

Fading Suns Revised Game Master Screen

Skills	
Analytical	Item Lore
Bureacracy	Jumpweb Lore
Investigation	Planetary Lore
Observe	System Lore *
Physick	Xeno Lore
Warfare	Malfeaction
Combat	Lockpicking
Artifact Melee	Sleight of Hand
Archery	<i>Sneak</i>
Artillery	Streetwise
Demolitions	Torture
Energy Guns	Physical
Fight	Athletics
Gunnery	Self Control
Melee	Survival
Slug Guns	<i>Vigor</i>
Throwing	Sciences
Control	Applied Sciences *
Aircraft	Life Sciences *
Beastcraft	Social Sciences *
Landcraft	Physical Sciences *
Spacecraft *	Terraforming *
Watercraft	Social
Ride	Empathy
Creative	Etiquette
Arts	<i>Influence</i>
Craft	Knavery
Gaming	Leadership
Performance	Technical
Lore	Spacecraft Operations *
Beast Lore	Tech Redemption *
<i>Faction Lore</i>	Think Machine *

* indicates Guild-only skill;
italicized skills are starting skills

Spirit Chart	
Situation	Goal Modifier
Reputation Threatened	+1
Friends Threatened	+1
Money Involved	+1
In Combat	+1
Suffering bigotry (class or race based)	+2
Freedom Threatened	+2
House / Church / League matter of importance	+2
Rival / Foe within presence	+2
Lots of money involved	+2
Ideal is publicly belittled or insulted	+3
Livelihood threatened	+3
Life's work threatened	+3
Life threatened	+5
Focus of your Faith threatened	+5
Lover threatened	+5
Crisis of Faith (Overcome)	+5

Goal Bonuses and Penalties	
Modifier	Task
+2	Natural
+4	Easy
+6	Piece of Cake
+8	Child's Play
+10	Effortless
-2	Hard
-4	Demanding
-6	Tough
-8	Severe
-10	Herculean

Value	Coin
● 1	Firebird
◐ 0,5	Firebird - Wing
◑ 0,25	Firebird - Crest
○ 0,125	Talon - House Currency

Heat, Fire and Plasma Damage		
Heat Source	Effect Dice	DMG per Turn
Candle	1	
Torch	3	
Bonfire	4-6	
Chemical Fire	5	
Raging Inferno	7-10	

Order of Combat	
1. Determine Surprise	
2. Determine Stances - reset Defense	
3. Roll Initiative	
4. Resolve Actions in order of Initiative; high-to-low	
5. Any Characters that did not roll Initiative roll now; return to 2.	

Movement		
Action	Goal	Defense
Move	-	-
Split Move	-2	-
Run	-4	-2
Charge	+2	-2
Kneel / Stand	-2	-
Per Species		Move
Human		5
Ur-Obun / Ur- Ukar		6
Vorox		5/6/7
Gannok		3
Shantor		6
Oro'ym		5
Etyri		5
Hironem		6
Ascorbites		6

Stances		
Type	Defense	Goal
Aggressive	-2	+4
Neutral (Default)	No changes	
Defensive	+2	-4
Full Defense	+4	Only move
Fighting Style	Depends on fighting style	

Basic Fight Action			
Action	Roll	Goal	Damage
Strike	Dex + Fight / Melee	-	2 or Weapon
Grapple	Dex + Fight	-	2
Knockdown	Dex + Fight	-	0
Disarm	Dex + Fight / Melee	-4	2 or Weapon
Knock Out	Dex + Fight / Melee	-4	2 or Weapon

Basic Firearm Action				
Action	Roll	Goal	Damage	Notes
Shoot	Dex + Shoot / Archery	-	-	Fires weapon / bow
Throw	Dex + Throw	-	-	Throw a weapon / grenade
Reload	-	-	-	Reloads Weapon
Aim	-	-	-	+ Goal Number/turn, max three turns
Short Burst	Dex + Shoot	+2	+8	
Long Burst	Dex + Shoot	-2	+5	Treat target's Defense as 2 or lower
Empty Clip	Dex + Shoot	-4	+7	Treat target's Defense as 3 or lower
Suppressing Fire	Dex + Shoot	-	-	Cover area = up to shoot skill in meters

Initiative
Dexterity + Wits (± Mod) + d6

Victory Chart		
Roll	VP	Accomplishment
1	0	Marginal
2-3	1	
4-5	2	Mediocre
6-7	3	
8-9	4	Satisfactory
10-11	5	
12-13	6	Excellent
14-15	7	
16-17	8	Brilliant
18-19	9	
20	*	Fail *
21-22	10	+1
23-24	11	+2
25-26	12	+3
27-28	13	+4
29-30	14	+5
For higher rolls, add + 1 Goal.		
* possible Critical Failure		

