Fixing machines = Mechanics + [Intelligence](#)

MEDICINE AND MECHANICS BASICS

1-5 Beginner: Use healing potions and bandages, or damage control patches and armor kits.

6-10 Trained: Perform basic extended care for multiple patients, or multiple projects.

11-15 Professional: Set a crippling wound. Repair crippled components.

16-20 Expert: Identify most toxins, poisons and ailments. Craft spare parts and fix simple items.

21-25 Master: Double an average character's natural healing rate without alchemy. Fix complex items.

FIRST AID - PATCH JOBS

Roll Medicine or Mechanics (as applicable) and check the result, minus any modifiers. If the character/object's health is less than the result, it is increased to that number. If it is more than the result, add 1 health point if this is the first time the action was attempted since the character/object took damage, otherwise nothing happens.

Characters may try again, but at the risk of causing additional damage if they roll worse than character or object's current health. On additional tries, use the result even if it is lower than the character or object's current health. (If multiple character's wish to use First Aid on one patient, use the Assistance rules.)

If attempted in combat, First Aid costs 18 action points. Characters using assistance can split this cost.

STABILIZATION

If a target is below 1 health, but still has some Overflow Health points, a Medicine/Mechanics

roll may be attempted to stabilize them. Any target below 1 health must be stabilized before any other healing may be performed.

The Target Number is equal to twice the Overflow Damage. If the roll succeeds, the target is brought to 1 health point. If the roll fails by less than 20, the periodic damage is reduced to 1 every minute. If the roll fails by less than 10, the periodic damage is reduced to 1 every 10 minutes.

HEALING ITEMS - SPARE PARTS

When using potions, healing bandages, spare parts, or any kind of expendable resources, they simply remove an amount of damage depending on their rating. Some resources may have a target number required to properly use them. (Example, healing bandages and improvised parts require a skill roll, while healing potions and replacing batteries do not.)

INTENSIVE TREATMENT - REGULAR MAINTENANCE

For things with natural healing rates (or magically induced healing rates) Medicine may be used to increase the natural healing rate by 1 effective endurance for every 5 margin of success. Margin of success may also be spent to increase the number of patients cared for at a time, at one additional patient for 2 margin of success.

For basic, regular maintenance on equipment or things without a natural healing rate, the character repairs 1 health point per hour for every 5 margin of success.

Large devices or creatures may count as more than one device, depending on their size category. The largest devices or creatures, such as Enclave Warships or Ursa Majors may require a team to maintain or treat.

SETTING CRIPPLING WOUNDS - STRUCTURAL BREAKAGE

Roll Medicine or Mechanics (as applicable). The target number is equal to 15 for Crippling Wounds/Breakage, and 30 for Serious Crippling Wounds/Breakage.

Once set, the Wound/Breakage will remain set until the character/item takes damage again, at which point the Wound/Breakage is re-inflicted; or reaches full health, at which point the Wound/Breakage is removed.

If the character or item has 40 health points or fewer, they may not be able to set all of their wounds. The following list shows how many wounds are untreatable at each health level.

10 or fewer = 4 wounds	30 or fewer = 2 wounds
20 or fewer = 3 wounds	40 or fewer = 1 wound

If attempted during combat, a single attempt takes 60 action points. Characters using

assistance can split the cost.

SPECIAL STAT DAMAGE

Sometimes a character's SPECIAL stats will take damage, each point of SPECIAL damage is equivalent to 5 health points for healing purposes.

AUGMENTATIONS - UPGRADES

Roll medicine with a target number equal to the character's augmentation level plus the difficulty of the procedure. Each augmentation increases the character's augmentation rating by a certain amount. These modifiers are cumulative and include permanent magical augmentations. (The Cyberpony Perk helps reduce the modifier)

Roll mechanics with a target number equal to the item's complexity rating plus the difficulty of the procedure. Each upgrade increases the item's complexity rating by a certain amount. These modifiers are cumulative and include permanent magical augmentations. Attachments can be repaired separately.

CREATING GEAR FROM SCRATCH

If a character has all the required components, the base Target Number is the complexity of the piece of equipment, modified by the time spent and the available tools. Each piece of gear has a build rating (Sum of positive complexity modifiers/5 for weapons, and /10 for armor) If the character's skill rating + tool bonus are less than the build rating, they suffer a difficulty modifier for each point.

If the character does not have the required components, they may use scrap, but the complexity of the missing components counts against the Target Number. Any leftover Margin of Success adds to the item's starting health. (For enchanted gear, see also the Magic section.)

The base time for creating a piece of gear is based on its build rating or size. Margin of Success can influence the time spent.

- Weapons and Armor = Build Rating in minutes - 1 minute per MoS
- Light Scale Vehicles = 2 Hours - 5 minutes per MoS
- Personal Scale Vehicles = 1 Day - 30 minutes per MoS
- Heavy Scale Vehicles = 1 Week - 2 hours per MoS
- Capital Scale Vehicles = 1 Month - 1 day per MoS

COMMON MODIFIERS

- Augmentation/complexity rating
- Injury levels, crippling or serious wounds.
- Radiation level (every 2 rads). Penalty for normal characters, bonus for ghouls.
- Armor Coverage if not removed first.

MARGIN OF SUCCESS OR FAILURE

- Reducing or increasing the time spent.
- Healing additional crippling wounds. (+5 per additional wound)

Optional Rules - Simplified Maintenance

At the GM's discretion, players may choose a number of weapons and armor equal to their (Intelligence + Mechanics) /5. (Either their own gear or that of their teammates) Unless items were specifically targeted by an opponent or suffers a critical failure, it is assumed that the character has enough time to perform regular maintenance on those items. This reduces the need for record keeping.

