NEW FRONTIERS

Combat Manual
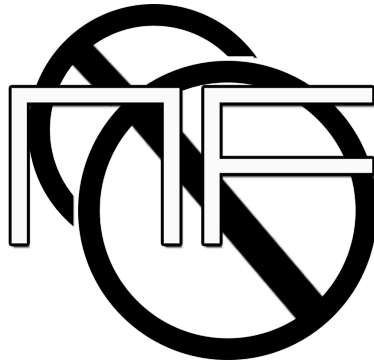
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Foreword

This document provides the ground rules for resolving situations between characters when their respective players have not collectively agreed upon an outcome to a given encounter.

The intention is to enable a broad variety of options that favor strategy, and remain fair for involved parties.

Ideally, dice combat will add an extra degree of nuance to encounters between rival *player characters*, but it is essential that the *players* themselves are open to discussing disagreements with one another. The goal, after all, is to have fun in a serious environment.

Player Etiquette

-Scenes

A scene is defined as any number of players actively interacting with the environment or eachother. You cannot interact with, observe, gather information from, attack, initiate com calls regarding active scenes you are not a part of. In order to be considered part of the scene, you must post into it at regular intervals, even to observe and know what is going on in that scene, barring a com call from somebody within it, or being informed later from somebody who was a part of that scene.

-Mediation and Referees

A single staff member, nominally the first uninvolved one to a scene (if they so wish) will be responsible for providing guidance, similar to how an admin would, on any gray areas of interpretation. They are not to be debated, or questioned at the time. They are one off judgements to

keep the flow of RP moving, and allow players to get back to what we're here for, RP, rather than trudging through an hour and half of loud rule lawyering on discord.

Issues with judgements, staff behavior or the "referee" system in general, should be raised via a ticket.

The formal caveats are as follows:
- Staff can not rule on a combat they are involved in.
- You must be present on sim.
- If a staff member's group/faction is involved in combat, they should seek out an unaffiliated individual whenever possible. Ruling on their own groups' combat should be a matter of last resort, and will be subject to heavy scrutiny. This is as much to protect them as it is to the players.
- Whilst a referee can oversee any fight. The 3 v 3 ratio rule can be suspended if there is one present and all agree.
- Any rulings made apply to that fight only and can not be cited as precedent in other fights.
- Players wishing to contest a ruling are to raise a ticket and proceed on with the scene. Arguing with a ruling made during a fight will be looked poorly upon.

-Critically Wounded

In all normal circumstances, once critically wounded you are considered in urgent need of medical attention and in a deteriorating state. You are likely suffering from significant trauma and what energy you have left is being used to keep yourself alive. Whilst player death is, as per rule 12, consent based (unless an exemption is granted), it is considered a violation of roleplay etiquette, and potentially sim rules if you use this fact to ignore the gravity of being so gravely injured. Most reasonable individuals' response to being so injured is to try to survive, not, for example, continue to post to space reddit whilst their guts hang out on the floor.

It is expected that some form of medical RP will occur (if not the use of a medical table or Field Surgery Bag) to stabilize your condition should occur before any sort of further action is taken.

Critical, and its negative stat effect is meant to represent you being severely weakened.

You will also suffer the effects of the [Critically Wounded] status, until fully treated.

-New Life Rule

A character who is [Critically Wounded] in PvP combat should be presumed to have little to no memory of their attackers or how they got critically wounded. The flavor is up to the character; be it amnesia, temporary death, or a low power state for A.I, but the end result should be that a critically wounded character cannot immediately finger their attacker(s). This includes no reliable memory of related roleplay such as capture and looting, and characters afflicted with this situation should follow the roll-table for conditions. Cameras, including appropriately declared body worn cameras, must be dealt with separately under the camera rules.

After being [Critically Wounded], a character must roll a 1d8. This will be the 'fragment' they can retain from the conclusion to their state.

With the 'fragment' set, a character may find means and chase for details with this vague clue, or leave it be.

Below is a table that will give vague outlines and pieces in which a character may recall. There is nothing to infer beyond the detail they give, as these are exact.

1: You remember the type of weapon that struck you down. (BS, PHY, ADV, etc)

2: You feel as though you're missing something, but can't recall what. (Know if you were looted, but the item is non-describable)

3: You can faintly recall where you were when you collapsed. (Residential, Orbital, Frontier, An Interior)

4: The silhouette of the figure that you last recalled is there, but it's rather degraded (You can recall your attackers primary race, but no defining features)

5-8: Unfortunately, you can't pull anything from your own mind. You take this as a cautionary message for being more careful as you recover.

During PvE events, memory is up to the discretion of the Storyteller.

This serves to prevent cycles of revenge killing and encourage investigative roleplay (cameras, witnesses, etc). A victim and attacker may agree to void this rule if desired.

-Options for Resolving Conflict

Should player characters reach an impasse where a resolution cannot be reached through words or merely walking away, a violent act or declaration of intent will initiate combat. By default, the means of resolution will be via the dice combat described in this manual. However, what all involved players decide on amongst themselves may override not only the rules contained herein but may also completely disregard this document as a whole.

-Death/Disfigurement

By the character's player consent and choice only. It does not matter if they are executed, then airlocked, and then sealed in a canister at the bottom of the ocean. They can come back barring exceptional admin intervention under rule 12 of the sim rules.

-Resolving Wounds

If your health goes below 40 at any point during the fight, you give yourself the [Wounded] Condition by using @Wound at the end of the fight without adjusting your health. The duration of your wound varies based on how much damage was taken.

If you are [Downed] at any point during the fight, you are [Critically Wounded], apply this condition using the @Critical command.

-Looting

You must roll a 1d100
If you are looting a stackable item, roll a 1d4 for how many you receive.
- 0-30 = Receives no loot
- 31-65 = You can take items of 1 Weight, including crafting materials, OR ⅓ of the characters carried Slats.
- 66-95 = You may pick up items up to 2 weight, Including Consumables, OR ⅔ of the characters carried Slats
- 96-100 = You may choose ANY item

-Capture

4 hour limit, must be attended at all times or they are free to go. Posts must be reasonably paced and reasonably sized, no "Character Grunts" as responses, this is considered a non response.

-Downed Characters

If there is a Downed Character, an Ally may move them via a 1AP Unique Action of Grabbing the Downed Character.
They must be within 2m of the Downed Character in order to use this action.
There is no skillcheck for succeeding this action.
The MOV of the carrying character is considered 2 less.
To drop a Downed Character, there is no AP cost. They must be dropped at the carrying character's feet, within 1m of themselves.
A Downed Character can be thrown via a 1AP Unique Action.
The distance in which they can be thrown is 4m + PHYS of the carrying character.
While carrying a Downed Character, a carrying character may only use Secondary and Utility flagged Equipment, unless otherwise stated by an accessory or trait.

-Exiting A Scene

After a fight has been resolved, the victors are permitted to loot the defeated foes, capture the defeated foes, and leave. Those who were not involved in the scene (even those

who were called to reinforce but did not join combat until after the party they were reinforcing had been downed) cannot interfere with the victors actions until a reasonable amount of time has passed.

-Scene Transitions (Area TP's)

(An 'Area TP' is a OOC object that is either collision or click activated to teleport them to another area, be it sim-floor or skybox/interior cell)

An individual in a Combat Scene can utilize an Area TP, but must follow the parameters and legend listed below to continue the scene.

[BLUE]
- If the Area TP icon is BLUE, this will transfer a character to another space on the sim floor.
- This will take 2AP available on their turn to initiate.
- The distance from a hostile entity is considered to be at the landing point of the Area TP drop point.
- When an Area TP is utilized, the Character who transitioned, is allowed [Sprint] for the remainder of their current turn.

[YELLOW]
- If the Area TP icon is YELLOW, this is an entrance into an interior cell.
- These cannot be used for scene transitions, as some are either businesses, faction interiors, or personal/business rentals.
- There are no exceptions to these Area TP's.

[GREEN]
- If the Area TP is GREEN, this is a transition point that is a vast distance.
- (Orbital>Frontier)
- This cannot be utilized during a Combat Scene.

[RED]
- If an Area TP is RED, this is an EXIT POINT from an interior cell that leads to the sim floor.
- Some EXIT POINTS will have certain parameters to use (Business Lockdown, Faction Defenses, etc).
- These are usually defined on the EXIT POINT float text.
- *(IF YOU ARE A PERSONAL BUSINESS, PLEASE GET IN CONTACT WITH LAND MANAGEMENT TO SET THIS UP. DO NOT PUT UP FLOAT TEXT YOURSELVES AS THIS MUST BE GREENLIT BY ADMINISTRATION.)*

[COLLISION]

        If an Area TP is Collision Based (Residential Transition Fog), it is treated at the BLUE Area TP's.

[TRAM]

        If the Area TP leads to the TRAM SYSTEM, via Rapid-Transit Nodes
        This will take 2AP to utilize.
            All individuals must roll a 1d7 upon interacting.
        Odd Numbers board together on the same tram.
        Even Numbers board together on the same tram.
        First boarded will be first to offload at the designated landing point.
        You cannot 'juke' or 'fool' pursuers by changing the drop-off destination, unless unanimously agreed (This will end the Combat Scene, as if the individual Escaped)

-Sportsmanship

        It's a game. Everybody is here to enjoy themselves. Be graceful in defeat and humble in victory.

        For more information please read the complete Sim Rules

-Mistakes

        If a player makes a mistake during their turn and passes the turn to the next player, they must live with that mistake if it is to their detriment, and must undo it if it is to their benefit. An opponent -may- allow an 'undo', or allow a beneficial mistake to ride, but this should not be expected nor campaigned for.

-Ratio Rules & Bases

- A maximum cap of 3 a side is enforced on all PvP combat encounters. For example 3v3, 2v3, 1v3.

- This ratio rule does not apply within faction bases.

- Faction members do not require reinforcement calls to join a fight in progress within their bases external perimeter.

- Faction members can join a combat in progress within two rounds of "posting in"

- The above three points can be modified with prior arrangement with faction leaders

- The ratio rule can be waived with the agreement of all participants. A player does not have to justify their refusal to waive the ratio rule.

- Faction bases are defined as "the reasonable bounds of a factions main compound or complex." For example the outer wall of the Hold, the pavement outside the consulate etc. If in doubt, summon an administrator.

Characters

Characters are the avatars seen in the world; or, on occasion, represented by objects, tokens, or even simple markers.

Player Characters & Non-Player Characters

Player Characters (PC) are characters that are played in a permanent capacity. These are characters that have been created via the website and are represented by an avatar of the player's creation. PCs are semi-permanent and are expected to conform to the rules in this document. PCs who have not marked themselves as Out of Character are considered present in a scene and expected to respond to other PCs.

Non-Player Characters (NPC) are characters that are played in a temporary capacity by a storyteller or moderator. These are entities created primarily for story events. Unlike player characters, NPCs may have access to unique abilities; they can choose to ignore rules, invent mechanics, and assign impossible skills to themselves.

Creating a Character

This will be the character you are adding to the population of the colony. They can be anything, from a wilderness dwelling scavenger, rejecting the comforts of colony life, to a mad researcher, pushing ethical boundaries for the sake of knowledge. Have a personality, back story, and a look in mind. For more information, see the links below.

Appearance Guide

New Players Guide

Website Navigation

Here is a link to access the NF HUD website.

The NF HUD website is the location to interact with your stats, view equipment, and view generalized information for crafting, dice rolls, and vendors.