Sustained Action	
Task	VP
Simple	5
Eg.: Climbing a tree	
Complex	10
Eg.: Researching a noble's weakness	
Involved	15
Eg.: Climbing a sheer cliff	
Obscure	20
Eg.: Deciphering Vautech	
Arcane	25
Eg.: Repairing Vautech	

Armor							
Armor	TL	Prot	Str	Dex	End	Init	Cost
Padded Clothing [c]	0	1	0	0	0	-1	2
Heavy Cloting [c]	0	2	0	0	0	-2	4
Polymer Knite [c]	4	8	0	0	0	-2	200
Synthsilk [c]	5	4	0	0	0	0	300
Leather Jerkin [cA]	1	4	0	0	0	-1	5
- Studded (metal) [cA]	1	5	0	-1	0	-2	8
- Studded (plastic) [cA]	5	5	0	0	0	-1	15
- Studded (plasteel) [cA]	5	5	0	0	0	0	80
Half Plate (metal) [cB]	2	6	0	-1	0	-3	30
- Plastic [cB]	5	6	0	0	0	-2	60
- Plasteel [cB]	5	6	0	0	0	-1	100
Scale Mail (metal) [cB]	1	7	0	-1	-1	-2	20
- Plastic [cA]	5	7	0	-1	-1	0	50
- Plasteel [cA]	5	7	0	-1	0	0	80
Stiffsynth [cA]	6	7	0	-1	0	0	500
- Smartsynth [cA]	7	7	0	0	0	0	600
Chain Mail (metal) [cA]	2	8	0	-1	-2	-2	50
- Plastic [cA]	5	8	0	-1	0	-1	80
- Plasteel [cA]	5	8	0	-1	0	0	100
Spacesuit (space/1G) [cB]	5	8	0/-2	0/-2	0/-2	-2	100
- Antiquarian Spacesuit [cB]	4	1	-2/-5	-3/-5	-2/-5	-6	50
- Armored Spacesuit [cB]	5	8	0/-2	-1/-3	0/-2	-4	400
- Marauder Spacesuit [cB]	6	9	0/-2	-1/-3	0/-2	-2	1,000
Plate Mail Suit (metal) [cB]	2	10	-1	-2	-2	-4	70
- Plastic [cB]	5	10	0	-1	-1	-3	100
- Plasteel [cB]	5	10	0	-1	-1	-2	150
Ceramsteel Exoframe [cB]	6	14	0	0	0	0	2,000
- Adept Robes [cB]	6	14	+2	+1	0	0	10,000 +
- Unpowered	6	14	-5	-5	-5	-5	-
Frictionless Gel [cA]	7	+6	0	-2	0	0	500
PSI Cloak	8	10 hits	0	0	0	0	8,000
(metal) -1 Protection vs energy weapons							
[c] Can be worn with Standard and Dueling shields; [cA] Can be worn with Assault energy shields; [cB] Can be worn with Battle eberg shields							

Energy Shield				
Energy Shield	TL	Impact / Force	Hits	Cost
Standard Shield	7	5 / 10	10	500
Dueling Shield	7	5 / 10	15	700 +
Assault Shield	7	5 / 15	20	3,000
Battle Shield	7	5 / 20	30	5,000

Bows									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Self Bow	0	0	2	2	15/25	Quiver	3	M	8
Target Bow	2	0	3	3	30/40	Quiver	2	M	7
Hunting Bow	1	0	4	4	20/30	Quiver	3	M	5
War Bow	1	0	6	6	40/60	Quiver	2	L	10
Light Futhanga Bow	0	0	8	5/8	40/60	Quiver	1/2	L	20
Heavy Futhanga Bow	0	0	10	7/10	40/65	Quiver	1/2	L	30
- Compound Bow Upgrade	4	+1	Same	-2	Same	Same	1	Same	+30

Slug Guns									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Deringer (.32)	3	-1	3	1	5/10	4	2	XS	50
Light Revolver (.32)	3	0	4	2	10/20	6	3	S	100
Light Autofeed (.32)	4	0	4	2	10/20	13	3	S	150
Med. Revolver (.40)	3	0	5	3	20/30	6	3	S	200
Med. Autofeed (.40)	4	0	5	3	20/30	10	3	S	250
Hvy. Revolver (.47)	3	0	6	4	30/40	6	2	M	250
Hvy. Autofeed (.47)	4	0	6	4	30/40	8	2	M	300
Manfeed Rifle (.40)	3	0	6	2	40/120	8	2	XL	200
Basic Hunting Rifle (.40)	3	0	6	2	40/110	6	2	XL	150
Sniper Rifle (13mm)	3	0	8	4	50/150	5	2	XL	700
Automatic Rifle (10mm)	4	0	7	3	40/125	30	3 (A)	XL	500
Caseless Rifle (5mm)	5	0	6	1	40/125	48	3 (A)	L	800
SMG (.40)	4	0	5	1	30/40	20	3 (A)	L	350
Shotgun (10g.)	3	+1/0/-1	8/4/1	4	10/20/x	7	2	L	300
Twin Barrel (10g.)	3	+1/0/-1	8/4/1	4	10/20/x	2	2	L	200
- Solid Slug (.47)	-	0	7	3	30/80	-	-	-	-
Firelock Pistol	2	-1	3	2	5/10	1	1	M	40
Firelock Rifle	2	0	3	1	20/60	1	1	L	100
* all weapons using TL 4+ bullets gain Weapon Property (Hard)									