SABOTAGE

Lockpicking, safecracking, terminal hacking, trap laying, timer rigging. Sabotage is used to access devices that have been purposefully defended against tampering. It involves the ability to solve puzzles, tricks, traps and devices that are designed to obscure their true function.

Physical devices = Skill + [Perception](#)

Spell matrix devices = Skill + [Intelligence](#)

SABOTAGE BASICS

1-5 Beginner: Open a rusty padlock.

6-10 Trained: Open an average padlock.

11-15 Professional: Open an average safe.

16-20 Expert: Open a difficult safe.

21-25 Master: Open an average vault.

LOCK PICKING

Locks have a target number and an amount of "health" points depending on their quality. The lock picking character may use tools for bonus "damage." When picking a lock, the character rolls Sabotage + Perception and checks for Margin of Success or Failure. (If the character has no lockpicks, they suffer a -15 penalty.)

Every margin of success adds a point of damage to the lock's "health." Once the lock reaches zero health, it is unlocked.

If the character fails by a certain amount, their lock picking tool may break. Every lockpick has a certain MoF needed to break, which is reduced by 5 for every successive lockpicking attempt. (Minimum 0) If a lockpick breaks, the lock's health is reset, and the character must start over from scratch.

At the GM's discretion, a critical failure may jam the lock entirely.

TERMINAL HACKING

Terminals have a Target Number and a level of health that depends on how well the user has set up the system. The hacking character may use a terminal interface or decryption devices, then rolls Sabotage + Intelligence and checks their Margin of Success.

Every margin of success adds a point of damage to the decryption device's base damage. (Decryption devices will usually grant a bonus.)

Each terminal will allow a certain number of attempts before it goes into lockdown. (Usually 3) If the character cannot deal the terminal's "health" in damage by that point, they may choose to skip the last attempt and back out of the system. Doing so resets the system's health back to full though.

When setting up basic terminal security, roll Sabotage + Intelligence, then subtract 5. This is the Target Number for hacking attempts, but the terminal will have 10 Health. (High quality systems may have bonuses to Health and Target Number.)

SETTING UP DEVICES AND TRAPS

When a character is placing a tamper resistant device or a trap, roll Sabotage + Intelligence. The result is the device's Setup Rating.

Normally, the character who sets up a device or trap can automatically recover it. If the character chooses, they may add +5 to the Setup Rating, and lose the ability to automatically recover the device.

The character may choose to sacrifice Setup Rating to add an anti-tamper device that will trigger on a failed disabling roll. The Margin of Failure required to trigger the anti-tamper device is (16 - Setup Rating Sacrificed.) High quality devices may require additional MoS, beyond the target number for success, to disarm, but will not change the MoF required to set off an anti-tamper device.

DISABLING DEVICES AND TRAPS

When a character is attempting to disarm, disable or deactivate a device, they roll their sabotage skill with a target number based on the device's Setup Rating.

If the character exceeds the Setup Rating by 10 or more, they may recover the device. Failing to reach the Target Number may trigger any anti-tampering devices linked to it.

STEALTH

The art of remaining unseen, and performing actions that go unnoticed by others.

Sneaking = Stealth + [Agility](#)

Finding Cover = Skill + [Perception](#)

STEALTH BASICS

1-5 Beginner: Hide in a box, or from a long distance away.

6-10 Trained: Hide from a bystander.

11-15 Professional: Hide from an average guard.

16-20 Expert: Hide from an alert guard.

21-25 Master: Hide from an alert guard that is on your trail.

SNEAKING

A character who is sneaking around rolls their stealth + agility. The target number any potential observer's alertness score.

HIDING

A character who is hiding in one spot rolls their stealth + perception. The target number is any potential observer's alertness score. If someone is actively searching for a hiding character, it becomes an extended test vs the hiding character's margin of success multiplied by the size of the search area.

OBSERVE CAREFULLY

While not in combat, characters may observe carefully without spending action points, and the bonus lasts as long as the character sustains the effort. However, this is not a restful action and characters will not regenerate energy normally.

RANDOM OBJECTS

Some things are just naturally difficult to spot, even inanimate objects. When determining whether or not a character can detect a random object, roll a number of dice as though the object was hiding, using the following guidelines. Plus any bonuses from coverage.

- Average object: rating 5
- Small object: rating 10
- Tiny object: rating 15+

COMMON MODIFIERS

- Magic Potency (Casting Magic)
- Ranged Weapon damage x1 (Bang, zap, boom)
- Melee Weapon damage x.5 (Clang, thump, fwump)
- Weapon weight x10 (Concealing Weapons)
- Range Increments (5 each, after short)
- Poor visibility, ambient noise, smell, etc. (5 - 15 usually)
- Cover

CHAPTER 5: MAGIC

“Once upon a time, in the magical land of Equestria...”

Magic in Equestria comes in many forms, some are overt and some are subtle. It might not always be as flashy as unicorn magic, and observers might not even consider it magic at all, but everyone has some potential for the extraordinary. Magic, and those vague magic-like phenomenon are covered by the same rules.

CASTING SPELLS

When using a spell (or a trick, as some ponies might call it) the first step is to determine the spell's Potency. Then the character rolls against the spell's Difficulty, and failure or success is determined.

Determine Base Potency > Spend Potency > Determine Target Number > Roll Skill Test

POTENCY LIMITS

Potency is a measure of the spell's strength, which is derived from the effort -ie energy- spent and the caster's personal ability. When casting a spell, the caster chooses how much energy they want to spend on potency.

Base Potency: (Racial Special +5) x (Energy Spent +1)

By default, most characters can spend up to 1 energy on Potency. Unicorns may spend 2, and perks may increase this number. (up to 3)

(If a character is not spending energy on a spell, only 2 ranks of Mighty Magic may be applied.)