You will use your full SL name to log in, such as "DingDong Resident" with a space. If you do not have a "Last name" then it is "Resident"
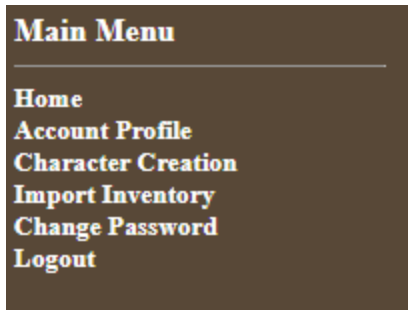
These are the most important links for new players, in the top left. They will allow you to create your new character, as well as change your password from the default one given to you by the HUD.

Races

[The list of NF Races can be found here.](#)

While the system requires that you choose a race upon character creation, it has no bearing on your ability in combat, however it may alter the "Style" in which you decide to roleplay, additionally, it may be used to help develop your character's backstory, will they play into the expectations of the race? Do they hold the same prejudices?

Traits

There are two traits for your character. Combat and Technical traits.

Combat traits are set during character creation. They influence a latent ability which you can utilize in combat, be it PvP or PvE.

Technical traits are declared at the beginning of PvE events only! You must have at least 2 points in the relevant skill to be able to choose one of it's traits. Both sets of Character Traits can be found on the NF Item List document, [Here](#).

Follow this Link for a list of items and traits.
Starting Weapons
- Pistol
  - Close Range
  - Ballistic
- Smart Pistol
  - Mid Range
  - Advanced
- Small Melee
  - Melee

- - - Physique
  - Sling + 3 Grenades
    - AOE/Consumable
    - Exp

More information about equipment can be found on the Item List linked above or the [Equipment Glossary](#).

Attributes

Your attributes represent your character's abilities, their physical health, how much they can carry, and how mobile they are as a result. These attributes more often than not are exclusive to combat.

Your Characters attributes come from a combination of their skills at creation and equipment. A particularly athletic character with 3 in Physique would have a +3 to their melee attacks and a +3 modifier in storytelling events

Other attributes about your character are assigned at creation, such as their traits, which will modify how you interact with other players or tools on the field.

Assign Skills

Skills are, at this time, assigned on the website. Simply split up a total of five points between **Ballistic, Physique, Explosive, Medicine and Advanced** as you see fit, with a maximum of **3 points in any one category**. Then split up another five points between **Stealth, Hardware, Software, Leadership, Science and Survival**, following the same **3 point maximum per category**.
3 points in each category is the Soft-Cap for these skills.

Combat skills are those that can/will have a direct impact on a character's HP. **Technical skills** have utility and story driven purposes that may change the outcome of a roleplay narrative. Technical skills may have some effect on combat abilities.

Universal Attributes

Some attributes are present on every character from the moment of creation and cannot be removed by any means, though they may be modified by other attributes of your character

Movement

Movement (MOV) is the measurement of how far you may move your character on the playing field per Action Point spent on moving. Players have a baseline of 8 meters MOV, and you may use up to 3 AP moving on your turn. Equipment and conditions may increase or impair

your character's ability to move. MOV has a minimum value of 1 meter.Once you decide to spend AP on movement, you cannot break it. Eg. if your total movement is 6, you cannot move 3 meters, spend another AP to attack, and then finish your movement with the remaining 3 meters. You must finish your movement first before spending AP on any other action.

Movement is fluid, and you can continue the movement of 1AP through a series of tasks, such as moving from a horizontal plane, up a barrier, and over to the other side, alloting you have the meters per AP to do so.

Weight (WT)

Weight (WT) is an indication of how heavy your character's loadout is, and this value increases with every piece of equipment you have actively equipped.

Once your WT has exceeded 5, additional WT reduces your MOV by 1 Meter.

If your weight would force you to have less than 1 meter of movement, you cannot continue to keep equipping items.

The max WT any player can have is 12. They may not exceed this.

Armor Reduction (AR)

Reduces damage from external sources by the amount listed on the Armor item, though never below one (1) point of damage.

AR is applied after all attacks in an attack action.

AR does not apply to Burning, Bleeding, or other sources of Damage over time.

AR and DR do stack.

AR is primarily listed by the Armor item, and holds that value until the character reaches 40 HP, before it is not applied anymore to attack actions.

(Ex: If a character is at 41 HP, AR applies in full on the next damage dealt.)

Hit Points

This is how many points of damage your character can take before you are removed from combat due to the injuries you have sustained during the fight. The base value for your health is 40, and it can be modified by factors such as equipment.

You cannot be healed above 40 hp.

-Combat Skills

Physique - PHY

Physique is an indication of your character's physical fitness as well as their dexterity. This skill defines your inherent ability with melee weapons.

Ballistics - BS

Ballistics is an indication of your character's familiarity with ranged weapons. This attribute affects your accuracy with ranged weapons and the types of weapons they can use.

Advanced - ADV

As an indication of your character's knowledge of experimental and unconventional weaponry, Advanced weapons enable you to use weapons in the 'Advanced' class of weapons. These weapons always hit, and can impact the field of battle.

Explosives - EXP

Explosives indicate a character's abilities with explosives and how precisely they can throw them while accounting for bounce. It reduces the uncertainty of position of thrown explosive consumables.

Medical - MED

Medical (MED) represents how familiar your character is with the body and drugs. During attempts to heal, it increases the effectiveness of healing and reduces the likelihood of doing more harm than good.

-Technical Skills

Leadership - LDR

A character's natural ability to get others to rally to their words and follow their examples, Leadership (LDR) avails allies of reduced group action costs and improved performance.

Software - SFT

How well your character can make the digital world bend to their whim, with some effects on the outside world as well.

Stealth - STE

Your character's ability to move through an environment without being noticed. It dictates your detection range while Sneaking.

Survival - SUR

Well adapted to the wilds, you're able to set traps, hunt and track down game, as well as be aware of impending danger. It dictates detection range while sneaking..

Hardware - HAR

Mechanical savviness. Your ability with deployables and prototype fabrication to shape the battlefield and other uses outside.

Science - SCI

Scientific methodology and research, as well as familiarity with things outside of the normal scope of technology. Mad science fits here too.

Out of Combat

There are a variety of applications of the dice system that can be performed outside of combat. However, as this is a tabletop roleplaying game, it is primarily up to the volition of the storyteller how these actually work in a given scene. This section acts as more of a "Guide Post" rather than a set of concrete rules.

-Abilities

Use your best judgment about how an ability may be applied to a situation. If all players consent in a non-event driven scene, the ability works as a reasonable person may expect, and can be stretched or flavored to be most appropriate for a given situation. If you are in an event, then the storyteller running an event has final say in how the ability will affect the circumstances at hand.

-Difficulty Checks

Actions or items may specify that a Difficulty Check (DC) is required to apply their effects. When attempting a DC, roll 3d6 and add any appropriate modifier as indicated by the action text. If you tie or exceed the specified value, your action succeeds.
The Hard-Cap for modifiers is set to 6. This cannot be surpassed by any means.

- A [Basic] Difficulty check is considered to be 5 or below
  - This sort of skill check is difficult to fail regardless of your competency in a given field.
  - Somebody skilled in a given field cannot fail unless impaired
    - Determining a general time of day is a [Basic] Survival skill
- A [Simple] Difficulty check is considered to be 8
  - Somebody skilled in the field will nearly always succeed
  - Somebody with no training in the ability can succeed, regularly.
    - Kicking through a particle wood door is an example of a simple Physique check
- A [Moderate] difficulty check is a 11
  - Somebody who is is not trained can succeed around half the time
  - Somebody who is an expert in the Skill will regularly succeed

- - - Spotting and preventing a loop in an If/Then string is an example of a Moderate Software check
  - A [Difficult] Check is 14
    - Somebody trained will succeed about half the time
    - Somebody without training will generally fail
      - Repairing an airlock in a ship is an example of a Difficult Hardware Check
  - A [Challenging] DC is considered to be 17
    - This is outside the normal realms of an untrained person's ability to do
    - A trained person will generally fail without outside factors to modify the check
      - Identifying what organization orchestrated an attack based on weapon damage is a [Challenging] Ballistics check
  - An [Impossible] DC is considered to be 22
    - Somebody without training cannot accomplish this.
    - Experts in the field require external helpful factors
      - Finding food on the moon is an example of an [Impossible] Survival check

Combining Skills

At the storytellers discretion, you may be permitted to add two skills together for a larger bonus to a difficulty check, such as using [Hardware] and [Physique] in order to pry an unusually heavy door open that somebody without know how wouldn't be able to do, and somebody without strength wouldn't be able to do, but applying both would see a greater chance of success.

Combat

-Scenario Modes

There are two scenarios that are defined within NF and its combat system. They are listed beneath.

PvP

- All Players get 3AP per turn.
- Mechanics are RAW (Rules As Written) according to the Corebook and Item List.

- All Players get 4AP per turn.
- Mechanics may be **rarely** adjusted according to the Storyteller. This is a one-off and not to be assumed to continue past the scene.

-Initiating combat and establishing turn order

Surprise

Surprise Combat

A surprise round occurs when an attack is made against a character that is not expecting it. A character is considered to be 'surprised' when the attack comes from a character that is sneaking or if the attack is delivered with an undrawn concealable weapon.

A character would also be considered surprised if they do not have a weapon drawn, and are attacked by someone with a drawn weapon (concealable or not) that has made at least one post detailing drawing or carrying their weapon prior to the surprise attack, and give every possible participant an opportunity to respond. A weapon is considered drawn if, during the current RP interaction, a post has been made detailing the carriage or drawing of that weapon. Best practice is to restate your armed status any time a new individual joins the RP.

Surprise rounds may also be initiated by actions other than weapon attacks, including deploying a shield, initiating a grapple, or using combat consumables.

If a character initiates combat from the [Sneaking] state, they automatically gain the benefits for a surprise round, they gain the benefits of a [sneak attack] and its bonus damage. If a surprise round is initiated from [sneaking], sneak is not lost.

In order to be sneaking prior to combat, you must make at least one post prior to initiating combat. In that post, you must detail that you are sneaking, and you must be outside of detection range at the time of the post for the sneak to be valid.

Surprise Round

A surprise round is considered Round 0 of combat. It behaves exactly like a normal combat round, except that it occurs before the scatter phase, and the individual initiating the surprise round is the only one to act.

After a surprise attack is resolved through roleplay, all players except the initiator of the surprise attack must immediately roll initiative. This initiative order will be used for scatter, and standard combat rounds. The character that initiated the surprise attack is considered to have a

natural 22 on initiative (and a natural 22 again in the event of a tie). Combat behaves as normal once the surprise round has concluded.

Surprise Limitations

If there is only one character on the team being surprised, surprise attacks are not possible.

Initiative

Upon the declaration of combat (either surprise or standard), all involved parties must roll a 1d20 in order to determine the order in which they act.

The base order is determined by the highest roll, and descends from there. Ties are broken by a second roll, with the higher number then having priority over the lower.

Players may choose to forfeit their place in the initiative order and instead go last. If multiple players opt to go last, they are ranked in ascending order (I.e. highest roll goes last)

If there are multiple players who are friendly to one another, they will need to follow Team Initiative order.

Team Initiative

When teams consist of multiple individuals, the initiative order will alternate between teams, with the highest overall roll going first, followed by the highest roll on the opposing team. In this way, a solo character -may- go before an entire other team, but will never go after the entire other team.