Energy Guns									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Martech Midget Palm Laser	6	0	3*	0	5/10	7	2	XS	200
- Ring Laser	-	-	-	-	-	1	1	-	+400
Martech Gold (Pistol)	6	+1	5*	0	10/20	15	2	S	300
Martech Amber (Pistol)	6	+1	4*	0	10/20	21	2	S	300
Banner Cabal Graser Pistol	7	+1	5	0	15/25	5	3	S	900
Martech Indigo (Rifle)	6	+1	7*	0	30/80	23	2	XL	500
Martech Safire (Sniper)	6	+1	7*	0	60/160	10	1	XL	600
Banner Cabal Xaser Rifle	7	+1	5	0	30/40	15	2	XL	1000
Banner Cabal Graser Rifle	7	+1	6	0	35/45	8	2	XL	1,200
SOE Alembic	7	0	7	3	10/20	10	1	S	700
Lank Eruptor	7	0	7	3	10/20	9	1 (A*)	M	900
SOE Crucible	7	0	9	3	20/30	15	1	XL	1000
Nitobi Blaster Axe	7	-1	9*	3	20/30	15	1	XL	3,000
SOE Volcano	7	+2/0/-1	9/7/5	4	10/20/x	8	1	L	1200
Lank Incinerator	7	+2/0/-1	9/7/5	4	10/20/x	8	1 (A*)	L	1,400
A* - Critical Failure when using autofire causes explosion and self-injury									
* -2 DMG when firing through thick fog, smoke, or other light-scattering atmosphere									

Assault Laser									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Martech Red	6	+1	8*	0	20/60	20	2	XL	700
Carsten Blacklight	6	0	8*	0	20/60	20	2	XL	700
- Eternal Micro-generator	6	-	-	-	-	∞	-	-	+50
* -2 DMG when firing through thick fog, smoke, or other light-scattering atmosphere									

Energy Support Weapons									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Gatling Laser	6	+1	7*	0	30/80	115	2 **	XL	2,500
Blaster Cannon	7	0	15	7	30/100	20	1	XXL	5,000 (15)
* -2 DMG when firing through thick fog, smoke, or other light-scattering atmosphere									
** The shooter may choose to fire between one and twice barrels at once (up to twice per turn)									

Crossbows									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Wrist Crossbow	2	0	1	1	2/5	Quiver	1	XS	15
Hand Crossbow	2	0	2	2	5/10	Quiver	1	S	7
Light Crossbow	2	0	4	4	10/20	Quiver	1	S	6
Medium Crossbow	2	0	6	6	20/30	Quiver	1	M	10
Heavy Crossbow	2	0	8	8	30/40	Quiver	1	L	15

Melee							
Weapon	TL	Goal	DMG	STR	RNG	Size	Cost
Cestus	1	0	+2	1	Melee	XS	1
Hollow Knife	4	0	3	1	Melee	M	50
Knife	0	0	3	1	Melee	S	2
Main Gauche	2	0	3	2	Melee	M	5
Trench Knife	3	0	3/+1	1	Melee	M	6
Suresnake Whip	7	0/+8	3	4	Melee	XL	100
Whip	1	-1	3	4	Melee	XL	5
Club	0	0	4	2	Melee	L	0,5
Dagger	1	0	4	2	Melee	M	4
Flail	1	0	4	4	Melee	L	4
Staff	0	0	4	3	Melee	XL	0,5
Mace	1	0	5	3	Melee	L	10
Rapier	2	0	5	3	Melee	L	20
Spear	0	0	5	3	Melee	XL	2
Splinter Sword	5	0	5	3	Melee	L	+50
Arbat'a (Crystal Sword)	2	0	6	3	Melee	L	1.000 +
Curved Sword	2	0	6	3	Melee	L	20
Glaneksh (Vorox Sword)	2	0	6	4	Melee	L	15
Kurgan Side Sword	4	0	6	2	Melee	L	45
- Leg Sheath (kick attack)	-	-	+8	1	-	S	-
Saber	3	0	6	6	Melee	L	20
War Sword	1	0	6	4	Melee	L	20
Axe	1	0	7	5	Melee	L	5
Kossack Chainsword	5	-1	7	5	Melee	L	150
- Inactive mode	-	0	4	4	-	-	-
Pick	1	1	7	6	Melee	L	5
Two-Handed Axe	1	0	8	6	Melee	XL	30
Two-Handed Sword	1	0	8	6	Melee	L	20
Garrote	0	-1	Strangle	1	Melee	XS	5
Frap Stick	4	0	2/6	5	Melee	L	15
Body Shield	0-2	0	3	4	Melee	L	15
- Plastic Body Shield	4	+1	-	-	-	-	20
- Razor-edged	2	-	+2	-	-	-	+15
- Bullet-proofing	4	-	-	-	-	-	x2
- Laser-proofing	6	-	-	-	-	-	x5
- Blaster-proofing	7	-	-	-	-	-	x5
Buckler	1	0	2	2	Melee	M	7
- Plastic Buckler	4	+1	-	1	-	-	12
- Razor-edged	2	-	+2	-	-	-	+10