SPENDING POTENCY

Once the character knows their Base Potency, they spend it on Potency Modifiers. Potency Modifiers determine a spell's mechanical effect, and each individual spell will list which Potency Modifiers may be used.

For more information on the Potency Modifiers of individual Spells, see the [Big Book of Magic](#), and the Spell List.

EXAMPLE:

A unicorn wishes to cast a bolt of arcane energy. The unicorn has 5 Intelligence -a Unicorn's racial SPECIAL- and decides to use 1 Energy. This gives the unicorn 20 potency for the spell.

The arcane bolt spell states that the unicorn may spend 2 potency for 1 point of damage, and 3 potency for 2 points of armor penetration.

The unicorn uses 6 of the 20 potency on armor penetration, and 14 of the 20 potency on damage, for a total of 4 armor penetration and 7 damage. The unicorn then spends 1 point of energy, and is then ready to roll some dice.

Optional Rules - Low Powered Magic

At the GM's discretion, base potency may be $(5 + \frac{1}{2} \text{ SPECIAL}) \times (\text{Energy} + 1)$. This will significantly reduce the magical ability of most characters.

DIFFICULTY MODIFIERS

Once Potency is determined, the player then rolls the applicable Skill + Attribute, with a Target Number determined by Difficulty Modifiers. Difficulty modifiers account for additional spell manipulations and circumstantial penalties.

If the spell is part of an existing mundane action, the used skill is determined by the appropriate mundane action, otherwise the skill is determined by the racial default. (For example, firing a gun with telekinesis uses Ballistics, and healing spells use Medicine.)

Spells that are associated with mundane actions may have additional difficulty modifiers associated with that action. (For example, attack spells must add the opponents dodge to their Difficulty.)

If a character knows a spell/recipe, they may choose extra difficulty modifiers that provide extra benefits for the spell and raise the Target Number accordingly. They may also be purchased with margin of success for twice that cost, or learned as spell matrices, once for each specific spell.

MARGIN OF SUCCESS

- +1 Potency or Difficulty for every 2 MoS.
- See the Combat and Noncombat chapters for special action modifiers.

Any exceptions will be noted with the spell. For more information on specific Spell Effects, see the [Big Book of Magic](#) document.

EXAMPLE:

Our unicorn caster has determined the potency of the Arcane Bolt spell, and is ready to pick a target. The unicorn's opponent has a Dodge of 10, and is 10 meters away, short range.

The base Target Number is 10, and short range adds 5 to it, bringing the total TN to 15.

EVASION

Casting a spell on an unwilling target is often difficult. There are several ways that an opponent might evade the spell. When an opponent has an appropriate defensive stat, it is added to the Difficulty of a spell.

- Dodge = Used with combat spells.
- Resistance = Used with spells that cause permanent or semi-permanent conditions.
- Alertness = Used with spells that rely on not being noticed.
- Integrity = Used to evade mind influencing spells and compulsions.

If the spell lists two Evasion modifiers, use whichever is highest. Spells that don't list an evasion modifier cannot be cast on unwilling targets.

OVERCOME

Spells that buff stats, abilities or skills are often times more difficult to cast on targets that already have a high rating in that area. In these cases, the target's existing rating counts as a difficulty penalty.

- Skills or defensive stats = rating -5
- Damage Threshold = rating
- SPECIAL stats = x2 rating

BURST

When using the Burst modifier, a spell gains an Area of Effect. After that range increment, the spell loses 20 potency and its radius extends for another increment. This continues until the Potency reaches zero.

5 = 1 meter	10 = 3 meters	15 = 6 meters
20 = 10 meters	25 = 15 meters	30 = 21 meters etc.

Burst spells influence everything inside their area of effect indiscriminately.

RANGE

This modifier determines the range a spell's target may be from the caster. This is in addition to any scale modifiers the spell might be using. (For example, a teleport spell still has its base distance, but the range modifier allows the caster to teleport something that they are not directly touching.)

- Touch: 0 (0 meters)

- Short: 5 (1 to 15 meters)
- Medium: 10 (16 to 100 meters)
- Long: 15 (101 to 300 meters)
- Extreme: 20 (301 to 2500 meters)
- Artillery: 25 (2500 to 5000 meters)
- Artillery+1: .etc (5000 to 10,000 meters)

COVER

If a spellcaster cannot detect their target, the Line of Sight modifiers must be used unless otherwise noted in the spell description. This modifier can be reduced by any Relationship the character has with the target (Values) or by familiarity with the location.

Full Cover = 25	Good Cover = 20	Average Cover = 15
Decent Cover = 10	Poor Cover = 5	No Cover = 0

DELAY

When using the Delay modifier, the caster sets the spell to activate at a predetermined time or condition. The maximum amount of time the spell may be delayed is determined using the Sustaining table with a -10 Difficulty bonus.

SPLITTING

This modifier allows the spell to target multiple things discriminately. The caster must split the spell's effect -not its Potency- between the various targets. When using Scale modifiers, the spell can target any number of things within the limit of those initial modifiers without splitting the effect.

Every 5 points in Splitting doubles the number of targets that can be individually influenced.

SUSTAINING

When a character casts a spell, they may choose to sustain it using Difficulty Modifiers. The length of time a spell can be sustained is determined by the size of the modifier.

(1 turn = 6 seconds)	0 = instant	1 = 2 turns
2 = 3 turns	3 = 5 turns	4 = 7 turns
5 = 1 minute	10 = 10 minutes	15 = 1 hour
20 = 3 hours	25 = 8 hours	30 = 1 day
35 = 2 days	40 = 3 days	45 = 5 days
50 = 1 week	55 = 2 weeks	60 = 3 weeks
65 = 1 month	70 = 2 months	75 = 3 months
80 = 6 months	85 = 1 year	90 = 2 years

As soon as the sustaining duration expires, the player must roll again and spend the requisite energy. Sustained spells may be dropped at any time as a Free Action. If a character loses consciousness, any sustained spells are dropped.