If a player on a team has the leadership skill, they can apply the modifier to one of the initiative rolls on their team, excluding their own.

Rolled Initiative	Team 1 Sorted	Final Initiative
Tom – 20	Monique – 10	Tom – 20
Jerry – 9	Jerry – 9	Monique – 10
Grace – 8	Judy – 6	Terri – 16
Judy – 6	**Team 2 Sorted**	Jerry – 9
Terri – 16	Tom – 20	Grace – 8
Monique – 10	Terri – 16	Judy – 6

Grace – 8

Scatter

Scatter occurs after initiative has been rolled, and after any surprise round has completed; but before the first round of combat. Every character, excluding the initiator of a surprise attack, has an opportunity to act during the scatter phase. <mark>Scatter occurs in reverse initiative order.</mark>

Every acting character may spend up to 2AP preparing for the fight ahead. You may not make use of any items that utilize attack actions, reactions cannot trigger, nor may you target or affect a hostile or neutral entity with any equipment or consumable.

In addition to your actions, during the [Scatter] phase, you have a one-time bonus to move in meters per rank in Survival after taking at least one Movement Action. This is called [Anticipation], and is a passive ability.

Scatter does not count as a round. Any effects that are activated during the scatter phase (including instant effects) do not begin until the start of the first round, and will count down their duration at the beginning of each round instead of on the user/victim's turn.

The First Round of Combat

Once standard combat begins, the character who won initiative, who is not the Surprise Initiator, takes their turn, spending their available AP on actions, followed by the next player in the order. Each round is complete when all non-downed players have had a turn. A Surprise attack counts as a player's turn for the first round of combat.

<mark>You cannot be downed before the second round of standard combat.</mark> In the event that damage taken exceeds your current health pool during the first round, your HP will remain at 1.

Below is an example of turn order for combat, including an example of surprise combat. If combat did not begin with surprise, then simply ignore that column.

Surprise (Round 0)
↓ Judy – 22*

Initiative
Tom – 20
Jerry – 9
Grace – 8
Monique – 10
Terri – 16

Scatter ↑
↑ Judy – 22* (Scatters Last)
↑ Tom – 20
↑ Monique – 10
↑ Terri – 16
↑ Jerry – 9

Round 1, 2, 3, etc. ↓
↓ ~~Judy – 22* (Goes First)~~
↓ Tom – 20
↓ Monique – 10
↓ Terri – 16
↓ Jerry – 9

Taking a Turn

1. *Declare Intentions*

   Make an OOC combat post post describing what your character intends to do with your turn. Should be short and sweet in order to facilitate combat flow

   For Example:
   Vincient: ((Move [1ap] Shoot pistol [1ap, 2 attacks], Move [1ap] Prone [0ap, Knee Pads]))

2. *Spend Action Points*

   Movement, weapon attacks with appropriate checks & declare damage dealt, use Combat Abilities, Use Consumables

3. *Resolve Dice*

   Roll any attack or other actions that require a dice roll. Any damage dealt is received per action and then reduced as necessary before it is applied to its target. Once damage has been applied, effects are added to the target(s) Debuffs / Buffs stack.

4. *Conditions*

   Reduce stacks, apply effects, reference Debuffs section below for how to handle debuffs.
   Click here for a list of Debuffs and their effects.

Types of Actions

Note: You can only do an action once per turn, unless it is marked with [Repeatable] Indicating you can do it as many times as you have AP for.

Attack Actions

Using an equipped weapon in order to attempt to inflict pain upon those who do not agree with your point of view.

Utility Actions

Using your utility slot equipment in order to gain the upperhand in battle.

Movement Actions [Repeatable]

Using your Action in order to move. Each AP spent will alot a maximum distance in meters you are able to move (MOV). You can move less than your maximum, but when you take any other action, you forfeit the remaining meters.
- Move Vertically/Climb
- Move Horizontally
- Jump across gaps

Special Actions

Using or action for one of the following, explained in 'Advanced Combat' Below: Changing Stance, Entering Sneaking, Calling for Reinforcements
- Changing Stance [Repeatable]
- Entering Sneaking
  - You cannot enter sneaking on the same turn you make an attack
- Calling For Reinforcements
- Aiming

Unique Actions

Using an action for something other than above, usually granted by items. These sorts of actions are described in the Item handbook along with the specific rules pertaining to them

Free Actions

Actions that do not count against your 3 AP each turn. You can only perform one of each specific free action once each turn.

Reactions

Any ability that interrupts or reacts to a specific trigger can only activate once per trigger, regardless of how many items, abilities, or skills have that same ability. Any trigger action can only activate a maximum of one ability per player. The player who is reacting to the trigger may choose which ability to activate (E.g. 'Hooligan' and 'Counter Attack' cannot both be triggered at the same time due to receiving damage, however the character can choose to use 'Hooligan' -or- 'Counter Attack').

Discarding

[Discard] is a 2AP action that is [Repeatable].
Upon [Discard], a character needs to @unequip a single item from their person.
This can be any item that is currently equipped. *Consumables do not count.*
Any item that [Discard] is used on in a combat scene, cannot be taken via looting rules at the conclusion of that scene, regardless if the item is recovered or stolen by the opposition.

Upon this action, the player must roll a 1d100. Below is a table for the results of rolling.

(Recovered)
1 - 50
The player can keep the [Discard] equipment, but may not @equip it again until the combat scene is resolved. This acts as a successful stashing of the item for later picking up by the character.

(Lost)
51 - 100
The equipment is lost and the player must @drop the item. This acts as if the item was picked up by a NPC, destroyed where it was tossed or any number of outlying factors.

(Stolen)
51 - 76**
If there is a hostile character within 25m of the [Discard] action, these rules must be followed to set the threshold. This only applies to the closest hostile character.

  (25m = 51-51, 0m = 51-76)

If the 1d100 lands within the parameters set by the (Stolen) threshold, the original character must @give the item to the character witnessing the [Discard] attempt.

If there is no LOS to the [Discard] attempt, there is a flat -10 modifier to the character attempting to steal the discarded equipment.

This is self explanatory as to the means of this chance.

A formula breakdown of what this table should resemble;

  Distance between A and B = (m)
  76 - (m) = St

  1 to 50 = Recovered
  51 to (St) = Stolen
  (St) to 100 = Lost

  m = Meters
  St = Stolen Threshold

  Line of Sight

   This is your ability to see something. Generally speaking, your character cannot see through walls and closed doors. You cannot directly target anything that you cannot see.
  Weapons with the [Ranged] Tag may target opponents on the other side of insubstantial barriers (Chain-Link fences, bushes, Mesh-Walls, glass windows, etc). These same barriers will stop [Melee] and [Explosive] tagged weapons (even if they are also ranged) from targeting an

individual or location. This does not prevent the AoE from an [Explosive] tagged weapon from passing through this barrier however.

Cover

A character is considered in [Cover] if they are within 0.5m of an object (or in contact with the bounding box) that is substantial enough to provide cover (Solid objects like cars, dumpsters, and walls. Not glass, chain link fences, etc).

In the event that there is any dispute on whether someone has cover or not, the following rules and provided tools should be used to quickly resolve the issue.

When in [Cover], the object or surface that is the source of [Cover] creates a plane along its face, parallel with the surface. This is considered the Flanking Line.
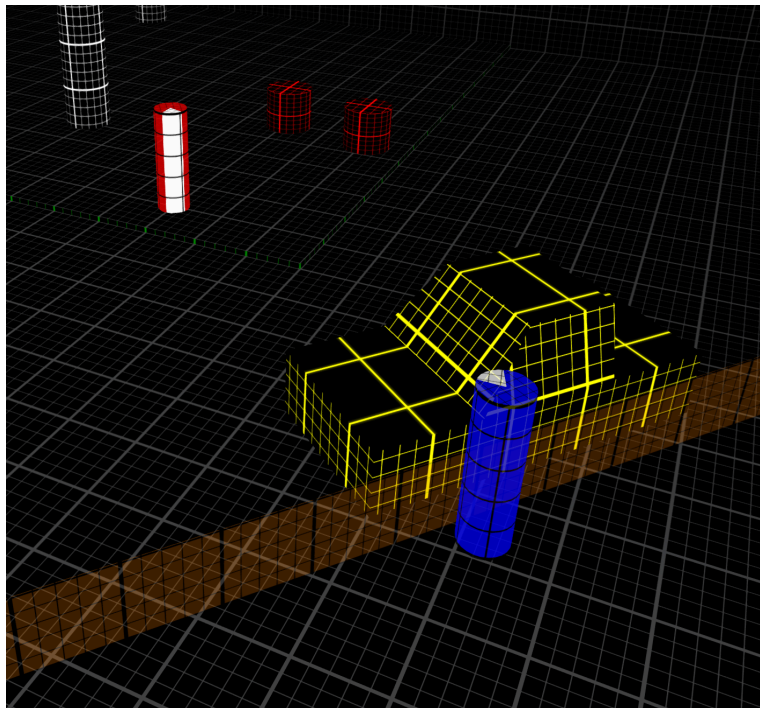
When a Corner or Ledge(With no crest or lip) is used to take [Cover], utilize the Corner Assist or Ledge Assist tools.
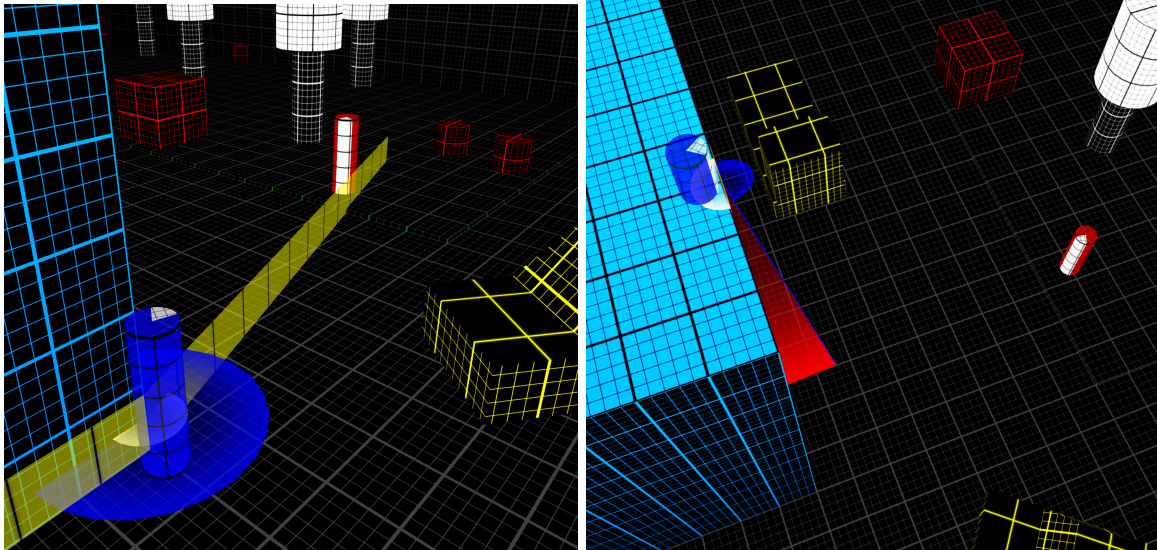
In order for an Attacker to bypass [Cover], they must be at least halfway over the Flanking Line before making a roll for a targeted action.