Artifact Melee							
Weapon	TL	Goal	DMG	STR	RNG	Size	Cost
Wireblade	8	0	8	2	Melee	L	10.000 +
Flux Sword	8	+1	7	3	Melee	L	15.000 +
Mist Sword	8	+1	7	3	Melee	L	30.000 +

Thrown Weapons									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Dart fletched	1	+1	1	1	5/10	Handful	2	XS	2
- Unfletched	-	0	-	-	3/5	-	-	-	-
Star	1	-1	1	1	5/10	Handful	2	XS	2
Throwing Axe	1	0	4	3	5/10	Handful	2	M	5
Throwing Knife	1	0	3	2	5/10	Handful	2	S	3
Javelin	0/1	0	3/4	3	10/20	Handful	2	L	2
Rock	0	0	1/2/4	1/2/3	5/10	Handful	2	XS/S/M	-
Large Rock	0	-1	6/8	4/5	3/5	1	1	L/XL	-

Granade Launchers									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Dreskel Bombadier	4	-2	Granade	2	15/25	7	1	XL	500
Hawkwood Lion Roar	4	-1	Granade	2	15/25	4	1	M	500

Granades and Explosives									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Anti-Personel Mine	Granade	0	+50 %	1	Melee	-	-	Granade	x2
Anti-Vehicle Mine	Granade	0	x 3	1	Melee	-	-	Granade	x6
Blast Pellet	6	0	3/6 (3 m)	1	10/20	Handful	2	S	20/30
Concussion Granade	4	0	KO	1	10/20	Handful	2	S	50
Demolition Rig	4	0	0-100	1	Melee	-	-	XL	200
Frag Granades	4	0	12 (5 m)	1	10/20	Handful	2	S	50
Pipe Bombs	3 +	0	1 + TL (1 m)	1	10/20	Handful	2	S	TL x 10
- Dynamite Stick	-	-	x2 (2 m)	-	-	-	-	-	x2
Plasma Granade	6	0	18 (6 m)	1	10/20	Handful	2	S	100
Flash-Bang Granade	4	0	* (4 m)	1	10/20	Handful	2	S	50
Wire Granade	5	0	12	1	10/20	Handful	2	S	80

* No wound. The victim suffers -8 goal penalty to all actions; can try to shake it off with Will + Self-Control each turn.

Heavy Weapons									
Machine Guns									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Light Machine Gun (10mm)	4	0	7	2	50/150	∞	3 (A)	XL	750
Furystorm Chaingun (20mm)	4	0	11	3	75/200	∞	(A) *	XXL	1500
* The Furystorm Chaingun has no single-shot setting; it can only perform automatic fire.									
Anti-Armor Guns									
Deamasine Terrakin (Borer)	5	0	10	7	60/175	1	1	XL	1.000 (8)
Bosark Cannoneer (Borer)	5	+1	10	7	75/200	1	1	XL	2.000 (8)
Rocketeers									
Gobo Lobber Jet Pistol	4 (6)	-2	6 (1 m)	2	10/20	2	1	M	800 (30)
Gobo Garbage Chucker	4 (6)	-2	6 (2 m)	2	10/20	5	1	XL	500 (30)
Muster Nightstorm	4	-2	9 (3 m)	2	20/30	5	1	XL	500 (25)
Model Hazat R-25 (HEAT)	4	0	18 (3 m)	4	75/200	1	1	XL	800 (90)
- Panzer Breaker Shell (KE)	-	-	18	-	-	-	-	-	80
Dreskel Bazooka	4	0	18 (3 m)	5	65/175	1	1	XL	750 (90)
- Panzer Breaker Shell (KE)	-	-	18	-	-	-	-	-	80