While sustaining spells, any tests the character makes are reduced in rating by 1 for every 10 potency of spells being sustained, due to the need for concentration.

Performing additional actions with a sustained spell still requires action points, using the action point cost of the spell or the item being used, whichever is higher. But additional energy is not required until the sustaining duration is over.

If a character is wounded in combat, roll their racial magic rating. Every 1 MoS will allow the character to continue sustaining 2 Potency worth of Magic. Any other spells are dropped. (If they cannot sustain a spell's full Potency, the entire spell is dropped.)

SELF-SUSTAINING

When a character casts a spell, they may choose to have it sustain itself for a short time using Difficulty Modifiers. The length of time a spell can sustain itself is determined by the size of the modifier, using the above Sustaining Modifiers.

A self-sustained spell will remain active for its duration or until dispelled, whichever comes first, at which point the spell immediately collapses.

Self-sustained spells do not require continuous concentration to maintain. However, spells that are self-sustained cannot be directly controlled without additional magic spells or spell matrices.

MASKING

Normally, magic causes a stealth TN penalty equal to its Potency when it is cast. Masking may be used to reduce this penalty. If Masking reduces a spell's stealth TN penalty to zero, additional Margin of Success continues to give the spell -but not the character- a stealth bonus.

Every 1 point of Masking gives the spell a +1 TN bonus vs detection.

HARDENING

Normally, counterspelling is based on the Potency of its target magic. Hardening makes magic more difficult to dispel, counterspell, suppress, or remove.

Every 1 point of Hardening gives the spell a +1 TN bonus vs counterspelling.

SPELL MATRICES

When two or more spells are combined together, it is called a Spell Matrix. Other than normal

spells, there are also several Special Modifiers which can be learned as Modifier Spells. Some perks and racial abilities may allow Special Modifiers to be used with a spell's Base Potency on the fly.

If a character has the requisite perks or racial abilities, they may use the applicable Special Modifier(s) in addition to the normal Potency Modifiers for the spell.

A single character is able to cast each spell in a Spell Matrix with one action. Every additional spell cast by the same individual imposes a +5 Difficulty Modifier. Any Energy must be spent on each spell individually.

See the Big Book of Magic for more information about Spell Matrices

GENERAL MAGIC

While most folks can use the kind of magic abilities that come naturally for their race or special talent, there are kinds of magic or other supernatural phenomena that exist beyond anyone's inherent magic.

General magic is a category of abilities that anyone can learn, regardless of their race. However, unless otherwise noted, characters do not get the benefit of their racial bonuses while using general magic.

Most general magic will have special requirements, such as material components, perks or unique conditions that must be met before the magic may be used.

ALCHEMY

One of the most common forms of general magic is alchemy, which requires material components to perform.

When a character is preparing alchemy, the first step is to determine which components are making up the Alchemy, and what the Potency is. Once the Components and Potency are ready, Roll the Character's Intelligence + Academics with a Target Number determined by the alchemy's Difficulty Modifiers.

ALCHEMY POTENCY

The maximum Potency of the alchemical mixture equals the combined ratings of the Components used to craft it. The number of components a character can work with in a single alchemical mixture is determined by the quality of tools they are working with. Without tools, only 1 component can be used at a time.

Like characters and spell casting, Component Ratings are determined by the component's Quality (equivalent to a character's SPECIAL) and their Energy.

- Energized Component: +5
- Drained Component: +0

- High Quality Component: +5
- Average Quality Component: +3
- Poor Quality Component: +1

After determining which components will be use, choose how the components will be used. Whether they will be drained or consumed.

- Drained: x1 Energy and x1 Quality
- Consumed: x1 Energy and x2 Quality

ALCHEMY DIFFICULTY

Once the alchemy's potency is determined, there are several Difficulty Modifiers that are used in addition to any difficulty modifiers from the spell.

Preparation Time

- | | | |
|--------------|--------------------|----------------|
| 6 hours: -10 | 1 hour: -5 | 10 minutes: +0 |
| 1 minute: +5 | 1 combat turn: +10 | |

Usage Mod

- Activated by specific magic: +15
- Drink to use: +10
- Contact to use: +5 (armor coverage applies when used)
- Complex action to activate: +0
- Requires skill check to use: +Skill Check required on use (includes normal spell

Difficulty Modifiers)

- Self-Sustaining Modifiers (after activation)

MARTIAL ARTS

Through repetition and a mastery of one's own physical form, some characters are able to achieve seemingly impossible feats. Martial arts work similar to casting magic, but have specific requirements and conditions that must be met in order to use.

See the Magic List for more information about specific martial arts.

SPIRITS

All but the most powerful or dangerous spirits have difficulty sustaining themselves in the wasteland. With the right kind of magic, however, it is possible to call upon spirits and

potentially convince them to help.

SPIRIT ABILITIES

A Spirit's starting SPECIAL attributes are determined by the summoner's potency, as though they were casting a normal spell, and by how much energy they spend. By default, all of a Spirit's SPECIAL stats are the same, but a GM may choose to alter them in a thematically appropriate way, as long as the total number of points remains the same. Derived Stats are determined by the SPECIAL stats normally.

- SPECIAL Rating = 1 (each) for every 10 potency.
- Starting Energy = SPECIAL Rating + Energy provided by the caster.
- Basic Skills = SPECIAL Rating +5
- Damage Threshold = SPECIAL Rating x2

By default, spirits have access to these Basic Skills: Unarmed, Academics, Athletics, Expression, Intuition. Each type of magic trick the spirit can perform is treated as an individual spell when learning to summon spirits.