NOT FLANKING

FLANKING
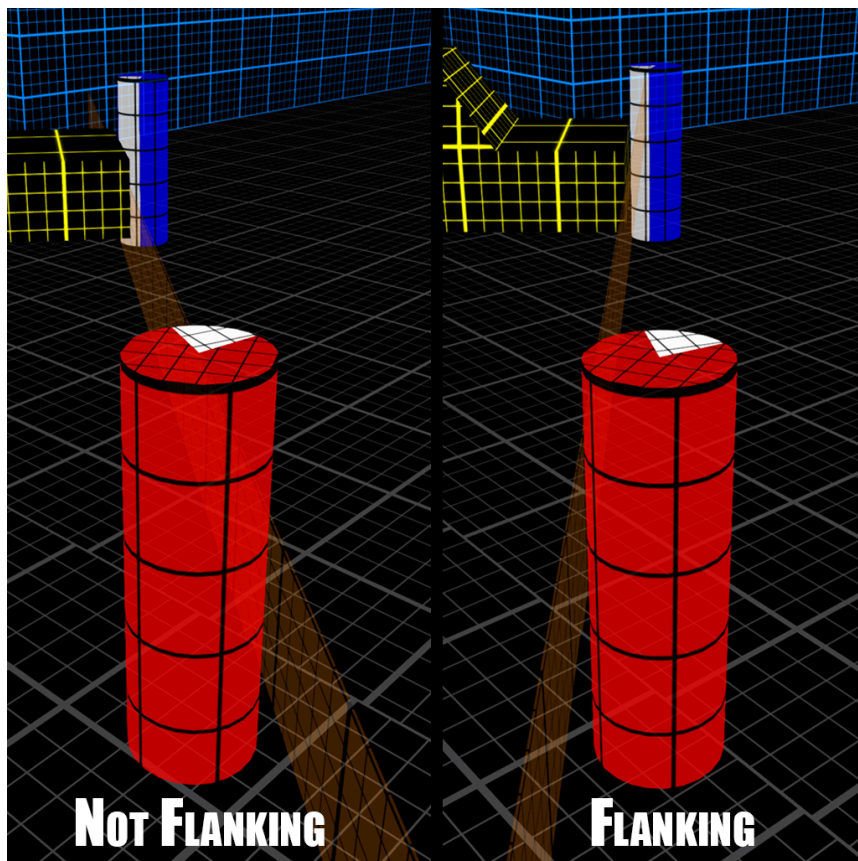
While in cover, your Cover Rating (CR) is 16

Stand-Off Cover

If ANYTHING exists between two characters that does not fully block Line of Sight but does obstruct any reasonable portion of either avatar, and neither character is occupying the intervening obstruction; the characters are considered to BOTH be in the 'Stand-off' condition, and both characters have CR11 to one another as a result.

Corner Cover

When using a corner in the environment as [Cover], you must use the Corner Assist tool. The White Field is where the character is positioned, halfway peeking around a corner. One Flanking Line (Yellow Bar) is as close to parallel and flush with the wall as possible, and the corner should align to the center of the cylinder array. The other Flanking Line will be off at an angle from the first. The Red Field is the character's non-engagement arc. This should be at a perpendicular to the parallel Flanking Line against the wall or surface.
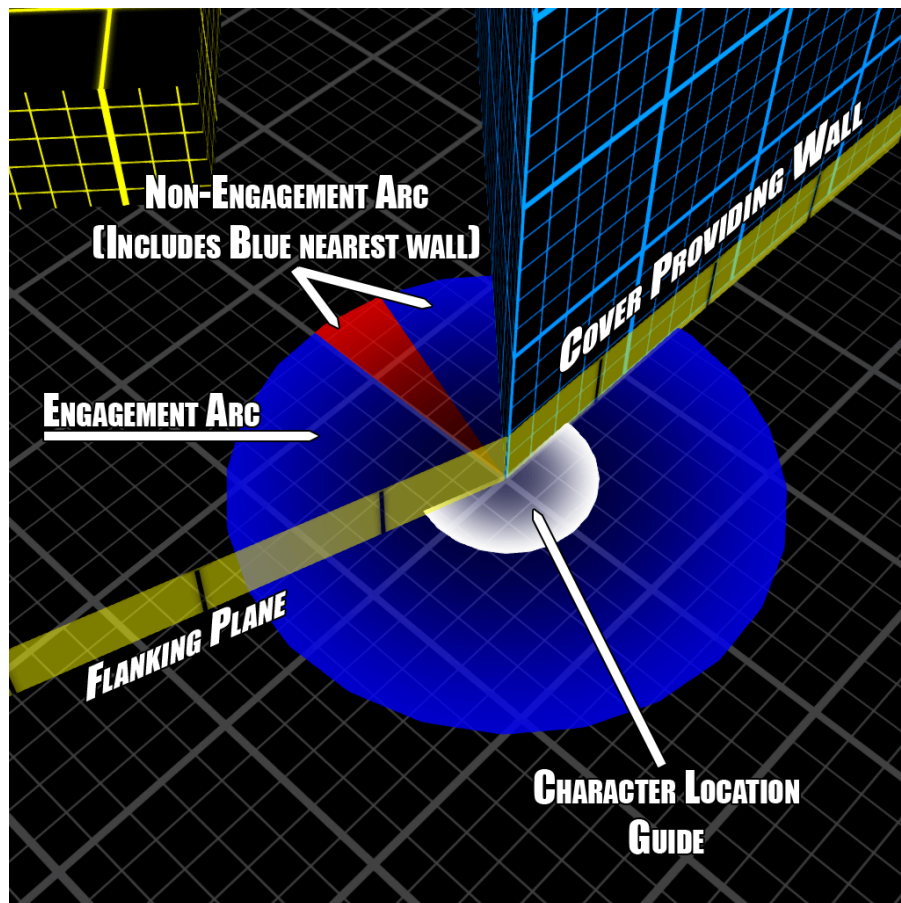
The Blue Field is the character's engagement arc. They are able to engage a target in this area(LoS and Cover rules apply).

High-Ground Cover

High-Ground cover rules only apply when there is a 10m or more difference in height between the surfaces two characters stand upon. If there is less than 10m of height difference, you cannot gain cover from the edge of a structure.

When using a ledge in the environment as [Cover], you must use the Ledge Assist tool. The White Field is where the character is positioned, and they should not overlap the Edge Limit (Yellow Bar). While in this position, a character may acquire a 13CR rating if they are in a Crouched or Prone Stance. The Red Field is the non-engagement arc in which the character at higher elevation is not able to engage from, while maintaining their CR from High-Ground.

The Blue Field is the character's engagement arc. They are able to engage a target in this area(LoS and Cover rules apply).

Characters are assumed to be in cover when near an applicable cover object, and must declare otherwise if they wish not to be in cover.

Attacks vs. Cover Rating (CR)

When you perform an attack, roll 3d6 + [Modifier] and compare it to the target's cover rating. The cover ratings are as follows.

- [Exposed]
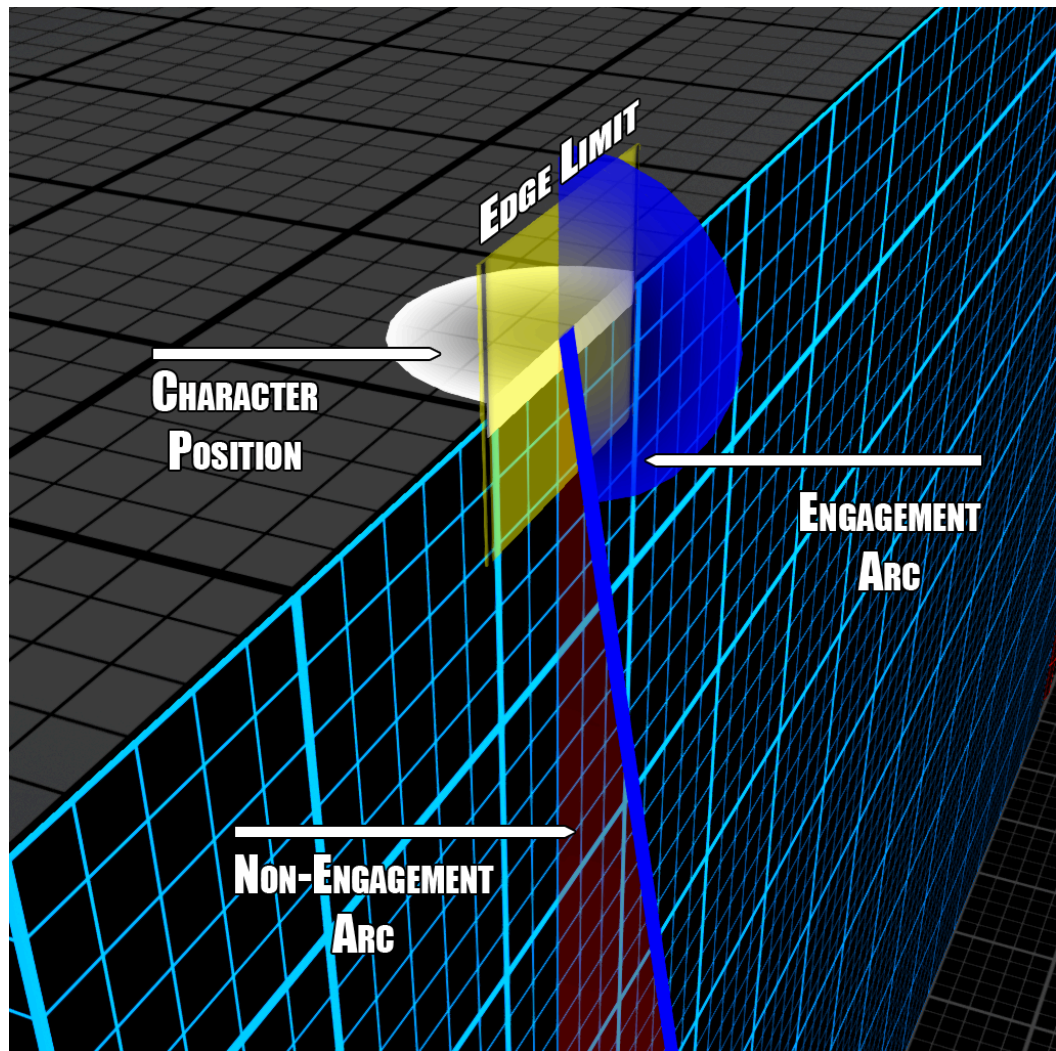 - If the target is exposed, their CR is considered to be 8
- [Stand-Off]
  - If the target is partially obscured by anything, their CR is considered to be 11
- [Engaged in Melee]
  - If the target made a melee attack against a character on their last turn, their CR is considered to be 13
- [Sprinting]
  - If the target had Sprinted on their last turn, their CR is considered to be 13
- [High-Ground]
  - If the target is Crouched/Prone on ledge with a higher elevation by 10m then the opposition, their CR is considered to be 13
- [Sneaking]
  - The target is obscured and actively avoids detection. Their CR is considered to be 15
- [Cover]
  - If the target has acquired Cover between you and it, then their CR is considered to be 16
- If more than one of these circumstances are true from the perspective of the attacker to the current target, use the highest CR that applies

Combat Checks

Much like skill checks, the standard way a roll is decided is with 3d6 + [MOD] If you meet or exceed the target number, the attack is a hit. If you do not exceed that target number, that attack is a miss.

Placing AoE's

- When using a weapon or consumable that has an AoE effect such as explosives, there is a script that will randomly shift this AoE once you have placed it To receive this script ask a Story teller, or admin or someone who already has the script if you do not already.. The Explosive skill helps reduce the distance that the AoE moves with this mechanic. This mechanic simulates randomness when throwing items. You should not attempt to pin-point your AoE's because the wiggle mechanic will undo your work.

Step 1: Rez AoE	Step 2: Click AOE and Enter EXD	Step 3: Click Enter. The AoE Wiggles a short distance.
Grenade AoE	Jonoleth's 'Object' What is your skill with grenades? 3 Submit Ignore	~0-6m →

.
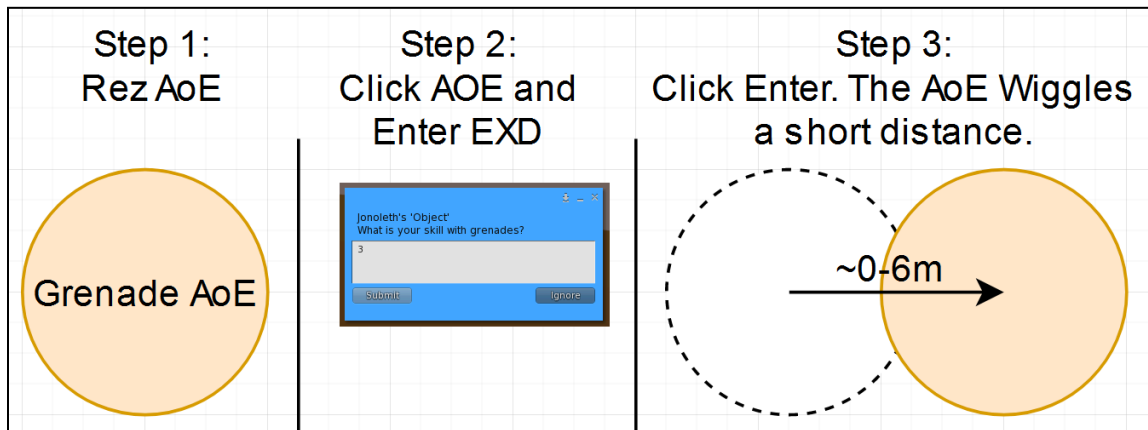
Close Quarters Combat

Melee Attacks

Done just like a regular attack, only if you strike someone with a melee weapon, you become [Engaged In Melee] making you harder for the enemies to hit

Body Blocking

With each point of PHY, you gain a .5 meter area in a circle that an opponent cannot pass by you, this maxes out at a radius of 1.5 meters. This does not include approaching you to attack you.

Grapple

This is done like a regular attack with a difficulty of 10 + the Physique of your opponent. [Costs 2 AP]. If successful, the target of the grapple is pulled within 1 meter of your position. This distance cannot increase while the grapple is maintained. The normal range of grapple is 2 meters. Upon a successful grapple, both parties are considered [Engaged in melee] until the end of the turn in which the grapple ends.

To escape is 9 + the Physique of the person grappling you [Costs 1 AP]

While you are Grappling:

- When you are attacked, a roll of 8 and below is a complete miss. 9-14 is hit on the grappled target. 15+ hits YOU! You don't gain the usual CR16 when using someone else as a living cover.
- The person you are grappling with is considered to be [Engaged in Melee]. Your CQC weapons do not ignore this penalty
- You can use a weapon with weight equal to or lower than your [PHY - 1]
- You can drag the person ½ of your MOV per AP Spent on a Movement Action.
- You must spend 1AP per round to maintain the grapple. This can be at any point in the turn.

  While you are being Grappled:
- Can Only Attack the person grappling you. They are considered to be [Engaged in Melee]
- You do not act as a "shield" against your own attacks. I.E. you don't hit yourself when your attack roll is 9-14.
- Your weapons lose their CQC properties if they had them
- You can only use weapons with weight equal to your [PHY+2] or Less
- You can drag the person ¼ your move per AP spent
- You can attempt to Escape [Costs 1 AP] [Repeatable]
- You can Struggle Free [Costs 3 AP and you only have 2 ap on your next turn]

  Grapple is broken immediately if any of the following occurs
- Either party is subjected to forced movement not caused by Dragging
- The Grappled party makes a successful escape attempt
- The Grappled party uses the 'Struggle Free' action
- The person maintaining the grapple does not spend 1 ap to keep it.

  If you're shooting at a grappled target:
- The grappled person's target's CR is set to 8. Any misses hit the person who is grappling them
  If you are shooting at someone who is grappling someone else
- Their CR is 15. Any misses hit the person they are using as a shield.

Advanced Combat

Stances

Players may modify their combat stance. When not in a stance, you are considered standing. Crouching places your head at chest height and may conceal your torso. Going prone places your body on the ground. Entering a different stance costs 1 AP, although returning to a standing position is free when you spend AP to move.

You are able to do a Movement Action while in a Stance and maintain that Stance, but it must be declared before the Movement Action is taken. You cannot benefit from [Sprint] if you are afflicted by any movement restrictions in a leg of movement from Stances.

If you are Crouched, you move at 1/2 MOV for each leg of movement.

If you are Prone, you are capped at 2m MOV for each leg of movement.

Drop Grenade

A character may drop a Grenade Consumable at their feet at the standard AP cost, with a fixed [Wiggle] of 3.

Escaping Combat

In order to escape from combat:

2 rounds must pass since the start of combat and you need to be 25 meters away from the nearest enemy.

You must be outside the enemy's line of sight.

You can't escape if you have taken damage in the last 4 turns.

When you are in such a position, you must define a lane of escape that is 20 meters of straight, horizontal movement that does not intersect an enemy's LoS if you were to move along that path.

If all enemy parties consent, a player may escape the scene immediately regardless of damage or LoS requirements.

Once a combat resolves the victor may leave the area freely. If they choose to stay in the area for a reasonable length of time then a new scene would be created and you could potentially attack them.

Reinforcements

You may spend 2AP in order to put out a comm call to one of the following IC channels:

- General Emergency Comms
- Personal Comms
- Faction Comms
- Interested bystanders (IC characters nearby during initiative)

Reinforcements may join in the 3rd round following a successful Comm-Call. The fight must be ongoing (players from more than one team are still involved) in order for reinforcements to join, and they are added to the end of the initiative order without rolling initiative (joining players choose their order). This ignores alternating team initiative, unless players from multiple teams join at the same time.

Making a comm call or text to request backup or report a situation requires either an express mention in a post, or if attempting to conceal, an OOC [Comm] appended to the post. This is not considered a hostile action.

If the reinforcements call is made before Round 1 of combat, the earliest round in which players may join is round 3. Reinforcements may only be called for, once per team.

When joining combat as a reinforcement, you must join the combat from between 10-20m from a teammate, with your team positioned between yourself and the nearest enemy. If you join combat more than 10m above or below your teammates, you must wait an additional round before joining (Join on the 4th instead of 3rd).

Group/Complex Actions

Actions that require more than 3 AP in order to complete, such as repairing a truck, breaching through a blast door, hacking through a terminal. One that several turns from a single person or one turn of several people working together can accomplish. These sort of actions are generally limited to Events and the storyteller will give details about what is required.

Technical Skills in Combat

Hardware

[Hardening] Using consumables with [Emplacement] Grants them additional HP equal to 5x your skill in [Hardware], representing time your character spent tinkering and optimizing such items against damage.

Software

[Hacking] is a passive ability that permits you to [Interact With Objects] that could reasonably contain an electronic interface at a range equal to 5 x [Software] Meters away from you. This includes, but is not limited to:
- Opening/Closing Doors
- Moving [Allied] [Emplacement] Objects like Drones.

An object moved in this fashion may move up to 6 meters per AP spent, or to the edge of your [Hacking] Range

Leadership

[Directing] is a passive ability that the person with the strongest leadership naturally does in the heat of battle. When initiative is rolled, the person with the highest leadership may add their leadership to the roll of as many members of their team as they would like, except for themselves. Ties are resolved as normal.

This may change the turn order of a team within their own side and represents greater coordination than would have occurred with the group acting without direction.

[Bolstering] is an ability that costs 1 ap. Someone with at least one point of leadership can add a + 1 to all rolls made by a target within 5 x [Leadership] Meters of themselves on their next turn.

Stealth

[Sneaking], is an action performed by a character, in which they attempt to blend in with their surroundings at a distance. While you are [Sneaking], your CR is 15. Additionally, explosives that include you inside of the affected area have the users [EXP] skill reduced by 4 when determining it's offset if only people who are sneaking are caught in the radius, or if it's indisputable there is an attempt trying to clip the sneaking party in an otherwise innocuous AoE placement

To begin Sneaking
- Prior to combat's initiation you have declared you are in the sneaking State
  - This post must have been made within chat range of the target
  - Your character must start outside of [Detection Range] of the target (detailed below)
- On your Turn
  - Spend 2AP
  - Be outside of Line of Sight of any enemy combatants
  - Your detection radius must not contain any enemy combatants
  - You may not attack the same turn you enter sneaking

[Sneak] is broken at the end of a turn if any of the following is true.
- You [Sprint]ed.
- You use an attack action
- You are within 12 meters of an enemy combatant that has LoS to you. This is your [Detection Range].
  - This radius is decreased by 3 meters for every point in Stealth you have
  - This radius is increased by 4 meters for every point in Survival the enemy has
  - The minimum detection radius after decreases and increases are applied is 3m.

Characters attacking from Stealth automatically perform a [Sneak Attack] on the target. This results in the first dice roll of their attack.

The bonus damage is rolled with **[STE]d4** with the result adding to the total action's damage.

Additionally, Rounds where you inflict a [Sneak Attack], you do not inflict any status effects.

Direct damage is not considered things like Turrets, Traps (such as mines), or long lasting AoE's

You may not sprint while [Sneaking].

Unlike other skills on this list, you may attempt to sneak even without any ranks in the skill. To do so, you must be out of line of sight to the target, and must end your turn outside of line of sight. Your movement is considered halved, as though maimed, though you may exceed that at the cost of immediately breaking [Sneaking].

Survival

[Anticipation] is a passive ability. During the [Scatter] phase, you have a one-time bonus to move in meters per rank in Survival after taking at least one Movement Action.

Survival also deals in spotting threats, increasing the [Detection Range] of sneaking enemies by 4 meters per point of SUR.

Science

[Tinker] is a Unique Action utilizing the SCI ability.

It allows a user to spend 1AP to combine multiple consumable items into one with multiple effects. A character's total SCI skill must meet the number of total consumables being combined, up to 3. The [Tinker]'d item must be used immediately. (SCI 1 - 3)

SCI 4 is the exception. It allows the user to combine and hold onto the item till use is needed. You may not combine 4 items together.

Application of the hybrid-consumables via procedures:

1. AoE is applied first and always. The largest AoE is used.
2. Instant-Damage is applied second.
3. DOT established after Instant-Damage third.
4. Healing/buff/debuff is applied fourth.

One instant-damage is only able to be applied per [Tinker]
One DOT is only able to be applied per [Tinker]
One healing item is only able to be applied per [Tinker]

Conflicts between consumables stay in place with [Tinker]. Smoke and Incendiary cancel each other out. Foam Grenades are nullifiers. They cannot be combined with anything.