CALLING ON SPIRITS

A Summoner rolls Expression or Intuition + Charisma when summoning a spirit with a base Target Number equal to the Spirit's SPECIAL Rating +5. Any Margin of Success is used to increase the Spirit's demeanor towards the summoner. (As though it were a Value)

+0 = Cooperative +5 = Acquaintance +10= Ally +15 = Good Friend

MANIFESTING SPIRITS

Unless a spirit Manifests, it can only interact with things that are spiritually active, other spirits, beings with ghost sight, etc. To Manifest, a Spirit must spend 1 energy, and have more energy than its SPECIAL rating after the energy is spent. This can happen during summoning, or later as part of a separate action. If a Spirit's energy ever drops below its SPECIAL rating, it immediately de-manifests.

- Starting Health when manifesting = Energy x2

In combat, manifesting is a complex action, requiring 6 Action Points, either from the Spirit or the Summoner. De-manifesting is a free action. Manifested spirits may also spend 1 Energy to restore 2 Health Points as a simple action. (2 Action Points.)

SUSTAINING SPIRITS

Summoning spirits is very taxing on the summoner, and reduces the rating of all other tests by 1 for every 1 SPECIAL Rating of spirits that remain active. (Spirits that are powerful enough to sustain themselves without a summoner are NPCs in their own right.)

Spirits spend energy on actions just like any other character. However, they gain and lose energy differently. Spirits gain energy when they succeed at actions which support their inherent nature. (For example, Windigos gain energy when they cause hatred.) Spirits also gain energy when inside an Aspect that supports their inherent nature. (See magical terrain.) Spirits lose energy over time in the wasteland, just like other folks get hungry.

- TN or Aspect rating less than x2 SPECIAL Rating. +1 Energy
- TN or Aspect rating equal or greater than x2 SPECIAL rating +2 Energy
- -1 Energy per hour.

If a Spirit gets a critical success, they may choose to spend 5 energy and increase their SPECIAL Rating by 1. If the Spirit suffers a critical failure, they must spend 5 energy or their SPECIAL Rating decreases by 1.

DISMISSING SPIRITS

A summoner can choose to dismiss a Spirit when its services are no longer needed. If the summoner gave the spirit any additional energy, the spirit may return a portion of that as it goes, up to its SPECIAL Rating.

BANISHING SPIRITS

If a spirit's Health or Energy ever drops below zero, it is immediately banished. If a Spirit is banished, its Summoner takes stun damage equal to the Spirit's (SPECIAL Rating x5) due to shock.

MAGIC BOOKS AND INSTRUCTION

If characters have access to a spell, recipe book, they may attempt to use the spells or recipes in it. Instructors may also attempt to guide a caster through the spell.

When casting spells from a book, scroll or other external source, the spell must be cast with the predetermined Potency Modifiers. No more, no less. If the predetermined Potency Modifiers exceed the character's normal limit, they must spend Margin of Success to cover the difference or the spell will fail.

Using a spell or recipe from a book is often more difficult than using one the character knows.

Using a book also takes more time, since the character must check the text every time. In combat, a character must spend 6 action points reading before they can use a spell or recipe from a book.

If a character knows a spell or recipe, they may attempt to guide a student as though they were using a book or recipe. The instructing character rolls the racially applicable SPECIAL + Expression with a Target Number equal to the spell's Potency. (The character may also write the spell or recipe down in a book the same way.)

[Big Book of Magic](#)

CHAPTER 6: HAZARDS

"Every action carries with it a danger, but none so great the danger of doing nothing."

ASPHYXIATION

Characters can hold their breath for a number of turns equal to their Endurance without difficulty, if they are not active. Every action and every point of energy spent reduces that number of turns by one. Once that free period is over, the character must roll an Athletics + Endurance test to continue holding their breath. Every other action or point of energy spent increases the target number by 5.

If a character fails the roll, they can no longer hold their breath. Submerged characters will fall unconscious and begin drowning, taking overflow damage as though they were at zero health points.

ADDICTION

Whenever a character uses an addictive substance, roll the substance's addiction rating with a target number equal to the character's resistance. Repeated usage in a short period of time will give a bonus modifier to the addiction rating. If the character is subjected to the substance unwillingly, they may get a small bonus to resist, modified by any applicable values.

DISEASE AND TOXINS

Diseases and Toxins are effectively characters with attack and defense stats. These stats may be static, or they may be modified by the contaminant's Affliction Level. (Many contaminants will have a maximum Affliction Level.)

If a character is exposed to a disease or toxin, make a note of how big the exposure was, and any subsequent exposures. After the Onset period expires, the contaminant and the target attack each other at the beginning of every interval.

The contaminant attacks the character first by rolling its Attack Rating with the character's Resistance as the target number. A successful attack deals the contaminant's Damage to the character. This damage may be health points, SPECIAL stats or something completely different.

The character attacks the disease or toxin by rolling their resistance each interval, with the contaminant's Defense Rating as the target number. Success lowers the Affliction level by 1, and Margin of Success may be used to further lower the Affliction level.

- **Toxins** use Margin of Success to increase their damage, as though they had a higher Affliction Level. The Rate of Affliction equals the MoS needed to increase damage by 1 level.
- **Diseases** use Margin of Success to increase their Affliction level. The Rate of Affliction equals the MoS needed to increase the Affliction level by 1.
- **Characters** use Margin of Success to lower the Affliction level. The contaminant's Rate of Affliction equals the MoS needed to decrease the Affliction level by 1.

Some diseases will also allow the character to develop an immunity. If a character defeats a disease once, they may get a bonus to resistance with subsequent exposures. Additionally, many contaminants will have a hard limit, after which they automatically expire.

Other characters may use Medicine + Intelligence as an assistance test to help with toxin and disease.

RADIATION

A character's Resistance score is the number of Rads that are required to increase their radiation sickness by 1 stage, starting at stage zero with zero Rads. Characters suffer no penalties at stage zero, but after reaching stage one, a character suffers increasing penalties.

Every stage of radiation sickness incurs a 5 TN penalty to medicine rolls on that character, and reduces natural healing rate by 1 health point per 8 hours. If their natural healing rate drops below zero, they start taking damage over time instead of healing.

RADIATION RELIANCE

For reliant characters, such as Ghouls and Alicorns, radiation has an opposite effect. Such characters start with a 15 TN penalty to their medicine rolls and -3 health points per 8 hours penalty on natural healing. However the normal radiation sickness penalties are added as a bonus instead.

RADIATION DEPENDANCE

For dependant characters, such as Ghouls, every point of natural healing reduces their Rads by 1, but unless they are in a totally radiation free area, they will slowly regain rads if below zero. (1 Rad every 2 hours if in Rate 0 area, and below 0 Rads.) If they do drop below zero rads, they incur a further penalty to their medicine rolls and natural healing the way normal characters do with high rad levels.

Dependant characters may also spend Rads equal to the Radiation Rate to heal each turn, with every 3 Rads restoring 1 Health Point.

RADIATION RATES

When using or removing protective gear, radiation stages down or up according to the guidelines below. (Characters that benefit from rads stop gaining rads when their radiation stage reaches the ambient radiation rating. If such a character's radiation stage exceeds their endurance, they begin giving off radiation from their own pool, at a rate of 1 rating per stage above endurance.)

- Rating -1: Totally radiation free.
- Rating 0 to 9: 0 to 9 rads per hour.
- Rating 10 to 18: 1 to 9 rads per minute.
- Rating 19+: 1+ rads per round.

SLEEP DEPRIVATION

Sleep gets you energy. While napping also restores energy, a character needs at least 6 hours of sleep to be well rested. If you go without sleep for days, your energy pool maximum drops.

If a character's energy pool ever reaches zero, they become exhausted. While exhausted, all energy costs double. Restoring a character's energy to full will remove exhaustion.

STARVATION DEHYDRATION

Eat food, drink water to get well fed bonus. Otherwise, just keep track of how many days they've gone without food, and apply penalties for each day after the second.

TERRAIN

Some terrain poses challenges beyond simply making travel difficult. Some types of terrain can be deadly.

FLATLANDS

Line of sight 5 km at ground level, up to 150 km below cloud curtain. Not much cover.

MOUNTAINS

Cliffs, extreme cold, sudden storms and wind,

FOREST

Some are dead, some are alive. Line of sight is very short, between 100 meters for light forest to 25 meters or less in dense forest.

WETLANDS

Movement difficulty. getting stuck. Sinking and suffocation. Disease.

MAGICAL TERRAIN

Some areas of the world have special magical terrain properties that can influence the use of

magic. These areas tend to remain relatively steady even in the Wasteland, but they do experience subtle variations over time and in a few very hazardous places, they can experience sudden extreme shifts.

ASPECTS

These areas strongly favor one flavor of magic over others. When casting magic that matches the aspect, characters can receive a 1-15 potency bonus, depending on the strength of the aspect. Magic that conflicts with the aspect can receive a 1-15 potency penalty, depending on the strength of the aspect.

Aspects most commonly influence elemental magic. (For example, casting a fireball in a burning building may receive a bonus, while casting a fireball underwater would receive a penalty.)

SHALLOWS

Beyond the normal ebb and flow of ambient magic, there are some areas in the world where there is just never as much magic as most other places. These are referred to as shallows, and magic is more difficult to use in these places. Casting magic in shallows can increase the energy requirements for a spell and reduce the maximum potency.

-1 to 5 potency	-6 to 10 potency	-11 to 15 potency
Normal Energy	-2 per energy	-4 per energy

PLATEAUS

The opposite of shallows are plateaus, and they are usually found along leylines and especially at their intersections. These are areas where the average ambient magic is a bit stronger than usual. Casting magic in plateaus can increase the bonus from energy spent and create potency bonuses.

+1 to 5 Potency	+6 to 10 Potency	+11 to 15 Potency
Normal Energy	+2 per energy	+4 per energy

RIFTS

In extreme cases, there is so little ambient magic in an area that it becomes a rift. Magic is nearly impossible to use while in a rift.

Casters suffer a penalty to potency of 16 or higher, and any energy expenditures cost health points instead.

PEAKS

These are areas of ambient magical energy that are so concentrated that they become dangerous. In some ways these areas are even more hazardous than Rifts because some of the magical creatures that live within them occasionally grow tolerant to the conditions.

While in a magic Peak, casters gain a bonus to potency of 16 or higher. If a character rolls less than the peak's rating on their casting test, their spell becomes uncontrollable, and they lose a number of health points equal to their energy spent.

TERRAIN HAZARDS

LAVA

Contact with lava deals 20 fire damage. If submerged in a source of lava, the amount of damage increases by 10 each turn until the target is suffering 50 each turn.

AVALANCHES

Getting hit by giant rocks or being buried under mud or snow is really bad. Rocks deal damage based on their size. If buried, the character must make an extended athletics check to dig out before they suffocate, depending on the severity. (Difficulty 10 to 20, or possibly higher. With 5 to 30 MoS required.) Other characters may assist in digging the trapped character out.

WEATHER HAZARDS

THUNDERSTORMS

Any characters who are exposed during a Thunderstorm risk being struck by lightning or being blown around by wind. Either on a critical failure, or random luck rolls by the GM.

See pegasus magic for information on lightning and wind, and treat the storm as though it were a caster of a certain potency. (Recommended 20 to 50)

DUST STORMS

Along with strong winds, dust storms will drastically reduce the visibility of anyone inside.