[Emplacement] Items cannot be used with [Tinker]

Healing items used in a lingering AoE only affect each character once.

Advanced Movement

Doorways

Doors require 1 AP to open when you choose to move through them, and you may close them behind you for 1AP. If an object blocks traversal, then the doorway is unavailable until the obstruction is cleared. If you are standing next to a doorway, you may spend 1 AP to open the door; this will allow other players to see through the opening and into the adjacent area.

A standard Door has 5 Hp

Heavier entryways durability and passability are dictated by storytellers and administrators.

Sprinting

You are considered to be [Sprinting] if you spend all AP in a turn on Movement Actions. While you are [Sprinting], you move an additional 3 meters and your CR is considered to be 13 when out of cover.
[Sprinting] Breaks Stealth

Climbing

All vertical scaling is capped at 3m per AP used. You may not [Sprint] while vertically scaling a surface. A player may use all 3 AP to scale a surface, but must come to a rest on a flat surface they can physically stand on.
Transitioning from horizontal movement to Climbing movement immediately strips the [Sprint] bonus.
A player may [Cling] to a surface at the cost of 1AP, and are able to use 2WT weapons and lighter while doing so.
To counter falling while scaling a surface, a player must [Cling], have Climbing Anchors or Maglock Technician as a trait.
Climbing Anchors and Maglock Technician allow players to not fall from a surface and use their equipment fully. Only Maglock Tech's can stick [Emplacements] on vertical and inverted surfaces.

Ladders

If the environment has a physical ladder visually present, characters may ascend and descend the ladder with no MOV penalties as a Climbing Movement. Characters are able to [Cling] on the ladder without expending AP.

Cling

This ability is available to everyone. A player may utilize 1AP at the end of their turn to stick to a vertical surface. After using [Cling], they must continue to scale the vertical surface or use [Cling] again in subsequent turns in order to not fall.If a character has a 'Climbing Anchor' or is a 'Maglock Technician', they need not worry about this mechanic.

Falling

The [Falling] debuff begins immediately when triggered.

[Falling] is triggered any time a player is not located on a surface on which they can stand -AND- is more than 1m distance from an upright surface that they could cling to.

Once [Falling] applies to a character, they may take no other actions except to attempt to arrest their fall, such as using the [Cling] action.

While Falling, [Cling] will have a 2AP cost.

The minimum fall distance is 2m. A 'fall' of 2m or less is considered 'jumping' instead.

A player that is in contact with an upright surface may choose to fall as part of a movement action, but in doing so ends their turn.

A [Falling] character remains in the location that [Falling] triggered until the start of their next turn. They may be moved forcefully during this time.

At the start of the [Falling] character's turn, they immediately move to the location of the impact from their fall. A falling character may interrupt the fall if they are able to arrest their fall in any way (Cling, Tether Gun, etc) but must do so before taking any other action.

If a [Falling] character travels more than 10m downward, they receive 15 damage (true damage). For every full meter beyond 10, 2 additional points of damage will be received (15m would take 25 damage for example).

If you take damage from falling, you are prone.

Jumping

Jumping occurs when you attempt to cross a gap/reach something to climb that is over your character's head. Without additional gear, your character can move up to 1AP of their movement without contacting a surface. You are able to jump up to 2m vertically in height.

Interacting with Objects [Repeatable]

Any object in a scene may be pushed if it is not visibly bolted down, immobile, or prohibitively massive. It costs 1 AP to take hold of an object. As part of your movement action, the object can be moved up to half of your movement, rounded down.

Doors may be opened or closed in this manner, costing 1 AP to change the door from one state to another.

Lights in a scene may be turned on or off in events, with effects determined by the storyteller

Water Movement

As it has been asked before in a few scenarios, we had no previous mechanical impact of being in water; falling, moving, exiting. Now you can get wet. Congrats.

Moving through water caps your movement at 4m/AP spent. You may not gain the benefit of [Sprint] while moving through water. Falling into water halves the effective distance of the fall. Water does not confer cover or concealment.

Types of Targets

- Self (You, you cannot miss yourself)
- Ally (People not hurting you, You must roll to hit them with primary or secondary weapons)
- Enemy (People who wish you harm)
- Character (Either Allies or Enemies, but not you)
- Location (A specific spot on the ground)
- Object (A specific thing in the Environment)

Debuffs / Buffs

Debuffs and Buff mechanics operate similarly. Throughout this section, both Debuffs and Buffs will be referred to as Debuffs. Debuffs are a series of negative (or positive) effects on targets in combat, resulting in a variety of effects that hamper their ability to perform actions.

Debuffs and Buffs are applied to the target after any damage from the source action has applied and any triggered responses have occurred.

Tracking Debuffs

It is helpful to think of debuffs as different stacks of tokens. You may have multiples of the same Debuff type but you only perform one of each unique debuff at a time and you only remove one debuff 'token' per turn. You should never do the effects of the same debuff twice in a single turn. This system is much easier to learn with an example.

Let's say you are in combat and you had 2x [Bleed] tokens and 1x [Burn] tokens. This is how you should visualize it. Think of each box as an individual token for that debuff type.

Bleed					
Burn					

So you see how you keep track of debuffs. Let's say that it is your turn now. If you see below, the Current Turn column has been added. The debuff tokens below it are the debuffs you have to worry about during your turn. Underneath the Current Turn, you see that you have [Bleed] and [Burn] are active.

	Current Turn				
Bleed					
Burn					

With [Bleed] and [Burn] active, you do their negative effects **once**.

	Current Turn				
Bleed	Take 4 Damage				
Burn	Take 4 Damage				

You've taken 8 damage from those debuffs. Now, we remove the tokens under Current Turn. You can see the effects of that below. After you remove one token of each unique debuff. You take the rest of your turn.

When it is your *next* turn. Your debuff token stacks should look like this, shown below. As you can see, you only have 1x [Bleed] token to deal with. Do that token's effects. Once you have done that one debuff's text, you remove one from each stack, like you did above, and take the rest of your turn. After your second turn, you should have no debuff tokens left over.

	Current Turn	

Bleed	Take 2 Damage				
Burn	Empty				

Debuff Tracking Example

This is a tracking example with less text so you can see it in action.

Turn 1

Bleed	Take 6 Damage				
Burn	Take 4 Damage				

You Take 10 Damage

Bleed					
Burn					

Remove 1x Bleed and 1x Burn. Do the rest of your turn.

Turn 2

Bleed	Take 4 Damage				
Burn	Take 4 Damage				

You Take 8 Damage

Bleed					
Burn					

Remove 1x Bleed and 1x Burn. Burn runs out. Do the rest of your turn.

Turn 3

Bleed	Take 2 Damage				
Burn					

You Take 2 Damage

Bleed					
Burn					

Remove 1x Bleed. Bleed Runs out. Do the rest of your turn.

Turn 4
Between Turns, someone attacks you and you gain 3x Bleed.
The example ends here but the mechanics repeat.

Bleed	Take 6 Damage				
Burn					

Receiving / Removing Debuffs

When you receive debuff tokens, simply add it to your debuff token stacks. If someone purges debuff stacks, simply remove tokens stacks from your token stack.

Bleed					
Burn					

Your Current Debuff Stack.

Bleed					
Burn					

Your Current Debuff Stack after you've received 2x [Bleed] and 1x [Burn]

Debuffs Token Stack Limits

Some debuffs have stack limits. This means that specific debuff's stack size cannot exceed a certain value. For instance, if a stack limit is 2, you cannot have more than 2 of that debuff's tokens at any time.

Maim					
Bleed					

Your Current Debuff Stack.

Maim					
Bleed					

Your Current Debuff Stack after receiving 3x [Maim] tokens. [Maim]'s stack limit is 1. So you only receive 1x instead of the 3x given to you.

Debuffs Effects

Sometimes Debuffs have effects which benefit or penalize your stats. These stat effects (or any other effect that's not taking damage) lasts until the end of your turn.

This remains true even if the debuff stack runs out on the same turn.

For example, If you have 1x [Maim], you will do its effect and the stack will empty. That Movement penalty remains until the end of your turn.

Stat debuffs do not affect your ability to use equipment you would otherwise be able to use.

Equipment

Your character's gear. What they have on them, what they are wearing, and what they are carrying to be used at a moment's notice. A full list of items is available on the Item List along with a more complete description of what the items do. If there is ever a conflict (For example, changing stance generally costs 1 ap, but an Item says it costs 0 ap to do an action as long as it is equipped), the item's description takes precedence.

Some equipment items have a required skill level to use. This skill level requirement is the level of the stat, before any effect penalties (wounds, debuffs, etc.) are applied.

Weapons

Weapon Slots

A player character may fill each of these slots with one compatible item from its category

Primary Slot

This is a character's primary armament. Primary Equipment slots are able to take PRIMARY, SECONDARY or UTILITY(DRONES) listed items.

Secondary Slot

This is a character's secondary armament.Secondary Equipment slots are able to take SECONDARY or UTILITY(SHIELD) listed items only.

Utility Slot

This is a character's utility armament. Utility Equipment slots are able to take UTILITY listed items only.

[Concealable]
- This weapon trait indicates If an item is able to be concealed or not. Usually, this is limited to lighter weapons, because heavier weapons are not as easy to conceal. Missing a Sneak Attack with a concealable weapon does not reveal you.

[Cumbersome]
- This weapon has a -2 attack roll penalty to each attack made with it

[CQC]
- This weapon is intended to be used in tight areas, and ignores the [Engaged In Melee Combat] when you are the target of the melee attacks.

[Scoped]
- When this weapon is aimed, it gets a +2 to the attack instead of the normal +1, Firing outside of the optimal range carries a -5 penalty instead of the normal -3.

[Tracking]
- When a target is granted the [Active] Cover due to sprinting, they are considered to be [Exposed] instead

[Spread]
- When outside of this weapon's optimal range, damage is halved and the attacks are applied to every target within 4 meters of the primary target; provided you have LoS on them

[Recoil]
- This weapon suffers a -1 penalty to each attack roll

[Staggering]
- This weapon applies 1 stack of staggered when it hits a target

[Charge]
- Invest any number of AP in order to use a greater effect on a weapon or Item
- Charge is maintained between rounds
- Charge is a unique action that has all of the same restrictions as an attack action. (Note: This does not prevent charge from being used the same turn as an attack.)

[Drone]
- This weapon has its own location marker, and its movement and range it can be interacted with is dictated by the skill relevant to the class it is in. It is considered an [Emplacement] and it's position begins in the same location as your character at the beginning of combat, barring other circumstances.
- Drones are able to fit into your Primary and/or Utility slot.
- Drones have their own movement of 6 meters, and they need to be commanded to move by spending AP.

- Drones cannot climb surfaces, unless the character has 'Maglock Technician' as a trait.
- If the weapon is destroyed during combat, it is unusable during that combat unless repaired with *Spare-Parts* or a similar ability
- If the Drone is still destroyed when combat is concluded, it is repaired before the start of your next combat.
- A drone is considered to start on your position at the start of combat until Deployed
    - The drone sticks within 3 meters of your position, [Leashed] to you until an action is made through it. After an action through the drone, it is considered [Deployed]
    - After a drone is no longer leashed, you can [Leash] it to you again for 1 ap
        - Leash - 1AP
            - Within 15m of the operator, a player may [Leash] a single drone that is not at 0HP to them. The drone is immediately snapped to within 3m of the operator. Player is unable to use any offensive actions with the drone after Leash is used. Grappled Drones cannot be Leashed.
        - Recall - 3AP
            - Within the combat scene, an operator can use [Recall] to pull all drones who do not have 0HP back to their position and it is considered [Leash]'d to the player.

- The command range of the drone is (5 x [Software]) + 5 Meters
- Drones remain on the field after their operator is downed.
    - Any designated ally may move or attack with your drone
- Drones must be between .5 (Standard SL cube) and 1.5 meters cubed
- Drones cannot fly; instead they must hover between 1 and 4 meters from the ground
- Drones cannot enter stealth
- Drones cannot initiate grapple
    - If a drone is grappled their Physique is considered to be 0
- A drone attacking or operating does not break [Sneaking] on it's controller.
- Drones cannot [Bleed]
- Drones cannot be [Staggered]
- Using a drone for anything other than movement is an attack action
    - Unless you have [Combat Rigger]

[Swift]
- When Commanded to move via Software a Drone moves 10 meters instead of 6 per AP spent on a Movement Action.

[Burning]
- Inflicts 1 stack of burn per hit

[Autohit]
- First attack roll automatically hits the target.

[Marked]
- Your CR is Reduced by 2. At 2 stacks it is reduced by 3.

[Dazzled]
- Suffer -2 to all attributes (including MOV).
- AR and DR are excluded from this.
- Reduces by 1 stack per round.

[Bleeding]
- When this weapon inflicts a hit, it applies one [Bleed] stack

[Bash]
- This ability allows the user to bash with their shield or deal half their weapon damage, rounded down, and push the hit target 1 + user's [PHY] meters away. Bashing automatically breaks grapples.
- Bashing counts as utility action.
- When a target is hit with [Bash], the direction of movement is a direct line from the attacker, to the target, and is pushed along that line away from them by the determined amount.

[Maim]
- For every hit this weapon inflicts on a target, it applies one [Maim] Stack.

[Nimble]
- Once per turn, as part of your action, you may move up to half your [Move]. If this action has a target, you must end your [Nimble] within LOS of that target. This may be before or after the attack rolls at the user's discretion.

[Cumbersome]
- This weapon has a -2 penalty to each attack roll made with it

[Defensive]
- After landing an attack with this weapon, the attacker imposes a -2 penalty to all attacks from their target until the beginning of the attacker's next turn.

[Charge]
- Invest any number of AP in order to use a greater effect on a weapon or Item
- Charge is maintained between rounds
- Charge is a unique action that has all of the same restrictions as an attack action. (Note: This does not prevent charge from being used the same turn as an attack.)

[AOE]

An [AoE] is a 3D volume that defines an area that has effects applied to it. This can be beneficial or harmful to entities who touch the area.

The size, shape, effects and attributes of the [AoE] is defined by the item that deploys it with detailed parameters.

Typically when an [AoE] is deployed, it needs to have the 'Wiggle' mechanic applied to it after it is placed in the desired location, following the 'Placing AoE's' section of this manual.

This will default to the EXP skill, but the item may state a different Skill instead.

If an [AoE] does not 'Wiggle', the item will say so.

There are two types in which an [AoE] can be classified. Persistent or Instant. Some items can have both.

Instant

By default, the effects are instantly applied to all entities that have LoS to the center of the [AoE].

Alternatively, effects and application can be set by the parameters of an action, or the item's description.

After the Instant [AoE] applies the effects, it is then removed from the scene.

Persistent

The [AoE] will have a detailed time in which it is out in a combat scene, set by the action in which it was initialized. Persistent [AoE]s can have effects that can only trigger or affect aspects of the scene via a certain criteria, for example; Blocking LoS, moving through the [AoE], Ending a turn in the [AoE], Starting a turn in the [AoE], and so on.

- When deploying an [AoE], the attacker needs to have Line of Sight to the center of the [AoE], before, if any, Wiggle takes effect.
- When a damaging [AoE] triggers (after any wiggle is applied) it deals its damage from the center point of the AoE outwards and is affected by obstacles and cover.
- If there is no Line of Sight from the origin point, the center, of an AoE to a target, it can not apply its effect.

[Recoil]
- This weapon suffers a -1 penalty to each attack roll

Ranges

How far you can hurt things from while using a weapon, listed on the item page.
Optimal range / suboptimal range / etc.
- When you are using the weapon inside of it's [Optimal Range], there is no penalty to hit
- When you are using a weapon and the target is within its [Sub-Optimal Range], there is a -3 to hit unless otherwise modified.

- When the distance between you and the target falls outside of both optimal and Sub Optimal range, it is [Unusable] and will not hit.

Armor

Armor makes you harder to kill at the cost of weight. Armor adds HP to your base amount as well as other effects determined by specific sets of armor.

Accessories

Things that are not weapons or armor and are still impactful to your characters presence on the battlefield

Consumables

One time effect items that are destroyed when they are used. You may bring a base of 6 units of consumables with you into a combat scene.

Combat Glossary

Chart of Actions

[Move]
- 1 AP, Move your character up to your Movement in Meters
- Repeatable

[Aim]
- You can spend 1AP to cause all rolls in your next offensive action(Attack/Utility Action) this turn to be rolled at +1. If your weapon is [Scoped], this bonus is increased to +2 instead. You cannot benefit from [Nimble] while [Aim] is active in the same turn.

[Change Stance]
- 1 AP, Alter the height of your character
- Repeatable

[Push Object]
- 1AP, Move one unaffixed object ½ your movement
- Repeatable

[Pick Up Object]
- 1AP, You are considered to be carrying an object and can drop it at any time or throw it as a thrown weapon attack

[Hand Off]

- 1AP to offer an object to another player. On their turn, they may use the [Pick Up Object] Action without spending AP if they are within 2 meters of you

[Attack]
- AP cost specified by weapon. Use weapon to attempt to reduce the HP of a target to Zero

[Grapple]
- 2Ap Attempt to inflict the grapple condition on a target. See the grappling section

[Enter sneaking]
- 2AP, Requires no line of sight on you from opponents

[Abilities]
- Actions granted to you via traits or items. Effects and AP costs are outlined in the item list

[Brace]
- If you take no action on your turn aside from a single Attack Action, all rolls in that attack are rolled at +1. This only applies to [Ranged] equipment.

[Interact With Objects]
- 1AP to perform an action to alter the environment in a small way
- This includes but is not limited to:
    - Opening a Door
    - Closing a door
    - Flipping a table
    - Breaking a Window
    - Turning off the Lights
- A deployable item that has [Emplacement], can only be moved with a Micrograv_Manipulator. They cannot be shifted by hand. If the [Emplacement] has the addition of [Immobile], it cannot be moved at all, by any means.
- Exact results to be determined by mutual consent of all parties involved in a scene. If a failure to agree occurs, call an Admin.

Chart of Terms

[Damage Reduction] [DR]

Reduces damage from external sources by the amount listed on the item, though never below one point of damage. DR is applied after all attacks in an attack action. DR does not apply to Burning, Bleeding, or other sources of Damage over time. DR does not stack, if you receive DR from multiple sources, use only the highest.

[Forced Movement]
When your character is moved, via a mechanic, Equipment or effect outside of your own control of acceptance, and in most situations, are off-turn.

[Voluntary Movement]
When your character is moved, via a mechanic, Equipment or effect of your own control and can accept OR deny this action, and in most situations, is during your own turn.

[Detection Radius]
- The range required to detect someone while [Sneaking]
  - Default is 12
    - Increased by 4 meters for every point of [Survival] someone attempting to detect has
    - Decreased by 3 meters for every point of [Stealth] the person [Sneaking] has

[Emplacement]
- Items or abilities with Emplacement creates an object in the environment.
  - The Object has HP listed in its description
  - The Object may Provide Cover
  - The Object may be moved using the [Interact with Object] Action

Chart of Conditions

[Heart Attack]
- On a player's 3rd injection, immediately apply 15 True Damage.
- A Medic-trait can postpone [Heart-Attack] till the 6th injection, which the target takes 15 True Damage immediately.
- A player can only suffer [Heart Attack] once per round.
- After the first affliction of [Heart Attack], all healing received after that from all sources is halved.

[Bleeding]
- Take [2] Points of damage per stack.
  - This damage occurs at the end of the round
- Maximum 3 Stacks.
- Reduced by 1 stack per round.
  - If you would bleed out without healing at the end of combat, you are considered to be downed unless you are healed.

[Sprinting]
- You spent your entire turn moving as fast as you possibly could. Your CR is considered to be 13
- You gain an additional 3 meters of movement

[Maim]
- That isn't supposed to bend that way. Your MOV is reduced by 2 Meters.
- Max 1 stack.

[Grappled]

- You're being held closely. LIkely Violently. See the section on Grappling.

[Grappling]
- You are holding someone who probably doesn't want to be held. See the section on Grappling

[Exposed]
- You are in the open. Your CR is considered to be 8. Consider finding cover. Or Fleeing.

[Engaged in Melee]/Sprinting
- Fists, Swords, Daggers, all being exchanged at close range, you're moving at speed to make it difficult to target you. Your CR is considered to be 13

[In Cover]
- You have a wall between yourself and whatever is trying to inflict bodily harm upon your person. Your CR is considered to be 16

[Standing]
- Your character shoulders are considered to be where they are on your avi

[Prone]
- Your character shoulders are considered to be at ground level

[Crouching]
- Your characters shoulders are considered to be lowered to where your characters hips are

[Sneaking]
- You CR is set to 15
  - If you are in cover while Sneaking, you are ineligible to be attacked
- The [Aim] Action cannot be used against you.
- You cannot inflict status effects with your attacks made while sneaking
- Explosives that contain you in their initial set radius are considered to have their skill lowered by 4 to represent the uncertainty of your exact position
- You may not [Sprint]

[Burning]
- Spontaneous human combustion is a myth. If you are on fire, someone wants you to be. Take 4 damage per round. Max 3 stacks
- If [Burning] would down you at the end of combat, and you are not healed, you are [Downed]
- You cannot [Aim]

[Staggered]
- You cannot [Sprint]
- You cannot spend 3 AP on attack actions.

[Wounded]
- You were damaged in a previous fight.
- -4 to all rolls for up to 48 hours based on your HP damage, not including armor HP.

[Critically Wounded]/[Critically Healing]

- You were downed in a previous fight. You have not received medical attention or are recovering.
- -8 to all rolls until treated.
- You cannot Call for Reinforcements

[Downed]
- You have had your HP reduced to 0 in this fight.
- You may not
  - Spend Any AP
  - Perform Any Free Actions
  - Your Detection Radius is considered 1m

[Breaching]
- Destroys walls and cover. Ceilings and Floors cannot be [Breach]'d.
- A Structure may be up to 1 meter thick.
- An Object may be up to 2.5 meters thick.

[Immobile]
- Cannot be moved

[Dead]
- You are deceased, you have all the powers and abilities of your run of the mill hamburger patty

[True Damage]
- This damage cannot be reduced by any mechanic.

[Pierce]
- At minimum, half of the Total Damage is applied to the target, rounded down, bypassing DR/AR values only.

[Rend]
- The Total Damage is applied to the target, bypassing DR/AR values only.

NF Faction Base Defense Rules

0. Preamble

For preservation of prims, we cannot always display base defenses. To that end, some base defenses may be abstracted.