MAGIC STORMS

Similar to Thunderstorms, except getting struck by lightning causes wild and unpredictable spell effects, at the GM's discretion. Everything from transmutation into a cactus or potted plant, to random teleportation, or unusual elemental damage.

Magic storms are also usually accompanied by strong magical Aspects, plateaus or even peaks.

NPCS

- Motivations (Values)
- Reactions
- Intelligence (0-3 for animals, 3 being pet level smarts)
- Stats (size modifiers for hit and damage on small creatures)
- Skills

1-5	Beginner:	Need help accomplishing all but the easiest tasks
6-10	Trained:	Have a solid understanding and do well at easy tasks
11-15	Professional:	Good enough to succeed more often than not at challenging tasks
16-20	Expert:	Very good and ready to tackle advanced challenges
21-25	Master:	Effortlessly do what many find challenging
26-30	Legendary:	Capable of awe inspiring feats

For a list of creatures, see the [Creature List](#) document.

Optional Rules - Hardcore Mode

If the players are into nitty gritty details, characters may add a hunger and thirst meter, similar to their radiation meter that lowers by a number of points equal to its current Stage every hour and can be refilled by eating and drinking.

CHAPTER 7: GEAR

“I’ve got so many wonderful choices for you to decide...”

GENERAL TRAITS

There are several generic traits that all items in the wasteland have, mostly involving acquiring and maintaining any given item.

SCARCITY

This is a measure of how difficult it is to find the item in the wasteland. While the GM always has the final say whether or not something is available, when in doubt, scarcity can be used to determine if a certain item is up for barter or can be found scavenging.

When testing for Scarcity, the player rolls a rating equal to (5 + Luck) vs a Target Number determined by the item’s scarcity rating plus or minus any situational modifiers. (No more than -10 or +10, typically.)

COMMON MODIFIERS

- Merchant Quality (“Random bystander” vs “Absolutely Everything”)
- Location (“Picked clean house” vs “The factory that made it.”)
- Current Events (High vs Low supply and demand.)

VALUE

Everything is worth something to someone, and while different folk may disagree on how much, each item has a general value that it is worth on average. Because caps are the most common form of currency in the wasteland, an item’s value is measured in caps.

For more information about bartering, see Intuition.

WEIGHT

The weight of an item is used to help determine how much a character can carry. Weight is measured in Kilograms.

COMPLEXITY

Complexity modifies an item's Target Number for mechanics rolls by an equal amount. Most generic items are designed to have a complexity of 0, but many custom built items will have higher complexities.

Every 5 uncompensated complexity increases an item's crit fail chance by 1.

REQUIREMENTS

If your character does not meet the requirement to use an item, they suffer a -5 TN penalty to use the item for each point they are below the requirement. If the penalty is small enough, the player may choose to spend 1 energy for each point below the requirement to perform an action without the penalty. (Up to 3 points)

Strength Requirements are cumulative when the character is using multiple weapons, such as with battle saddles, dual wielding, or under barrel attachments.

Every point below the STR requirement for a piece of armor reduces the character's Agility by 1. If the character's Agility is reduced to 0, they cannot move in the armor.

EXTRAS

Many items have special bonuses or penalties. When there is no existing category for these modifiers, they will be listed in the extras section.

Optional Rule - Equipment Experience

If players assign Value points to a piece of equipment, it may be treated like experience for that item. Each point can offset one point of positive complexity. This represents a character's extra love and attention given to their prized possession. These bonuses are lost if someone else attempts using the item, or if the character re-assigns their values to something else.

WEAPONS

For information about specific weapons, see the [Weapons List](#) spreadsheet.

DAMAGE

This represents the base number of health points the weapon damages on a successful hit, not counting any circumstantial bonuses. Special damage types are indicated by a letter after the damage value, such as “s” for Stun Damage.

ARMOR PENETRATION

Reduces an opponent’s effective DT by an equal amount.

ACTION POINTS

This represents the number of Action Points required to use the weapon.

ACCURACY

Some weapons will have a bonus or penalty to hit the target. Add or subtract as indicated the Accuracy from your character’s skill rating when using the weapon.

CRITICAL MULTIPLIER

This value multiplies the character’s Critical Hit chance by the indicated value, while using the weapon.

FIRE MODE

This indicates the weapon’s base rate of fire. SF = Single Fire, with a rate of fire of 1. BF = Burst Fire, with a rate of fire of 3. FA = Full Auto, with a rate of fire of 5. Any modifiers to the weapon’s rate of fire will be indicated in the “extras,” column.

RANGE

This indicates the maximum range increment the weapon is capable of using, and which range modifiers it uses. See [Combat](#) for information about specific range increments.

AREA OF EFFECT

This field indicates how much Area of Effect damage a weapon deals, as well as how large the range increment is. Every Range increment reduces the damage by 10.

AMMUNITION

The ammunition field indicates what type of ammunition, if any, is required for a single attack. If the weapon requires more than one unit of ammunition for an attack, it will have a multiplier in front of the ammunition type. Weapons with a Rate of Fire must spend that much ammunition for each shot fired.

Most weapons will use a replaceable magazine for ammunition, but some use an internal magazine. Internal magazines are indicated with an “i” next to the ammunition capacity. They are harder to reload, but their reliability gives them a bonus critical failure reduction.

HEALTH

This indicates how many health points a weapon has, and will determine how many wounds the weapon can withstand. Every 10 health points gives the weapon another wound level.

DAMAGE THRESHOLD

If the weapon is targeted by a Called Shot, this reduces the amount of damage taken. It is also used by melee weapons for parrying and determining the weapon's Redline.

REDLINE

Melee and Unarmed attacks have the potential to damage the weapon. If, the weapon's base damage plus circumstantial bonuses, such as character Strength, martial arts abilities, and special attacks exceeds the weapon's Redline, the weapon is dealt an amount of damage equal to the difference.

WEAPON MODIFICATIONS

- Complexity Modifier: Increases the weapon's complexity rating when applied.
- Difficulty: Increases the difficulty of applying the upgrade (attachments are usually 0)
- Bonus: What the weapon modification does.
- Penalty: Any additional drawbacks (such as increased STR minimum)

ARMOR

For more information about specific armor, see the [Armor List](#) spreadsheet.

DAMAGE THRESHOLD

This value indicates how much damage the armor prevents for each attack, not counting armor penetration. Attacks with a rate of fire apply the Damage Threshold to each hit. Damage Over Time abilities subtract the Damage Threshold from the entire attack, before splitting it up between turns.

HEALTH POINTS

This indicates how many health points the armor has, and will determine how many wounds the armor can withstand. Every 10 health points gives the armor another wound level. Every attack that exceeds the armor's DT reduces the armor's health by 1.

COVERAGE

This indicates the Margin of Success needed to bypass the armor. Helmets add +5 to the coverage. If different coverage zones have different Damage Thresholds, keep track of which armor covers which portion.

RESISTANCE BONUS

This value increases the character's resistance for the purposes of avoiding exposure to

poisons and elemental attacks. (Any subsequent rolls after exposure do not gain the benefit.)

ALCHEMY

Each alchemy ingredient has a few different properties which determine what recipes they are useful in and how effective each ingredient is. The base cost for prepared alchemy is 1 cap for every 2 potency.

For more information about specific alchemy ingredients, see the [Aid](#) list.

ALCHEMY STATS

- Color: Red (Heart), Yellow (Body), Blue (Mind) [Alchemy Circle](#)
- Quality: Good (.02kg per Component), Average (.1kg per Component), Poor (.5kg per Component)

CYBERNETICS AND AUGMENTATION

When creating new cybernetic and alchemical augmentations, add the Potency cost or experience cost in Augmentation rating, using magic or perk rules respectively. Add the cost for Control Modifiers, if the augmentation is controlled by the character in any way.

Replacement body parts are built using the physical SPECIAL stats, Strength, Agility, and Endurance. The cost is reduced by what parts are being replaced.

Each Limb: 10% Body: 40% Head: 20%

With replacement parts, the character's augmentation level will increase or decrease depending on how much higher or lower than their base stats the replacement is.

TOOLS, GADGETS AND AID

See the [Aid List](#)

SKILL BONUSES - PENALTIES

Many tools and gadgets will give characters a skill bonus in a specific situation. Unless it is magical in nature, the bonuses generally cannot raise a character's skill above rating 30.

Some tools reduce the skill rating of opponents who attempt to overcome character using the tool against them. Others will help reduce circumstantial penalties, but do not raise the character's skill above its normal value.

CHANCE TO BREAK - NUMBER OF USES

Many tools and gadgets will have a limited number of uses, or will have a chance to break. The number of uses will be listed with the item. For items with a chance to break, the condition will

be listed, usually a certain Margin of Failure or critical failure.

VEHICLES AND ROBOTS

For more information about specific vehicles, see the [Vehicle List](#) spreadsheet.

VEHICLE BASIC STATS

Vehicles have SPECIAL stats just like any other character. Strength, Agility and Endurance are determined by its physical structure, while Perception, Intelligence and Charisma only apply if the vehicle has a cyberbrain or is being remotely controlled.

POWERED VS UNPOWERED

Vehicles that don't have a power plant, spark battery, steam engine, etc. require a character to pull them. An Unpowered Stat represents the maximum SPECIAL a character can apply when piloting a vehicle. A Powered Stat is counted in addition to a character's maximum Unpowered SPECIAL when being piloted.

WEIGHT CLASS

Vehicles have a specific weight class which determines how much benefit they get from Strength when determining carrying capacity, and how much energy/fuel they spend while moving.

STRENGTH

The vehicle's strength determines how much weight it can carry, as well as how much armor and weapons it can mount.

HARDPOINTS

In addition to the normal Strength requirements for weapons, the Hardpoints value indicates the total sum of strength requirement in weapons a vehicle can mount.

For items that do not have a listed Strength requirement, use the following rules to determine whether an item requires the use of a hardpoint, when integrated into the vehicle's design.

- If it is heavier than 1 kg, it requires a hardpoint.
- If it requires physical interaction, it requires a hardpoint.

AGILITY

This determines the vehicle's top speed and its maneuverability, depending on whether it is on land, air or water. See the [Movement](#) section for details on different movement classes.

MANEUVER

This is the combination of any applicable Agility from the pilot(s) and the powered Agility from the vehicle, and is used in place of Agility for vehicle tests. (Heavy and Capital Scale vehicles

require more than 1 point of Agility to raise the maneuver rating.)

ENDURANCE

This determines the vehicle's health points, and if the vehicle has a power plant, how much energy it has. (The amount of energy depends on the type of power plant.)

CYBERBRAIN - REMOTE OPERATION STATS

If a robot is equipped with a cyberbrain or remote control modules, it may have one or more of the following stats.

INTELLIGENCE

This determines how well the cyberbrain is capable of acting autonomously, interpreting contextual information and commands. Any rating above 3 indicates a "sentient" cyberbrain. Remote control operators use their own Intelligence.

PERCEPTION

This indicates how capable the cyberbrain is at detecting threats and objects. For remote control modules, it indicates the quality of any cameras, microphones, etc. that the controlling character has access to.

CHARISMA

For cyberbrains, this indicates its force of personality and how well it can express itself. Typically no higher than 3 unless it is a "sentient" cyberbrain. For remote control modules, this indicates the quality of the robot's speakers and its ability to gesture.

SKILLS

Cyberbrains can be programmed with skills, which are used just like regular character skills along with their corresponding SPECIAL stat. Remote control operators use their own skill rating.