1. Organizing an Attack

a. The first step to base attack/defense, pre-planned or ad-hoc, is communicating OOC intentions and expectations. This is true for both single attackers and groups.

b. For proper faction-on-faction raids where meaningful objectives are expected to be achieved, faction leaders are expected to treat it like any other event and schedule it accordingly after discussing it with the other side. Both parties should decide ahead of time what the victory and loss conditions are and the rewards that follow. If the parties cannot agree, administration will mediate.

c. When pre-arranging an event, turret and goon stats should be determined as appropriate based on the conditions agreed upon by the involved parties.

2. Mechanics

a. Faction bases are defined as "the primary structure or cover granting wall, and the street immediately adjacent to the structure or wall." For example the outer wall of the Hold, the pavement outside the consulate etc. If in doubt, summon an administrator.

b. Goons or turrets should be considered a method of **last resort**, not the go-to tool in the toolbox. This is an RP sim and we're not trying to shut down RP or reinforce cliquiness.

c. Verbal warnings and warning shots are strongly recommended, especially if a player may not be familiar with base defense rules. No one likes finding out AFTER the fight begins that the turrets are loaded with malicious intent.

d. For the purposes of base defenses, if the enemy is in range, so are you. If you're involved in the fight bubble or scene in or around the base, you should consider yourself to be in range of base defenses.

e. Attackers and defenders should consider the most appropriate rules to use in a given situation. For ad-hoc attacks, the default is to follow the Ratio Rules & Bases section of the Dice Combat Manual. This lays out the ratio and reinforcement rules.

f. Unless otherwise agreed, turrets or goons can be deployed either with authorisation by a faction officer OR administrator OR they will automatically activate if an allied faction member is dropped to below 10 HP OR 2 turns have passed. Whichever comes first.

g. Defenders may invoke their base defenses as described above unless otherwise agreed by all parties, though as above defenders are encouraged to handle attacks with the reinforcement and ratio provisions in the dice manual.

h. Unless otherwise agreed by faction leaders, such as during an organized faction raid, goons or turrets will auto-down attackers after the conditions are met.

i. If by some circumstance of the sim build faction bases are within each other's defensive zone and the two relevant factions come to blows, exterior defenses cancel eachother out. Internal defenses behave as normal.

j. These rules do not account for 'who started it.' If you engage faction personnel on their home turf, that's a risk you take.

3. Counterplay

a. Players are encouraged to work with each other regarding possible counterplay for the purposes of base attacks and defense. This may include creative solutions such as EMP,

hacking, or other means of disabling or reducing the effectiveness of a base's defenses. In the event no agreement can be made amongst players, default back to the enumerated rules.

4. Caveats

a. Administration has final say and is the final arbiter on base attacks and defenses.
b. It is considered bad faith for defenders to game the system and engage players unprovoked in order to trigger the base defense rules. Base defense can only be triggered when; intentions of attacking are stated clearly, an attack is physically made, posturing to attack is clear, and/or tampering of the base for malicious purposes of giving the edge before an attack is seen (i.e. bomb planting, item presetup like tripwire etc). This specific situation can either be physically seen or fall under camera base rules.
If known attackers are loitering outside the base, but not falling under the above categories, base defense cannot be triggered. Common sense applies.
c. This list is not exhaustive, common sense applies.
d. With the relevant faction leader's permission: *"[...] what all involved players decide on amongst themselves may override not only the rules contained herein but may also completely disregard this document as a whole."* consent

NF Camera Rules

0. Preamble

For preservation of prims, we cannot mount physical cameras all over the sim. To that end, cameras are abstracted.

1. Mechanics

a. Rolls are made with a Software skillcheck and costs 2AP and require at least 1 SFT to attempt.
b. Rolls may only be made once per device per person per combat scene.
c. Rolls to recover video or system logs or wipe footage can only be made once per faction. Unaffiliated also have one chance. Attempting to 'conga line' to a desired outcome will result in a warning.
d. When wiping footage or disabling cameras, a successful roll must be reported to the relevant ST or to administration.

e. For the purposes of covering tracks when wiping footage, the roll you make to wipe the footage becomes the DC required to recover system logs to show if the footage was intentionally deleted or lost due to system fault. Failing the roll will result in no useful or meaningful information being gained from the system.

f. If a network is brought offline, the network is offline for the remainder of the fight or scene.

g. Checks are made for access per device or per location as appropriate to the scene. (Ex: Hacking into a building's central security camera net would be one roll, while trying to track someone via cameras across multiple buildings/networks would be a roll per camera.)

h. Certain high security or high sensitivity areas may require additional rolls per room to access cameras. Players should use their best judgment on what would or would not reasonably be a high security or high sensitivity area. If no agreement can be made, contact an admin to mediate.

i. Players are responsible for saving logs. Administration cannot provide logs that we do not have. In the event logs are unavailable upon the successful retrieval of camera footage, the relevant parties are expected to generate at minimum a summary of events that accurately reflects what transpired. Players can enable local logging in Firestorm by navigating to Privacy > Logs & Transcripts.

j. Unless otherwise agreed upon by involved parties, recovering or deleting footage requires physical access to the device or physical access to the on-site network.

k. Cameras may only be remotely disabled using the [hacking] passive ability. Range is limited to 5 x [Software] Meters away from you.

l. Cameras, personal or otherwise, cannot be described as physically inaccessible. The mechanics laid out here override flavor.

1. Presence of Cameras

a. Faction bases

Faction bases enjoy additional protections compared to public spaces. Faction bases are assumed to have good camera coverage within and directly surrounding the exterior of their base. Factions auto succeed at obtaining or wiping camera footage from their own bases. Faction base cameras cannot be remotely disabled. Footage can only be wiped by consent (IC or OOC) of faction leadership or administration.

If you're interacting with a scene directly outside of a faction base (within ~20m of a base) and you're in line of sight to that base, you are in range of the faction's cameras.

b. Public spaces

Public spaces are broken up into 3 subtypes based on their location.

i. Orbital

Orbital, being the higher end, more secure part of the city is expected to have greater camera coverage. The DC to recover footage is Simple (DC 8). The DC to

remotely disable a camera or cameras is Difficult (DC 14). The DC to wipe footage is Challenging (DC 17).

      ii.   Residential

          Residential has less camera coverage than Orbital. Camera coverage is typically limited to areas of interest (stores, businesses, etc). The DC to recover footage is Moderate (DC 11). The DC to remotely disable a camera or cameras is Moderate (DC 11). The DC to wipe footage is Difficult (DC 14).

      iii.   Undercity

          The undercity is the least secure, least monitored section of the city. Camera coverage is very limited and some thought should be put into where a camera would be reasonably placed, by who, and what quality it would have. The DC to recover footage is Difficult (DC 14). The DC to remotely disable a camera or cameras is Simple (DC 8). The DC to wipe footage is Moderate (DC 11).

c.   Privately owned shops and businesses

      Player owned shops enjoy similar camera protections to faction bases. A player shop owner automatically succeeds in recovering footage from within and directly surrounding their store front. Player shop's cameras cannot be remotely disabled. The DC to wipe footage ==by third parties== is Difficult (DC 14). ==Shop owners auto succeed at obtaining or wiping camera footage from their own shop but they will have to roll to establish a DC if covering their tracks in the system logs to hide evidence of intentional deletion.==

      If you're interacting with a scene directly outside of a player owned shop or business (within ~20m of a shop/business) and you're in line of sight to that shop/business, you are in range of the shop/business's cameras.

d.   Personal cameras

      Personal cameras, be they worn, vehicle mounted, drone mounted or placed, are automatically recovered ==or wiped== by the owner of the camera ==but they will have to roll to establish a DC if covering their tracks in the system logs to hide evidence of intentional deletion==. A third party can attempt to recover the footage at a DC of Moderate (DC 11). Personal cameras cannot be remotely disabled. The DC to wipe footage is Moderate (DC 11). The camera can be safely assumed to cover things in the scene in line of sight to the personal camera.

2. Footage recording requirements

a.   For footage to be valid, logs must be kept to back up any recordings. If no log is kept, the footage is voided and cannot be used or referenced as evidence. Players may through written unanimous agreement of those involved instead create a 'summary record' which is an accurate short summary of what the recording would contain in place of logs.

b.   For personal recording devices, you must:

i. Be actively present, posted into, and participating in a scene. You may record a fight or scene if you were present and posted into the fight or scene at the time it started. When approaching a fight in progress, either all party's consent is required to begin recording, or reinforcement rules apply.

ii. Post when you begin recording, when you stop recording, and when new people enter the scene. A note in hover text is not sufficient notice as it will not appear in chat logs. The exception to this requirement is if all involved parties consent in writing to the recording existing after the roleplay is concluded.

c. These rules do not currently allow live broadcast of footage without the consent of all involved parties.

d. You cannot send recordings, partial or otherwise, during combat without the consent of all involved parties. If the parties consent, sending a recording mid-combat will count as a comm call for purposes of AP usage.

e. It does not cost AP to start recording. You need only state in your post that you have begun recording.

f.

3. Recovering footage

a. Footage can only be recovered after a recorded scene has been resolved.

b. Faction Bases

To recover footage from a faction's base cameras, the faction would have to provide the footage with IC or OOC consent.

c. Public Spaces

A player may attempt to recover footage from public spaces with the help of an admin or a story teller. Staff will need to be informed who to contact to recover such logs upon a successful roll. Involved players may resolve the rolls amongst themselves.

d. Player Owned Shops

To recover footage from a player owned shop, the shop owner would have to provide the footage with IC or OOC consent. The owner will need to be informed who to contact to recover such logs upon a successful roll.

e. Personal Cameras

The owner of the personal camera will provide relevant recording logs upon a successful retrieval roll.

4. Presenting footage

a. Ideally, footage should be presented as with a summary of what the camera recorded based on the camera's abilities. Some cameras may be video only with no audio such as an alley or traffic camera, camera quality may be poor, a faction base camera may have special features such as thermals, etc. Use your best judgment.

b. Ideally, please include a picture from where the camera(s) would likely be located to get a better feel for what camera would actually see from that vantage point.
c. Logs will need to be included for a recording to be valid. If a post-scene exception for consent is granted as described in 2-b-ii, a log of the consent must be appended to the logs.
d. Pay particular attention to a character that is in disguise or otherwise obscuring their identity, visually or otherwise, as this may not be clearly reflected in chat logs. Those in disguise are encouraged to reference their disguise in posts as it can be hard to prove who was or wasn't in disguise hours, days, weeks, months later without written evidence.
e. Footage may only be deceptively edited with consent from all parties depicted in the recording.

5. Counterplay

Players are encouraged to work with each other regarding possible counterplay for the purposes of recordings. This may include creative solutions such as EMP, technology that obscures one's face from cameras, hacking, or other means of obfuscation or disabling recording devices. In the event no agreement can be made amongst players, default back to the enumerated rules.

6. Caveats

a. Administration has final say and is the final arbiter on recovering footage regardless of location, faction, public or otherwise. Should no agreement be brokered between parties, administration will mediate.
b. Storytellers may relax these rules for the purposes of their events. Storytellers are able to present environmental records and interactions however best suits their event. Storytellers may also modify DCs as appropriate.
c. Acting in bad faith will result in enforcement actions under the sim rules.
d. As laid out in the dice rules: *"[...] what all involved players decide on amongst themselves may override not only the rules contained herein but may also completely disregard this document as a whole."*